

NAE5-01

When Nightingales Sing

A one-round D&D LIVING GREYHAWK[®] Principality of Naerie Regional Adventure

Version 1.1

Round 1

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Baron Berik Oedil is re-marrying and the Barony of Ingmalt is preparing for the festivities. However, it seems someone does not like the idea and suddenly you find yourself drawn into a web of intrigue. A one-round adventure for an APL 2-8 party who are skilled in both diplomacy and swordsmanship.

Warning: There is the VERY strong possibility that any character playing this scenario that is a member of the Scarlet Brotherhood, will be caught and executed by the authorities. Such players are strongly advised to use alternative characters.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pbendal@attglobal.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they

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	

would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Principality of Naerie. Characters native to Principality of Naerie pay 1 Time Unit per round, all others pay 2 Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

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

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

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in

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

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

Adventure Background

The Barony of Ingmalt makes up the northeast corner of the Principality of Naerie. Roughly a square in shape, the fief includes the main overland route north to the rest of the United Kingdom of Ahlissa. Farming and mining are the main trades here. The local ruler is Berik Oedil, a stern, and until recently, a brooding man, who personally took part in the annexation of Idee from the Scarlet Brotherhood.

When the County of Idee still existed, Berik had just received the title of Baron Oedil but already knew what was expected of him - to guard Idee against all enemies. However, when the Brotherhood invaded, he fled when the situation became hopeless and sought refuge in the South Province. The then Graf Reydrich accepted his aid and Berik was tasked with recapturing his old lands, which he did, for which he subsequently was granted them in fief by Prince Barzhaan as a reward for his service. In the final moments of the war against the Scarlet Brotherhood, his wife Trea was assassinated. Berik was devastated and to escape the pain, he concentrated on working and rebuilding Ingmalt. Under his guidance, Ingmalt has become as prosperous as it was when Idee was independent.

Eventually guilt, sorrow and work took their toll and Berik become ill and was soon on his deathbed. Three years ago he designated his longtime friend and guard captain Brymar as his successor. However, after a young acolyte of Atroa named Aeslith Euric arrived, the baron was miraculously healed and fell in love with her. Now he is re-marrying and the Barony of Ingmalt is preparing for the festivities. Berik also rescinded his promise to Brymar, and now says that Aeslith (or her child) will succeed him after his death. Brymar however, is not happy with this, and has allied with agents of the Brotherhood who are preparing to

assassinate the Baron and Aeslith. The plan might have worked had not a few acolytes of Trithereon ambushed the Brotherhood agents and learned of the plot. However, before they got the full details, Brotherhood reinforcements arrived and the Tritherions sent one of their number to bring warning to Ekehold. Unfortunately he was ambushed by bandits and killed. As luck would have it though, certain individuals are close to the ambush site and soon get mixed up in the plot.

👑 Ekehold (large town): Conventional (House Oedil); AL LN; 3000gp limit; Assets 679 200gp; Population 4528; Mixed Humans o/s 93% (4211), Dwur 3% (136), Gnome 1% (45) Halfling 1% (43), Half-Orc 1% (44), Other 1% (48) **Authority figures:** Baron Berik Oedil, leader of House Oedil (LN male Ftr8/Cav2). **Important characters:** Barzal (N male Exp5), leader of the Miner's Guild; Cedrimond (NG male Clr7), high priest of Phyton; Zyric (NG male Clr7), Priest of Zilchus; Tharni (LN dwur female Exp3/Ftr2), Dwur community leader, Brymar (N male), Captain of the Guard.

Ekehold is the capital of Ingmalt and has a population of 4,500, making it the second largest city in the Principality of Naerie. It has a garrison of 200 men and the baron's bannermen from the surrounding areas can easily double this number. Many citizens and ex-Redswords can also be drafted into service, though only in a emergency such as direct assault on the city by hostile forces.

Many people living in Ekehold are either craftsmen or traders. "Commoners" are usually miners whose house & family are located within the city, while they spend long days in mines of the Iron/Stark Hills away from their families. Farmers usually sleep in small communities near their farms instead of the city. Typical of this kind of settlement is Greenrock, featured in *NAE4-01 The Living & The Dead*.

The Church of Zilchus features prominently in the city; Ingmalt is after all a major exporter of gold and controls the main overland trading route to northern Ahlissa. Aside from the temple of Zilchus, the second major religious establishment is the temple of Dweoltan, which is dedicated to Oeridian agricultural gods. Osprem and other sea gods so common in southern Naerie are not worshipped in Ekehold for obvious reasons.

Ekehold has all the services one could expect from a city of this size. It has several good quality inns, blacksmiths and other craftsmen. Ekehold also has a small Miner's Guild (for the copper and gold miners) located near the craftsman's district.

The town has two entrances, the main gate to the south and the smaller north gate. Small merchant enclaves have formed outside the walls as some of the merchants stay outside to avoid paying trade tax. The city-guard do not frequently patrol in these merchant areas, so many able bodied men hire themselves out as guards to merchants and their cargo.

The population is dominantly Lawful Neutral or True Neutral, with significant minorities being Lawful/Neutral Good & Lawful/Neutral Evil. Aside from Zilchus and the agricultural gods, miners usually worship Jascar and other mining gods (such as Dumathoin in case of Dwarven miners). Soldiers usually worship either Heironeus or Hextor, though Kord is also popular.

The city has few "Freckled Savages", as the primitive Suel tribesmen from Hepmonaland or their descendants are called in Naerie. Many of them live in destitution in the poorer quarters of the city, and work as common labourers or simply become beggars.

Law & Order: The Baron's forces are highly trained and include the famous auxiliary regiment "Ekehold Redswords". They are mostly Lawful Neutral and will respond to any general disturbance quickly and efficiently. Refer to Appendix 3 for punishments if PCs get arrested. Fighting is not tolerated within the walls and guards will usually arrive within 10-15 rounds. The garrison is spread around the city in 10 barracks and guard houses. Any prisoners are held at small jails in the guard houses.

The city guard is a bit strained at the moment because of security demands and if any situation looks a bit complicated, their first response is to throw the culprit in prison and sort it out after the wedding.

PCs should not get into too much trouble with law, but if they do something stupid such as threatening the owner of the 'Black Bird' with physical harm or killing an innocent bystander, they deserve all that's coming to them. If they end up on the gallows, it's pretty much their own fault.

