

Incognito

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Adventure

Version 1.0

by Gordon Smith

Circle Reviewers: Pieter Sleipjen

Reviewers: Sampo Haarlaa

Playtesters: Henri Vesala, Jukka Särkijärvi, Pasi Riita, Sami Sauerland, Tarmo Koponen, Robert Hambly, Richard Smart, Andrew Cowan, Stephen Daniels, Matt Barker, Joe Fitzgerald

Sometimes the path to victory is fairly straightforward. Sometimes it requires a more convoluted path. Can you walk in the shoes of somebody else to defeat the enemy? Can you play the patriot in the fanatic's cause and convince him of your sinceresty to get all the information you need to defeat those that both freedom fighter and city guards wants defeated? A one-round adventure set in Principality of Naerie for characters level 1-10 (APLs 2-8).

Meta-organisations featured: Ex-Scarlet Brotherhood Soldier, Idee Volunteers, Nasranite Watch, Church of Bralm/Llery/Lydia.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Dragon # 315*, *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *ESA5-01 Ten Minutes* [Pierre van Rooden], *ESA6-01 Knife's Edge* [Pieter Sleipjen], *NAE3-01 Daughter of Idee* [Steven Zwanger], *NAE4-03 The Apprentice* [Anders Lindborg & Sampo Haarlaa], *NAE6-05 Sharafoon* [Sampo Haarlaa, David Howard].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

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

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Principality of Naerie. All characters pay 1 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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Nothing specific other than good knowledge of diplomacy, intimidate and other social skills. The DM should find out the PCs spot checks for making secret spot checks. This is needed in Encounter 11 when Commander Wanworth enters the warehouse under a disguise.

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 may 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 or she was caught.

ADVENTURE BACKGROUND

Following the defeat of the Scarlet Brotherhood by Ahlissan troops in the 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 have settled in the northern parts of the 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 perimeter of the forest.

While some of the ethnic pariahs are too busy surviving to question their future, others seek an improvement in their status within the Principality of Naerie. Within the tangled alliances that characterize Naerie politics, some view the Hepmonalanders as pawns that can be used. The Scarlet Brotherhood wishes for the Hepmonalanders to become useful as a fighting force again. Idee Volunteers seek alliances wherever they can find them. While some in the noble houses are guided by ethical considerations regarding the quality of life for these savages, others would pursue any course that might cause embarrassment to House Haxx's position that the Hepmonalanders must be kept out of mainstream society.

More subversive elements also have an opinion as to the disposition of the Hepmonalanders. The Patriotic Knights are vehemently opposed to having Hepmonalanders "walking around town" and have caused public disturbances in the past (NAE6-05 *Sharafon*) to try to undermine those who would protect the Hepmonalanders (Nasranite Watch).

As the Commander of the Derevendt Garrison, it is Wanworth's job to defend the city against riots and other threats, however Wanworth believes he has a better plan. He views having to keep guard over the labor camps as a

waste of the garrison's capabilities and more importantly, limiting his own career growth. Surely, his garrison could be put to better use in more glamorous duties beyond the barony if they weren't saddled with the menial task of watching over the Hepmonalanders. Since founding the Patriotic Knights, Wanworth has devised a plan which should remove his garrison of the burden of guarding labor camps, deflect blame onto the Patriotic Knights, and weaken the public opinion of the Nasranite Watch, all in one fell swoop. His plan calls for discretion lest he be caught up in the aftermath as well so Wanworth has summoned a team from Zelradton using Gregern to do some of his dirty work.

Ever vigilant and well-connected, Captain Belva of the Nasranite Watch learned of the team coming from Zelradton and after discussions with Prince Barzhaan has decided to discretely hire a team of adventures to get to the bottom of Wanworth's plans.

ADVENTURE SUMMARY

NAE7-03 *Incognito* is a one-round regional set in the Principality of Naerie. This is an "under cover" investigative adventure where PCs assume the identities of nefarious agents to infiltrate a subversive organization. As the blurb so publicly advertises, this adventure isn't for the bold stereotypical paladin of Heironeous to saunter forth exclaiming his virtue and delivering justice unto evil-doers and expecting to survive – or at least succeed.

This adventure has various paths the PCs can take throughout. To ensure the DM has a clear picture of adventure flow, an encounter flowchart diagram has been included as a DM's aid as DM Aid 1.

The PCs are to be recruited by the Nasranite Watch, with lead-ins from other organizations if relevant. The PCs receive information about an intercepted private message from Commander Wanworth to associates in Zelradton requesting "a squad with varied talents". Not knowing the purpose behind the missive yet suspicious of Wanworth's motives, Prince Barzhaan asks Captain Belva of the Nasranite Watch to hire PCs to investigate secretly. Captain Belva is under strict orders not to let anyone know that Prince Barzhaan made the request.

The PCs then intercept the squad from Zelradton and take their place delivering themselves for assignment. After successfully integrating with Wanworth's command, they are approached by lesser members of Wanworth's command and sent on secret missions on behalf of the *Patriotic Knights*. These missions present ethical dilemmas for most PCs where there may be more than one way to "succeed". Not yet having proof of Wanworth's involvement, the PCs must continue the search for his connection.

After earning the trust of the Patriotic Knights by performing these minor secret missions, they begin to elevate within their ranks and thus learn of the true danger to Naerie City and of Wanworth's involvement

(riots centered on localized genocide of Hepmonalanders).

At this point, the PCs have a choice and choices have consequences. They can either act to stop the threat which would obviously blow their cover or they can sneak away and report the danger to the Captain Belva.

INTRODUCTION

Ultimately, the PCs need to meet with Captain Belva of the Nasranite Watch. PCs who are members and/or those with favors among Nasranite Watch should receive "Nasranite Watch" encounter for example. Some PCs may require extra motivation to meet with the watch given their metaorg associations and possible histories. Improvise a reasonable location for each of these to occur – perhaps in an Inn or walking around Naerie City.

Choose the relevant starting point for each of the PCs below or invent one if you know how your PCs might be motivated. For further help, it is recommended you download Naerie City article from

<http://www.naerie.net/gazetteer.html>. After the introductions are finished, continue to Encounter 1.

Also, if *atonement* becomes an issue for divine spellcasters, as long as PCs don't do something that causes innocent people to die or blatantly go against teachings of the fate (such as cleric of Zilchus taking part in robbery), they receive one for free after the module. However, only churches that have organised presence in Naerie are available to cast it. See the meta-book for more details.

NASRANITE WATCH

With a determined look obvious on his face, a Nasranite Watchman approaches you, "Captain Belva requires your assistance, follow me."

Those who have played NAE15-01 *In the Docks* or NAE6-05 *Sharafon* recognize the watchman as Sertern Embric. In NAE6-05 he led a group a Nasranite Watch against a riot where the brother of Magtruus was apprehended. In NAE15-01 he was patrolling the area which PCs were guarding.

Embric is not here to politely ask the PC to comply; he is giving a command and expects it to be carried out if PCs are members of Nasranite Watch. If the PC objects and instigates a fight, their adventure is over and he is arrested. Belva also sees them stripped of their rank and revokes all favors with Nasranites that PC may have. Those with favors from Nasranite Watch but who are not members are asked to meet Belva politely.

🗡 **Sertern Embric:** Male human (Oeridian) warrior 3; AL LE; see Appendix 1.

Appearance: Relatively short (5 ft. 8 inch) 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'm willing to make.

EX-SCARLET BROTHERHOOD

Note: This introduction should be used for members of church of Bralm/Llery whose character backgrounds determine them to be members of Scarlet Brotherhood.

While walking around Naerie City, you hear a voice in your head. "We have important information for you and others of our brotherhood. Come alone to the Silver Eel Inn as soon as you can."

The voice is familiar; with an accent of a Hepmonaland Suel. If the PC goes to the meeting, continue. Otherwise, their adventure is over.

You enter the Silver Eel Inn near the Naerie City docks. A freckled Suel sees you entering and motions you to a private room.

Those who have played NAE6-03 *Legacy of the Serpent* or NAE6-05 *Sharafon* recognize Korwil Zan as an 'accountant' of merchant Ludmila Uirten. Once the PC goes to a private room, Korwil continues.

"I have a most unconventional request – please listen and be assured I have not lost my senses. I need you to meet with Captain Belva of the Nasranite Watch. I have been approached and was asked to find sturdy and cunning adventurers to help her. Normally we try to keep a lower profile, but I believe her when she says that this task is important for all those living in the city. The mere fact that she approached us for help is telling by itself. What say you?"

If the PC refuses to help, their adventure ends here.

☛ **Korwil Zan:** Male human (Hepmonaland Suel) monk 4; hp 27; AL LE; see Appendix 1.

Appearance: Tall (6 ft. 1 inch) and very well groomed.

Personality: We have to stick together for our common good and if you don't have the stomach for it, then I don't want to know you!

IDEE VOLUNTEER SYMPATHIZER

While walking around Naerie City, you are intercepted by a short woman wearing a brown cloak. "I was told you would be in town today; please meet me in the church of the Archpaladin in an hour. It is important for those who value Idee above all else."

Those who have played NAE3-01 *Daughter of Idee* recognize the woman as Fara, a zealot and member of the Idee Volunteers. If the PC decides not to meet with Fara, their adventure concludes here. Otherwise, when they meet with her in the church (Heironeous), she continues:

"Thank you for coming; those of us who seek an independent Idee need to speak our words carefully and in private lest our Ahlissan overlords will surely cut out our tongues or worse!"

"Speaking of tongues, I can't believe what I'm about to say with mine. Trust me, I am under no compulsion and am speaking of my own free will. I need you to meet with Captain Belva (spits) of the Nasranite Watch (spits again). We have a source in the watch who has found out that Belva is seeking heroes, such as yourself, to investigate an internal matter. Something to do with one of their own we think. Regardless, we need you to accept her mission and see it out to its logical conclusion. If during your mission you happen to learn of something embarrassing or compromising, we can use that to further our own goals later. Do you agree?"

If the PC refuses, their adventure concludes here. The church is otherwise empty, it's caretaker Thanlok (LG male Pal6) being elsewhere during this meeting,

☛ **Fara:** Female human (Oeridian) expert 6; AL CN; see Appendix 1.

Appearance: Short and beautiful Oeridian woman with light brown hair and green eyes. Wears an expensive cloak.

Personality: Zealot and a patriot of Idee.

CHURCH OF BRALM/LLERY

You were approached by an envoy from the recently established church of Bralm/Llery (use the appropriate church), saying she wished to meet you in Star of Aerdy tavern.

Ask the PC if he wants to go. If not, the adventure is over.

Star of Aerdy is quiet in the morning. Its owner, Wulfric has placed one of his workers to tend the bar. The envoy waits for you in a corner table. She is a suel woman with short blond hair and blue eyes. "Welcome. I've been sent here from Shar Hesiyeve to ask you to help them in a special mission. They heard that the Nasranite Watch is working against certain factions who disapprove of the presence of our churches in these lands. They want you to go to Nasranite Watch and offer your services to Captain Belva, as she thought the church might have people of suitable skills for this job."

If the PC refuses to help, their adventure ends here.

☛ **Berhen Eren:** Female human (Suel) monk 3; hp 21; AL LE; see Appendix 1.

Appearance: Suel woman with blonde hair and blue.

Personality: Scarlet Brotherhood loyalist who is in service of church of Bralm. Resentful towards Ahlissans but does as she is told.

CHURCH OF LYDIA

This morning, you received summonings from high priestess Diordis, saying that your presence was requested in the temple of Lydia at first possible opportunity."

If PC does not wish to go, their adventure is over.

The Temple of Lydia is a brightly painted and clean building in eastern parts of Naerie City. It stands next to a large square which was a scene of an unfortunate riot less than a year ago. You are quickly directed through several rooms where red robed Lydians are teaching and into a meeting room where a priestess named Athania asks you to sit down.

Those who have played NAE6-05 Sharafof might have met Athania when she was helping Hepmonalanders in Okalasna labor camp.

"I have a most unconventional request from high priestess Diordis herself. I need you to meet with Captain Belva of the Nasranite Watch. We were approached by certain individuals who had information about recent activities of the Patriotic Knights, the organisation who was responsible for the riot that took place outside our temple. Apparently Nasranites are preparing some operation against them and it is possible we could help in this regard. What you say?"

If the PC refuses to help, their adventure ends here.

☛ **Athania:** Female human (Suel) cleric 5; hp 25; AL NG; see Appendix 1.

Appearance: Middle-aged Suel woman with platinum blonde hair and green eyes.

Personality: Polite & merciful.

OTHER

With a determined look obvious on his face, a Nasranite Watchman approaches you, "By the look of you, I'm assuming you're an adventurer. Captain Belva is looking to hire a few good adventurer types. Please follow me."

Those who have played NAE15-01 *In the Docks* or NAE6-05 Sharafof recognize the watchman as Sertern Embric (see above for more details). If the PCs refuse, their adventure ends here.

☛ **Sertern Embric:** Male human (Oeridian) warrior 3; AL LE; see Appendix 1.

Appearance: Relatively short (5 ft. 8 inch) 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'm willing to make.

Development: As long as PCs take the job, move to encounter 1

1: GET HIRED

Each PC should arrive to this encounter either separately by means of different introductions or in groups if a group introduction seemed appropriate.

After taking you to a private room at the guardhouse, the sentries leave to fetch Captain Belva. A few minutes later, Captain Belva enters and asks the sentries to leave the room. "I bet you're wondering why I've called you here. I have a sensitive topic to discuss. Do I have your assurances that you'll conduct this meeting and the upcoming mission with discretion? I've searched for adventurers who can appreciate the subtleties involved here."

If any PC doesn't wish to accept, they are free to leave. Their adventure ends here. Belva's primary concern is not having the people she hires betray her by letting Wanworth know he's being investigated. She is less concerned about other groups finding out as long as it's after the conclusion of the mission.

The PCs are likely to have questions. They need not ask the question verbatim to get a response; adlib as appropriate. The questions with an * before them should be worked into the conversation even if the PCs don't ask the question.

- ***What is our mission?** "We recently intercepted a letter from Commander Wanworth to a contact of his in Zelradton trying to recruit 'a squad with varied talents'. To avoid detection, we made a copy of the letter and let the original continue to its destination. I need you to learn what, if anything is being planned by Commander Wanworth. If he is involved in something sinister and you can prove it, I'll handle it from there. Do not attempt to apprehend him yourselves." Give the players Player Handout #1.
- ***How do you recommend we start?** "I believe the only way you'll be successful is to intercept the squad coming from Zelradton and take their place. The method by which you do that is up to you, just make sure you retrieve the 'orders' placing them under Wanworth's command. From there, you need to improvise and then report back to me once you have found something noteworthy."
- ***Is there be anyone else around we should know about?** "Yes, we suspect that there is an agent of the Jade Mask buried deeply in Wanworth's ranks. Normally that would cause me great concern, but it's altogether possible that we may be working towards

common goals here depending on what Wanworth is up to. I also don't know if this investigation warrants blowing such a deeply held cover. I ask that one of you wear this dagger and sheath. The scabbard has an onyx mask inlay design that allows the Jade Mask agent to recognize you." Knowledge Religion DC 15 identifies the onyx mask symbol to be a representation of the holy symbol of Johydee (NG Oeridian goddess of Deception, Espionage & Protection).

- **What if we need to do something illegal to get to the bottom of this mystery?** Depending on the nature of the crime, I can make sure the charges 'go away'. If you commit mass murder or something similarly extreme, that's obviously *NOT* going to be ignored. Use proper judgement."
- **We don't look like a crew from Zelradton. How is this going to work?** "Beats me, you're the cunning adventures. Improvise. After you handle the Zelradton crew, I can loan you a few items if that helps with your plans: 6 disguise kits, 1 ring of mind shielding, and 2 hats of disguise."
- **Where is Damar Rocharion?** "He has taken a temporary leave of absence – he's been acting strangely lately so I gave him some leave."
- **Where do we intercept the Zelradton squad?** "The letter Commander Wanworth sent to Zelradton should arrive there tomorrow. Therefore, you should be able to intercept the squad on their way south to here in about a week. We don't know how big their group is, but are pretty certain they'll be led by one of Gregern's known favorites – a red haired halfling male who favors the rapier over short swords. However, we have sent our agent Walennor to Zelradton to confirm this and he will send an animal messenger to relay the message."
- **Who is Gregern?** "He's a soldier stationed in Zelradton who spent a good deal of time in the field. His field experience has made him a popular choice for hiring adventurers and mercenaries for odd jobs."
- **What are we being paid?** "In addition to being on my good side, I'll arrange to have you each paid (50 gp x APL) upon successful completion of your mission."

Development: If the PCs refuse this mission, Captain Belva thanks them for their consideration, but their adventure ends here.

The PCs have time to purchase equipment before heading out to intercept the squad. Naerie City has a 15,000 gp limit for item purchases. The watch is willing to loan unmarked horses to the PCs for their journey to intercept the squad from Zelradton. Walennors message arrives in few days time and it gives general information about the squad coming down from the south. Go to Encounter 2.

2: INTERCEPT THE SQUAD

This encounter gives the DM quite a bit of latitude with respect to "defeating the challenge". The PCs could of course, find the squad and combat them, however other options are available. The squad coming from Zelradton isn't necessarily highly motivated to do Wanworth's bidding. They're just being hired for a job. Diplomacy, intimidation, bribery, etc. are also potential avenues towards "defeating the challenge". The squad does not fight to the death unless the PCs manage to degrade the squad's reaction to hostile. They put up a good fight, if combat becomes necessary, but stop short of risking their lives. If they believe they can earn extra cash by winning this, they do so.

Read or paraphrase as appropriate.

After passing several groups of merchants and other travelers heading south on the trade road, the road curves to the left giving you a glimpse of [3 at APL2/4, 4 at APL 6/8] mercenaries headed in your direction. A red haired male halfling is in the lead.

