

DUL5-01

A Recipe for Troubles

A one-Round D&D LIVING GREYHAWK[®]
Dullstrand Regional Adventure

Version 2.0

Round 1

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Dullstrand City is in disarray. A rich merchant is marrying off his daughter. The PCs are hired to ensure that the bride gets what is best for her wedding. An adventure for APL's 2-8 with an optional encounter.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Dullstrand. Characters native to Dullstrand 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.

Adventuring in The Dullstrand

In 593 and 594 CY, PCs adventuring in the The Dullstrand had an opportunity to receive AR entries that could hinder them in The Dullstrand.

For the DM's convenience these are replicated below.

Blood Feud with the Gatts Clan:

The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining xp and treasure up to that point.

Wanted in Dullstrand City:

You are wanted in Dullstrand City for killing a member of a watch/militia. If you enter Dullstrand City within the next 52 TUs after the crime you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognized.

The sentence may be commuted to a fine of APL played at x 250 gps per person killed.

Adventure Background

👑 Dullstrand City (Considered a Small City): Non-standard (Clan structure); AL CN (N); 15,000 gp limit; Assets 2,625,500 gp; Population 3'500; Mixed (Human 2800, Dwarf 280, Halfling 175, Elf 105, Gnome 70, half-elf 35, Half-orc 35.

Authority Figures. Kjirg Grefstov (LN human male, Exp/Ari 10/5), Master of Dullstrand; Chirney Retnev (Chirney the Blue) (CN human male, Exp 10), Master of Dullstrand; Deliah Natenberg (N human female, Exp 10) Guildmaster Merchants' Guild, Christann Annden (CN human male, Exp 3) harbour steward; Marquann Verstov (N human male, Exp 7) market steward.

Important Figures. Olain Wynn (LN human male), 12th level Cleric of Zilchus; Helen Divolia (N human female), 10th level Cleric of Xerbo; Lucas Kantermann (LG human male), 6th level Cleric of Rao; Nodren Jinsain (N human male, Exp 7) Assistant Guildmaster Merchants' Guild.

The Free and Independent City of Dullstrand, also known as Dullstrand City (or DC to its inhabitants), is a large town built in an inlet on the southeastern shores of the continent. It is one of the few ports capable of receiving large ships anywhere along the coast in the Azure Sea, and the largest settlement for miles in any direction.

Dullstrand is fairly unique in its appearance and this sense of 'uniqueness' has affected its citizens to some extent.

Dullstrand is built on what appears to be the ruins of an ancient, pyramidal city. The upper portion of Dullstrand is comprised of a dark, igneous rock found virtually nowhere else on Oerth. At the centre of the town is a dark rock monolith known as the Citadel, which seems to be the

top of the pyramid, from which the 'Masters of Dullstrand' run the town. Four identical concourses run out from the Citadel, dividing the town into four quarters.

Apart from the Citadel, the rest of the original pyramid is buried into the surrounding land, but this has produced a strange consequence in that most of the town is below the level of the adjacent hills and dunes. Over the years these hills have been built up to prevent Dullstrand from being spotted from the sea. To maintain this camouflage, for many years it was against the law to build more than one story high and so a lot of cellar-like structures exist below ground, but in their majority these are only accessible to residents of Dullstrand and off limits to out-of-towners. A few two-story buildings now exist, but these must have all their top floor windows blacked out at all times, something that is strictly enforced by the Dullstrand Watch (and no amount of bribes will change this). No lights are allowed to shine at night that can be seen from the sea. Dullstrand itself can barely be discerned in the daytime from offshore, unless one actually enters the inlet (Dullstrand Bay) to see around the artificial hills and carefully planted brush and trees, built up over many decades by the local people. As well as that, there is the large reef, shallow waters and other maritime hazards that exist in front of the inlet and so if you are not from the area, it is necessary to hire a pilot to enter the City.

Demi-humans are looked on with suspicion, though this is starting to change, but halflings, especially, are still treated as 'second-class' citizens, with a lot of them still in indentured service to various merchants of the town.

No formal charter of laws govern the town, though a few straightforward, common-sense rules for the handling of land ownership, the settling of disputes, and public conduct have been written down and are generally enforced. The town has no official jail; severe violations are punished by death or indentured servitude and minor violations by beatings or, more often fines or some might say bribes. One-handed weapons and light armour are permitted within the City boundaries, anything larger or heavier will be confiscated by the Watch unless an 'agreement' can be reached. Bows must be unstrung and a trigger guard placed on Crossbows. Pole arms will have small sack placed over their head and sealed. Peace bonds and seals can be placed on non-authorized weapons for transport purposes.

The government is authoritarian but tolerably corrupt; keeping its hands off all business in the town as long as it receives the proper "fees" (Bribery in Dullstrand City is a long established tradition, not a crime). This does raise the cost of doing business in the City, but the wide-open atmosphere and lack of concern about using the town for

smuggling or piracy operations encourages the business turnover.

The Masters use their clan soldiers as a private militia protecting their interests but very rarely interfering in the day to day running of the City except when they are displeased with the turn of events. The City Watch is a fairly 'neutral' force, paid for and run by the merchants' guild, which sees to keeping the law in the City, the law as interpreted by the merchants of course. Again the Masters are happy with this situation as long as the appropriate "fees" are regularly received. To further cause problems, local citizens of all races have formed their own militia to protect themselves, and anyone who can contribute, from criminals and quite often the Watch and the Masters' militia. This has led to immense friction and, quite often, open conflict between the Watch and the Concerned Citizens' Militia (as they like to be known) being refereed by the Masters' Militia.

Zilchus is the main god worshipped in the City for some strange reason, with Procan and Xerbo also having large followings. There is a large temple to Rao in the City, but the number of worshippers has fallen over the years. Amongst the halfling indentured servants the worship of Arvoreen is on the rise.

The Clans

There are 13 recognised human clans in The Dullstrand, each having their own lands and militia. The clans are of Flan, Suloise or mixed extraction depending on the age of the clan, their circumstances or their location.

The clans have taxation and mineral rights in all the lands they control. There are other families who are vying to be elevated to clan status, but in doing so they would replace another of the clans who would be demoted to family status and lose all clan rights.

The clans form their own factions and compete against one another, be it faction-to-faction or clan-to-clan, inside or outside of the factions.

There are also opposing factions within each clan who are always seeking to gain control over the rulership of the clan. Whatever a clan does, it is always motivated by what is best for the clan and the clansmen, no matter who is steering the course of the actions.

Each clan member will show their clan allegiance by wearing their clan colours on their right upper arm. Quite often this is accompanied by wearing a shoulder patch with their clan emblem.

The Gatts Clan

The Gatts are a wild bunch, even by the mores of The Dullstrand. A Flan tribe given to manners not much

different to orcs, the Gatts are trouble, with a habit of drinking too much and enjoying a fight too readily. The Watch always patrols the Gatts steading in Dullstrand City closely whenever there are clan members present.

The clan lands are to be found in the North West parts of the Hestmark Highlands. The Gatts and the Induchine clans are fond of ganging up and having a fistfight royal every time there is another of them to wreck stuff. Funnily enough, the only barbarians in Dullstrand are Gatts.

For all their bad manners, the Gatts are known to be excellent loggers, with an uncanny ability to treat wood and bark in almost magical ways. Seeing the lack of wood resources in the other clan lands, most of the Clans are content to endure their anti-social ways than risk alienating them.

The Gatts colours are blue and yellow with their emblem being a rampant mountain goat.

Weapon and armour rules for Dullstrand City

One-handed weapons, light armour and shields are permitted within the City boundaries. Bows must be unstrung and a trigger guard placed on crossbows. Peace bonds and seals can be placed on non-authorized weapons for transport purposes. Pole arms will have small sack placed over their head and sealed. Non-authorized armour must be removed and carried. They will be informed that if the seals are broken or armour is worn it will be confiscated.

No wild or dangerous animals are allowed inside Dullstrand City, so animal companions might have to be left outside (basically all alternative animal companions as described in the *Player's Handbook* pg 36 and dire animals. A large viper will also be refused entry, unless hidden. Wolves can enter, as long as the guards mistake it for a dog, or they are persuaded to look the other way, i.e. a bribe of 15 gp.)

If anyone has un-authorized weapons or armour, which is not peace bonded or carried, they are told that unless a 'fine' is paid they will be confiscated. The fine is of APL x 100 gp for person carrying them.

Adventure Summary

Introduction:

Arriving in Dullstrand City, the adventurers read an announcement from a certain Barthol Raveneau de Lusan in the local tavern. They make their way to de Lusan's home trying to find out more about this quest. Barthol Raveneau de Lusan is marrying off his daughter and asks them to translate a recipe and gather the ingredients for him. They have one week to accomplish this difficult task. Actually,

the recipe is supposed to bring prosperity and good fortune if eaten on the wedding's day. Thus, the PC's have 7 days.

Encounter 1: Looking for a Translator:

The recipe is written in Elven characters but is in fact in halfling. The PCs will go to the small library and then to the Welcome Inn trying to get a translation. They will learn the name of Yodalla, probably the only person in Dullstrand that could understand the recipe.

Encounter 2: The Pursuit:

The PCs are leaving the Welcome Inn when a mysterious rogue tries to dissuade them from continuing; luckily this killer is quite feeble and flees quickly. This could lead to a pursuit. If the PC's catch the hired-thug, he reveals his employers name to them (this give access to the optional encounter).

Encounter 3: Meeting the Translator:

Following the information obtain in the "Welcome Inn" the PCs will end up in a druid's grove where they will meet the only person capable of translating the recipe: a very old druid named Yodalla.

Encounter 4: Capturing the Ferret:

Once the translation obtained, the PC's will have to wander the wild to gather the ingredients. A ferret (preferably female) is the first of five different ingredients.

Encounter 5: Finding Wild Honey:

Then the PCs will have to find a beehive. Getting wild honey won't be without getting stung by a few defendants of the beehive.

Encounter 6: The Cliffs:

Following they're own knowledge or of the local people, the PCs arrive to a cliff where they will be able to find an albatross egg. Trying to recover the egg, they may discover an old smuggler's cache in which a trap awaits.

Encounter 7: Nature is Dangerous:

After avoiding this mishap another unfriendly encounter awaits them as a small group of monsters tries to catch them.

Encounter 8: Climbing is for Kids or Halflings:

Continuing their quest, the PCs now have to get some mistletoe... the trouble is that they should get the highest one they find... And the highest they go the highest they fall.

Encounter 9: The Seashell:

The last ingredient is the seashell... after finding the cliff the PCs have to find the beach. And get one seashell of a particular nature.

Encounter 10: The Contest is Not Over Yet:

Finally on their way home, another rogue ambushes the PCs. This one is notably more experience than the first one. Like the first if captured and questioned he reveals the name of the one who hired him (again, access to the optional encounter).

Conclusion:

Once this enemy dealt with, they can return to Dullstrand City to feast with Barthol Raveneau de Lusan and witness the beautiful wedding.

Different endings await the PCs depending on the way they have accomplished their mission.

Optional Encounter 1: The Guards

If the PCs discovered who paid the rogues, they can now go after Ilien Septim. But before a direct meeting with Ilien, the PCs have to deal with his guards.

Optional Encounter 2: Get your Revenge:

Finding the trap that leads to the cave, the PCs have the opportunity the get their revenge.

Introduction

For a while now, Dullstrand City is in disarray. Barthol Raveneau de Lusan, one of richest merchants around is marrying off his daughter. Rumours abound and would-be-grooms are disqualified one after the other even though the real groom has long been chosen. But if you are here it is not for an affair of the heart.

You are pondering this matter, when a man pins a announcement on the tavern wall:

"Mister Barthol Raveneau de Lusan is looking for courageous and resourceful young people for an urgent mission! Postulants should apply at his mansion immediately!"

You are certain there is surely a reward awaiting anyone who works for this rich merchant.

If the PC's look for information about Barthol Raveneau de Lusan they can gather the following: (each character can try a Gather information check. The result counts for all information. Each character can also try their own knowledge but they will have to check information separately).

- DC 11 Gather Information or DC 13 Knowledge (Splintered Sun):
 - Barthol's daughter, Aelred is really beautiful and has just turned twenty (1).
- DC 13 Gather Information or DC 15 Knowledge (Splintered Sun):
 - Many have tried to seduce de Lusan's daughter. Still more have come as suitors for her hand, but all have been disqualified... except one (2).
- DC 15 Gather Information or DC 20 Knowledge (Splintered Sun):
 - Barthol is a rich personality of Dullstrand City. He is a typical "merchant" who made his way to success through commerce (3).
 - Aelred is de Lusan's only child and heir should he come to pass away.
 - Ilien Septim, a local dandy, was rejected in his suit for Aelred's hand, but he has sworn to avenge himself!
- DC 20 Gather Information or DC 25 Knowledge (Splintered Sun):
 - Barthol Raveneau de Lusan is really what is commonly known as a smuggler. His merchandise is practically entirely "semi-legal", the stuff which really brings money in.

When the PC head to Barthol Raveneau de Lusan's house, read the following:

The building you approach differs much from the rest of the city. Made of black stone, it looks vast and airy; the entrance door is topped by a little round window. A terrace borders the door; it is furnished with a swinging-armchair and a hammock that is tied to the wall and a black stone carved pillar. Numerous local and exotic flowers also decorate the terrace and entrance.

Going inside, the owner's wealth becomes obvious. Silk draperies, marble statues, various pieces of art and many-colour shimmering tapestries abound. And, something extremely rare in this part of the world: you even see a number of finely crafted woodworks. This is really a charming house, more so now that a comely maid comes to take care of you immediately. This petite woman must be just under 20. Dressed in a simple light blue robe

and sandals, her face is quite pretty under her long fair hair, even though she averts her gaze from you. The maid makes you wait in a richly furnished and decorated parlour. She quickly brings a few appetizers and some very good wine.

PCs who have completed "The Trouble with Trolls", will recognise the wine as a Svetlow of a very good year.

PCs who have completed "EKB3-03 Consumé par son amour", will note that many of the carpets are the work of the famous Kunrummi family, master craftsmen from the distant Bakluni west.

The maid then addresses you for the first time.

"Is there anything else I can do for my master's guests?"

During the wait the PCs can try and obtain information from the maid. They can get clues (1), (2) and (3) mentioned above.

After half an hour, Barthol Raveneau de Lusan receives you in his office, a rectangular room furnished with an ebony table, velvet armchairs and shelves stocked with exotic wares. On the wall behind the desk you see a magnificent rapier with a finely crafted guard. De Lusan himself is sitting behind the table and gestures to you to take a seat.

It is hard to tell how old the merchant is, since his features have been deeply lined by salt and wind. Quite tall, he is clad in a loose pair of trousers and a shirt with a big black frill. A gold and clear blue vest and many pieces of lace complete his outfit. Atop his head sits a three-pointed hat adorned by a multicoloured feather. The shadow of this hat doesn't quite manage to hide the spark in his steel blue eyes, not the moustache whose ends droop below his mouth.

"My friends! Welcome to my humble house! Please have a seat!" He then presents a small box. "Help yourself! These chocolates are delicious!"

♣ Barthol Raveneau de Lusan, male human (Suel/Oeridian), Ari 15, AL CN

PCs who have already eaten Perrenlander chocolate immediately recognize the best chocolate in the world. De Lusan then continues once the PCs are served.

"I am sure we will get on well together! You surely know that I am marrying off my daughter and I have a small request to submit to you. I want to reassure you straight

away this will not be supervisory work - I would not dare insult your skills!

"But let's get straight to the job. Don't let it be known, but I am a superstitious man and would like the best for my beloved daughter. To this end, a halfling friend of mine has sent me a traditional recipe to be eaten by the bride on her wedding day. My problem is that I have neither the time nor the means to gather the ingredients for this recipe. The other problem is that I haven't managed to translate it. If you can bring me everything before the wedding, which is to be held at the end of next week, I am ready to pay you 100 gold each in recompense.

"Do you have any questions?"

If a player asks for an advance he can obtain up to 50 gp. But try to negotiate a bit with him.

If a player asks where the halfling friend is, Bartol answers that he is travelling a lot and that he does not know where his friend is.

