

VEL7-05

Hound at Bay

A One-Round D&D LIVING GREYHAWK

Veluna Regional Adventure

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An ill wind is blowing in Whitehale Diocese. Some believe that fanning the flames will bring a reprieve from tyranny while others fear the flames of rebellion. Others look on to see what benefit they can gain from turmoil. Which side will you choose? A Veluna regional adventure for characters level 1 to 10 (APLs 2-8).

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

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

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Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D 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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3

2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round regional adventure, set in the Archclericy of Veluna. All characters from Veluna pay 1 Time Unit per round, while characters from regions other than Veluna play 2 Time Units per round.

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

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

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

Adventure Background

For the past year, trouble has been brewing in Veluna. The Church's crackdown has led to discontent and concern about the authoritarian nature the Church's leadership under Canon Priffin Truft. Furthermore, the nobles have been working quietly to advance their interests to the detriment of the Church and the people of Veluna.

In Whitehale Diocese, Lord Marcus Randis outmaneuvered and replaced House Landis, led by Duchess Clariece Landis. Now, he seeks to use the Church crackdown to advance his own personal interests and reward his most trusted followers. He has been able to do this while presenting himself as a champion of the Church and law and order.

Recently, orators and broadsheets have been appearing around Whitehale calling on the people to awaken to the threats swirling around them. They mention the coming of "The Hound" as a sort of champion who will aid them. Many are angry with the status quo and look to the arrival of this Hound as a sign of change. The bay of the Hound draws closer but for good or ill?

Adventure Summary

Encounter 1: The PCs are asked to help the constable maintain the peace at a foreclosure. The PCs can learn something of what has been happening from the sheriff.

Encounter 2: The PCs are present when a moderate sized crowd begins to get out of control. They can act to prevent the crowd from rioting by dealing with a core group of unruly agitators. The PCs can also meet a man called Jero who can give them more information.

Encounter 3: The PCs can meet with Jero who can provide more information about the situation in Whitehale and something about the coming of the Hound.

Encounter 4: The local lord, Marcus Randis, will recruit the PCs to hunt down the Hound. He wants the man arrested as Randis sees him as a threat to the peace.

Encounter 5: The PCs can travel around town meeting with several different sub-encounters to gather more information about the Hound and goings on in town. They may also gather information from meta-org contacts.

Encounter 6: Duchess Clariece Landis will contrive to meet with the PCs. She is also interested in learning more about the Hound and if possible, capturing him. His capture would help her reassert her family claim to the dioceses of Whitehale.

Encounter 7: The PCs can follow clues to the hideout of a local organizer. However, he was caught by deputies and died during questioning. Several dire animals were attracted to the area and killed the deputies. The PCs will need to deal with the animals to get to the shack and vital clue.

Encounter 8: The PCs will travel to the arrival point of Canith. They can choose to help him and that will trigger a fight with the Bloodhounds. If they choose to take him in, he will fight them.

Conclusion: Several possible outcomes are possible depending on PC actions in this adventure.

Encounter One: A Few Good Humanoids

On this blustery, cold morning, you find yourself standing outside the office of the constable of New Whitehale, along with a group of individuals. It

seems you were not the only one who noticed the request for a few good souls to help the constable and thought you could make a few coins without serious risk to life or limb.

After a few moments, Constable Reidel arrives and ushers you into his office. "Good morning folks, thanks for coming out so early on this cold morning. I trust you are all here to help me?"

Presuming the PCs agree in some way...

"Good, I had some doubts about simply advertising for help, but I'm shorthanded and needed a few solid fellows to help with a potentially sticky situation. This morning I am foreclosing on a merchant's property here in town. Gandrol Coutances was a successful merchant here in Whitehale before the occupation by the Heretic's forces. Since the return of lawful authority, he has been accused of aiding the enemy and consorting with enemies of the Church and failure to pay taxes. Rather than face punishment, he has fled the diocese."

"Today, I need to foreclose and seize his mansion and property in payment of his taxes and debts. Normally, I would have enough deputies but things have been a little busy lately and I'd like to hire you to help out. Are you interested?"

Some questions that might come up:

- **Why adventurers?** As I said, I'm shorthanded. Plus, your type tends to have a calming effect on rabble-rousers. And, if the agitators have hired mercenaries to help, I want some professional help too. Just being cautious, you know.
- **Rabble-rousers?** Hmnn, I guess you're new here. We been having lots of troublemakers in the diocese. Nothing sinister, just causing trouble. Fiery speakers trying to whip up the good people of the diocese. Or, you'll see a broadsheet tacked up accusing the authorities of oppressive behavior, or calling on folks to withhold their rents from their rightful lord. Just troublemakers. But I'm worried they might try to stir up trouble when we go to seize Coutances home and property. So, the sight of armed adventurers like yourselves should dissuade them from stirring things up. Mind you, I don't want any trouble. I'm trying to avoid it.
- **What do you want us to do?** Stand there, look tough. Pretty simple huh?
- **What did Gandrol Coutances do?** Ah, he was found guilty of aiding the occupation by the

Heretic's forces and more recently of working with the enemies of the Church. Seems he regularly had dealings with the Pack. Rather than face charges and possible punishment, he ran like the criminal he is.

- **Why can't your normal deputies handle this?** Well, I've only got a few left. I sent out several squads of deputies to investigate some strange reports from the surrounding farms. They claim that something is stirring in the woods. We've had a lot of unnatural growth since the flood last year and whole new sections of forest and scrub have sprouted up where none had been for generations. Farmers have been reporting missing animals, so I sent my deputies to check it out. But, now I'm shorthanded today.
- **How much does it pay?** Well, I don't figure it'll be too difficult, so I can offer you 10gp each. [Remember, this is an exorbitant sum for a day's work]

If the PCs do not accept the Constable's offer, they are free to go. If they continue to wander around Whitehale, they could very conveniently find themselves near the riot in **Encounter Two** just as it turns ugly and choose to intervene. If they don't, skip **Encounter Two**. A final chance to engage with the mod would be a summons by Lord Randis in **Encounter Four**. However, if they have not worked with the Constable nor quelled the riot, then you will need to adjust the text in **Encounter Four**.

If the PCs accept, go to **Encounter Two**.

Encounter Two: The Enforcers

Constable Reidel leads you to a old, fashionable home on the fringes of Whitehale and identifies it as the foreclosed property of the traitorous Gandrol Coutances. Constable Reidel has assigns you to posts around the perimeter of the house to insure that no trouble occurs while the tax assessor catalogs the merchant's possessions and a crew of laborers removes the contents of the home.

The tax assessor has positioned himself on a camp stool at a small table near the entrance of the home and makes notations in a ledger as the laborers bring out the family's possessions. The laborers then proceed to carefully stack the items on several wagons waiting nearby. Constable Reidel moves up next to him and a well-dressed, middle-aged woman

with two children, approximately 8-10 years old who you assume is Madame Coutances. The woman alternates between sighing and nearly weeping as the assessor assigns a value to her treasured belongings.

Beyond the cordon of your position, a small crowd has grown steadily throughout the morning. They are milling about the edge of the property. The crowd has remained calm so far, but now there is a ripple as the crowd seems to part.

Using the map provided **DM's Map 1**, the PCs will be initially assigned to the positions on the map numbered 1-6. If there are fewer than six players, adjust accordingly. Once placed, the PCs may move, but don't tell them that. For the PC at the position marked with the number 6 [if no one occupies this position, have Jero approach a PC near the edge of the crowd], read the following:

The crowd in front of you parts to reveal a wiry, middle-aged Oeridian man wearing common clothes. He strides purposely forward and calls out, "Madame Coutances, take heart. We, the good people of Whitehale, are here to bear witness to this travesty of justice." Several voices in the crowd shout words of agreement and encouragement. Madame Coutances glances in the crowd's direction, and with her reserve broken, begins to weep openly. The crowd now begins to murmur and jostle one another.

Assuming the PCs address him, the Oeridian (named Jero) will speak with the PCs in a hushed and hurried manner.

Jero is not here to incite a riot. He is here to offer support to Madame Coutances, and to voice his displeasure at the current state of affairs. He is not an agitator, nor an activist – he is a very concerned citizen. He has heard of the Hound, but does not know who he is or anything beyond the general info given in **Encounter 3**.

He will reply to the first PC who speaks to him:

"Lo, it is not an unmoving, unfeeling oaf that stands before me and defends this injustice."

Let the PC(s) immediately near him respond to this statement. If his/her comments seem reasonable, (implying that he/she isn't in total support of the local authority, willing to listen to other opinions, etc) then he will continue to speak.

If the PCs attempt to bully or intimidate Jero, however, he will disappear into the crowd. He will not meet with the PCs in Encounter Three.

“If you speak true and do not wish ruin to come this day, listen carefully as I must speak fast and you must act faster. My name is Jero – I do not know what you have been told, but you are not doing good this day. Gandrol is not a villain and you are doing naught but the lackey’s work. These righteous people are angry and I fear the situation may get out of hand quickly. Diffuse this situation or you may rue your decision to make a few coins this day.”

As Jero speaks with the PC[s], one of the laborers steps out of the house and slips. He drops a large, obviously expensive mirror, which shatters upon the ground. The tax assessor, who was about to make a notation in the ledger, pauses and looks up waiting of the next item to emerge from the house. The clumsy laborer, looking slightly sheepish, turns and re-enters the house.

The mob, which moments before had only been murmuring softly, now surges forward and angry shouts are uttered, “You broke it,” “Fools,” “He did no wrong,”

The PCs now need to act to prevent a riot starting and doing real damage to them, the officials, the laborers and property. The PCs will need to make Diplomacy checks to improve the crowd’s attitude. Any PC that has interacted with Jero can direct a Diplomacy check at him. They can improve his attitude to “Friendly”, and thus garner his assistance, with a DC 25 Diplomacy check. If they succeed, Jero will lend his voice to the PCs’ to convince the crowd not to riot. His Diplomacy skill is +7. For effects of Diplomacy checks on the crowd, see the Tactics section below.

APL 2 (EL 4)

Violent rioters (6): Human War1; hp 10 each; see Appendix 1.

Agitator: Human War2; hp 14; see Appendix 1.

APL 4 (EL 6)

Violent rioters (8): Human War1; hp 10 each; see Appendix 1.

Agitators (2): Human War2/Rog1; hp 19 each; see Appendix 1.

APL 6 (EL 8)

Violent rioters (10): Human War1; hp 10 each; see Appendix 1.

Agitators (3): Human War4/Rog1; hp 32 each; see Appendix 1.

APL 8 (EL 10)

Mob: Gargantuan Human Mob; hp 180; see Appendix 1.

Agitators (3): Human War4/Rog3; hp 42 each; see Appendix 1.

Tactics: The crowd has no “tactics” per se. They continue to protest, fight each other, and generally make a nuisance of themselves unless the PCs do something to calm them (or at least those in the immediate area). They do not directly attack the PCs however, so they should be considered non-combatants. Only a portion of the crowd combat the PCs and they are the ones specified in the stat blocks. At APL 8 there are enough of them to make a “mob” (a swarm of medium creatures). The rest of the crowd will just be an environmental condition for this encounter. See below for developments regarding the combatants.

However, for every round past the sixth that the PCs are unable to calm, disperse or otherwise move the non-combatant mob away from the home, the non-combatants do some damage to the home, the wagons and confiscated belongings.

The combatants listed in the stat blocks, on the other hand, will attack the PCs using non-lethal attacks. If any PCs use a lethal attack, then the rioters/agitators will as well. They use the crowd as cover, attack and hide, move around, etc. They also attempt to get the crowd around the PCs to ‘move’ (see Crowd Effects, below) by using Diplomacy (DC 15) or Intimidate (DC 20). This simply makes the crowd move around in the area, not leave the area of the house. At APL 8, the mob grapple anybody who is attacks it (see the mob’s expert grappler ability, and Appendix 2 for mob rules from *DMG II*).

The PCs can also sway the crowd with Diplomacy (DC 15) or Intimidate (DC 20). One such check can convince the crowd to stop ‘moving’ after being stirred up. Three total successful checks will be required to disperse the crowd. For purposes of spells and other effects, there are about 180 people in the crowd (3 per crowd square on the map).

Crowd Effects (as presented in *DMG II*)

Treat the incited crowd as essentially a swarm in that the crowd consists of 5x5 squares crowded with 3 people per square (assume each person is AC 10 with 4 hit points). Reduce the crowd by 1 square for each 3 people killed or incapacitated. The crowd moves at the end of each round (initiative count zero).

If a PC moves through a crowd square treat it as difficult terrain. Crowd squares also provide cover.

A PC who ends his move in a crowd square takes a -2 penalty on attack rolls, Reflex saving throws, and all skill checks that are affected by armor check penalties, and loses his Dexterity bonus to armor class. This also counts as vigorous motion for spellcasting (DC 10 Concentration check required).

If a PC who ends his movement in a crowd square that moved in the last round (i.e. any part of the contiguous crowd that moves), he can either spend a full round action to stand his ground, spend a full round action to move with the crowd, or take a free action to resist the movement of the crowd. Resisting requires a DC 15 Reflex save. Success means he can act as if the crowd were stationary (see above), except he is subject to violent motion for spellcasting purposes for this round (DC 15 Concentration check). If he fails his save, in addition to the violent motion, he loses all actions for this round and is subject to a trip attack (the crowd has a +8 modifier to the trip attempt). If he is tripped, he takes 2d6 trampling damage.

Development:

Should the crowd not be dealt with (dispersed, calmed or moved away from the house) within 6 rounds of the beginning of the fighting, they start damaging the confiscated property and the house.

After 18 rounds of fighting, guardsmen arrive and the crowd is dispersed, with any still-active agitators escaping in the confusion. If the PCs used lethal force against non-combatants (i.e. people in the crowd who were not stat-blocked), they are arrested and imprisoned for 8 TU. If non-combatants were killed (easy to do with commoners and area-effect damage spells), they are imprisoned for 8 TUs + 2 TUs per death. Feel free to warn them before they do something like that. (DM's discretion as to whether the act is considered evil, but in most instances, killing people who are just in the area of bad guys is not a good thing.)