Special: Due to the Brotherhood occupation, attitude against non-local Suel humans is still strained. Any Suel human whose home region is not Naerie, suffers -2 penalty on all Charisma based skills while in Ekehold. Any PC who is arrested during the module can take a DC 25 Escape Artist check to avoid getting imprisoned/hanged. The authorities generally execute any current member of the Scarlet Brotherhood that is caught.

Adventure Summary

Introduction: The PCs are on their way to Ekehold and meet with two peasants.

Encounter 1: The Rider: The players meet a bandit group and find a letter that sends them after a conspiracy in Ekehold.

Encounter 2: Arrival at Ekehold: After the ambush, the group arrive at Ekehold and may start looking for Traneth.

Encounter 3: Pickpocket! A pickpocket, Sargh, chooses the PCs as his targets..

Encounter 4: The Black Bird: First stop in Ekehold for players should be the Black Bird tavern, as indicated in Sevrus' letter.

Encounter 5: The Lord's Delight: Traneth's trail leads the PCs to a bar that is actually a Brotherhood hideout.

Encounter 6: The man with the blue cloak: The PCs meet up with Traneth Etali, a Knight of the Chase.

Encounter 7: Looking for clues: Waiting near the Brotherhood hideout, the PCs encounter a drunk and a carrier pigeon.

Encounter 8 Safe House: In a safe house, the players meet up with Braegan who hides them away until morning. A random patrol investigates the house

Encounter 9 The guilty man: The PCs get more proof of Brymar's guilt.

Encounter 10 Back to Ekehold: Returning to Ekehold, the PCs must find a way to stop the assassination.

Encounter 11 Judgment of Brymar: In this encounter, the players must prove the guilt of Brymar. If they succeed, he will escape.

Encounter 12 Hunt for Brymar: Having proven Brymar guilty, the party must track him down. Failure means they meet with his lackeys.

Encounter 13 Ace in the Hole: Having failed to track down Brymar, the PCs are set upon by his hired lackeys.

Conclusion: After defeating either Brymar or the Ogres, the PCs return to Ekehold to receive their reward or contemplate their failure.

NPCs

Note: Any text in this section written in *Italics* can be learned by talking to people in Ingmalt or with a successful DC 15 Knowledge (history/nobility) or DC 10 Bardic Knowledge check. Only one check per person is possible and no re-tries are allowed. However, information about Braegan or Traneth should not be revealed unless the PCs hear their names somewhere. The DM can also let the PCs know general things about Ingmalt/Ekehold and adventure background with a successful DC 10 Knowledge (history or local - the Splintered Sun). It will be up to you, as DM, to decide how much information you reveal. Obviously you should not give information about Brotherhood agents or Brymar's plot. Not everything should be revealed with a single roll either or talking to just one person.

♣ **Berik Oedil (Human, LN Ftr8/Cavalier2):** *Baron Oedil is nearing 50. He is almost pure-blooded Oeridian expect for his sharp blue-grey eyes. During the liberation of Idee he received fame for his brilliant tactics against the Scarlet Brotherhood and later infamy after his wife Trea was killed by a Brotherhood assassin. During the Battle of Eragern he ordered troops of the South Province to take no prisoners against a much smaller Brotherhood host. The troops gladly obeyed and put to the sword every Brotherhood soldier, including campfollowers - women and children alike. While Berik was satisfied for a while, he later regretted his decision.*

To escape memories of war and Trea, *Berik concentrated on working and improving the Barony of Ingmalt with great success, easing many of the Ahlissan laws laid down after the annexation of Idee.* This earned him a good reputation among the population and he is generally well liked. While concentrating on his work, *Berik neglected the social/political gatherings of nobility and several minor houses think Berik is an arrogant man.*

Since meeting with Aeslith, Berik has calmed down and has again taken part in some of the social aspects of ruling. Nonetheless, he still feels guilt for the death of his wife and any threat towards Aeslith triggers an uncontrolled rage in him. Even though he would not want to harm Brymar, evidence proving harmful intentions towards Aeslith will cause him to order his immediate execution. Likewise, he firmly believes that Ahlissa is the lesser of three bad options (the other two being the Brotherhood or North Kingdom) and can once again become the shining light of the Flanaess, so *Berik has no*

sympathy towards the Idee Volunteers who threaten the Principality's stability. Ahlissa must rise from the ashes, perhaps then Idee will again be independent. As an old soldier, Berik knows that volunteers cannot achieve it through force of arms alone.

☛ **Kanghes Oedil (Human, N)**

Kanghes Oedil is son of Berik Oedil. He has a short curly brown hair and brown eyes (from his mothers side). He is a curious young man that hates being the politician his father made him, even though it certainly got him into interesting situations. *With the marriage, the prospect of becoming the leader of a noble house vanishes* and he is quite glad of that. *Currently he is in Northern Ahlissa, learning the basics of military leadership.* Other characters may refer to him by name but he does not appear in this modules. Kanghes originally appeared in *SND3-M02 Harsh Words*.

☛ **Brymar Thoniadd (Human, CN see appendix 1):**

Brymar is a tall and handsome man in late 30s. He is a pale skinned nobleman (because of his partial Suel heritage) *with long black hair. He is the captain of the Ekehold city guard. He was elevated to this position four years ago when the previous guard captain Guandrem succeeded his father as ruler of House Drien, a minor noble house located in Eragern.*

Until recent times Brymar was the most loyal friend of Berik. Two things however have changed this. For a long time Berik had talked of making him his successor and when he was moved aside following Aeslith's arrival, he became angry. While this disturbed him, what really drove him to his current mindset happened next. For a long time he had loved Aeslith, and had requested her hand from Lord Euric, who never really said no to Brymar's request in clear terms, so he misunderstood and kept up his hopes. Because Aeslith requested it, Brymar took her to see the dying Berik with well-known results. This was all too much for Brymar and he sought out his old enemies from the Scarlet Brotherhood and promised to support them if he was made the new Baron of Ingmalt. There is a chance that PCs will have to fight against Brymar so his statistics have been supplied in the appendix.

☛ **Traneth Etali (Human, CG, Ftr6/Knight of the Chase 2):**

Traneth is a knight of the Chase in his 30s. He has light brown hair and green eyes. He has been a secret operative in Ekehold for a long time now, reporting back to members of the Jade Mask and Idee Volunteers. Just a while ago a Brotherhood assassin made an attempt on his life so Traneth abandoned his lodgings in the "Black Bird" and vanished from sight. At the beginning of the module he has just become aware of a Brotherhood hideout in the "Lord's

Delight". He dresses in a dark blue hooded cloak, travelling clothes and chain shirt. He also has a longsword.

