

YEO6-01

Night, Knight

A One-Round D&D® LIVING GREYHAWK™ Yeomanry Regional Adventure

Version 1.0

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A Freeknight has been assassinated and the culprit is at large. The Yeomanry government seeks aid in apprehending the suspect. Adventurers are needed to face the trail of dread the assassin has left behind. A Yeomanry regional adventure for APLs 6-12.

Note: This adventure will be of particular interest to X.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com.

For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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

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

TIME UNITS AND UPKEEP

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

Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his

community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

BACKGROUND

The Order of the Freeknights dates back to the separation from Keoland in 361 CY. Those native to the Yeomanry yet knighted into service of the Keoish crown were forced to make a hard choice when the Yeomanry declared its independence. The Knights of the Watch, then still loyal to the Keoland throne, included several stout and prominent Yeoman warriors. Of those, a dozen turned their backs on the path of royalty and turned towards their homeland. (Several scholars at the College of Arcane Lore have begun discussions regarding inconsistencies with this number, but tradition holds it strongly so in the minds of the Yeomanry peoples.)

These twelve, so reminiscent of the original groups of freedom fighters who rose against Asberdies, lent this new group of Knights a strange position in Yeomanry society. They were not nobles, as tradition already dictated the processes of citizenship. They were not military leaders, as these are appointed by the Freeholder. (Over the years, several Free Knights have become Generals, but the title is only temporary or the Free Knight passes their Free Knight title on.) What position were these great knights to serve? Perhaps it was their bravery and obvious loyalty to the land, perhaps it was the omen of twelve which shone so strongly amongst them, perhaps it was their noble character itself embodied by these sons of the Yeomanry, whatever the cause the council quickly reached an almost unanimous decision as to what task these men would serve and has never regretted that decision. These Knights, formerly of the Watch, would now serve as Free Knights, preserving the freedoms of the citizens of the Yeomanry, acting as traveling law enforcers, judges, and executioners when the task requires it of them. They are often employed to escort dignitaries or prisoners, especially when threats are expected. Now always numbering twelve total,

the Free Knights are the jury system of the Yeomanry, enforcing laws and settling disputes as fairly as possible.

As the traits of a Free Knight are best known to the Free Knights, a procedure for succession has evolved. Each Free Knight employs three Free Squires, who act as their out-riders, making decisions as best they can in cases where they know the laws and regulations and summoning their Knight when they are less clear on the appropriate decision. Any Free Squire's decision can be appealed to the Free Knight, but a decision against the appealing party results in a doubling of any fine, in most cases. Further, each Free Squire employs three Free Guards who act as their outriders, notifying locals of the Free Squire's presence in their communities and acting as bailiffs and security as necessary. The Free Squires and Free Guards rotate their service yearly, serving three years out of four, and under a different Free Knight or Free Squire each year of service. Succession, however, is a slightly different matter.

Whenever a Free Knight passes her title (a decision that, once made, cannot be undone) or passes on to the next plane of existence (and they're sure she's not coming back—usually confirmed via *speak with dead*), the other remaining Free Knights select the next Free Knight from among the whole group of Free Squires, what is called at such times of choosing, 'The 36', for the number of applicants being considered. The final selection is then presented to the Council of Grosspokesmen, but is a mere formality as no Free Knight's appointment has ever been met with anything but approval.

More stringent still, is the fact that the same power is then granted to the remaining 35 members of the 36, who choose the next Free Squire to replace their ascendant brother from amongst the 108 Free Guards who serve with them. The Free Knights give their tacit nod of approval in most cases to the selection of the Free Squires but have chosen to "request a re-choice" on more than one occasion when they saw a greater potential in other Free Guards than in the presented candidate.

As such positions open rarely (Free Knights have never named more than three new Knights in any year, and have spent as many as a seven years at a stretch without naming a new member), selection to the 108 itself is considered a great honor by most, reserved only for those who show the greatest of loyalty to their homeland. Selection

to the 36 is reserved for only those who show the most aptitude for the tasks required of a Free Knight, and most of the 36 know they will never have a chance to serve as a Free Knight, let alone stand at the top of the selection ladder. Contrary to the scheming this produces in some men, constrained to their lot by sheer numerical unlikelihood, this inspires the Free Squires to exemplary performance.

Free Guards, however, often grow weary of the service, and leave in search of other ways to serve, either as local sheriffs, in the military, or as spokesmen and grosspokesmen in their hometowns. Being a Free Guard has been the first step of several who have made their way into politics, eager to help improve their country but who see greater potential for change in the quick power gained through votes. Others retire to their lands, often content with their time served. A few, from time to time, drift further from the law, rather than closer to it.

Such is the case with Manx 'Man-Axe' Cooperson, a Free Guard who has grown dissatisfied with his lot. A hero of the Giant Wars, he was decorated often in battle but was considered rash. There were questions about his involvement in the razing of several orcish and Hillman villages during the War, but most of these reports have disappeared in the shuffle over time. Manx was an excellent candidate for Free Guard, with the hopes that the position would settle some of his wilder side. No one questions his strength in battle or his mind for tactics, but his understanding of the law is often unnecessarily harsh in its interpretations, and the Free Squires he has served under often seem unsure of what to make of him. He is violent beyond need, a bully at times, and exactly what is called for at others, but his lack of tact, sympathy, and discretion have caused him to be overlooked repeatedly.

Over the past seven years, Manx has been passed over no less than nine times. He cannot understand why: he knows the law, he is one of the best warriors among the Free Guards, and he follows orders as best he can interpret. His darker side, pleased at first with the status his appointment to Free Guard granted him, has become disillusioned with the realization that he shall never advance further. Spite and envy have grown in the fertile ground of his very soul and devious, deranged thoughts have troubled Manx of late. Originally a devout member of the Church of Seven Faiths, Manx began to feel a different pull during the Giant Wars. Disgusted by acts he

had committed unseen on more than one occasion, desperate that such acts should never be revealed, Manx found strength and guidance through a new goddess offered to him by a traveling priest that his unit mistook for a Cleric of Fharlanghn. Later, alone, the priest revealed many secrets to Manx: his deeds and misdeeds, especially the hidden ones, and the name of a goddess he had never before heard—Syrul, The Forked Tongue.

Manx has learned his lessons of service to his goddess well, and has secreted his worship of her, so far as maintaining his presence amongst the Co7F until very recently. None are surprised though, as his frustration is well known. Seeing changes in his nature, Manx was called in by his Free Knight, Tomas Forthwyth, that he might serve more closely (and suffer greater scrutiny). His anger over being passed over yet again three months past has finally driven him to a constant rage. A mission, calling him along with the Free Knight Tomas Forthwyth, a Free Squire, and two other Free Guards, has summoned him to Abbeyville, where a chance assignment has once again crossed his path with that of the Cleric of Syrul he met so long ago.

The Cleric, who is called Ashareef Atolli Ubaram, was found out not long ago when seeking shelter in a Co7F Church. Certain that his concealing spells protected him, he grew careless and stole an ornamental sculpture of an open text, fashioned from gold, a divine symbol of Delleb gifted from the brothers that follow Fortubo. It was a simple matter to divine the books location and much about the thief, much that Ashareef Ubaram had spent years concealing. Now, on the road back to Loftwick with Manx Cooperson amongst his escort, a death or life-work sentence surely before him, Ashareef has tasted Manx's displeasure and sees in it a measure of his own self-loathing, having made so careless a mistake. With that self-hate, Ashareef takes quiet moments with Manx to fuel the fire until Manx's anger is stoked and, in a fit of anger, he slays all the others, the Free Knight, Squire, and Guards, while he stands guard duty and they sleep. Taking the symbols, accoutrements, and armor of the Free Knight, the Cleric has donned those of the Free Squire. Now, with the a new secret hidden between them, they set out with the Forked Tongue's will leading them on a path, both realize, can only lead to their deaths.

ADVENTURE SUMMARY

Intro- Characters are summoned to the Freehold in Loftwick to meet with the Free Knights still in town. There are told of the murder of a Free Knight, of how the other Free Knights who came through town earlier in the week have spread out to try and cover any border crossings where the murderer may be headed, seeking any sign of him, while word has just recently arrived that the murderer may be headed the other way, into the heart of the Yeomanry.

Enc 1- Characters may seek more information on the believed murderer, Manx 'Man-Axe' Cooperson, on the murdered Free Knight Tomas Forthwyth, or on the order of Free Knights themselves. When ready, they will head out as directed.

Enc 2- The characters arrive in a town that Manx and his team have passed through recently. After pretending to service the community as their Freeknight, Manx and Ashareef have taken the opportunity to Cause Disease throughout the village before moving on.

Enc 3- The party encounters one of the side effects of the infected village—a large group of corpse eaters, feeding on the remains of the infected, will take the opportunity to add fresh meat to their diet as the party makes their way out of town.

Encounter 4- The party, on the road out of Burn, discover which amongst them is infected. If they stop to heal, they will lose their quarry. If they press on, they might be able to get healing in the next village. Either way, the effects of disease will come into play for at least a day and possibly through the next encounter depending on what kind of and how much healing is available to the party.

Enc 5- Having made their way past the first village where they spent a great deal of time infecting the population (days, in fact), they have decided to use the next town differently. Aware of their pursuers through the use of divination magic, Ashareef and Manx have used the power of the word rather than the spell in the next village. They have told the spokesman and militia sergeants that they are Freeknights being pursued by a hostile band of thugs. Pretending that Ashareef is indeed a Yeomanry covert agent, they tell the villagers that the party that pursues them is actually a group of Scarlet Brotherhood out to prevent Ashareef from being taken back to the

command at Loftwick. It will be the task of the party to talk down this angry, armed, and organized militia response or suffer the consequences of engaging innocent civilians. <- Not supposed to fight these guys

Enc 6- All Over But the Crying- Just past the city, Manx has drawn up to face his pursuers. Using invisibility and hiding, Manx watches as the party engages his assistants and Ashareef. This group fights to the death, each believing Manx might betray the others but will save them.

Enc 7- The Crying Game- As the last of the assistants fall, Manx begins to applaud their performance. He holds out his hands to surrender, his weapon sheathed on his back. He will "surrender" to the first person to come close enough to him.

Conclusion- Assuming they succeed to some extent, the party returns to Loftwick with Manx Cooperson, dead or alive.

PREPARATION FOR PLAY

As you read through the module in preparation:

- Familiarize yourself with the rules for Disease, as per the DMG, pgs 292-293.
- Familiarize yourself with the potential for Reaching an Action, as per the PHB, pg 160.

As you sit down at the table:

- Gather the characters' saving throw bonuses and alignments along with whatever other information you collect as part of your regular judging procedure.
- Without letting on to the players that they are rolling Fortitude saves, have each player roll 4d20, and record the result of each roll as is. These rolls will come into play in Encounters Three and Five.
- A chart has been provided in the Judges' Aid section at the end of the module to help track the afflictions of each character and their effects.

Is This a Military Adventure?

Yeoman officials consider the events in this module to be significant to the defense of the Yeomanry, thus members of the Yeomanry Military may count this

adventure toward the Time Units they are required to spend for their military service.

Is This a Dustdigger Adventure?

This adventure does not involve sites of archaeological and historical significance to the Yeomanry. As such, students in the Academy of Lore MAY NOT count this adventure towards their Academy TU requirement.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

INTRODUCTION

The city of Loftwick—capital of the Yeomanry League. To some from other lands, this is little more than a large fortified town, but to the locals, this is as big as a city needs to be. Not

but a league of land in any direction claims itself as part of Loftwick and not but strong wind can turn the bitter acrid scents of the tannersward into the fresh yeasty smells of breads cooking from the bakersward.

For several weeks, the road has grown more wearisome. Here at least is some hope of refreshment and recuperation. Almost any pleasure a gods-fearing Yeoman would want can be found here, and several bars are filled with adventurers, seeking the same respite from the road. It is a joyous time for everyone, as word that the Army of Freedom will be returning home has spread and friends and relatives rejoice at the thoughts of returning heroes with fresh tales of the war against the giants.

But not everything seems to be going right—several of the Free Knights have been seen in town over the past few days, spawning rumors of some great crime or deed having been committed, though no one seems to have any details.

From here, each character's individual background will determine their reason for further involvement. Each character receives the summons or is involved in the manner outlined below. Only the first of the situations that applies to that character is used, regardless of how many of the situations apply.

IF the PC is in the Militia/Army:

The notification of your activation comes by way of a militia runner, who comes to the tavern seeking a set of adventurers known to be in town. You and the others who serve by having raised the spear, are approached by the runner, a boy no more than nine with dirt under his hands as if he had just been playing but wearing the red tabard nonetheless, who carries a request for you to report, not to the barracks or the grosspokesman's office or even the Black Tower, but to the Freehold, office of the Freeholder and center of the Freeknights' Order.

IF the PC played YEO1-05 *Charting the Course* or YEO2-05 *Fleeing the Scene*:

Though you choose not to serve the Yeomanry, the support you have previously paid has been remembered. An acquaintance of yours, the Free Knight Aelfric Aelfstead, is

in Loftwick as well. You saw him but a night or two ago and exchanged drinks amicably enough. Now he has sent you a note requesting your presence in a matter of some urgency at the Freehold, office of the Freeholder and the center of the Free Knights' order.

IF the PC played YEO4-05 *Whispers of Deceit*, and chose to spend the extra time unit to track down and detain the false spokesman:

Having shown your dedication to law and order in pursuit of the false spokesman, the Free Knight Aelfric Aelfstead, the one who came to hear the case and oversee the trial, has sent a note requesting your presence in a matter of some urgency at the Freehold, office of the Freeholder and the center of the Free Knights' Order.

IF the PC is from the Yeomanry:

Though you do not serve the military, it is not hard for you to realize something is definitely going on in town. Free Knights have been passing through with some regularity and the gossip runs wildfire, from murders of grosspokesmen, even the discovery of the corpse of Free Holder Marius Lindon, gone all these months, to rumors of a power struggle, perhaps over the seat of the Free Holder itself. None seem to know for sure however.

There is little to make of all the commotion, until word reaches you through trusted channels that there are those who might benefit from a good <sword/spell> and a discreet tongue. There is no offer of payment made, but with the need for discretion, how can gold not find its way into the equation? Following up on the lead gets you an appointment at the Free Hold, office of the Free Holder and center of the Free Knights' Order.

IF the PC is from somewhere other than the Yeomanry:

The friendliness of this country seems unending, and a glass or two with a few Yeomen colleagues at one of the many adventurers' taverns in town seemed like such a good idea. A few pints, some good song and fine <men/women>, perhaps even a few hands

of WatchMe, if the cards felt right. Some things never work out as expected.

It wasn't you that started it, but sometimes that doesn't matter. A few fellow countrymen of yours from <wherever character is from> came in sometime after you, obviously already on their way to having a very good time. That good time seemed fated to end, however, as they entered into some disagreement with a few of the locals. Stepping into the argument makes little difference to either side and before any can cry "Hold" the whole bar is involved.

At first, you are exempt from the battle, but several drinks and those fellows from <character's home region> make quick work of almost everyone in the room and it isn't long before your dress, mannerisms, and even hair mark you as one of their compatriots. There is no time to argue, only to defend yourself amongst the throng of drunken brawlers.

There is no time in such battles, but when the last before you falls, the bar drops into an eerie silence. A bottle, somewhere on the bar, works itself free and rolls thunderously loud along the bar before emitting a low bass whistle, smashing neck first as it falls to the floor.