If the PCs diffuse the situation without using lethal violence, Jero speaks to the PCs nearest him, "Meet me at the Eagle and Child in one hour." He then joins the crowd as it disperses.

Constable Reidel commends the PCs on a fine job. He appreciates their quick wits and reliance on words to settle the matter. The tax assessor also looks pleased. Only Madame Coutances and her children continue to look distraught. They continue to stand there looking

at their former home and their personal possessions as they are driven away in several wagons.

If the PCs wish to ask questions after the riot, the following information can be gleaned:

From Madame Coutances:

- My husband was accused of working the Heretic and his property confiscated when he fled. He said that he would not get a fair trial from the Whitehall authorities.
- He was not a traitor. He loved Veluna and worked to help the people during the occupation.
- Gandrol was a successful merchant who had dealings with many of the elite and wealthy of the diocese.
- I do not know where we will go.
- I do not know where he is.

From Constable Reidel:

- Coutances was a traitor who helped the Heretic's forces. When he was accused, he fled before we could apprehend him.
- The proof his crime is in the hands of Lord Randis, who condemned him in the first place.

From the tax assessor:

- If the PCs confront the tax assessor (insisting or Intimidating him), about damaging the mirror, he will give the woman 15 gold pieces from his purse.
- There might have been a few more foreclosures than before the war, but not a significant amount.
- The house is actually being confiscated for criminal reasons – the furnishings are going to pay off the tax debt.

Should the PCs capture or otherwise defeat the agitators, they are able to learn that they came to see what would happen and got angry when the mirror was broken and the assessor didn't account for it. Furthermore, some of the rioters say that they are angry and not alone. Lots of people think the government is corrupt and Gandrol was innocent.

Treasure:

APL 2: L: Masterwork sap (25 gp per character), masterwork dagger (25 gp per character), flash pellet (x2) (each 4 gp per character); C: 36 gp, 30 sp (7 gp per character); M: *Leather armor +1* (97 gp per character), *potion of cure light wounds* (x2) (each 4 gp per character).

APL 4: L: Masterwork sap (x2) (each 25 gp per character), masterwork dagger (x2) (each 25 gp per character), flash pellet (x8) (each 4 gp per character); C: 132 gp, 40 sp (22 gp per character); M: *Studded leather armor +1* (x2)(each 98 gp per character), *potion of blur* (x2) (each 25 gp per character), *potion of cure light wounds* (x4)(each 4 gp per character).

APL 6: L: Masterwork sap (x3) (each 25 gp per character), masterwork dagger (x3) (each 25 gp per character), flash pellet (x12) (each 4 gp per character); C: 286 gp, 50 sp (49 gp per character); M: *Studded leather armor +1* (x3)(each 98 gp per character), *belt of one mighty blow* (x3) (each 125 gp per character), *potion of blur* (x3)(each 25 gp per character), *potion of cure light wounds* (x6)(each 4 gp per character).

APL 8: L: Masterwork sap (x3) (each 25 gp per character), masterwork dagger (x3) (each 25 gp per character), flash pellet (x12) (each 4 gp per character); C: 378 gp (63 gp per character); M: *Studded leather armor +1* (x3) (each 98 gp per character), *buckler +1* (x3)(each 97 gp per character), *dagger +1* (x3)(each 192 gp per character), *belt of one mighty blow* (x3) (each 125 gp per character), *potion of blur* (x3) (each 25 gp per character), *potion of cure light wounds* (x6)(each 4 gp per character).

Encounter Three: The Good, the Bad and the Undecided

Provided the PCs ended the confrontation at the merchant's house without a full scale riot developing, Jero is waiting for them at the "Roc and Giant" Tavern, known locally as the "Eagle and Child."

Asking around, the PCs are easily able to find the "Eagle and Child" tavern. Outside the tavern is a large, newly painted sign board that shows what looks to be a large bird carrying away a small child. While the artist's intent was to depict a roc carrying a giant, the scale didn't quite work and thus earned the tavern its local nickname.

When the PCs enter, they see a newly refurbished tavern room. After years of frequently dingy taverns with smoke encrusted walls, this tavern presents a remarkably fresh, and possibly jarring, scene of clean walls, unstained floors and unmarred tables. The room is nearly empty as it is several hours before the midday meal. However, in the middle of the room, sitting at a spacious table is Jero. He looks up at you and gestures for you to join him.

Jero believes that the PCs have been misled. His motivation is to convince the PCs that things are not as they seem in Whitehale, or in Veluna. He provides them information so long as they do not threaten to call the authorities or report him to the authorities. If any PC openly displays the symbols of the Church of Rao or knightly orders, he pays particular attention to engage them. He is not afraid and rather seeks to open the eyes of the blind. For role-playing purposes, his approach is similar to a prophet.

He conveys the following information:

- Gandrol, the merchant, was very successful and his wealth and popularity earned him many enemies. But not amongst the populace. He was a fair man. His enemies were primarily business rivals.
- Gandrol was branded a traitor during the occupation by the forces of the Heretic. If it is true, why did it take over a year and half to bring charges? Where is the evidence?
- It is true he kept his home during the occupation and that was unusual, yet he did work to help the few commoners left in the city. It was a dangerous time and he worked to help people as best he could.
- If pressed on how he helped, he admits that he only has secondhand stories which he's heard from townspeople about how Gandrol provided food when it was scarce or was able to purchase medicines. In one case, he supposedly bribed a Nerullite cleric to cure a dangerous disease.
- Gandrol is not the first man to be impeached on vague charges of criminal behavior. Others have been forced out of business, and their home and property confiscated.
- I can't prove it, but the ones who benefit are all friends of Lord Marcus Randis.
- I believe that Lord Randis is using the Church crackdown to settle old scores and reward his friends. Did you know that another merchant has already laid claim to Gandrol's home.

If the PCs ask what Jero wants them to do, he replies:

"Honestly, I don't know. You are here and things seem to be moving towards a climax. You must decide with whom you will side when the time comes and the Hound returns."

What is this "Hound"?

“Some say the Hound is the herald of a revolution, others that he is just a fiction. I don’t know any more than that – we’ll all find out when the time is right.” With that, he will refuse to elaborate and takes his leave.

Encounter Four: Noble Offer

This encounter begins with the PCs relaxing in a tavern. If the PCs met with Jero in Encounter 3, this encounter begins immediately after Jero rise from the table.

If the PCs did not help the constable in Encounter One or did not meet with Jero, have this encounter occur when they are taking a rest from wandering around town. Adjust the boxed text to fit the situation.

As Jero leaves the tavern, he passes a young, broad shouldered man wearing some fancy livery. [DC12 Knowledge (Local-VTF) to recognize House Randis livery.] The young attendant surveys the room and then strides purposefully up to your table. He clears his throat and speaks, “Gentlefolk, my lord, Marcus Randis of Whitehale, ask that you meet with him on a matter of great urgency. If you would hear my lord’s proposal, please follow me.” With that, he turns abruptly and leaves.

He fully expects the PCs to follow him as they have been summoned by Lord Marcus Randis. He does not answer questions along the way.

Following the lord’s liveried attendant through the streets of old Whitehale, you find yourselves ushered into a fashionable home in what was the most affluent portion of town. Many of the nearby homes are undergoing considerable repairs. The home you entered has been decorated more as an office or official residence than a home. You are finally shown into a meeting room and asked to take a seat and wait for Lord Randis.

Just a moment or so after the attendant departs, Lord Marcus Randis enters. He appears as a lavishly-dressed and coiffed nobleman with a waxed moustache. Upon entering, Randis surveys the room as if looking for someone.

If any PC has the favor of House Randis from previous adventures, he addresses that person by name:

“Good day to you, [insert PC name]. It is good to see you again and I must say that your timing could not have been better. I am in sore need of good folk like you to help Veluna, the Church, and myself.”

If no one is known to Randis, he addresses them in the following manner:

“Greetings. My name is Baron Marcus Randis, Lord of Whitehale, and I believe that in some small way, I am in your debt. Constable Reidel has reported to me on your efforts this morning to deal with that unsavory incident. I am most pleased that you were able to settle the matter in such an efficient manner. I have a use for such resourceful individuals. Will you hear me out?”

Provided the PCs say yes,

“Good. Then let me get straight to business – time is short. There have been an increasing number of disruptions of late in the local community. Agitators have confused the good people and led them astray. Handbills have called for tax protests, while fiery orators have preached nearly treasonous statements in public gathering places. They are scaring the people with supposed threats from the lawful authorities and even the Church itself. My agents tell me that these agitators may be working for a dangerous anarchist, and that he may be entering the diocese in the next few days.”

“Obviously, this agitation must stop, and I believe the safest and easiest method is to find and apprehend this anarchist. However, my men have been completely unable to ascertain the person’s identity. They have only ferreted out an alias, “The Hound.” I would like you to discover who this Hound is, and if possible, apprehend him. Bring him to me so that he can stand trial for his treason. Do this for me, and Veluna, and I would be in your debt, and I always repay my debts...generously.”

“Will you help Veluna?”

Some questions that might come up:

- **Why us?** Well, obviously, from your exploits today [and in the past, if they have the favor of Randis] you have proven to be resourceful and intelligent heroes. Just the type of people we need to preserve Veluna from the forces that seek to corrupt her. Furthermore, you are relatively unknown and may be able to discern more about this Hound than my men, who are generally known and avoided.
- **What corrupt forces?** There are many within Veluna that would see harm come to this great nation. The Church has worked tirelessly to stem these corrupting influences, only to have some questioned its motives. Here in Whitehale, my

efforts to restore a strong government and a stable peace have been met with increasing hostility and treasonous whispers. After the depredations of the Heretic, others scurry forth from the dark, shadowy corners to plague us.

- **What can we do?** Search about. Talk to the people and see what they will reveal. Make friends with those who may know the whereabouts of traitors or ne'er-do-wells. Get them to take you into their confidence and learn their secrets.
- **Do you want us to apprehend the Hound?** Yes, if you feel that you are capable of capturing him and bringing him to justice. If you do not feel capable, you may contact me and I will dispatch some of my retainers to affect the capture. However, if time is of the essence, do not let him slip away.
- **What do you know of this Hound?** Precious little in the way of fact, only rumors. This Hound seems to be on the lips of every orator and firebrand on the streets. I do know that the arrival of the Hound will be a signal to those who wish ill for Veluna to rise up. This Hound must be brought to heel.
- **What's in it for us?** Ah, good point. I like someone who speaks their mind and heart. Never fear, I will reward you handsomely, provided you succeed. I pay my debts – of course, I also remember those who fail me.

Encounter Five: Word on the Street

This encounter is open-ended. You should use several of these encounters depending where the PCs Gather Information.

These encounters should take place after the PCs have dealt with the mob at the foreclosure and met with the Jero and Marcus Randis. It should be late in the afternoon when they have completed those encounters. Thus, they can do two of the encounters listed below before night falls. They can gather information from meta-org contacts and in bars after nightfall.

The second day in town, the PCs should be able to investigate several other possible sources of information or gather information from contacts. Around midday of the second day, or when the PCs are

losing interest in gathering information, proceed to Encounter Six.

Generally speaking, many people are cautious of strangers and a bit frightened. They provide information, however. Rumors are rampant and there is a distinct sense of tension around town.

Gather Information: PCs may try to Gather Information around town, including check with meta-organizations.

Gathering Information in town generates no leads, or more accurately, a lot of contradictory rumors. If the PCs gather information from meta-org contacts, it takes 1d4+1 hours. A member in good standing with the organization can get all the information listed under that organization.

The Pack. Your Pack contact can provide the following information.

- Local authorities have cracked down hard on any illegal activities.
- Pack members have been arrested and imprisoned.
- Gandrol Countances was not affiliated with the Pack. He was an honest merchant who was known business rival to several of Marcus Randis' friends.
- Times have been tough in Whitehale. The people still haven't recovered from the occupation.

The Church of Rao. Your Church contact can provide the following information.

- The people have become increasingly agitated due to a series of arrests.
- This Hound figure may present a threat to the local peace and serenity.
- In his name, agitators are stirring up the people, calling tax protests and disobedience to lawful authorities.
- Times have been tough in Whitehale. The people still haven't recovered from the occupation and need to remain calm and patient.

Order of the Root. Your druidic contact can provide the following information.

- Scrutiny by local authorities is much higher. They "question" lots of strangers that they find around town.
- There is something happening in the Whispering Forest to the West. Many strange animals, larger

types and larger numbers, are appearing at an alarming rate.

Mitrik Temple Guard. Your MTG contact can provide the following information.

- Local authorities are very concerned about the brewing hostility in the populace and the appearance of the broadsheets and street orators.
- Questioning of likely suspects has been fruitless. No one is telling the MTG anything about this “Hound.”
- The people believe that something is coming but is not sure what or who it is. They believe that things will be better once this Hound arrives.
- The “crackdown” has been very effective at capturing lots of low-level criminals, but no one of great importance.
- A few people were arrested and found to be innocent. They were released...a few days, or weeks later.

5A: Posting of Broadsheets

As your party turns the corner, you see a deputy slap a bundle of parchments out of the hands of a young boy and then raise his hand as if to strike the boy.

Presuming the PCs intervene and get the deputies attention, the boy runs off. The deputy can then give the party the following information

- I wasn't going to hit him, just scare him off.
- Broadsheets have been appearing around town for several weeks.
- The message has been increasingly seditious.
- If the PCs ask what the broadsheets say, give them **Players Handout 1**.

5B: Broadsheet Printer

If the PCs look for who is printing the broadsheets, they may visit several print shops.

The print shop looks fairly busy with several men working the press while two small boys work to ink the block and lay down fresh parchments. At your entrance, a short, portly man approaches. “How can I be of service?”

When the PCs explain their reason for being there. The proprietor can provide the following information:

- Yes, I was approached by a young Oeridian man to print broadsheets. However, I found the content unacceptable.
- I'm sure some of my competitors are less upstanding and printed them. Don't know which ones though. Doubt they will confess either.
- Deputies have been scouring the city to stop whoever's been printing the broadsheets.
- Of course, the new law and order policy doesn't bother me. If you do what the government says, then you'll be alright.
- It's only the troublemakers and traitors who need to worry.