Then he hands you a sheet of paper and leaves.

Give the players Handout 1, then go on to Encounter 1.

From the moment the PCs leave the house they have seven days to complete their mission.

Encounter 1: Looking for a Translator

The recipe is tallfellow, but its origin is lost in ages long past. For that reason, it is written in elvish.

A PC able to both read elvish and speak halfling can try to decipher the recipe with a DC 25 Decipher Script (given the archaic style of writing) check.

A PC able to read elvish can try to read the text aloud (have the PCs make a DC 10 Intelligence Check to see if he has the idea, assuming one of the players come up with this idea themselves). If another PC can speak halfling, he then can try to decipher the recipe with a DC 30 Decipher Script check, due to the archaic style of writing and the phonetic pronunciation.

If a PC is able to read elvish casts *comprehend languages*, he can try to decipher the recipe as he now understands halfling but does not speak it. Have them make a DC 30 Decipher Script to take account of the archaic style of writing and the phonetic pronunciation.

If a PC is able to speak halfling casts *comprehend Languages*, he can try to decipher the recipe as he now can read elvish. Have them make a DC 20 Decipher Script to understand the very old style of writing.

The PCs can also cast *comprehend languages* twice, once to be able to read the recipe aloud, and once to understand what they are hearing.

If a PC casts *tongues*, he can try to decipher the recipe, as he becomes able to both read and speak elvish and halfling. Have them make a DC 15 Decipher Script check to understand the very old style of writing.

If a PC manages to translate the recipe, give him Handout 3 and go on to Encounter 2. In that case the rogue is waiting near de Lusan's mansion. After the fight, skip right to Encounter 4.

If the PCs cannot find their own means of deciphering the recipe, they probably won't know where to start. If they question anyone on matters of translation and translators, they will be sent right to the library.

Dullstrand City's library is a small red brick rectangular building with rounded corners. A small sign on a perch above a rectangular door denotes the entrance. Once inside you discover a single bookshelf half-filled with books and a couple of rows of parchment racks. You also spot a man walking towards you. He is obviously the librarian, although he looks more like a scribe. A tall man with grey temples, he seems to be approaching his fifties. He is wearing a long black scholar's robe, outfitted with a long, white neckpiece. His eyes unaccountably remind you of those of a ferret and stare at you in a way that is far from comfortable. Despite that, he is a polite and clean, except for his ink-stained hands.

"A good day to you visitors, how may I be of service?"

🗝️ **Baralan the Librarian**, male human (Sueloise), Exp 3, AL N

The librarian can't help the PCs much. He can tell them the following things:

- The recipe is written in elven characters but the language is not elvish.
- Chrisal, the cook of the "Welcome Inn", comes in often to consult recipes. He might be able to tell them more.
- He would like to have a copy of the recipe for the library.
- He is looking for good souls to help him expand Dullstrand City Library.

Assuming the PCs head to the Welcome Inn, read aloud or paraphrase the following:

When you arrive in front of the Welcome Inn, you have a strange feeling. Compared to the library and de Lusan's house, The Welcome Inn seems huge. In fact, you find yourselves in front of a U-shaped series of nine smaller buildings. The dividing walls between the old buildings have been knocked together, forming one enormous rambling structure. The old individual entrances have been sealed and barred, leaving only a single door on the front, also clearly constructed recently. This entrance is at the end of the U. Going through, the first thing you see is the bar.

If any of the PCs is of small size, a human, probably a Gatts, says the following: **"Hey look what the wind blew in!"** This only brings him a tap on the head from a waitress and a round of laughs from all around.

You find yourselves in a huge tavern that must be 3 buildings wide, that is, the base of the U. The bar is colossal, going along the whole length of the wall. The ceiling is held by four brick columns that stand where the old dividing walls must have been.

You find a table and sit down, glancing right and left. The common room is crowded with customers: humans from different regions, elves, dwarves and even a few half-orcs, gnomes and halflings. Each race seems separated, huddling together although there are no physical barriers. At the bar, 5 barmen are earning their pay and don't seem to have time to spare; they pass on heavily loaded trays to the waitresses.

What's more, you see other women going from table to table. Sometimes of one them sits down at a table. Sometimes a customer stands up, and accompanies the woman out through one of several side doors hidden behind red curtains. Other customers, emerge from these same doors. On each series of doors, left and right, you see a panel with the drawing of a human, a half-elf and an elf for the right hand side and with an dwarf, a halfling, a gnome and a half-orc on the left hand side.

After a little while, a waitress comes to take your order

The PCs will probably order something, but the aim of their visit is the cook they will surely ask to see. As soon as they ask to see a cook named Chrisal, read the following.

A few minutes later an archetypal jolly halfling approaches. Nearly as broad as he is tall, his round face with its chestnut eyes and curly fair hair can only belong to someone of pleasant demeanour. The halfling is wearing a shirt and a pair of cream trousers above which hangs an apron that probably was white long ago. It is smeared with enormous amounts of alimentary garbage. Down to

wooden soled shoes, Chrisal is hard to miss. He has hardly seated himself, before he hands you what seems to be... (give out Player's Handout 2) *the menu.*

If the Gatts mocked one of the PCs, when the cook passes by, they hear something quite different, only praises and greetings.

◆ **Chrisal:** male Halfling (tallfellow), Exp7, hp 30, AL N

Chrisal will be pleased beyond measure if the PCs eat something in his tavern and will be more than happy to help them with the recipe. Otherwise, he only answers their questions because it is about a recipe and that he has a certain interest in it. He can tell the PCs the following:

- The recipe is halfling, he has heard about it, but it is the first time he has seen a copy. Unfortunately, he can't translate it. He thinks it is an old halfling dialect.
- Maybe Yodalla, a very old druid, his spice purveyor, could translate it.
- He would greatly appreciate having a translation.
- Normally, the PCs can find Yodalla in a grove less than a day's march away from town. They should head West-North-West to find it.

Encounter 2: The Pursuit

If the PCs already have the translation, adapt the beginning of the following box-text. The attack takes place at the exit from Barthol Raveneau de Lusan's house in that case.

Exiting the tavern, night starts to fall. The setting sun sets Dullstrand City's rooftops aflame with reflected light. The streets empty themselves slowly and the shops begin to close. The quiet is suddenly troubled by a voice from the long shadows.

"Abandon this quest! It will only lead you to your doom!"

Then nothing more.

Kyran the rogue tries to discourage the PCs. He has taken his *potion of invisibility* and speaks from behind a pile of boxes.

If the PCs heed this warning and stop their quest, this adventure is over for them. End of scenario.

Otherwise, if the PCs head onwards, as most likely they will, Kyran ambushes them. He is still invisible and stands still. The PCs can try a Spot check against Kyran's Hide check (remember Kyran has a +40 bonus on his Hide skill as he is still invisible) and a Listen check against Kyran's Move Silently check to find out if they are

surprised. Assuming they make their listen check, read the following, see DM Aid for the combat scene.

You hear the distinctive 'click' of a crossbow being loaded.

The surprise round for Kyran and any of the players not surprised follows. After the surprise round, please read the following lines and continue the fight normally.

Quickly you distinguish the shooter, concealed behind some boxes at the next street corner. Like every self-respecting rogue only his eyes are visible - eyes grey and cold as death itself. He is dressed in loose clothing, a shirt and a pair of trousers, both black and knitted at ankles, knees and elbows. He is also wearing a black velvet cloak with silver inlays in the fabric. For now he is only carrying an empty crossbow in his hand. But who knows what his clothes still hide.

Kyran's crossbow is empty as he used it in the surprise round.

In every case, Kyran flees after three rounds. In the surprise round, he uses paralyzing poison that was supplied by his boss. See Tactics

If the PCs kill him before he can run away, they lose the possibility to do the additional optional encounter (additional play opportunities) at the end of the scenario (+1 TU). They will have another chance later to get it.

If the PCs wish to catch Kyran, a pursuit through the streets of Dullstrand will ensue. Please follow the next steps. Also remember that Kyran has prepared his escape, just in case...

The chart below is here to help you go through the pursuit without a map. It shows the time in rounds between each obstacle (assuming double movement).

Round	Event
1	Nothing
2	Marketplace
3	Fruit Baskets
4	Chariot
5	Wall
6	Concerned Citizens' Militia (25 or 50% chance)

Nothing: Nothing happens, continue normally. If a PC casts *fly* he must succeed at a DC 15 Spot check each round to avoid losing Kyran in the crowd.

Marketplace: The pursuit leads to the marketplace, which is still quite crowded. A DC 15 Spot check is needed to continue to pursue Kyran. Only one PC must succeed this

test so that they can all continue. If a PC uses a spell to fly he has to succeed on this spot check to continue the pursuit.

Fruit baskets: Passing nearby a merchant's stall, Kyran will spill a large apple basket across the road. The apples can be avoided by succeeding a DC 14 Reflex save. If failed, a DC 14 Balance check is required to continue running after the hired thug.

Cart: A merchandise cart is stationed in the middle of the street. Kyran tumbles easily under it and continues to run. Each PC must succeed at a DC 14 Tumble check (or DC 18 Dexterity check). Failure means the PC is out of the pursuit. Small-sized characters have a +4 bonus on this check. The PCs can also go round the chariot, in which case divide their speed by 4 as they squeeze between the wall and the chariot.

Wall: You arrive at a dead-end. The bandit speeds up, leaps onto two boxes and jumps over the far end wall. A DC 14 Jump check is needed to continue.

If the PCs find a way to catch Kyran, with a spell for example, he surrenders to the PCs and will negotiate his freedom by trading his boss' name. Of course depending on the nature of the spell, the PCs might have trouble with the Concerned Citizens' Militia (if it arrives).

Firing at Kyran as he is fleeing is a bad idea. He has +4 AC bonus due the cover from the surrounding people. If a PC misses in the range of these 4 points, he then hits an innocent bystander, only scratching his shoulder with no real harm. The "victim" will call the Militia. The percentage chance for the arrival of the Militia goes then up to 50%.

If the PCs don't manage to catch the rogue after 6 rounds, he manages to lock himself into a house and makes his escapes on another street via a route not covered by the PCs, effectively ending the pursuit. The door is a sturdy wooden piece of furniture reinforced with metal bolts.

🗡️ **Reinforced Wooden Door:** 2 in. thick; hardness 10; hp 40; AC 5; DC 28 Break.

Concerned Citizens' Militia: (25 or 50% chance): The city guard arrives while the PCs are in the dead-end. The patrol leader asks to know what happened.

If the PCs deliver Kyran to the Militia, two guards take Kyran away while the others verify the PCs' equipment. At that moment, any person disturbed by the pursuit (somebody from the market [2nd round of pursuit] or the

owner of the fruit case [3rd round of pursuit] or if one of the PC shot an innocent) comes and say how much trouble the PCs have made. The PCs will then have to explain themselves with the Militia. While the PCs are thus occupied, Kyran bribes the two guards watching him and gets away. As the two guards return and tell the others that Kyran managed to escape, the Militia leader becomes angry and fines the PCs APL x 25gp for public disturbance (plus the fine for carrying illegal arms and armour, if any). If a PC can't pay, the city guard sells his items to pay the fine (unless another PC pays for him...). Of course if the PCs bring Kyran to the guards without having gone through the market place and without touching any innocent the guards don't fine them for the disturbance but maybe for the weapons and armours.

APL 2 (EL 1)

♣ **Kyran**: Male human (Sueloise); Rog1; hp 5, see Appendix 1 for the Tactics

APL 4 (EL 2)

♣ **Kyran**: Male human (Sueloise); Rog2; hp 10, see Appendix 2 for the Tactics

APL 6 (EL 3)

♣ **Kyran**: Male human (Sueloise); Rog3; hp 16, see Appendix 3 for the Tactics

APL 8 (EL 4)

♣ **Kyran**: Male human (Sueloise); Rog4; hp 21, see Appendix 4 for the Tactics

Treasure:

APL 2: Loot: 7 gp; Magic: *potion of cure light wounds* (4 gp);

APL 4: Loot: 44 gp; Magic: *potion of cure light wounds* (4 gp);

APL 6: Loot: 70 gp; Magic: *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp);

APL 8: Loot: 77 gp; Magic: *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), + 1 studded leather armour (98 gp), +1 light crossbow (195 gp);

All APLs

♣ **Concerned Citizens' Militia Patrol**

♣ **Patrol Leader** (1): hp 15, see Appendix 1, 2, 3 or 4

♣ **Militiaman** (9): hp 8, see Appendix 1, 2, 3 or 4.

Encounter 3: Meeting the Translator

Yodalla's grove is a bit less than a day's walk from Dullstrand City in the west-north-west direction. When the PCs have nearly arrived ask for a DC 15 Listen check:

Those who succeed hear a bear growling nearby. A DC 15 Spot check is required to spot the animal through the undergrowth.

Assuming the PCs make the check, read aloud or paraphrase the following:

You see, not far away, the head of a large bear. He is growling loudly and seems to be trying to move without much success.

If they approach, the PCs discover the animal has one of his hind legs in a bear-trap. He is moving wildly to try and free himself. If a PC approaches to close he risks taking a paw strike. This bear is Yodalla's animal companion (see appendix).

All APLs

♣ **Bjeorn**: male brown bear, hp 72, see Appendix 1, 2, 3 or 4

The poor bear can be freed by a DC 17 Disable Device check or a DC 20 Strength check. If the bear is not calmed beforehand, he attacks any PC coming within reach. After all, he is panicked and has been trapped by a two-legged creature. To calm him down, a DC 15 Handle Animal check or a DC 20 Wild Empathy will suffice.

If the PCs manage to free the bear, he calms down of his own accord. He seems to be badly wounded and his right hind leg is bleeding abundantly. He is trying to lumber back with difficulty to his master. If the PCs heal him (which he lets them do this time), he rushes to Yodalla.

If the PCs do not spot the bear, they make it to the grove without incident. Read out the following.

The landscape ahead seems to form a large depression, from which the tops of trees emerge. The dozen or so trees of the grove are the only ones in sight, a very rare fact in The Dullstrand.

As you reach the foot of the slope, you find a halfling, waiting patiently at the edge of the grove, looking more like a living pile of leaves and earth than a halfling. He is wearing short brown stockings, a deep green shirt and a patchwork cape that is too long for him. His full, long beard holds a few leaves and small branches. The few hairs atop his head are white, greasy and scarce. The halfling's age-lined face still looks welcoming nonetheless,

especially his sparkling green eyes, which seem to be still full of curiosity. He is constantly leaning on a quarterstaff covered in phosphorescent green mosses and fungi. "My name is Yodalla, what is your business here?"

His attitude changes regarding the actions the PCs took.

Neutral if the PCs haven't seen the bear. In which case, after introducing himself, he asks them to find his companion, in exchange for the translation.

Friendly if the PCs freed the bear. In this case, after introducing himself, he translates the recipe and offers to lend his sling (see appendix) to the PCs. Give the PCs Handout 3.

Very friendly if the PCs freed AND healed the bear. In this case, after the introductions, he translates the recipe; offers to lend his sling (see appendix) to the PCs and the PCs obtain a favour from him. Give the PCs Handout 3.

If the PCs had not met the bear up to now, they must search for him now. This requires a DC 11 Survival check if the PCs ask the druid in which direction the animal left, otherwise it is a DC 14 Survival check. Note that when the PCs find the bear, and they heal him themselves; they also get to use the sling until the end of the adventure, but not the favour. When the PCs make it back with the bear, Yodalla translates the recipe. Give the PCs Handout 3.

If the PCs kill the bear, the adventure ends because the druid refuses to translate the recipe and is quite hostile.

All APLs

☛ **Yodalla:** Male halfling; Drd9, hp 61, see Appendix 1, 2, 3 or 4

DM Note: If the PCs attack Yodalla, they deserve a dire fate... Don't hesitate to kill one or more of them... Yodalla never finishes a fallen PC unless they have all fallen, in which case he frees them from their suffering. Dead PCs then go and feed the animals of the grove and surrounding lands which means a *raise dead* spell won't work.

Now that the PCs have the translation, the PCs must find the ingredients. The order in which they are found is not important the PCs can choose any that suits them.