☛ **Aeslith Euric (Half-elf, NG Exp2/Clr1 of Atroa):**

Aeslith is the beautiful daughter of Lord Euric of House Arxx. She is lightly built, with shoulder length curly brown hair and deep blue eyes.

It is said her exceptional beauty is because of elf blood, which is quite true, since Lord Euric once had an affair with an elf woman and Aeslith is the result. At first she tried to distance herself from politics by trying other careers. However, she truly loves Berik (and vice versa) and much to her father's delight she will, through marriage, become part of another powerful noble house. *Her half-elven (she is 42 years old) origin means she will out-live Berik and her father by decades, possibly making her the head of both House Oedil & Arxx.* Due to her background, she is eager to listen to people (such as player characters) if she deems they have something important to say.

☛ **"Old Man" Braegan (Human, NG Exp3):**

Braegan is a man in his 60s and runs a well-known brewery two miles outside Ekehold. Nobody, at least not Berik or Brymar, whose guards occasionally receive small bribes from him, could believe he is actually a worshipper of Johydee and a low ranking member of the Jade Mask. His brewery is a safe house for members of the Knights of the Chase and the Jade Mask. He speaks Old Oeridian & Ferral fluently.

☛ **"The Hand" (See appendix 5):**

The Hand is a powerful assassin of the Scarlet Brotherhood, tasked with killing Berik Oedil. With the help of Brymar, he will hide in Berik's bedchamber where he will wait for the wedding to end so he can kill Berik and Aeslith whilst they sleep. It is very unlikely that the PCs will encounter this character, but his statistics have been supplied nonetheless.

☛ **Lord Euric of House Arxx (Human, N, Ari8):**

Lord Euric is an old man (74) with a grey hair, who thinks that politics are life and vice versa. Brymar approached him and requested Aeslith's hand but this wily fox decided to keep his options open instead of outright refusing Brymar's proposal and gave plenty of assurances, explanations and "hot air" to bluff Brymar. Not surprisingly, Brymar got the wrong idea but Euric likes to think he took the news of wedding quite well. At the moment *Euric is just congratulating himself for his excellent "political maneuver" and sees a magnificent future for House Arxx, at least in his mind.*

Introduction

The player characters have learned of the upcoming wedding of Berik Oedil and are traveling to Ekehold to enjoy the festivities (plenty of food & drink will be made available, courtesy of the Baron). It is assumed they have traveled together for a while now, starting from Minetha and traveling northeast towards Ekehold, either on foot or horseback. Have them introduce their characters and set up a marching order. It is also important that you ask if any PC speaks Old Oeridian or Ferral (*comprehend languages* spell does not count).

When they are ready, read or paraphrase the following:

It's a cool and misty morning in the Barony of Ingmalt. You left the small hamlet of Dumyr an hour ago and have followed the north road towards Ekehold. Yesterday, before arriving in Dumyr, there was plenty of traffic heading in the same direction as you but in the early morning the road is quiet, with the exception of two farmers walking towards you. They tip their hats in greeting when they come nearer.

APL2-8 (ELO)

☛ **Ceard/Prieta:** Com2, hp 9, 7. AC 12, +1 melee, (1d6+1, quarterstaff), all saves +1, Hide +2, Spot +2.

Appearance: Two Oeridian men dressed in well-worn but high quality traveling clothes.

Character: Portray them as polite rural folk.

The farmers will greet the PCs as they pass and if the PCs want to talk, they will learn that they came from Ekehold where they were selling some livestock. They left a bit early because they are in a hurry to get back home to Dumyr. They can answer questions related to Ekehold and can answer most of the questions relating to sections Ekehold/Law & Order. Their lot has improved under Ahlissan rule compared to Brotherhood occupation so their attitude towards Berik is positive. Some example answers are below:

Q: Where are you coming from?

A: *"From Ekehold of course. We were selling some livestock there."*

Q: What do you think of Berik?

A: *"He is good for us farmers. Let's us do what we know best without much interference."*

Q: Why didn't you stay for the festivities?

A: *"Too risky. Wouldn't want to indulge myself too much and get pickpocketed by some young tramp"* (laughs).

Q: Where are you going?

A: *"Back home, to Dumyr."*

Q: Did you see any travelers on the road?

A: *"Other than you? No."*

Q: Aren't you scared walking in the road?

A: *"Why? Were are but simple farmers, we don't have any valuables (lie). Besides, the Redswords patrol far and wide and are well known as fine warriors."*

Development: After the farmers have done talking, they will continue towards Dumyr where their farms are located. Move to encounter 1.

Troubleshooting: If PCs decide to rob the farmers (either fighting or pickpocketing), it will give each PC 15 gp. If PCs fight, farmers try to flee by running if they can.

Encounter 1: The Rider

This encounter uses Map 1.

Read or paraphrase the following:

Leaving the farmers behind, you continue towards Ekehold as Pelor's first rays spread their faint light over the horizon. The surrounding farmland is quiet expect for an occasional morning bird. Suddenly you hear the familiar sound of a galloping horse behind you. As you turn around, a horseman emerges from the morning mist and rides towards you. His horse looks exhausted and foam drips from its mouth.

APL2-8 (EL 0)

Yeif: Male human Ftr1; hp 6 (wounded)

If the PCs want to do something now, let them, but only give them few seconds to act. If they kill the rider, hand them the letter of Sevrus. The PCs can see that rider has traveler's clothing, a chain shirt and a longsword. A successful DC 10 Knowledge (religion) check identifies the symbol he wears as a holy symbol of Trithereon. The rider won't stop if the PCs try to ask him to and he skillfully avoids them before moving on.

Read the following:

The rider continues to whip the horse forward and as quickly as they appeared, they disappear from sight.

Yeif is heading to his doom. A bandit gang is waiting in ambush only few minutes away. When the PCs start

moving again, make secret (DC 17, 15 for distance, 2 for fog) spot checks for them and the bandits. The distance between groups at the start of the encounter is 160 ft.

If the PCs become aware of bandits, read the following:

You pass a bend in the road and some distance away, you see a group of people in the mist who seem to be standing around something, but from this distance you cannot make out further details. Some of them are carrying bows.

The PCs are now free to do what ever they want, including buffing themselves up. If they manage to sneak to within 100 ft, they recognise the body of the rider (Yeif).