If the PCs continue to investigate print shops in town, the owners all deny that they had anything to do with the printing of the seditious broadsheets. If you wish, you can play these out. A few printers might seem scared but they are not shaken in their story. They are afraid to be implicated in what could be treason. Or, you may simply inform the party that their quest for more information is fruitless.

5C: Street Orator

While moving through the streets of New Whitehale, you see a small group of townsfolk gathered round a young man preaching to the crowd. “Too long have we been oppressed and ignored. First, we were left behind to suffer under the hand of the Heretic's minions. Then, when we hoped to be restored to the bosom of our nurturing Church, we were betrayed. Now we live in fear of our officials, who we once believed were there to protect us.”

Presuming the PCs approach, read the following:

As you approach, several townspeople notice your arrival and quickly leave. The orator stops to look at you. He looks down from the small platform he stands upon, and asks, “Are you here to arrest me again?”

The orator is not trying to incite a riot, just 'educate' the people to some of the injustices they should be aware of. He is not a direct agent of the Hound, but is familiar with the rhetoric involved, and considers this what he can (and therefore should) do to 'fix' the situation.

Presuming the PCs greet him in a friendly manner and do not say anything about arresting him, he provides the following information:

- I've have been arrested several times for public speaking.
- The deputies call it "questioning" but it usually means I am left in jail overnight and then released.
- I know they want me to stop speaking out, but I will continue to speak as long as I can.
- The authorities abuse their powers. They round up so-called "troublemakers" for "questioning," but are simply trying to intimidate people.
- Yes, I have heard of this Hound. It is a symbol of hope and resistance to tyranny.
- The authorities are really worried about this Hound that is the only thing that they ask me about when they "question" me.
- Marcus Randis' rule is far worse than the Landis family. He rewards his friends with property from others.

5D: Tax Assessor's Office

If the PCs want to investigate the tax issue for Gandrol, they can visit the tax assessor. If the tax assessor was not hurt in Encounter 2, then he is happy to help the PCs. If the riot continued for more than 6 rounds, however, then the tax assessor was hit by a rock and now wears a bandage. He does not help the PCs unless they make a DC 25 Diplomacy check.

- The PCs' investigation reveals that Gandrol regularly paid taxes up till the period of the occupation, from which records were lost and damaged. Subsequently, there is no evidence that he paid his taxes, though several pages are missing from the tax registers where his name and payments would have been recorded. The tax assessor has no excuse for why this might be so. He is telling the truth.

Encounter Six: Counteroffer

At some point in their quest to discover the identity of the Hound, the PCs come to the attention of Duchess Clarice Landis, the former ruler of Whitehale diocese. Clarice wants to meet with the PCs as soon as possible to give them an insight into the politics of Whitehale and Veluna.

The DM may insert this meeting at any time that is appropriate, but it would be most sensible during the day. See **DM Aid #1** for timing purposes. Probably, the best to do so would be after the PCs have begun to get some feel for the situation in Whitehale.

Presuming the PCs are taking a rest from information gathering, or resting for the day at their inn, the following encounter should be given.

You are taking a moment's rest when a young girl with a bundle of flowers approaches you. The girl is disheveled and her clothes are torn, yet she wears a broad smile that might even warm a tired adventurer's heart. As she catches your eye, she says, "A poppy to brighten your day? You look weary. Find a moment's respite in a breath of nature?"

Provided the PCs respond, she tries to sell the whole bunch for two silvers, or a single poppy for copper. If any PC buys the bunch, she curtsies, and hand the buyer the whole bunch. She extracts one poppy from the bunch and sets it on the table, saying, "**This one will bring you good fortune.**" With that, she leaves.

If the PCs only buy one, she curtsies and hands the buyer the single poppy saying, "**This one will bring you good fortune.**" With that, she leaves.

Anyone sitting at the table notices a small roll of brownish paper about the stem of the flower. If the PCs bought the bunch and check, all the flowers have paper wrapping the lower part of the stem. If the PCs check the roll of paper on the flower "picked" by the little girl, give them **Player's Handout 2**.

Presuming the PCs read the note, and go to the market, proceed. If the PCs do not read the note, or do not go immediately to the market, then ignore this encounter. Clariece does not wait beyond 30 minutes for the party to arrive. She knows the distance and is not going to wait for the PCs.

Choose the most attractive male PC for the young woman to approach:

As you move about the bustling market area, an attractive young woman sidles up to you and slips her arm into yours and whispers, "Please, walk with me." She continues to chat amiable about the wares on display. In a moment, she effortlessly guides your group into a small shop. As you enter, the young woman nods to an older woman with elven features who stands near the back of the shop.

Let the PCs make a DC 15 Knowledge (Local VTF) or Knowledge (Nobility) check to recognize the older woman with elven features as Duchess Clariece Landis. Clariece Landis speaks in a matter-of-fact, somewhat stern tone. She brooks no nonsense.

The young woman exits the way you all entered, and the older woman speaks, "Forgive the theatrics,

but I must be careful nowadays. Nevertheless, time is short and I cannot dally. You are seeking the Hound. Why?"

Let the PCs answer. If they mention that they are looking on behalf of Randis, she cut them off, saying,

"So, you serve Marcus Randis. You would do well to hear me out before you get into bed with that snake."

If the PCs answer in other ways (i.e. they are independent, or that they suspect the Hound may be Canith):

"Good, we may have similar interests. Hear me out, and then decide."

"I believe that great change is coming in the wind – at least a good shaking up of things. In my time, I did my own shaking up of things and brought about good. My family served the people of Whitehale diocese well during the invasion by the Heretic's forces and helped secure victory."

"Then, between the war and that snake Randis' own 'shaking up of things' and this change was for the bad. Now, I must stand by while men like him usurp my family's place and reward their cronies with other men's goods."

"Great change may indeed be coming then, and whether that change is for good or ill is unknown. Some say this Hound merely foreshadows the change, others say he will drive it. Some say he is a hero, others a devil. Thus, I ask you to find this Hound and gauge whether he means good or ill for Veluna. If he means ill, he must be stopped – bring him to me and I will reward you for your efforts to defend the Church and Veluna."

Possible Questions:

- **Who are you?** I am Duchess Clariece Landis, former ruler of Whitehale Diocese.
- **Why do you want us to bring him to you?** If he means ill, I would like to deliver him to the Church and possibly outmaneuver Randis for a change. Maybe I can win back my family's claim to the diocese.
- **Are you telling us to break the law?** No, I'm telling you to use the gift of reason Rao gave all sentient creatures. Judge the man when you've heard him out and decide. Is he a fresh wind that will kindle new hope, or the harbinger of a darker day? If he plots treason against the Church, then apprehend him.

- **What do you have against Randis?** We don't have time for all of his crimes. Just leave it that he serves only himself. He is false to all else. Now, he claims to serve the Church, readily enforcing strict laws with harsh punishments when it pleases him. He has forgotten mercy. And, if he is pressed, he will forsake the Church as well.
- **What do you know of Gandrol Coutances/Randis rewarding his friends?** I knew Gandrol. He's a good man with a strong business sense. He wouldn't play Randis' game, plus one of Randis' friends coveted Gandrol's house, or so I've heard. Randis abuses his powers and covers it by claiming he is ferreting out illegal activities, or worse making vague claims that someone is a "traitor."
- **Where can we find this Hound?** His man is nearby. He may be willing to help. He's been organizing among the common folk. Just this morning, he was spotted about an hour east of town, near a woodsman's shack in the Whispering Forest. [She can give the PCs rough verbal directions]

Once Clariece has told the PCs where to find the organizer, she departed immediately. She does not want to be seen conversing with the party.

Encounter Seven: Growling Woods

Following the directions to the Whispering Forest, you believe that you are nearing the woodman's shack when you see a clearing about fifty feet ahead. Suddenly, you hear a menacing growl and the panicked whinny of a horse from somewhere in the clearing.

At this point, have the PCs roll initiative. Read the following to the first PC to enter the clearing:

As the trail ends at the clearing, you see three human bodies and one horse lying torn and bloody upon the ground. Several large creatures are closing in for the kill on two warhorses still tied to a post near a shack in the clearing.

APL 2 (EL 4)

Dire Badgers (2): hp 29 each; see *Monster Manual* p. 62.

APL 4 (EL 6)

Dire Boars (2): hp 58 each; see *Monster Manual* p. 63.

APL 6 (EL 8)

Dire Boars (4): hp 58 each; see *Monster Manual* p. 63.

APL 8 (EL 10)

Dire Tigers (2): hp 132 each; see *Monster Manual* p. 65.

After the PCs deal with the dire animals, they can investigate the area.

The three human bodies wear the insignia of the town of Whitehale. They are probably deputies. They carry basic weapons. They are all dead from bite and claw wounds.

If the PCs search outside, a DC 15 Search check notices that there is a broken rein still tied to the post. If the PCs can make a DC 14 Track check, they can tell that a horse bolted from the post into the surrounding forest. If the PCs continue to track the horse after nightfall, they find that the horse cleared the area and then headed back in the direction of Whitehale. A fourth deputy fled the area in a panic, and eventually guides the horse back to town to report on the arrival of the Hound.

Inside the shack, the PCs find an unconscious young Oeridian male (Landroth) tied to a chair. It looks like he was severely beaten. On a table next to him is a message. Give the party **Player's Handout 3**. Also, a DC 10 Search check finds that Landroth had probably been staying here for several days. They also find three backpacks filled with provisions and several changes of clothing.

If the PCs heal him and ask questions, the man (Landroth) can only tell them that he was telling some people about the Hound's message when a few men jumped him and brought him here, asking questions about the Hound. He didn't tell them anything, because he doesn't know that much – he was new to the group. He can tell the PCs where Cutter's Landing is, but does not feel like going with them. If forced, he hangs back, avoiding combat, and may try to warn Canith of the party's intentions (if he suspects their motives).

Ready'reat 12 is dawn the next day. A DC 15 Knowledge (Geography) check means the PC knows where Cutter's Landing is. If they cannot make the check, and can't get the information from Landroth for some reason, they can go back to town and find out, but needs to really hurry to make the rendezvous in time. If the PCs make the check, they know that they need to travel through the night (i.e. no rest), but will make the meeting.

At this point, the PCs could return to tell Randis or Landis about the arrival of the Hound. If the PCs do this, the adventure is over – go to the **Conclusion**. Alternately, they can travel to the meeting site themselves. If they do the latter, go to **Encounter 8**.

Encounter Eight: Return of Old Friends

In this encounter, the PCs fight either the Bloodhounds or Canith, not both. If they agree to help Canith and not take him to the authorities, then they fight the Bloodhounds (use 8A). If they insist on taking him to the authorities, then they must fight Canith (and his bodyguard at higher APLs) (use 8B).

You have traveled during the night to make the rendezvous. As you've drawn closer to the river, you notice patchy fog and lingering stillness all around. As you reach the landing site, there is already a boat grounded at the shore. Cutter's Landing is an open area along the bank of the river with light woods starting 20 feet from the river's edge. Two men are standing near the small boat, but they are difficult to make out in the fog even with the light of their lantern. One sees your approach and calls out, "What took you so long? You were supposed to be waiting for us. Wait... who are you?"

Let the PCs answer, as the second man cautiously steps forward out of the fog. Canith (and Hoj at APL 4+) approaches the party but tries to stay about 30ft away. He is not yet sure if they are here to help or apprehend him. If any PCs have met Canith before (in VEL6-01 *Release the Hounds* or VEL6-05 *Fox and Hounds*), they recognize him immediately. If not, use the following description:

The second man walks towards you. He is in his early 30s. He has blond hair and blue eyes. He is well-built and wears a blue tunic emblazoned with the rune of pursuit over his armor.

A DC 10 Knowledge (Religion) check identifies the rune of pursuit as the symbol of Trithereon.

Canith addresses the party:

"So, I take it from your presence here that something has befallen Landroth. I guess the question is whose side are you on?"

When the PCs ask who is, or why he is here answer with the following:

My name is Canith Truft, and I have come to help the people of Veluna resist the imposition of the yoke of tyranny. The Church's recent law and order policy is a thin veil over a policy of oppression. While the Church seeks enemies in its midst, the nobles plot against each other and seek to profit from the Church's demand for conformity. Meanwhile, the people suffer.

I will not stand idly by and let further ill fall upon the good people of Veluna. I had thought that the Church and the nobles would have learned something from the horrors of the Heretic's invasion. I failed then and fled to safety. This time I have returned to help make amends and help organize and lead the people to resist injustice in the guise of law and order. Will you stand with me?

Possible Questions:

- **Are you saying that the Church of Rao is tyrannical?** At first, I hoped that it was not true. That only some elements of the Church hierarchy were over-reacting after the near defeat at the hands of Herion. Now, I believe those elements control the Church and I will not stand by and let them take this land down another dark path.
- **Are you planning a revolution?** I hope not. Veluna does not need another war. On the other hand, I will not let the people be oppressed and persecuted. I will not allow injustice to continue. Nor will I let the nobles play their petty games while the people suffer. If necessary, I will defend myself and those in my care.
- **What do you know about the nobles?** At this juncture, too little. However, I have good reason to believe that they plot against the Church and that only mean ill for the people. I cannot change the course of events, but I can be here to help protect the weak and innocent. Will you not help me?
- **What would you want us to do?** Help the people. Defend them from the coming storm. The Summoner has shown me that something is upon the wind, though what will come of it, I do not yet comprehend. Pledge yourself to help the people.

Allow the PCs to discuss the matter with Canith, but he is necessarily cautious. Unless he knows the PCs from previous adventures, VEL6-01 *Release the Hounds*, or VEL6-05 *Fox and Hounds*, he is guarded and does not put himself in jeopardy. If he does know the PCs, he does try to enlist their support in his cause.

PCs might agree and join him (go to 8A), or disagree and have to fight him (go to 8B).

8A – Joining the Hound If the PCs agree to join with Canith, then they are confronted by the Bloodhounds who are very intent on capturing Canith. They have hunting him for months.

Note, in this encounter, Canith is rendered paralyzed in a surprise round. Furthermore, his assistant is a non-combatant who flees immediately when the fighting starts.