If they ask, the druid can tell the PCs that he has spotted a few ferrets in his grove lately. The PCs will still need to find their home though. He also knows that the PCs will have better chances of finding honey in the hills to the north.

Keep a close check on the time and distance between the different ingredients. All times are for a group on foot, A group which is riding will cut all times in half.

Encounter 4: Capturing the Ferret

Important! Check if the PCs draw blood or not.

1st ingredient: Finding a ferret is one hard thing, catching one is another. To find it, finding its tracks is the first thing needed. A DC 15 Survival or Knowledge (nature) accomplishes just that. So does a DC 25 Search check if the PC hasn't got the two first skills. Then you must follow the tracks to its home. Three consecutive Survival checks (DC 17, 12 and 12) or DC 22, 17 and 17 Search checks are needed.

Arriving at the hole, the PCs must capture a ferret. There are four ferrets living here, two male and two female. As soon as a PC reaches inside, the ferrets try to flee. Choose randomly which one the PCs find first (remember the recipe asked for a female). The ferrets will run in opposite directions and will only fight if cornered.

APLs 4 to 6: As soon as possible (i.e. after 1 round) the ferrets will hide in the undergrowth. Consider the ferrets as having cover all the time, so they have another +4 cover bonus to their AC and can make hide checks. The only way to defeat the encounter is to capture a ferret **WITHOUT KILLING** it.

If the PCs lose the ferrets they must start again from scratch with the checks.

All APLs (EL 1)

☛ **Ferret (4):** hp 2, see Appendix 1, 2, 3 or 4

Encounter 5: Finding Wild Honey

2nd ingredient: Finding wild honey

Read aloud or paraphrase the following:

You exit the grove and walk about a day heading north. At last you arrive in view of the first hills. You then spot multiple openings in the side of these.

To find wild honey, the PCs must find a beehive. To find it, they must first succeed either a DC 13 Survival or Knowledge (nature) check. Then a DC 16 Spot check or a DC 22 Listen check to find the colony. If a PC fails by 1 on this check they find wasps. They take the same risk of being stung but don't find any honey.

Once the hive found, they must climb to the roof of a small cave where it is hanging. It is 15 feet high and requires a DC 15 Climb check. Gathering the honey requires a little a balance, so a DC 12 Balance check is needed. As soon as the

PC puts his hand inside the hive, the bees attack in a swarm. A small flaskfull is all that is needed for the recipe. It should not take more than 3 or 4 rounds to gather enough, but any halfling would take a least a water skin full of this succulent honey... If the PCs Attack the hive, the bee swarm will emerge to defend it.

All APLs (EL 2)

🐝 **Bee swarm:** hp 21; See Appendix 1,2 3 or 4

Tactics: Under all circumstances, the bee swarm will hover in a cloud centered around the hive. As long as the PCS are not in the area of the swarm, they will not be attacked.

Encounter 6: The Cliffs

3rd ingredient: an albatross' egg.

Once more, the PC must challenge their knowledge of nature. A DC 14 Survival or Knowledge (nature) check will reveal that albatrosses make their nests in cliffs.

The PCs need to find cliffs. For that, a DC 15 Knowledge (Splintered Sun) check is needed. If this check fails, they must ask the local (mostly farmers and Gatts, since the PCs are on their territory). Check for any PC with the Gatts blood feud, as this will activate at this point. The party will be surrounded by an angry mob of around 50 Gatts and the incriminated PCs will be offered their choice of death, blood payment or indentured servitude. If the PCs have the Luck domain or a similar luck-based reroll power they may use it at this point to reroll the dice. On any other result than a 1 the PC has managed to persuade the Gatts that they have mistaken them for another.

It should be made clear to the other PCs in the party that resistance is not a good idea. If they try to fight, they will be overwhelmed and knocked unconscious. This is not a combat encounter and the DM should not use it to seriously injure or kill any PC.

The cliffs they find are north of Hard Beach; they must follow a north-north-east direction for almost a day.

The Cliffs: Read aloud or paraphrase the following:

The sound of waves crashing against rocks and the sheer drop of about 60 feet to the sea below tell you that you have arrived at a cliff. The reefs below would make a fall a miserable experience. As the waves crash against them, spray is thrown some 15 feet into the air. Many birds, mainly albatrosses, populate the cliff. They nest where the roots of the cliff rise from the water. Although vertical, the surface of the cliff seems scalable, many nooks and cracks being visible. But beware, these holds are slippery and have been made razor sharp by wind and salt.

Once they arrive at the cliff, ask for a DC 14 Spot check, if it succeeds, read the following, or otherwise skip the next paragraph.

You discover 3 holes about 4 inches deep. They are strangely aligned at the top of the cliff, forming a perfect triangle.

For now the PCs discovering these holes can't learn much more... if they discover the smuggler's cave, they will be allowed a DC 23 Knowledge (engineering) check to understand that these holes are used to maintain the pulley the smugglers put up each time they come.

The PCs need to find which the middle nest is. Let them try anything to measure the cliff, anything will work, as long as they remember the instructions from the recipe, they will find the "good" egg. They could also pick an egg randomly but they will lose experience points (see Story Awards xps).

They now need to climb down the cliff 30 feet, requiring a DC 18 Climb check. Arriving at the nest, the PC must take an egg (there are 3 of them) and climb back up with. This requires a DC 15 Balance check along with another DC 18 Climb check. A PC who puts the egg in a bag surrounded by cloth (or any other contraption or means to protect the egg) needn't do the Balance checks unless he rolls a 1 on his Climb check. A failed Balance check means the PC dropped the egg, which, obviously smashes into the sea below. The PC must climb back down to get another...

Of course crafty PCs can use a *fly* spell or any other means to get the egg fairly easily, but that would be less fun.

Smuggler's Cave: When the PC is near the middle nest, they are allowed a DC 10 Spot check or DC 5 if they have said that they are being very careful. If they succeed, they spot the entrance of a cave in the cliff, invisible from above or below. Read them the following:

An opening in the cliff, about 5 feet across leads into a dark passageway. Only the first 5 feet inside are visible. It looks pretty natural.

See DM Aids for the map of the cave.

Allow the PCs a DC 25 Knowledge (engineering), Knowledge (architecture) or Craft (stonecutting) check, to realise the passage has actually been worked, probably by dwarves. If the PC ventures inside, the small passage is

trapped. The trap is built in the wall and unmovable, therefore it does not belong to the possible loot.

APL 2 (EL 1)

☞ **Poisoned small-sized Short spear Trap:** CR 1, Mechanical, Location Trigger, Automatic Reset, Hidden Lock Bypass (DC 25 Search, DC 30 Open Lock) +8 melee (1d4) plus poison (1 Con/ Unconsciousness) (*just the first time*), DC 14 Fort save resists, Search (DC 18), Disable Device (DC 22).

APL 4 (EL 3)

☞ **Poisoned small-sized Short spear Trap:** CR 3, Mechanical, Location Trigger, Automatic Reset, Hidden Lock Bypass (DC 25 Search, DC 30 Open Lock) +10 melee (1d4) plus poison (1d6 Str/1d6 Str) (*just the first time*), DC 18 Fort save resists, Search (DC 20), Disable Device (DC 24)

APL 6 (EL 5)

☞ **Poisoned small-sized Short spear Trap:** CR 5, Mechanical, Location Trigger, Automatic Reset, Hidden Lock Bypass (DC 25 Search, DC 30 Open Lock) +12 melee (1d4) plus poison (1d6 Str/2d6 Str) (*just the first time*), DC 24 Fort save resists, Search (DC 22), Disable Device (DC 26)

APL 8 (EL 7)

☞ **Poisoned small-sized Short spear Trap:** CR 7, Mechanical, Location Trigger, Automatic Reset, Hidden Lock Bypass (DC 25 Search, DC 30 Open Lock) +14 melee (1d4) plus poison (3d6 Str/0) (*just the first time*), DC 26 Fort save resists, Search (DC 24), Disable Device (DC 28)

Assuming the PCs survive the trap, read the following. Otherwise, if he climbs back up go to encounter seven.

The passage goes on about 10 feet before turning on the right. It then opens on a chamber 20 feet large and 30 feet long. This chamber has obviously been altered from its natural state. The floor is flat and struts support the roof. Many stalactites have also been cut.

If the PCs decide to search the cave they discover many objects: spices, jewellery, coins and many art objects, etc... A DC 25 Appraise check gives the value of the objects (see Treasure)

Bringing these objects back up takes time and can be dangerous (weight and/or size of the objects). All Climb checks have their DC increased by 5.

Treasure

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

APL 4: Loot: 75 gp; Coin 75 gp;

APL 6: Loot: 100 gp; Coin 100 gp;

APL 8: Loot: 150 gp; Coin 150 gp;

Encounter 7: Nature is Dangerous

Read aloud or paraphrase the following:

Hardly after leaving the cliff, about 10 minutes afterwards) you have a strange feeling.

Have the PCs roll Spot and Listen checks against the Hide and Move Silently of the monsters. Any PC who fails either of these checks is surprised. Otherwise start a normal fight after reading the following.

You sense a group of unfriendly creatures nearing your position. They don't seem to be here for anything else than fresh meat.

APL 2 (EL 3)

Krenshar (3): hp 11, see Appendix 1

APL 4 (EL 5)

Ankheg (2): hp 28, see Appendix 2

APL 6 (EL 7)

Wyvern (1): hp 59, see Appendix 3

APL 8 (EL 9)

Hill Giant (2): hp 102, see Appendix 4

Treasure:

APL 2: N/A

APL 4: N/A

APL 6: N/A

APL 8: Loot: 23 gp; Coin 13 gp;

Encounter 8: Climbing is for Kids or Halflings

4th ingredient: The highest mistletoe sprig of the grove.

Fundamentally, mistletoe can be found anywhere in the region, but it normally grows only on trees...and up to now, the PCs haven't seen that much trees except in Yodalla's grove. If the PCs ask where they can find trees answer the following: "Scattered everywhere in the countryside, unless you are speaking of a group of more than three or four trees." They should then ask if they saw mistletoe growing on the few trees they saw. Have them make an Intelligence check. If a PC manages a 17 or more they remember seeing some in the druid's grove. If a PC rolled between 14 and 16 they remember not seeing any on the way leaving the grove but is not sure about the grove itself. Maybe the druid could help them. A PC who rolled 11 to 13 doesn't know but guesses that Yodalla should know. Any PC rolling 10 or less doesn't even think about the druid.

If the PCs head back to the grove, see encounter three for the description. From the cliff, the trip takes 2 days. To find a sprig in the grove, the PCs must succeed at a DC 15 Survival or Knowledge (nature) or DC 11 Profession (herbalist).

The PC must then climb the tree (height = 10 + APL x 5 ft). The first part of the climb is quite easy and requires only a DC 12 Climb check, but from the middle of the tree it gets tougher due to the slenderness of the branches, which begin to sway and bend under the weight of the PCs. From this point on, small PCs must make a DC 15 Climb check, while larger PCs should make a DC 17 check. If the PC weighs more than 150 pounds, the last branch snaps under his weight. They are allowed a DC 18 Reflex save. If missed, the PC falls from the tree and suffers 1d6 points of damage. The damages the PC suffers are diminished due to the branch and to the soft ground. In addition to the damage, the PC suffers a -2 circumstance penalty on all social interactions with other people, due to cuts and grazes from the branches until the end of the scenario. Obviously, if the PCs are able to fly, this negates any problems with climbing the tree.

Encounter 9: The Seashell

5th ingredient: The seashell

Obviously, to find a seashell, the PCs need to head to a beach. If the PCs are near the cliff, a bit less than half a day

is needed to find the nearest stretch of strand. If the PCs have gone back to the grove, they need a full day to achieve this.

Of course, they PCs need to find a seashell looking like the one on Yondalla's coat-of-arms. Anyone who has not understood the hint in the recipe can try a DC 11 Knowledge (religion). Then, a DC 15 Survival check or DC 17 Knowledge (nature) is needed to know where to find one. A DC 18 Spot check will see the shell on the beach, and then all you need to do is bend down and pick it up...

If the PCs find the seashell, read the following:

In your hands you hold the last ingredient of the recipe. This seashell looks like a horn. It is about 4 inches high and is shaped like a lightly twisted cone. At its largest side, its opening; it has a diameter of 2 inches.

The PCs now need to head back to Dullstrand City. The trip is one day and a half long, assuming they are on the beach near the cliff. From the grove, the trip takes one day.

Encounter 10: The Contest is not Over Yet

On their way back, another rogue ambushes the PCs. He is hiding in bushes beside the trail. Let the PCs roll a Spot check against Arkham's hide check. If the PCs don't spot him, they are surprised. Like the first rogue, he uses poison, also supplied by his boss. The boss in question is the same as before and this rogue will also reveal his name if captured and questioned. If the PCs kill him, they don't get this information, which gives them access to the additional encounter. If they capture and question him, they get the employer's name.

The DM is free to plant this encounter in any setting he finds appropriate as long as Arkham starts the encounter hiding in bushes. See appendix for his combat tactics.

APL 2 (EL 4)

☛ **Arkham:** Male human (Sueloise); Rog4; hp 21, see Appendix 1 for tactics

APL 4 (EL 5)

☛ **Arkham:** Male human (Sueloise); Rog5; hp 26, see Appendix 2 for tactics

APL 6 (EL 6)

☛ **Arkham:** Male human (Sueloise); Rog6; hp 32, see Appendix 3 for tactics

APL 8 (EL 7)

☛ **Arkham:** Male human (Sueloise); Rog7; hp 37, see Appendix 4 for tactics

Treasure

APL 2: Loot: 77 gp; Magic: *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), +1 *studded leather* (98 gp), +1 *light crossbow* (195 gp);

APL 4: Loot: 77 gp; Magic: *bolts of shock* (10) (133 gp); *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), +1 *studded leather* (98 gp), +1 *light crossbow* (195 gp);

APL 6: Loot: 50 gp; Magic: *bolts of shock* (10) (133 gp); *potion of blur* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), +1 *studded leather* (98 gp), +1 *light crossbow* (195 gp), +1 *rapier* (194 gp), *ring of protection +1* (167 gp);

APL 8: Loot: 106 gp; Magic *bolts of shock* (20) (267 gp); *potion of blur* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), +1 *studded leather* (98 gp), +1 *light crossbow* (195 gp), +1 *rapier* (194 gp), *ring of protection +1* (167 gp);

Conclusion

When the PCs return to town, if they go to see Barthol Raveneau de Lusan and are on time (before the 7th day since they set off) and if they have captured one of the assassins, they can do the additional encounter after the wedding (see below). Afterwards, skip to ending 1 or 2. If they are not on time, go to ending 3, after which they can do the additional encounter if they captured an assassin. Whatever happens, the PCs can sell the recipe to the cook (100gp) give it to the librarian (VIP access) or both if they think about doing a copy.

Ending 1

If the PCs brought back the good ingredients and followed the recipe correctly, that is:

- Not kill the ferret
- Not buy the wild honey
- Take the highest looking mistletoe sprig from the grove.
- Try and guess which the middle nest of the cliff was.

Read the following

The wedding is magnificent and very ostentatious. During the ceremony and the following gargantuan and yet very refined banquet, you talk with Barthol Raveneau de Lusan about your many adventures. He also recounts some of his

adventures, some of which curiously remind you of some of yours.

You also, at last, meet the groom. He is eyeing the bride's dish. Her food actually doesn't look very nice, except for a halfling maybe... The bride refuses to touch it even with her father promising her it will bring good fortune to her couple. Seeing is wife's refusal to eat the dish, the groom tastes it... and collapses to the ground.

At that moment, a halfling arrives, completely out of breath and shouts.

"Stop..." he rushes towards the groom, pursued by guards. De Lusan dismisses the guards while the halfling examines the groom, he then turns towards De Lusan and asks.

"Has he tasted the dish?"

"Yes" answers De Lusan, "why are you here? And what has happened to my son-in-law?" The halfling pauses to take his breath then answers.

"I came as soon as possible to warn you, but I see I am too late... In no case whatsoever should the groom eat this dish... The consequences are disastrous. When I sent you the recipe I didn't know it could be a terrible poison. That's why I came here as fast as possible... If the ingredients..."