Next to the bar is the only other person still standing. An elf, by the look of him, and a fair one at that. A sword hangs across his back, its hilt over his left shoulder. The tabard that hangs on top of his chain shirt is red, but along with the standard three-spears-and-shield crest of the Yeomanry is another crest, a circled-T, with a scale on the top and the inverted yeomanry spears beside an owl, the symbol of the Freeknights.

The doors to the tavern crash open as the Yeomanry militia comes in with clubs, saps, and nets, ready to break up what has already ended. They eye you with suspicion, looking inquisitively to the Freeknight at the bar.

"Well, I guess that gentlefolk is with me," the elf says, blue eyes smiling. "He'll be leaving with me, or with y'all, whichever is to his liking." The elf waits and watches for your reaction.

Make sure the player understands that he is being offered the choice of going with the Freeknight or being arrested. Also, make sure the player understands that being arrested will not be a good result. Should the player refuse to go with the Freeknight, they are arrested spend the next two weeks proving their innocence. While there is no conviction or fine placed upon the character, the adventure is over for that character. Award them the maximum role-playing experience (they are holding to their character), no gold, provide them with their AR, and send them on their merry way. If they choose to accompany the Freeknight, however, continue below.

The elf leads you from the remains of the bar as the militia begins to separate those still able to walk from those more seriously wounded in the brawl. He introduces himself as Aelfric Aelfstead. "I see your ability to handle yourself in combat. How is your handle on your tongue? Could you perhaps hold it against idle chatter and gossip?"

Assuming the character agrees, the Freeknight continues. Should the character refuse, the adventure is over for them as outlined above.

The elf nods, agreeing as if he assumed your position would be thus, "Well, I cannot go into much detail at the moment, but know you this: A crime has been committed and the Freeknights are involved, in more than just the prosecution of the criminal. If you would lend your <sword/spells> to the group we are gathering now, then I would ask you to attend at the FreeHold on the morrow, at nine bells. Speak my name and you will be shown entry."

Once the PCs have all received their invitations and agreed to head to the Freehold:

The Freehold is an impressive structure, a hold built just inside the Southgate of Loftwick; it stands some five stories of solid stone. There are no lower entrances, and no windows below the third level. The entrances are all reached by wide stairways that stand alongside the building, wooden stairways attached by wooden lips onto the stone structure. It is clear that, should trouble ever threaten this small keep, the stairs could be knocked away and entrance to the place held against entry for some time. From the windows above the third level, it is clear to see that one would have a view even beyond the city walls. At the entrance, two

FreeGuards screen those seeking entrance, detaining them until another FreeGuard from within comes to act as their escort, taking them through the voluminous building to their appointed meeting.

The reference you received gains you admittance to a waiting room, but you are not kept waiting long as Aelfric Aelfstead, dressed in resplendent robes of red and white bearing the crests of the Yeomanry, of the Freeknights, and of his family, in descending order, down both front and back of the vestments, comes to gather the whole of your group, now waiting together in the room. He waves off any questions cast his way, the slight clink of some mail beneath his robes barely audible, saying only, "All answers in good time. Come." With that, he turns and leaves the room.

He does not go far from this room, walking quickly and assuredly down the halls and leading you to an office of some sort. The outer chamber is clearly a waiting area but one too small to accommodate your whole party. The clerk at the desk looks up as the brisk entry, nods at Free Knight Aelfstead, and stands, nodding to each of you in turn. Aelfric Aelfstead walks past the young human and opens the next door, heading in without pausing.

The inner room, at least twice the size of the waiting room, is furnished with emblems and paintings on all the walls, but you are stunned by the level of detail of the Yeomanry map along the inside wall, and another, equally detailed, of Loftwick, on the adjacent wall. A sitting room of comfortably padded yet efficient sofas and chairs is set out around a massive oak table, spread with more maps, one end dominated by a bowl of fruit filled with grapes and apples. This is surely one of the better strategy rooms. The other two walls are lined with windows, one side showing the view of cabbage and corn fields beyond city walls anticipated, the other with a clear view of the south gate.

Only moments after your own entrance into the room, another man, human, enters, discussing something with a clerk who listens eagerly at his shoulder. He waves the man away and turns with a smile to the room. "Well met," he says, flashing a sincere smile that

shows a grimace of pain underneath. “Free Knight Aelfstead you all know. I am Elbert Krowleigh, also a Free Knight in the service of the Yeomanry.” He raises a thick, strong hand to push back his salt-and-pepper hair from his eyes. His shorter stature, mayhap only a hand over five feet, is carried as that of a man much larger, and the gesture to brush back the hair seems a regular occurrence as he repeats it to look up into the eyes of the largest members of your group. “Yes, a strong bunch, I’d say. Gentlemen (and Ladies), I regret to ask you here, under any circumstances, yet it seems the Freeknights may need more help than our tenets allow us to man. I would save us some time and cut to the meat, hmm?” He says, directing the group towards the table.

Waving to the bowl of fruit as a way of offering, he proceeds to look through some of the maps before pulling out one that seems to show what he desires. Laying it out above the rest, he begins. “Here. Just over a fortnight ago, one of our brothers, Tomas Forthwyth, did not report in at his next reporting station. He, one of his Free Squires and some of their Free Guard had gone to Abbeyville to pick up a prisoner. They reported in at Westburn, but never made it back to Loftwick. When their next report did not arrive, a militia detachment was sent from Westburn to seek any sign of Knight Forthwyth. They found him, the Squire, as well as several of the Free Guard, all dead, massacred in their sleep. Of the prisoner, there was no sign.”

“We believe,” he pauses as if saying the next part pains him, much as the first smile he gave did, “we believe that one of the Free Guard, one Manx Cooperson, may be involved. Originally, we thought he planned to take the prisoner to some close port or passage to escape the country and flee this heinous deed. We’ve redirected several of the Free Knights to such positions with their men, and they have ridden hard to try to place themselves between these outlaws and the borders. However...” Knight Krowleigh pauses and looks to Knight Aelfstead, “recent reports seem to indicate that someone carrying Knight Forthwyth’s standard is proceeding the other way, further into the country. To what end, we cannot say. And thus, we come to the reason we have summoned you together—we cannot disperse

more Free Knights as there are no more to send without taking from someplace else. We cannot go ourselves, as our charter requires certain of our number stay here to hear cases and appeals. We need you to ride down this latest report, from Wickler, and then, should it bear fruit, follow it from there. I realize this is quite a request, and I assure you, the Free Knights will not take the value of your service lightly. Will you pursue this lead for us?”

Assuming the party agrees, Knight Krowleigh will attempt to answer any questions the party may have:

What is the reason for suspecting Manx Cooperson?

First, his corpse was not found in the litter of bodies. This led some to believe he may have escaped or been taken prisoner, but when no sign of him or his captors surfaced, the picture became clearer. The report of someone else carrying the standard seems to have solidified the case.

He has been under suspicion for some time. He is vain and boastful, and has made several calls that were far too severe to be warranted. Though he is a distinguished warrior, his fitness as a Free Guard has long been in question. His disturbance at the promotion of a recent Free Guard before him left him, shall we say, demonstrably upset. Such outbursts are one of the reasons—he threatened then that there would be several layers of the abyss to pay if he did not get what he deserved. His hotness was quelled, and he did apologize, but the fact that someone carries Free Knight Forthwyth’s standard and acts the part, a Free Knight pretender, seems to indicate someone who knew our ways.

If it is not he, it bids far more dire a situation—that we have been corrupted from within. We hide nothing, and will present all we find to the Council of Grosspokesmen, as is the way of things. But to be invaded by such a troubled soul, and then to consider that there could be another as well? I only hope it is not so.

What else can you tell us about Cooperson?

A bit, but we are unsure how much of it is accurate. He was a regular follower of Kord at the Church of Seven Faiths here. We know that from his fellow Free Guards. He was not much for drink or women, though he was not thus from some vow of piety. It seems that he was thus more from his desire for advancement. He has a niece here in town, though she seems to know little of him

other than his position, in which she still takes great pride.

As far as looks go, he is a bear of a man, easily six and a half feet tall, with fiery red hair as is common amongst the Hillfolk, though his lineage is from here, in Loftwick.

Who was the prisoner?

Of this, we are unsure. His true name is unknown to us, though it is clear he uses many aliases. He presented himself as Brother Ashar, a priest of Fharlanghn at a Church of Seven Faiths serving Delleb. He then stole an ornamental book, trying to mask the theft with some true form of divine magic, though the Dellebites no longer believe that magic to be derived from Fharlanghn, obviously. Of the priest's true nature, we know little. As the crime was against the church and the true nature of the criminal was unclear, he was to be transported here for interrogation and trial.

How many are with them?

After exchanging glances, Free Knight Korwleigh sighs. Free Knight Aelfstead explains. "There are apparently several who are riding with the pretender. There are enough to pass as the retinue of a true Free Knight, perhaps as few as four or as many as seven or eight. We are unclear on where the others came from or who they are."

What did the report say about the group in Wickler?

They claimed a Free Knight rode in with his retinue, heard only one case—that of a hostler's son who had broken a merchant's horse's leg through recklessness. The Free Knight ordered the boy's leg broken and then his neck slit, as that of the horse's had been. Fortunately, the Knight rode on without waiting for more than the sentenced breaking to be done. The spokesman there then ordered the execution stayed until they could confirm the ruling with us. This is what made us aware that something else might truly be going on.

What other aid/ help/ proof/letter can you give us?

Actually there are two things- first, a letter of intent from Free Knight Aelfstead and myself, two Free Knights of some renown. It should act as your proof that you act at our behest. Second, a set of Free Guard shackles. They are crafted by our own smiths of the highest quality and we would like them back with Manx in them if possible. They are not magical, but they are almost impossible to

pick without the proper keys. (Masterwork Shackles- Pay attention to which characters take which items- both the note and the shackles)

What's the quickest way there?

Ride like the wind. If you need mounts, some can be temporarily provided for you, but head out, and swiftly.

ENCOUNTER ONE: A TRAIL GONE WARM

The players may wish to try to gather information about any and all of the parties they are hunting or have heard about. Below are listed some reasonable locations they might choose to seek information and the results for a Gather Information roll at each location. Other locations may provide some similar information, but should likewise be shaded by the people being consulted. The characters can make one roll at each site they identify, though others can aid if they have ranks in Gather Information. Any roll indicating a higher result likewise results in the information that precedes it being learned.

The Church of Seven Faiths-Loftwick

Seeking information about Manx Cooperson at the Co7F in Loftwick will lead players to the priests of Kord, who will reveal the following.

Roll Result

10 "Manx Cooperson was a regular attendee at most services. He was devout and sincere in his worship."

15 "...We were well aware of his displeasure at being passed over for Free Squire repeatedly, and we sought to guide him to the patience and rationalism of Delleb and Allitur. His impatience and temper made such lessons difficult for him."

20 "... Our records show that he did suffer a crisis of faith during the Giant Wars, that he attended services less and less during those years. But, some month or so before the battles ended, he returned to us, as reverent as ever."

25 "...The priest of Allitur who was teaching him, however, says he had begun to miss some of their private meetings, though he seemed to always have a pressing reason for his absence. This all of course was very recently, perhaps the past month or so?"

The Niece of Cooperson

Seeking Information from the niece of Manx Cooperson will be heavily influenced by her love of her uncle who, in her eyes, is nothing if not a hero worthy of any adventurers respect. If the players let on that they suspect Manx of some wrong-doing, she will NOT reveal the last bit of information regardless of the result of the roll—she will not knowingly help to incriminate her uncle of any wrong-doing, regardless of the evidence presented against him.

Roll Result

10 “Uncle Man-Axe was a great soldier and he will one day be a Free Knight. He told me so himself, and he was always nice to me.”

20 “...he was decorated several times in the Giant Wars and his units felled several giants, earning him great rank during the wars.”

25 “...In fact, he once slew a whole room of brigands and murderers single-handedly. That is why he was promoted to a Free Guard.”

30 “...but I did see that he had gotten a strange new necklace charm, a forked tongue of shaped silver that he wore behind the gauntlet-symbol of Kord. I did find that a little strange.”

The Records of Free Knight Tomas Forthwyth

Roll Result

15 Initial review indicates that Manx was a diligent and punctual Free Guard, with little to distinguish him from his fellows.

20 One report indicates that Manx became exceedingly angry about a reported rape, with the criminal still unidentified. He apparently without authorization set out to find the culprit, interrogating bar customers until one identified a man who might have committed the crime.

25 ...the report goes on to indicate that Manx continued to beat the man, even after he was unconscious. He continued until his fellow Free Guard stepped in and stopped him.

30 ...the final result was that Manx was officially reprimanded and forced to pay restitution to the man. The result of the trial against the man accused of the rape was inconclusive. It seems that was the end of the situation according to Forthwyth's records.

The Thoughts of Free Knight Aelfric Aelfstead

Roll Result

10 “Manx has a good strong arm and was always useful in the cells and in subduing unruly prisoners.”

15 “...That perhaps was one of his problems—he was almost always too quick to swing when listening might have served better.”

20 “...He would never have been a Free Squire, let alone a Free Knight.”

ENCOUNTER 2: GHOST TOWN

Note: A Judge Aid has been included to help track the course of the disease through the characters.

There was little to discover in Wickler other than that the alleged Free Knight had headed southeast, towards Burn, and back again towards the border. Maybe his plan is to escape through the Hool Marshes to the Hold of the Sea Princes? Perhaps a ten-day behind your quarry, you ride hard for Burn.

There is nothing moving in the village of Burn when you arrive, nothing but an occasional tumbleweed blowing across a street or a shutter banging listlessly against the side of a home. Though it is mid-day, and the streets should be full with children at play and laborers about their businesses, nothing is opened. The blacksmith's shop is closed with the front boards reinforced with wooden crossbeams. The solid doors of the local tavern have been sealed behind the swinging half-doors adventurers are so familiar with. A quick motion in a window frame reveals a woman, peering, only to see her slam it shut as she is seen. A strange gurgling cackle comes from behind the closed shutters. Ahead, the street is littered with what looks like bodies, perhaps a half-dozen at twenty to thirty foot intervals, with the only grouping, maybe four or five bodies piled atop one another, towards what would be the center of the village. A young boy, his hair a mat of dirt and twigs and his face and clothing brown under a layer of mud and dirt, peers at you

from around the corner of a building just ahead of you. "Y'all shouldn't be coming here. T'ain't nothing but death here," he says before pulling his head back.

Allow the characters to decide what they wish to do. There are several courses of action available to them. Allow them to 'spread themselves out' as much as they choose to, giving each a choice of action as things proceed, but having the characters identify their individual goals before revealing what they discover. If they wish to move about as a party, sticking together at each step, that is fine as well. If however, some choose to examine the bodies while others choose to pursue the woman at the window and/ or the boy, allow them to split themselves up as much as they'd like. Keep track of where they are on a map and after five rounds of action, move on to *Encounter Three: Feeders on the Dead*. After that combat, characters can return to their investigations. Each possibility is outlined in terms of what can occur in the first five rounds and what can occur after Encounter Three. If characters choose to pursue another course of action other than the three outlined here, extrapolate from these examples how much can be completed in that time.

The Bodies on the Street

Round 1: Moving to the bodies in a cautious manner.

Round 2-5: Rolling a body over and checking it, using the Heal Skill (actually takes a lot longer than this- according to *Complete Adventurer*, pg 101, it takes 10 minutes to examine a body and determine cause of death, with an additional 10 minutes to examine a second body).