Read the following:

Canith smiles as you agree to help him defend the people of Veluna. But, suddenly, his smile turns to a grimace as an arrow strikes him in the back. His eyes slowly close and he slumps to the ground like a puppet with his strings cut.

Looking in the direction of the arrow, you see a small barge coasting into the landing. Several men are on board the barge. A human with a scar on his left cheek calls out, "Stand back from the fugitive. This time we're claiming him and bringing him to justice. Do not interfere and no one will get hurt."

Canith is hit by an arrow coated in paralysis poison (carrion crawler brain juice), and failed the save. If the party revives him while the battle is still going on, he makes every effort to escape. He can't afford to be caught.

APL 2 (EL 4)

Revis: Human Rgr2; hp 15; see Appendix 1.

Katya: Human Sorc1; hp 4; see Appendix 1.

Leigh: Gnome Scout1; hp 8; see Appendix 1.

APL 4 (EL 6)

Revis: Human Rgr2/Rog1; hp 21; see Appendix 1.

Katya: Human Sorc3; hp 11; see Appendix 1.

Leigh: Gnome Scout3; hp 23; see Appendix 1.

APL 6 (EL 8)

Revis: Human Rgr3/Rog3; hp 40; see Appendix 1.

Katya: Human Sorc4; hp 15; see Appendix 1.

Leigh: Gnome Scout4; hp 30; see Appendix 1.

APL 8 (EL 10)

Revis: Human Rgr3/Rog3/Bloodhound2; hp 54; see Appendix 1.

Katya: Human Sorc6; hp 23; see Appendix 1.

Leigh: Gnome Scout6; hp 45; see Appendix 1.

If the PCs played VEL6-05 *Fox and Hounds*, they will recognize Revis, Katya and Leigh as the bounty hunters who were searching for Canith.

Revis is a solidly built human, only 5' 9" tall, with tawny brown hair and green eyes. He has a scar on his left cheek and the bottom third of his left ear is missing. He wears earth tones, and is dressed for travel. Though his shield, spear and javelins are obvious, he does not carry them menacingly, and his armor is concealed.

Katya is a slight human, 5' 1" tall, with long brown hair she wears braided down her back. Her skin is darker than Revis', but there is a family resemblance in the nose and green eyes. She also wears traveling clothes in muted colors, but hers are blue. Other than a belt sporting two daggers, there is nothing to identify her as an adventurer.

Leigh is obviously not a member of the family – a large gnome (3' 8" tall) with black hair and a handlebar moustache; he wears black and brown traveling clothes and tries to be as unremarkable as possible, though he does not conceal his bow or shortsword. He tends to chew on an unlit pipe.

Tactics: Leigh stays on board the barge and uses his skirmish ability to move and shoot arrows at the PCs. Revis moves towards the PCs to engage in melee combat, but stay close to the water's edge to avoid being surrounded, if possible. Katya stays in the water, about waist deep to slow down melee attackers from coming at her.

Once the PCs defeat The Bloodhounds, go to **Conclusion**.

8B – Fighting the Hound If the PCs do not agree or say that they must take him to either Randis, Landis, or representatives of the Church for any reason, then he shouts, "**Never! I will not be a pawn again!**" In this version of the encounter, Canith's assistant at APL 2 is a non-combatant, he flees back to the boat at the start of combat. If confronted by a PC, the assistant promptly surrenders. Canith, however, fights to the best of his ability against the PCs whom he considers to be there to arrest him. Roll initiative.

APL 2 (EL 4)

Canith Truft: Human Clr4; hp 28; see Appendix 1.

Assistant: non-combatant; hp 4.

APL 4 (EL 6)

Canith Truft: Human Clr5; hp 33; see Appendix 1.

Hoj the Bodyguard: Human Ftr3; hp 28; see Appendix 1.

APL 6 (EL 8)

Canith Truft: Human Clr7; hp 45; see Appendix 1.

Hoj the Bodyguard: Human Ftr5; hp 44; see Appendix 1.

APL 8 (EL 10)

Canith Truft: Human Clr9; hp 57; see Appendix 1.

Hoj the Bodyguard: Human Ftr5/PiI2; hp 60; see Appendix 1.

Tactics: Canith tries to summon monsters as soon as possible, using his Rapid Summon monster at APL 6+, to block PCs from getting to him. Remember that all monsters summoned by Canith have the Augment Summoning boost, +4 to Strength and Constitution. Also, Canith can speak Celestial and give Celestial creatures more complex directions. If present, Canith's bodyguard, Hoj, attempts to prevent PCs from getting close to Canith and PCs who try to melee with Canith.

If the PCs defeat Canith, they can take him to Randis or Landis. Go to **Conclusion**. If the PCs lose, then Canith will leave immediately. Go to **Conclusion**.

8A Treasure:

APL 2: Loot: 169 gp per character; Coin: 68 gp per character; Magic: *cloak of resistance +1* (83 gp per character), 4 *potions of cure light wounds* (each 4 gp per character), *wand of false life (5 charges)* (38 gp per character).

APL 4: Loot: 229 gp per character; Coin: 41 gp per character; Magic: *chain shirt +1* (105 gp per character), *cloak of resistance +1* (83 gp per character), *light wooden shield +1* (96 gp per character), *wand of false life (5 charges)* (38 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), 4 *potions of cure light wounds* (each 4 gp per character).

APL 6: Loot: 218 gp per character; Coin: 40 gp per character; Magic: 2 *chain shirt +1* (117 gp per character), *cloak of resistance +1* (83 gp per character), 2 *anklets of translocation (117 gp per character)*, *light darkwood shield +1* (100 gp per character), *wand of false life (5 charges)* (38 gp per character), *scroll of dispel magic* (31 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *Quall's feather token (whip)* (42 gp per character), 2 *potions of cure moderate wounds* (each 25 gp per character), 4 *potions of cure light wounds* (each 4 gp per character).

APL 8: Loot: 301 gp per character; Coin: 90 gp per character; Magic: 2 *Chain shirts +1* (each 117 gp per character), *cloak of resistance +1* (83 gp per character), 2 *anklets of translocation (117 gp per character)*, *vest of defense* (167 gp per character), *light darkwood shield +1* (100 gp per character), 2 *rings of protection +1* (each

167 gp per character), *Quall's feather token (whip)* (42 gp per character), *wand of false life (5 charges)* (38 gp per character), *potion of blur* (25 gp per character), *scroll of dispel magic* (31 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *2 potions of cure moderate wounds* (each 25 gp per character), *4 potions of cure light wounds* (each 4 gp per character).

OR:

8B Treasure:

APL 2: Loot: masterwork spear (25 gp per character), light mace (1 gp per character); Coin 100gp (17 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character).

APL 4: Loot: masterwork spear (25 gp per character), light mace (1 gp per character) Chain shirt (8 pg per character), masterwork longspear (25 gp character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character) *vest of resistance +1* (83gp per character).

APL 6: Loot: masterwork spear (25 gp per character), light mace (1 gp per character) Chain shirt (8 pg per character), masterwork longspear (25 gp character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character) *vest of resistance +1* (83gp per character), *ring of protection +1* (167 pg per character), *bracers of opportunity* (192 pg per character).

APL 8: Loot: light mace (1 gp per character) chain shirt (8 pg per character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic: *Breastplate +1* (113 gp per character), *spellsink scarab** (167 gp character) *vest of resistance +1* (83gp per character), *ring of protection +1* (167 pg per character), *bracers of opportunity* (192 pg per character), *spear +1* (192 pg per character), *bracers of blinding strike* (417 pg per character), *longspear +1* (192 pg per character).

Conclusion

There are multiple possible conclusions depending on PC actions.

Joined with Canith and defeated Bloodhounds.

After defeating the Bloodhounds, Canith recovered. He thanked you for saving him and pledging yourself to his cause of resisting tyranny. He explains that he needs to take care of some delicate matters first, but he will be in touch soon. With that, he turns his horse and heads off in the direction of Whitehale.

The PCs have pledged to aid Canith Truft in his cause to defend the people of Veluna from injustice. Their actions may have serious repercussions. They receive the reward of Canith.

Reported Canith to Lord Randis/Duchess Landis.

You have turned over the "Hound" to the lawful to the authorities, who seem very eager to question him about his motives and who his supporters might be. You've been well rewarded and gained the favor of a powerful noble in Veluna, yet you can't shake the feeling that something dramatic is going to happen as the wind whips up and swirls your cloak about you.

The PCs reported the arrival of Canith to the authorities or captured him and brought him to either Marcus Randis or Clariece Landis. He was promptly arrested and thrown in jail. He is going to be tried on charges of treason and fomenting rebellion. The party receives the favor/reward of either Landis or Randis, depending on who got the credit for capturing him.

Failed to Capture Canith.

You failed to apprehend the figure known as the Hound. Marcus Randis has refused to meet with you and you know you've displeased him. The populace of Whitehale is more tense than ever. Something dramatic is going to happen, you just know it.

The PCs failed to find the clue in Encounter 7 to Canith's arrival or failed to stop him getting away. They do not receive any favors on the AR.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus story awards) to each character.

Encounter Two: The Enforcers

Quell the crowd and defeat the agitators.

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

Encounter Seven: Growling Woods

Defeat the dire animals.

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

Encounter Eight: Return of Old Friends

Defeat the Bloodhounds (8A) or defeat Canith (8B)

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

Story Award 1

PCs who roleplay their character appropriately

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2

APL 2: L: Masterwork sap (25 gp per character), masterwork dagger (25 gp per character), flash pellet (x2) (each 4 gp per character); C: 36 gp, 30 sp (7 gp per character); M: *Leather armor +1* (97 gp per character),

potion of cure light wounds (x2) (each 4 gp per character).

APL 4: L: Masterwork sap (x2) (each 25 gp per character), masterwork dagger (x2) (each 25 gp per character), flash pellet (x8) (each 4 gp per character); C: 132 gp, 40 sp (22 gp per character); M: *Studded leather armor +1* (x2) (each 98 gp per character), *potion of blur* (x2) (each 25 gp per character), *potion of cure light wounds* (x4) (each 4 gp per character).

APL 6: L: Masterwork sap (x3) (each 25 gp per character), masterwork dagger (x3) (each 25 gp per character), flash pellet (x12) (each 4 gp per character); C: 286 gp, 50 sp (49 gp per character); M: *Studded leather armor +1* (x3) (each 98 gp per character), *belt of one mighty blow* (x3) (each 125 gp per character), *potion of blur* (x3) (each 25 gp per character), *potion of cure light wounds* (x6) (each 4 gp per character).

APL 8: L: Masterwork sap (x3) (each 25 gp per character), masterwork dagger (x3) (each 25 gp per character), flash pellet (x12) (each 4 gp per character); C: 378 gp (63 gp per character); M: *Studded leather armor +1* (x3) (each 98 gp per character), *buckler +1* (x3) (each 97 gp per character), *dagger +1* (x3) (each 192 gp per character), *belt of one mighty blow* (x3) (each 125 gp per character), *potion of blur* (x3) (each 25 gp per character), *potion of cure light wounds* (x6) (each 4 gp per character).

8A Treasure:

APL 2: Loot: 169 gp per character; Coin: 68 gp per character; Magic: *cloak of resistance +1* (83 gp per character), 4 *potions of cure light wounds* (each 4 gp per character), *wand of false life (5 charges)* (38 gp per character).

APL 4: Loot: 229 gp per character; Coin: 41 gp per character; Magic: *chain shirt +1* (105 gp per character), *cloak of resistance +1* (83 gp per character), *light wooden shield +1* (96 gp per character), *wand of false life (5 charges)* (38 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), *potion of cure moderate wounds* (25 gp per character), 4 *potions of cure light wounds* (each 4 gp per character).

APL 6: Loot: 218 gp per character; Coin: 40 gp per character; Magic: 2 *chain shirt +1* (117 gp per character), *cloak of resistance +1* (83 gp per character), 2 *anklets of translocation* (117 gp per character), *light darkwood shield +1* (100 gp per character), *wand of false life (5 charges)* (38 gp per character), *scroll of dispel magic* (31 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per

character), *Quall's feather token (whip)* (42 gp per character), 2 *potions of cure moderate wounds* (each 25 gp per character), 4 *potions of cure light wounds* (each 4 gp per character).

APL 8: Loot: 301 gp per character; Coin: 90 gp per character; Magic: 2 *Chain shirts +1* (each 117 gp per character), *cloak of resistance +1* (83 gp per character), 2 *anklets of translocation* (117 gp per character), *vest of defense* (167 gp per character), *light darkwood shield +1* (100 gp per character), 2 *rings of protection +1* (each 167 gp per character), *Quall's feather token (whip)* (42 gp per character), *wand of false life (5 charges)* (38 gp per character), *potion of blur* (25 gp per character), *scroll of dispel magic* (31 gp per character), *elixir of hiding* (21 gp per character), *elixir of sneaking* (21 gp per character), 2 *potions of cure moderate wounds* (each 25 gp per character), 4 *potions of cure light wounds* (each 4 gp per character).

OR:

8B Treasure:

APL 2: Loot: masterwork spear (25 gp per character), light mace (1 gp per character); Coin: 100gp (17 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character).

APL 4: Loot: masterwork spear (25 gp per character), light mace (1 gp per character) Chain shirt (8 pg per character), masterwork longsword (25 gp character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character) *vest of resistance +1* (83gp per character).

APL 6: Loot: masterwork spear (25 gp per character), light mace (1 gp per character) Chain shirt (8 pg per character), masterwork longsword (25 gp character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic: *Breastplate +1* (113 gp per character), *Spellsink Scarab** (167 gp character) *vest of resistance +1* (83gp per character), *ring of protection +1* (167 pg per character), *bracers of opportunity* (192 pg per character).

APL 8: Loot: light mace (1 gp per character) chain shirt (8 pg per character), composite longbow (8pg per character), heavy mace (1pg per character), tanglefoot bag (4pg per character), alchemist fire (2 pg per character); Coin: 150gp (25 gp per character); Magic:

Breastplate +1 (113 gp per character), *spellsink scarab** (167 gp character) *vest of resistance +1* (83gp per character), *ring of protection +1* (167 pg per character), *bracers of opportunity* (192 pg per character), *spear +1* (192 pg per character), *bracers of blinding strike* (417 pg per character), *longspear +1* (192 pg per character).