At that moment, the groom regains consciousness and his senses. The halfling takes de Lusan by the arm, moves him away a few steps and whispers words in his ear. Finally he gives him a piece of parchment before heading back to the guests with him. De Lusan has a seat brought for him next to his and the party starts again, to finish only late the next day as dawn breaks.

Ending 2

If the PCs, didn't respect one of the following points:

- Not kill the ferret.
- Not buy the wild honey.
- Take the highest mistletoe sprig from the grove.
- Try to guess which the middle nest of the cliff was.

Read the following:

The wedding is magnificent and very ostentatious. During the ceremony and the following gargantuan and yet very refined banquet, you talk with Barthol Raveneau de Lusan about your many adventures. He also recounts some of his

adventures, some of which curiously remind you of some of yours.

You also, at last, meet the groom. He is eyeing the bride's dish. Her food actually doesn't look very nice, except for a halfling maybe... The bride refuses to touch it even with her father promising her it will bring good fortune to her couple. Seeing his wife's refusal to eat the dish, the groom tastes it... and collapses to the ground.

At that moment, a halfling arrives, completely out of breath and shouts.

"Stop..." He rushes towards the groom, pursued by guards. De Lusan dismisses the guards while the halfling examines the groom, he then turns towards de Lusan and asks.

"Has he tasted the dish?"

"Yes" answers de Lusan, "why are you here, and what has happened to my son-in-law?"

The halfling pauses to take his breath then answers. "I came as soon as possible to warn you, but I see I am too late... In no case whatsoever should the groom eat this dish... The consequences are disastrous. When I sent you the recipe I didn't know it could be a terrible poison. That's why I came here as fast as possible... If the ingredients..."

The halfling pauses and take de Lusan by the arm, leads him a few steps away and whispers a few words in his ear. Barthol Raveneau de Lusan then looks at you, his eyes full of hatred

He shouts: "The party's over! Leave! All of you leave!" He turns to face you.

"And you! Vanish from my sight immediately!"

Because the PCs didn't follow the recipe correctly, de Lusan holds them responsible for what happened. The PCs gain Barthol Raveneau de Lusan's disfavour.

Ending 3

If the PCs didn't respect the time-limit, read this:

You arrive in front of Barthol Raveneau de Lusan's mansion; you notice that not a sound can be heard. It seems though that the garden must have hosted many guests. You also notice a huge table with what remain of a grand feast...

You understand you're too late. The wedding has already taken place, without you... The maid you've already met arrives and bids you entry. Barthol Raveneau de Lusan is waiting for you in his study:

"I see that the time was too short. Thank you for trying..."

He then hands over a pouch.

"Now, excuse me, I need some rest."

He gets up and leaves the room, staggering somewhat blatantly as he goes.

Whatever ending is used if a PC wishes to taste the dish, please follow these next steps:

1. Determine the PC race and gender.
2. The PC must succeed to a DC 20 Will check as the dish does not look or smell good. Halflings receive a +10 circumstance bonus as the recipe is of halfling origin.
3. Female characters receive no benefits
4. Male characters have the "Has tasted the Dish" Special entry check on the AR.

What happens to that character depends now on how successful they have been in their quest:

1) If the PCs respect the conditions written for the Ending 1, then the character passes out only to wake a few seconds later. Other consequences will be described in future scenarios.

2) If the PCs did not respect the conditions thus leading them to Ending 2, then the character passes out for 1 complete week, costing them 1 TU. Other consequences will be described in future scenarios.

Additional TU Encounter 1: The Guards

If the PCs found out the name of the man who hired Kyran and Arkham, they may spend an additional TU to take revenge on him. In fact, this man Ilie Septim would have loved to be Barthol Raveneau de Lusan's son-in-law.. However, he didn't succeed in this and figured that if he could not marry Aelred, no one else would be happy with her either. Hence, he hired the rogues to stop the PCs who were working for the wedding.

If the PCs search Dullstrand City, looking for him, they are finally, after a few hours, directed towards the docks. There, they manage to find the house that is their enemy's hideout, or so they were told. If the PCs take care approaching the house, allow them to do Move Silently checks, opposed to the Listen Checks of the two henchmen standing guard inside. If one of them hears the PCs, they take the time to drink their potions. When the PCs reach the house, read the following:

Standing before you is a shabby dwelling. Dirty stone walls and windows barred with old planks show this building has seen better times. Only the door seems fully functional, and it is currently closed.

See the DM Aids for the maps of Septim's House and cellar.

The door isn't actually locked, and may be opened easily. When a PC opens the door, read what follows.

Once the door opened, you see a room roughly 30 feet wide and 20 feet long. It is sparsely furnished. Just in front there is a big carpet, and then there is a table and three chairs. Two mugs and a jar are standing atop the table. You don't have the time to observe more the room because two hulking figures standing in front of the table, a human and a half-orc, scowl at you weapons drawn.

APL 2 (EL 3)

☛ **Seryxs:** Male human (Sueloise) Rgr1; hp 7, see Appendix 1 for tactics

☛ **Kruk:** Male half-orc Bbn1/Ftr1; hp 21, see Appendix 1 for tactics

APL 4 (EL 4)

☛ **Seryxs:** Male human (Sueloise) Rgr2; hp 14, see Appendix 2 for tactics

☛ **Kruk:** Male half-orc Bbn1/Ftr1; hp 21, see Appendix 2 for tactics

APL 6 (EL 6)

☛ **Seryxs:** Male human (Sueloise) Rgr3; hp 20, see Appendix 3 for tactics

☛ **Kruk:** Male half-orc Bbn1/Ftr2; hp 31, see Appendix 3 for tactics

APL 8 (EL 6)

☛ **Seryxs:** Male human (Sueloise) Rgr3; hp 20, see Appendix 4 for tactics

☛ **Kruk:** Male half-orc Bbn1/Ftr4; hp 50, see Appendix 4 for tactics

The two guards know each other well, and are used to fighting together. They know their mutual strengths and weaknesses. See Appendix for combat tactics they use.

Treasure:

APL 2: Loot: 79 gp; Magic: *potion of cat's grace* x2 (2 x 25 gp), *potion of cure light wounds* (3 x 4 gp), *potion of bull's strength* (25 gp)

APL 4: Loot: 131 gp; Magic: *potion of cat's grace* x2 (2 x 25 gp), *+1 chain shirt* x2 (2 x 104 gp), *potion of cure light wounds* x3 (3 x 4 gp), *potion of bull's strength* (25 gp)

APL 6: Loot: 73 gp; Magic: *+1 mighty (+2) longbow* (217 gp), *potion of cat's grace* (25 gp), *+1 chain shirt* (104

gp), *potion of cure light wounds* x2 (2 x 4 gp), *potion of bull's strength* (25 gp), *potion of enlarge* (4 gp), *potion of barkskin +2* (25 gp), *+1 greatsword* (196 gp)

APL 8: Loot: 73 gp; Magic: *+1 mighty (+2) longbow* (217 gp), *potion of cat's grace* x2 (2 x 25 gp), *+1 chain shirt* x2 (2 x 104 gp), *potion of cure light wounds* x2 (2 x 4 gp), *potion of bull's strength* (25 gp), *potion of enlarge* (4 gp), *potion of barkskin +2* (25 gp), *+1 greatsword* (196 gp)

Additional TU Encounter 2: Get Your Revenge

Once the PCs have dealt with the guards, they may search the room, read the following.

When the dust of the fight settles, you can examine the room more thoroughly. A hammock occupies the corner opposite the entrance door. On the left, there is another door exiting the room. On the right there is what looks to be a kitchen and a chimney.

The door on the left leads to a much more luxurious room. It is 30 feet wide and 15 feet long. An ebony framed bed with velvet cushions resting on it a small book shelf and two small chests occupy the left side. In the middle of the room, there is a small carpet and on the right, a big cupboard with a mirror inlaid into the door, occupies half of the wall.

If the PCs search this room, they discover nothing of much interest, except for the clothes contained in the cupboard. A DC 25 Search check reveals a trap door behind the robes. This trap door leads to the wizard's lair. Unless the PCs took care to cover the noise of the battle with the two thugs, the wizard is waiting for them and has buffed himself as stated in the Appendix.

If the PCs enter the trapdoor read the following:

Opening the trap you see ladder going down.

When the first PC reaches the ground read the following.

The room here is a cellar of 35 feet long, 30 feet wide and 10 feet high. The floor is littered with bones and other organic remains. Burning candles are arrangement in a strange pattern on the ground. Three cages stand to your right. Just in front of you, there are two racks and in the corner a table with torture instruments. Beside that table there is a small steel bucket filled with burning coal. On your left there is a big table with an untouched meal and set against the wall is a small forge. On the opposite corner you can see two big chests. Near the strange arrangement of candles, there is lectern and a very pale looking man is

standing behind it From the look he gives you, you guess he isn't about to bid you welcome.

The fight starts as soon as the first PC hits the ground of the cellar.

APL 2 (EL 3)

Ilien Septim: Male Human (Sueloise) Wiz3; hp 12, see Appendix 1 for tactics

Rat Familiar: hp 6, see Appendix 1

APL 4 (EL 5)

Ilien Septim: Male Human (Sueloise) Wiz5; hp 19, see Appendix 2 for tactics

Rat Familiar: hp 9, see Appendix 2

APL 6 (EL 7)

Ilien Septim: Male Human (Sueloise) Wiz7; hp 26, see Appendix 3 for tactics

Imp Familiar: hp 13, see Appendix 3

APL 8 (EL 9)

Ilien Septim: Male Human (Sueloise) Wiz7; hp 34, see Appendix 4 for tactics

Imp Familiar (1): hp 17, see Appendix 4

Once the PCs defeat the evil necromancer, they may return to de Lusan and the wedding. If they take time to search the room, they don't find anything valuable or of interest, apart from what the necromancer has on him

Treasure:

APL 2: Loot: 28 gp; Magic: *ring of protection +1* (167 gp), *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp)

APL 4: Loot: 28 gp; Magic: *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp)

APL 6: Loot: 28 gp; Magic: *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp)

APL 8: Loot: 1 gp; Magic: *+1 light crossbow* (195 gp), *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of cone of cold* (94 gp), *scroll of vampiric touch* (31 gp)

Campaign Consequences

1. Did the PCs ask anything about Barthol Raveneau de Lusan? If yes, what information did they find?
2. Did the PCs propose any kind of help to the library? If yes what kind of help did they offer?
3. Did the PCs capture or kill Kyran or Arkham?
4. Did they play the additional TU?
5. Did the PCs have to deal with the Militia? If yes, what did they do?
6. Did they help Bjeorn before meeting Yodalla?
7. Did they manage to get all five right ingredients?
8. Did they find the smuggler's cave? And if yes did they plunder it?
9. What ending did they have?
10. Did one of the PC taste the bride's dish?
11. Did the PCs bribe the guards to get their revenge without intervention of the "Merchants' Watch"?
12. In APL 6 and 8, did Ilien Septim's Imp familiar escape?

Thanks to answer all these questions and send them to rftroubles@yahoo.com. Please do not hesitate to post more comments telling what you liked or disliked in our scenario.

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 2: The Pursuit

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	120 XP

Encounter 4: Capturing the Ferret

APL2	30 XP
APL4	30 XP
APL6	30 XP
APL8	30 XP

Encounter 6: The Cliffs

APL2	30 XP
APL4	90 XP
APL6	150 XP
APL8	210 XP

Encounter 7: Nature is Dangerous

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 8: Climbing is for Kids or Halflings

APL2	30 XP
APL4	30 XP
APL6	30 XP
APL8	30 XP

Encounter 10: The Contest is not Over Yet

APL2	120 XP
APL4	150 XP
APL6	180 XP
APL8	210 XP

Discretionary Role-playing Award

Ferret captured (but not killed)

APL2	15 XP
APL4	25 XP
APL6	30 XP
APL8	40 XP

Wild honey (found not bought)

APL2	15 XP
------	-------

APL4	20 XP
APL6	30 XP
APL8	35 XP

Albatross Egg (only if the PCs tried to find which one was the middle nest.)

APL2	15 XP
APL4	25 XP
APL6	30 XP
APL8	40 XP

Mistletoe sprig

APL2	15 XP
APL4	20 XP
APL6	30 XP
APL8	35 XP

Yondalla's shell

APL2	15 XP
APL4	20 XP
APL6	30 XP
APL8	35 XP

For finding the good ingredients (all of them)

APL2	15 XP
APL4	25 XP
APL6	30 XP
APL8	40 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP

Additional TU Encounter

Encounter 1: The Guards

APL2	90 XP
APL4	120 XP
APL6	150 XP
APL8	180 XP

Encounter 2: Get your Revenge

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP

Discretionary Role-playing Award

APL2	45 XP
APL4	67 XP
APL6	90 XP
APL8	112 XP

Additional TU Total Possible Experience:

APL2	225 XP
APL4	337 XP
APL6	450 XP
APL8	562 XP

Treasure Summary

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

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

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

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

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

after the adventure so this total may be modified by other circumstances.

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

Encounter 2: The Pursuit

APL 2: Loot: 7 gp; Magic: *potion of cure light wounds* (4 gp);

APL 4: Loot: 44 gp; Magic: *potion of cure light wounds* (4 gp);

APL 6: Loot: 70 gp; Magic: *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp);

APL 8: Loot: 77 gp; Magic: *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), *+ 1 studded leather armour* (98 gp), *+1 light crossbow* (195 gp);

Encounter 6: The Cliffs

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

APL 4: Loot: 75 gp; Coin: 75 gp;

APL 6: Loot: 100 gp; Coin: 100 gp;

APL 8: Loot: 150 gp; Coin: 150 gp;

Encounter 7: Nature is Dangerous

APL 2: N/A

APL 4: N/A

APL 6: N/A

APL 8: Loot: 23 gp; Coin: 13 gp;

Encounter 10: The Contest is not Over Yet

APL 2: Loot: 77 gp; Magic: *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), *+ 1 studded leather* (98 gp), *+1 light crossbow* (195 gp);

APL 4: Loot: 77 gp; Magic: *bolts of shock* (10) (133 gp); *potion of blur* (25 gp), *potion of cure light wounds* (4 gp), *potion of cat's grace* (25 gp), *+ 1 studded leather* (98 gp), *+1 light crossbow* (195 gp);

APL 6: Loot: 50 gp; Magic: *bolts of shock* (10) (133 gp); *potion of blur* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *+ 1 studded leather* (98 gp), *+1 light crossbow* (195 gp), *+1 rapier* (194 gp), *ring of protection +1* (167 gp);

APL 8: Loot: 106 gp; Magic *bolts of shock* (20) (267 gp); *potion of blur* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), *+ 1 studded leather* (98 gp), *+1 light crossbow* (195 gp), *+1 rapier* (194 gp), *ring of protection +1* (167 gp);

Conclusion

Receive your salary from Barthol Raveneau de Lusan.

APL 2: Coin: 100 gp;
APL 4: Coin: 100 gp;
APL 6: Coin: 100 gp;
APL 8: Coin: 100 gp;

Sell the recipe to the cook in the Welcome Inn.