Rolling the bodies over and examining them will reveal differing information:

Heal DC	Reveals
0	They are dead.
5	Their bodies have been gnawed upon.
15	They died, 3 to 4 days ago, not from whatever was eating them.
20	The death was caused by disease.
25	The deaths were caused by more than one disease, and the corpses are likely still contagious.

These corpses are infected with *Shakes* (contact; DC13; Incub: 1 day; Dmg: 1d8 Dex) AND *Slimy Doom* (contact; DC14; Incub: 1 day; Dmg: 1d4 Con). Note which characters move to "help with" the bodies, as these characters will use the first two Fortitude rolls made as part of *Preparation for Play* before. If these rolls were not made or were overlooked, DO NOT allow the players to make their own rolls. The DMG is very specific on this matter: "You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold." (DMG, 292) The players should not know, at this point, whether they are infected or not.

The Old Lady at the Window

Round 1: Approaching the shutters and knocking or banging brings only the cackle of the old woman. Moving to knock at the door gains the same response.

Round 2: If the characters outside the window are engaged in conversation about what to do, she overhears and the cackling stops immediately. "What? What are you goblins talking about out there? I can hear you! You can't get me, ya goblins!" She rails on and on about goblins outside regardless of what the characters say, lost in the dementia of her fever.

Round 3: If the party does not try to force its way into her home, she will begin to call out names, gaining some clarity through her fever, and trying to figure out who she is talking to. "Ethel? Is that you out there? Barnaby? Who is that? I don't know any..."

If the party tries to force its way in, the woman shrieks one more time, arming herself with a broom and moving to defend her home at the point of entry. This defense will be minimal as she lacks the strength to stand for long. If they force their way in, all who enter the house are immediately exposed to the disease.

Round 4: Whether the party tries to bluff that they are her neighbors or if they tell the truth of who they are, the shutters fling open as the Old Woman holds onto the latches, arms spread, breathing heavily. She will eye up the party, asking them to identify themselves. Beads of sweat are visible on her forehead and she is rather pale.

The Old Lady is infected with *Cackle Fever* (inhaled; DC16; Incub: 1 day; Dmg: 1d6 Wis). Note which characters move to speak with her, as

these characters will use the third Fortitude roll made as part of *Preparation for Play* before. If this roll was not made or was overlooked, DO NOT allow the players to make their own rolls. The DMG is very specific on this matter: "You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold." (DMG, 292) The players should not know, at this point, whether they are infected or not.

If the party forced their way into the house, the woman will attempt to defend herself, and then collapse in exhaustion. Her response in round 5 will be similar, but she will attempt to flee out the door if the house has been compromised.

Round 5: The Old Woman seems to be almost panting, trying hard to think of what it is she has to say. A look of realization comes over her pallid face and she bursts into a bout of cackling laughter. She sees the monsters of Encounter 3 coming and slams her shutters again, if possible.

Loretta (The Old Woman): Female human Com2.

The Boy around the Corner

Round 1: Pursuing the boy will lead the party to an empty street, devoid of anything moving but the flies over the occasional body. Figuring out where the boy went will require a Search check or use of the Tracking feat. With Tracking, it is easy to see which way the boy went and begin to follow. With Search, it takes a round to find his tracks, bare child's footprints in the dry dirt. (Search DC 16). If the Search fails they can try again until they find his trail.

If no one chases the boy, he will move to the barn, hide for a few rounds, then begin creeping back up the street to see if they are still there in round 5 (see below).

Round 2: With Track, the party quickly discovers he has ducked into a barn and can catch him there. He will try to hide in the animal stalls and run from the party. Unless he is physically restrained, he will retreat out of the barn before stopping to observe the party. If he is restrained, all the party members involved in either holding him OR arguing to let him go are exposed to the boy's disease.

If the party does not have Track, they will spend this round following the tracks to the barn.

Round 3: With Track, will have now been spotted and, likely, in some way, engaged. He will listen to the party but is hesitant to approach strangers, as all around him is the result of the work of strangers. Characters can begin to initiate a Diplomacy check which requires "at least 1 full minute (10 consecutive full-round actions)" (PHB, 71).

Without Track and with search, the party will begin to search the barn for the boy, who has already slipped out the back door and is watching them from there. A Spot check (DC 15) will see the boy there. If the party tries to detain him, all the party members involved in either holding him OR arguing to let him go are exposed to the boy's disease. If the party is more cautious and gentle in their approach, they may begin the Diplomacy check as well.

Round 4-5: If the party continues to engage in diplomacy with the boy, he will close with them and be very curious about them, asking many questions and moving close to each to examine them with his child's eyes.

If the party continues restraining him, he fights against them, breathing heavily with the exertion. Either way, those with this group will be exposed to the boy's disease.

The Boy is infected with *Mindfire* (inhaled; DC12; Incub: 1 day; Dmg: 1d4 Int). Note which characters move to detain or speak with the boy, as these characters will use the fourth Fortitude roll made as part of *Preparation for Play* before. If this roll was not made or was overlooked, DO NOT allow the players to make their own rolls. The DMG is very specific on this matter: "You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold." (DMG, 292) The players should not know, at this point, whether they are infected or not.

Telarrin (The Young Boy): Male human Com1.

Allow each encounter to progress to the fifth round, hopefully allowing the party to move apart as they choose and gaining them the greatest exposure possible. After five rounds, proceed on to Encounter Three: Eaters of the Dead, and then return here after the combat is concluded.

Development: After the fight is over, the characters can continue their investigations. Whether from the Old Woman or from the Young

Boy, the party will be able to discover some of what has happened here.

Several days ago, a Free Knight - one Manx Cooperson, road into town to hear any trials that were pending. He met with the priest of the Church of Seven Faiths, as well as with several of the leaders. He even treated the wounds of some of the farmers and field hands that were within his ability to heal.

Some of the residents began to get sick, and the priest was one of the first, deteriorating at an incredible rate. The Free Knight set out to seek help at Wymmswold, the next town down the road, with the blessings and godspeed of the village. Over the next few days, the sickness spread. Those who were stricken first were the first to die, and soon the entire town was overwhelmed, with those still healthy afraid to leave their homes and those sick dying either in their houses or on the street as they sought some kind of solace and aid. The Free Knight left but six days ago.

The party will likely discern that Manx spread these diseases himself, likely using some type of magic to do so. No resident of the town, however, believes this to be the cause and will hold the Free Knight in high regard unless and until the party reveals their reasons for pursuing him and who he really is. Even then, they will find it hard to believe.

This village of Burn is clearly in trouble, and likely will die within the next month, deteriorating to little more than a ghost town. Those few residents who still live (perhaps 70 to 100 people of the original 250+, all infected with at least one of the four diseases Manx left behind) will plead with the party for help and not to be left alone to die. If the party seems upset by this fact and seem torn about leaving it, remind them that they could always come back after the module is over without mentioning that there is an optional encounter related to this.

ENCOUNTER 3: FEEDERS ON THE DEAD

Your investigation is suddenly interrupted by a series of low, throaty snarls. Looking about, shimmering blackish-blue cats, at least the size of large panthers though thin and wiry, move towards you on six legs. Tentacles

sprout from their shoulders and wave in the air as the lead cat roars its challenge.

There is no surprise here, only a straight initiative and combat. Several of the creatures will be spread out, drawn in by the sounds of conversation, the shrieking of the Old Woman, and the scent of fresh meat. If the party has broken up, split the monsters proportionately, allowing a small group to then engage each separate group of characters.

The party will not be so spread out that they cannot help each other. In fact, reaching another group of characters will take a full round move action (running), allowing the characters to regroup or move to support each other within a round. Some parties may choose to fight while they move back towards the main intersection, in which case, it would take them 4 rounds to move the fight to another group (attack/move repeatedly, not at a run). Either way, the challenge here will be if the party is divided.

Creatures: A pack of displacer beasts has been drawn by the scent of death, feeding on the dead when they cannot catch the straggling living. They stalk this small community, chewing on what they find, taking pleasure in hunting down whatever still moves. The lack of dogs and cats in the community are a sign of their efficiency. Often working in smaller groups, they split up and move through the city, taking whatever they choose. With the arrival of the party and the scents of fresh meat, they are overconfident in their pride's strength and recent gluttony.

APL 6 (EL 7)

Displacer Beasts (3): hp 51 each; see *Monster Manual* page 66.

APL 8 (EL 9)

Displacer Beasts (6): hp 51 each; see *Monster Manual* page 66.

APL 10 (EL 12)

Displacer Beasts (10): hp 51 each; see *Monster Manual* page 66.

APL 12 (EL 13)

Displacer Beasts (8): hp 51 each; see *Monster Manual* page 66.

Displacer Beast Pack Lord (1): hp 203; see *Monster Manual* page 66.

Tactics: These creatures show animal intelligence and strategy. They will attempt to

swarm over the party, ganging up to attack anyone that is close enough to allow them to do so. Though they will move to flank, the majority of their attacks are mindless charges, with the intent of overwhelming the party. They will choose to Dodge whichever opponent they are attacking, and will not flee unless reduced to under 13 hit points. Then each will try to escape as best it can. Particularly weak or small creatures might be grappled, pulled to the ground and held for others to tear apart.

After the combat has resolved itself, be sure to return to the preceding encounter to see what information the characters can learn.

ENCOUNTER 4: WHO'S GOT IT?

This section assumes that at least 1 person was infected with at least one of the diseases. There is no way for the party to determine who is infected and who isn't until after the incubation period (one day for all four of the diseases) has expired. At that point, those who are infected will suffer their first ability score damage. Keep in mind that while all of the party may not have been exposed directly to all four of the diseases, they are exposed to each other, and thus have spread the potential for outbreak amongst themselves as well. Some classes (monks, paladins, some prestige classes?) develop natural immunities to disease, and so characters of these classes of the appropriate levels are not subject to the effects of the disease, though they can still possibly transmit it to others.

If no one in the party is affected by any disease, or if the party expends some great means of negating the disease effects before they show (such as *Hero's Feast*), you can skip this encounter entirely.

Leaving behind the plague-stricken village of Burn is difficult for some of you, but none mind the fresh air of the road as you renew your pursuit of your quarry. He has but a six-day lead on you, and seems to be heading inland. With luck and speed, you should catch him soon enough. Stopping for but a short rest that night, you set your regular watch and break camp before the sun. Some of your party members look dazed, as if the horrors of Burn are not far enough behind them yet, or as if the air hasn't cleared their lungs out yet. Others seem flushed, a bit redder than usual.

At this point, any character who failed to save versus any of the diseases will suffer the effects of the disease damage for the first time. **Each day** after that, the character must make another Fortitude save to avoid taking more damage. Two successes in a row to avoid the damage indicate that the disease has broken. Characters with the Heal skill can NOT substitute a Heal check for the saving throw of any player who fails their own check, since they cannot stop to spend the 8 hours of rest required for this option to apply (DMG, 293).

Development: Depending on how effectively the party resisted and resolved the issue of the disease, there are several outcomes that might develop.

The party is a day away from Burn when the incubation period ends and the first damage is applied. They suffer the second the following day before they arrive at Encounter Five and could suffer even beyond that.

IF THE PARTY SEEKS HELP/CHOOSES TO CAMP AND REST TO HEAL UP-

If the party is wasting away from disease and must seek help or chooses to camp and rest to allow the healer to apply their Heal check instead of the Fortitude save, it will cost the party valuable time. There is a town with a sizable temple within two days' ride, Abbeyville, but it is in the wrong direction. If they choose to abandon their pursuit and instead seek aid for or time to heal from their diseases, then Manx was successful in scaring them off his trail. While he will send his henchmen back to confront the party (Encounter Six: All Over but the Crying), he himself will be long gone, having used what skills he has in deceit to disappear from the role he has cast himself in. There will be no final encounter and the party will not receive any of the reward or experience for that encounter.

IF THE PARTY PRESSES ON-

They are three days' ride from Sule, the next village where Manx was heading. This will require four additional rolls for those who are fighting the disease, or for the use of spells over the days that come. Keep track of who is using which spells to do the curing, if this is the case, particularly if they choose to heal a few of the infected characters each day. Unless the entire party is infected and suffering, there should be little difficulty in breaking the diseases before Sule with an appropriate level healer-type.

If they do not have a healer type and press on, it is possible that some of the party may wind up incapacitated before reaching Sule. This will affect their interactions during the Mexican Stand-Off.

ENCOUNTER 5: MEXICAN STAND-OFF

The condition and actions of the characters will play a great part in their ability to overcome this encounter. Consider each carefully and apply the appropriate modifiers to this encounter.

Disease has taken its bite from some of you, the horrors of what's left behind still haunts others. Ahead, in the distance, you see smoke from the chimneys of Sule, a welcome sight, assuming Manx has not dragged his destructive tail through town as he did in Burn...

The town itself is little more than Burn was, a series of a few homes, a blacksmith's shop, a merchant. There are no inns visible in town, though several of the barns look as if they've served their share of adventurers in the past. As you enter along the main street, several of the locals eye you suspiciously, showing an uncommon coldness in Yeomanry lands.

Allow the party to decide what and how to approach the individuals in this city. They need to find out if Manx has been this way, and also possibly if there is any healing available. However, Manx has been here and has laid yet another misery in his trail for any that may be following.

Meeting privately with one of the local Spokesman, a middle-aged farmer named Tomas Joiner, "Free Knight" Manx Cooperson informed him that a band of powerful brigands, likely aided by sorcerers or mages from the Scarlet Brotherhood, are pursuing him. Taking the cleric back into captivity, he used the pretense that his escort duty was waylaid, though he and some of his men managed to escape the devastating magical assault. He sought only a refuge where he could rest for a few days before heading on. Just the midday before last, Manx Cooperson and his entourage took their prisoner and headed off towards New Hardwick, placing the party just a day or so behind him.

Though Manx asked the Spokesman only to be aware of this and pleaded with the man to avoid doing anything drastic that might endanger his

village, the words did exactly as Manx had hoped and drove the Spokesman to activate as large a portion of the local militia as he could, calling in reserves from Wymmswold, who arrived only hours before the party along a different road. These reservists and active militia lay in wait in several of the barns, having been told of the approaching party.

It is the intention of the Spokesman to apprehend the party and hold them there for questioning and under arrest until such a time as the proper authorities, like Free Knight Cooperson, can return and sentence such reprobates. He has gathered what he considers a sizable force, some 60-odd men and women soldiers, in anticipation of any easy arrest.

IF THE PARTY PUBLICALLY ASKS ABOUT MANX-

It doesn't matter who they ask- the blacksmith, a man on the street passing by with a cart full of turnips, an old woman sewing on a front stoop, the word of their inquiry will spread quickly. This is perhaps the worst possible resolution of the situation. Whether they identify themselves as serving the Order of Free Knights in this matter or not, the party will quickly find themselves surrounded by seventy spear-wielding, militia-tabard wearing yeomen.

As you ask your question and wait as the person seems to be considering, "Lemme see, Free Knight Cooperson? That's the fellow you're talking about, right?" The stall is only momentary, but it is enough. The sound of dozens of running feet draws your attention away and you find that Yeomen in red militia tabards erupt from every building and barn and seem to fill your field of view in every direction. Several of them are shouting at you to lay down your weapons, and they approach you with spears ready. Among the faces of teens and old men you see a mix of both fear and readiness- though nowhere do you see an eagerness to attack. These men are serious and orderly, moving to encircle you all as best they can, closing both ends of the street and the nearest alleyways before moving forward.