Pledge to Canith: The PCs has pledge his support to Canith. This decision could have repercussions in the future.

Treasure Cap:

APL 2: 450gp

APL 4: 650gp

APL 6: 900gp

APL 8: 1300gp

Total Possible Treasure:

APL 2: 580gp or 554gp

APL 4: 1194gp or 1000gp

APL 6: 2026gp or 1861gp

APL 8: 3314gp or 3132gp

Adventure Record Items

PCs receive access to the items marked ^{8A} only if they fight and defeat The Bloodhounds in Encounter 8A. The PCs received access to the items marked ^{8B} only if they fight and defeat Canith in Encounter 8B.

Favor of Marcus Randis: For turning Canith over to him, Marcus Randis makes one of the following weapon enhancements available to the PC. The PC has one time access (regional) to one of the following enhancements: *dispelling*, *quickloading*, *whirling*. (All from *Magic Item Compendium*).

Favor of Clariece Landis: For turning Canith over to her, Clariece Landis makes one of the following weapon enhancements available to the PC. The PC has one time access (regional) to one of the following enhancements: *charging*, *defensive surge*, *heavenly burst*. (All from *Magic Item Compendium*).

Favor of Canith Trufft: For pledging to aid Canith in his battle against the forces of tyranny in Veluna, he and his allies make the following enhancements available to the PC. The PC has access (regional) to the weapon enhancement *changeling*. Furthermore, the PC has one time access (regional) to one of the following enhancements: *brash*, *precise*, *warning*. (All from *Magic Item Compendium*).

APPENDIX 1: APL 2

2: The Enforcers

VIOLENT RIOTERS CR 1/2

Male Human War 1

N Medium Humanoid (Human)

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

Languages Common

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

hp 10 (1d8+4 HD);

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

Speed 30 ft. in common clothing (6 squares),

Melee club +2 melee (1d6+1 club)

Ranged rock -2 (1d2+1)

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

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

Abilities Str 13, Dex 12, Con 12, Int 9, Wis 10,
Cha 11

Feats Iron Will, Toughness

Skills Intimidate +4

Possessions common clothing, 5 sp

AGITATORS

Male Human War 2

CR 1

CN Medium Humanoid (Human)

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

Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 14 (2d8+2 HD);

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

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

Melee MW sap +5 melee (1d6+2)

Ranged MW dagger +5 (1d4+2) or rock +1
(1d2+1)

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

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

Combat Gear *flash pellet* (x2), *potion of cure light wounds* (x2)

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

Feats Dodge, Persuasive

Skills Balance +3, Climb +3, Diplomacy +3,
Handle Animal +6, Intimidate +8

Possessions combat gear plus *leather armor* +1,
MW sap, MW dagger, 36gp

8A: Return of Old Friends

REVIS CR 2

Male Human Ranger 2

N Medium Humanoid (Human)

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

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +3 armor, +2 shield)

hp 15 (2d8+4 HD)

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

Speed 30 ft. (6 squares)

Melee MW spear +2 (1d8+1/x3) AND MW Heavy
shield bash +1 (1d4+1), or MW spear +4
(1d8+1/x3)

Ranged javelin +5 (1d6+1)

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

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

Atk Options Combat Expertise, Two-Weapon
Fighting

Special Actions favored enemy (humans) +2

Combat Gear tanglefoot bag (x2), javelins (x2),
sap, *potion of cure light wounds* (x2)

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

SQ Wild Empathy

Feats Combat expertise, Improved Initiative,
Track, Two Weapon Fighting

Skills Climb +1, Heal +2, Hide +5, Jump +4,
Knowledge (Geography) +3, Knowledge
(Nature) +3, Listen +4, Move Silently +5,
Search +5, Spot +4, Survival +4, Swim +0,
Use Rope +4

Possessions combat gear plus *cloak of resistance* +1, MW manacles, MW studded
leather, MW heavy shield, 50' silk rope, silver
ring (100gp)

KATYA CR 1

Female Human Sorcerer 1

CN Medium Humanoid (Human)

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

Aura

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 *mage armor*, +1 shield)

hp 14 (4 without *false life*) (1d4+1 HD)

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

Speed 30 ft. (6 squares)

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

Ranged silver dagger +2 (1d4-2/19-20)

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

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

Atk Options Point Blank Shot

Special Actions

Combat Gear silver daggers (x2), *wand of false life* (5 charges), *potions of cure light wounds* (x2),

Sorcerer Spells Known (CL 1st, arcane spell
failure 5% [unless she drops shield], ranged
touch +2 [+3 w/i 30 ft]):

1st (3/day)—*lesser orb of cold** (1d8 [+1 w/i 30ft]), *mage armor* (already counted against spell total)
0 (5/day)—*ray of frost*, *detect magic*, *mage hand*, *prestidigitation*

Already cast

Abilities Str 9, Dex 14, Con 12, Int 12, Wis 10, Cha 15 **SQ** Summon Familiar

Feats Extend Spell, Point Blank Shot

Skills Concentration +5, Knowledge (Arcana) +5, Spellcraft +5

Possessions combat gear plus MW Light Wooden Shield, silver necklace (153gp)

* see Appendix 2: New Rules Items

LEIGH CR 1

Male Gnome Scout* 1

CN Small Humanoid (Gnome)

Init +2; **Senses** Listen +6, Spot +4 (Low Light Vision)

Languages Common

AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor)

hp 8 (1d8+2 HD)

Fort +2, **Ref** +4, **Will** +0 (+2 vs. illusions)

Speed 20 ft. (4 squares),

Melee shortsword +1 (1d4/19-20)

Ranged MW shortbow +4 (1d4/x3)

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

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

Atk Options

Special Actions Skirmish (+1d6)

Combat Gear tanglefoot bags (x2),

Spell-Like Abilities (CL 1st):

1st—*speak with animals* (1/day) (burrowing animals only, duration 1 minute)

Already cast

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 11, Cha 8

SQ Low Light Vision, Trapfinding,

Feats Great Fortitude

Skills Climb +2, Hide +10, Jump -4, Knowledge (Geography) +2, Knowledge +2, Listen +6, Move Silently +6, Spot +4, Survival +4, Tumble +6

Possessions combat gear plus MW leather armor, MW shortbow, quiver w/20 arrows, shortsword, sap, MW manacles, gold ring (120gp), 42 gp

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc).

At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

8B: Return of Old Friends

CANITH TRUFT CR 4

Male Human Cleric 4

CN Medium Humanoid (Human)

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

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 28 (4d8+5 HD);

Fort +5, **Ref** +2, **Will** +7

Speed 20 ft. (4 squares)

Melee Spear +5 (1d8+1)

Ranged Javelin +4 (1d6+1)

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

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

Special Actions Turn Undead, Spontaneous Casting (*healing* spells)

Combat Gear javelins (x3), *spellsink scarab**

Cleric Spells Prepared (CL 4th):

2nd—*summon monster I^P*, *bull's strength*, *silence*, *spiritual weapon*,

1st—*summon monster I^P*, *obscuring mist*, *protection from law*, *resurgence*, *summon monster I*

0—create water (x2), detect poison, guidance, purify food and drink

D: Domain spell. Deity: Trithereon. Domains: Summoner*, Protection

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

Feats Augment Summoning, Skill Focus (Concentration), Spell Focus (Conjuration)

Skills Concentration +11, Diplomacy +8, Heal +7, Knowledge (History) +3, Knowledge (Religion) +8, Spellcraft +2

Possessions combat gear plus *breastplate* +1, MW Spear, light mace, Holy Symbol of Trithereon (x2), 100gp

* see Appendix 2: New Rules Items

2: The Enforcers

VIOLENT RIOTERS CR 1/2

Male Human War 1
 N Medium Humanoid (Human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 11, touch 11, flat-footed 10
 (+1 Dex)
hp 10 (1d8+4 HD);
Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in common clothing (6 squares),
Melee club +2 melee (1d6+1 club)
Ranged rock -2 (1d2+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 9, Wis 10,
 Cha 11
Feats Iron Will, Toughness
Skills Intimidate +4
Possessions common clothing, 5 sp

AGITATORS CR 2

Male Human War2/Rog1
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)
hp 19 (2d8+1d6+3 HD);
Fort +4 **Ref** +4, **Will** +0

Speed 30 ft. in studded leather armor (6 squares),
Melee MW sap +5 melee (1d6+2)
Ranged MW dagger +5 (1d4+2) or rock +1 (1d2+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Special Actions Sneak attack (+1d6)
Combat Gear *flash pellet* (x4), *potion of blur*, *potion of cure light wounds* (x2)

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 10,
 Cha 12
SQ evasion, trapfinding
Feats Dodge, Mobility, Persuasive
Skills Balance +5, Climb +4, Diplomacy +3,
 Handle Animal +6, Hide +6, Intimidate +9
Possessions combat gear plus *studded leather armor* +1, MW sap, MW dagger, 66gp

8A: Return of Old Friends

REVIS CR 3

Male Human Ranger 2/Rogue 1

N Medium Humanoid (Human)
Init +6; **Senses** Listen +5, Spot +5
Languages Common

AC 18, touch 12, flat-footed 16
 (+2 Dex, +4 armor, +2 shield)
hp 21 (2d8+1d6+6 HD)
Fort +6, **Ref** +8, **Will** +3

Speed 30 ft. (6 squares)
Melee MW spear +2 (1d8+1/x3) AND MW Heavy shield bash +1 (1d4+1), or MW spear +4 (1d8+1/x3)
Ranged javelin +5 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Combat Expertise, Two-Weapon Fighting
Special Actions favored enemy (humans) +2, sneak attack (+1d6)
Combat Gear tanglefoot bag (x2), javelins (x2), sap, *potion of cure light wounds* (x2), *elixir of hiding*, *elixir of sneaking*

Abilities Str 12, Dex 14, Con 14, Int 13, Wis 10,
 Cha 10
SQ Trapfinding, Wild Empathy
Feats Combat expertise, Improved Initiative, Iron Will, Track, Two Weapon Fighting
Skills Climb +2, Gather Information +3, Heal +2, Hide +5, Jump +5, Knowledge (Geography) +3, Knowledge (Nature) +3, Listen +5, Move Silently +6, Search +6, Spot +5, Survival +5, Swim +1, Use Rope +4
Possessions combat gear plus *cloak of resistance* +1, MW manacles, MW chain shirt, MW heavy shield, 50' silk rope, silver ring (25gp)

KATYA CR 3

Female Human Sorcerer 3
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Aura
Languages Common

AC 18, touch 12, flat-footed 16
 (+2 Dex, +4 *mage armor*, +2 shield)
hp 21 (11 without *false life*) (3d4+3 HD)
Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)
Melee silver dagger +1 (1d4-2/19-20)
Ranged silver dagger +4 (1d4-2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Atk Options Point Blank Shot, Precise Shot
Combat Gear MW silver daggers (x2), *wand of false life* (5 charges), *potions of cure light wounds* (x2),

Sorcerer Spells Known (CL 3rd, arcane spell failure 5% [unless she drops shield], ranged touch +3 [+4 w/i 30ft]:
1st (5/day)—*color spray* (DC 13), *lesser orb of cold** (2d8 [+1 w/i 30ft]), *mage armor* (already counted against spell total)
0 (6/day)—*ray of frost*, *detect magic*, *light*, *mage hand*, *prestidigitation*
☞ Already cast

Abilities Str 9, Dex 14, Con 12, Int 12, Wis 10, Cha 15

SQ Summon Familiar

Feats Extend Spell, Point Blank Shot, Precise Shot

Skills Concentration +7, Knowledge (Arcana) +7, Spellcraft +7

Possessions combat gear plus *light wooden shield* +1, silver necklace (153gp)

* see Appendix 2: New Rules Items

LEIGH CR 3

Male Gnome Scout* 3

CN Small Humanoid (Gnome)

Init +3; **Senses** Listen +7, Spot +6 (Low Light Vision)

Languages Common

AC 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +5 armor)

hp 23 (3d8+6 HD)

Fort +4, **Ref** +5, **Will** +1 (+2 vs. illusions)

Speed 30 ft. (6 squares), base movement 20 ft., fast movement +10 ft.;

Melee MW shortsword +4 (1d4/19-20)

Ranged MW shortbow +6 (1d4/x3)

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

Base Atk +2; **Grp** +1 **Atk Options** Point Blank Shot, Uncanny Dodge

Special Actions Skirmish (+1d6, +1 AC)

Combat Gear tanglefoot bags (x2), *potion of cure moderate wounds*

Spell-Like Abilities (CL 1st):

1st—*Speak with animals* (1/day) (burrowing animals only, duration 1 minute)

☞ Already cast

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 11, Cha 8

SQ Battle Fortitude, Fast Movement, Low Light Vision, Trackless Step, Trapfinding,

Feats Great Fortitude, Point Blank Shot

Skills Climb +2, Hide +11, Jump +4, Knowledge (Geography) +2, Knowledge (Nature) +3, Listen +8, Move Silently +7, Spot +6, Survival +6, Tumble +7

Possessions combat gear plus *Chain shirt* +1, MW shortbow, quiver w/20 arrows, MW shortsword, sap, MW manacles, gold ring (30gp), 42 gp

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc).

At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

Fast Movement (Ex): See monk class feature, *Player's Handbook*, p41.

Trackless Step (Ex): See druid class feature, *Player's Handbook*, p36.

Battle Fortitude (Ex): At 3rd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex): See barbarian class feature, *Player's Handbook*, p26.