APL 2: Coin: 100 gp;
APL 4: Coin: 100 gp;
APL 6: Coin: 100 gp;
APL 8: Coin: 100 gp;

Total Possible Treasure

APL 2: Loot: 134 gp; Coin: 250 gp; Magic: 351 gp -
Total: 735 gp

(Cap: 450 gp)

APL 4: Loot: 196 gp; Coin: 275 gp; Magic: 484 gp -
Total: 955 gp

(Cap: 650 gp)

APL 6: Loot: 220 gp; Coin: 300 gp; Magic: 891 gp -
Total: 1411 gp

(Cap 900 gp)

APL 8: Loot: 403 gp; Coin: 390 gp; Magic: 1368 gp -
Total: 2161 gp

(Cap: 1300 gp)

Additional TU Treasure Summary

Encounter 1: The Guards

APL 2: Loot: 79 gp; Magic: *potion of cat's grace* x2 (2 x 25 gp), *potion of cure light wounds* (3 x 4 gp), *potion of bull's strength* (25 gp)

APL 4: Loot: 131 gp; Magic: *potion of cat's grace* x 2 (2 x 25 gp), *+1 chain shirt* x2 (2 x 104 gp), *potion of cure light wounds* x3 (3 x 4 gp), *potion of bull's strength* (25 gp)

APL 6: Loot: 73 gp; Magic: *+1 mighty (+2) longbow* (217 gp), *potion of cat's grace* (25 gp), *+1 chain shirt* (104 gp), *potion of cure light wounds* x 2 (2 x 4 gp), *potion of bull's strength* (25 gp), *potion of enlarge* (4 gp), *potion of barkskin +2* (25 gp), *+1 greatsword* (196 gp)

APL 8: Loot: 73 gp; Magic: *+1 mighty (+2) longbow* (217 gp), *potion of cat's grace* x2 (2 x 25 gp), *+1 chain shirt* x 2 (2 x 104 gp), *potion of cure light wounds* x2 (2 x 4 gp), *potion of bull's strength* (25 gp), *potion of enlarge* (4 gp), *potion of barkskin +2* (25 gp), *+1 greatsword* (196 gp)

Encounter 2: Get your revenge

APL 2: Loot: 28 gp; Magic: *ring of protection +1* (167 gp), *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp)

APL 4: Loot: 28 gp; Magic: *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp)

APL 6: Loot: 28 gp; Magic: *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp), *potion of cure moderate wounds +2* (667 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp)

APL 8: Loot: 1 gp; Magic: *+1 light crossbow* (195 gp), *scroll of magic missile* (2 gp), *scroll of chill touch* (2 gp), *scroll of shocking grasp* (2 gp), *ring of protection +2* (667 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of cone of cold* (94 gp), *scroll of vampiric touch* (31 gp)

Total Possible Treasure

APL 2: Loot: 107 gp; Coin: 0 gp; Magic: 261 gp - Total: 368 gp

(Cap: 225 gp)

APL 4: Loot: 159 gp; Coin: 0 gp; Magic: 969 gp - Total: 1128 gp

(Cap: 325 gp)

APL 6: Loot: 101 gp; Coin: 0 gp; Magic: 1348 gp - Total: 1449 gp

(Cap 450 gp)

APL 8: Loot: 74 gp; Coin: 0 gp; Magic: 1850 gp - Total: 1924 gp

(Cap: 650 gp)

Special

☛ Honorary member of the Dullstrand City Library

The PCs may gain this access by giving the recipe, or a copy of it, to the librarian. It grants complete access to the library and all knowledge and information contained within. The cost of this access is 50 gp per year. **Note:** This access will probably be used in future Dullstrand scenarios.

☛ Favor of Yodalla, Halfling Druid

The PCs may gain this favour by freeing and curing Bjeorn (Yodalla's animal companion) before meeting Yodalla. This favour may be used after any Dullstrand regional scenario and grants the casting of one of the following spells on the PC: *remove disease*, *restoration* or *neutralize poison*. This favour is good for a single use only. Score this favour out once it has been used.

☛ **Disfavor of Barthol Raveneau de Lusan**

Due to Barthol Raveneau de Lusan's influence with Dullstrand City merchants, you might experience a few problems with them. Each time a character with this disfavor tries to buy an item in Dullstrand City, there is a 20% chance that the merchant heard about the character. If such is the case, all his prices are increased by 10%.

☛ **Has tasted the Bride's Dish**

The character named above, has tasted the Bride's Dish. Only male characters can have this entry. Consequences of tasting that dish will be described in a future scenario.

Magic Item Description

Yodalla's Sling: This sling is embedded with Yondalla's symbol in the leather. It is a *+1 explosive sling*. Market Price: 32300gp

Items for the Adventure Record

☛ **Honorary member of the Dullstrand City Library**

The PCs may gain this access by giving the recipe, or a copy of it, to the librarian. It grants complete access to the library and all knowledge and information contained within. The cost of this access is 50 gp per year. **Note:** This access will probably be used in future Dullstrand scenarios.

☛ **Favor of Yodalla, Halfling Druid**

The PCs may gain this favour by freeing and curing Bjeorn (Yodalla's animal companion) before meeting Yodalla. This favour may be used after any Dullstrand regional scenario and grants the casting of one of the following spells on the PC: *remove disease*, *restoration* or *neutralize poison*. This favour is good for a single use only. Score this favour out once it has been used.

☛ **Disfavor of Barthol Raveneau de Lusan**

Due to Barthol Raveneau de Lusan's influence with Dullstrand City merchants, you might experience a few problems with them. Each time a character with this disfavor tries to buy an item in Dullstrand City, there is a 20% chance that the merchant heard about the character. If such is the case, all his prices are increased by 10%.

☛ **The Bride's Dish**

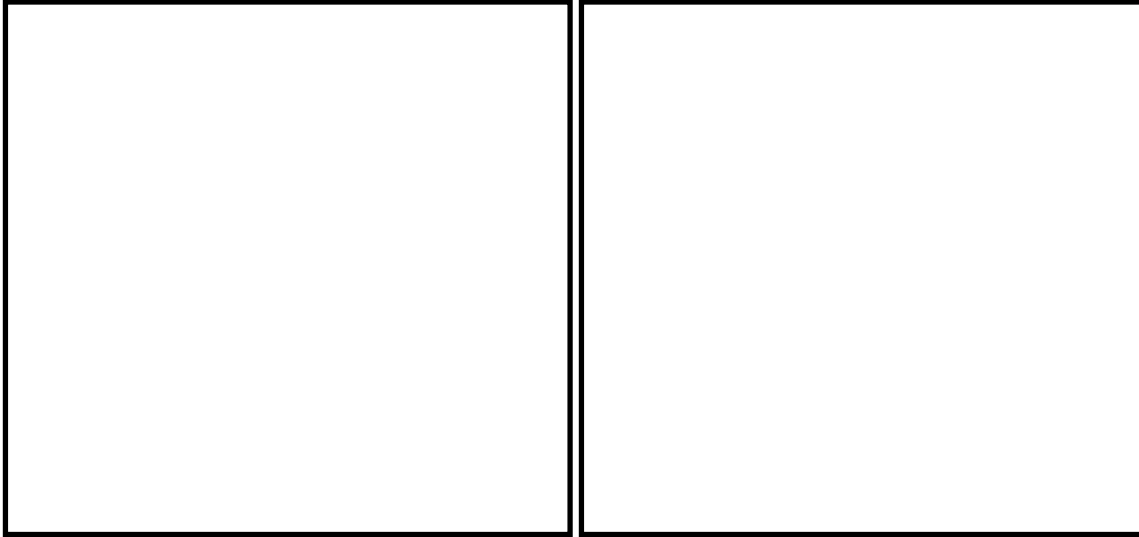
The character named above, has tasted the Bride's Dish. Only male characters can have this entry. Consequences of tasting that dish will be described in a future scenario.

Item Access

APL 4

- ❖ *bolts of shock* (160gp each, Adventure, CL 8th, DMG 225)

Items for the Adventure Record Additional TU



Item Access

APL 2

Septim's Spellbook (Any)
0 – All 0 level except *Illusion and Enchantment*, 1st - *cause fear, chill touch, mage armour, magic missile, ray of enfeeblement, shield, shocking grasp*, 2nd - *ghoul touch, melf's acid arrow, scorching ray*.

APL 4 (All of APL 2 plus the following)

- ❖ *ring of protection +2* (8000 gp, Adventure, DMG 231)
- ❖ *Septim's Spellbook* (Any)
0 – All 0 level except *Illusion and Enchantment*, 1st - *cause fear, chill touch, mage armour, magic missile, ray of enfeeblement, shield, shocking grasp*, 2nd - *ghoul touch, melf's acid arrow, scorching ray*, 3rd - *lightning bolt, ray of exhaustion, vampiric touch*.

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

- ❖ *Septim's Spellbook* (Any)
0 – All 0 level except *Illusion and Enchantment*, 1st - *cause fear, chill touch, mage armour, magic missile, ray of enfeeblement, shield, shocking grasp*, 2nd - *blindness, blur, ghoul touch, melf's acid arrow, scorching ray, see invisibility*, 3rd -

lightning bolt, fly, ray of exhaustion, vampiric touch; 4th - *bestow curse, fire shield*.

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

- ❖ *scroll of cone of cold* (1125 gp, Adventure, CL 9th, DMG 240)
- ❖ *Septim's Spellbook* (Any)
0 - *detect magic, read magic, flare, light, touch of fatigue*, 1st - *mage armour, shield, ray of enfeeblement, cause fear, magic missile* (2); 2nd - *melf's acid arrow, scorching ray, ghoul touch, blindness, blur* 3rd - *lightning bolt* (2), *vampiric touch* (2), *ray of exhaustion*; 4th - *fire shield, bestow curse, enervation, evard's black tentacles*, 5th - *symbol of pain, wall of force*

Appendix 1: APL 2

Kyran: Male Human (Sueloise) Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 5; Init +7; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Base Atk +0; Grp +0; Atk +0 melee (1d6, rapier) or +4 ranged (1d8 (+1 within 30 ft), light crossbow); SA Sneak attack +1d6; SQ None; AL CN; SV Fort +0, Ref +5, Will -1; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +6, Climb +4, Diplomacy +6, Escape Artist +7, Gather Information +6, Hide +7, Knowledge (Splintered Sun) +7, Listen +4, Move Silently +7, Spot +4, Tumble +7; Point Blank Shot, Improved Initiative.

Possessions: Studded leather, light crossbow, rapier, 2 daggers, *potion of cure light wounds*. 1 poisoned bolt, 5 bolts, *potion of invisibility*.

Combat Tactics: Kyran starts the fight by shooting his poisoned bolt at the most strong looking PC. The poison is carrion crawler brain juice (Injury; DC 13 Fortitude; paralysis/0). If the poison incapacitates that PC, he then concentrates his attacks on any likely-looking spell caster. After 3 rounds, Kyran flees and the PC may engage a pursuit.

Citizens Concerned Militia Patrol:

Patrol Leader: Male Human (Suel/Flan) War2; CR 1; Medium Humanoid (human); HD 2d8+4; hp 15; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, 2 potions of cure light wounds.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Militiaman: Male Human (Suel/Flan) War1; CR ½; Medium Humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, studded leather.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Yodalla: Male Halfling Drd9; CR 9; Small Humanoid (Halfling); HD 9d8+9; hp 61; Init +3; Spd 20 ft; AC 24 (touch 14, flat-footed 21); Base Atk +6/+1; Grp +2; Atk +5 melee (1d4-2, quarterstaff) or +11 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); Full Atk +5/+0 melee (1d4-2, quarterstaff) or +11/+6 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (large, 3 x day), venom immunity; AL NG; SV Fort +7, Ref +6, Will +9; Str 6, Dex 16, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Handle Animal +8, Heal +9, Knowledge (nature) +6, Listen +9, Spellcraft +6, Spot +9, Survival +9; Dodge, Combat Casting, Wild Spell, Craft Arms and Armor.

Spells Prepared (6/5/5/4/3/1 base DC = 14 + spell level): 0 - *cure minor wounds, detect magic, flare, light, read magic, resistance*, 1st - *cure light wounds, magic stone, produce flame, shillelagh, speak with animals*, 2nd - *barkskin, bull's strength, cat's grace, flame blade, summon swarm*, 3rd - *call lightning, cure moderate wounds, greater magic fang, poison*, 4th - *cure serious wounds, ice storm, reincarnate*, 5th - *stoneskin*.

Possessions: +1 *hide armor*, +1 *heavy wooden shield*, +1 *quarterstaff of spell storing* (with a *poison* spell stored inside), +1 *explosive sling* (see appendix), *scroll of cure moderate wounds* (2), *scroll of entangle*, *scroll of resist energy*, 20 bullets, *amulet of natural armor* (+3), wooden holy symbol of Yondalla.

Bjeorn: Yodalla's animal companion: Brown Bear; CR 4; Large Animal; HD 8d8+32; hp 72; Init +2; Spd 40 ft; AC 18 (touch 11 flat-footed 16); Base Atk +7; Grp +19; Atk +14 melee (1d8+9, claw); Full Atk +14 melee (1d8+9, 2 claws) and +9 melee (2d6+5, bite), Space/Reach 10 ft./5 ft.; SA Improved grab; SQ low-light vision, scent; AL NG; SV Fort +10, Ref +7, Will +3; Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +8, Swim +13 (+4 racial bonus); Endurance, Run, Track, Evasion, Link, Share spells.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Physical Description: These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

Known Tricks: Attack, Attack Unnatural, Track, Defend, Guard, Work, Down, Come.

Tactics: A brown bear attacks mainly by tearing at opponents with its claws.

Ferret: CR 1; Tiny Animal; HD ½ d8; hp 2; Init +4; Spd 20 ft.; Climb 20 ft.; AC 16 (touch 16, flat-footed 12); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Attach; SQ low-light vision, scent; AL N; SV Fort +2, Ref +6, Will +3; Str 3, Dex 19, Con 10, Int 2, Wis 16, Cha 6.

Skills and Feats: Balance +12 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +13, Move Silently +10 (+4 racial bonus), Spot +5; Weapon Finesse.

They use their Dexterity modifier for Climb checks. A ferret can always choose to take 10 on a Climb check, even if rushed or threatened.

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Armour Class and has an AC of 12. An attached ferret can be struck with a weapon or grappled itself. To remove an attached ferret through grappling, the opponent must achieve a pin against the creature.

Physical Description: These little mammals are aggressive predators but usually confine himself or herself to smaller prey.

Bee Swarm: CR 3; Diminutive Vermin (Swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft.; fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk +4 melee (2d6, swarm); Full Atk +4 melee (2d6, swarm); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft. immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +4, Spot +4;

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

Physical Description: A furiously buzzing cloud of bees bursts from the hive and surrounds you.

Krenshar: CR 1; Medium Magical Beast; HD 2d10; hp 12; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +2; Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +9 (+4 racial bonus), Listen +3, Move Silently +6 (+4 racial bonus); Multiattack, Track

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Physical Description: The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Tactics: Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, and then chases the fleeing target to join the attack.

Arkham: Male Human (Sueloise) Rog4; CR 4; Medium Humanoid (human); HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Base Atk +3; Grp +3; Atk +7 melee (1d6, masterwork rapier) or +7 ranged (1d8+1 (+2 within 30 ft), +1 light crossbow); SA Sneak +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +1, Ref +7, Will 0; Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +7, Climb +6, Diplomacy +9, Escape Artist +9, Gather Information +12, Hide +10, Jump +5, Knowledge (Splintered Sun) +7, Listen +7, Move Silently +10, Spot +7, Tumble +12; Point Blank Shot, Improved Initiative, Weapon Finesse.

Possessions: +1 studded leather, +1 light crossbow, masterwork rapier, 2 masterwork daggers, *potion of cure light wounds*, *potion of cat's grace*, *potion of blur*, 5 bolts, 1 poisoned dagger.

Combat Tactics: Arkham opens fires with a sneak attack (hopefully) on the strongest looking PC. Remember that this first bolt is poisoned. The poison is Dragon bile (Injury; DC 26 Fort; 3d6Str/0). He then

concentrates fire on the spell casters. If he has time during the fight he uses it to drink his potions. Unlike his colleague he doesn't flee, and fights to the death, unless the PC offer him to surrender in exchange for information.

Seryxs: Male Human (Sueloise) Rgr1; CR 2; Medium Humanoid (human); HD 1d8+1; hp 7; Init +3(+5); Spd 30 ft; AC 17(19) (touch 13(15), flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d8+2, longsword) or +3 melee (1d6+2, short sword) or +5(+7) ranged (1d8 ((+1 within 30 ft), longbow); SA Wild Empathy, track, favored enemy +2 (humans); SQ None; AL LE; SV Fort +4, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +3, Handle Animal +0, Hide +5, Jump +3, Knowledge (geography) +2, Knowledge (nature) +2, Listen +5, Move Silently +5, Search +5, Spot +5, Survival +6, Swim +3, Point Blank Shot, Precise Shot.