A single gentleman steps up, heavy set and middle aged with a bushy mustache and a circle of brown hair around a bald pate. Looking down to make sure his tabard is straight one last time and clearing his throat as he steps forward, he addresses you. "In the

name of the good folk of the Yeomanry and all that is right, I arrest you on the charges of banditry and murder as testified to by none other than a Free Knight, one Manx Cooperson.

Pay particular attention to the reactions of each party member, as what each does applies the appropriate modifier to the encounter, and determines the party's chances for success.

IF THE PARTY ASKS FOR HEALING-

"Healing you say? We ain't got no fancy type church or nothin', but there is a shrine of the Seven Faiths up the miller's road. If ya want healin', that'd be the place to go."

Following the local's directions, you find what amounts to little more than a shed with the symbol of the Church of Seven Faiths painted prominently on the shed door. A knock brings a swift reply from so small an abode, as a friar of the Church, an elderly woman with thinning white hair, comes to see what the noise is. "Eh, who's this then? And what ya be needin'?" (Assuming the party indicates their need) "I see, I see, well come on in with your sick and put them on one of the beds. I'll minister to them as I can."

The woman is Allisa, not quite a priest but not quite a layman either. Friar is often the term given to someone who chooses to do away with their old life and dedicate what remains to serving the gods of the Church of Seven Faiths, often, as Allisa does, by caring for small shrines and congregations that see little attention from the larger church. She is somewhat skilled in the healing arts but will require time to care for the sick. While she is treating them, another gentleman shows up.

A single gentleman steps in through the door, closing it behind him. He is heavy set and middle aged with a bushy mustache and a circle of brown hair around a bald pate. Looking down to make sure his militia tabard is straight one last time and clearing his throat as he steps forward, he addresses you. "Howdy Allisa. Howdy folks. What seems to bring you to our fair little hamlet?"

If the party tells him the truth and that they are hunting Manx, the amount of what they tell will determine what happens next. If they simply say they are hunting for a man, or a man impersonating a Free Knight, then Spokesman

Joiner attempts to arrest them. If they start from the beginning, he listens to the entire story and the Diplomacy roll to avoid the situation occurs with only the party, the Co7F friar, and the Spokesman present. Either way, Spokesman Joiner's men have gathered outside the shrine and wait for him to come out with his prisoners—if he arrests the party, he will let them know as much.

IF THE PARTY ASKS TO SEE THE SPOKESMAN-

"You'd be a wantin' to see Tomas Joiner, he's the Spokesman for our little area here, and a might fine man he is. I think he's over by the Jameson's Store, back that away, though I can't swear by it."

At Jameson's store, you find a dozen or so yeomen militiamen sitting around a cast-iron stove, cradling their spears. Several seem to perk up as you enter, and they spread out around the store apparently shopping. One man steps up, heavy set and middle aged with a bushy mustache and a circle of brown hair around a bald pate. Looking down to make sure his tabard is straight one last time and clearing his throat as he steps forward, he addresses you. "So, good day to ya travelers. What brings you to our little hamlet?"

Assuming the party mentions they are pursuing Manx, or a false Free Knight, or are working for the Free Knights pursuing a murderer, or anything of the sort:

"You don't say? Well, we've seen the Free Knight, Cooperson, not even two days past. Funny thing is he told us about you folks - told us about how some bandits had waylaid him and his men trying to free up that Scarlet Brotherhood spy he's got in chains. He also said they might be following him and I got a hankering that crew is you." About this time, the door opens and a solid stream of Yeomen militia streams in, some twenty at least crowding in with spear at ready into every corner of the store. "In the name of the good folk of the Yeomanry and all that is right, I arrest you on the charges of banditry and murder as testified to by none other than a Free Knight, one Manx Cooperson."

Pay particular attention to the reactions of each party member, as what each does applies the

appropriate modifier to the encounter, and determines the party's chances for success.

IF THE PARTY ATTEMPTS TO PASS THROUGH TOWN WITHOUT SPEAKING TO ANYONE-

Trying to bypass this town seemed like such a good idea. Now you wish perhaps you'd moved through it more swiftly. As you passed through the main square, you noticed a strangely large number of men gathered on a field-work day. Now, as you prepare to head out of town completely, with but a few houses on either side of the road before you, the barns behind these houses erupt, spewing dozens of men in red Yeomanry militia tabards with spears at ready. They pour across the road before you, blocking your path.

A single gentleman steps up, heavy set and middle aged with a bushy mustache and a circle of brown hair around a bald pate. Looking down to make sure his tabard is straight one last time and clearing his throat as he steps forward, he addresses you. "In the name of the good folk of the Yeomanry and all that is right, I arrest you on the charges of banditry and murder as testified to by none other than a Free Knight, one Manx Cooperson."

Creatures: Yeomanry militiamen range in age from 16 to 60s, and with the reservists activated, the number of older fighters is greatly increased. They all wear leather armor under their militia tabards and carry longswords or crossbows. They are not eager for a fight, but they are also unwilling to let themselves be run over by bandits or Scarlet Brotherhood agents, both of which they consider the party to be.

APL 6 (EL 9)

Yeomanry Militiaman (8): Male human Com1/ War1; hp 13; see *Appendix One*.

Yeomanry Militiaman Veteran (4): Male human Ftr2; hp 20; see *Appendix One*.

APL 8 (EL 11)

Yeomanry Militiaman (10): Male human Com1/ War1; hp 13; see *Appendix One*.

Yeomanry Militiaman Veteran (8): Male human Ftr2; hp 20; see *Appendix One*.

APL 10 (EL 13)

Yeomanry Militiaman (20): Male human Com1/ War1; hp 13; see *Appendix One*.

Yeomanry Militiaman Veteran (6): Male human Ftr2; hp 20; see *Appendix One*.

Yeomanry Militiaman Sergeant (4): Male human Ftr4; hp 36; see *Appendix One*.

APL 12 (EL 15)

Yeomanry Militiaman (40): Male human Com1/War1; hp 13; see *Appendix One*.

Yeomanry Militiaman Veteran (12): Male human Ftr2; hp 20; see *Appendix One*.

Yeomanry Militiaman Sergeant (8): Male human Ftr4; hp 36; see *Appendix One*.

Tactics: The party is not supposed to fight these guys- they are supposed to talk their way out of it, through role-play or a good diplomacy roll. While role-play may drive a character to act in a way that is socially inappropriate, that choice likewise carries consequences for the behavior they chose.

If the party does fall into combat with the militia, the militia will use their best tactical strategies they can bring to bear against a power-laden party. They have placed some of their number, about 1/4, on rooftops with crossbows and directions to aim to disrupt any spellcasters. Those on the street will be using their spears' reach to the best of their ability, trying to split the party up and take them down individually. If the militiamen start taking heavy casualties, they will retreat, trying to drag their dead and wounded away with them as they can.

Development: Good Role-playing and/or a successful Diplomacy check are the only ways to either prevent the module from ending here or prevent the party from ending up in a labor camp at the end of the module.

The Spokesman starts Unfriendly to the party. In order to move along without further obstruction, he is the man they must convince and convert to a Friendly attitude. Several factors will play into this:

<u>Factor</u>	<u>Bonus</u>
Character wearing militia tabard	+1/per
Character is a half-orc or some strange race (asherati, etc)	-2/per
Character speaks forcefully, or in a way that could be interpreted as threatening	-2/per

Character draws a weapon, casts a spell or otherwise takes an overtly hostile action that threatens those present -4/per

Character says nothing +0/per

Character attempts to pacify the situation or indicates they are at least willing to comply so as to speak further +2/per

Character in the Co7F clergy +2/per

Showing letter from the Free Knights +5

Character obviously sick/diseased +1/per

Interaction occurs in the street -4

Interaction occurs in Jameson's store -2

Interaction occurs in Co7F shrine +2

Role-playing with Spokesman Joiner -4 to +4

How the roll then turns out, or the success of the role-playing as the judge decides, determines the success or failure of the party to avoid arrest at this point. To avoid arrest, they need a single player to make a Diplomacy roll—that should be the player of the character who chose to speak for the party, as their character took the lead roll in the negotiations. Other characters have already aided or hindered the situation through their choice of actions, not through their choice to “aid” the diplomacy or not. Hot-heads who sought confrontation will make the task more difficult for the negotiator regardless of a die roll. In order to move the Spokesman from Unfriendly to Friendly, the party needs to succeed at a Diplomacy check against a DC of 25, as modified above. Failure indicates that they are to be arrested and detained until the proper authorities can sort this matter out.

If the party succeeds, they convince Spokesman Joiner of what is truly going on. He apologizes for the trouble, and sends them on their merry way, with the knowledge that their quarry is but a day or so ahead of them and his men and his prisoner are on foot.

If the party fails, they are detained. They can choose to wait for the authorities, in which case they are released, the charges are dismissed, and the module is effectively over for them. There is no ill will towards the party for their failure to apprehend Manx Cooperson—he was obviously craftier than they had ever considered. Proceed to **Conclusion**.

If the party fails, agrees to be jailed, and then escapes through some means of their own (or uses some Non-aggressive magic to prevent the

fight from occurring and aid in escape), they can resolve the matter with the Order of Free Knights when they return with either Manx's corpse or the story of what has happened. They will not be charged for the escape or for the crimes they have been accused of and Spokesman Joiner will be sent a letter informing him of the truth.

If the party fails and refuses to be jailed, then they are in for quite a fight. Let them fight if this is their choice, but make it clear that attacking Yeomen militia who are in rightful pursuit of their duties to their country is a high crime and carries severe punishments, regardless of the reason. If they insist on fighting, let them and keep careful track of who actually participates in the fighting and does damage to the militiamen. Each character's actions, in this event, should determine the extent of their sentencing at the conclusion of the module, regardless of their success or failure against Manx Cooperson.

ENCOUNTER 6: ALL OVER BUT THE CRYING

The party is not nearly as far behind their prey as they had believed, not half a day on they find his camp. Manx, however, seemed to know he was being pursued, and has set up for just such a situation, hoping his lackeys can prove their mettle against these followers. He was expecting to be followed by another Free Knight at best, some Free Guard at worst. He was not expecting an adventuring party. As the party engages his retinue, Manx will analyze their strength's and weaknesses, judging them.

If the party stopped to receive healing, either on their own on the road, by way of a side-trip to Abbeyville, or from the Shrine of the Church of Seven Faiths in Sule, then Manx has left, heading into the warrens of the cleft and effectively escaping.

The road which had run through mostly fertile fields cuts back through a small wooded area. As you approach the trees, you see others there at the tree line waiting for you. Four men step out of the trees one at a time, weapons drawn and readied. They move perhaps fifteen feet in front of the tree line before stopping, no two standing closer than twenty-five feet apart. One of the men starts whistling what you recognize as a Yeomanry battle hymn as another steps forward. “Go back,” the one in the heaviest armor cries, a tank of a man with

a heavy faceplate covering his appearance. "Go back and we will let you live. Follow us and you die here."

Three of the four men are all servants and assistants to Manx, drawn in by him over the years. The fourth is Ashareef Ubaram, the priest of Syrul who turned Manx in the first place all those years ago. Manx has ordered them to fight and they are ready to fight to the death. What spells were cast before combat we cast by Ashareef before he stepped last from the tree line. Manx himself is hidden in the trees, invisible, and not moving, giving him a Hide roll of well over 50, and since he has almost total cover/concealment, he is impossible to spot unless the party enters the tree line.

APL 6 (EL 8)

Ashareef Ubaram: Male human Clr6; hp 41; see *Appendix One*.

Rhadee: Male human Ftr5; hp 49; see *Appendix One*.

Jostel: Male human Rog2; hp 9; see *Appendix One*.

Thurgel: Male human Brd2; hp 9; see *Appendix One*.

APL 8 (EL 10)

Ashareef Ubaram: Male human Clr8; hp 54; see *Appendix Two*.

Rhadee: Male human Ftr5; hp 49; see *Appendix Two*.

Jostel: Male human Rog5; hp 23; see *Appendix Two*.

Thurgel: Male human Brd5; hp 23; see *Appendix Two*.

APL 10 (EL 12)

Ashareef Ubaram: Male human Clr10; hp 68; see *Appendix Three*.

Rhadee: Male human Ftr7; hp 82; see *Appendix Three*.

Jostel: Male human Rog7; hp 32; see *Appendix Three*.

Thurgel: Male human Brd7; hp 32; see *Appendix Three*.

APL 12 (EL 14)

Ashareef Ubaram: Male human Clr12; hp 81; see *Appendix Four*.

Rhadee: Male human Ftr9; hp 106; see *Appendix Four*.

Jostel: Male human Rog9; hp 41; see *Appendix Four*.

Thurgel: Male human Brd9; hp 41; see *Appendix Four*.

Tactics: The party can see figures hidden amongst the trees when they are still 180 feet away. As these men were waiting for the party, they have had some time to prepare, casting spells as the party has closed the last distance. At all APLs, the bard who is whistling is using his bardic music ability to Inspire Courage in his fellows. (NOTE: ALL precast buffs have been added to the statistics blocks. They are listed in parentheses directly after the base numbers.)

AT APL 6

Ashareef has precast the following spells: Entropic Shield, Owl's Wisdom (on himself), Protection from Law (on Manx), Invisibility (on Manx and his horse), Silence (on the Rogue's, Jostel's, first crossbow bolt) and finally Prayer (on all in area). Finally he casts Detect Good as the party sees them and notes which party members are visibly good-aligned. The bard, Thurgel, only inspires courage at this APL.

Once combat is initiated, Ashareef will target *primarily* good-aligned targets, as revealed by his Detect Good, pointing out all the good characters visibly. Manx will note this, as he favors attacking good-characters and can use his Smite Good ability against them in the next combat. Rhadee will charge the weakest looking member of the party, looking for a quick kill and chance to demoralize the enemy. Jostel will fire his crossbow at the first spellcaster who initiates a spell, having readied an action for this. After firing, he will move in to aid Rhadee, using his rapier. Thurgel whistles and uses his bow to attack spell casters.

AT APL 8

Ashareef has precast all of the above as well as the following spells: Protection from Good (on himself) and Freedom of Movement (on Manx). The bard, Thurgel, casts Cat's Grace (on himself) and Tactical Precision (on his party). (NOTE:

Tactical Precision = an additional +2 to hit when flanking and an additional +1d6 damage)

Once combat is initiated, it will proceed as above, but Jostel will attempt to exploit the added flanking bonuses from Tactical Precision with Rhadee. Ashareef will attempt to impede the spellcasters further, using Blindness/Deafness on one, Confusion on another. He will also attempt to use Dispel Magic on any character that appears to be buffed. Thurgel will attempt to use Distort Speech on a caster, and Hold Person on a Rogue or arcane caster. If his group seems to be losing (i.e. half the group is down, or he himself loses $\frac{3}{4}$ of his hit points), Ashareef will crush his elemental gem, summoning a large earth elemental to fight with them.

AT APL 10

Ashareef has precast all of the above as well as the following spells: Spell Resistance (on Manx) and True Seeing (on himself) and Bear's Endurance (on Rhadee). The bard, Thurgel, precasts all of the above, Sonic Weapon (on his bow) and Allegro (on the party).

Once combat has initiated, it proceeds as above with the following additions. Ashareef will attempt to convey the locations of any invisible or cloaked opponents to Rhadee and the others, who will all enjoy the added benefit of Allegro (doubling the movement of all members of their party) on top of the Tactical Precision. Thurgel will use Joyful Noise to counter any attempt to silence his whistling. He will use Slow centered on an apparent fighter-type. Ashareef will attempt to Flame Strike any characters that clump together in the battle against Rhadee and Jostel once either of them falls.