Refer to DM's Map #1. The leader of the squad is the rogue, Hanrik, and he handles the conversations, if any, with the PCs. He knows he's being sent to report to Commander Wanworth and that Gregern has asked his squad to act as though they have experience working in their own local garrison. They start off as **Unfriendly** towards the PCs (*Player's Handbook* 72). If the PCs use Diplomacy or Intimidate, consult the following table to determine their result (this includes attempts to have the squad accept bribes). If the PCs opt for combat, the squad surrenders when reaching 25% or less hit points.

New Attitude:

- **Hostile:** Roll Initiative, combat starts. Rushed diplomacy during combat is impossible. Surrender is no longer an option for the squad.
- **Unfriendly:** Roll Initiative, combat starts.
- **Indifferent:** Hanrik asks the PCs to leave. If they refuse, roll initiative. Combat starts.
- **Friendly:** Hanrik agrees to let the PCs take the job on their behalf but only if the PCs pay them the wages they'd be missing out on. Bribe = 100 gp x APL (from the entire party, not per PC). Otherwise, roll initiative. Combat starts.
- **Helpful:** Hanrik agrees to let the PCs take the job on their behalf and asks for compensation for lost wages. Bribe = 25gp x APL. If the PCs refuse to bribe after succesful Intimidate check, he'll grumble but still concede. If refused bribe after succesful Diplomacy check, his attitude moves to friendly (see above).

Creatures: The PCs are likely to want some detail on appearance so they can emulate an appropriate disguise later in the mission. The NPCs here are dressed as "well

armed mercenaries” wearing regular travelers’ gear (cloaks, boots, etc).

Creatures:

APL 2 (EL 4)

- ☛ **Hanrik:** male halfling rogue 2; hp 12; see Appendix 1.
- ☛ **Kragnor:** male half-orc barbarian 1; hp 15; see Appendix 1.
- ☛ **Lukan:** male human rogue 1; hp 7; see Appendix 1.

APL 4 (EL 5)

- ☛ **Hanrik:** male halfling rogue 2; hp 12; see Appendix 1.
- ☛ **Kragnor:** male half-orc barbarian 2; hp 25; see Appendix 1.
- ☛ **Lukan:** male human rogue 2; hp 12; see Appendix 1.

APL 6 (EL 7)

- ☛ **Hanrik:** male halfling rogue 3; hp 17; see Appendix 1.
- ☛ **Kragnor:** male half-orc barbarian 3; hp 35; see Appendix 1.
- ☛ **Lerd:** male human wizard 3; hp 16; see Appendix 1.
- ☛ **Bornul:** male human cleric 3; hp 21; see Appendix 1.

APL 8 (EL 9)

- ☛ **Hanrik:** male halfling rogue 5; hp 27; see Appendix 1.
- ☛ **Kragnor:** male half-orc barbarian 5; hp 55; see Appendix 1.
- ☛ **Lerd:** male human wizard 5; hp 26; see Appendix 1.
- ☛ **Bornul:** male human cleric 5; hp 38; see Appendix 1.

Tactics: The squad fights to the best of their abilities although they surrender when reaching 25% or less hit points unless the PCs botched the diplomacy check. In that case, they try to flee.

Treasure:

APL 2: Loot 160 gp; Magic 104 gp; +1 chain shirt (104 gp); Total 264 gp.

APL 4: Loot 173 gp; Magic 270 gp; +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 443 gp.

APL 6: Loot 269 gp; Magic 395 gp; brooch of shielding (125 gp), +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 665 gp.

APL 8: Loot 242 gp; Magic 797 gp; brooch of shielding (2) (125 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (3) (83 gp each), +1 rapier (193 gp); Total 1,040 gp.

Detect magic results: brooch of shielding (faint abjuration), +1 chain shirt (faint transmutation), cloak of resistance +1 (faint abjuration)

Development: The PCs should through combat or other means have obtained the orders carried by Hanrik. Any

members of the Zelradton crew who manages to flee decides to quit their current assignment and look for work elsewhere. If Hanrik managed to flee, the orders drop from his belt as he runs away. These orders allow the PCs to report for duty with Commander Wanworth’s garrison. PCs likely want to disguise themselves as these particular NPCs but that isn’t strictly necessary as the request made by Commander Wanworth didn’t call for specific individuals. They do, however, need to represent themselves as the ‘squad from Zelradton’ as implied by the orders.

Once PCs have dealt with the squad, Belva is willing to loan following items to PCs: *hat of disguise* (2), *ring of mind shielding* (1), disguise kits (6). These items cannot be kept and if PCs attempt to steal them, the watch apprehends them and throws them in prison for 26 TUs. If the items are stolen or destroyed (such as in a failed fight), there is no penalty levied by the watch.

PCs may leave any magical items they have to the care of Nasranites. Weapons and armor can be replaced by masterwork versions of the said items from the Nasranites sizable stock of confiscated weaponry.

You should also ask PCs to invent a suitable cover identity for themselves as it might be useful. Once this is done, proceed with Encounter 3.

3: CHECK IN FOR DUTY

If the PCs come here without intercepting the squad from Zelradton (Encounter 2), they are treated as regular recruits never earning the special attention of Magtruus. They could talk to people and try to learn something and fail; essentially, their adventure would be over here.

In this encounter, the PCs need to present themselves as recruits for the Derevendt Garrison by presenting orders retrieved during Encounter 2. They are not, as some PCs might expect, greeted personally by Commander Wanworth – he’s not that foolish. Wanworth has instructed a Sertern under his command named Magtruus to test the new recruits to see if they are indeed the type of outside help he desires. Magtruus is the brother of Bogtruus, from NAE6-05 *Sharafon*. Bogtruus was sent to the labor camps as a result of his role in public disturbances. Magtruus, like his brother, is a member of the Patriotic Knights, but obviously can’t make that publicly known. He is under strict orders not to involve Wanworth until he can vouch for the new squad.

Once uniformed, Magtruus puts the PCs to hard work and then spends time with them over drinks trying to learn more of their ‘character’. Once convinced that the PCs are like-minded, he invites the PCs to “join the guys” – not yet telling them of the Patriotic Knights, and arranges to test the PCs.

Read, paraphrase or even invent your own “few days of tough initiation” followed by an invitation from Magtruus.

INSPECTION OF ORDERS

The PCs need to disguise themselves to try to look like seasoned garrison transferees, instead of obvious adventurers (very minor difference really). Remember that it is possible to take 10 in Disguise checks. Following modifiers apply to this check.

- Favor of Damar (NAE6-05 *Sharafo*n): -1
- Influence of Damar Rocharion (NAE4-03 *The Apprentice*): -1
- Favor of the Nasranites (TSS5-01 *Ten Minutes*): -1
- No Mercy AR entry (NAE6-05 *Sharafo*n): +4
- Safehouse Reported (NAE5-01 *When Nightingales sing*): +2
- Member of the army: -2
- Disfavor with House Arxx: +1/each
- Favors with church of Hextor: +1/each
- Won any prize in Nightingale Tournament (NAEM6-01 *Fun fair*): -2
- Good roleplaying: +1 - +4 (DMs discretion)
- Disguise Kit: +2
- Minor details (*Player's Handbook* 73): +5
- Assists from 3 other PCs: +6

The worst possible case should be 14 (a low charisma and highly notable PC). The duty officer isn't suspecting infiltration and thus is taking 10 on his spot yielding a 15 (+5 spot). PCs who have a variety of favors giving notarity as above should roleplay their disguise to earn the needed difference for admission.

The text below assumes the PCs succeed in their disguises. If the PCs somehow manage to blow the disguise checks, the guards deny their orders and report the incident to Commander Wanworth. In this case, the adventure is over. If the PCs, however, choose to not enlist and merely follow people around, they'll find and notice Magtruus. A few days later, they'll end up at the Patriotic Knight meeting although have no clue what is going on. For those parties, skip to Encounter 11.

After reporting to the Derevendt garrison for your duty assignment, you are eventually seen by the duty clerk named Alertn (Junior Officer) Krenneth Borel.

After reading the orders, Krenneth looks at each PC and asks them a variety of casual interview questions such as:

- What is your name?
- From where do you hail?
- What was your previous occupation?
- What skills do you add to the Garrison?
- Will you protect Naerie with your life if needed?
- Are you afraid of a hard week's work for an honest day's wage? (private joke)

After all of the PCs have been interviewed, Krenneth hands them uniforms and asks them as a group to report to Sertern Magtruus.

"All seems to be in order. Here are your uniforms. You are to report to Sertern Magtruus to join the rest of the recruits for assignment. Be warned - don't mis-step! Magtruus will break a few eggs to make a omelet, if you know what I mean."

The PCs are given directions to the barracks and meet Sertern Magtruus.

MAGTRUUS GETS TO KNOW THE PCS

Magtruus knows of the orders sent by Commander Wanworth and thus is expecting a new batch of recruits. He puts the PCs to hard work to try to get to know them better. As long as the PCs don't blatantly blow their cover, Magtruus comes to trust them after a few days of drill sergeant style harassment. Discourage or improvise if the PCs desire to sneak out to talk to other people during their first few days of boot camp. Minor details from Encounter 5 could be incorporated, but that's really intended for after the PCs have gained more trust and reputation.

It's important to convey to the PCs that Magtruus was asked by Commander Wanworth to handle this batch of recruits and that no matter how hard they try, the PCs are not being presented an opportunity to speak directly with Wanworth – at least not yet.

Magtruus spends every waking minute with the PCs during their first few days. While this doesn't give the PCs opportunity to 'gather info', it does give Magtruus and the PCs a chance to learn each other.

No boxed text is presented here as this is a free form role-playing section. Once complete, continue to the next section. Example drills/duties could include 20 mile hikes wearing full packs, ditch digging, kitchen duty, obstacle courses, etc.

Depending how well PCs play here in your opinion, you may grant them between -2 to +2 bonuses to their Disguise and Bluff checks in the Patriotic Knight meeting in Encounter 11. Also, if any PC has either a Favor of Damar (NAE6-05 *Sharafo*n), Influence of Damar Rocharion (NAE4-03 *The Apprentice*) or Favor of the Nasranites (TSS5-01 *Ten Minutes*), the encounter with Callisto Grimwold should occur after PCs do their first sabotage.

☛ **Magtruus:** Male human (Oeridian) rogue 2/fighter2; hp 10; see Appendix 1.

Appearance: Well-built pureblood Oeridian with lightly tanned skin, hazel eyes and black hair.

Personality: Eager for combat, proud, racial-supremacist.

Playnote: Magtruus spent some time as Scarlet Brotherhood prisoner when he was a child. He was whipped during this time and still carries the scars (badge of bondage). It might be good idea to somehow bring it forward when PCs deal with Magtruus to give him some depth.

MAGTRUUS INVITES THE PCS FOR FURTHER TESTING

After a few days of typical harassment, Magtruus gets the PCs alone over drinks and pretends to be more drunk than he really is, trying to learn of the PCs attitudes towards Hepmonalanders. If the PCs play along, Magtruus invites them to “meet the boys”, not yet naming his associates as members of the Patriotic Knights.

Read or paraphrase the following.

After days of hard labor, menial chores and interrupted sleep, Sertern Magtruus approaches your group. “I know I been rough on you, but hey – that’s my job and I’m damn good at my job. Tonight you have off, but I’d like to share a drink or four with you all. Meet me in the barracks after dark – yes?”

If the PCs refuse the meeting, Magtruus tries again over successive days making the location/etc. seem more inviting. A Sense Motive check implies that Magtruus means the PCs no harm which should avoid player concerns of walking into a trap. If the PCs still insist on avoiding the obvious hook, their adventure ends here.

Later that evening, you meet Sertern Magtruus in the barracks. “The rest of the recruits have the night off and have gone to town, which is good since I don’t have enough drinks for all of them.”

Magtruus shares drinks with the PCs and has intentionally managed to meet with the PCs in private.

After some shared stories of childhood and more than a few rounds of drinks, Magtruus’ demeanor changes and his words begin to slur more than usual.

“An I woulda been promoted by now iffen it weren’t for them HEPers. Me own brudder, Bogtruus, had his career ruined by them freckled freaks. Someone audda set things right. What do you think?”

If the PCs play along, Magtruus is happy. If they present an opposing view, role-play Magtruus as mildly put off as he tries to reassert his position. If needed, he’ll blatantly ask the PCs if they “have what it takes to make a difference”. Ultimately, he’s looking for like-minded people to augment the ranks of the Patriotic Knights. Commander Wanworth told Magtruus that he sent for such a squad from Zelradton. Magtruus is trying to ensure that this is the correct crew.

If after multiple attempts, the PCs still won’t play along, Magtruus excuses himself and refuses involve the PCs further. Their adventure ends here.

Once the PCs play along, read or paraphrase the following:

Magtruus leans in and whispers to your group, “Well, you boys seem to be just the type I’m looking for. Would you like to meet the rest of the boys? We’re looking for some extra talent but you’ll have to prove yourselves first.”

If the PCs accept, continue to Encounter 4. Otherwise, their adventure ends here.

4: EARNING TRUST

During this encounter, Magtruus will see just how far the PCs go to prove themselves worthy of consideration by the Patriotic Knights. Feel free to improvise two “tests”, but they should be similar in scope to the ones presented below. Given the blurb of this adventure, parties should be ready to do this type of “for the greater good” dirty work. If they falter, the DM is encouraged to remind them of the blurb and greater good arguments. The PCs need to pass two tests. Give the PCs up to three opportunities with which to succeed twice. If they fail to succeed twice, Magtruus reports to Commander Wanworth that this team isn’t suitable for the Patriotic Knights. In that case, the adventure is over.

OOPS – DID THAT HURT?

Magtruus asks the PCs to sabotage a worksite to cause injury to the Hepmonalanders. The military docks just outside of Naerie are being augmented and minor structural accidents won’t cause severe delays but could cause injuries. “Gotta teach them their place and sometimes you gotta break a few bones to do it.” This should be a difficult choice for the PCs, but it is for the greater good – hopefully.

The following morning, Sertern Magtruus gathers your group for a special briefing. “Some of them freckled bastards have been mouthing off to the guards recently. I want you to ‘remind’ them who’s really in charge here.”

“Ya know, that new barracks the HEPers are helping to build looks kind of shaky, if you know what I mean. If it just happened to fall over onto some of them, I’d have to rule it as a work accident. Nothin’ like a few broken bones to jog one’s memory don’t ya know. Do you think you can make that happen?”

Magtruus expects the PCs to manage to sabotage the work site. If the PCs agree, role-play out the sabotage with the end result being 3-5 Hepmonalanders being severely injured and sent to the infirmary. Feel free to let the PCs roll Move Silently checks, Profession and/or Craft checks, etc. to add to the realism of the sabotage. If situation requires, the master of the docks named Barden Bihok (N male human Marshall5) could come and give PCs a dressing down if they act too blatantly. However, on hearing it Magtruus is more pleased than not, seeing that PCs are utterly ruthless.


CALLISTO GRIMWOLD

NOTE: This encounter only happens to those PCs who have **Favor of Nasranite Watch** from TSS5-01 Ten Minutes

Once PCs have done their first deed in service of Magtruus, Callisto Grimwold, a one time member of Nasranite Watch (PCs most likely worked with him in TSS5-01 Ten Minutes) might notice them. Callisto recognises PCs with favors unless they get 19 or more in their Disguise checks.

Assuming he does, Callisto confronts the PCs about their actions and wonders what has caused them to act like this. This encounter is about PCs keeping up their appearances. If they let Callisto to know the truth about their mission, then he tries to be helpful and deflect attention from PCs when he deals with his own soldiers. Unfortunately, this only makes PCs appear more suspicious and they earn a -2 penalty to their future Bluff checks with the Patriotic Knights.

If they loudly argue about need for "Heps" and Scarlet Brotherhood prisoners to be dealt with, accuse Callisto being soft on them or anything like this, Callisto warns his fellow officers about "unsavory types" and other such things. This increased reputation gives PCs a +2 circumstance bonus to Bluff checks with Patriotic Knights.

 **Alertn Callisto Grimwold:** Male human (Oeridian) fighter 2; hp 20; see Appendix 1.

Appearance: Oeridian man in his late 30s, with a short brown hair. Has potential to become a popular commander.

Personality: By-the-book type soldier, distrusts magic. Did not suffer personal losses during the occupation so he does not bear grudge against Scarlet Brotherhood and Hepmonalanders.

STOP! THIEF!

Magtruus asks the PCs to plant evidence with a Hepmonalander working in the labor camp and to expose the worker publicly as a thief. The worker gets severely punished. This should be a difficult choice for the PCs, but it is for the greater good – hopefully.

Read or paraphrase the following:

The following morning, Sertern Magtruus gathers your group for a special briefing and he's angrier than ever.

"That lousy good for nothing Hep bastard! 'Yes Alertn, anything you say Alertn, can I get you anything else Alertn?' That butt kissing Hep low life Randel must think he's allowed an opinion around here trying to gain favor with officers. He needs to be taught a lesson, don't ya think? If they only opened their eyes, they'd see him for the dog he really is."

"I have Alertn Krenneth's signet ring he uses to seal letters with. Don't ask how I got it. If it were discovered that Randel had this in his gear, they'd probably finally open their eyes about that dirt bag. I want you to plant this in Randel's bunk and see to it that it's found out before lights out tonight. Ok?"

Magtruus expects the PCs to plant false evidence against Randel. If the PCs agree, role-play out the scene with the end result being Randel is discovered and punished severely for his 'crime'. Once again, feel free to let the PCs roll Move Silently checks, profession and/or craft checks, etc. to add to the realism of the mission.

Once successful, read or paraphrase the following:

Being presented with incontrovertible evidence of Randel's guilt, Alertn Krenneth thanks you for the return of his signet ring and has Randel taken away in chains. Later that evening, dinner is interrupted by the far away sounds of a whip snapping against flesh followed by the anguished screams of the condemned. Magtruus grins from across the table for a job well done.

Development: Once the PCs have passed two tests for Magtruus, a few things happen. First, the PCs are starting to earn a bad reputation by being so brutal to the hepmonalanders. Second, Magtruus no longer feels the need to spend every waking minute watching the PCs. The PCs therefore have opportunities to 'gather info', etc. in Encounter 5. Encounter 5 contains gather information style discovery as well as introductions to other NPCs. Encounter 5 isn't its own discrete event, instead it's more of a place holder for other investigation the PCs may now perform.