The PCs can shoot at the bandits or try to sneak up on them with an opposed Move Silently check vs. the bandit's Listen check. If both parties become aware of each other, the bandits will try to move away quickly if the PCs take no aggressive action. Otherwise they shoot with bows. If only the bandits become aware, they move into the forest and try to ambush the players. Roll opposed Hide vs. Spot skill checks to see if they achieve surprise. If both parties remain unaware of each other, repeat this check after 50 ft of movement, reducing DC by 5 and if both sides still fail to become aware of each other, repeat it after another 50 ft.

If the PCs killed Yeif, then the bandits will automatically be hiding next to a road (in forest) and try to ambush the PCs.

Familiars may also make Spot checks to see the bandits and may even move to investigate, but if they bandits spot a familiar, they will become aware of the players. It will be up to you if the bandits attack familiars. Mundane animals (cats for example) might be overlooked, but stranger creatures such as Shocker Lizards will be attacked. If the PCs rush to the scene (with a run action for example) the bandits will be startled and will conduct a fighting retreat. These bandits are army deserters and other assorted riff-raff that have banded together under the leadership of Aday. They came to Ingmalt hoping to find some rich pickings.

APL2 (EL4)

- ☛ **Aday:** male human Ftr1; hp 14, see Appendix 1.
- ☛ **Payrid:** male human Ftr1; hp 11, see Appendix 1.
- ☛ **Bandit (3):** male/female human War1; hp 8, see Appendix 1.

APL4 (EL5)

- ☛ **Aday:** male human Ftr2; hp, 21, see Appendix 2.
- ☛ **Payrid:** male human Ftr2; hp 18, see Appendix 2.
- ☛ **Bandit (4):** male/female human War1; hp 8, see Appendix 2.

APL6 (EL7)

- ☛ **Aday:** male human Ftr3/Bbn1; hp 32, see Appendix 3.
- ☛ **Payrid:** male human Ftr3; hp 25, see Appendix 3.
- ☛ **Bandit (3):** male/female human Ftr2/rng1; hp 27, see Appendix 3.

APL8 (EL9)

- ☛ **Aday:** male human Ftr4/Bbn1; hp 48, see Appendix 4.
- ☛ **Payrid:** male human Ftr5; hp 44, see Appendix 4
- ☛ **Bandit (3):** male/female human Ftr4/Ran1; hp 43, see Appendix 4.

Tactics: The bandits will try to use their bows for as long as possible. Aday will go to close combat with the weakest visible opponent he can get to, hoping for the others to finish tough fighters. Aday will always assign at least 1 point to Power Attack. Ex-Sunndian pit fighter Payrid will go for the obvious fighter types with his net and try to finish them off, switching to two-weapons if he cannot use his net anymore. Once both leaders have fallen, the survivors will try to retreat and disappear into the undergrowth and fog, but only if there is a reasonable change to succeed. Knowing Ahlissan law about banditry, they will fight to the death rather than surrender. Archers will ruthlessly concentrate their fire on weaker looking targets such as wizards, hoping to get them down. If one notices there is spell such as 'protection from arrows', rest shoot other targets. They will not waste their fire. Bandits are undergunned in this fight and will shamelessly use their advantages. If they need to flee, they try to concentrate their smokesticks for a good cover.

Special: The fog grants concealment (20%) against missile weapons to anyone standing 20ft or more away from their attacker. Spells like *Wind Wall* or *Gust of Wind* clear the fog for 1d4+2 rounds (and during the time when spell is in effect) everywhere within 10ft of their area of effect. If PCs take any prisoners and hand them over to authorities, it will grant bonus to diplomacy at the end.

Treasure:

APL 2: Loot: 20 gp; Coin: 19 gp; Magic: Warmace
APL 2: Loot: 70 gp; Coin: 24 gp; Magic: MW Warmace
APL 6: Loot: 96 gp; Coin: 44 gp; Magic: MW Warmace
APL 8: Loot: 108 gp; Coin: 51 gp; Magic: MW Warmace

Yeif is dead after falling from the saddle and breaking his neck. A successful DC 10 Heal check is enough to tell this. His horse is nowhere to be seen. His body has a longsword, chainshirt, traveling clothes and a letter, assuming bandits did not have time to remove them. The letter is sealed with a symbol of Trithereon, give them a copy of Players' Handout 1.

Troubleshooting: If the PCs hide away and do not want to fight, the bandits will strip the body but leave the letter behind. However, Aday will rip it to pieces and you should do the same for the Players' Handout so the PCs must put it back together. Rip it into a minimum of 8 pieces at APL2-4 and minimum of 12 pieces at APL6-8. Make sure it will be difficult to put back together. If the PCs want to track the bandits, use the normal rules found in the PHB. The bandits will move to a nearby grove where their camp is. It's up to you how you run this encounter.

Using *Speak with dead* can let the PCs learn that Yeif and others were fighting against hobgoblins in the Iron Hills and he was sent to bring warning to Traneth. However, Yeif will resist the spell (+1 will save) when it is cast on him but will answer questions if he fails the save.

Using other spells like *arcane eye*, *scrying*, etc. should not grant the PCs any additional bonuses since they've not seen Traneth or know where he is. A successful *divination* spell can grant information about future events but it's up to you how much information you want to reveal to players. A suitable example might be that the *owner of the Black Bird knows more than he tells* or some other message like this.

Development: When the PCs are ready to continue towards Ekehold, proceed to encounter 2.

Encounter 2: Arriving to Ekehold

The PCs arrive here from Encounter 1. Read or paraphrase the following:

Soon enough, you arrive before the walls of Ekehold. The city no longer bears the scars of Brotherhood occupation. The main gate allows entrance to the city and many merchant's tents have been erected near the road. Four guards stand at the gate, while several more man the walls. Their uniforms bear the arms of House Oedil, a black wolf on a green & gold field, topped by the golden sun of Ahlissa.

Merchanttown offers all items from PHB with a 5% increase in price because merchants are hoping for some visitor trade. Prices inside the town are 10% higher than normal for the same reason. The purchase limit is the same as in Ekehold. Naturally, you cannot buy boats in Ekehold.