Possessions: Longsword, short sword, longbow, *potion of Cat's Grace*, masterwork chain shirt, *potion of cure light wounds*, 20 arrows.

Kurk: Male Half-Orc Bbn1/Ftr1; CR 2; Medium Humanoid; HD 1d12+1d10+6; hp 21; Init +2; Spd 40 ft; AC 16 (touch 12(14), flat-footed 14); Base Atk +2; Grp +6(+8); Atk +6(+8) melee (2d6+6(2d6+9), masterwork greatsword); SA Fast movement, illiteracy, rage 1/day; SQ None; AL NE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +4, Jump +5, Listen +3, Survival +4, Swim +5; Power Attack, Improved Sunder.

Possessions: Masterwork greatsword, masterwork chain shirt, *potion of bull's strength*, *potion of cat's grace*, *potion of cure light wounds* (2).

DM Note: If the guards heard the PCs, they both drink their potions, bolstering their stats. Changes are indicated in **bold** above.

Combat Tactics: Kurk and Seryxs are seasoned fighters, they always deal with enemy together, and unless there is a very good reason for it (such as charging the spellcaster without suffering attacks of opportunity) they both fight the same enemy. They will always flank when able.

To begin with Kurk will cover the door trying to stop the PCs entering the room, he uses his improved sunder on small weapons preferably. Seryxs will aid Kurk by shooting at the same target as the half-orc. If

one of them is badly wounded, he retreats to drink his potion, while the other readies his action to protect him. Also remember that Kurk while use his rage, bringing his attack roll to +8 and damage to 2d6+9, or +10 and 2d6+12 if he drank the potion too. Another thing to remember is his Power Attack Feat, using it to its full effect he could deal up to 2d6+16 damage, with the above enhancements.

Ilien Septim: Male Human (Sueloise) Wiz3; CR 3; Medium Humanoid (human); HD 3d4+3; hp 12; Init +2; Spd 30 ft; AC 13; Base Atk +1; Grp +0; Atk +0 melee (1d4-1, dagger) or +4 ranged (1d8, masterwork light crossbow); SA Familiar (rat); SQ None; AL NE; SV Fort +4, Ref +3, Will +3; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +7, Craft Alchemy +9, Knowledge (arcana) +9, Knowledge (Splintered Suns) +9, Knowledge (the planes) +9, Spellcraft +9; Scribe Scroll, Spell Focus (necromancy), Combat Casting.

Spells Prepared (base DC = 14 + spell level): 0 - *detect magic*, *read magic*, *flare*, *light*, *touch of fatigue*, 1st - *mage armour*, *shield*, *ray of enfeeblement*, *cause fear*; 2nd - *melf's acid arrow*, *scorching ray*, *ghoul touch*.

Spellbook: 0 - *All 0 level except Illusion and Enchantment*; 1st - *cause fear*, *chill touch*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd - *ghoul touch*, *melf's acid arrow*, *scorching ray*.

Possessions: Masterwork light crossbow, dagger, *ring of protection +1*, *scroll of magic missile*, *scroll of chill touch*, *scroll of shocking grasp*, spellbook.

DM Note: If the PCs made some noise in the bedroom or the house, they likely did since they fought the two guards; the wizard here has cast the following spells on himself: *mage armour* and *shield*. This gives him an effective AC of 21 and immunity to *magic missiles*.

Combat Tactics: This necromancer is fundamentally evil. His objective is to kill the opposition as quickly as possible. To achieve this he always uses his highest levels spells first, preferably those that deal most damage or disable their targets. He uses his familiar to deliver the touch spells.

Ilien's Rat Familiar: Rat, Familiar; CR 0; Tiny Animal; HD 1/4d8; hp 6; Init +2; Spd 15 ft., Climb 15 ft., Swim 15 ft.; AC 16 (touch 14, flat-footed 14); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA improved evasion, share spell, empathic link,

deliver touch spell; SQ low-light vision, scent; AL NE; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2,

Skills and Feats: Balance +10 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +16, Move Silently +12 (+6 racial bonus), Swim +10 (+8 racial bonus); Weapon Finesse.

A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Appendix 2: APL 4

Kyran: Male Human (Sueloise) Rog2; CR 2; Medium Humanoid (human); HD 2d6+2; hp 10; Init +7; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Base Atk +1; Grp +1; Atk +1 melee (1d6, rapier) or +5 ranged (1d8 (+1 within 30 ft), masterwork light crossbow); SA Sneak attack +1d6; SQ Evasion; AL CN; SV Fort +0, Ref +6, Will -1; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +7, Climb +5, Diplomacy +9, Escape Artist +8, Gather Information +9, Hide +8, Knowledge (Splintered Sun) +7, Listen +4, Move Silently +8, Spot +4, Tumble +8; Point Blank Shot, Improved Initiative.

Possessions: Masterwork studded leather, masterwork light crossbow, rapier, 2 daggers, *potion of cure light wounds*. 1 poisoned bolt, 5 bolts, ~~*potion of invisibility*~~.

Combat Tactics: Kyran starts the fight by shooting his poisoned bolt at the most strong looking PC. The poison is carrion crawler brain juice (DC 13 paralysis/0). If the poison incapacitates that PC he then concentrates his attacks on the wizard looking PC. After 3 rounds, Kyran flees and the PC may engage a pursuit.

Citizens Concerned Militia Patrol:

Patrol Leader: Male Human (Suel/Flan) War2; CR 1; Medium Humanoid (human); HD 2d8+4; hp 15; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, 2 potions of cure light wounds.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Militiaman: Male Human (Suel/Flan) War1; CR ½; Medium Humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, studded leather.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Yodalla: Male Halfling Drd9; CR 9; Small Humanoid (Halfling); HD 9d8+9; hp 61; Init +3; Spd 20 ft; AC 24 (touch 14, flat-footed 21); Base Atk +6/+1; Grp +2; Atk +5 melee (1d4-2, quarterstaff) or +11 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); Full Atk +5/+0 melee (1d4-2, quarterstaff) or +11/+6 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (large, 3 x day), venom immunity; AL NG; SV Fort +7, Ref +6, Will +9; Str 6, Dex 16, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Handle Animal +8, Heal +9, Knowledge (nature) +6, Listen +9, Spellcraft +6, Spot +9, Survival +9; Dodge, Combat Casting, Wild Spell, Craft Arms and Armor.

Spells Prepared (6/5/5/4/3/1 base DC = 14 + spell level): 0 - *cure minor wounds, detect magic, flare, light, read magic, resistance*, 1st - *cure light wounds, magic stone, produce flame, shillelagh, speak with animals*, 2nd - *barkskin, bull's strength, cat's grace, flame blade, summon swarm*, 3rd - *call lightning, cure moderate wounds, greater magic fang, poison*, 4th - *cure serious wounds, ice storm, reincarnate*, 5th - *stoneskin*.

Possessions: +1 *hide armor*, +1 *heavy wooden shield*, +1 *quarterstaff of spell storing* (with a *poison* spell stored inside), +1 *explosive sling* (see appendix), *scroll of cure moderate wounds* (2), *scroll of entangle*, *scroll of resist energy*, 20 bullets, *amulet of natural armor* (+3), wooden holy symbol of Yondalla.

Bjeorn: Yodalla's animal companion: Brown Bear; CR 4; Large Animal; HD 8d8+32; hp 72; Init +2; Spd 40 ft; AC 18 (touch 11 flat-footed 16); Base Atk +7; Grp +19; Atk +14 melee (1d8+9, claw); Full Atk +14 melee (1d8+9, 2 claws) and +9 melee (2d6+5, bite), Space/Reach 10 ft./5 ft.; SA Improved grab; SQ low-light vision, scent; AL NG; SV Fort +10, Ref +7, Will +3; Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +8, Swim +13 (+4 racial bonus); Endurance, Run, Track, Evasion, Link, Share spells.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Physical Description: These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

Known Tricks: Attack, Attack Unnatural, Track, Defend, Guard, Work, Down, Come.

Tactics: A brown bear attacks mainly by tearing at opponents with its claws.

Ferret: CR 1; Tiny Animal; HD ½ d8; hp 2; Init +4; Spd 20 ft.; Climb 20 ft.; AC 16 (touch 16, flat-footed 12); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Attach; SQ low-light vision, scent; AL N; SV Fort +2, Ref +6, Will +3; Str 3, Dex 19, Con 10, Int 2, Wis 16, Cha 6.

Skills and Feats: Balance +12 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +13, Move Silently +10 (+4 racial bonus), Spot +5; Weapon Finesse.

They use their Dexterity modifier for Climb checks. A ferret can always choose to take 10 on a Climb check, even if rushed or threatened.

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Armour Class and has an AC of 12. An attached ferret can be struck with a weapon or grappled itself. To remove an attached ferret through grappling, the opponent must achieve a pin against the creature.

Physical Description: These little mammals are aggressive predators but usually confine himself or herself to smaller prey.

Bee Swarm: CR 3; Diminutive Vermin (Swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft.; fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk +4 melee (2d6, swarm); Full Atk +4 melee (2d6, swarm); Space/Reach 10 ft./o ft.; SA Distraction; SQ Darkvision 60 ft. immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +4, Spot +4;

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

Physical Description: A furiously buzzing cloud of bees bursts from the hive and surrounds you.

Ankheg: CR 3; Large Magical Beast; HD 3d10+12; hp 28; Init +0; Spd 30 ft, burrow 20 ft; AC 18 (touch 9, flat-footed 18); Base Atk +3; Grp +12; Atk Bite +7 melee (2d6+7 plus 1d4 acid); Space/Reach 10 ft./5 ft.; SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Physical Description: The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x10).

Tactics: An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.) Clusters of ankhegs share the same territory but do not cooperate.

Arkham: Male Human (Sueloise) Rog5; CR 5; Medium Humanoid (human); HD 5d6+5; hp 26; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 17); Base Atk +3; Grp +3; Atk +7 melee (1d6, masterwork rapier) or +7 melee (1d4; masterwork dagger) or +7 ranged (1d8+1 (+2 within 30 ft), +1 light crossbow); SA Sneak attack +3d6; SQ Evasion, trap sense +1, uncanny dodge; AL CN; SV

Fort +1, Ref +7, Will 0; Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +10, Bluff +7, Climb +6, Diplomacy +9, Escape Artist +9, Gather Information +12, Hide +10, Jump +5, Knowledge (Splintered Sun) +7, Listen +7, Move Silently +10, Spot +7, Tumble +11, Use Rope +10; Point Blank Shot, Improved Initiative, Weapon Finesse.

Possessions: +1 studded leather, +1 light crossbow, 10 bolts of shock, masterwork rapier, 2 masterwork daggers, *potion of cure light wounds*, *potion of cat's grace*, *potion of blur*. 1 poisoned bolt.

Combat Tactics: Arkham opens fires with a sneak attack (hopefully) on the strongest looking PC. Remember that this first bolt is poisoned. The poison is Dragon bile (injury; Fort. DC 26; 3d6Str/0). He then concentrates fire on the spell casters. If he has time during the fight he uses it to drink his potions. Unlike his colleague he doesn't flee, and fights to the death, unless the PC offer him to surrender in exchange for information.

Seryxs: Male Human (Sueloise) Rgr2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 14; Init +3(+5); Spd 30 ft; AC 18(20) (touch 13(15), flat-footed 15); Base Atk +2; Grp +4; Atk +6 melee (1d8+2, masterwork longsword) or +5 melee (1d6+3, masterwork short sword) or +6(+8) ranged (1d8+2, masterwork mighty (+2) composite longbow); Full Atk +4 ranged (1d8+2, masterwork mighty (+2) composite longbow, 2 shots); SA Wild Empathy, track, favoured enemy +2 (humans); SQ None; AL LE; SV Fort +4, Ref +6, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +3, Handle Animal +0, Hide +5, Jump +3, Knowledge (geography) +3, Knowledge (nature) +3, Listen +7, Move Silently +5, Search +5, Spot +7, Survival +7, Swim +3; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Masterwork longsword, masterwork short sword, mighty masterwork (+2) composite longbow, *potion of cat's grace*, +1 chain shirt, *potion of cure light wounds*, 20 arrows.

Kurk: Male Half-Orc Bbn1/Ftr1; CR 2; Medium Humanoid; HD 1d12+1d10+6; hp 21; Init +2; Spd 40 ft; AC 17 (touch 12(14), flat-footed 15); Base Atk +2; Grp +6(+8); Atk +6(+8) melee (2d6+6(2d6+9), masterwork greatsword); SA Fast movement, illiteracy, rage 1/day; AL NE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +4, Jump +5, Listen +3, Survival +4, Swim +5; Power Attack, Improved Sunder.

Possessions: Masterwork greatsword, +1 chain shirt, *potion of bull's strength*, *potion of cat's grace*, *potion of cure light wounds* (2).

DM Note: If the guards heard the PCs, they both drink their potions, bolstering their stats. Changes are indicated in **bold** above.

Combat Tactics: Kurk and Seryxs are seasoned fighters, they always deal with enemy together, and unless there is a very good reason for it (such as charging the spellcaster without suffering attacks of opportunity) they both fight the same enemy. They will always flank when able.

To begin with Kurk will cover the door trying to stop the PCs entering the room, he uses his improved sunder on small weapons preferably. Seryxs will aid Kurk by shooting at the same target as the half-orc. If one of them is badly wounded, he retreats to drink his potion, while the other readies his action to protect him. Seryxs will even provoke attacks of opportunity (remember he has the Mobility Feat) if it gives Kurk a good tactical advantage, a flank bonus for example. Also remember that Kurk while use his rage, bringing his attack roll to +11 and damage to 2d6+9, or +13 and 3d6+15 if he drank the potions too. Another thing to remember is his Power Attack Feat, using it to its full effect; he could deal up to 3d6+21 damage, with the above enhancements.

Iljen Septim: Male Human (Sueloise) Wiz5; CR 5; Medium Humanoid (human); HD 5d4+5; hp 19; Init +2; Spd 30 ft; AC 14; Base Atk +2; Grp +1; Atk +1 melee (1d4-1, Dagger) or +5 ranged (1d8, Masterwork light crossbow); SA Familiar (rat); AL NE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +9, Craft Alchemy +11, Knowledge (Arcana) +11, Knowledge (Splintered Suns) +11, Knowledge (The Planes) +11, Spellcraft +11; Scribe Scroll, Spell Focus (Necromancy), Combat Casting, Brew potion.

Spells Prepared (base DC = 14 + spell level): 0 - *detect magic*, *read magic*, *flare*, *light*, *touch of fatigue*, 1st - *mage armour*, *shield*, *ray of enfeeblement*, *cause fear*, *magic missile*, 2nd - *melf's acid arrow*, *scorching ray*, *ghoul touch*, *blindness*, 3rd - *lightning bolt*, *vampiric touch*, *ray of exhaustion*.

Spellbook: 0 - All 0 level except *Illusion* and *Enchantment*, 1st - *cause fear*, *chill touch*, *mage armour*;

magic missile, ray of enfeeblement, shield, shocking grasp, 2nd - ghoul touch, melf's acid arrow, scorching ray, 3rd - lightning bolt, ray of exhaustion, vampiric touch.

Possessions: Spellbook, masterwork light crossbow, dagger, *scroll of magic missile, scroll of chill touch, scroll of shocking grasp, ring of protection +2.*

DM Note: If the PCs made some noise in the bedroom or the house, they likely did since they fought the two guards; the wizard here has cast the following spells on himself: *mage armour* and *shield*. This gives him an effective AC of 20 and immunity to *magic missiles*.

Combat Tactics: This necromancer is fundamentally evil. His objective is to kill the opposition as quickly as possible. To achieve this he always uses his highest levels spells first, preferably those that deal most damage or disable their targets. He uses his familiar to deliver the touch spells.

Ilien's Rat Familiar: Rat, Familiar; CR 0 Tiny Animal; HD 1/4D8; hp 9; Init +2; Spd 15 ft.; Climb 15 ft.; Swim 15 ft.; AC 17 (touch 14, flat-footed 15); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA improved evasion, share spell, empathic link, deliver touch spell; SQ low-light vision, scent; AL NE; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +16, Move Silently +12 (+6 racial bonus), Swim +10 (+8 racial bonus); Weapon Finesse.