AT APL 12

Ashareef has precast all of the above as well as the following spells: Divine Agility (on Manx) and Heroes' Feast (they ate earlier) (on his party). The bard, Thurgel, precasts all of the above and Displacement (on himself). At this level, Thurgel's ability to Inspire Courage becomes a +2 morale bonus to hit, damage and saves vs. fear or charm.

Once combat begins, it proceeds as outlined above with the following alterations. Ashareef will begin saying hello with a Comet Fall on any targets grouped within 10 feet of each other. He will then proceed as above. If forced into melee combat, Ashareef will use his spell storing dagger to hit someone with an inflict moderate wounds with hopes of dropping them so he can step away.

As combat progresses and it looks like the players will win, Ashareef will make a final effort to escape alive, readying to cast Mislead after he is wounded and creating an image that falls down dead while he slips back behind the trees invisible. If this happens, he will attempt to re-engage with Manx in the final battle after he makes his initial attack.

ENCOUNTER 7: THE CRYING GAME

Not everything is ever as it seems to be...

As the last of Manx's lackeys fall, literally as the last life's' blood gurgles from his corpse, and just as your adrenalin surge begins to wane, a smattering of applause greets your ears. It is hard to determine its source at first, but then it becomes apparent. Stepping from behind a nearby tree is Manx Cooperson, dressed in full Free Knight regalia. He is applauding and, apparently, smiling.

"Good show, good show, old chaps. I do say that you are quite the bunch of warriors and such. I had hoped my friends here would send you packing, but I see you are a persistent lot." Raising his hands before him in surrender, fists clenched and pointed outward towards you all, he simply smiles. "Better to live and work than die for nothing, eh? Seems you've caught me."

Allow the players to discuss the situation as they will, but Manx is present and will overhear them. They are, after all, still spread across their field of battle. If they seem to bicker too much, he will cajole them, asking them if they want to capture him or not.

Whoever steps forward to shackle Manx Cooperson is in store for a nasty surprise, as detailed below, under development.

APL 6 (EL 9)

Manx Cooperson: Male human Bbn 1/ Ftr5/ Blk 3; hp 83 (101 Rage); see *Appendix One*.

Strompher, Manx's Mount: Warhorse, heavy; hp 30; see *Monster Manual*, pg 273.

APL 8 (EL 11)

Manx Cooperson: Male human Bbn 1/ Ftr5/ Blk 5; hp 101 (123 Rage); see *Appendix Two*.

Strompher, Manx's Mount: Fiendish Servant Warhorse, heavy; hp 51; see *Appendix Two*.

APL 10 (EL 13)

Manx Cooperson: Male human Bbn 1/ Ftr 5/ Blk 7; hp 119 (145 Rage); see *Appendix Three*.

Strompher, Manx's Mount: Fiendish Servant Warhorse, heavy; hp 69; see *Appendix Three*.

APL 12 (EL 15)

Manx Cooperson: Male human Bbn 2/ Ftr 6/ Blk 7; hp 138 (168 Rage); see *Appendix Four*.

Strompher, Manx's Mount: Fiendish Servant Warhorse, heavy; hp 69; see *Appendix Four*.

Tactics: Manx has had ample opportunity to prepare as outlined below:

During Previous Combat- Manx prepares while Invisible by casting the following spells on himself. At APL 6, he casts Corrupt Weapon on his greatsword (+1 to bypass DR of good opponents, all critical hits against good opponents automatically confirm) and on his mount's hooves (weapon touched as target, same effect) He already has Protection for Law cast on him by Ashareef. At APL 8, he casts Eagle's Splendor (+4 Charisma) on himself before casting the Corrupt Weapon spells. He already has Freedom of Movement cast on him by Ashareef. At APL 10, he casts Protection from Elements (whatever element was most present in the preceding encounter, 14 points of damage avoided) and Bull's Strength (+4 Strength) as well before casting the Eagle's Splendor and Corrupt Weapon spells. He already has Spell Resistance cast on him by Ashareef and benefits from the Allegro cast by Thurgel. He gains no additional buff spells at APL 12, but does gain the extra hit points and morale bonus to hit and damage conferred by Ashareef's Heroes' Feast. All of Manx's casting is done during the heat of the previous battle while he is invisible and hiding behind the trees. (NOTE: ALL precast buffs as well as his rage have been added to the statistics blocks. They are listed in parentheses directly after the base numbers.)

Round 0- When the first person steps within 5 feet of Manx, he will take his readied action to Rage and attack, taking a 5-foot adjustment move to make the attack as he uses Quickdraw to pull out his Great sword and execute the attack. Any character with a readied action to attack him "if he tries anything" will get their readied action,

assuming they are close enough. If any spellcaster attempts to cast a spell during Manx's attack, Manx's special mount, a huge warhorse, takes its readied action to partial charge that caster with the hopes of interrupting him or her.

Round 1- Manx either continues with a full attack on the character he already hit, assuming they are still standing, close by, and close to death, or he moves on to attack the most heavily armored target. His horse partially charges again into a flanking position if possible.

Round 2 and thereafter- He fights like a holy terror, pursuing any who flee before him and cutting them down, mowing into the ranks of casters should they do him significant damage. Anyone who does more than 20 hps of damage to him in a single shot becomes his next target as he makes full use of his feats and magic devices. Once a target falls, he will choose first a good target (as indicated by Ashareef earlier) and then a target that seems capable of harming him.

Development: As the vile blade of the Blackguard Manx 'Man-Axe' Cooperson is evil and does damage to any good person who touches it, there are none who will purchase it from the party. As such, there are several potential ways to deal with the blade. As there is only one blade, the party must reach a decision as to how to dispose of it. They could give it to the Free Knights (or military), the College of High Magic, the Academy of Lore, the Church of Seven Faiths, some other organization, or one of the characters could keep it. The party must decide which group to give it to and then all receive the same benefit for having given it to that group. If one character keeps it, they should be warned that they will radiate an intense evil as long as the blade is in their possession. Note which group the party decides to give the blade to and then circle that benefit in the appropriate area of the AR.

CONCLUSION

When the characters return to Loftwick, they are quickly escorted into the offices of the Free Hold.

The Free Guard meets you at the South gate, your return having been observed and noted long before you arrived in town. With an honor guard of a Free Squire and several of the Free Guard, you are escorted back to the Free Hold and quickly ushered inside.

Inside, you are separated for debriefing, as each in turn tells their story of what has

occurred to a trio of Free Guard who record each word in triplicate logs. After all have given their statements as they will, you are then moved on to the office of Elbert Krowleigh.

As you enter, the robust man is standing, reading over the transcriptions from your accounts. “Hmm,” he says. “It seems like you had quite an adventure.”

IF THE PARTY HAD TO ABANDON THE PURSUIT, EITHER BECAUSE OF DISEASE OR ARREST

“Disappointing to say the least,” Krowleigh adds. “I’m sorry to have challenged you beyond your abilities. It was unfair of me. If the Free Knights can be of service to you in the future, never be hesitant to ask. The Free Guard will show you out. Thank you again for your efforts.”

With that the module is over. The characters do not receive the Yeomanry Influence with the Order of Free Knights as they have not proven themselves to be of the caliber that the Order had expected them to be. Before dismissing them, Krowleigh asks if any party members who are either military or church of seven faiths clergy members as well would be willing to help in Burn to clear the diseases and restore order “for about a month or so.” Have the characters decide before proceeding to the optional encounter.

IF THE PARTY ENGAGED IN COMBAT THAT WOUNDED ANY OF THE YEOMANRY MILITIA-

“This part, though, this part is disturbing,” Krowleigh adds. “You do realize that attacking a law officer in pursuit of his duties, regardless of your reason, is a punishable crime? From the reports, I understand that they were attempting to arrest you, but that makes no difference. I hope you will not make that same mistake again.”

With these words, several Free Squires and Free Guard enter the room as Krowleigh continues. “A trial will be set and you will be judged, likely by me. If you are found guilty of these charges, you will be sentenced to a Work Camp for the duration of your sentence. Feel lucky, though, for murdering a Militiaman, even an attempt to murder the militiaman, is a capital offense, and it is only the fact that it was done while in pursuit of another criminal that mitigates the sentence to a work detail.”

Review your notes from the combat in question and assign “Work Gang” details based on how many militiamen each individual character harmed: 8 TUs for each murdered Yeomanry militiaman, 4 TUs for each wounded Yeomanry militiaman. There is no maximum sentencing time, but point out to players that 2 months’ jail time for murdering a police officer is really getting off quite light. The AR explains how they can escape and what the consequences of doing so are. The characters who dealt damage during the combat against the militiamen do not receive the Yeomanry Influence with the Order of Free Knights as they have not proven themselves to be of the caliber that the Order had expected them to be. Those who abstained, tried to stop, or used non-aggressive magic which harmed no one and no property can be awarded the Yeomanry Influence, if the judge believes they deserved it even in light of the actions of their party members.

With that the module is over for any who participated in the battle against the Militiamen, regardless of their final success or failure.

IF THE PARTY KILLED MANX COOPERSON-

“Well, I’m glad you were successful! Sounds like quite the cat-and-mouse game he played with you. Well, it’s over now. You have the thanks for the Order of Free Knights and, should you have need of our services, never be afraid to ask.”

All characters who did not engage in the battle against the militiamen and who aided in bringing Manx Cooperson to justice are awarded the Yeomanry Influence with the Order of Free Knights. Before dismissing them, Krowleigh asks if any party members who are either military or church of seven faiths clergy members as well would be willing to help in Burn to clear the diseases and restore order “for about a month or so.” Have the characters decide before proceeding to the optional encounter.

IF THE PARTY APPREHENDED COOPERSON ALIVE-

“Well, I’m glad you were so successful! Sounds like quite the cat-and-mouse game he played with you. To speak honestly with you, I had not much hope of him being taken alive—he has always been too headstrong to accept defeat. I would have you stay on for the trial as witnesses, if you can. You have the eternal thanks for the Order of Free Knights and, should you have need of our services, never be afraid to ask.”

All characters who did not engage in the battle against the militiamen and who aided in bringing Manx Cooperson to justice are awarded the Yeomanry Influence with the Order of Free Knights. Before dismissing them, Krowleigh asks if any party members who are either military or church of seven faiths clergy members as well would be willing to help in Burn to clear the diseases and restore order “for about a month or so.” Have the characters decide before proceeding to the optional encounter.

Any particularly lawful and/or good character who is honorable in their dealings with all the NPCs in the module, who seeks to find justice rather than violence with the Yeomanry militiamen, who shows compassion for the sick of Burn, and who measures up to the ideals of the Free Knights, who is a Yeomanry citizen or a 3rd year militiaman, and who was part of a party that successfully apprehended Manx Cooperson alive are taken aside and offered a position as Free Guard, filling one of the positions opened by the treachery of Manx Cooperson. Only one character per table might demonstrate the leadership potential, wisdom, and determination to qualify for the position, so if two or more characters meet the criteria, the judge and/or table should decide which one receives the position.

OPTIONAL ENCOUNTER: AID FOR THE SUFFERING

Those characters who wish to help resolve the situation of the plague in Burn may chose to do so. It will require an additional two weeks (2 TU's) of work to restore order and end the diseases. Any character with a Heal skill of at least 5 ranks or active duty military will be allowed to help, but those Healers who are not members of the clergy of the Church of Seven Faiths or members of the Yeomanry Military are discouraged from participation (as they are outside direct chain of command), though they are not prevented from doing so.

Players should decide whether their characters are going to help **before** they know whether there is any benefit to helping and **before** they see the ARs.

The End

EXPERIENCE POINT SUMMARY

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

Encounter Three

Defeating the Eaters of the Dead

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter Five

Resolving the Mexican Stand-Off **without** a fight.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Encounter Six

Defeating Manx's henchmen.

APL X: 240 xp.

APL Y: 300 xp.

APL Z: 360 xp.

APL 12: 420 xp.

Encounter Seven

Defeating/ Capturing Manx

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1125 xp.

APL 10: 1350 xp.

APL 12: 1575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter Six:

APL 6: L: 245 gp, C: 16 gp, M: +1 *Breastplate* (113 gp each), +1 *Dagger* (192 gp each), +1 *heavy steel shield* (98 gp each), +1 *Longspear* (192 gp each), *wand of cure light wounds* (63 gp each), *cloak of resistance* +1 (83 gp each).

APL 8: L: 187 gp, C: 41 gp, M: +1 *Breastplate* (113 gp each), +1 *Dagger* (192 gp each), +1 *Longspear* (192 gp each), +1 *Heavy Steel Shield* (98 gp each), *wand of cure light wounds* (63 gp each), *elemental gem – light brown* (188 gp each), +1 *rapier* (193 gp each), *cloak of resistance* +1 (83 gp each), +1 *Studded Leather* (98 gp each), +1 *Longbow* (198 gp each).

APL 10: L: 63 gp, C: 27 gp, M: +2 *Breastplate* (363 gp each), +1 *Dagger* (192 gp each), +1 *Longspear* (192 gp each), +1 *Heavy Steel Shield* (98 gp each), +1 *rapier* (193 gp each), +1 *Amulet of Natural Armor* (167 gp each), +1 *Studded Leather* (98 gp each), +1 *Studded Leather* (98 gp each), +1 *Longbow* (198 gp each), +1 *Amulet of Natural Armor* (167 gp each), +2 *Periapt of Wisdom* (333 gp each), +1 *Full Plate* (221 gp each), +1 *Buckler* (97 gp each), *wand of cure light wounds* (63 gp each), *elemental gem – light brown* (188 gp each), *cloak of resistance* +1 (83 gp each), *bag of tricks – gray* (75 gp each).

APL 12: L: 149 gp, C: 38 gp, M: +2 *Breastplate* (363 gp each), +1 *Spell Storing Dagger* (692 gp each), +1 *Longspear* (192 gp each), +1 *Heavy Steel Shield* (98 gp each), +1 *rapier* (193 gp each), +1 *Ring of Protection* (167 gp each), +2 *Studded Leather* (348 gp each), +1 *Studded Leather* (98 gp each), +1 *Longbow* (198 gp each), +1 *Amulet of Natural Armor* (167 gp each), +2 *Periapt of Wisdom* (333 gp each), +2 *Full Plate* (471 gp each), +1 *Buckler* (97 gp each), +1 *light Crossbow* (195 gp each), +1 *Amulet of Natural Armor* x2 (334 gp each), +2 *Cloak of Charisma* (333 gp each), *wand of cure light wounds* (63 gp each), *elemental gem – light brown* (188 gp each), *cloak of resistance* +1 (83 gp each), *bag of tricks – gray* (75 gp each).

Encounter Seven:

APL 6: L: 0 gp, C: 25 gp, M: +1 *Full Plate Armor* (179 gp each), *Ring of the Silver Tongue* (42 gp each), +1 *Ring of Protection*

(167 gp each), *Bag of Holding type 1* (208 gp each).

APL 8: L: 0 gp, C: 67 gp, M: +2 *Full Plate Armor* (429 gp each), *Ring of the Silver Tongue* (42 gp each), +1 *Ring of Protection* (167 gp each), *Bag of Holding type 1* (208 gp each), *Potion of Cure Serious Wounds* (63 gp each), *Periapt of Wisdom +2* (333 gp each), *Cloak of Resistance +2* (333 gp each).

APL 10: L: 0 gp, C: 67 gp, M: +2 *Full Plate Armor* (429 gp each), *Ring of the Silver Tongue* (42 gp each), +1 *Ring of Protection* (167 gp each), *Bag of Holding type 1* (208 gp each), *Potion of Cure Serious Wounds* (63 gp each), *Periapt of Wisdom +2* (333 gp each), *Cloak of Resistance +2* (333 gp each).