Ultimately, the PCs have 3 paths possible to them as is illustrated in DM's Aid #1.

1. **Encounter 6.** Some PCs may choose to branch out on their own initiative and break into Commander Wanworth's quarters looking for evidence.
2. **Encounter 7.** If the PCs don't seek an alternate path on their own, this becomes their default path. Magtruus steps up his "testing" with one last mission for the PCs.
3. **Encounter 8.** The PCs can opt to seek out Grumble whom they learn about if they gather information (Encounter 5).

The PCs need to do 1 of the 3 encounters to gain sponsorship into the Patriotic Knights. Nothing prevents them exploring all 3 paths, but they all lead to the same point.

5: THE STAIN THAT WON'T WASH OFF

By this point, the PCs are starting to become well known, in their alternate identities. Some people know of them as recruits, some of them think of them as Magtruus' new muscle. Either way, it opens up some information that the PCs could learn.

GATHER INFORMATION

General/Garrison:

- DC 5: They recently announced that Beddas Haxx, brother of Prince Barzhaan was killed in Adderstone!
- DC 10: You know, I've heard they are massing more soldiers next to Menowood.
- DC 12: The Naerie Garrison, led by Commander Wanworth of house Oedil, is a group of army regulars placed in Naerie City to man the walls and defend the city against rioting and other threats.
- DC 15: For a Sertern, Magtruus sure seems to meet with a good number of Naerie citizens. Maybe he's in public relationships? (laugh)

Magtruus:

- DC 5: He can be a real pain when he's drunk.
- DC 10: He rarely trains recruits anymore.
- DC 15: He leaves the compound twice a week. Not really sure where he's heading.
- DC 17: I'm pretty sure he visits Jarok Morrow the Brewmaster on occasion.
- DC 19: He was promoted to Sertern awfully quickly. It was around the same time his brother Bogtruus sentenced.
- DC 23: He spends his off time with a friend from the Burrow district. Funny thing is, he's a gnome, not a halfling like the rest living there.
- DC 25: His gnome friend is a squirrely little bugger. You can find him in the Burrow district if you can pronounce his name. Grimbledormick Elmip Pilpest Murtwiss Shabert Hodgenor Fizzlemp. He also answers to **Grimble**.

Command Wanworth:

- DC 5: He's a mean spirited task master. He makes us work long hours and keeps all the good food for his officers.
- DC 10: He's perfect for this job – assuming of course the job is to yell at his troops and work the slaves to near death.
- DC 12: Wanworth? Great guy, I think they're going to give him control over the orphanage (dripping in sarcasm).
- DC 15: He was appointed to lead the garrison by his half-brother General Morres.

- DC 23: He never receives visitors to his quarters, but does often meet with people around the city.
- DC 25: I sometimes wonder where he spends his free time? Me? I like to relax in my quarters in the evening, but he always seems to go somewhere in town at dusk for 3-4 hours. Maybe he found a woman who will have him. Or pays for one...

Patriot Knights:

- DC 5: I heard some Patriotic Knights organization almost started some public fights last year.
- DC 10: The Patriotic Knights are hatching a plot to overthrow Prince Barzhaan. Honest!
- DC 12: The Patriotic Knights would stop causing problems if the HEPers would simply go away. Why not send them off somewhere?
- DC 15: The Patriotic Knights are an underground organization focused on the removal of Hepmonalanders from our society, by whatever means necessary.
- DC 23: I heard the Patriotic Knights are going to strike again within the week. A friend of my cousin's girlfriend's friend overheard a guy at a bar down by the docks talking.

Development: The PCs may now have leads to 3 different paths or have decided on a route themselves. If they don't show the initiative to branch out, Magtruus enlists them for a more involved mission – Encounter 7. Otherwise, PCs may choose to go to Encounter 6 or 8.

6: BREAK INTO WANWORTH'S RESIDENCE

PCs may get here by either coming up with the idea of finding evidence in Wanworth's quarters themselves or perhaps by deducing from Gather Information checks in Encounter 5 that they have an open timing window when his quarters are empty (temptation to search).

Commander Wanworth hasn't gotten to his position in life by leaving hard evidence out in plain sight, so the PCs are likely to be a little disappointed coming here. However, they can find information that Wanworth has about an upcoming meeting that Magtruus has with the Patriotic Knights. This doesn't directly tie Wanworth to the activities, but does give the PCs an idea where to go next.

Refer to DM's Map #2. It shows Commander Wanworth's residence – a fairly simple two room building. The room with doors to the streets has a table and random personal affects. The door near the fountain is his front door. The backdoor leads to a small area used for securing horses. The other room is his bedroom which contains his desk.

The challenge in this encounter is a series of traps. Being a military minded person, Wanworth believes that redundant systems are more reliable and thus has paid for

the placement of two traps in his quarters with bypasses for his protection. Wanworth values his privacy and as such doesn't have sizable windows in his room. Near the ceiling he has barred 6 inch windows which let in some light.

🔒 **Locked Outer Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 25.

Traps: The first trap is a typical trap on the door protecting entry into his bedroom. The second trap is to prevent the contents of his desk from being stolen. If the second trap is not disabled (or bypassed), acid spills throughout his desk drawers destroying most of the contents. The "desk trap" therefore is a combination of a CR 1 "Vial of Acid Trap" which damages papers and an APL appropriate trap which damages players. Since the combination trap shares a single trigger, disabling the desk trap also disables the vial trap. If the trap goes off, it is possible that it won't destroy all of the papers due to hit point damage.

ALL APLs:

🔪 **Vial of Acid Trap:** CR 1; mechanical; repair reset; Atk +5 ranged (1d6, acid); Trigger/Search/Disable shared with desk trap.

Note: The stack of papers has AC 5; hp 3.

APL 2 (EL 4)

🔪 **DOOR: Poisoned Needle Trap:** CR 2; mechanical; touch trigger; manual reset; hidden switch bypass (Search DC 25); Atk +17 ranged (1 plus poison, needle); poison (blue whinnies, DC 14 Fortitude save resists, 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

🔪 **DESK: Basic Arrow Trap:** CR 1; magical device; proximity trigger; manual reset; hidden switch bypass (Search DC 25); Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

APL 4 (EL 6)

🔪 **DOOR: Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

🔪 **DESK: Hail of Needles Trap:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

APL 6 (EL 8)

🔪 **DOOR: Wyvern Arrow Trap:** CR 6; mechanical; proximity trigger; manual reset; hidden switch bypass (Search DC 25); Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

🔪 **DESK: Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25); Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10ft. area); Search DC 24; Disable Device DC 20.

APL 8 (EL 10)

🔪 **DOOR: Insanity Mist Vapor Trap:** CR 8; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25); never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

🔪 **DESK: Melf's Acid Arrow Trap:** CR 8; magic device; visual trigger (*true seeing*); manual reset; hidden switch bypass (Search DC 25); multiple traps (two simultaneous *Melf's acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

Note: This trap is really two CR 6 *Melf's acid arrow* traps that fire simultaneously, using the same trigger and reset.

Development: If the PCs avoid causing the "Vial of Acid Trap" from destroying Commander Wanworth's papers, give them Player's Handout #2. This is enough to clue them into going to Encounter 11. However, they'll be attending the Patriotic Knights Council meeting without having a "sponsor" which imposes penalties to checks made in that encounter. If they choose, they can however proceed with Encounter 7 or 8. Doing so causes the PCs to face yet more traps, but could earn them sponsorship to Encounter 11.

If the PCs fail this encounter but are not captured, all is not lost. They can still advance through Encounter 7 or 8. If the entire party becomes incapacitated by this encounter, their adventure is over.

If it is obvious that traps have been set off, Commander Wanworth is suspicious but still needs to attend the meeting. He has too many pieces set in play to be scared away by what could perhaps be random petty theft.

7: MAGTRUUS' SPECIAL MISSION

After the PCs gain a measure of trust from Magtruus in Encounter 4, he decides to give the PCs one final test; and one that actually contributes towards Commander Wanworth's goals. Magtruus asks the PCs to defile the Iron League statue in the Marketplace and plant evidence that the vandalism was done by Hepmonalanders. Wanworth wants this done, among other reasons, to get the citizenry even more hostile towards the freckled Suel.

What neither Magtruus nor Commander Wanworth know is that when Prince Barzhaan had the Iron League statue repaired after its last vandalism, he also paid to

have it trapped. The prince would like to catch whoever defiles the statue and make an example of them, as a way of showing public respect for the Iron League (even if feigned). However, since the trap would go off in a public place, he made sure that it does non-lethal damage to avoid collateral damage.

The Marketplace is a large empty square in Naerie City where local farmers and traveling merchants sell their wares. The 5' x 10' shapes found on DM's Map #3 represent carts or tables used by farmers and merchants to show off their goods for sale. Even late at night, the tables, etc. are still present to reserve the owner's place for the next day's business. The statue in the center of that map contains 3 blacksmiths (E)lf, (H)uman and (D)warf. The small **x** on indicates the center of the fireball if the trap goes off. Do not draw the **x** on the map for the PCs but feel free to write the E, H and D and the sword. The picture of the sword is a weapon that all 3 blacksmiths are helping to forge.

Read or paraphrase the following:

The following morning, you are greeted by Magtruus. "You boys show a lot of potential. I'll tell you what; if you can pull off this next trick we can start getting down to some serious business. Interested?"

If the PCs refuse, this route is closed to them. Their only recourse would be Encounter 6 or 8 or ending their adventure here.

"Good, I thought you would be. We've gotta make more people realize how bad these HEPers really are. You all know that Iron League statue in the middle of the marketplace right? Well, I want you to mess it up and shift the blame on HEPers."

The PCs are likely to have questions. They need not ask the question verbatim to get a response; adlib as appropriate. The questions with an * before them should be worked into the conversation even if the PCs don't ask the question.

- ***What precisely should we do?** "You can be creative or you could do this. Cut off the heads of the Elf and Dwarf and draw freckles and tribal tattoos on the human. That should get people thinking that HEPers did it."
- ***What does the statue look like?** "The statue has 3 blacksmiths, an Elf, a Human and a Dwarf. All 3 are working on forging a weapon."
- ***Why is this statue an interesting target?** "It was built by house Eddri to symbolize the Iron League. When the Scarlet Brotherhood defaced it, Prince Barzhaan had it fixed but took down the various symbols of the Iron League. Most people still remember what the statue represents."
- **How do we avoid being seen / caught?** "Use some of the 'varied talents' that you all are supposed to have. Personally, I probably would disguise myself as

one of them freckled bastards. This is your job though, figure it out!"

- **What is the statue made of?** "It's made of stone mostly."
- (NOTE: The PCs could do it at night, could approach invisibly, etc. Let them figure out a reasonable sounding approach.)

Once the PCs have a reasonable plan (reward creative thinking here), draw DM's Map #3. The challenge here is a trap but the PCs might not guess that. The purpose of drawing it out is to know where PCs are located to see if they are affected by the trap. It's perfectly acceptable if the PCs assume you are drawing the map to better understand their plan, escape routes, etc. In addition, you may have couple of Nasranite Watch members (who are unaware of PCs mission) do some patrolling rounds in the vicinity. See appendix 1 for their statistics.

The trap is triggered when the statue is damaged. Once the trap goes off (*alarm*), the PCs have 1d4+3 rounds before an angry mob approaches. If the trap isn't triggered, the same angry mob gathers around the statue in 3d4+3 rounds from the moment the statue is damaged. If the PCs attempt this at night, add 3 rounds. If the PCs have fled already, they'll hear the mob behind them. This is an un-tiered fight and should conveyed as obvious that they should flee (partly due to danger, partly due to avoiding attacking civilians). If the PCs insist on fighting the mob, let them do so. If they survive, the Watch arrives and arrests the PCs. In this case, their adventure ends here.

As you approach the Iron League statue, you see a sign affixed to its base. The sign reads "Climbing is forbidden. Do not loiter nor feed the pigeons. Those disobeying this rule can be fined up to 5 copper pieces."

All APLs (EL 8)

👉 **Human Commoner Mob (1):** hp 135; Appendix 2.

Trap:

APL 2 (EL 4):

🔪 **Non-lethal Fireball Trap:** CR 4; magic device; touch trigger (damage to statue, *alarm*); repair reset; spell effect (non-lethal substituted *fireball*, 5th-level wizard, 5d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL4 (EL 6):

🔪 **Non-lethal Heightened Fireball Trap:** CR 6; magic device; touch trigger (damage to statue, *alarm*); repair reset; spell effect (non-lethal substituted heightened *fireball*, 7th-level wizard, 7d6 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

APL 6 (EL 8):

↗ **Non-lethal Delayed-blast Fireball Trap:** CR 8; magic device; touch trigger (damage to statue, alarm); repair reset; spell effect (non-lethal substituted *delayed-blast fireball*, 13th-level wizard, 13d6 fire, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32.

APL 8 (EL 10):

↗ **Non-lethal Heightened Delayed-blast Fireball Trap:** CR 10; magic device; touch trigger (damage to statue, alarm); repair reset; spell effect (non-lethal substituted heightened *delayed-blast fireball*, 15th-level wizard, 15d6 fire, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Development: Whether or not the trap goes off, it's now a race against the clock. The conscious PCs need to flee the scene but do have a few rounds to rouse disabled PCs before leaving. Any disabled PCs left behind are eventually taken by the Naerie Watch. Captain Belda intercedes quietly letting those PCs know that they're being let go to finish the mission, but have to suffer the consequence at the mission's conclusion. This costs PCs 6 TUs. To let the PCs go without punishment would be too suspicious and thus blow the PCs cover.

Proceed to encounter 9.

8: NO FAVOR TOO SMALL

If the PCs seek out Grumble (information gained in Encounter 5), they reach this encounter. Grumble's home is in the Burrow district. He's an ex-adventurer and is living in Naerie City in temporary retirement (ie: no "job" per se). While adventuring many years ago, Grumble's family was killed by a renegade band of Hepmonalander Suel near the Sarwyth forest. He settled into Naerie City and eventually learned of the Patriotic Knights organization. Sharing a common bond of hatred towards Hepmonalanders, Grumble became one of the few demi-humans to join their ranks.

Grumble has devised a plan yet needs a team to carry it out. He wants to help fund Patriotic Knights activities and promote the common hatred of Hepmonalanders at the same time. Read or paraphrase the following:

The following morning, you head to the Burrow district of Naerie City – home to the city's halflings and gnomes. There are few actual homes dug into the ground, the majority of the Burrow district looks like any other district within the city.

Asking directions, you easily find your way to Grumble's residence.

Assuming the PCs knock, Grumble greets them. If the PCs haven't changed their disguise, he recognizes them as Magtruus' recruits. Otherwise, he asks them to leave unless the PCs make their Magtruus connection obvious. Alter the following if necessary to adjust for that case.

After inviting you in, Grumble smiles. "You all have been making quite a name for yourselves recently – at least with those who pay attention. What can I do for you?"

☞ **Grumble:** Male gnome wizard (illusionist) 9; hp 55; AL CN; see Appendix 1.

Appearance: Average height for a gnome (2 ft. 11 inch), overweight and impeccably dressed.

Personality: A worldly gnomish ex-adventurer.

The PCs are likely to have questions. They need not ask the question verbatim to get a response; adlib as appropriate. The questions with an * before them should be worked into the conversation even if the PCs don't ask the question.

- ***What do you know about Magtruus?** "Well, I know he holds unpopular opinions, but they're becoming more popular all the time! At least I hope so. He and I are both members of a group that wishes to rid Naerie of a pestilence. We're always looking for like-minded people. Are you interested?"
- **What 'pestilence'?** "Why the Hepmonalander scum that spoil our streets and breathe our air. They don't deserve to share our way of life."
- **What group are you talking about?** "I'll tell you if you promise to do a favor for me. I think you feel the same way that Magtruus and I do. If you'll carry out this small favor for me, it helps fund our activities and lets our fellow citizens see just how bad those freckled bastards really are!"
- ***What do you want us to do?** "I know where the Zilchans keep funds gained from 'activities' brokered in the red-light district before submitting them to the Administration for taxes. I can cast *seeming* on you to make you look like a group of Hepmonalanders. I want you to break in, rob the taxes and be seen leaving. Bring the coin back to me and I'll sponsor you to join the Patriotic Knights."
- **Can we trade spells?** "Perhaps once you've been part of us Patriotic Knights for a while. Can't go spreading my spells to unknown persons now can I?"

Note: Even if PCs wish to take the spellbook by force, Grumble has actually given it for safekeeping to vaults below temple of Zilchus and cannot be found in his residence. Also, if PCs have already sabotaged the statue disguised as Hepmonalanders, Grumble might disguise them as group of Trithereon worshippers or other such group that is hostile towards Ahlissa. This avoids repetition in the module.


If the PCs accept, Grumble gives them directions to *Zachary's Emporium* in Dog Alley (the red-light district). Refer to DM's Map #4. If they don't, the PCs can continue through Encounter 6 or 7.

Zachary is a Zilchan clerk who collects from various businesses during the day. Zachary knows he is not going to be a match for any would-be thieves and is too cheap to

hire guards. Instead, he has invested in traps (with a bypass mechanism) to safeguard the collections. When the PCs (disguised as Hepmonalanders thanks to Grimble) invade the establishment, Zachary's reaction is self-preservation. He is quick to shield his eyes and drops to the floor. If the PCs think of asking (or forcing) Zachary to retrieve the taxes from the backroom, he refuses. To do so, would go directly against his religious beliefs which he values above all else. In other words, treat his initial reaction as "hostile". If the PCs manage to move him to "friendly", he'll tell them about the traps but not disable them. As soon as he's able, he'll run out of the building to avoid the likely wrath of trap-injured thieves.

The door trap is on the door going into the back room. The desk trap is obviously, on the desk in the back room. If PCs have already defaced the statue on orders of Magtruus, then Grimble does not mind if PCs rob these money disguised as some other hostile group such as worshippers of Trithereon.