The guards allow farmers and other commoners to pass without hindrance. Suspicious looking individuals (like armed adventurers) are taken aside and briefly questioned regarding their names, purpose of visit, where they plan to stay, etc. Whilst in Ekehold, there is a 10% chance that any character having dealings with local law enforcement who

is *Wanted in Ahlissa*, will be caught. Getting away with bribes won't be possible and the PC must face full penalties for his crimes. All armed adventurers are also charged a 1 gp weapon-bearing fee (mark this on the Other Coin Spent box on the AR). Members of the Ahlissan or Naerie military don't have to pay. Any characters wielding two-handed weapons are charged an additional 2 gp because of 'safety concerns'.

Because of the wedding the town has lots of visitors; minor nobles, merchants and pickpockets. The city guard has been reinforced by troops brought in from the surrounding areas, and are visible throughout the city. See DM Aid 1 for a map of Ekehold.

Encounter 3: Pickpocket!

The PCs arrive here from Encounter 2. During this encounter, one of the PCs gets a taste of city life. This thief will always go for the last PC in marching order.

APL2-8 (EL 0)

☛ **Sargh:** hp 6; Sleight of Hand +8, see Appendix 5.

If the PCs don't notice Sargh, read the following to victim:

Suddenly you realise your purse feels lighter than it did this morning. Looks like one of the many pickpockets of the city was faster than your eye.

Sargh does not manage to get that much money, just 6gp x APL. Mark this on other coin spent on AR for that particular PC.

If the PCs do notice Sargh, read the following:

Suddenly you notice that somebody has his hand in your pocket, somebody being a small freckled Suel man. He tries to flee but trips and goes down sparring across the cobbles.

Sargh will plead that he is just a simple man forced to steal so he can survive (not exactly true, he is just an opportunistic thief). If the PCs say they will hand him to the city guard, he begs for mercy and offers to help them in the future if they let him go. PCs receive 'Sargh' to their AR.

☛ **Sargh:** You gain an influence point with the Naerie Thieves' Guild. You also gain +2 bonus to Forgery, Gather Information or Knowledge (the Splintered Sun) while in Ekehold or in any module in which Sargh is encountered.

If they decide hand him over to the city guard, the Redswords will thank them and say that *"This man is already quite familiar with our cells, and this time he won't*

escape some time in the labor camp...

Locate object won't help the PCs to get the money back since Sargh puts it in a lead container. Tracking is not possible in the city but if they have some other spell that can be used to locate Sargh can be found in a small shack in the poor quarter of the city. How you run this encounter is up to you.

Development: After this encounter, move to Encounter 4.

Encounter 4: The Black Bird

The PCs arrive here from Encounter 3.

The characters should start looking for Traneth and in that case they find the 'Black Bird' quickly or if they have missed the clue, someone will direct them to the 'Black Bird' as potential lodgings.

The Black Bird is a better than average inn on the western side of the city. The sign outside is actually an old steel shield from the Bandit Kingdoms, bearing the arms of Rookroost, a black bird on white background. A successful DC 15 Knowledge (Iuz Border States), Knowledge (heraldry) or Knowledge (geography) lets the PCs to know this. The owner of the Inn, Kedic occasionally tells a tale of visiting the Bandit Kingdoms. She actually got it as payment for a bar tab from a visiting mercenary who got the shield from a bandit he killed.

When the PCs enter the bar, read the following:

The Black Bird is full of people and just as you enter, the crowd gives a round of applause to the bard standing on a small, improvised stage. He bows and steps down. The patrons seem well behaved and the interior is surprisingly clean. A young Oeridian woman is serving drinks in the bar, helped by two halflings.

APL2-8 (EL 0)

♣ **Kedic:** female, human Exp2; hp 10; Bluff +5, Diplomacy +5, Profession +5, Intimidate +3, AC 10, +1 melee (1d6, club)

♣ **Adolin:** male human Brd2; hp 12; Perform (Oratory) +10 (with Skill Focus and Charisma bonus), AC 16, +3 melee, (1d6+1/18-20, rapier)

Customers (15): human Com1; hp 4. Assume they have AC 10 and armed with daggers (1d4) with +0 melee if they must fight.

The bard is Adolin and he is here making a nice profit from wedding guests by telling stories of Berik and his exploits during the liberation of Idee.

Speaking to Adolin, the PCs find him polite and he can

answer their questions about the city and Berik (see NPC and Ekehold section above for information). He knows some of the things about Berik such as his orders to take no prisoners and minor details about the death of his wife. If asked about recent events within the Principality of Naerie, he can relate the following if the PCs ask about other baronies. Naturally, he will also want to know what the PCs have seen on their travels, so he can reap a profit with new tales.

Monne: Tensions are running high after House Lyrthi yet again refused to allow visitors into the Saint of Idee's burial site, citing the reason to be threat of 'civil disorder'.

Ingmalt: Adolin does not know much more than the players, but he does mention that soldiers have increased their efforts to find safe houses of the Idee Volunteers and have increased the reward for reporting such things.

Schwente: Breddol the Sage recently visited Sage Keep and is trying to organise an expedition to the caverns on Gefjon Isle. (Seen in *NAE13-01 Stone Strider*).

Foelt: Adolin does not like going to Foelt since people are rude, at least in his mind, and so does not have any information from that Barony.

Traneth: Adolin remembers meeting him once and can give a description. Traneth appeared to be quite a nice person and said he had a room here. Adolin has not seen him today though, although he might have moved his accommodation. Kedic might have more information.

Naerie City: If none of the PCs have played *NAE4-03 The Apprentice*, Adolin knows that the wizard Eurynymos has received a powerful magical item from northern Ahlissa and is examining it.

General information: Sincethe Naerie Compact, there has been a surge of new people visiting Naerie. Sunndians especially have taken advantage of this change in policy and are quite nice people. Adolin also mentions he plans to visit New Keep and Pitchfield soon.

Theodora: If the PCs explicitly ask about a woman named Theodora (*NAE3-01 Daughter of Idee*), Adolin heard she married Darvander of House Haxx and Prince Barzhaan held a great festival to celebrate cementing the old ties between Ahlissa and the old ruling house of Idee.

Berik's Family: Adolin can tell that Kanghes was on a diplomatic mission to Sunndi two years ago. Being a careless young man, he got into some trouble and was saved from mugging or worse by group of friendly adventurers (events in *SND3-02 Harsh Words*). Kanghes is now in northern Ahlissa, in military training.

Aeslith & Euric: Adolin has heard that Aeslith will arrive from Minetha sometime tomorrow and will stay at his father's guest-house in Ekehold.