APL 12: L: 0 gp, C: 67 gp, M: +2 *Full Plate Armor* (429 gp each), *Ring of the Silver Tongue* (42 gp each), +2 *Ring of Protection* (667 gp each), *Bag of Holding type 1* (208 gp each), *Potion of Cure Serious Wounds* (63 gp each), *Periapt of Wisdom +2* (333 gp each), *Cloak of Resistance +2* (333 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 245 gp, C: 41 gp, M: 1337 gp – Total: 1623 gp (900 gp).

APL 8: L: 187 gp, C: 108 gp, M: 2993 gp – Total: 3288 gp (1300 gp).

APL 10: L: 63 gp, C: 94 gp, M: 4303 gp – Total: 4460 gp (2300 gp).

APL 12: L: 149 gp, C: 105 gp, M: 6763 gp – Total: 7017 gp (3300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Working on the Chain Gang: For crimes against the Yeomanry and its citizens, the character has been impressed into a work camp. The duration of the stay is 8 TU per slain Yeomanry militiaman, 4 TU per wounded Yeomanry militiaman. Record the number of TU the character is sentenced to in the space provided : _____TUs in Work Camp.

Characters can choose to escape at any point after half the TUs have been served, however they are thereafter a wanted fugitive in the Yeomanry and are subject to arrest and imprisonment in any further Yeomanry modules.

The chance of being identified and arrested is a level check versus a DC of 20. A result equal to or exceeding the DC means the character is re-arrested and re-imprisoned for the full sentence again.

Yeomanry Influence with the Order of Free Knights: For actions performed on behalf of the Yeomanry Order of Free Knights, the character has earned a point of Yeomanry Influence. This influence can be saved to use at a later date or can be used to enhance a single weapon, shield or suit of armor from +1 to +2, or from +2 to +3 enhancement bonus. If the character is a member of the Yeomanry military at the time this influence is earned, it can be redeemed for the above enhancement for 1 year from the time the influence was received.

Ring of the Silver Tongue: This small silver ring is shaped like a serpent coiling around the wearer's finger. It continually grants the wearer a +5 competence bonus to Bluff checks. *Caster Level:* 5th; *Prerequisites:* Forge ring, creator must have 3 ranks of Bluff skill; *Market Price:* 500gp.

The Blade of Manx Cooperson: There are none who will purchase this vile blade from the party. Circle the decision the party reaches on what to do with the sword and the appropriate reward attached to each:

Give the sword to....	Reward
The Free Knights (or military)	Scabbard of Keen Edges
The College of High Magic	Metamagic Rod of Empower, Lesser
The Academy of Lore	Ioun Stone, Dusty rose Prism
Church of Seven Faiths	Horn of Goodness/ Evil
No One, keep it	You radiate Evil
Other	None

Promotion to Free Guard: The character has demonstrated the highest respect for the Laws of the Yeomanry and for the ideals of the Free Knights. As such the character has been granted the position of Free Guard, in service to a Free Squire, who in turn serves a Free Knight. Benefits and requirements of membership will be detailed

at a later date, but this alone provides the character with a +2 competence bonus to Intimidate, Gather Information, and Diplomacy checks made to influence any Yeomanry residents.

Silver Service Spear: Any Yeomanry military or Church of Seven Faiths *clergy* member who chooses to spend an additional 2 TUs helping to stop the diseases in Burn and restore order will be decorated with a Silver Service Spear, a Yeomanry commendation for meritorious service above and beyond the call of duty. The Silver Service Spear counts as two Yeomanry Influence Points that can be used once thereafter, either together or separately. Characters that spend the additional 2 TUs are also given access to **one** of the following items from their organization's treasury/storehouse. This item is granted with frequency-regional (circle choice at time AR is received). Characters can only receive the benefits of one organization, regardless of potential membership in both:

Yeomanry Military Personnel have access to *Keoghtom's Ointment* or *Periapt of Health*.

Church of Seven Faiths Clergy have access to *Lesser Strand of Pearl Beads* or *Pearl of Power, 3rd level*.

Item Access

APL 6:

- *Ring of the Silver Tongue (Adventure; above)*

- *Wand of Cure Light Wounds (Adventure; DMG)*
- *Bag of Holding type 1 (Adventure; DMG)*

APL 8 (all of APL 6 plus the following):

- *+2 Full Plate Armor (Adventure; DMG)*
- *Potion of Cure Serious Wounds (Adventure; DMG)*
- *Elemental Gem – light brown (Adventure; DMG)*
- *Cloak of Resistance +2 (Adventure; DMG)*

APL 10 (all of APLs 6, 8 plus the following):

- *+2 Breastplate (Adventure; DMG)*
- *Bag of Tricks – gray (Adventure; DMG)*

APL 12 (all of APLs 6, 8, 10 plus the following):

- *+2 Studded Leather Armor (Adventure; DMG)*
- *+2 Ring of Protection (Adventure; DMG)*
- *+1 Dagger of Spell Storing (Adventure; DMG)*

APPENDIX 1 – APL 6

ENCOUNTER 6

Ashareef Ubaram, Male Human Clr6: Medium Humanoid; CR 6; HD 6d8+6; hp 41; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+6 armor, +3 shield); Base Atk/Grp: +4/+4; Atk +5 (+7) melee (1d4+1 (1d4+3), dagger) or +5 (+7) ranged (1d4+1 (1d4+3), dagger +1); Full Atk +5 (+7) melee (1d4+1 (1d4+3), dagger +1) or +5 (+7) ranged (1d4+1 (1d4+3), dagger); SA Spells; AL NE; SV Fort +6 (+7), Ref +2 (+3), Will +8 (+11); Str 10, Dex 10, Con 12, Int 12, Wis 17 (21), Cha 14.

Skills & Feats: Bluff+7 (+8), Concentration +7 (+8), Diplomacy +9 (+10), Hide +1 (+2), Knowledge (local) +6 (+7), Knowledge (religion) +6 (+7), Spellcraft +6 (+7); Divine Spell Power^{CD}, Extra Turning (x2), Reach Spell^{CD}. *Complete Divine.*

Languages: Common, Suel.

Cleric Spells Prepared (5/4+1/4+1/3+1, save DC = 15 + spell level): 0 – *guidance, resistance x2, cure minor wounds x2*; 1st – *disguise self*, detect good, protection from law, entropic shield, bane*; 2nd – *invisibility*, darkness^{CD}, owl's wisdom, silence, deific vengeance*; 3rd – *nondetection*, dispel magic, prayer, searing light*. *Complete Divine.*

*Domain spell. *Domains:* Trickery (Add Bluff, Disguise, and Hide skills to list of class skills), Knowledge (Add all Knowledge skills to class skills; cast Divination spells at +1 caster level).

Possessions: +1 breastplate, +1 dagger, MW heavy steel shield.

Description: Description.

Rhadee, Male Human Ftr5: Medium Humanoid; CR 5; HD 5d10+15; hp 49; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+8 armor, +1 dex); Base Atk/Grp: +5/+7; Atk +8 (+10) melee (1d8+5 (1d8+7), longspear +1); Full Atk +8 (+10) melee (1d8+5 (1d8+7), longspear +1); AL LE; SV Fort +7 (+8), Ref +2 (+3), Will +2 (+3); Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 10.

Skills & Feats: Intimidate +8 (+9), Jump +3 (+4), Handle Animal +5 (+6), Ride +8 (+9); Cleave, Dodge, Mobility, Power Attack, Weapon Focus (spear), Weapon Specialization (spear).

Languages: Common.

Possessions: +1 longspear, MW full plate.

Jostel, Male Rog2: Medium Humanoid; CR 2; HD 2d6; hp 9; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 dex); Base Atk/Grp: +1/+3; Atk +4 (+6) melee (1d6+2 (1d6+4), rapier) or +5 (+7) ranged (1d8 (1d8+2), light crossbow); Full Atk +4 (+6) melee (1d6+2 (1d6+4), rapier) or +5 (+7) ranged (1d8 (1d8+2), light crossbow); SA +1d6 sneak attack; SQ evasion; AL NE; SV Fort +1 (+2), Ref +7 (+8), Will +1 (+2); Str 14, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills & Feats: Bluff+6 (+7), Climb+7 (+8), Disable Device +8 (+9), Gather Information +6 (+7), Knowledge (local) +6 (+7), Listen +5 (+6), Move Silently +8 (+9), Open Lock +10 (+11), Spot +5 (+6), Tumble +8 (+9); Dodge, Improved Initiative.

Sneak Attack (Ex): +1d6 damage when opponent denied their dexterity bonus to AC or when flanked.

Evasion (Ex): Take no damage after a successful reflex saving throw if the result would normally do half damage on a successful reflex save.

Languages: Common, Undercommon.

Possessions: MW studded leather, MW rapier, MW light crossbow, MW thieves' tools, cloak of resistance +1.

Thurgel, Male Human Brd2: Medium Humanoid; CR 2; HD 2d6; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+3 armor, +2 dex); Base Atk/Grp: +1/+1; Atk +2 (+4) melee (1d8 (1d8+2), longsword) or +4 (+6) ranged (1d8 (1d8 +2), longbow); Full Atk +2 (+4) melee (1d8 (1d8+2), longsword) or +4 (+6) ranged (1d8 (1d8 +2), longbow); SA spells; SQ bardic music, bardic knowledge; AL CN; SV Fort +0 (+1), Ref +5 (+6), Will +3 (+4); Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 16.

Skills & Feats: Bluff +8 (+9), Gather Information +8 (+9), Knowledge (history) +7 (+8), Knowledge (local) +7 (+8), Perform (whistling) +8 (+9), Tumble +7 (+8), Spellcraft +7 (+8), Use Magic Device +8 (+9); Point Blank Shot, Precise Shot.

Languages: Common, Dwarven, Gnoll.

Bard Spells Known (5/2, save DC = 13 + spell level): 0 – *lullaby, detect magic, daze, light, read magic*; 1st – *cure light wounds, distort speech*. *Complete Adventurer.*

Possessions: MW studded leather, MW longsword, MW longbow.

ENCOUNTER 7

Manx 'Man-Axe' Cooperson, Male Human Bbn1/Ftr5/Blk3: Medium Humanoid; CR 9; HD 1d12+5d10+3d10+18; hp 83 (101 rage); Init +4; Spd 20 ft.; AC 21 (19 rage), touch 11 (9 rage), flat-footed 21 (19 rage) (+10 armor, +1 deflection); Base Atk/Grp: +9/+13; Atk +15 (+19) melee (2d6+10, greatsword); Full Atk +15 (+19) melee (2d6+10, greatsword); SA rage 1/day, spells, poison use, smite good 1/day, aura of despair; SQ aura of evil, detect good, dark blessing, command undead; AL NE; SV Fort +13 (+15), Ref +4, Will +5 (+7); Str 18 (22 rage), Dex 10, Con 14 (18 rage), Int 10, Wis 12, Cha 14. *DMG*, page 181.

Skills & Feats: Bluff +6, Diplomacy +5, Handle Animal +7, Hide +0, Knowledge (religion) +2, Ride

+14; Cleave, Great Cleave, Improved Initiative, Improved Sunder, Quick Draw, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Great sword).

Rage (Ex): +4 to Str and Con, +2 to Will saves, -2 to AC for 7 rounds (effects shown).

Smite Good (Su): +2 to hit, +3 to damage once per day versus good-aligned opponent.

Aura of Despair (Su): All enemies within 10 feet suffer a -2 penalty to all saving throws.

Dark Blessing (Su): +2 to all saving throws (already figured in).

Languages: Common.

Blackguard Spells Prepared (1/0, save DC = 11 + spell level): 1st – *Corrupt Weapon*.

Possessions: +1 unholy greatsword*, +2 full plate armor, ring of the silver tongue, ring of protection +1, bag of holding type 1.

Description: He is a bear of a man, easily six and a half feet tall, with fiery red hair.

APPENDIX 2 – APL 8

Ashareef Ubaram, Male Human Clr8 of Syrul: Medium Humanoid; CR 8; HD 8d8+8; hp 54; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+6 armor, +3 shield); Base Atk/Grp: +4/+4; Atk +5 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger +1); Full Atk +5 melee (1d4+1, dagger +1) or +5 ranged (1d4+1, dagger); SA Spells; AL NE; SV Fort +6 (+8), Ref +2 (+3), Will +8 (+13); Str 10, Dex 10, Con 12, Int 12, Wis 17 (22), Cha 14.

Skills & Feats: Bluff+7 (+10), Concentration +7 (+12), Diplomacy +9 (+12), Hide +1 (+2), Knowledge (local) +6 (+7), Knowledge (religion) +6 (+7), Spellcraft +6 (+7); Divine Spell Power^{CD}, Extra Turning (x2), Reach Spell^{CD}. *Complete Divine.*

Languages: Common, Suel.

Cleric Spells Prepared (5/4+1/4+1/3+1, save DC = 15 + spell level): 0 – *guidance, resistance x2, cure minor wounds x2*; 1st – *disguise self*, detect good, protection from law, entropic shield, bane*; 2nd – *invisibility*, darkness, owl's wisdom, silence, deific vengeance*; 3rd – *non-detection*, dispel magic, prayer, searing light*. *Complete Divine.*

*Domain spell. *Domains:* Trickery (Add Bluff, Disguise, and Hide skills to list of class skills), Knowledge (Add all Knowledge skills to class skills; cast Divination spells at +1 caster level).

Possessions: +1 breastplate, +1 dagger, MW heavy steel shield.

Rhadee, Male Human Ftr5: Medium Humanoid; CR 5; HD 5d10+15; hp 49; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+8 armor, +1 dex); Base Atk/Grp: +5/+7; Atk +8 melee (1d8+5, longspear +1); Full Atk +8 melee (1d8+5, longspear +1); AL LE; SV Fort +7, Ref +2, Will +2; Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 10.

Skills & Feats: Intimidate +8, Jump +3, Handle Animal +5, Ride +8; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (spear), Weapon Specialization (spear).

Languages: Common.

Possessions: +1 longspear, MW full plate.

Jostel, Male Rog5: Medium Humanoid; CR 5; HD 5d6; hp 23; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 armor, +3 dex, +1 shield); Base Atk/Grp: +3/+5; Atk +7 melee (1d6+3, rapier) or +7 ranged (1d8, light crossbow); Full Atk +7 melee (1d6+2, rapier +1) or +7 ranged (1d8, light

crossbow); SA +3d6 sneak attack; SQ evasion, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills & Feats: Bluff+9, Climb+10, Disable Device +11, Gather Information +9, Knowledge (local)+9, Listen +8, Move Silently +11, Open Lock +13, Spot +8, Tumble +11; Dodge, Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): +3d6 damage when opponent denied their dexterity bonus to AC or when flanked.

Evasion (Ex): Take no damage after a successful reflex saving throw if the result would normally do half damage on a successful reflex save.

Uncanny Dodge (Ex): Retain Dex bonus to AC even when flatfooted.

Languages: Common, Undercommon.

Possessions: MW studded leather, MW Buckler, +1 rapier, MW light crossbow, MW thieves' tools, cloak of resistance +1.