A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Appendix 3: APL 6

Kyran: Male Human (Sueloise) Rog3; CR 3; Medium Humanoid (human); HD 3d6+3; hp 16; Init +7; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +2; Atk +6 melee (1d6, masterwork rapier) or +6 ranged (1d8 (+1 within 30 ft), masterwork light crossbow); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL CN; SV Fort +1, Ref +6, Will 0; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +7, Climb +5, Diplomacy +9, Escape Artist +8, Gather Information +9, Hide +8, Jump +5, Knowledge (Splintered Sun) +7, Listen +7, Move Silently +8, Spot +7, Tumble +10; Point Blank Shot, Improved Initiative, Weapon Finesse.

Possessions: Masterwork studded leather, masterwork light crossbow, masterwork rapier, 2 daggers, *potion of cure light wounds*, *potion of cat's grace*, 1 poisoned bolt, 5 bolts, ~~*potion of invisibility*~~.

Combat Tactics: Kyran starts the fight by shooting his poisoned bolt at the most strong looking PC. The poison is carrion crawler brain juice (DC 13 paralysis/0). If the poison incapacitates that PC he then concentrates his attacks on the wizard looking PC. After 3 rounds, Kyran flees and the PC may engage a pursuit.

Citizens Concerned Militia Patrol:

Patrol Leader: Male Human (Suel/Flan) War2; CR 1; Medium Humanoid (human); HD 2d8+4; hp 15; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, 2 potions of cure light wounds.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Militiaman: Male Human (Suel/Flan) War1; CR ½; Medium Humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, studded leather.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Yodalla: Male Halfling Drd9; CR 9; Small Humanoid (Halfling); HD 9d8+9; hp 61; Init +3; Spd 20 ft; AC 24 (touch 14, flat-footed 21); Base Atk +6/+1; Grp +2; Atk +5 melee (1d4-2, quarterstaff) or +11 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); Full Atk +5/+0 melee (1d4-2, quarterstaff) or +11/+6 ranged (1d3-1 plus 2d4 explosion, +1 *explosive sling*); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (large, 3 x day), venom immunity; AL NG; SV Fort +7, Ref +6, Will +9; Str 6, Dex 16, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Handle Animal +8, Heal +9, Knowledge (nature) +6, Listen +9, Spellcraft +6, Spot +9, Survival +9; Dodge, Combat Casting, Wild Spell, Craft Arms and Armor.

Spells Prepared (6/5/5/4/3/1 base DC = 14 + spell level): 0 - *cure minor wounds*, *detect magic*, *flare*, *light*, *read magic*, *resistance*, 1st - *cure light wounds*, *magic stone*, *produce flame*, *shillelagh*, *speak with animals*, 2nd - *barkskin*, *bull's strength*, *cat's grace*, *flame blade*, *summon swarm*, 3rd - *call lightning*, *cure moderate wounds*, *greater magic fang*, *poison*, 4th - *cure serious wounds*, *ice storm*, *reincarnate*, 5th - *stoneskin*.

Possessions: +1 *hide armor*, +1 *heavy wooden shield*, +1 *quarterstaff of spell storing* (with a *poison* spell stored inside), +1 *explosive sling* (see appendix), *scroll of cure moderate wounds* (2), *scroll of entangle*, *scroll of resist energy*, 20 bullets, *amulet of natural armor* (+3), wooden holy symbol of Yondalla.

Bjeorn: Yodalla's animal companion: Brown Bear; CR 4; Large Animal; HD 8d8+32; hp 72; Init +2; Spd 40 ft; AC 18 (touch 11 flat-footed 16); Base Atk +7; Grp +19; Atk +14 melee (1d8+9, claw); Full Atk +14 melee (1d8+9, 2 claws) and +9 melee (2d6+5, bite), Space/Reach 10 ft./5 ft.; SA Improved grab; SQ low-light vision, scent; AL NG; SV Fort +10, Ref +7, Will +3; Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +8, Swim +13 (+4 racial bonus); Endurance, Run, Track, Evasion, Link, Share spells.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Physical Description: These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

Known Tricks: Attack, Attack Unnatural, Track, Defend, Guard, Work, Down, Come.

Tactics: A brown bear attacks mainly by tearing at opponents with its claws.

Ferret: CR 1; Tiny Animal; HD ½ d8; hp 2; Init +4; Spd 20 ft.; Climb 20 ft.; AC 16 (touch 16, flat-footed 12); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Attach; SQ low-light vision, scent; AL N; SV Fort +2, Ref +6, Will +3; Str 3, Dex 19, Con 10, Int 2, Wis 16, Cha 6.

Skills and Feats: Balance +12 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +13, Move Silently +10 (+4 racial bonus), Spot +5; Weapon Finesse.

They use their Dexterity modifier for Climb checks. A ferret can always choose to take 10 on a Climb check, even if rushed or threatened.

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Armour Class and has an AC of 12. An attached ferret can be struck with a weapon or grappled itself. To remove an attached ferret through grappling, the opponent must achieve a pin against the creature.

Physical Description: These little mammals are aggressive predators but usually confine himself or herself to smaller prey.

Bee Swarm: CR 3; Diminutive Vermin (Swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft.; fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk +4 melee (2d6, swarm); Full Atk +4 melee (2d6, swarm); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft. immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +4, Spot +4;

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

Physical Description: A furiously buzzing cloud of bees bursts from the hive and surrounds you.

Wyvern: CR 6; Large Dragon; HD 7d12+14; Init +1; Spd 20 ft; Fly 60 ft (poor); AC 18 (touch 10, flat-footed 17); Base Atk +7; Grp +15; Atk +10 melee (1d6+4 plus poison, sting) or +10 melee (2d6+4, talon) or +10 melee (2d8+4, bite); Full Atk +10 melee (1d6+4 plus poison, sting) and +8 melee (2d8+4, bite) and +8 melee (1d8+2, 2 wings) and +8 melee (2d6+4, 2 talons); Space/Reach 10 ft./5 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., low-light vision, scent, immunity to sleep and paralysis; AL N; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Multiattack

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to grey; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Skills: Wyverns have a +3 racial bonus on Spot checks.

Tactics: Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack.

Arkham: Male Human (Sueloise) Rog6; CR 6; Medium Humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30 ft; AC 18 (touch 13, flat-footed 18); Base Atk +4; Grp +4; Atk +8 melee (1d6+1, +1 rapier) or +8 ranged (1d8+1 (+2 within 30 ft), +1 light crossbow); SA Sneak attack +3d6; SQ Evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +2, Ref +8, Will +1; Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +10, Bluff +9, Climb +8, Diplomacy +10, Escape Artist +9, Gather Information +12, Hide +11, Jump +5, Knowledge (Splintered Sun) +8, Listen +8, Move Silently +11, Spot +8, Tumble +12,

Use Rope +10; Point Blank Shot, Improved Initiative, Weapon Finesse, Dodge

Possessions: +1 studded leather, +1 light crossbow, 10 bolts of shock, +1 rapier, 2 masterwork daggers, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of blur*, *ring of protection +1*, 1 poisoned bolt.

Combat Tactics: Arkham opens fires with a sneak attack (hopefully) on the strongest looking PC. Remember that this first bolt is poisoned. The poison is Dragon bile (Injury; Fort DC 26; 3d6Str/0). He then concentrates fire on the spell casters. If he has time during the fight he uses it to drink his potions. Unlike his colleague he doesn't flee, and fights to the death, unless the PC offer him to surrender in exchange for information.

Seryxs: Male Human (Sueloise) Rgr3; CR 3; Medium Humanoid (human); HD 3d8+3; hp 20; Init +3(+5); Spd 30 ft; AC 18(20) (touch 13(15), flat-footed 15); Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork longsword) or +6 melee (1d6+3, masterwork short sword) or +7(+9) ranged (1d8+3, +1 mighty (+2) longbow); Full Atk +5(+7) ranged (1d8+3, +1 mighty (+2) longbow, 2 shots); SA Wild empathy, track, favoured enemy +2 (humans); AL LE; SV Fort +4, Ref +6, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +3, Handle Animal +0, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +4, Listen +8, Move Silently +6, Search +5, Spot +8, Survival +8, Swim +3; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot,

Possessions: Masterwork Longsword, masterwork short sword, +1 mighty (+2) longbow, *potion of cat's grace*, +1 chain shirt, *potion of cure light wounds*, 20 arrows.

Kurk: Male Half-Orc Bbn1/Ftr 2; CR 3; Medium (Large) Humanoid; HD 1d12 + 2d10+9; hp 33; Init +2; Spd 40 ft; AC 16 (17) (touch 12(11), flat-footed 14(16)); Base Atk +3; Grp; +7(+13); Atk +9(+12) melee (2d6+7(3d6+12), +1 greatsword); SA Fast movement, illiteracy, rage 1/day; AL NE, SV Fort +8, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +6, Jump +5, Listen +3, Survival +4, Swim +5; Power Attack, Improved Sunder, Weapon Focus (greatsword), Cleave.

Possessions: +1 greatsword, masterwork chain shirt, *potion of bull's strength*, *potion of cure light wounds*, *potion of enlarge*, *potion of barkskin +2*.

DM Note: If the PCs were heard by the ranger, both guards drink their potions, bolstering their stats. Changes are indicated in **bold** above.

Combat Tactics: Kurk and Seryxs are seasoned fighters, they always deal with enemy together, and unless there is a very good reason for it (such as charging the spellcaster without suffering attacks of opportunity) they both fight the same enemy. They will always flank when able.

To begin with Kurk will cover the door trying to stop the PCs entering the room, he uses his improved sunder on small weapons preferably. Seryxs will aid Kurk by shooting at the same target as the half-orc. If one of them is badly wounded, he retreats to drink his potion, while the other readies his action to protect him. Seryxs will even provoke attacks of opportunity (remember he has the Mobility Feat) if it gives Kurk a good tactical advantage, a flank bonus for example. Also remember that Kurk while use his rage, bringing his attack roll to +13 and damage to 2d6+11, or +13 and 3d6+16 if he drank the potions too. Another thing to remember is his Power Attack Feat, using it to its full effect he could deal up to 3d6+29 damage, with the above enhancements.

Ilien Septim: Male Human (Sueloise) Wiz7; CR 7; Medium Humanoid (Human); HD 7d4+7; hp 29; Init +2; Spd 30 ft; AC 14 (touch 12, flat-footed 14); Base Atk +3; Grp +2; Atk +2 melee (1d4-1 dagger) or +6 ranged (1d8, masterwork light crossbow); SA Familiar (imp); AL NE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Craft Alchemy +13, Knowledge (arcana) +13, Knowledge (Splintered Sun) +13, Knowledge (the planes) +13, Spellcraft +13; Scribe Scroll, Spell Focus (necromancy), Combat Casting, Brew Potion, Improved familiar (imp).

Spells Prepared (base DC = 14 + spell level): 0 - *detect magic*, *read magic*, *flare*, *light*, *touch of fatigue*, 1st - *mage armour*, *shield*, *ray of enfeeblement*, *cause fear*, *magic missile* (2); 2nd - *melf's acid arrow*, *scorching ray*, *ghoul touch*, *blindness*, *blur*; 3rd - *lightning bolt*, *vampiric touch* (2), *ray of exhaustion*, 4th - *fire shield*, *bestow curse*.

Spell Book: 0 - All 0 level except *Illusion* and *Enchantment*, 1st - *cause fear*, *chill touch*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*, 2nd - *blindness*, *blur*, *ghoul touch*, *melf's acid arrow*, *scorching ray*, *see invisibility*, 3rd - *lightning*

bolt, fly, ray of exhaustion, vampiric touch; 4th - bestow curse, fire shield.

Possessions: Spellbook, masterwork light crossbow, dagger, *scroll of magic missile, scroll of chill touch, scroll of shocking grasp, ring of protection +2, potion of cure moderate wounds, potion of invisibility.*

DM Note: If the PCs made some noise in the bedroom or the house, they likely did since they fought the two guards; the wizard here has cast the following spells on himself: *mage armour, shield, blur* and *fire shield*. These gives him an effective AC of 20, immunity to *magic missiles*, 20% chance of missing him and see PHB for details on *fire shield*. He will then cast *bestow curse* on his familiar so that it can deliver it for him.

Combat Tactics: This necromancer is fundamentally evil. His objective is to kill the opposition as quickly as possible. To achieve this he always uses his highest levels spells first, preferably those that deal most damage or disable their targets. He will use his familiar to deliver the touch spells.

Ilien's Imp Familiar: Imp, Familiar; CR 0; Tiny Outsider; HD 3d8; hp 13; Init +3; Spd 20 ft.; Fly 50 ft. perfect; AC 24 (touch 15, flat-footed 21); Base Atk +3; Grp -5; Atk +8 melee (1d4+ poison, sting); Space/Reach 2-1/2 ft./0 ft.; SA Improved evasion, share spell, empathic link, deliver touch spell, speak with master, speak with animal of his kind, poison, spell-like abilities; SQ alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14,

Skills and Feats: Diplomacy +8, Hide +17, Listen +7 Move Silently +9, Search +6, Spellcraft +6, Spot +7; Weapon Finesse, Stealthy, Dodge

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only

one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Combat Tactics: He uses his *invisibility* spell like ability to get near a PC, if possible a spellcaster. He then either delivers a spell or stings them before moving away near the ceiling or to return to Septim to have another spell cast upon him. He concentrates a maximum on 1 PC to disable it with his poison or the spells.

If his master is killed before him, he flees by the forge's chimney.

Appendix 4: APL 8

Kyran: Male Human (Sueloise) Rog4; CR 4; Medium Humanoid (human); HD 4d6+4; hp 21; Init +7, Spd 30 ft; AC 17 (touch 13, flat-footed 17); Base Atk +3; Grp +3; Atk +7 melee (1d6, masterwork rapier) or +7 ranged (1d8+1 (+2 within 30 ft), *+1 light crossbow*); SA Sneak +2d6; SQ Evasion, Trap Sense +1, Uncanny Dodge; AL CN; SV Fort +1, Ref +7, Will 0; Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +7, Climb +6, Diplomacy +9, Escape Artist +9, Gather Information +12, Hide +10, Jump +5, Knowledge (Splintered Suns) +7, Listen +7, Move Silently +10, Spot +7, Tumble +12; Point Blank Shot, Improved Initiative, Weapon Finesse.

Possessions: *+1 studded leather, +1 light crossbow, masterwork rapier, 2 masterwork daggers, potion of cure light wounds, potion of cat's grace, potion of blur, 1 poisoned bolt, 5 bolts, ~~potion of invisibility~~.*

Combat Tactics: Kyran starts the fight by shooting his poisoned bolt at the most strong looking PC. The poison is carrion crawler brain juice (Injury; Fort DC 13; paralysis/0). If the poison incapacitates that PC he then concentrates his attacks on the wizard looking PC. After 3 rounds, Kyran flees and the PC may engage a pursuit.

Citizens Concerned Militia Patrol:

Patrol Leader: Male Human (Suel/Flan) War2; CR 1; Medium Humanoid (human); HD 2d8+4; hp 15; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, cutlass) or +4 ranged (1d8, light crossbow); AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Ride +5, Swim +3; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, chain shirt, 2 potions of cure light wounds.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Militiaman: Male Human (Suel/Flan) War1; CR ½; Medium Humanoid (human); HD 1d8+2; hp 8; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, cutlass) or +3 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +4, Swim +2; Toughness, Weapon Focus (cutlass).

Possessions: 10 crossbow bolts, light crossbow, traveller's outfit, cutlass, light metal shield, studded leather.

Note: The cutlass uses the exact same stats as a scimitar; 1d6 damage, crit. 18-20 x2.