* see Appendix 2: New Rules Items

8B: Return of Old Friends

CANITH TRUFT CR 5

Male Human Cleric 5

CN Medium Humanoid (Human)

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

Languages Common, Celestial

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor)

hp 33 (4d8+5 HD);

Fort +6, **Ref** +3, **Will** +8

Speed 20 ft. (4 squares)

Melee Spear +5 (1d8+1)

Ranged Javelin +4 (1d6+1)

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

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

Special Actions Turn Undead, Spontaneous Casting (*healing spells*)

Combat Gear javelins (x3), *Spellsink Scarab**, **Cleric Spells Prepared** (CL 5th):

3rd—*summon monster III^P*, *blindness*, *dispel magic*,

2nd—*summon monster II^P*, *bull's strength*, *silence*, *spiritual weapon*,

1st—*summon monster I^P*, *obscuring mist*, *protection from law*, *resurgence*, *summon monster I*

0—create water (x2), detect poison, guidance, purify food and drink

D: Domain spell. Deity: Trithereon. Domains: Summoner*, Protection

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

Feats Augment Summoning, Skill Focus
(Concentration), Spell Focus (Conjuration)

Skills Concentration +12, Diplomacy +9, Heal +7,
Knowledge (History) +3, Knowledge (Religion)
+9, Spellcraft +3

Possessions combat gear plus *breastplate* +1,
MW Spear, light mace, *vest of resistance* +1,
Holy Symbol of Trithereon (x2),

* see Appendix 2: New Rules Items

HOJ CR 3

Male Human Fighter 3

CG Medium Humanoid (Human)

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

Languages Common, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 28 (3d10+6 HD)

Fort +5, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee MW Longspear +7 (1d8+3/x3)

Ranged Composite Longbow +5 (1d8)

Space 5 ft.; **Reach** 10 ft.

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

Atk Options Power Attack

Special Actions Combat Reflexes

Combat Gear tanglefoot bag, alchemist fire

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

Feats Combat Reflexes, Iron Will, Power Attack,
Weapon Focus (Longspear), True Believer*

Skills Climb +2, Handle Animal +1, Intimidate +3,
Jump +2, Knowledge (Religion) +5, Ride +5,
Swim +1

Possessions combat gear plus traveler's outfit,
rations, Chain shirt, MW Longspear,
Composite Longbow w/20 arrows, Heavy
Mace, 50gp

* see Appendix 2: New Rules Items

2: The Enforcers**VIOLENT RIOTERS CR 1/2**

Male Human War 1
 N Medium Humanoid (Human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

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

hp 10 (1d8+4 HD);
Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in common clothing (6 squares),
Melee club +2 melee (1d6+1 club)
Ranged rock -2 (1d2+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 9, Wis 10,
 Cha 11

Feats Iron Will, Toughness

Skills Intimidate +4

Possessions common clothing, 5 sp

AGITATORS CR 3

Male Human War4/Rog1
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)

hp 32 (4d8+1d6+5 HD);
Fort +5, **Ref** +5, **Will** +1

Speed 30 ft. in *studded leather armor* (6 squares),
Melee MW sap +7 melee (1d6+2)
Ranged MW dagger +7 (1d4+2) or rock +3 (1d2+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6

Special Actions Sneak attack (+1d6)

Combat Gear *flash pellet* (x4), *potion of blur*,
potion of cure light wounds (x2)

Abilities Str 15, Dex 14, Con 12, Int 11, Wis 10,
 Cha 12

SQ evasion, trapfinding

Feats Dodge, Mobility, Persuasive

Skills Balance +5, Climb +6, Diplomacy +3,
 Handle Animal +6, Hide +7, Intimidate +11

Possessions combat gear plus *studded leather armor* +1, MW sap, MW dagger, *belt of one mighty blow**, 96gp

* see Appendix 2: New Rules Items

8A: Return of Old Friends**REVIS CR 6**

Male Human Ranger 3/Rogue 3
 N Medium Humanoid (Human)
Init +6; **Senses** Listen +7, Spot +7
Languages Common

AC 19, touch 12, flat-footed 17
 (+2 Dex, +5 armor, +2 shield)

hp 40 (3d8+3d6+12 HD)
Fort +7, **Ref** +9, **Will** +5

Speed 30 ft. (6 squares)

Melee MW spear +5 (1d8+1/x3) AND MW Heavy shield bash +4 (1d4+1), or MW spear +7 (1d8+1/x3)

Ranged javelin +8 (1d6+1)

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

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

Atk Options Combat Expertise, Two-Weapon Fighting

Special Actions favored enemy (humans) +2, sneak attack (+2d6)

Combat Gear tanglefoot bag (x2), javelins (x2), sap, *potion of cure light wounds* (x2), *elixir of hiding*, *elixir of sneaking*, *anklet of translocation**

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

SQ Evasion, Trap Sense +1, Trapfinding, Wild Empathy,

Feats Combat expertise, Endurance, Improved Feint, Improved Initiative, Iron Will, Track, Two Weapon Fighting

Skills Climb +6, Gather Information +5, Heal +2, Hide +9, Jump +6, Knowledge (Geography) +6, Knowledge (Nature) +6, Listen +7, Move Silently +9, Search +8, Spot +7, Survival +7, Swim +6, Use Rope +7,

Possessions combat gear plus *cloak of resistance* +1, MW manacles, *Chain shirt* +1, heavy darkwood shield, 50' silk rope, silver ring (25gp)

* see Appendix 2: New Rules Items

KATYA CR 4

Female Human Sorcerer 4
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common

AC 18, touch 12, flat-footed 16
 (+2 Dex, +4 *mage armor*, +2 shield)

hp 25 (15 without *false life*) (4d4+4 HD)
Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

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

Ranged silver dagger +5 (1d4-2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +1
Atk Options Point Blank Shot, Precise Shot
Combat Gear MW silver daggers (x2), *wand of false life* (5 charges), *potions of cure light wounds* (x2), *scroll of dispel magic*, *anklet of translocation**
Sorcerer Spells Known (CL 4th, arcane spell failure 5% [unless she drops shield], ranged touch +4 [+5 w/i 30ft]:
 2nd (3/day)—*hypnotic pattern* (DC 15)
 1st (7/day)—*color spray* (DC14), *lesser orb of cold**(2d8 [+1 w/i 30ft]), *mage armor* (already counted against spell total)
 0 (6/day)—*disrupt undead*, *ray of frost*, *detect magic*, *light*, *mage hand*, *prestidigitation*
 🗡️ Already cast

Abilities Str 9, Dex 14, Con 12, Int 12, Wis 10, Cha 16
SQ Summon Familiar
Feats Extend Spell, Point Blank Shot, Precise Shot
Skills Concentration +8, Knowledge (Arcana) +8, Spellcraft +8
Possessions combat gear plus *Light darkwood Shield* +1, silver necklace (148gp)
 * see Appendix 2: New Rules Items

LEIGH CR 4

Male Gnome Scout* 4
 CN Small Humanoid (Gnome)
Init +3; **Senses** Listen +7, Spot +6 (Low Light Vision)
Languages Common

AC 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +5 armor)
hp 30 (4d8+8 HD)
Fort +4, **Ref** +6, **Will** +2 (+2 vs. illusions)
Speed 30 ft. (6 squares), base movement 20 ft., fast movement +10 ft;
Melee MW shortsword +5 (1d4/19-20)
Ranged MW shortbow +7 (1d4/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options Point Blank Shot, Uncanny Dodge
Special Actions Skirmish (+1d6, +1 AC)
Combat Gear *Quall's feather token* (whip), tanglefoot bags (x2), *potion of cure moderate wounds* (x2)
Spell-Like Abilities (CL 1st):
 1st—*speak with animals* (1/day) (burrowing animals only, duration 1 minute)
 🗡️ Already cast

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 12, Cha 8
SQ Battle Fortitude, Fast Movement, Low Light Vision, Trackless Step, Trapfinding,
Feats Great Fortitude, Point Blank Shot, Precise Shot

Skills Climb +2, Hide +12, Jump +4, Knowledge (Geography) +3, Knowledge (Nature) +3, Listen +10, Move Silently +8, Spot +8, Survival +8, Tumble +8

Possessions combat gear plus MW manacles, gold ring (30gp), *Chain shirt* +1, MW shortbow, quiver w/20 arrows, MW shortsword, sap, 42 gp

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc).

At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

Fast Movement (Ex): See monk class feature, *Player's Handbook*, p41.

Trackless Step (Ex): See druid class feature, *Player's Handbook*, p36.

Battle Fortitude (Ex): At 3rd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex): See barbarian class feature, *Player's Handbook*, p26.

* see Appendix 2: New Rules Items

8B: Return of Old Friends

CANITH TRUFT CR 7

Male Human Cleric 7
 CN Medium Humanoid (Human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Celestial

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 armor, +1 deflection)
hp 45 (7d8+7 HD);
Fort +6, **Ref** +3, **Will** +8

Speed 20 ft. (4 squares)
Melee Spear +7 (1d8+1)
Ranged Javelin +6 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Special Actions Turn Undead, Spontaneous Casting (*healing* spells)
Combat Gear javelins (x3), *Spellsink Scarab**
Cleric Spells Prepared (CL 7th):
 4th—*Spell Immunity*^D, *Summon Monster III* (rapid)
 3rd—*summon monster III*^D, *blindness*, *dispel magic*, *summon monster II* (rapid)

2nd—*summon monster II^P, bull's strength, silence, spiritual weapon, summon monster I (rapid)*

1st—*summon monster P, entropic shield, obscuring mist, protection from law, resurgence, summon monster I*

0—*create water (x2), detect poison, guidance, purify food and drink*

D: Domain spell. Deity: Trithereon. Domains: Summoner*, Protection

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

Feats Augment Summoning, Skill Focus (Concentration), Spell Focus (Conjuration), Rapid Spell

Skills Concentration +14, Diplomacy +11, Heal +7, Knowledge (History) +4, Knowledge (Religion) +11, Spellcraft +4

Possessions combat gear plus *vest of resistance +1, ring of protection +1, breastplate +1*, MW Spear, light mace, Holy Symbol of Trithereon (x2)

* see Appendix 2: New Rules Items

HOJ CR 5

Male Human Fighter 5

CG Medium Humanoid (Human)

Init +2; **Senses** Listen +1, Spot +3

Languages Common, Orc

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 44 (5d10+10 HD)

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

Speed 30 ft. (6 squares)

Melee MW Longspear +10 (1d8+4/x3)

Ranged Composite Longbow +7 (1d8)

Space 5 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +8

Atk Options Power Attack

Special Actions Combat Reflexes

Combat Gear tanglefoot bag, alchemist fire, *bracers of opportunity**

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

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Longspear), True Believer

Skills Climb +3, Handle Animal +1, Intimidate +5, Jump +4, Knowledge (Religion) +5, Ride +5, Spot +3, Swim +3

Possessions combat gear plus Chain shirt, MW Longspear, Composite Longbow w/20 arrows, Heavy Mace, traveler's outfit, rations, 50gp

* see Appendix 2: New Rules Items

2: The Enforcers

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 180 (30d8 HD)
Fort +11, **Ref** +9, **Will** +17

Speed 20 ft.
Melee Mob swarm (5d6)
Space 20 ft.; **Reach** 0 ft.
Base Atk +22; **Grp** +34
Atk Options Trample 2d6
Special Actions Expert Grappler

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 damage to 2d6 points + 1 times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) 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 the 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 from spells or effects that affect an area, such as splash weapons and evocation spells.

AGITATORS **CR 5**

Male Human War4/Rog3
 CN Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common

AC 18, touch 12, flat-footed 14
 (+2 Dex, +4 armor, +2 shield)
hp 42 (4d8+3d6+7 HD);
Fort +6, **Ref** +6, **Will** +2

Speed 30 ft. in *studded leather armor* (6 squares),
Melee 2 MW sap +9/+4 (1d6+2) or +1 dagger +10/+5
 (1d4+3/19-20)
Ranged mwk dagger +9 (1d4+2) or rock +3 (1d2+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Special Actions Sneak attack (+2d6)
Combat Gear *belt of one mighty blow**, *flash pellet*
 (x4), *potion of blur*, *potion of cure light wounds* (x2)

Abilities Str 15, Dex 14, Con 12, Int 11, Wis 10, Cha 12
SQ evasion, trapfinding, trapsense +1
Feats Dodge, Mobility, Persuasive, Spring Attack
Skills Balance +12, Climb +8, Diplomacy +5, Handle Animal +6, Hide +12, Intimidate +13
Possessions combat gear plus *studded leather armor* +1, MW sap, MW dagger, 126gp
 * see Appendix 2: New Rules Items

8A: Return of Old Friends

REVIS **CR 8**

Male Human Ranger 3/Rogue 3/Bloodhound*2
 N Medium Humanoid (Human)
Init +6; **Senses** Listen +9, Spot +9
Languages Common

AC 20, touch 12, flat-footed 18
 (+2 Dex, +5 armor, +3 shield)
hp 54 (3d8+3d6+2d10+16 HD)
Fort +11, **Ref** +12, **Will** +5

Speed 30 ft. (6 squares)
Melee MW spear +8/+3 (1d8+2/x3) AND MW Heavy shield bash +7 (1d4+2), or MW spear +10 (1d8+2/x3)
Ranged javelin +10 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Combat Expertise, Nonlethal Force, Two Weapon Fighting
Special Actions Favored Enemy (Humans) +2, Sneak Attack (+2d6)
Combat Gear tanglefoot bag (x2), javelins (x2), sap, *potion of cure light wounds* (x2), *elixir of hiding*, *elixir of sneaking*, *anklet of translocation**

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

SQ Evasion, Mark, Ready and Waiting, Swift Tracker, Trap Sense +1, Trapfinding, Wild Empathy,

Feats Combat expertise, Endurance, Improved Feint, Improved Initiative, Iron Will, Track, Two Weapon Fighting

Skills Climb +7, Gather Information +7, Heal +2, Hide +11, Jump +7, Knowledge (Geography) +6, Knowledge (Nature) +6, Listen +9, Move Silently +16, Search +10, Spot +9, Survival +9, Swim +7, Use Rope +9,

Possessions combat gear plus *chain shirt* +1, *heavy darkwood shield* +1, *cloak of resistance* +1, MW manacles, 50' silk rope, silver ring (25gp), *vest of defense**

* see Appendix 2: New Rules Items

KATYA CR 6

Female Human Sorcerer 6

CN Medium Humanoid (Human)

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

Languages Common

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 *mage armor*, +2 shield, +1 deflection)

hp 33 (23 without *false life*) (6d4+6 HD)

Fort +3, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

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

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

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

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear MW silver daggers (x2), *wand of false life* (5 charges), *potion of blur*, *potions of cure light wounds* (x2), *scroll of dispel magic*, *anklet of translocation**