APL 2-8


 **Zachary:** Male human (Oeridian) cleric 1; hp 7; AL LE; see Appendix 1.


Appearance: Weasely looking Oeridian man.

Personality: Coward but sneaky. Would sell his own mother if the law would not forbid it.


Trap:


APL 2 (EL 4)

 **DOOR: Poisoned Needle Trap:** CR 2; mechanical; touch trigger; manual reset; hidden switch bypass (Search DC 25); Atk +17 ranged (1 plus poison, needle); poison (blue whinnies, DC 14 Fortitude save resists, 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.


 **DESK: Crumbling Zilchan wall mounted statue:** CR 2; mechanical; location trigger, repair reset; hidden switch bypass (Search DC 25); Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 4 (EL 6)


 **DOOR: Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

 **DESK: Crumbling Zilchan wall mounted statue:** CR 3; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25); Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.


APL 6 (EL 8)


 **DOOR: Wyvern Arrow Trap:** CR 6; mechanical; proximity trigger; manual reset; hidden switch bypass (Search DC 25); Atk +14 ranged (1d8 plus poison, arrow);

poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

 **DESK: Crumbling Zilchan wall mounted statue:** CR 6; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25); Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10ft. area); Search DC 24; Disable Device DC 20.

APL 8 (EL 10)

 **DOOR: Insanity Mist Vapor Trap:** CR 8; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25); never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

 **DESK: Melf's Acid Arrow Trap:** CR 8; magic device; visual trigger (*true seeing*); manual reset; hidden switch bypass (Search DC 25); multiple traps (two simultaneous Melf's acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (Melf's acid arrow, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

Note: This trap is really two CR 6 Melf's acid arrow traps that fire simultaneously, using the same trigger and reset.

Development: Once the PCs have taken the taxes from the desk and return them to Grimble, proceed to Encounter 10.

9: MAGTRUUS TRUSTS THE PCS

There may be some minor troubleshooting as PCs enter this encounter. It is possible that some of the PCs were incapacitated at the Iron League statue trap and thus were taken in for questioning. However, at least one PC made it away and can either report in directly to Magtruus or collect the other party members then report in as a group. Magtruus is only interested in results and thus if the PCs return to him after completing the statue mission, he's happy.

Read or paraphrase the following:

After making your back to the garrison, you are informed to wait for Sertern Magtruus in the barracks. After waiting in the barracks for roughly an hour, Magtruus enters the barracks and shuts the door behind him. "I sent some men to check on your work – I must say I'm impressed. More than a few citizens are grousing about those dirty freckled bastards. You have proven yourselves trustworthy. I would like to sponsor your acceptance into the Patriotic Knights. You have heard of them right?"

Magtruus isn't yet willing to divulge Commander Wanworth's involvement but otherwise is willing to

educate the PCs about the organization. After their questions are answered, read or paraphrase the following.

Magtruus continues, "I'd like you to attend the PK Council meeting set for tomorrow night. Something big is going to happen and I know you'll want to play a role. Besides, some of the bosses have requested that you attend. I'll be by to take you to the warehouse tomorrow after dinner."

The PCs are free to make purchases, check in with Captain Belva, etc. during the next day. If they do check in, she is happy with their progress but wants them to dig even deeper. Proceed to Encounter 11.

10: GRIMBLE TRUSTS THE PCS

Now that the PCs have successfully stolen the taxes and implicated Hepmonalanders, they are free to return to Grimbale. If they report to Captain Belva and offer to give the taxes to her, she asks them to not do so since that would blow their cover. She instead asks the PCs to follow through with Grimbale and report back in when they know something more definitive about Commander Wanworth.

Once they report back to Grimbale, read or paraphrase the following.

After making your back to Burrow district, Grimbale welcomes you back into his house. "Word of your exploits have reached me already – congratulations on your success! You have proven yourselves trustworthy. I would like to sponsor your acceptance into the Patriotic Knights."

Grimble doesn't know anything about Commander Wanworth's involvement so should any PCs ask, any Sense Motive checks about his denials should be treated as sincere.

Grimble continues, "I'd like you to attend the PK Council meeting set for tomorrow night. Something big is going to happen and I know you'll want to play a role. Besides, some of the bosses have requested that you attend. I told you that you're becoming well known! Come here tomorrow after dinner and I'll take you to the warehouse for the meeting."

The PCs are free to make purchases, check in with Captain Belva, etc. during the next day. If they do check in, she is happy with their progress but wants them to dig even deeper. Proceed to Encounter 11.

11: THE PATRIOTIC KNIGHTS COUNCIL MEETS

The PCs could have gotten to this point in 3 ways: Magtruus escorted them, Grimbale escorted them, or they

broke into Wanworth's residence and just came here without seeking Magtruus' mission or Grimbale's task. If the PCs remember to wear the special dagger & sheath supplied by Captain Belva, Jarok Marrow comes to their aid to act as a spontaneous sponsor (in addition to Magtruus and/or Grimbale).

As the PCs enter, they are the new faces in the crowd. They need to collectively Bluff the assembled crowd to believe that they aren't spies. Below are the modifiers the PCs may have earned to their Bluff check previously in the adventure:

- Encounter 4: Pass two tests = +2
- Encounter 4: Callisto Grimwold = -2 or +2
- Encounter 6: Entire party incapacitated yet managed to get to this meeting = -10
- Encounter 9: Magtruus as sponsor = +5
- Encounter 10: Grimbale as sponsor = +5
- Encounter 11: Jarok as sponsor = +5

Typical parties are going to achieve a total modifier of +14 (pass 2 tests + confronted Callisto + Magtruus or Grimbale as sponsor + Jarok as sponsor). The crowd has a Sense Motive modifier of +11 (+1 for the crowd's skill and +10 circumstance bonus for the danger involved). The odds are in the PC's favor even before their own Bluff modifiers and possible assists. This is intentional as to avoid a single 50/50 die roll determining success or failure of the mission.

XP is earned by defeating the challenge (fighting OR bluffing past the combat). If the PCs fail the "Entrance bluff check" portion of this encounter, proceed to combat. In this case, they fail the mission yet can still achieve full XP for this encounter. If they succeed the Bluff check, proceed to "the plot unfolds" (achieving full XP and succeeding the mission in some fashion).

ENTRANCE BLUFF CHECK

Read or paraphrase the appropriate section.

- If sponsored by Magtruus:
As you make your way towards to docks, Magtruus informs you that your destination is Jarok Marrow's dock warehouse. "Jarok is the best brewmaster we've had in these parts in a while. He's not one of the bosses yet, but I'm sure he'll be one someday." As you enter the warehouse, Magtruus explains to the guard that he is sponsoring the "new blood". The guard lets you enter peacefully.
- If sponsored only by Grimbale:
As you make your way towards to docks, Grimbale informs you that your destination is Jarok Marrow's dock warehouse. "I don't know much about Jarok, but he is quickly becoming one of the bosses' favorites. He must be doing something right." As you enter the warehouse, Grimbale explains to

the guard that he is sponsoring the “new blood”. The guard lets you enter peacefully.

- If sponsored only by Jarok:
Finding Jarok Marrow’s dock warehouse is easy, people tend to know where ale is stored and Jarok is apparently a well known local brewmaster. Light can be seen under the door, there are no windows with which to gain a better view.

Assuming they enter read or paraphrase accordingly. The PCs may have chosen a different way to enter or eavesdrop, improvise as necessary. As always, PCs are allowed to interrupt boxed text, but doing so may prevent Jarok from saving them.

Upon entering the warehouse, a door guard begins to ask what business you have here. Suddenly a well-groomed human who smells of barley approaches quickly and with an infectious smile announces “Great! You made it. I wasn’t sure if you got my message about meeting me here in time. It’s ok Braynor, this group is here with me. I am their sponsor.”

The PCs are likely to be confused. That’s expected. Jarok then tries to take the PCs aside for a quiet word.

Jarok Marrow, welcoming you inside, directs you to where he can share a brief private word with you. “You’re lucky I recognized that dagger & sheath when you blundered in here. Don’t blow my cover and I won’t blow the one I just created for you. Act naturally and don’t monopolize me tonight! Blend in.” With that said, he heads to greet further guests.

☛ **Jarok Marrow:** Male human (Oeridian) xpert 6; hp 38; AL NG; Appendix 1.

Appearance: Average height (5 ft. 10 inch) and dressed in everyday work clothes. Smells of hops and barley and doesn’t shave regularly.

Personality: Everyone’s best friend.

- If sponsored by no-one:
Finding Jarok Marrow’s dock warehouse is easy, people tend to know where ale is stored and Jarok is apparently a well known local brewmaster. Light can be seen under the door, there are no windows with which to gain a better view.

Allow the PCs to enter into the pre-meeting social hour however seems appropriate (stealth, minor Bluff of a door guard which succeeds, etc.). There is no good place to hide inside the building; the PCs have to blend in. The

real Bluff check happens shortly given any path above. If the PCs got to this point, they have failed in a previous encounter **and** failed to wear the freebie dagger & sheath given to them by Captain Belva. Even so, the PCs can learn that this is a meeting of the Patriotic Knights yet find no other evidentiary material which relates to Commander Wanworth yet.

Once the PCs successfully enter the building, they can mingle for an hour before the meeting starts. This is a freeform roleplay encounter where the PCs can learn more about the story lines in Naerie, but nothing that furthers this particular adventure. Below are few stories which interest Patriotic Knights and PCs can learn them when they discuss with crowd:

- Beddas Haxx, ruler of Adderstone (fortification near Adder’s Pass which leads to Sunndi) has died. Apparently his body had somehow melted. Some hepmonalander must have done it since Beddas was a true patriot, not like some turncoat Hextorite like Benrad Lyrthi, who has taken command.
- The army is doing maneuvers near the Calling Mines and Hollow Highlands, apparently in accord with some deal with Sunndians. This thing is intolerable as Sunndians will stab Ahlissans in the back when time is right.
- There has been some developments in Northern Ahlissa. Apparently hardline Hextorites are demanding greater recognition to their faith in Ahlissan and relations with Zilchans are heading towards conflict. This is good since Ahlissa can only be strong under the patronage of the Herald of Hell.
- The Church of Hextor is against the Hephmonalander presence in Naerie but has not made any official declaration regarding the Patriotic knights yet. Hopefully they will soon side with us when our power and support is demonstrated.

At some point during the social hour, the PC’s loyalty is called into question and thus the need for the Bluff check (or other means of convincing a crowd that the PCs may possess). Refer to DM’s map #5 then read or paraphrase the following:

Quieting the crowd, a scrawny halffling, named Tirro Whisperfoot, climbs on top of a crate and clears his throat. “Before the meeting can begin, we need to confirm the members. Please sit.”

The PCs are asked to sit in the #’d seats on the map. It’s perfectly ok if they choose not to comply. Once that part has been resolved, continue:

“I’ve met all of you before except you [four, five, or six]. Who speaks for you and why are you here?” As Tirro waits for a response, several members of the crowd place their hands on weapons in anticipation.

The PCs can state their case before or after their sponsors speak. Eventually, this comes down to a party Bluff check

using the modifiers as listed in the beginning of this encounter. Read or paraphrase or even just gloss over the following for each applicable sponsor:

If Magtruus:

Sertern Magtruus stands and speaks on your behalf. "This is the new blood that will make us proud. I've tested these boys and I can assure you that they're legit. I aint never seen a bunch who takes such delight in how they approach them HEPes. These boys are the ones who busted up that Iron League statue and got the locals convinced it was done by them freckled devils!"

If Grimbale:

Grimble stands and speaks on your behalf. "Grimbledormick Elmip Pilpest Murtwiss Shabert Hodgenor Fizzlemop at your service. I had heard, as many as you have I'm sure, that there was some new blood in town with a penchant towards punishing HEPers. By my direction, they helped focus the attention of the locals by stealing tax money from the red light district and placing the blame on our foe. I support them fully!"

If Jarok:

Jarok Marrow stands and speaks on your behalf. "You all know me to be one to keep my ear to the street. I've heard only good things about this crew. Sure they're new to our group, but so were we all at once point. They have my support!"

If the PCs fail the Bluff check, their cover is blown and a fight ensues. They won't be able to complete the mission successfully, but they can get away with their lives and some XP/Treasure to show for their troubles. If the PCs succeed their Bluff check, proceed to the "The Plot Unfolds" section below.

Creatures:

APL 2 (EL 4)

- ☛ **Festus:** male half-orc barbarian 2; hp 25; see Appendix 1.
- ☛ **Thug (3):** male human fighter 1; hp 14 each; see Appendix 1.

APL 4 (EL 7)

- ☛ **Thaner:** male halfling rogue 3; hp 17; see Appendix 1.
- ☛ **Festus:** male half-orc barbarian 3; hp 35; see Appendix 1.
- ☛ **Eravel:** male human wizard 3; hp 16; see Appendix 1.
- ☛ **Sterik:** male human cleric 3; hp 21; see Appendix 1.

APL 6 (EL 9)

- ☛ **Thaner:** male halfling rogue 5; hp 27; see Appendix 1.

- ☛ **Festus:** male half-orc barbarian 5; hp 55; see Appendix 1.

- ☛ **Eravel:** male human wizard 5; hp 26; see Appendix 1.

- ☛ **Sterik:** male human cleric 5; hp 38; see Appendix 1.

APL 8 (EL 11)

- ☛ **Thaner:** male halfling rogue 7; hp 37; see Appendix 1.

- ☛ **Festus:** male half-orc barbarian 7; hp 75; see Appendix 1.

- ☛ **Eravel:** male human wizard 7; hp 49; see Appendix 1.

- ☛ **Sterik:** male human cleric 7; hp 52; see Appendix 1.

Treasure:

APL 2: Loot 172 gp; Magic 83 gp; cloak of resistance +1 (83 gp); Total 256 gp.

APL 4: Loot 269 gp; Magic 395 gp; brooch of shielding (125 gp), +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 665 gp.

APL 6: Loot 242 gp; Magic 797 gp; brooch of shielding (2) (125 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (3) (83 gp each), +1 rapier (193 gp); Total 1,040 gp.

APL 8: Loot 62 gp; Magic 2,478 gp; +1 breastplate (100 gp), brooch of shielding (2) (125 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (3) (83 gp each), +1 full plate (220 gp), gloves of dexterity +2 (333 gp), +1 greataxe (193 gp), headband of intellect +2 (333 gp), periapt of wisdom +2 (333 gp), +1 rapier (193 gp), ring of protection +1 (166 gp); Total 2,540 gp.

Detect magic results: brooch of shielding (faint abjuration), +1 chain shirt (faint transmutation), cloak of resistance +1 (faint abjuration), +1 full plate (faint transmutation), gloves of dexterity +2 (moderate transmutation), +1 greataxe (faint transmutation), headband of intellect +2 (moderate transmutation), periapt of wisdom +2 (moderate transmutation), +1 rapier (faint transmutation), ring of protection +1 (faint abjuration).

THE PLOT UNFOLDS

After the "social hour" portion is done, read or paraphrase the following as Commander Wanworth enters the building disguised as his alter-ego of Gunder Smuriel.

Roll secret spot checks on behalf of the PCs to see if they can notice that Gunder is disguised. PCs succeeding on the check won't know who it is necessarily, just that he is wearing a disguise. The DC for this check is 28 (take 10 + disguise kit 2 + minor details 5 + hat of disguise 10 + Wanworth's charisma bonus 2). If PCs confront him about being disguised in front of the members, he deflects the issue by admitting he disguised himself before coming to the meeting – as a safety precaution. The members defend his right to do so and try to move the conversation along. If the PCs persist, use your judgment on whether to move to the secret meeting or combat based on the tenor of the debate.

If the PCs ask for Knowledge (local: Splintered Suns) checks for information on Gunder Smuriel, consult the following:

- DC 14: Gunder Smuriel has been a resident of Naerie City for years with no known family.
- DC 17: Gunder Smuriel contributes to local charities, especially those that help feed poor children.
- DC 23: Gunder Smuriel is known to travel a lot. Sometimes he isn't seen in the city for weeks at a time.

A hush falls over the room as the door guard indicates that someone is approaching. Moments later, a robed human enters the door and upon revealing his face, the tension is broken. Many of the higher ranking attendees greet him warmly.

"Braynor here tells me that everyone is present – let us proceed. Most of you know me, for those who I haven't yet had the pleasure to meet, let me introduce myself before we get down to business. My name is Gunder Smuriel. None of us are of noble birth but we do further a noble agenda."

"Together we have collaborated for years towards a return to the glory that was the Great Kingdom's golden age. Our leaders through inaction have failed us. They have allowed a pestilence to infect us - nay not our bodies although twice as harmful. They have allowed the disease known as the Hepmonalanders to invade our culture. They are a constant danger. While we sit idly by and watch our borders, this unchecked foe is free to plan in secret and delivering messages to the Scarlet Brotherhood while eating our crops and leering at our women. Tonight, we shall put the final piece of the puzzle in action and ensure the extermination of that menace within our lands once and for all. Ours is a noble goal indeed for we are ... THE PATRIOTIC KNIGHTS!"

Allow the PCs to react, such as feigning support, as the crowd cheers on Gunder. As the applause from the crowd diminishes, Gunder continues:

"We have done much to seed the populace with the needed motivation to help us. We have caused disturbances in public and shifted blame to the HEPers. We have defaced the Iron League statue and once again, implicated the HEPers. We have even stolen from the church of Zilchus all in the guise of the HEPers. These are activities we know the HEPers aspire to, we are simply hastening the discovery of their motives to the populace at large. We've had to employ these tactics to thwart this disease in its earlier stages rather than waiting for the eventual and fatal cataclysm we'll face if attacked from within while protecting our borders from without."

"Enough of the motivating speeches, let's get down to business. As we speak, our brethren planted in a garrison scouting party are reporting back to their superiors of an attack on Adderstone. Those

fools will learn soon enough that it is a ruse, but it will draw forces away from the city long enough for us to lead a riot to the labor camp of Okalasana to wipe out the HEPers living there once and for all. The people are ripe with disgust against the HEPers and will rise with us. With Okalasna gone, most HEPers living within Naerie will be dead and rest in their ghetto of Shar Hesiyeve and elsewhere will be dealt at our convenience. I need volunteers to lead the raid."