Kedic is the owner and should be the one to talk. Portray

her as flirty bartender, though only because she wants to get the PCs to drink some beer. If any Cha 16+ males are present, in which case she asks them to come visit her in couple of days (though this only leads to a one night stand).

If they ask after Traneth, Kedia tells that Traneth no longer lives here and moved to the "Lords Delight". This is only partially true and she has no idea where Traneth is, but a blond gentleman paid her well to say he moved to the "Lord's Delight" if anybody comes looking for him. Allow the players Opposed Sense Motive/Bluff checks if they are specifically on a lookout for lies. Paying some money (2 gp x APL, record on other coin spent in AR) will let the PCs know that Kedia was paid to say this. The PCs can also use Intimidate or Diplomacy against Kedia and learn of it. Offering money after a failed Intimidate check won't help but failed Diplomacy can be altered by money (4 gp x APL).

If the PCs ask for a room, Kedia says that the Inn is full and most others will probably be as well, but they are welcome to stay for food and drink. If the PCs don't move immediately to the Lord's Delight, Adolin goes back on stage and starts to tell another story.

Read the following:

The patrons stop talking as the bard Adolin takes the stage again and begins telling a story in very grandiose fashion.

Then Berik thought to journey, to the village of Eregen, with his sword-friend, the loyal Brymar of the Glittering Steel, to avenge his love's murder, to avenge the torture of the proud Aerdi and the troubles of the land.

These were the words of Berik: "Wait, yea wait, thou bloody-handed Kesh, thou destroyer of my people. When I meet thee in combat, I will slay thee and thy kindred, burn thy house to ashes and cleanse the land with thy blood."

The story continues, graphically detailing the ensuing battle and slaughter of the Brotherhood soldiers. The audience is enthralled and many place coins in a small basket that does the rounds of the tables of the inn.

A successful DC 14 Knowledge (history) or (Local-the Splintered Sun) check lets the PCs know that this is a highly colourful version of the Battle of Eregen where the forces of Graf Reydrich of Ahlissa, under Berik's leadership, caught up with fleeing Brotherhood forces (commanded by Kesh Nishar) and despite their attempt to surrender, troops from the South Province decimated them in a pitched take-no-prisoners battle. This included non-combatants and Berik was later quite anguished over it. After the story is finished, Adolin leaves the Inn. The PCs can catch him outside and talk to him as above if they have not yet done so.

Development: If the PCs have asked any questions, it should be quite clear that they should pay a visit to the

Lord's Delight and move to Encounter 5. However, it is also possible that they might want to purchase items first or pay a visit to the cityguard or someone else. Let them do this. If they seem to be completely lost you can allow them to bump into Traneth elsewhere in the city. If absolutely necessary, they can be introduced by Adolin at some point if the PCs spoke to him.

Encounter 5: Lord's Delight

The PCs arrive here from Encounter 4.

Note: This encounter uses Map 2 if battle ensues.

The Lord's Delight is on the northern side of town and its depicts a fat looking noble holding a large tankard of beer. On the outside it looks like an average inn, definitely not as good as the Black Bird but not nearly as bad as some in the docks in Naerie City or some low-class inns in the poorer sections of Ekehold. When the PCs enter the bar, read the following:

*The Lord's Delight seems to be a lower quality inn than the Black Bird, but it still has plenty of customers, filling about half of the tables. Sturdy stairs lead up and a young man with a lute is sitting on them, occasionally playing a few tunes. Some drunks are sleeping it off at one of the corner tables, while other customers are ordering drinks from a blond barkeep or playing a game of Delleb's Quills in another corner.***Special:** At this point you should make a Spot roll in secret for each PC against Nera's Hide check. Success indicates they can recognise Nera if they catch her later when she shadows them on the street. This is not a proper hide check, just to indicate if this particular woman caught anyone's eye when they entered.

The owners of the inn have been running the establishment for four months now, and are actually Scarlet Brotherhood agents, tasked with keeping an eye on events in Ekehold, and reporting to visiting agents. If the PCs ask other customers about this, they only know that the previous owner sold it about six months ago.

Nera will sit in the corner with a couple of drunkards to conceal her presence. Jolana will serve drinks and Dradan will be in the kitchen, making food. Astalic sits on the stair, occasionally going to talk with Jolana. The agents are interested in knowing the whereabouts of Traneth as well but if the PCs ask for him, they will say they have not seen him, perhaps he would be in another inn such as the Drunken Geese near the main gate.

Of course, they are lying. They know of Traneth and would very much get their hands on him. An opposed Sense Motive vs. Bluff check allows PCs to learn that Jolana is lying. If the PCs decide to follow the Drunken Geese

lead, Nera will shadow them and see what they are doing. If they spot her, she will move behind a corner and use the *disguise self* spell to lose pursuers.

If the PCs nonetheless catch up with her, she will feign ignorance and say she thought they were someone else. If the PCs search her, they will find a holy symbol of Syrul (a pair of lips with a forked tongue). Identifying it requires a successful DC 15 Knowledge (religion) check. Worshipping Syrul is illegal in Naerie and the PCs can hand her over to the city guard. She will be sentenced to death after the wedding but that's not something for the PCs to worry. They can get the city guard to check out the Lord's Delight and they will sort out the Brotherhood agents.

If the PCs return to the Lord's Delight later or call her bluff, Jolana will agree to fetch Traneth and invites the PCs into the kitchen while Nera or Dradan is sent to fetch Traneth (they go outside and return a bit later). Jolana will try to offer the group drinks laced with oil of taggit (DC 15 0/unconsciousness. Full round action to wake up the PC). Afterwards agents attack the PCs and try to capture some of them alive. Of course opposed Bluff vs. Sense Motive checks allow the PCs to know something is not right when Jolana offers the drinks.

APL2-8 (EL 0)

☛ **Customers (10):** human Com1; hp 4. Assume they have AC 10 and armed with daggers (1d4) with +0 to hit if they must fight.

APL2 (EL 4)

☛ **Sister Jolana:** female human Mnk2; hp 15, see appendix 1.

☛ **Dradan:** male human Ftr1; hp 12, see appendix 1.

☛ **Nera:** female human Clr1; hp 10, see appendix 1.

☛ **Astalic:** male human War1; hp 9, see appendix 1.

APL4 (EL 7)

☛ **Sister Jolana:** female human Mnk4; hp 27, see appendix 2.

☛ **Dradan:** male human Ftr1/Rog1; hp 18, see appendix 2.