Sorcerer Spells Known (CL 6th, arcane spell failure 5% [unless she drops shield], ranged touch +4 [+5 w/i 30ft]):

3rd (4/day)—*fireball* (DC 16)

2nd (3/day)—*bear's endurance*, *hypnotic pattern* (DC 15)

1st (7/day)—*benign transposition**, *color spray* (DC 14), *lesser orb of cold**(2d8 [+1 w/i 30ft]), *mage armor* (already counted against spell total)

0 (6/day)—*disrupt undead*, *ray of frost*, *detect magic*, *light*, *mage hand*, *prestidigitation*

☞Already cast

Abilities Str 9, Dex 14, Con 12, Int 12, Wis 10, Cha 16

SQ Summon Familiar

Feats Extend Spell, Lightning Reflexes, Point Blank Shot, Precise Shot

Skills Concentration +10, Knowledge (Arcana) +10, Spellcraft +10

Possessions combat gear plus *Light darkwood Shield* +1, *Ring of Protection* +1, silver necklace (148gp)

* see Appendix 2: New Rules Items

LEIGH CR 6

Male Gnome Scout* 6

CN Small Humanoid (Gnome)

Init +3; **Senses** Listen +7, Spot +6 (Low Light Vision)

Languages Common

AC 19, touch 14, flat-footed 17

(+1 size, +2 Dex, +5 armor, +1 deflection)

hp 45 (6d8+12 HD)

Fort +5, **Ref** +7, **Will** +3 (+2 vs. illusions)

Speed 30 ft. (6 squares), base movement 20 ft., fast movement +10 ft;

Melee MW shortsword +6 (1d4/19-20)

Ranged MW shortbow +8 (1d4/x3)

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

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

Atk Options Point Blank Shot, Uncanny Dodge

Special Actions Skirmish (+2d6, +1 AC)

Combat Gear *Quall's feather token* (*whip*), tanglefoot bags (x2), *potion of cure moderate wounds* (x2)

Spell-Like Abilities (CL 1st):

1st—*speak with animals* (1/day) (burrowing animals only, duration 1 minute)

☞Already cast

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

SQ Battle Fortitude, Evasion, Fast Movement, Flawless Stride, Low Light Vision, Trackless Step, Trapfinding,

Feats Great Fortitude, Point Blank Shot, Precise Shot, Sharp Shooting*

Skills Climb +4, Hide +14, Jump +4, Knowledge (Geography) +3, Knowledge (Nature) +3, Listen +12, Move Silently +10, Spot +10, Survival +10, Tumble +10

Possessions combat gear plus *Chain shirt* +1, *Ring of Protection* +1, MW shortbow, MW shortsword, sap, quiver w/20 arrows, MW manacles, gold ring (330gp), 42 gp

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc).

At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

Fast Movement (Ex): See monk class feature, *Player's Handbook*, p41.

Trackless Step (Ex): See druid class feature, *Player's Handbook*, p36.

Battle Fortitude (Ex): At 3rd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex): See barbarian class feature, *Player's Handbook*, p26.

Flawless Stride (Ex): At 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

* see Appendix 2: New Rules Items

8B: Return of Old Friends

CANITH TRUFFT CR 9

Male Human Cleric 9
CN Medium Humanoid (Human)
Init +7; **Senses** Listen +3, Spot +3
Languages Common, Celestial

AC 18, touch 12, flat-footed 17
(+1 Dex, +6 armor, +1 deflection)

hp 57 (9d8+9 HD);
Fort +7, **Ref** +4, **Will** +9

Speed 20 ft. (4 squares)

Melee Spear +9/+4 (1d8+2)

Ranged Javelin +7 (1d6+1)

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

Base Atk +7; **Grp** +8

Special Actions Turn Undead, Spontaneous Casting
(*healing spells*)

Combat Gear *Spellsink Scarab**, *bracers of blinding strike**

Cleric Spells Prepared (CL 9th):

5th—*Spell Resistance*^D, *Summon Monster IV*
(*rapid*)

4th—*Spell Immunity*^P, *Air Walk*, *Summon Monster III*
(*rapid*)

3rd—*summon monster III*^P, *blindness*, *dispel magic*,
summon monster II (*rapid*)

2nd—*summon monster II*^P, *bull's strength*, *silence*,
spiritual weapon, *summon monster I* (*rapid*)

1st—*summon monster I*^P, *entropic shield*,
obscuring mist, *protection from law*, *resurgence*,
summon monster I

0—*create water* (x2), *detect poison*, *guidance*,
purify food and drink

D: Domain spell. Deity: Trithereon. Domains:
Summoner*, Protection

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

SQ

Feats Augment Summoning, Improved Initiative, Skill Focus (Concentration), Spell Focus (Conjuration), Rapid Spell

Skills Concentration +14, Diplomacy +11, Heal +7, Knowledge (History) +4, Knowledge (Religion) +11, Spellcraft +4

Possessions combat gear plus *breastplate* +1, *spear* +1, light mace, javelins (x3), Holy Symbol of Trithereon (x2), *vest of resistance* +1,

* see Appendix 2: New Rules Items

HOJ CR 7

Male Human Fighter 5/Pious Templar* 2

CG Medium Humanoid (Human)

Init +2; **Senses** Listen +1, Spot +3

Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 60 (7d10+14 HD)

Fort +10, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)

Melee +1 *longspear* +12/+7 (1d8+7/x3)

Ranged composite longbow +9/+4 (1d8)

Space 5 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +10

Atk Options Power Attack, Smite 1/day

Special Actions Combat Reflexes

Combat Gear tanglefoot bag, alchemist fire, *bracers of opportunity**,

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

SQ Mettle

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Longspear), Weapon Specialization (Longspear), True Believer*

Skills Climb +5, Handle Animal +1, Heal +3, Intimidate +5, Jump +4, Knowledge (Religion) +5, Ride +5, Spot +4, Swim +5

Possessions combat gear plus traveler's outfit, rations, Chain shirt, *Longspear* +1, Composite Longbow w/20 arrows, *vest of resistance* +1, heavy mace, 50gp

* see Appendix 2: New Rules Items

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

* see Appendix 2: New Rules Items

Appendix 2: New Rules Items

Creatures

Mobs (as presented in *DMG II*)

An angry mob represents the most dangerous form of crowd. An angry mob might not be enraged at the PCs, but as a general rule the mob mentality overrides the desires and goals of an individual in a mob, and PCs who happen to get in the way could find themselves the focus of the mob's rage.

A mob is treated like a single entity similar to a swarm, except it is made up of larger creatures. A mob can be composed of Small, Medium or Large creatures, but all the individual creatures must be of the same type. A mob that incorporates a crowd of goblins and a crowd of chokers is best modeled by two separate mobs. You can use the following template to create specific types of mobs.

"Mob" is an acquired template that can be added to any Small, Medium or Large creature. Generally, mobs are transitory; after forming, a mob lasts for, at most, 1d4+1 hours before breaking up. Most mobs break up naturally far sooner, once the condition that caused their formation is no longer a factor. A mob uses all the base creature's statistics and special abilities except as noted here.

Size and Type: A mob is a Gargantuan creature composed of either forty-eight Small or Medium creatures or twelve Large creatures. The mob's type remains unchanged from the base creature.

Hit Dice: A mob has a single pool of Hit Dice and hit points. All mobs have 30 Hit Dice; this number represents the mob's mentality and physical mass rather than its race or class, since the individual members of a mob don't use their own abilities or experience to aid the whole. The type of Hit Dice rolled is set by the mob's racial Hit Dice, not any class levels the mob might have. Thus a mob of commoners would roll d8s for Hit Dice, not d4s.

Reducing a mob to 0 hp or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Mobs are never staggered or reduced to a dying state by damage.

Initiative: A mob's initiative modifier is always +0.

Speed: A mob's speed is 10 feet slower than that of the base creature.

Armor Class: As the base creature, modified by -4 for the mob's Gargantuan size.

Base Attack: Since all mobs have 30 Hit Dice, their base attack bonuses are set depending on their type.

Grapple: As base attack bonus, modified by +12 for its size, and as appropriate for its Strength modifier.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Space/Reach: A mob occupies a square 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Attack Options: A mob's mentality is fueled by emotion; as a result, the individual creatures that make up the mob are unable to use any attack options that require actions, such as breath weapons, spell-like abilities, and the like. If the base creature has attack options that affect the damage it deals (such as poison, energy drain, ability damage, improved grab, constrict, rend, or swallow whole), those special attacks function normally on any creature damaged by the mob. Attack options such as gaze weapons that function constantly continue to function normally. The save DCs for any of these attacks should be based on the mob's 30 Hit Dice.

In addition, mobs gain one or both of the following attack options.

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 damage to 2d6 points + 1? times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Special Qualities: A mob retains all of the special qualities of the base creature. In addition, it gains the following special quality.

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 the 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 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 number are slain and 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.

Saves: A mob's saving throws are calculated as for a 30 Hit Dice creature of its type. A mob's base good save is +17, and its bad save is +9.

Abilities: A mob's abilities are the same as the base creature, except that its Intelligence, Wisdom, and Charisma score drops to 10. If the base creature's Intelligence, Wisdom or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's new Intelligence, Wisdom, or Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush and Improved Overrun as bonus feats.

Organization: Solitary, pair, or gang (3-12 mobs).

Challenge Rating: 8, or +2 if the base creature's CR is 7 or higher.

Advancement: -.

Level Adjustment: -

Class

Scout as presented in *Complete Adventurer*

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons. Many have a role in a military organization. Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders. Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures. Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods. Others have left their military service behind and find themselves attracted to the adventuring lifestyle. Many adventuring scouts begin their careers as guides hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks. She excels in

performing during running battles, which allow her to maximize her special fighting techniques and high movement rate. Although a scout can hold her own in a fight she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face. The scout is a backcountry expert, exceeding even the ranger's ability to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue. As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training. The notable exceptions to this are the many scouts who receive their training in a military organization – such scouts are carefully and rigorously taught, and are almost always lawful in alignment. Outside of military organizations, more scouts are neutral than any other alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class. Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training. Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes. Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job. Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army. They perfect their techniques while trying to spot and hide from large groups of foes. The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups. Such steady individuals make great additions to adventuring parties, and their expertise is often sought by

members of other classes. Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time. Scouts from such diverse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts. Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities. Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation. While halflings have more innate talent for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own. Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses. Combined with the dwarves' knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straight-forward approach to combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class. Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers. Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on the group from behind. When combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed. Clerics, wizards, and others willing to cast spells that enhance a scout's mobility make her job easier and are welcome companions in combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts. This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups. First and foremost, a scout

excels at detecting an enemy or creature before being detected herself. Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat. Serving as a backup melee combatant or ranged expert in battle, she provides support for the more straightforward fighters in the group and confuses and distracts the enemy. A scout's stealth and trapfinding ability make her the natural choice for entering and searching dangerous areas.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4X10 gp.

Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis),

Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc). At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

Trapfinding (Ex): See rogue class feature, *Player's Handbook*, p50

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish (+1d6, +1 AC), trackless step
3rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride

Uncanny Dodge (Ex): See barbarian class feature, *Player's Handbook*, p26.

Fast Movement (Ex): See monk class feature, *Player's Handbook*, p41.

Trackless Step (Ex): See druid class feature, *Player's Handbook*, p36.

Bonus Feats: At 4th level and every four levels thereafter, (8th, 12th, 16th and 20th level), a scout gains a bonus feat, which must be selected from a list found in *Complete Adventurer* (p13). For space reasons, the entire list is not included here.

Evasion (Ex): See monk class feature, *Player's Handbook*, p41.

Flawless Stride (Ex): At 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Prestige Classes

Bloodhound as presented in *Complete Adventurer*

A bandit king raids caravans on the road. An ogre pillages farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh – and the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

bloodhound dies.

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Mark (1), swift tracker
2 nd	+2	+3	+3	+0	Nonlethal force, ready and waiting

Hit Dice: 1d0.

Requirements

To qualify to become a bloodhound, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Endurance, Track.

A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Though some bloodhounds leave calling cards or even brands on their targets, most don't kill their quarry if they can help it. They prefer instead to subdue their targets and bring them in. For those of good alignment, this practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same targets over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally, a paladin shoulders the mantle, but never for money. Most bloodhounds are human though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Most NPC bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the

Class Skills

The bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with all simple and martial weapons, and with light armor.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe that is present and visible, or on the depiction or description of one who is not, for 10

minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time. For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above). For example, a 4th-level bloodhound could mark two bugbears in the same group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time. If a bloodhound gives up on apprehending any of his marks, all remaining marked creatures become unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Pious Templar (Complete Divine)

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's

enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Rangers/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in the temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige Class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New Feat, described elsewhere in the appendices

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells / day: 1 st
1 st	+1	+2	0	+2	Mettle	0
2 nd	+2	+3	0	+3	Smite 1/day	1

Class Features

All of the following are features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templars Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the

character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Feats

Sharp-Shooting [General]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

Magic Items

Anklet of Translocation

Magic Item Compendium 71

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC18) conjuration

Activation: Swift (command)

Weight: –

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to

your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Belt of One Mighty Blow

Miniatures Handbook, pg

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage. The belt can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

(Faint transmutation; CL 5th; Craft Wondrous Item; *bull's strength*; Price 1,500 gp)

Bracers of Blinding Strike

Magic Item Compendium 198

Price (Item Level): 5,000gp (9th)

Body Slot: Arms

Caster Level: 12th

Aura: Strong; (DC21) transmutation

Activation: --and swift (command)

Weight: --

These bracers grant you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

When you activate *bracers of blinding strike*, you can make one additional attack with any weapon you are holding, as long as you have already used the full attack action during the turn. This attack is made at your full attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

This ability can be used three times per day.

Prerequisites: Craft Wondrous Item, *haste*, possession of a piece of the set.

Cost to Create: 2,500gp, 200 XP, 5 days.

Bracers of Opportunity

Magic Item Compendium 81

Price (Item Level): 2,300 gp (6th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC16) transmutation

Activation: -- and immediate (mental)

Weight: --

Bracers of opportunity allow you to take advantage of opponents who let down their defensive.