If the PCs don't volunteer, Jarok volunteers them whether he sponsored them or not. Commander Wanworth then takes the PCs into a side room for a private conversation where the PCs finally receive proof for Captain Belva of Wanworth's involvement. If the PCs wish to avoid the private meeting, they can fight their way out and receive the same conclusion as if they failed their Bluff check above.

Once away from the scrutiny of the crowd, Commander Wanworth reveals himself to the PCs as is necessary to deliver to them written orders which would enable the raid. Read or paraphrase the following:

Settling into a private side room, Gunder Smuriel concludes "I place a lot of faith in those men out there and they vouch for you. Why should I trust you?"


Allow the PCs to state their case. Commander Wanworth already knows he's going to trust them; he just likes to build the suspense. Feel free to feign hidden Sense Motive checks to heighten the tension.

Commander Wanworth has other details to attend to so after he delivers the signed orders to the PCs, he activates his cape of the mountebank to dimension door towards his next meeting. The PCs, as always, are free to interrupt boxed text. Captain Belva's instructions were clear that the PCs shouldn't attempt to apprehend Wanworth themselves but should merely return information to her.

"Good. To lead the raid against the labor camp, you will still need to convince the remaining garrisoned soldiers to open the gates. The only way to do that with the garrison away in the field is to have orders from Commander Wanworth himself. The timing is critically tight; you need to lead the raid immediately."

Pausing for dramatic effect, Gunder then transforms into the form of Commander Wanworth as he removes a Hat of Disguise from his head. Well dressed in bright reds and golds he says, "Don't look so shocked! Who better to sign orders than the Commander himself!"

Commander Wanworth then signs the orders and hands them to you. "Don't fail us or this has all been for naught. I bid you... farewell!" Upon uttering that final word, all that is left is a puff of smoke as Wanworth disappears.

 **Commander Wanworth:** Male human (Oeridian) aristocrat 4/warrior 6; hp 70; AL NE; see Appendix 1.

Appearance: Moderately short (5 ft. 9 inch) and stocky. Clean shaved.

Personality: Normally belligerent and arrogant but does a fair job of seeming affable in the guise of his altar ego.

What the PCs don't know is that Commander Wanworth did move the majority of the garrison away. However, they are camped south of town and are not marching to Adderstone. When the raid begins, they rush back to the labor camp and crush the rebellion although too late to stop many of the Hepmonalander casualties. The losses to the Patriotic Knights organization would be light – namely the expendable crew hired from Zelradton (the PCs). The garrison would then quell the remaining rebellion in the city streets using non-lethal means. This approach serves the following goals:

- Unburdening his garrison of the duty of protecting the Hepmonalanders (since they'd be mostly exterminated). This would allow for Wanworth's garrison to be deployed to more important tasks.
- Killing anyone with direct knowledge of Wanworth's involvement (the expendable crew hired from Zelradton – ie: the PCs).
- Showing publicly that Wanworth's military leadership and prowess is beyond reproach.
- Showing publicly that the Naerie Watch is incapable of keeping the peace.

At this point, the PCs have 3 paths open to them.

- Publically foil the plot. Proceed to Encounter 12.
- Report directly to Captain Belva to let her foil the plot (although causing a delay in doing so). Proceed to Encounter 13.
- Continue with Wanworth's plan and wipe out the HEPers. Proceed to the conclusion.

12: PUBLICALLY FOIL THE PLOT

This is a freeform roleplay encounter. The PCs can succeed by whatever means seems appropriate to them. Calling foul in the middle of the Patriot Knights meeting is probably not a good idea, however, anything else that sounds reasonable should be rewarded. For example, "leading the charge" to the labor camp but instead of exposing the Hepmonalanders to harm, instructing the guards to lock down the camp and prepare to defend. PCs don't have to, but they may fight along the guards here. While guards fight lesser members, PCs must face the four enemy NPCs from Encounter 11. This option is really for tables who may have been successful in avoiding previous combats and seem to really want to fight.

PCs earn:

- Favor of Captain Belva – for saving the Hepmonalanders
- Favor of Prince Barzhaan – for publicly outing Wanworth
- Enmity of Commander Wanworth - for foiling his plans

Go to Conclusion.

13: LET THE WATCH HANDLE IT

If the PCs take the more meek approach of letting the Naerie Watch diffuse the situation, many Hepmonalanders are killed in the time it takes to mount an organized resistance. Wanworth's plan still fails, but the PCs aren't as richly rewarded. On the other hand, PCs involvement is not publicly proven.

PCs earn:

- Favor of Captain Belva - for saving at least some of the Hepmonalanders

Go to Conclusion.

CONCLUSION

This adventure has multiple possible conclusions – typically three. If the PCs ended up creating a path not covered in this conclusion, improvise appropriately.

SUCCESS: Publically foil the plot

Realizing that time was short, you took the initiative and averted the mass slaughter of many innocent lives.

Captain Belva greets you at the guardhouse. "My eyes and ears on the streets have told me of your actions. While I did ask you to merely return to me with information, I fully appreciate that you performed beyond your assigned duties. You have my thanks and also that of Prince Barzhaan."

"Don't look so surprised, the public outing of Commander Wanworth serves the prince on many levels. Unfortunately, we don't know where Wanworth has gone, but that is a story for another day."

SUCCESS: Let the Watch foil the plot

It seems like hours since you have brought the signed orders to Captain Belva's attention when at last she returns to the guardhouse.

"The information you brought penned in Wanworth's own hand was instrumental in foiling his plans. Although we couldn't find him, we did manage to prevent many Hepmonalander deaths."

Many were killed, but most were saved, and for that I am very grateful."

FAILURE: Any path which doesn't lead to getting the final signed orders from Commander Wanworth.

Weeks have passed since the massacre of the Hepmonalanders as you sit idly in a bar. The words of Prince Barzhaan's speech still echo in your thoughts.

"Even though these last few days have been filled with violence and blood, it is time to let our city heal. Through Commander Wanworth's expert leadership, our city is once again at peace and under control."

As you ponder these thoughts, you overhear a snide comment from a table nearby. "I hear Captain Belva is getting reassigned. She can't handle the city's problems; maybe they'll let her keep guard over the Adderstone outhouses!"

PCs earn favors as described in encounters 12 and 13.

The end.

CAMPAIGN CONSEQUENCES

Campaign consequences should be sent to sampohaarlaa@gmail.com while module comments can be sent to gordon@smithoakes.com.

1: How successful PCs were in the mission?

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.

2: Intercept the Squad

Obtain the squad's orders

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

6/7/8: Break into Wanworth's *or* Magtruus' Special Mission *or* No Favor Too Small

Survive or bypass the traps

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

11: The Patriotic Knights Council meets

Survive or bypass the fight

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award: Return signed orders to Captain Belva

Objective(s) met:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	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.

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

2: Intercept the Squad

APL 2: Loot 160 gp; Magic 104 gp; +1 chain shirt (104 gp); Total 264 gp.

APL 4: Loot 173 gp; Magic 270 gp; +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 443 gp.

APL 6: Loot 269 gp; Magic 395 gp; brooch of shielding (125 gp), +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 665 gp.

APL 8: Loot 242 gp; Magic 797 gp; brooch of shielding (2) (125 gp), +1 chain shirt (104 gp), cloak of resistance +1 (3) (83 gp each), +1 rapier (193 gp); Total 1,040 gp.

11: The Patriotic Council Meets

APL 2: Loot 172 gp; Magic 83 gp; cloak of resistance +1 (83 gp); Total 256 gp.

APL 4: Loot 269 gp; Magic 395 gp; brooch of shielding (125 gp), +1 chain shirt (104 gp), cloak of resistance +1 (2) (83 gp each); Total 665 gp.

APL 6: Loot 242 gp; Magic 797 gp; brooch of shielding (2) (125 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (3) (83 gp each), +1 rapier (193 gp); Total 1,040 gp.

APL 8: Loot 62 gp; Magic 2,478 gp; +1 *breastplate* (100 gp), *brooch of shielding* (2) (125 gp each), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (3) (83 gp each), +1 *full plate* (220 gp), *gloves of dexterity* +2 (333 gp), +1 *greataxe* (193 gp), *headband of intellect* +2 (333 gp), *periapt of wisdom* +2 (333 gp), +1 *rapier* (193 gp), *ring of protection* +1 (166 gp); Total 2,540 gp.

Conclusion:

APL 2: Coin: 100 gp.

APL 4: Coin: 200 gp.

APL 6: Coin: 300 gp.

APL 8: Coin: 400 gp.

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

Total Possible Treasure

APL 2: 620 gp.

APL 4: 1,308 gp.

APL 6: 2,005 gp.

APL 8: 3,980 gp.

ADVENTURE RECORD ITEMS

Thanks of the authorities: Captain Belva and Nasranite Watch are grateful of your assistance. You may choose one of the following: Free rich upkeep for one year in Naerie regionals, starting from date marked on this AR or access to *fortification* (light or moderate) armor/shield enhancement.

Favor of Prince Barzhaan: For publicly outing the truth about Commander Wanworth, you earn gratitude of the Prince. This counts as two influence points with House Haxx.

Emnity of Wanworth: You have interfered with plans of commander Wanworth. You earn a -2 penalty to all charisma based checks with Ahlissan armies as agents of Patriotic Knights spread damaging rumors about you. All members of Patriotic knights are automatically hostile towards you and seek to do you harm. This penalty can be removed by burning one favor with Ahlissan or Naerie armies.

Meta-organization favors: This favor is only available to members of Ex-Scarlet Brotherhood Soldier, Idee Volunteers, Nasranite Watch, Church of Bralm/Llerg/Lydia. This favor may be exchanged to one of the following:

Access to one of the following limited spells: *armor lock* (CS), *bloodhound* (SC), *cloud of knives* (PH2), *divine protection* (SC), *divine interdiction* (SC), *pulse of hate* (PH2).

Access to one of the following tricks from Complete Scoundrel: *clever improviser*, *easy escape*, *opening tap*, *slipping past*

Access to *anarchic*, *axiomatic* or *doom burst* (MIC) weapon enchantment as an upgrade or to *badge of valor* (CV), *gaunts of the blazing arc* (MIC) or *medal of gallantry* (MIC).

ITEM ACCESS

APL 2 - 8:

- *Hat of disguise* (Adventure; DMG)
- *Ring of mind shielding* (Adventure; DMG)

APPENDIX 1: NON COMBATANT NPCS – ALL APLS

ATHANIA

CR 5

Female human cleric 5
 NG Medium humanoid (human)
Init +1; **Senses** Listen +6, Spot +6
Languages Ancient Suel, Common, Old Oeridan

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 armor)
hp 25 (5 HD)
Fort +4, **Ref** +3, **Will** +7; *brooch of shielding*

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.
Melee masterwork dagger +4 (1d4/19-20)
Base Atk +3; **Grp** +3
Combat gear *wand of cure light wounds*
Cleric Spells Prepared (CL 5th):
 3rd—*fly^P*, *prayer*
 2nd—*aid*, *hold person* (DC 14), *locate object^P*,
 remove paralysis
 1st - *bless*, *entropic shield*, *longstrider^P*, *magic*
 weapon, *protection from evil*
 0—*detect magic*, *guidance* (2), *light* (2)
D: Domain spell. Deity: Lydia. Domains: Knowledge, Travel

Abilities Str 10, Dex 12, Con 9, Int 13, Wis 15, Cha 14
Feats Alertness, Skill Focus (Heal), Skill Focus (Profession), Scribe Scroll
Skills Diplomacy +3, Heal +13, Knowledge (religion) +6, Listen +4, Profession (teacher) +13, Spot +4
Possessions combat gear plus masterwork dagger, *cloak of resistance* +1

BERHEN EREN

CR 3

Female human monk 3
 LE Medium humanoid (human)
Init +6; **Senses** Listen +6, Spot +6
Languages Ancient Suel, Common

AC 15, touch 15, flat-footed 13; Dodge (+2 Dex, +2 wisdom, +1 deflection); 5+ ranks Tumble
hp 21 (3 HD)
Resist evasion
Fort +5, **Ref** +5, **Will** +6 (+8 vs enchantment)

Speed 40 ft..
Melee unarmed strike +4 (1d6+1) or +2/+2 unarmed strike (1d6+1)
Attack Options Improved Grab
Special Actions Deflect Arrows
Base Atk +2; **Grp** +7
Combat gear *potion of cure light wounds*

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8
Feats Badge of Bondage, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike,
Skills Balance +5, Climb +5, Knowledge (History) +4, Jump +8, Tumble +10

Possessions combat gear plus *ring of protection* +1

CALLISTO GRIMWOLD

CR 2

Male human fighter 2
 LN medium humanoid (human)
Init +1; **Senses** Listen +4, Spot +4
Languages Common, Old Oeridian

AC 18, touch 11, flat-footed 17; Dodge (+1 dex, +5 armor, +2 heavy steel shield)
hp 20 (2 HD)
Fort +4, **Ref** +1, **Will** +1;

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.
Melee masterwork longsword +5 (1d8+1/19-20)
Ranged light crossbow +3 (1d8/19-20)
Base Atk +2; **Grp** +3
Atk Options Combat Expertise
Combat gear *potion of cure light wounds*

Abilities Str 13, Dex 12, Con 13, Int 13, Wis 12, Cha 13
Feats Alertness, Combat Expertise, Dodge, Weapon Focus (longsword)
Skills Handle animal +2, Intimidate +6, Knowledge (history) +3, Listen +4, Ride +5, Spot +5
Possessions combat gear plus, masterwork longsword, dagger, light crossbow, 10 bolts, dagger, chainmail, heavy steel shield

EMBRIC

CR 2

Male human warrior 3
 LE Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +3
Languages Common

AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 shield)
hp 22 (3 HD)
Fort +4 **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)
Melee masterwork longsword +7 (1d8+2/19-20) or
Melee sap +5 (1d6+2) or
Ranged light crossbow +4 (1d8/19-20)
Base Atk +3; **Grp** +5

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 11
Feats Alertness, Toughness, Weapon Focus (longsword)
Skills Climb +4 (+2 in armor), Handle Animal +2, Intimidate +6, Jump +3 (+1 in armor) , Listen +3 , Profession (watchman) +2 , Ride +2 , Sense Motive +2 , Spot +3 , Swim +4 (+0 in armor)
Possessions masterwork longsword, dagger, spiked gauntlet, light crossbow, 10 bolts, sap, chain shirt, small steel shield, signal whistle, bull's eye lantern.

FARA

CR 5

Female human expert 6
 CN Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +4
Languages Common

AC 15, touch 12, flat-footed 13
 (+1 Dex, +3 armor, +1 deflection)
hp 27 (6 HD)
Fort +3, **Ref** +4, **Will** +8

Speed 30 ft. (60 squares)
Melee +1 dagger +5 (1d4)
Base Atk +4; **Grp** +3

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16
Feats Deceitful, Leadership, Negotiator, Weapon Focus (dagger)
Skills Bluff +12, Diplomacy +18, Disguise +11, Forgery +5, Gather Information +5, Hide +3, Intimidate +9, Knowledge (local Naerie) +2, Sense Motive +9, Use Magic Device +6
Possessions +1 dagger, +1 *ring of protection*, *cloak of resistance* +1, studded leather armor

GRIMBLE CR 9

Male gnome wizard 9
 CN Small humanoid (gnome)
Init +5; **Senses** Listen +2, Spot +0
Languages Common, Draconic, Elven, Gnome

AC 18, touch 14, flat-footed 17
 (+1 Dex, +1 size, +2 deflection)
hp 55 (9 HD)
Fort +6, **Ref** +4, **Will** +6

Speed base movement 20 ft.
Melee dagger +3 (1d3-2/19-20)
Base Atk +4; **Grp** -2
Wizard Spells Prepared (CL 9th):
 5th—*nightmare* (DC 20), *seeming* (DC 20)
 4th—*dimension door*, *empowered scorching ray*, *phantasmal killer* (DC 19)
 3rd—*displacement*, *fireball*, *fly*, *haste*, *invisibility sphere*, *major image* (DC 18)
 2nd—*bull's strength*, *glitterdust* (DC 17), *invisibility*, *magic mouth*, *mirror image*, *scorching ray*
 1st—*color spray* (DC 16), *disguise self*, *mage armor* 1, *magic missile* (3)
 0—*detect magic* (2), *ray of frost* (2)
 ‡ Already cast

Abilities Str 6, Dex 13, Con 16, Int 17, Wis 10, Cha 12
Feats Empower Spell, Greater Spell Focus (illusion), Improved Initiative, Skill Focus (concentration), Spell Focus (illusion)
Skills Concentration +18, Hide +5, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (planes) +13, Listen +2, Spellcraft +17
Possessions *brooch of shielding*, dagger (2), *ring of protection* +2, spell component pouch.

JAROK MARROW CR 5

Male human expert 6
 CN Medium humanoid (human)
Init +0; **Senses** Listen +1, Spot +1

Languages Common, Dwarven, Elven, Gnome, Halfling, Orc, Terran, Undercommon

AC 13, touch 11, flat-footed 13
 (+0 Dex, +2 armor, +1 deflection)
hp 38 (6 HD)
Fort +5, **Ref** +3, **Will** +7

Speed 30 ft. (60 squares)
Melee +1 dagger +4 (1d4)
Base Atk +4; **Grp** +3

Abilities Str 8, Dex 10, Con 14, Int 13, Wis 12, Cha 16
Feats Deceitful, Investigator, Negotiator, Skill Focus (sense motive)
Skills Bluff +12, Diplomacy +18, Disguise +7, Forgery +6, Gather Information +14, Intimidate +12, Knowledge (local Naerie) +4, Profession (brewing) +10, Sense Motive +15
Possessions +1 dagger, +1 *ring of protection*, *cloak of resistance* +1, leather armor

KORWIL ZAN CR 4

Male human monk 4
 LE Medium humanoid (human)
Init +6; **Senses** Listen +3, Spot +4
Languages Common

AC 15, touch 14, flat-footed 14
 (+1 Dex, +3 Wis, +1 armor); 5+ ranks Balance, 5+ ranks Tumble
hp 27 (4 HD)
Fort +4 **Ref** +4, **Will** +4

Speed 40 ft. (6 squares)
Melee unarmed +6 (1d8+2) or
Melee unarmed +4/+4 (1d8+2)
Melee sap +5 (1d6+2) or
Ranged light crossbow +4 (1d8/19-20)
Base Atk +3; **Grp** +9 **Atk Options** Flurry of Blows, ki strike (magic)
Combat Gear *potion of cure light wounds*, *potion of enlarge person*

Abilities Str 14, Dex 13, Con 12, Int 8, Wis 16, Cha 10
Feats Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Weapon Focus (unarmed)
Skills Balance +6, Bluff +2, Climb +5, Escape Artist +8, Jump +8, Knowledge (religion) +0, Spot +4, Swim +5, Tumble +8
Possessions Combat gear plus *bracers of armor* +1, *cloak of resistance* +1, simple clothes.