☛ **Nera:** female human Clr4; hp 34, see appendix 2.

☛ **Astalic:** male human Brd1/Ftr1; hp 16, see appendix 2.

APL6 (EL 9)

☛ **Sister Jolana:** female human Mnk6; hp 44, see appendix 3.

☛ **Dradan:** male human Rog3/Ftr1; hp 32, see appendix 3.

☛ **Nera:** female human Clr6; hp 48, see appendix 3.

☛ **Astalic:** male human Brd1/Ftr3; hp 30, see appendix 3.

APL8 (EL 11)

☛ **Sister Jolana:** female human Mnk8; hp 56, see appendix 4.

☛ **Dradan:** male human Rog3/Ftr3; hp 50, see appendix 4.

☛ **Nera:** female human Clr8; hp 62, see appendix 4

☛ **Astalic:** male human Brd1/Ftr5; hp 44, see appendix 4.

Tactics: The agents attempt to fight as a team. Astalic uses bardic song to give bonuses and shoots with his crossbow unless forced to melee. Dradan will try to disarm any obvious fighter types, expect if he can get into flanking position when he will use his Power Attack/sneak attack to full effect. Nera will somehow conceal herself (*obscuring mist/invisibility*) and then try to cast boosting spells and summon monsters. If a PC drops, she will finish him off with a *death knell*. Sister Jolana will try to grapple a weak looking opponent and use 'Earth's Embrace' to finish him off quickly. The agents will try to flee when reduced to two persons but will fight to the death if unable to do so.

Treasure:

APL 2: Loot: 30 gp; Coin: 24 gp; Magic: dose of medium spider venom (12 gp), *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration)

APL 4: Loot: 36 gp; Coin: 38 gp; Magic: dose of medium spider venom (12 gp), *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration)

APL 6: Loot: 38 gp; Coin: 58 gp; Magic: *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation); *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration); *bracers of armour +2* (333gp, moderate conjuration)

APL 8: Loot: 41 gp; Coin: 59 gp; Magic: *bracers of armour +1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration); *bracers of armour+2* (333 gp, moderate conjuration); *monk's belt* (1083 gp, moderate transmutation)

Development: The PCs can deal with the agents by either fighting them or reporting them to the city guard. Several outcomes dictating how the next encounter starts are detailed in Encounter 6: The man with the blue cloak.

Troubleshooting: If the PCs decide to leave the inn, thinking the people they spoke to are up to something, but not necessarily anything they are concerned with, or fail completely and leave thinking they were mistaken, have Traneth bump into them outside and introduce himself. It will be up to you then how things proceed. Reporting them to the watch is probably the best option.

Encounter 6: The man with the Blue Cloak

The PCs arrive here from Encounter 5.

This encounter deals with the PCs meeting up with Traneth, a Knight of the Chase. Refer to the options below to see how to introduce PCs to Traneth.

- **PCs get captured by the Scarlet Brotherhood:** In this case, the PCs are tied up and left in one of the upstairs rooms, guarded by one of the Brotherhood agents. The characters are stripped of their equipment and money, which is stored downstairs. Traneth reports the hideout, and the city watch raids the place during the night, killing the Brotherhood agents. The characters (and their gear) are freed. Traneth introduces himself afterwards, and relates that he reported the Brotherhood.

- **PCs defeat the Scarlet Brotherhood:** The city guard arrive at the scene and try to arrest the PCs for public disturbance (they will try to find out what really happened later). If the PCs flee from them, Traneth will wait on a side street and tell them to go through a nearby door. He will bluff the city guard with the classic “they went that way” line and talk to the PCs afterwards.

If they surrender to the city guard, their equipment will be confiscated. If they cannot get themselves out of trouble (your decision as DM), Traneth comes later in the evening and asks the guard (an old friend of his) to release them (using a forged document.). The PCs will get their equipment back and Traneth will talk to them as detailed below. They will probably ask who he is and he says only that he represents the legitimate rulers of Naerie (i.e. its people). If any PCs insist on staying behind bars, they will miss the rest of the adventure. Traneth will not wait for them.

- **The PCs let the city guard sort it out or hand Nera to the city guard:** Traneth has been watching the PCs and saw them going to the Lord’s Delight. When they hand in Nera, he thinks he can trust them and will talk to them as detailed below. The city guard will also reward the PCs with the coin confiscated from the Brotherhood (see Encounter 5)

- **The PCs burn down the Inn, or do some other very stupid thing that involves the city getting damaged/innocent people dying:** In this case, the PCs will

be charged under Ahlissan law, as appropriate. Only a successful DC 18+APL Escape Artist check allows them to escape the law (ie. execution), and even then they will be *Wanted in Ahlissa*.

- **Something unforeseen:** If the PCs do something that is not covered by these options, you should make your best effort to team them up with Traneth.

When the PCs are away from trouble, Traneth will introduce himself and thank them for dealing with the Brotherhood agents (whatever their method might have been). He will also be very interested if there was a special reason for them to go into the Lords Delight. Assuming they show him the letter/explain the situation, he will be delighted to have run into such fine individuals and reveal the following things.

- Somebody, most likely the Brotherhood, made an attempt on his life yesterday. He quickly left the Black Bird and went into hiding.

He suspected that the Brotherhood might be operating in the Lord’s Delight, and was about to send a message to a guard member he knows.

- Berik Oedil has always been a staunch opponent of the Brotherhood, so they might try to do something to him before or after the wedding.

- There might be a traitor in the court who will help the Brotherhood, but Traneth does not have solid evidence on whom it might be.

- It is in the interests of the Knights to keep Berik alive. As much as they hate nobles, even old Ideean nobles, they would rather have a moderately just enemy of the Brotherhood ruling Ingmalt, than one of the lesser noble houses who would be much worse. Also, Aeslith will most likely improve conditions immensely when she starts to influence Berik. Besides, Traneth must avenge his friends to the Brotherhood.

- Letter B could mean, among others, Brymar, guard captain, Brelego, an old servant in the castle, Bergadin, a middle-ranking priest of Zilchus or Barzal, the leader of the miners guild.

- The reference to “Old Friend” in the letter refers to a time when Traneth was imprisoned in Minetha and Brymar interrogated him.