If you have the Combat Reflexes feat, you gain a +2 competence bonus on any attack of opportunity you make (whether the attack of opportunity is granted by the bracers or not). This is a continuous effect and requires no activation.

When you activate these bracers, you can take an attack of opportunity granted to you by an opponent, even if you have already reached your normal limit of attacks of opportunity in the round. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, Combat Reflexes, *cat's grace*.

Cost to Create: 1,150gp, 92 XP, 3 days.

Enduring Amulet

Magic Item Compendium 97

Price (Item Level): 1,500gp (5th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC16) abjuration

Activation: -- and immediate action

Weight: --

An *enduring amulet* protects you from extremes of temperature, as if by the *endure elements* spell. This is a continuous effect and requires no activation.

In addition, the amulet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you resistance to cold and fire for 1 round.

1 charge: Resistance to cold 10 and fire 10.

2 charges: Resistance to cold 15 and fire 15.

3 charges: Resistance to cold 20 and fire 20.

Prerequisites: Craft Wondrous Item, resist energy.

Cost to Create: 750 gp, 60 XP, 2 days.

Spellsink Scarab

Magic Item Compendium 138

Price (Item Level): 2,000gp (6th)

Body Slot: Throat

Caster Level: 11th

Aura: Moderate; (DC20) abjuration

Activation: Immediate (command)

Weight: --

You can activate a *spellsink scarab* whenever you would take hit point damage from a spell or psionic power. A scarab has 3 charges, which are renewed each day at dawn. Spending 1 or more charges reduces the damage dealt to you by the spell or power (to a minimum of 0 points of damage).

1 charge: Reduce damage by 2d6 points.

2 charges: Reduce damage by 3d6 points.

3 charges: Reduce damage by 4d6 points.

Prerequisites: Craft Wondrous Item, greater dispel magic.

Cost to Create: 1,000gp, 80 XP, 2 days.

Vest of Defense

Magic Item Compendium 146

Price (Item Level): 2,000 gp (6th)

Body Slot: Torso

Caster Level: 3rd

Aura: Faint; (DC16) transmutation

Activation: Swift (command)

Weight: –

A *vest of defense* improves your ability to dodge attacks. When activated, this vest improves the dodge bonus to AC granted by fighting defensively, the total defense action or the Combat Expertise feat by 2. Using more than one of these techniques doesn't provide more than a +2 bonus. This bonus lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Mundane Items

Flash Pellets (as presented in *Complete Adventurer*)

This tiny brittle object is often disguised as a button or other decoration. You can throw a flash pellet as a ranged attack with a range increment of 5 feet. When thrown against a hard surface, it bursts with a bright flash of light. All creatures within a 5-foot-radius burst must succeed on a DC15 Fortitude save or be blinded for one round and dazzled for 1 round after that.

(Cost: 50 gp; Weight 1 lb)

Spells

Benign Transposition

Conjuration (Teleportation)

Level: Sorcerer/Wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Orb of Cold, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 1

Components: V, S,

Casting Time: 1 standard action

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

Effect: One orb of cold

Duration: instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and maximum of 5d8 at 9th level or higher.

Domains

Summoner

Granted Power: Add +2 to your caster level for all Conjuration (summoning) or Conjuration (calling) spells.

Summoner Domain Spells

1. Summon Monster I: Calls outsider to fight for you.
2. Summon Monster II: Calls outsider to fight for you.
3. Summon Monster III: Calls outsider to fight for you.
4. Lesser Planar Ally: Exchange services with an 8HD outsider.
5. Summon Monster V: Calls outsider to fight for you.

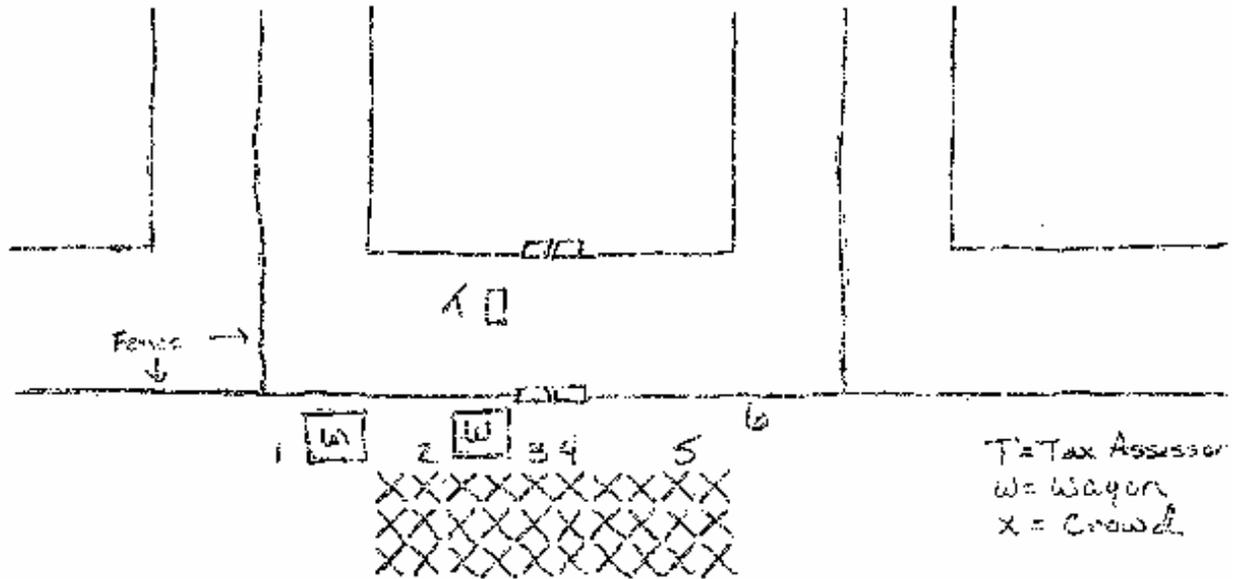
Appendix 3: DM Aids

DM Aid 1

The following is a break down of the timeline for this adventure:

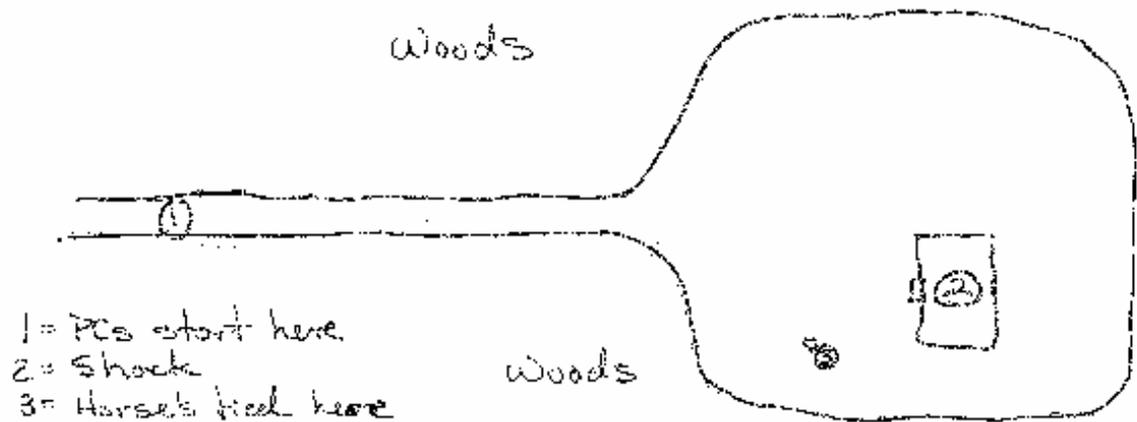
Ready'reat 10 (Day 1)	PCs arrive at Constable's office, Encounter 1. PCs help quell mod, Encounter 2. PCs may meet with Jero, Encounter 3. PCs meet with Marcus Randis, Encounter 4. In the late afternoon, PCs can meet with 2 sub-encounters from Encounter 5. In the evening, PCs can gather information from 1-2 meta-organizations, Encounter 5.
Ready'reat 11 (Day 2)	In the morning, PCs can meet with 2 additional sub-encounters from Encounter 5. In the afternoon, PCs meet with Duchess Clariece Landis, Encounter 6. In the early evening, PCs travel to organizers camp at woodman's shack, Encounter 7.
Ready'reat 12 (Day 3)	At dawn, PCs meet with Canith, fight Canith or Bloodhounds, Encounter 8.

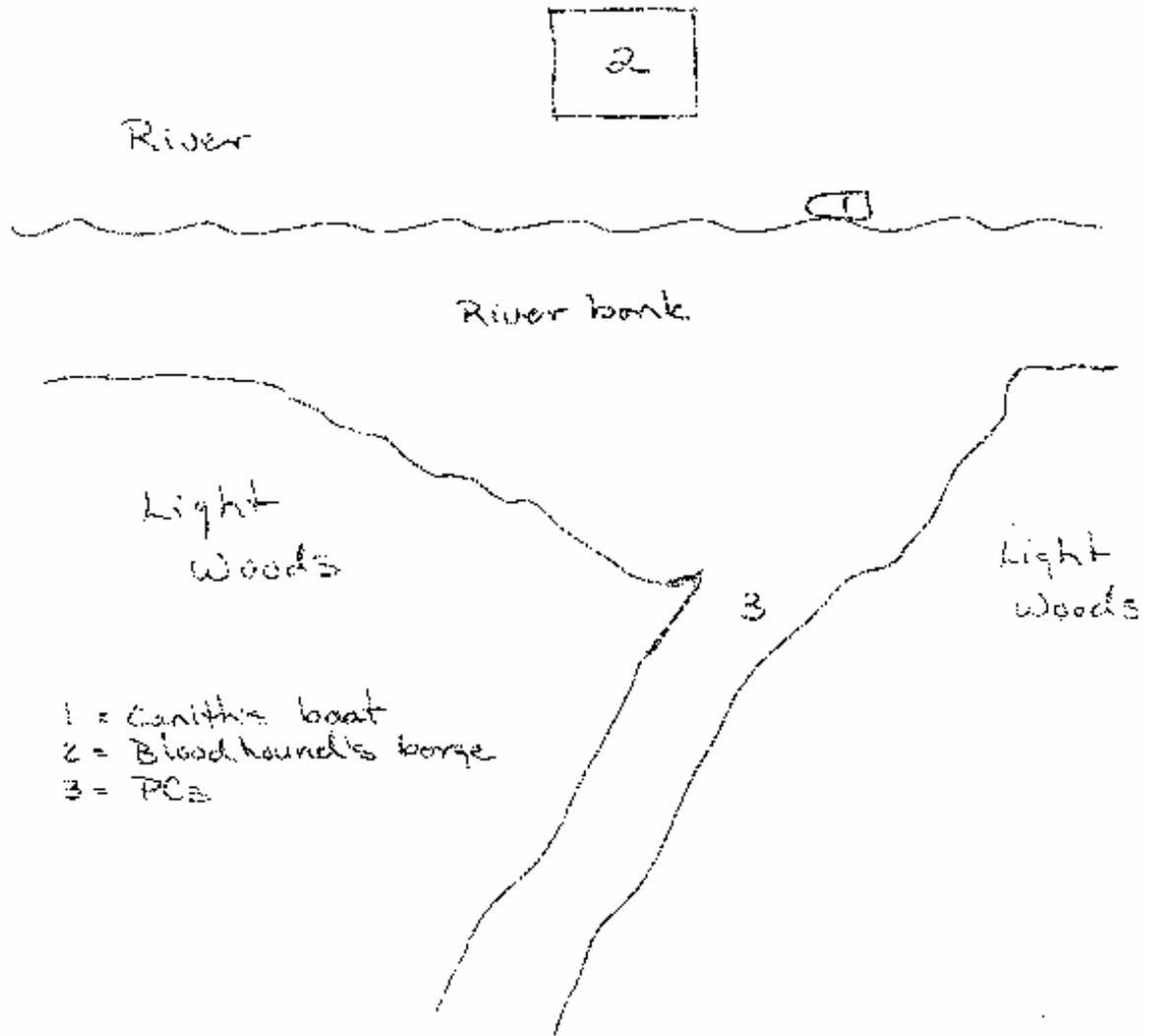
Appendix 3: DM's Maps



MAP FOR ENCOUNTER 2 ABOVE

MAP FOR ENCOUNTER 7 BELOW





Appendix 4: Player Handouts

Player's Handout 1

The current broadsheets appearing around town say the following:

Awaken good people of Veluna
The bay of the Hound draws near
Prepare to unshackle your spirits
Liberation draws nigh

Player's Handout 2

Written on the scrap of paper wrapped around the stem of the poppy,

If you would know of the Hound and the affairs of Veluna, meet me at the market in 15 minutes--C

Player's Handout 3

This note was found a table next to the body of the organizer.

Hound arrives, Cutter's Landing.
Dawn Ready'reat 12.
Signed, H

Appendix 5: Critical Events Summary

1. Did the PCs accept the Constable's request for assistance?	YES	NO
2. Did the PCs quell the potential riot, or fight the mob?	QUELLED	FOUGHT
3. Was anyone (PC or NPC) killed at the foreclosure?	YES	NO
4. Did the PCs meet Jero at the tavern?	YES	NO
5. Did the PCs go with Baron Randis' man?	YES	NO

- | | | | |
|-----|--|-------|---------|
| 6. | Did the PCs agree to work for Randis? | YES | NO |
| 7. | Where did the PCs investigate? (Circle all that apply) | | |
| | BROADSHEETS PRINTERS ORATOR TAX ASSESSOR META-ORG | | |
| 8. | Did the PCs buy a flower or flowers from the girl? | YES | NO |
| 9. | Did they meet with Clariece? | YES | NO |
| 10. | Did they agree to work for Clariece? | YES | NO |
| 11. | Did they defeat the animals? | YES | NO |
| 12. | What did they do with the tied-up Oeridian? | _____ | |
| 13. | Did they know where Cutter's Landing was? | YES | NO |
| 13. | Did they go there, or send for the Baron? | WENT | SENT |
| 14. | Did they fight with Canith or against him? | WITH | AGAINST |
| 15. | What happened to Canith at the end of the adventure? | | |
| | FREE HELD BY BARON RANDIS HELD BY CLARIECE LANDIS | | |