MAGTRUUS CR 4

Male human rogue 2/fighter 2
 NE medium humanoid (human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 18, touch 13, flat-footed 15; Dodge
 (+3 dex, +4 armor, +1 masterwork light wooden shield); 5+ ranks Tumble
hp 28 (2 HD)

Resist evasion

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

Speed 30 ft. in masterwork chainshirt (6 squares),
base movement 30 ft.

Melee masterwork longsword +7 (1d8+2/19-20) or
dagger +5 (1d4+2/19-20)

Ranged light crossbow +6 (1d8/19-20)

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

Atk Options Sneak Attack (1d6)

Combat gear *potion of invisibility*

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

Feats Badge of Bondage, Dodge, Improved Initiative,
Mobility, Weapon Focus (longsword)

Skills Balance +6 (+5 in armor), Bluff +1, Climb +7
(+6 in armor), Hide +6 (+5 in armor), Intimidate +6,
Jump +6 (+5 in armor), Move Silently +6, Ride +6,
Tumble +11 (10 in armor)

Possessions combat gear plus, masterwork longsword,
dagger, light crossbow, 10 bolts, dagger, belt pouch

NASRANITE WATCH MEMBER CR 1

Male human warrior 2

LN Medium humanoid

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 16, touch, 11, flat-footed 15
(+4 armor, +1 shield, +1 dex)

hp 15 (2 HD)

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

Speed 30 ft. (6 squares)

Melee Longsword +5 (1d8+1/19-20)

Range Crossbow +3 (1d8/19-20)

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

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

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha
11

Feats Toughness, Weapon Focus (Longsword)

Skills Climb +4, Handle Animal +2, Intimidate +4,
Jump +3, Profession (Watchman) +1, Ride +3,
Swim +4 (+0 in chainshirt)

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

WANWORTH CR 7

Male human aristocrat 2/ warrior 6

NE Medium humanoid

Init +0; **Senses** Listen +6, Spot +6

Languages Common, Old Oeridian

AC 17, touch, 11, flat-footed 16
(+4 armor, +2 shield, +0 dex, +1 deflection)

hp 70 (10 HD)

Fort +9, **Ref** +4, **Will** +8

Speed 20 ft. (4 squares)

Melee +1 keen heavy pick +13/+8 (1d6+3/19-20x4) or

Range +1 light crossbow +10 (1d8+1/19-20)

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

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

Atk Options Power Attack

Combat Gear *cape of the monteback*, *potion of cure
critical wounds*, tanglefoot bag (2),

Abilities Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha
11

Feats Alertness, Leadership, Power Attack, Weapon
Focus (heavy pick), World Weary

Skills Bluff +6, Climb +6, Diplomacy +8, Gather
Information, +8, Handle Animal +6, Intimidate +8,
Jump +5, Knowledge (Splintered Sands) +5, Listen
+6, Profession (Soldier) +7, Ride +7, Spot +6,
Swim +7

Possessions combat gear plus +1 *keen heavy pick*,
+1 *light crossbow*, 20 bolts, masterwork dagger (2),
spiked gauntlet, masterwork scale mail,
masterwork heavy wooden shield, *vest of
resistance* +1, *ring of protection* +1, any mundane
equipment as needed

ZACHARY

CR 1

Male human cleric 1

LE Medium humanoid (human)

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

Languages Common, Old Oeridian

AC 13, touch 10, flat-footed 13
(+3 armor)

hp 7 (1 HD)

Fort +3, **Ref** +0, **Will** +4;

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

Melee Dagger +2 (1d4+2/19-20)

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

Cleric Spells Prepared (CL 1st):

1st - *bless*, *entropic shield*, *protection from chaos*^D

0—*detect magic*, *guidance*, *light*

D: Domain spell. Deity: Zilchus. Domains: Knowledge,
Law

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

Feats Alertness, Skill Focus (Profession)

Skills Diplomacy +3, Knowledge (local: Splintered
Sands) +3, Knowledge (religion) +3, Listen +4,
Profession (merchant) +9, Spot +4

APPENDIX 1: APL 2

2: INTERCEPT THE SQUAD

HANRIK

CR 2

Male halfling rogue 2

NE Small humanoid (halfling)

Init +7; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble

hp 12 (2 HD)

Resist evasion

Fort +2, **Ref** +7, **Will** +2 (+4 against fear)

Speed base movement 20 ft.

Melee masterwork rapier +4 (1d4+1/18-20) or

Melee dagger +3 (1d4+1/19-20)

Ranged masterwork shortbow +6 (1d4/x3)

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

Atk Options sneak attack +1d6

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

SQ trapfinding

Feats Improved Initiative

Skills Balance +9, Disable Device +3, Disguise +4, Escape Artist +7, Forgery +5, Hide +7, Jump +3, Listen +4, Move Silently +9, Tumble +9

Possessions 20 arrows, dagger, masterwork rapier, masterwork shortbow, +1 chain shirt

KRAGNORAL(RAGING)

CR 1

Male half-orc barbarian 1

CE Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1

Languages Common, Orc

AC 14, touch 10, flat-footed 12

(+2 Dex, +4 armor, -2 rage)

hp 15 (1 HD)

Fort +5, **Ref** +2, **Will** +3

Speed 30 ft. in scale mail (6 squares), base movement 40 ft.

Melee masterwork greataxe +8 (1d12+7/x3) or

Melee dagger +6 (1d4+5/19-20)

Ranged longbow +3 (1d8/x3)

Base Atk +1; **Grp** +6

Atk Options rage 1/day (6 rounds)

Abilities Str 21, Dex 14, Con 17, Int 8, Wis 12, Cha 6

SQ fast movement

Feats Weapon Focus (greataxe)

Skills Climb +6, Intimidate +2, Swim +3

Possessions 20 arrows, dagger, masterwork greataxe, longbow, masterwork scale mail

When not raging, Kragnorl has the following changed statistics:

AC 16, touch 12, flat-footed 14

hp 13 (1 HD)

Fort +3, **Will** +1

Melee masterwork greataxe +6 (1d12+4/x3)

Base Atk +1; **Grp** +4

Abilities Str 17, Con 13

Skills Climb +4, Swim +1

LUKAN

CR 1

Male human rogue 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 7 (1 HD)

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

Speed base movement 30 ft.

Melee masterwork rapier +3 (1d6+2/18-20) or

Melee dagger +2 (1d4+2/19-20)

Ranged masterwork shortbow +3 (1d6/x3)

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

Atk Options sneak attack +1d6

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

SQ trapfinding

Feats Combat Reflexes, Improved Initiative

Skills Balance +5, Disable Device +4, Disguise +4, Escape Artist +5, Forgery +4, Hide +5, Jump +5, Move Silently +3, Open Locks +4, Tumble +5

Possessions 20 arrows, dagger, masterwork rapier, masterwork shortbow, studded leather

11: THE PATRIOTIC KNIGHTS COUNCIL MEETS

FESTUS (RAGING)

CR 2

Male half-orc barbarian 2

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1

Languages Common, Orc

AC 15, touch 10, flat-footed 15; uncanny dodge (+2 Dex, +5 armor, -2 rage)

hp 25 (2 HD)

Fort +7, **Ref** +3, **Will** +4

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

Melee masterwork greataxe +9 (1d12+7/x3) or

Melee dagger +7 (1d4+5/19-20)

Ranged longbow +4 (1d8/x3)

Base Atk +2; **Grp** +7

Atk Options rage 1/day (6 rounds)

Abilities Str 21, Dex 14, Con 17, Int 8, Wis 12, Cha 6

SQ fast movement

Feats Weapon Focus (greataxe)

Skills Climb +7, Intimidate +3, Swim +4

Possessions 20 arrows, dagger, masterwork greataxe, longbow, masterwork breastplate, cloak of resistance +1

When not raging, Festus has the following changed statistics:

AC 17, touch 12, flat-footed 17

hp 21 (2 HD)

Fort +5, **Will** +2

Melee masterwork greataxe +7 (1d12+4/x3)

Base Atk +2; **Grp** +5 **Abilities** Str 17, Con 13

Skills Climb +4, Swim +1

THUG

CR 1

Male human fighter 1

NE Medium humanoid (human)

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

Languages Common

AC 19, touch 12, flat-footed 17

(+2 Dex, +5 armor, +2 shield)

hp 14 (1 HD)

Fort +3, **Ref** +2, **Will** +1

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

Melee masterwork longsword +5 (1d8+2/19-20) or

Melee dagger +3 (1d4+2/19-20)

Ranged longbow +3 (1d8/x3)

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

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

Feats Improved Initiative, Toughness, Weapon Focus (longsword)

Skills Climb +0, Intimidate +3, Ride +6

Possessions 20 arrows, breastplate, dagger, longbow, masterwork longsword

2: INTERCEPT THE SQUAD**HANRIK****CR 2**

Male halfling rogue 2

NE Small humanoid (halfling)

Init +7; **Senses** Listen +3, Spot +1**Languages** Common, Halfling**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble

hp 12 (2 HD)**Resist** evasion**Fort** +2, **Ref** +7, **Will** +2 (+4 against fear)**Speed** base movement 20 ft.**Melee** masterwork rapier +4 (1d4+1/18-20) or**Melee** dagger +3 (1d4+1/19-20)**Ranged** masterwork shortbow +6 (1d4/x3)**Base Atk** +1; **Grp** -2**Atk Options** sneak attack +1d6**Abilities** Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 8**SQ** trapfinding**Feats** Improved Initiative**Skills** Balance +9, Disable Device +3, Disguise +4, Escape Artist +7, Forgery +5, Hide +7, Jump +3, Listen +4, Move Silently +9, Tumble +9**Possessions** 20 arrows, dagger, masterwork rapier, masterwork shortbow, +1 *chain shirt***KRAGNORAL****CR 2**

Male half-orc barbarian 2

CE Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1**Languages** Common, Orc**AC** 15, touch 10, flat-footed 15; uncanny dodge

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

hp 24 (2 HD)**Fort** +7, **Ref** +3, **Will** +4**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.**Melee** masterwork greataxe +9 (1d12+7/x3) or**Melee** dagger +7 (1d4+5/19-20)**Ranged** longbow +4 (1d8/x3)**Base Atk** +2; **Grp** +7 **Atk Options** rage 1/day (6 rounds)**Abilities** Str 21, Dex 14, Con 17, Int 8, Wis 12, Cha 6**SQ** fast movement**Feats** Weapon Focus (greataxe)**Skills** Climb +7, Intimidate +3, Swim +4**Possessions** 20 arrows, dagger, masterwork greataxe, longbow, masterwork breastplate, *cloak of resistance* +1

When not raging, Kragnorale has the following changed statistics:

AC 17, touch 12, flat-footed 17**hp** 21 (2 HD)**Fort** +5, **Will** +2**Melee** masterwork greataxe +7 (1d12+4/x3)**Base Atk** +2; **Grp** +5 **Abilities** Str 17, Con 13**Skills** Climb +4, Swim +1**LUKAN****CR 2**

Male human rogue 2

NE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +1**Languages** Common**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor); 5+ ranks Balance, 5+ ranks Tumble

hp 12 (2 HD)**Resist** evasion**Fort** +2, **Ref** +6, **Will** +2**Speed** base movement 30 ft.**Melee** masterwork rapier +4 (1d6+2/18-20) or**Melee** dagger +3 (1d4+2/19-20)**Ranged** masterwork shortbow +4 (1d6/x3)**Base Atk** +1; **Grp** +3**Atk Options** sneak attack +1d6**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8**SQ** trapfinding**Feats** Combat Reflexes, Improved Initiative**Skills** Balance +8, Disable Device +5, Disguise +5, Escape Artist +6, Forgery +5, Hide +6, Jump +8, Move Silently +4, Open Locks +4, Tumble +8**Possessions** 20 arrows, dagger, masterwork rapier, masterwork shortbow, studded leather, *cloak of resistance* +1**11: THE PATRIOTIC KNIGHTS COUNCIL MEETS****THANER****CR 3**

Male halfling rogue 3

NE Small humanoid (halfling)

Init +7; **Senses** Listen +3, Spot +1**Languages** Common, Halfling**AC** 19, touch 14, flat-footed 16; +1 against traps

(+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble

hp 17 (3 HD)**Resist** evasion**Fort** +4, **Ref** +8 (+9 against traps), **Will** +4 (+5 against fear)**Speed** base movement 20 ft.**Melee** masterwork rapier +7 (1d4+1/18-20) or**Melee** dagger +5 (1d4+1/19-20)**Ranged** masterwork shortbow +7 (1d4/x3)**Base Atk** +2; **Grp** -1**Atk Options** sneak attack +2d6**Abilities** Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 8**SQ** trapfinding**Feats** Improved Initiative, Weapon Finesse**Skills** Balance +10, Disable Device +3, Disguise +5, Escape Artist +8, Forgery +6, Hide +7, Jump +4, Listen +5, Move Silently +10, Tumble +10

Possessions 20 arrows, dagger, masterwork rapier, masterwork shortbow, +1 *chain shirt*, *cloak of resistance* +1

FESTUS

CR 3

Male half-orc barbarian 3

CE Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1

Languages Common, Orc

AC 15, touch 10, flat-footed 15; +1 against traps, uncanny dodge

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

hp 35 (3 HD)

Fort +7, **Ref** +4, **Will** +5

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

Melee masterwork greataxe +10 (1d12+7/x3) or

Melee dagger +8 (1d4+5/19-20)

Ranged longbow +5 (1d8/x3)

Base Atk +3; **Grp** +8

Atk Options rage 1/day (6 rounds)

Abilities Str 21, Dex 14, Con 17, Int 8, Wis 12, Cha 6

SQ fast movement

Feats Power Attack, Weapon Focus (greataxe)

Skills Climb +8, Intimidate +4, Swim +5

Possessions 20 arrows, dagger, masterwork greataxe, longbow, masterwork breastplate, *cloak of resistance* +1

When not raging, Festus has the following changed statistics:

AC 17, touch 12, flat-footed 17

hp 29 (3 HD)

Fort +5, **Will** +3

Melee masterwork greataxe +8 (1d12+4/x3)

Base Atk +3; **Grp** +6 **Abilities** Str 17, Con 13

Skills Climb +6, Swim +3

ERAVEL

CR 3

Male human wizard 3

NE Medium humanoid (human)

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

Languages Common, Elven, Draconic

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 16 (3 HD)

Fort +3, **Ref** +2, **Will** +4

Speed base movement 30 ft.