Thurgel, Male Human Brd5: Medium Humanoid; CR 5; HD 5d6; hp 23; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 dex); Base Atk/Grp: +3/+3; Atk +4 (+6) melee (1d8 (1d8+2), longsword) or +8 (+11) ranged (1d8+1 (1d8+3), longbow+1); Full Atk +4 (+6) melee (1d8 (1d8+2), longsword) or +8 (+11) ranged (1d8+1 (1d8+3), longbow+1); SA spells; SQ bardic music, bardic knowledge; AL CN; SV Fort +1 (+2), Ref +6 (+9), Will +4 (+5); Str 10, Dex 14 (18), Con 10, Int 14, Wis 10, Cha 17.

Skills & Feats: Bluff +11 (+12), Gather Information +11 (+12), Knowledge (history) +10 (+11), Knowledge (local) +10 (+11), Listen +8 (+9), Perform (whistling) +11 (+12), Tumble +10 (+13), Spellcraft +10 (+11), Use Magic Device +11 (+12); Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Languages: Common, Dwarven, Gnoll.

Bard Spells Known (6/4/3, save DC = 13 + spell level): 0 – *lullaby, detect magic, daze, light, mage hand, read magic*; 1st – *cure light wounds, joyful noise^{CV}, distort speech^{CV}, expeditious retreatnd*; 2nd – *tactical precision^{CV}, cat's grace, hold person*. *Complete Adventurer.*

Possessions: +1 studded leather, MW longsword, +1 longbow.

ENCOUNTER 7

Manx 'Man-Axe' Cooperson, Male Human Bbn1/Ftr5/Blk5: Medium Humanoid; CR 11; HD 1d12+5d10+5d10+22; hp 101 (123); Init +4; Spd 20 ft.; AC 21 (19, 20 vs. law), touch 11 (10, 11 vs. law), flat-footed 21 (20, 21 vs. law) (+10 armor, +1 deflection); Base Atk/Grp: +11/+15(+17); Atk +17 (+21) melee (2d6+9 (2d6+12), greatsword+1); Full Atk +17/+12/+7 (+21/+16/+11) melee (2d6+9 (2d6+12), greatsword+1); SA rage 1/day, spells, poison use, smite good 2/day, aura of despair; SQ aura of evil, detect good, dark blessing, command undead, fiendish servant; AL NE; SV Fort +16 (+20), Ref +6 (+8), Will +8 (+12); Str 18 (22), Dex 10, Con 14 (18), Int 10, Wis 14, Cha 14. *DMG*, page 181.

Skills & Feats: Bluff +7, Diplomacy +8, Handle Animal +7, Hide +0, Knowledge (religion) +2, Listen +3, Ride +15; Cleave, Great Cleave, Improved Initiative, Improved Sunder, Quick Draw, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Great sword).

Rage (Ex): +4 to Str and Con, +2 to Will saves, -2 to AC for 7 rounds (effects shown).

Smite Good (Su): +4 to hit, +5 damage to damage twice per day versus good-aligned opponent.

Aura of Despair (Su): All enemies within 10 feet suffer a -2 penalty to all saving throws.

Dark Blessing (Su): +4 to all saving throws (already figured in).

Languages: Common.

Blackguard Spells Prepared (2/1, save DC = 12 + spell level): 1st – ~~corrupt weapon, corrupt weapon~~; 2nd – ~~eagle's splendor~~.

Possessions: +1 unholy greatsword*, +2 full plate armor, ring of the silver tongue, ring of protection +1, potion of cure serious wounds, bag of holding type 1, cloak of resistance +2.

Description: He is a bear of a man, easily six and a half feet tall, with fiery red hair.

Strompher, Female Heavy Warhorse, Fiendish: Large Magical Beast; CR 3; HD 6d8+18; hp 51; Init +1; Spd 50 ft.; AC 16, touch 10, flat-footed 15 (+6 natural armor, +1 dex, -1 size); Base Atk/Grp: +5/+13; Atk +8 (+10) melee (1d6+4, hoof); Full Atk +8/+8 (+10/+10) melee (1d6+4, hoof) and +3 (+5) melee (1d4+2, bite); SA smite good; SQ low-light vision, scent, darkvision, DR 5/magic, resistance to cold & fire 5, SR 9; AL LE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills & Feats: Listen +6, Spot +5; Endurance, Improved Natural Armor, Run.

Smite Good (Su): +6 damage to damage once per day versus good-aligned opponent.

APPENDIX 3 – APL 10

Ashareef Ubaram, Male Human Clr10 of Syrul: Medium Humanoid; CR 10; HD 10d8+10; hp 68; Init +0; Spd 20 ft. (40 ft. with Allegro); AC 20 (22 vs. good), touch 10 (12 vs. good), flat-footed 20 (22 vs. good) (+7 armor, +3 shield); Base Atk/Grp: +7/+7; Atk +8 (+10) melee (1d4+1 (1d4+3), dagger+1) or +8 (+10) ranged (1d4+1 (1d4+3), dagger +1); Full Atk +8/+3 (+10/+5) melee (1d4+1 (1d4+3), dagger+1) or +8 (+10) ranged (1d4+1 (1d4+3), dagger +1); SA Spells; AL NE; SV Fort +8 (+11), Ref +3 (+6), Will +12 (+17); Str 10, Dex 10, Con 12, Int 12, Wis 20 (24), Cha 14.

Skills & Feats: Bluff+11 (+12), Concentration +13 (+14), Diplomacy +13 (+14), Hide +1 (+2), Knowledge (local) +6 (+7), Knowledge (religion) +8 (+9), Spellcraft +6 (+7); Divine Spell Power^{CD}, Extra Turning (x2), Reach Spell^{CD}, Widen Spell^{CD}.
Complete Divine.

Languages: Common, Suel.

Cleric Spells Prepared (6/7/6/5/5/4, save DC = 17 + spell level): 0 – *guidance, resistance x2, cure minor wounds x3*; 1st – *disguise self*, detect good, protection from law, entropic shield, bane x2, protection from good*; 2nd – *invisibility*, darkness, owl's wisdom^{CD}, silence, bear's endurance, deific vengeance*; 3rd – *nondetection*, blindness/deafness, dispel magic, prayer, searing light*; 4th – *confusion*, freedom of movement, dismissal, cure critical wounds, poison*; 5th – *true seeing*, spell resistance^{CD}, flame strike, cause moderate wounds (reach)*.
Complete Divine.

*Domain spell. **Domains:** Trickery (Add Bluff, Disguise, and Hide skills to list of class skills), Knowledge (Add all Knowledge skills to class skills; cast Divination spells at +1 caster level).

Possessions: +2 *breastplate*, +1 *dagger*, +1 *heavy steel shield*, *periapt of wisdom* +2, *wand of cure light wounds*, *elemental gem (blue green – water)*.

Rhadee, Male Human Ftr7: Medium Humanoid; CR 7; HD 7d10+21; hp 68 (82); Init +1; Spd 20 ft. (40 ft. with Allegro); AC 21, touch 11, flat-footed 20 (+9 armor, +1 dex, +1 natural); Base Atk/Grp: +7/+9; Atk +10 (+12) melee (1d8+5 (1d8+7), longspear +1); Full Atk +10/+5 (+12/+7) melee (1d8+5 (1d8+7), longspear +1); AL LE; SV Fort +8 (+11), Ref +3 (+4), Will +3 (+4); Str 14, Dex 13, Con 16 (20), Int 10, Wis 12, Cha 10.

Skills & Feats: Intimidate +10 (+11), Jump +6 (+7), Handle Animal +5 (+6), Ride +9 (+10); Cleave, Dodge, Mobility, Power Attack, Power

Critical, Spring Attack, Weapon Focus (spear), Weapon Specialization (spear).

Languages: Common.

Possessions: +1 *longspear*, +1 *full plate*, *amulet of natural armor* +1.

Jostel, Male Rog7: Medium Humanoid; CR 7; HD 7d6; hp 32; Init +7; Spd 30 ft. (60 ft. with Allegro); AC 19, touch 13, flat-footed 16 (+4 armor, +3 dex, +2 shield); Base Atk/Grp: +5/+7; Atk +9 (+11) melee (1d6+3 (1d6+5), rapier+1) or +9 (+11) ranged (1d8 (1d8+2), light crossbow); Full Atk +9 (+11) melee (1d6+3 (1d6+5), rapier+1) or +9 (+11) ranged (1d8 (1d8+2), light crossbow); SA +4d6 sneak attack; SQ evasion, uncanny dodge; AL NE; SV Fort +3 (+4), Ref +9 (+10), Will +3 (+4); Str 14, Dex 17, Con 10, Int 12, Wis 10, Cha 12.

Skills & Feats: Bluff+11, Climb+12, Disable Device +13, Gather Information +11, Knowledge (local)+11, Listen +10, Move Silently +13, Open Lock +15, Spot +10, Tumble +13; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Sneak Attack (Ex): +4d6 damage when opponent denied their dexterity bonus to AC or when flanked.

Evasion (Ex): Take no damage after a successful reflex saving throw if the result would normally do half damage on a successful reflex save.

Uncanny Dodge (Ex): Retain Dex bonus to AC even when flatfooted.

Languages: Common, Undercommon.

Possessions: +1 *studded leather*, +1 *Buckler*, +1 *rapier*, MW light crossbow, MW thieves tools, *clock of resistance* +1.

Thurgel, Male Human Brd7: Medium Humanoid; CR 7; HD 7d6; hp 32; Init +2 (+4); Spd 30 ft. (60 ft. with Allegro); AC 17 (19), touch 12 (14), flat-footed 15 (+4 armor, +2 dex, +1 natural); Base Atk/Grp: +5/+5; Atk +6 (+8) melee (1d8 (1d8+2), longspear) or +9 (+13) ranged (1d8+1 (1d8+3), longbow+1); Full Atk +6 (+8) melee (1d8 (1d8+2), longspear) or +11 (+13) ranged (1d8+1 (1d8+3), longbow+1); SA spells; SQ bardic music, bardic knowledge; AL CN; SV Fort +2 (+3), Ref +7 (+10), Will +5 (+6); Str 10, Dex 14 (18), Con 10, Int 14, Wis 10, Cha 17.

Skills & Feats: Bluff +13 (+14), Gather Information +13 (+14), Knowledge (history) +12

(+13), Knowledge (local) +12 (+13), Listen +11, Perform (whistling) +13 (+14), Tumble +12 (+15), Spellcraft +12 (+13), Use Magic Device +13 (+14); Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Languages: Common, Dwarven, Gnoll.

Bard Spells Known (6/4/4/2, save DC = 13 + spell level): 0 – lullaby, detect magic, daze, light, mage hand, read magic; 1st – cure light wounds, joyful noise_{CV}, distort speech_{CV}, expeditious retreat; 2nd – tactical precision_{CV}, cat's grace_{CV}, sonic weapon_{CV}, hold person; 4 – Allegro_{CV}, Slow_{CV}.
Complete Adventurer.

Possessions: +1 studded leather, MW longsword, +1 longbow, amulet of natural armor +1, bag of tricks (gray).

ENCOUNTER 7

Manx 'Man-Axe' Cooperson, Male Human Bbn1/Ftr5/Blk7: Medium Humanoid; CR 13; HD 1d12+5d10+7d10+26; hp 119 (145); Init +4; Spd 20 ft.; AC 21 (20, 21 vs. law), touch 11 (10, 11 vs. law), flat-footed 21 (20, 21 vs. law) (+10 armor, +1 deflection); Base Atk/Grp: +13/+17(+19); Atk +19 (+23) melee (4d6+7 (4d6+12), unholy vicious greatsword+1); Full Atk +19/+14/+9 (+23/+18/+13) melee (4d6+7 (4d6+12), unholy vicious greatsword+1); SA rage 1/day, spells, poison use, smite good 2/day, aura of despair; SQ aura of evil, detect good, dark blessing, command undead, fiendish servant; AL NE; SV Fort +17 (+21), Ref +7 (+9), Will +9 (+13); Str 18 (22), Dex 10, Con 14 (18), Int 10, Wis 15, Cha 14. *DMG*, page 181.

Skills & Feats: Bluff +8, Diplomacy +9, Handle Animal +7, Hide +0, Intimidate +7, Knowledge (religion) +2, Listen +3, Ride +17; Cleave, Great Cleave, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Quick Draw, Power

Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rage (Ex): +4 to Str and Con, +2 to Will saves, -2 to AC for 7 rounds (effects shown).

Smite Good (Su): +4 to hit, +7 damage to damage twice per day versus good-aligned opponent.

Aura of Despair (Su): All enemies within 10 feet suffer a -2 penalty to all saving throws.

Dark Blessing (Su): +4 to all saving throws (already figured in).

Languages: Common.

Blackguard Spells Prepared (3/2/1, save DC = 12 + spell level): 1st – corrupt weapon, corrupt weapon, cause fear; 2nd – eagle's splendor, bull's strength; 3rd – protection from energy.

Possessions: +1 vicious unholy greatsword*, +2 full plate armor, ring of the silver tongue, ring of protection +1, +2 periapt of wisdom, potion of cure serious wounds, bag of holding type 1, cloak of resistance +2.

Description: He is a bear of a man, easily six and a half feet tall, with fiery red hair.

Strompher, Female Heavy Warhorse, Fiendish:

Large Magical Beast; CR 4; HD 8d8+24; hp 69; Init +2; Spd 50 ft.; AC 19, touch 11, flat-footed 17 (+8 natural armor, +2 dex, -1 size); Base Atk/Grp: +6/+15; Atk +10 (+13) melee (1d6+5, hoof); Full Atk +10/+10 (+13/+13) melee (1d6+5, hoof) and +5 (+8) melee (1d4+3, bite); SA smite good; SQ low-light vision, scent, darkvision, DR 5/magic, resistance to cold & fire 5, SR 9; AL LE; SV Fort +9, Ref +8, Will +4 (+5); Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 6.

Skills & Feats: Listen +7, Spot +6; Endurance, Improved Natural Armor, Run.

Smite Good (Su): +8 damage to damage once per day versus good-aligned opponent.

APPENDIX 4 – APL 12

Ashareef Ubaram, Male Human Clr12 of Syrul: Medium Humanoid; CR 12; HD 12d8+12; hp 81; Init +0; Spd 20 ft. (40 ft. with Allegro); AC 22 (23 vs. good), touch 11 (12 vs. good), flat-footed 22 (23 vs. good) (+7 armor, +3 shield, +1 natural, +1 deflection); Base Atk/Grp: +9/+9; Atk +10 (+14) melee (1d4+1 (1d4+4), dagger+1) or +10 (+14) ranged (1d4+1 (1d4+4), dagger+1); Full Atk +10/+5 (+14/+9) melee (1d4+1 (1d4+4), dagger+1) or +10 (+14) ranged (1d4+1 (1d4+4), dagger+1); SA Spells; AL NE; SV Fort +9 (+12), Ref +4 (+7), Will +13 (+19); Str 10, Dex 10, Con 12, Int 12, Wis 21 (25), Cha 14.

Skills & Feats: Bluff+11 (+12), Concentration +16 (+17), Diplomacy +13 (+14), Hide +3 (+4), Knowledge (local) +7 (+8), Knowledge (religion) +10 (+11), Spellcraft^{CD} +6 (+7); Combat Casting, Divine Spell Power^{CD}, Extra Turning (x2), Reach Spell^{CD}, Widen Spell. *Complete Divine*.

Languages: Common, Suel.

Cleric Spells Prepared (6/8/6/6/5/5/3, save DC = 17 + spell level): 0 – *guidance, resistance x2, cure minor wounds x3*; 1st – *disguise self*, detect good, protection from law, entropic shield, bane doom, protection from good*; 2nd – *invisibility*, darkness, owl's wisdom, silence, bear's endurance, deific vengeance*; 3rd – *nondetection*, blindness/deafness, dispel magic, prayer, searing light, wrack*^{CD}; 4th – *confusion*, freedom of movement, dismissal, cure critical wounds, poison*; 5th – *true seeing*, spell resistance, flame strike, divine agility*^{CD}, *cause moderate wounds (reach)*; 6th – *mislead*, heroes' feast, cometfall*^{CD}. *Complete Divine*.