Yodalla: Male Halfling Drd9; CR 9; Small Humanoid (Halfling); HD 9d8+9; hp 61; Init +3; Spd 20 ft; AC 24 (touch 14, flat-footed 21); Base Atk +6/+1; Grp +2; Atk +5 melee (1d4-2, quarterstaff) or +11 ranged (1d3-1 plus 2d4 explosion, *+1 explosive sling*); Full Atk +5/+0 melee (1d4-2, quarterstaff) or +11/+6 ranged (1d3-1 plus 2d4 explosion, *+1 explosive sling*); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (large, 3 x day), venom immunity; AL NG; SV Fort +7, Ref +6, Will +9; Str 6, Dex 16, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Handle Animal +8, Heal +9, Knowledge (nature) +6, Listen +9, Spellcraft +6, Spot +9, Survival +9; Dodge, Combat Casting, Wild Spell, Craft Arms and Armor.

Spells Prepared (6/5/5/4/3/1 base DC = 14 + spell level): 0 - *cure minor wounds, detect magic, flare, light, read magic, resistance*, 1st - *cure light wounds, magic stone, produce flame, shillelagh, speak with animals*, 2nd - *barkskin, bull's strength, cat's grace, flame blade, summon swarm*, 3rd - *call lightning, cure moderate wounds, greater magic fang, poison*, 4th - *cure serious wounds, ice storm, reincarnate*, 5th - *stoneskin*.

Possessions: *+1 hide armor, +1 heavy wooden shield, +1 quarterstaff of spell storing* (with a *poison* spell stored inside), *+1 explosive sling* (see appendix), *scroll of cure moderate wounds* (2), *scroll of entangle, scroll of resist energy*, 20 bullets, *amulet of natural armor* (+3), wooden holy symbol of Yondalla.

Bjeorn: Yodalla's animal companion: Brown Bear; CR 4; Large Animal; HD 8d8+32; hp 72; Init +2; Spd 40 ft; AC 18 (touch 11 flat-footed 16); Base Atk +7; Grp +19; Atk +14 melee (1d8+9, claw); Full Atk +14 melee (1d8+9, 2 claws) and +9 melee (2d6+5, bite), Space/Reach 10 ft./5 ft.; SA Improved grab; SQ low-light vision, scent; AL NG; SV Fort +10, Ref +7, Will +3; Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +8, Swim +13 (+4 racial bonus); Endurance, Run, Track, Evasion, Link, Share spells.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Physical Description: These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

Known Tricks: Attack, Attack Unnatural, Track, Defend, Guard, Work, Down, Come.

Tactics: A brown bear attacks mainly by tearing at opponents with its claws.

Ferret: CR 1; Tiny Animal; HD ½ d8; hp 2; Init +4; Spd 20 ft.; Climb 20 ft.; AC 16 (touch 16, flat-footed 12); Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Attach; SQ low-light vision, scent; AL N; SV Fort +2, Ref +6, Will +3; Str 3, Dex 19, Con 10, Int 2, Wis 16, Cha 6.

Skills and Feats: Balance +12 (+8 racial bonus), Climb +10 (+8 racial bonus), Hide +13, Move Silently +10 (+4 racial bonus), Spot +5; Weapon Finesse.

They use their Dexterity modifier for Climb checks. A ferret can always choose to take 10 on a Climb check, even if rushed or threatened.

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Armour Class and has an AC of 12. An attached ferret can be struck with a weapon or grappled itself. To remove an attached ferret through grappling, the opponent must achieve a pin against the creature.

Physical Description: These little mammals are aggressive predators but usually confine himself or herself to smaller prey.

Bee Swarm: CR 3; Diminutive Vermin (Swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft.; fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk +4 melee (2d6, swarm); Full Atk +4 melee (2d6, swarm); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft. immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +4, Spot +4;

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

Physical Description: A furiously buzzing cloud of bees bursts from the hive and surrounds you.

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft in Hide Armour; 40 ft.; AC 20 (touch 8, flat-footed 20); Base Atk +9; Grp +20; Atk +16 melee (2d8+10, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10 greatclub) or +15 melee (1d4+7, 2 slams) or +8/+3 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4, Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Possessions: 80 gp, large greatclub, 2 freshwater (irregular) pearls (50 gp each), a brass mug with jade inlays (25 gp) and a string of small pink pearls (150gp) x 3.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects). The range increment is 120 feet for a hill giant's thrown rocks.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Physical Description: Skin colour among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same colour. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Tactics: Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves.

Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Arkham: Male Human (Sueloise) Rog7; CR 7; Medium Humanoid (Human); HD 7d6+7; hp 37; Init +7; Spd 30 ft; AC 18 (touch 13, flat-footed 18); Base Atk +5; Grp +5; Atk +9 melee (1d6+1, *+1 rapier*) or +9 ranged (1d8+1 (+2 within 30 ft), *+1 light crossbow*); SA Sneak attack +4d6; SQ Evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +2, Ref +8, Will +1; Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +10, Bluff +10, Climb +9, Diplomacy +10, Escape Artist +10, Gather Information +12, Hide +12, Jump +7, Knowledge (Splintered Sun) +9, Listen +9, Move Silently +12, Spot +9, Tumble +13, Use Rope +10; Point Blank Shot, Improved Initiative, Weapon Finesse, Dodge

Equipment. *+1 studded leather, +1 light crossbow, 2 masterwork light crossbows, 20 bolts of shock, +1 rapier, 2 masterwork daggers, potion of cure moderate wounds, potion of cat's grace, potion of invisibility, ring of protection +1, 1 poisoned bolt.*

Combat Tactics: Arkham is aware of the PCs coming and has prepared 2 other crossbows in the bushes. He can fire these two crossbows with a standard action by pulling a rope in the bush. The crossbows fire straight down the road (Atk: +9, Dmg 1d8). Arkham opens fires with a sneak attack (hopefully) on the strongest looking PC. Remember that this first bolt is poisoned. The poison is Dragon bile (DC 26 3d6Str/0). He then concentrates fire on the spell casters. If he has time during the fight he uses it to drink his potions. Unlike his colleague he doesn't flee, and fights to the death, unless the PC offer him to surrender in exchange for information.

Seryxs: Male Human (Sueloise) Rgr3; CR 3; Medium Humanoid (human); HD 3d8+3; hp 20; Init +3(+5); Spd 30 ft; AC 18(20) (touch 13(15), flat-footed 15); Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork longsword) or +6 melee (1d6+3, masterwork short sword) or +7(+9) ranged (1d8+3, *+1 mighty (+2) longbow*); Full Atk +5(+7) ranged (1d8+3, *+1 mighty (+2) longbow, 2 shots*); SA Wild empathy, track, favoured enemy +2 (humans); AL LE; SV Fort +4, Ref +6, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +3, Handle Animal +0, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +4, Listen +8, Move Silently +6, Search +5, Spot +8, Survival +8, Swim +3; Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot,

Possessions. Masterwork longsword, masterwork short sword, *+1 mighty (+2) longbow, potion of cat's*

grace, +1 chain shirt, potion of cure light wounds, 20 arrows.

Kurk: Male Half-Orc Bbn1/Ftr4; CR 5; Medium (**Large**) Humanoid (Half-Orc), HD 1d12+4d10+15, hp 50; Init +2; Spd 40 ft; AC 17 (**17**) (touch 12, flat-footed 15); Base Atk +5; Grp +9(+15); Atk +11(+14) melee (2d6+9(3d6+14), *+1 greatsword*); SA Fast movement, illiteracy, rage 1/day; AL LE; SV Fort +9, Ref +3, Will +1; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +6, Jump +5, Listen +3, Survival +4, Swim +5; Power Attack, Improved Sunder, Weapon Focus (greatsword), Cleave, Weapon Specialization (greatsword).

Possessions: *+1 greatsword, +1 chain shirt, potion of bull's strength, potion of cat's grace, potion of cure moderate wounds, potion of enlarge, potion of barkskin.*

DM Note: If the PCs were heard by the ranger, both guards drink their potions, bolstering their stats. Changes are indicated in **bold** above.

Combat Tactics: Kurk and Seryxs are seasoned fighters, they always deal with enemy together, and unless there is a very good reason for it (such as charging the spellcaster without suffering attacks of opportunity) they both fight the same enemy. They will always flank when able.

To begin with Kurk will cover the door trying to stop the PCs entering the room, he uses his improved sunder on small weapons preferably. Seryxs will aid Kurk by shooting at the same target as the half-orc. If one of them is badly wounded, he retreats to drink his potion, while the other readies his action to protect him. Seryxs will even provoke attacks of opportunity (remember he has the Mobility Feat) if it gives Kurk a good tactical advantage, a flank bonus for example. Also remember that Kurk while use his rage, bringing his attack roll to +15 and damage to 2d6+12, or +17 and 3d6+16 if he drank the potions too. Another thing to remember is his Power Attack Feat, using it to its full effect, he could deal up to 3d6+30 damage, with the above enhancements.

Ilien Septim: Male Human (Sueloise) Wiz9; CR 9; Medium Humanoid (Human); HD 9d4+9; hp 34; Init +2; Spd 30 ft; AC 14; Base Atk +5; Grp+4; Atk +4 melee (1d4-1, dagger) or +9 ranged (1d8+1, *+1 light crossbow*); SA Familiar (imp), SQ None, AL NE, SV Fort +4, Ref +6, Will +5; Str 8, Dex 14, Con 12, Int 18, Wis 12, Cha 12.

Skills and Feats: Concentration +13, Craft Alchemy +15, Knowledge (arcana) +15, Knowledge (Splintered Sun) +15, Knowledge (the planes) +15, Spellcraft +15; Scribe Scroll, Spell Focus (necromancy), Combat Casting, Brew Potion, Improved familiar (imp), Greater Spell Focus (necromancy).

Spells Prepared (base DC = 15 + spell level): 0 - *detect magic, read magic, flare, light, touch of fatigue*; 1st - *mage armour, shield, ray of enfeeblement, cause fear, magic missile* (2); 2nd - *melf's acid arrow, scorching ray, ghoul touch, blindness, blur* 3rd - *lightning bolt* (2), *vampiric touch* (2), *ray of exhaustion*; 4th - *fire shield, bestow curse, enervation, evard's black tentacles*, 5th - *symbol of pain, wall of force*.

Possessions: Spellbook, +1 light crossbow, dagger, scroll of magic missile, scroll of chill touch, scroll of shocking grasp, ring of protection +2, potion of cure moderate wounds, potion of invisibility, scroll of cone of cold, scroll of vampiric touch.

DM Note: If the PCs made some noise in the bedroom or the house, they likely did since they fought the two guards, the wizard first drank his potion of invisibility and then has cast the following spells on himself: *Mage Armour, Shield, Blur* and *Fire Shield*. He will also cast the *Symbol of Pain* on the foot of the ladder and will then cast *Bestow Curse* on his familiar so that it can deliver it for him. These gives him an effective AC of 20, immunity to *Magic Missiles*, 20% chance of missing him and see PHB for details on *Fire Shield*.

Tactics: This necromancer is fundamentally evil. His objective is to kill the opposition as quickly as possible. To achieve this he always uses his highest levels spells first, preferably those that deal most damage or disable their targets. He will use his familiar to deliver the touch spells.

Ilien's Imp Familiar: Imp, Familiar; CR 0; Tiny Outsider; HD 3D8; hp 17; Init +3; Spd 20 ft.; Fly 50 ft. perfect; AC 25 (touch 15, flat-footed 22); Base Atk +3; Grp -4; Atk +9 melee (1d4 + poison, Sting); Space/Reach 2-1/2 ft./0 ft.; SA improved evasion, share spell, empathic link, deliver touch spell, speak with master, speak with animal of his kind, poison, spell-like abilities; SQ alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14,

Skills and Feats: Diplomacy +8, Hide +17, Listen +7 Move Silently +9, Search +6, Spellcraft +6, Spot +7; Weapon Finesse, Stealthy

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Combat Tactics: He uses his *invisibility* spell like ability to get near a PC, if possible a spellcaster. He then either delivers a spell or stings them before moving away near the ceiling or to return to Septim to have another spell cast upon him. He concentrates a maximum on 1 PC to disable it with his poison or the spells.

If his master is killed before him, he flees by the forge's chimney.

Appendix 5: DM Aid List

The following list gives you a short view and explanation of the different DM Aids. These can be obtained from the triad as they are too large to be included in the module.

DM Aid 1: Dullstrand Map

You can hand the players this map. It is more here for direction than anything else. For indication there is about one day travelling between Dullstrand City and Druid's Hand.

DM Aid 2a: Smuggler's Cave DM Version

This is the map of the cave with the trap

DM Aid 2b: Smuggler's Cave Player Version

This map is to help player to visualize what they will see entering the cave. Note it is at the right scale so the players can move on it directly.

DM Aid 3a: Septim's House DM Version

Map of Septim's house with the trap door going to the underground.

DM Aid 3b: Septim's House Player version

This is the same map except for the trap door. Once again it is at real scale so it can be directly used for the combat.

DM Aid 4: Septim's Underground

This map is at real scale to help you manage the final fight

Appendix 6: New Rules Items

Yodalla's Sling: This sling is embedded with Yodalla's symbol in the leather. It is a *+1 explosive sling*. Market Price: 32300gp

Explosive (*Complete Warrior* p.134): Always slightly warm to the touch, weapons with the explosive ability deal extra damage to anyone nearby the intended target. Each successful hit with an explosive weapon deals 2d4 points of damage to all targets in a 5-foot burst (Reflex DC 15 half), including the original target. The explosive ability can be applied to any melee weapon (though the wielder may be subject to the extra damage) or ranged weapon. Projectile weapons so enhanced bestow the explosive ability to their ammunition.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armor, *shatter*; Price +2 bonus (+3 for ranged weapons).

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Welcome Inn Menu

Meal: One gold piece

Starters: Four silver pieces

Six Onnwally oysters medium size
Fishsoup with rouille and croûtons
Assorted preserved vegetables terrine balsamic sauce
Crusty asparagus tips, poached egg olive's cream sauce
"Home-made" duck foie gras
Zucchini Pâté with Fresh Tomato Sauce
Avocado mousse with shrimps, smoked salmon
Vegetables gaspacho, goat cheese quenelle with olives
Cold melon and grapefruit soup ice-sorbet with port
"Home-made" smoked salmon
Beef terrine with Rel Astra wine sauce

Main Courses: Five silver pieces

Rump Steak with mix vegetables
Grilled andouillette with Chablis wine (Zeif tripe sausage)
Tagliatelles with Sea Barons ham
Baked salmon filet with dill and vegetables
Chicken supreme snail stuffing crab sauce
Pan-fried cod filet, gaspacho style
Sea-bass filets, mix vegetables, safran sauce
Grilled sirloin steak Tusmit sauce
Duck filet with pleurotes mushrooms
Roasted rack of lamb green asparagus tips capers
Mushrooms filled cannellonis fried duck foie gras

Desserts: four silver pieces

Goat cheese salad
Crème brûlée Bourbon vanilla flavour
Floating island caramel and pralines
Thym flavoured meringue lemon ice-cream
Irongate cheese marinated with Naerie wine and apple
Chocolate cake, coffee flavoured custard sauce
Cookies with red berries and fruit sauce
Poached peach raspberry sorbet, almond cornet
Strawberries vol au vent, lemon cream
Exotic fruits soup and sorbet
Ice cream

Wines: prices are per bottle

Svetlow 593 CY, fourteen gold pieces
Domain of Greyhawk 590 CY, ten gold pieces
Wintershiven Abbey 592 CY, twelve gold pieces
Gyrax Prince 589 CY, ten gold pieces
Great Rauxes 581 CY, eleven gold pieces
Domain of Nevond Nevnend 578 CY, ~~thirteen~~ gold pieces twenty five
Keep of Rel Astra 593 CY, nine gold pieces
Dyversshire 592 CY, eleven gold pieces
Castle Radigast 590 CY, thirteen gold pieces
Admundfort's Covent 581 CY, fifteen gold pieces
Rel Mord City 591 CY, ten gold pieces

Player's Handout 3:

Recipe (translated version):

To make a good wedding,
With no trouble a gifted halfling,
In the bride's meal will put:

With no blood, a captured ferret,
A female better under the teeth will melt.

For a better taste add wild honey,
Who could do it better than a bee.

The albatross in the middle will beg,
That for his future kid, you don't take the egg.

High up in the grove, head to the sky,
To gather the mistletoe sprig to make it tasty.

Which great divinity should you cherish,
That in her womb at your wedding the bride will nourish.