Melee dagger +1 (1d4)

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

Atk Options Point Blank Shot, Precise Shot

WizardSpells Prepared (CL 3rd):

2nd—*mirror image*, *scorching ray*

1st—*color spray* (DC 13), *mage armor*, *ray of enfeeblement*

0—*detect magic* (2), *ray of frost* (2)

† Already cast

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

Feats Improved Initiative, Point Blank Shot, Precise Shot

Skills Concentration +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (planes) +8, Spellcraft +10

Possessions dagger (2), *brooch of shielding*, spellbook, spell component pouch

Spellbook spells prepared plus 0—all; 1st—*grease*, *identify*, *shocking grasp*, *unseen servant*; 2nd—*eagle's splendor*, *rope trick*, *spider climb*

STERIK

CR 3

Male human cleric 3

CN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 21 (3 HD)

Fort +4, **Ref** +2, **Will** +5

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

Melee masterwork morningstar +6 (1d8+2) or

Melee dagger +4 (1d4+2/19-20)

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

Atk Options Combat Casting, Power Attack

Special Actions 1 reroll/day (luck domain)

Cleric Spells Prepared (CL 3th):

2nd—*death knell*, *hold person* (DC 14), *invisibility*^P

1st—*bleed*, *cure light wounds*, *doom*, *entropic shield*^P

0—*detect magic* (2), *light* (2)

D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

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

Feats Combat Casting, Power Attack, Weapon Focus (morningstar)

Skills Concentration +7, Knowledge (religion) +6, Spellcraft +6

Possessions dagger, masterwork morningstar, full plate, heavy steel shield, holy symbol

2: INTERCEPT THE SQUAD

HANRIK

CR 3

Male halfling rogue 3
NE Small humanoid (halfling)
Init +7; **Senses** Listen +3, Spot +1
Languages Common, Halfling

AC 19, touch 14, flat-footed 16; +1 against traps
(+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+
ranks Tumble
hp 17 (3 HD)
Resist evasion
Fort +4, **Ref** +8 (+9 against traps), **Will** +4 (+5
against fear)

Speed base movement 20 ft.
Melee masterwork rapier +7 (1d4+1/18-20) or
Melee dagger +6 (1d4+1/19-20)
Ranged masterwork shortbow +7 (1d4/x3)
Base Atk +2; **Grp** -1
Atk Options sneak attack +2d6

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha
8
SQ trapfinding
Feats Improved Initiative, Weapon Finesse
Skills Balance +10, Disable Device +3, Disguise +5,
Escape Artist +8, Forgery +6, Hide +7, Jump +4,
Listen +5, Move Silently +10, Tumble +10
Possessions 20 arrows, dagger, masterwork rapier,
masterwork shortbow, +1 *chain shirt*, *cloak of*
resistance +1

KRAGNORAL

CR 3

Male half-orc barbarian 3
CE Medium humanoid (half-orc)
Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1
Languages Common, Orc

AC 15, touch 10, flat-footed 15; +1 against traps,
uncanny dodge
(+2 Dex, +5 armor, -2 rage)
hp 35 (3 HD)
Fort +7, **Ref** +4, **Will** +5

Speed 30 ft. in breastplate (6 squares), base
movement 40 ft.
Melee masterwork greataxe +10 (1d12+7/x3) or
Melee dagger +8 (1d4+5/19-20)
Ranged longbow +5 (1d8/x3)
Base Atk +3; **Grp** +8 **Atk Options** rage 1/day (6
rounds)

Abilities Str 21, Dex 14, Con 17, Int 8, Wis 12, Cha 6
SQ fast movement
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +8, Intimidate +4, Swim +5
Possessions 20 arrows, dagger, masterwork
greataxe, longbow, masterwork breastplate, *cloak*
of resistance +1

When not raging, Kragnorale has the following changed
statistics:

AC 17, touch 12, flat-footed 17
hp 29 (3 HD)
Fort +5, **Will** +3
Melee masterwork greataxe +8 (1d12+4/x3)
Base Atk +3; **Grp** +6 **Abilities** Str 17, Con 13
Skills Climb +6, Swim +3

LERDEL

CR 3

Male human wizard 3
NE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common, Elven, Draconic

AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 16 (3 HD)
Fort +3, **Ref** +2, **Will** +4

Speed base movement 30 ft.
Melee dagger +1 (1d4/19-20)
Base Atk +1; **Grp** +1
Atk Options Point Blank Shot, Precise Shot
WizardSpells Prepared (CL 3rd):
2nd—*mirror image*, *scorching ray*
1st—*color spray* (DC 13), *mage armor*, *ray of*
enfeeblement
0—*detect magic* (2), *ray of frost* (2)
‡ Already cast

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

Feats Improved Initiative, Point Blank Shot, Precise
Shot

Skills Concentration +8, Knowledge (arcana) +8,
Knowledge (history) +8, Knowledge (planes) +8,
Spellcraft +10

Possessions dagger (2), *brooch of shielding*,
spellbook, spell component pouch

Spellbook spells prepared plus 0—all; 1st—*grease*,
identify, *shocking grasp*, *unseen servant*; 2nd—
eagle's splendor, *rope trick*, *spider climb*

BORNUL

CR 3

Male human cleric 3
CN Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)
hp 21 (3 HD)
Fort +4, **Ref** +2, **Will** +5

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

Melee masterwork morningstar +6 (1d8+2) or
Melee dagger +4 (1d4+2/19-20)

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

Atk Options Combat Casting, Power Attack

Special Actions 1 reroll/day (luck domain)

Cleric Spells Prepared (CL 3th):

2nd—*death knell*, *hold person* (DC 14), *invisibility*^P

1st—*bless, cure light wounds, doom, entropic shield*^P

0—*detect magic* (2), *light* (2)

D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

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

Feats Combat Casting, Power Attack, Weapon Focus (morningstar)

Skills Concentration +7, Knowledge (religion) +6, Spellcraft +6

Possessions dagger, masterwork morningstar, full plate, heavy steel shield, holy symbol

11: THE PATRIOTIC KNIGHTS COUNCIL MEETS

THANER

CR 5

Male halfling rogue 5

NE Small humanoid (halfling)

Init +7; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 19, touch 14, flat-footed 19; +1 against traps; uncanny dodge
(+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble

hp 27 (5 HD)

Resist evasion

Fort +3, **Ref** +8 (+9 against traps), **Will** +3 (+4 against fear)

Speed base movement 20 ft.

Melee +1 rapier +8 (1d4+3/18-20) or

Melee dagger +7 (1d4+2/19-20)

Ranged masterwork shortbow +8 (1d4/x3)

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

Atk Options sneak attack +3d6

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

SQ trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Balance +12, Disable Device +3, Disguise +7, Escape Artist +10, Forgery +8, Hide +8, Jump +7, Listen +6, Move Silently +12, Tumble +12

Possessions 20 arrows, dagger, +1 rapier, masterwork shortbow, +1 chain shirt

FESTUS

CR 5

Male half-orc barbarian 5

CE Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1

Languages Common, Orc

AC 15, touch 10, flat-footed 15; +1 against traps, improved uncanny dodge
(+2 Dex, +5 armor, -2 rage)

hp 55 (5 HD)

Fort +8, **Ref** +4, **Will** +5

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

Melee masterwork greataxe +13 (1d12+9/x3) or

Melee dagger +11 (1d4+6/19-20)

Ranged longbow +7 (1d8/x3)

Base Atk +5; **Grp** +11 **Atk Options** rage 2/day (6 rounds)

Abilities Str 22, Dex 14, Con 17, Int 8, Wis 12, Cha 8
SQ fast movement

Feats Power Attack, Weapon Focus (greataxe)

Skills Climb +11, Intimidate +6, Swim +8

Possessions 20 arrows, dagger, masterwork greataxe, longbow, masterwork breastplate, *cloak of resistance* +1

When not raging, Festus has the following changed statistics:

AC 17, touch 12, flat-footed 17

hp 45 (5 HD)

Fort +6, **Will** +3

Melee masterwork greataxe +11 (1d12+6/x3)

Base Atk +5; **Grp** +9 **Abilities** Str 18, Con 13 **Skills** Climb +9, Swim +6

ERAVEL

CR 5

Male human wizard 5

NE Medium humanoid (human)

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

Languages Common, Elven, Draconic

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

hp 26 (5 HD)

Fort +4, **Ref** +3, **Will** +6

Speed base movement 30 ft.

Melee dagger +2 (1d4/19-20)

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

Atk Options Point Blank Shot, Precise Shot

Wizard Spells Prepared (CL 5th):

3rd—*haste, empowered ray of enfeeblement*

2nd—*glitterdust* (DC 15), *mirror image, scorching ray*

1st—*color spray* (DC 14), *grease* (DC 14), *mage armor, magic missile*

0—*detect magic* (2), *ray of frost* (2)

‡ Already cast

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

Feats Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot

Skills Concentration +10, Knowledge (arcana) +11, Knowledge (geography) +5, Knowledge (history) +11, Knowledge (planes) +11, Spellcraft +13

Possessions dagger (2), *brooch of shielding, cloak of resistance* +1, spellbook, spell component pouch

Spellbook spells prepared plus 0—all; 1st—*enlarge person, identify, shocking grasp, unseen servant*; 2nd—*eagle's splendor, rope trick, spider climb*; 3rd—*fireball, fly, gaseous form*

STERIK

CR 5

Male human cleric 5

CN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 38 (5 HD)

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

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

Melee masterwork morningstar +7 (1d8+2) or

Melee dagger +5 (1d4+2/19-20)

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

Atk Options Combat Casting, Power Attack

Special Actions 1 reroll/day (luck domain)

Cleric Spells Prepared (CL 5th):

3rd—*protection from energy*^D, *prayer*

2nd—*bull's strength*, *death knell*, *hold person* (DC 14), *invisibility*^D

1st—*bane*, *bless*, *cure light wounds*, *doom*, *entropic shield*^D

0—*detect magic* (3), *light* (2)

D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

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

Feats Combat Casting, Power Attack, Weapon Focus (morningstar)

Skills Concentration +10, Knowledge (religion) +8, Spellcraft +8

Possessions dagger, masterwork morningstar, full plate, heavy steel shield, holy symbol, *brooch of shielding*, *cloak of resistance* +1

2: INTERCEPT THE SQUAD**HANRIK****CR 5**

Male halfling rogue 5

NE Small humanoid (halfling)

Init +7; **Senses** Listen +3, Spot +1**Languages** Common, Halfling**AC** 19, touch 14, flat-footed 19; +1 against traps; uncanny dodge (+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble**hp** 27 (5 HD)**Resist** evasion**Fort** +3, **Ref** +8 (+9 against traps), **Will** +3 (+4 against fear)**Speed** base movement 20 ft.**Melee** +1 rapier +8 (1d4+3/18-20) or**Melee** dagger +7 (1d4+2/19-20)**Ranged** masterwork shortbow +8 (1d4/x3)**Base Atk** +3; **Grp** +1**Atk Options** sneak attack +3d6**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8**SQ** trapfinding**Feats** Improved Initiative, Weapon Finesse**Skills** Balance +12, Disable Device +3, Disguise +7, Escape Artist +10, Forgery +8, Hide +8, Jump +7, Listen +6, Move Silently +12, Tumble +12**Possessions** 20 arrows, dagger, +1 rapier, masterwork shortbow, +1 chain shirt**KRAGNORAL****CR 5**

Male half-orc barbarian 5

CE Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1**Languages** Common, Orc**AC** 15, touch 10, flat-footed 15; +1 against traps, improved uncanny dodge (+2 Dex, +5 armor, -2 rage)**hp** 55 (5 HD)**Fort** +8, **Ref** +4, **Will** +5**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.**Melee** masterwork greataxe +13 (1d12+9/x3) or**Melee** dagger +11 (1d4+6/19-20)**Ranged** longbow +7 (1d8/x3)**Base Atk** +5; **Grp** +11 **Atk Options** rage 2/day (6 rounds)**Abilities** Str 22, Dex 14, Con 17, Int 8, Wis 12, Cha 6**SQ** fast movement**Feats** Power Attack, Weapon Focus (greataxe)**Skills** Climb +11, Intimidate +6, Swim +8**Possessions** 20 arrows, dagger, masterwork greataxe, longbow, masterwork breastplate, cloak of resistance +1

When not raging, Kragnorale has the following changed statistics:

AC 17, touch 12, flat-footed 17**hp** 45 (5 HD)**Fort** +6, **Will** +3**Melee** masterwork greataxe +11 (1d12+6/x3)**Base Atk** +5; **Grp** +9 **Abilities** Str 18, Con 13**Skills** Climb +9, Swim +6**LERDEL****CR 5**

Male human wizard 5

NE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common, Elven, Draconic**AC** 11, touch 11, flat-footed 10 (+1 Dex)**hp** 26 (5 HD)**Fort** +4, **Ref** +3, **Will** +6**Speed** base movement 30 ft.**Melee** dagger +2 (1d4/19-20)**Base Atk** +2; **Grp** +2**Atk Options** Point Blank Shot, Precise Shot**Wizard Spells Prepared** (CL 5th):3rd—*haste*, *empowered ray of enfeeblement*2nd—*glitterdust* (DC 15), *mirror image*, *scorching ray*1st—*color spray* (DC 14), *grease* (DC 14), *mage armor*, *magic missile*0—*detect magic* (2), *ray of frost* (2)

‡ Already cast

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8**Feats** Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot**Skills** Concentration +10, Knowledge (arcana) +11, Knowledge (geography) +5, Knowledge (history) +11, Knowledge (planes) +11, Spellcraft +13**Possessions** dagger (2), *brooch of shielding*, *cloak of resistance* +1, spellbook, spell component pouch**Spellbook** spells prepared plus 0—all; 1st—*enlarge person*, *identify*, *shocking grasp*, *unseen servant*; 2nd—*eagle's splendor*, *rope trick*, *spider climb*; 3rd—*fireball*, *fly*, *gaseous form***BORNUL****CR 5**

Male human cleric 5

CN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2**Languages** Common**AC** 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield)**hp** 38 (5 HD)**Fort** +7, **Ref** +3, **Will** +7**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** masterwork morningstar +7 (1d8+2) or**Melee** dagger +5 (1d4+2/19-20)**Base Atk** +3; **Grp** +5**Atk Options** Combat Casting, Power Attack

Special Actions 1 reroll/day (luck domain)
Cleric Spells Prepared (CL 5th):
 3rd—*protection from energy*^D, *prayer*
 2nd—*bull's strength*, *death knell*, *hold person* (DC 14), *invisibility*^D
 1st—*bane*, *bless*, *cure light wounds*, *doom*, *entropic shield*^D
 0—*detect magic* (3), *light* (2)
D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 8
Feats Combat Casting, Power Attack, Weapon Focus (morningstar)
Skills Concentration +10, Knowledge (religion) +8, Spellcraft +8
Possessions dagger, masterwork morningstar, full plate, heavy steel shield, holy symbol, *brooch of shielding*, *cloak of resistance* +1

11: THE PATRIOTIC KNIGHTS COUNCIL MEETS

THANER

CR 7

Male halfling rogue 7
 NE Small humanoid (halfling)
Init +7; **Senses** Listen +3, Spot +1
Languages Common, Halfling

AC 19, touch 14, flat-footed 19; +2 against traps; uncanny dodge
 (+1 size, +3 Dex, +5 armor); 5+ ranks Balance, 5+ ranks Tumble
hp 37 (7 HD)
Resist evasion
Fort +4, **Ref** +10 (+11 against traps), **Will** +4 (+5 against fear)

Speed base movement 20 ft.
Melee +1 rapier +12 (1d4+3/18-20) or
Melee dagger +10 (1d4+2/19-20)
Ranged masterwork shortbow +11 (1d4/x3)
Base Atk +5; **Grp** +3
Atk Options sneak attack +4d6

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8
SQ trapfinding
Feats Improved Initiative, Weapon Finesse, Weapon Focus (rapier)
Skills Balance +15, Disable Device +5, Disguise +9, Escape Artist +13, Forgery +10, Hide +9, Jump +9, Listen +6, Move Silently +15, Tumble +15
Possessions 20 arrows, dagger, *gloves of dexterity* +2, +1 *rapier*, masterwork shortbow, +1 *chain shirt*

FESTUS

CR 7

Male half-orc barbarian 7
 CE Medium humanoid (half-orc)
Init +2; **Senses** darkvision 60ft.; Listen +5, Spot +1
Languages Common, Orc

AC 17, touch 11, flat-footed 17; +2 against traps, improved uncanny dodge

(+2 Dex, +6 armor, +1 deflection, -2 rage)
hp 75 (7 HD); DR 1/--
Fort +9, **Ref** +5, **Will** +6

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.
Melee +1 greataxe +15/+10 (1d12+10/x3) or
Melee dagger +13/+10 (1d4+6/19-20)
Ranged longbow +9/+4 (1d8/x3)
Base Atk +7; **Grp** +13
Atk Options Cleave, rage 2/day (6 rounds)

Abilities Str 22, Dex 14, Con 17, Int 8, Wis 12, Cha 6
SQ fast movement
Feats Cleave, Power Attack, Weapon Focus (greataxe)
Skills Climb +13, Intimidate +8, Swim +10
Possessions 20 arrows, dagger, +1 *greataxe*, longbow, +1 *breastplate*, *cloak of resistance* +1, *ring of protection* +1

When not raging, Festus has the following changed statistics:

AC 19, touch 13, flat-footed 19
hp 61 (7 HD)
Fort +7, **Will** +4
Melee +1 greataxe +13/+8 (1d12+7/x3)
Base Atk +7; **Grp** +11 **Abilities** Str 18, Con 13 **Skills** Climb +11, Swim +8

ERAVEL

CR 7

Male human wizard 7
 NE Medium humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Common, Elven, Draconic

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)
hp 49 (7 HD) (includes 13 from *false life*)
Fort +5, **Ref** +4, **Will** +7

Speed base movement 30 ft.
Melee dagger +3 (1d4/19-20)
Base Atk +3; **Grp** +3
Atk Options Point Blank Shot, Precise Shot
Wizard Spells Prepared (CL 7th):
 4th—*Evard's black tentacles*, *greater invisibility*
 3rd—*fly*, *haste*, *empowered ray of enfeeblement*
 2nd—*false life* †, *glitterdust* (DC 16), *mirror image*, *scorching ray*
 1st—*color spray* (DC 15), *grease* (DC 15), *mage armor* †, *magic missile* (2)
 0—*detect magic* (2), *ray of frost* (2)
 † Already cast

Abilities Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8
Feats Combat Casting, Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot
Skills Concentration +12, Knowledge (arcana) +14, Knowledge (geography) +8, Knowledge (history) +14, Knowledge (planes) +14, Spellcraft +16
Possessions dagger (2), *brooch of shielding*, *cloak of resistance* +1, *headband of intellect* +2, spellbook, spell component pouch.

Spellbook spells prepared plus 0—all; 1st—*enlarge person*, *identify*, *shocking grasp*, *unseen servant*; 2nd—*eagle's splendor*, *rope trick*, *spider climb*; 3rd—*fireball*, *fly*, *gaseous form*; 4th—*dimensional anchor*, *stoneskin*

STERIK

CR 7

Male human cleric 7

CN Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 52 (7 HD)

Fort +8, **Ref** +4, **Will** +9

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

Melee masterwork morningstar +9 (1d8+2) or

Melee dagger +7 (1d4+2/19-20)

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

Atk Options Combat Casting, Power Attack

Special Actions 1 reroll/day (luck domain)

Cleric Spells Prepared (CL 7th):

4th—*freedom of movement*^P, *poison* (DC 17)

3rd—*blindness* (DC 16), *dispel magic*, *protection from energy*^P, *prayer*

2nd—*bull's strength*, *calm emotions*, *death knell*, *hold person* (DC 15), *invisibility*^P

1st—*bane*, *bless*, *cure light wounds* (2), *doom*, *entropic shield*^P

0—*detect magic* (3), *light* (3)

† Already cast

D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Feats Combat Casting, Power Attack, Skill Focus (concentration), Weapon Focus (morningstar)

Skills Concentration +15, Knowledge (religion) +10, Spellcraft +10

Possessions dagger, masterwork morningstar, +1 full plate, heavy steel shield, holy symbol, brooch of shielding, cloak of resistance +1, periapt of wisdom +2

APPENDIX 2: NEW RULES ITEMS

FEATS

Badge of Bondage

Your experiences as a slave have made you more resistant to torture and mental manipulation

Prerequisites: Your body must bear some obvious sign of your former bondage: whip scars on your back, an owner's brand on the neck or the like.