*Domain spell. **Domains:** Trickery (Add Bluff, Disguise, and Hide skills to list of class skills), Knowledge (Add all Knowledge skills to class skills; cast Divination spells at +1 caster level).

Possessions: +2 breastplate, +1 spell storing dagger (inflict moderate wounds stored), +1 heavy steel shield, +1 amulet of natural armor, periapt of wisdom +2, wand of cure light wounds, elemental gem (blue green – water), ring of protection +1.

Rhadee, Male Human Ftr9: Medium Humanoid; CR 9; HD 9d10+27; hp 88 (106); Init +2; Spd 20 ft. (40 ft. with Allegro); AC 22, touch 11, flat-footed 21 (+10 armor, +2 dex, +1 natural); Base Atk/Grp: +9/+11; Atk +13 (+17) melee (1d8+5 (1d8+8), longspear +1); Full Atk +13/+8 (+17/+12) melee

(1d8+5 (1d8+8), longspear +1); AL LE; SV Fort +9 (+12), Ref +5 (+6), Will +4 (+6); Str 14, Dex 14, Con 16 (20), Int 10, Wis 12, Cha 10.

Skills & Feats: Intimidate +12 (+13), Jump +7 (+8), Handle Animal +6 (+7), Ride +12 (+13); Cleave, Dodge, Mobility, Power Attack, Power Critical, Spring Attack, Weapon Focus (spear), Weapon Specialization (spear).

Languages: Common.

Possessions: +1 longspear, +2 full plate, amulet of natural armor +1, horn of fog.

Jostel, Male Rog9: Medium Humanoid; CR 9; HD 9d6; hp 41; Init +8; Spd 30 ft. (60 ft. with Allegro); AC 21, touch 14, flat-footed 17 (+5 armor, +4 dex, +2 shield); Base Atk/Grp: +6/+8; Atk +11 (+15) melee (1d6+3 (1d6+6), rapier+1) or +11 (+15) ranged (1d8 (1d8+4), light crossbow); Full Atk +11/+6 (+15/+10) melee (1d6+3 (1d6+6), rapier+1) or +11 (+15) ranged (1d8+1 (1d8+4), light crossbow); SA +4d6 sneak attack; SQ evasion, uncanny dodge; AL NE; SV Fort +4 (+5), Ref +11 (+12), Will +4 (+6); Str 14, Dex 18, Con 10, Int 12, Wis 10, Cha 12.

Skills & Feats: Bluff+13 (+14), Climb+14 (+15), Disable Device +15 (+16), Gather Information +13 (+14), Knowledge (local)+13 (+14), Listen +12 (+13), Move Silently +16 (+17), Open Lock +18 (+19), Spot +12 (+13), Tumble +16 (+17); Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Sneak Attack (Ex): +4d6 damage when opponent denied their dexterity bonus to AC or when flanked.

Evasion (Ex): Take no damage after a successful reflex saving throw if the result would normally do half damage on a successful reflex save.

Uncanny Dodge (Ex): Retain Dex bonus to AC even when flatfooted.

Languages: Common, Undercommon.

Possessions: +2 studded leather, +1 Buckler, +1 rapier, +1 light crossbow, MW thieves tools, cloak of resistance +1.

Thurgel, Male Human Brd9: Medium Humanoid; CR 9; HD 9d6; hp 41; Init +2 (+4); Spd 30 ft. (60 ft. with Allegro); AC 17 (19), touch 12 (14), flat-footed 15 (+4 armor, +2 dex, +1 natural); Base Atk/Grp: +6/+6; Atk +7 (+11) melee (1d8 (1d8+3),

longsword) or +10 (+16) ranged (1d8+1 (1d8+4), longbow+1); Full Atk +7/+2 (+11/+6) melee (1d8 (1d8+3), longsword) or +10/+10/+5 (+16/+11) ranged (1d8+1 (1d8+4), longbow+1); SA spells; SQ bardic music, bardic knowledge, SR 24; AL CN; SV Fort +3 (+4), Ref +8 (+11), Will +6 (+8); Str 10, Dex 14 (18), Con 10, Int 14, Wis 10, Cha 20.

Skills & Feats: Bluff +17 (+18), Gather Information +17 (+18), Knowledge (history) +14 (+15), Knowledge (local) +14 (+15), Listen +12 (+13), Perform (whistling) +17 (+18), Tumble +14 (+17), Spellcraft +14 (+15), Use Magic Device +17 (+18); Point Blank Shot_{CV}, Precise Shot, Rapid Shot, Sharp Shooting_{CV}, Weapon Focus (longbow). *Complete Warrior*.

Languages: Common, Dwarven, Gnoll.

Bard Spells Known (6/4/4/3, save DC = 15 + spell level): 0 – lullaby, detect magic, daze, light, mage hand, read magic; 1st – cure_{CV} light wounds, joyful noise_{CV}, distort speech_{CV}, expeditious retreat; 2nd – tactical precision_{CV}, cat's grace_{CV}, sonic weapon_{CV}, hold person; 3rd – allegro_{CV}, displacement, slow. *Complete Adventurer*.

Possessions: +1 studded leather, MW longsword, +1 longbow, amulet of natural armor +1, cloak of charisma +2, bag of tricks (gray).

ENCOUNTER 7

Manx 'Man-Axe' Cooperson, Male Human Bbn2/Ftr6/Blk7: Medium Humanoid; CR 15; HD 2d12+6d10+7d10+30; hp 138 (168); Init +4; Spd 20 ft.; AC 22 (20, 21 vs. law), touch 12 (10, 11 vs. law), flat-footed 22 (20, 21 vs. law) (+10 armor, +2 deflection); Base Atk/Grp: +15/+19(+21); Atk +21 (+26) melee (5d6+9 (5d6+12), unholy frost vicious greatsword+1); Full Atk +21/+16/+11 (+26/+21/+16) melee (5d6+9 (5d6+12), unholy vicious frost greatsword+1); SA rage 1/day, spells, poison use, smite good 2/day, aura of despair, sneak attack +2d6; SQ aura of evil, detect good, dark blessing, command undead, fiendish servant, uncanny dodge; AL NE; SV Fort +19 (+25), Ref +8 (+12), Will +10 (+17); Str 18 (22), Dex 10, Con 14 (18), Int 10, Wis 15, Cha 14 (18). *DMG*, page 181.

Skills & Feats: Bluff +9 (+11), Diplomacy +9 (+11), Handle Animal +7 (+9), Hide +0, Intimidate

+7 (+9), Jump +4 (+6), Knowledge (religion) +2, Listen +4, Ride +17; Cleave, Combat Brute, Great Cleave, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Quick Draw, Power Attack, Power Critical (greatsword), Weapon Focus (greatsword), Weapon Specialization (greatsword), (Spring Attack).

Rage (Ex): +4 to Str and Con, +2 to Will saves, -2 to AC for 7 rounds (effects shown).

Smite Good (Su): +4 to hit, +7 damage to damage twice per day versus good-aligned opponent.

Aura of Despair (Su): All enemies within 10 feet suffer a -2 penalty to all saving throws.

Dark Blessing (Su): +4 to all saving throws (already figured in).

Uncanny Dodge (Ex): Retain Dex bonus to AC even when flatfooted.

Languages: Common.

Blackguard Spells Prepared (3/2/1, save DC = 12 + spell level): 1st – ~~corrupt weapon~~, ~~corrupt weapon~~, cause fear; 2nd – eagle's splendor, bull's strength; 3rd – protection from energy.

Possessions: +1 vicious frost unholy greatsword*, +2 full plate armor, ring of the silver tongue, ring of protection +2, +2 periapt of wisdom, potion of cure serious wounds, bag of holding type 1, cloak of resistance +2.

Description: He is a bear of a man, easily six and a half feet tall, with fiery red hair.

Strompher, Female Heavy Warhorse, Fiendish: Large Magical Beast; CR 4; HD 8d8+24; hp 69; Init +2; Spd 50 ft.; AC 19, touch 11, flat-footed 17 (+8 natural armor, +2 dex, -1 size); Base Atk/Grp: +6/+15; Atk +10 (+13) melee (1d6+5, hoof); Full Atk +10/+10 (+13/+13) melee (1d6+5, hoof) and +5 (+8) melee (1d4+3, bite); SA smite good; SQ low-light vision, scent, darkvision, DR 5/magic, resistance to cold & fire 5, SR 9; AL LE; SV Fort +9, Ref +8, Will +4 (+5); Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 6.

Skills & Feats: Listen +7, Spot +6; Endurance, Improved Natural Armor, Run.

Smite Good (Su): +8 damage to damage once per day versus good-aligned opponent.

APPENDIX 5 – ALL APLS

ENCOUNTER 5

Yeomanry Militiaman, Male Human Com1/War1: Medium Humanoid; CR 1; HD 1d4+1d8+2; hp 11; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+2 Armor, +1 Dex); Base Atk/Grp: +1/+2; Atk +2 melee (1d8+1, Longspear) or +2 ranged (1d8, light crossbow); Full Atk +2 melee (1d8+1, Longspear) or +2 ranged (1d8, light crossbow); AL LG; SV Fort +3, Ref +1, Will -1; Str 12, Dex 13, Con 13, Int 11, Wis 9, Cha 10.

Skills & Feats: Climb +2, Handle Animal +5, Intimidate +2, Jump +2, Ride +3, Profession (farmer) +6, Swim +3; Dodge, Skill Focus (profession: farmer).

Languages: Common.

Possessions: Longspear, Light Crossbow, Leather Armor, Yeomanry Militia Tabard.

Yeomanry Veteran, Male Human Ftr2: Medium Humanoid; CR 2; HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 Armor, +1 Dex); Base Atk/Grp: +2/+3; Atk +5 melee (1d8+1, Longspear) or +4 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+1, Longspear) or +4 ranged (1d8, light crossbow); AL LG; SV Fort +5, Ref +1, Will +0; Str 13, Dex 13, Con 14, Int 11, Wis 10, Cha 11.

Skills & Feats: Handle Animal +5, Intimidate +3, Jump +2, Ride +5, Swim +3; Dodge,

Distracting Attack^{MH}, Weapon Focus (longspear), Run.^{MH} *Miniatures Handbook*.

Languages: Common.

Possessions: MW Longspear, MW Light Crossbow, MW Chain Shirt, Yeomanry Militia Tabard.

Yeomanry Sergeant, Male Human Ftr4: Medium Humanoid; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+5 Armor, +2 Shield, +1 Dex); Base Atk/Grp: +4/+6; Atk +8 melee (1d8+5, Longsword) or +6 ranged (1d8, light crossbow); Full Atk +8 melee (1d8+5, Longsword) or +6 ranged (1d8, light crossbow); AL LN; SV Fort +6, Ref +2, Will +3; Str 14, Dex 13, Con 14, Int 11, Wis 10, Cha 12.

Skills & Feats: Handle Animal +7, Intimidate +5, Jump^{MH} +0, Ride +9, Swim +1; Distracting Attack^{MH}, Dodge, Iron Will, Run, Weapon Focus (longsword), Weapon Specialization (longsword).^{MH} *Miniatures Handbook*.

Languages: Common.

Possessions: +1 Longsword, MW Light Crossbow, MW Breastplate, MW Heavy Steel Shield, Yeomanry Militia Tabard,^{CV} Capsule Retainer w/Ironman Capsule^{CV}. *Complete Adventurer*.

DM AID: DISEASE TRACKING

Character Name	Fortitude Save	4 Rolls	Disease (DCs)	DMG from Disease
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int
			Shakes (13)	1d8 Dex
			Slimy Doom (14)	1d4 Con*
			Cackle Fever (16)	1d6 Wis
			Mindfire (12)	1d4 Int

DM AID: NEW RULES

NEW FEATS

Divine Spell Power (*Complete Divine*)

Prerequisite: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Reach Spell (*Complete Divine*)

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sharp Shooting (*Complete Warrior*)

Prerequisite: 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.

NEW ITEMS

Capsule Retainer (*Complete Adventurer*)

A capsule retainer consists of a thin, rubbery strap looped inside the teeth. The strap is fitted with a small, smooth metal ring that can hold one alchemical capsule. The ring can be positioned on either the inside or outside of the user's gums.

Ironman Capsule (*Complete Adventurer*)

This capsule holds a thick pale liquid that allows the user to shake off pain and distraction. Anyone using an ironman capsule while staggered can ignore the restrictions on the number of actions taken in a round because of the staggered condition (rather than being limited to one standard action). This benefit applies only to the round in which the capsule is used, and the effect ends immediately after the user has taken his actions for the round. Using the capsule is a swift action.

NEW SPELLS

Deific Vengeance (*Spell Compendium*)

Conjuration

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This

attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Distort Speech (Spell Compendium)

Transmutation

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

For the duration of this spell, the subject has a 50% chance to miscast spells that have verbal components, and any time the subject speaks (including the use of magic items activated by command words), there is a 50% chance that the utterance is completely incomprehensible and therefore ineffective.

Joyful Noise (Spell Compendium)

Abjuration

Level: Bard 1

Components: S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: Concentration; see text

Saving Throw: None

Spell Resistance: No

You create sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate.

The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the joyful noise effect.

Tactical Precision (Spell Compendium)

Divination

Level: Bard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell, you grant your allies greater insight into one another's actions, allowing them to better coordinate their attacks. If two affected allies flank the same creature, each gains a +2 insight bonus on melee points of damage against the flanked creature. Creatures not subject to extra damage from sneak attacks are immune to this extra damage.

Sonic Weapon (Spell Compendium)

Transmutation

Level: Bard 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Allegro (Spell Compendium)

Transmutation

Level: Bard 3

Components: V, S, M

Casting Time: 1 swift action

Range: 20 ft.

Aura: 20-ft.-radius burst centered on you

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Each creature within the spell's area gains a 30-foot enhancement bonus to its land speed, up to a maximum of double the creature's land speed. Affected creatures retain these effects for the duration of the spell, even if they leave the original area.

Wrack (Spell Compendium)

Necromancy [Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Divine Agility (Spell Compendium)

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

You grant the subject a +10 enhancement bonus to Dexterity.

Cometfall (Spell Compendium)

Conjuration

Level: Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 400-pound ball of rock and ice

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You conjure a comet that immediately falls to the ground, dealing 1d6 points of damage per caster level (maximum 15d6) to everything in the area. The force of the comet can also knock creatures over. Creatures who fail their Reflex save are knocked prone. A creature that succeeds on its saving throw takes half damage from the comet and is not knocked down.

The comet break apart on impact filling the 10-foot-square area with dense rubble (DMG p.90).

You must cast this spell in an area with at least 40 feet of vertical space above the point of impact. If you do not have 40 feet of space, the spell fails.

CRITICAL EVENT SUMMARY: YEO6-01 NIGHT, KNIGHT

Please send in results until 1-30-07.

1. Did any of the PCs become a wanted fugitive in the Yeomanry? Yes No
If so, list player names/PC names here:

2. Did the PCs kill Manx or bring him in alive?
 Killed Captured Alive

3. Did any PC keep the vile blade of Manx Cooperson?
 Yes No
If so, list player name and PC name here:

4. Did any PC qualify for the Free Guard position?
 Yes No
If so, list player name and PC name here:

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