Benefit: You receive +1 insight bonus to all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Source: *Dragon* # 315

Non-lethal Substitution

You can modify an energy spell to deal nonlethal damage.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt- for example, a nonlethal fireball has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area. A nonlethal spell uses a spell slot one level higher than that spell's normal level.

Source: *Complete Arcane* 81.

HUMAN COMMONER MOB CR 8

LN Gargantuan humanoid (mob of Medium humans)

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

Languages Common

AC 6, touch 6, flat-footed 6

(-4 size)

hp 135 (30 HD)

Fort +11, **Ref** +9, **Will** +17

Speed 20 ft. (4 squares)

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Atk Options expert grappler, trample 2d6

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

SQ mob anatomy

Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

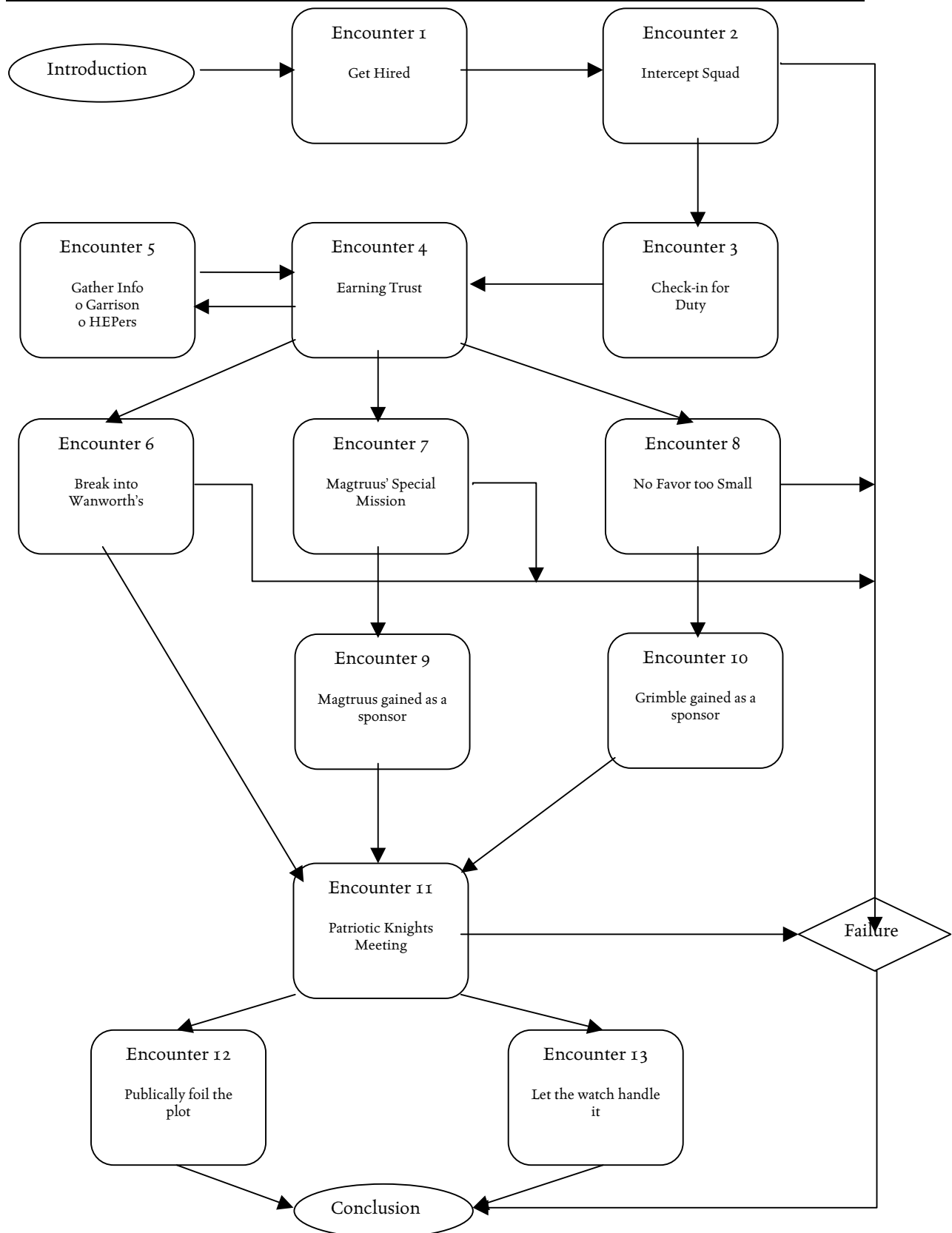
Skills Listen +4, Spot +4

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes 2d6 points of

damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its numbers are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

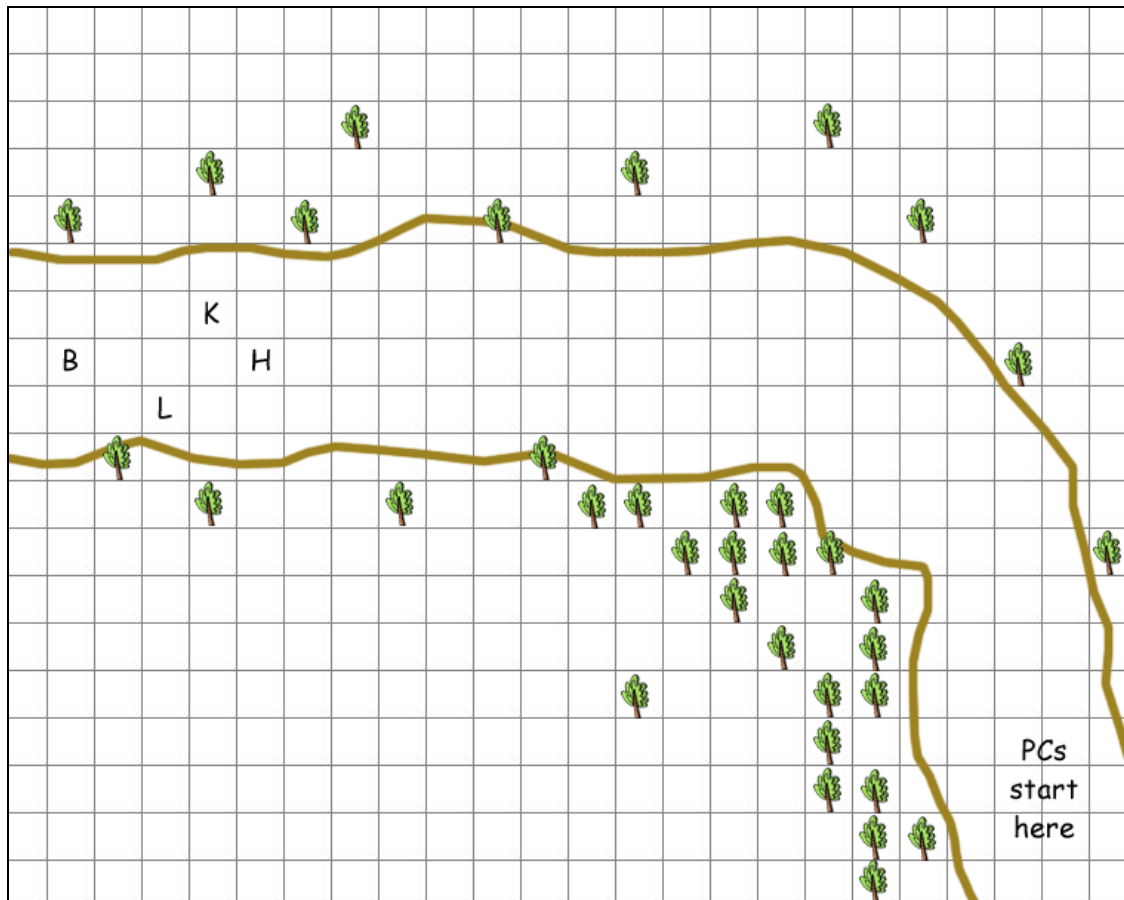


DM MAP #1 – ZELRADTON CREW

Use this map for Encounter 2.

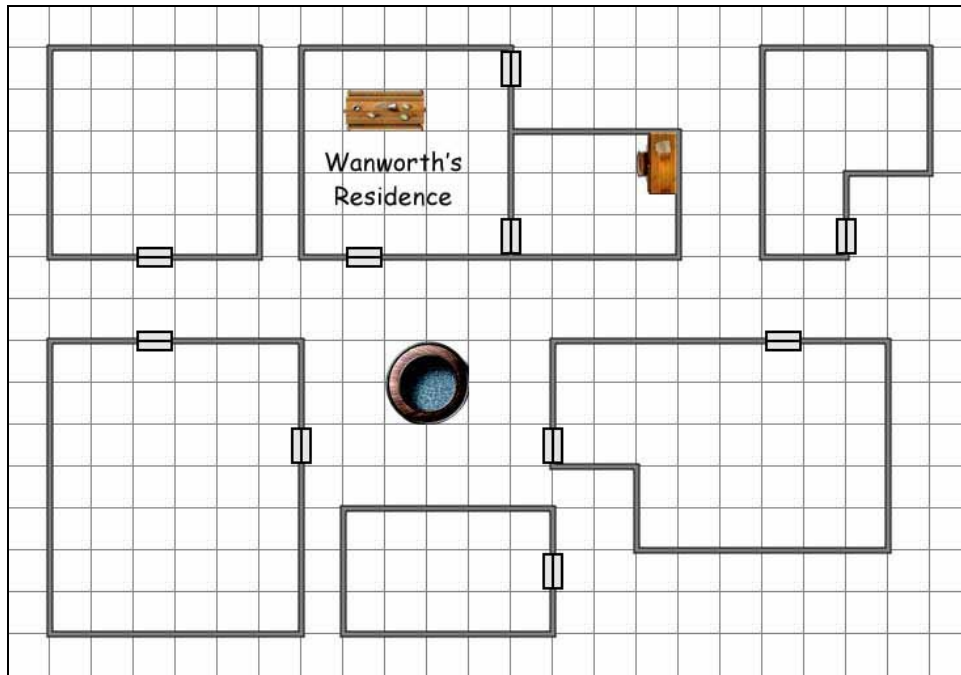
The capital letters on the left side indicate the starting position of the Zelradton crew. The tree line to the left of the PC's initial position blocks sight of the NPCs. There is no surprise round and in fact, the Zelradton crew doesn't appear hostile initially unless the PCs provoke them.

NOTE: Not all APLs have all 4 members of the Zelradton crew.



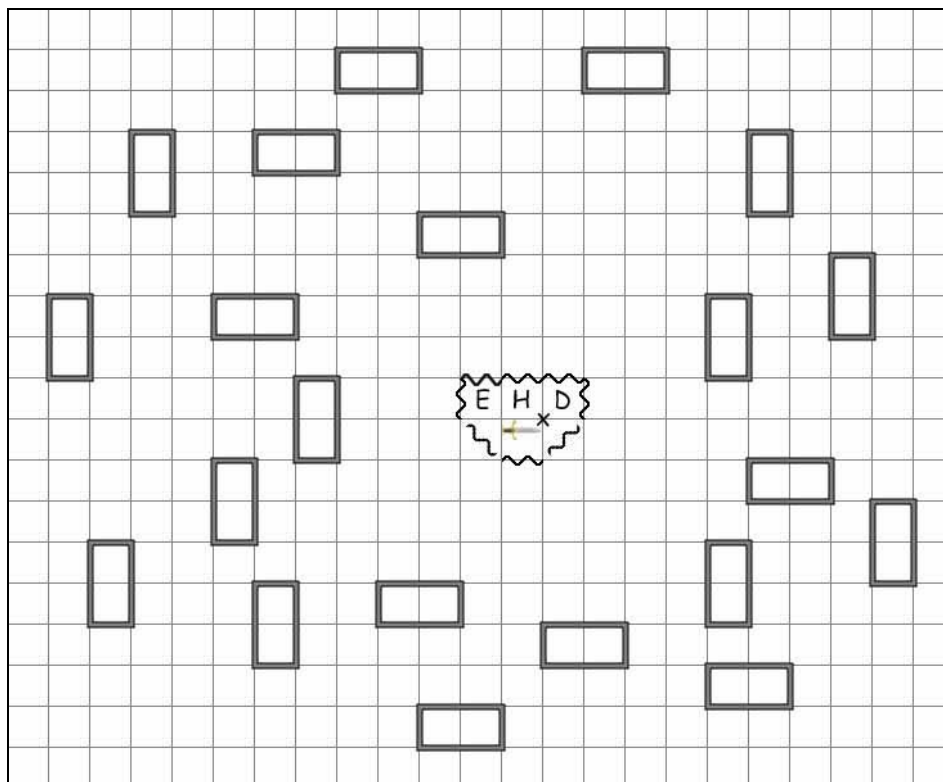
DM MAP #2 – WANWORTH'S RESIDENCE

Use this map if the PCs tackle Encounter 6.



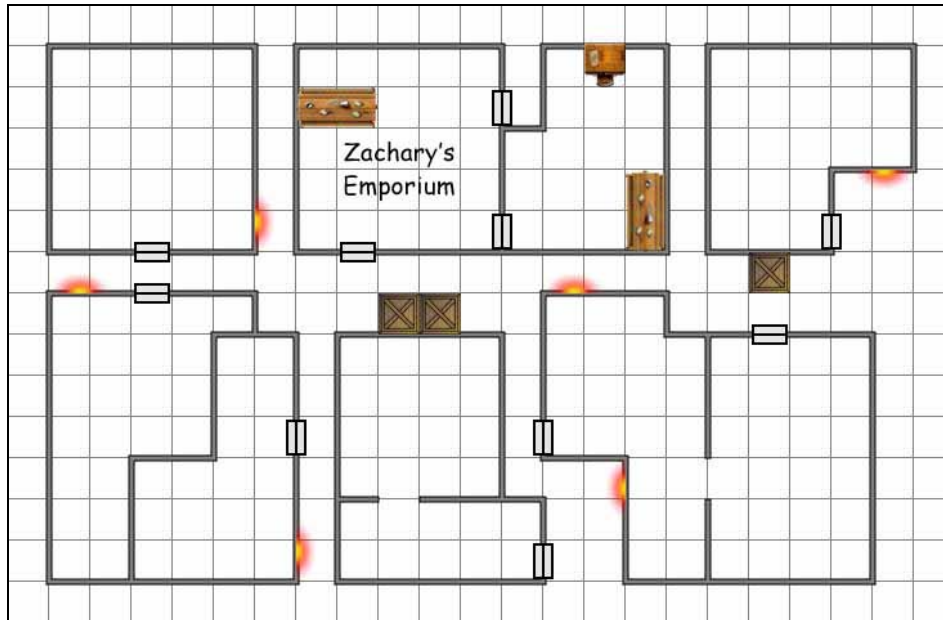
DM MAP #3 – MARKETPLACE / IRON LEAGUE STATUE

Use this map if the PCs tackle Encounter 7.



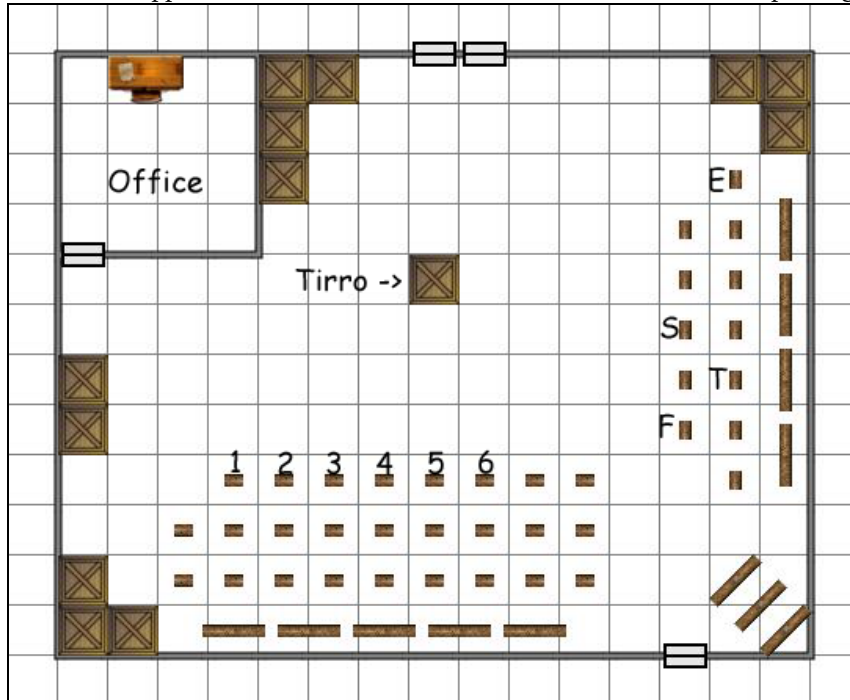
DM MAP #4 – DOG ALLEY TAXHOUSE

Use this map for Encounter 8. The secret temporary collection location in Dog Alley is "Zachary's Emporium". The light sources shown are lanterns – the namesake of the red-light district.



DM MAP #5 – JAROK'S WAREHOUSE

Use this map for Encounter 11. The south and east walls have benches. In front of the benches are chairs. The #s (1-6) are where the PCs are asked to sit (they can sit anywhere). The E, S, T and F represent the 4 combatants if a combat happens. The crate in the middle is where Tirro stands when speaking.



PLAYER HANDOUT 1

Alertn Gregern,

In the past you've proven yourself adept at hiring outside talent. Enclosed, please find orders for a squad of new recruits with varied talents. Infusing new blood into my ranks keeps the men sharp. Have them report for duty to the Derevendt Garrison with those orders in two weeks from receipt of this letter.

--Commander Wanworth, Derevendt Garrison

PLAYER HANDOUT 2

After searching through various papers in Commander Wanworth's desk, you find many innocuous letters about supply shipments and personnel transcripts.

This one journal entry, dated yesterday, does seem to stand out as out of the ordinary.

Goodmonth 16, 597 CY

Magtruus to meet with citizen's group.

Attendees confirmed.

Agenda confirmed.

When ~ 18th at dusk

Where ~ Jarok's dock warehouse

--W