Traneth will try to get the PCs to help him, appealing to their patriotism (Ahlissan or Ideean, depending on their allegiance) if nothing else helps. If they agree, he tells that the Brotherhood will most likely strike within two days, maybe even during the wedding. Traneth says he will move to a safe house a couple of miles outside the city after getting some more information, and the PCs should join him there. The safe house is run by “Old Man” Braegan and

the answer to his question at the door is "Shadows grow long."

If the PCs want to help him gather information, Traneth says that they could keep an eye on the Lord's Delight, just in case another Brotherhood agent arrives. Traneth has to cash in a few favors from the cityguard to get information, and it is quite unlikely that any PC would have such connections in the military.

Under no circumstance will Traneth agree for the PCs to accompany him, since the Brotherhood knows about him, and if they were spotted, it would place them in danger and alert the Brotherhood.

In any case, if Traneth is aware of the PCs causing the deaths of innocents, he will not help them, but will ask another adventuring group to help him. They will be successful, and hailed as heroes of Ekehold.

Troubleshooting: If the PCs decide to follow the letter "B" leads at this point, this is where the relevant NPCs are; Bergadin (LN) is in the temple of Zilchus negotiating a grain shipments deal between a Dwur merchant from the Iron Hills and a representative of the Miller's Guild of Minetha.

Barzal (LE) is in his home, preparing for the festivities. Brelago (N) can be found in Castle Vinge. Brymar is in the main guard house, assigning guards to their duties, and will not see anyone who is not on official business. A successful DC 25 Forgery check is necessary to gain an audience with him. If the PCs do meet with him, he sends three full squads of Redswords to arrest the Brotherhood agents (if reported). He also arrests PCs for 'questioning' and detains them until the wedding is over (PCs should receive half of maximum XP for thwarting the assassination but won't get any other markings to their AR except Wrath of Brymar). Alerting regular guards about the assassination plot will be reported forward, with promises (and thanks) to investigate. How you run other encounters is up to you.

Development: If the PCs want to move to the safe house, move to Encounter 8. If they want to look for clues, move to Encounter 7.

Encounter 7: Looking for Clues

Read or paraphrase the following:

Traneth leaves you and you move back to the vicinity of the Lord's Delight. Time seems to crawl and nothing out of the ordinary happens. After what seems like an eternity, someone approaches the inn. It is a Suel man, dressed in badly worn peasant clothing and he staggers towards the

door.

APL2-8 (EL 0)

☛ **Brenk:** human male NE Com2; hp 9; AC 10 +2 melee, (1d3+2 subdual damage, fist)

This man is just a drunkard (though a nasty wife beater, so *detect evil* marks him as evil) and has nothing to do with the Scarlet Brotherhood, though he does have a bit of Suel blood in him. However, it offers another chance for the PCs to get in trouble with the law if they let their baser instincts take over instead of using their brains. If the PCs threaten him or lay their hands on him, he will scream for help like a little girl and the city guard will soon arrive on the scene and try to arrest the PCs for minor assault/disturbing the peace, and Brenk for disturbing the peace. Brenk is well known to the city guard and any claims he is a Brotherhood agent will be met with raucous laughter.

If the PCs don't do anything, Brenk will stagger past the door, take a leak at the corner and move on. Allow the PCs to get bored for another 30 sec-1min and then read the following:

A pigeon flies over your head and lands on a window ledge of the Lord's Delight. It seems to have something tied to its leg.

APL2-8 (EL 0)

☛ **Pigeon (Raven):** hp 1, see *Monster Manual*, page 278

Any PC can try to get the parchment with a successful DC 10 Handle Animal check. A Ranger or Druid can also use Wild Empathy. Throwing breadcrumbs or similar grants a +2 circumstance bonus to this check. The PCs can also just kill the bird with ranged weaponry. If the pigeon survives (yeah right...) the surprise round, it will try to fly away. Assuming the PCs get the parchment, give them Player Handout 2.

Development: If the PCs want to go to the safe house, move to Encounter 8. Otherwise, they can get a room at the Drunken Geese and lie low. Move to Encounter 9 and adjust it as necessary. Naturally, they cannot get 'Tested by Braegan' on their ARs now.

Encounter 8: Safe House

The PCs arrive here from Encounter 6 or 7. If they were not captured earlier, read the following:

You leave town and head north towards the brewery that Traneth mentioned. A few people pass you on their way to

Ekehold, and an hour passes uneventfully before a group of ten horsemen approach from the north.

APL2-8 (EL 0)

Baronial Guard (10): hp 22, see Appendix 5.

These guards will not pay any attention to the PCs unless they deliberately want to cause trouble, in which case they will be attacked. If the PCs ignore them, read the following:

The mounted soldiers pass you by without a second glance and you keep walking. Soon you see the brewery a few hundred feet away. A path, just large enough for carts leads to front of the brewery.

If the PCs were captured, read the following:

You walk away from the city and head north where the safe house should be. After an hour of quick marching you see what must be it. A warm light shines from the window, partly illuminating the small path leading to the front door.

Once the players go to the door and knock as Traneth instructed, read the following:

Muffled footsteps emanate from behind the door. A tiny hatch opens and an old man peeks through and says something in Old Oeridian.

Those who understand Old Oeridian understand the words to be: *"When Nightingales sing."*

This is "Old Man" Braegan. If none of the PCs understand what he says, he switches to Common. He expects the correct answer: "Shadows grow long". If the PCs don't give it, he won't let them enter. Once the PCs say the password, read the following:

Braegan opens the door.

"Nice to see Traneth's friends here, I usually get vagrants trying to scrounge a free drink out of me. Come on in, I have just the place for you."

Braegan motions you to enter the brewery and leads you to one of the back rooms. He opens a trapdoor in the floor and says,

"You can wait down there. Food, drink and soft beds are available."

Braegan will not let anyone sleep outside the cellar, insisting the other option is to sleep outside the front door. An *everburning torch* illuminates the cellar.

Once everyone is down, Braegan will then move a carpet and a barrel over the trapdoor. In the cellar, there are

barrels of water and beer for to drink, and bread and cheese to eat. There are eight soft mattresses for PCs to sleep on. Braegan takes any animal companions to a shed behind the brewery.

If the PCs were not captured in Ekehold, they will have enough time to rest and memorize spells before Traneth arrives. However, at some point in the night a patrol stops at the brewery, making a regular check for Idee Volunteers. Read the following:

Suddenly you hear a stern voice from upstairs.

'In Baron Oedils name we will investigate this building for possible outlaws.'

Braegan is quick to agree, 'Yes, of course honorable sirs, nothing illegal here, examine thoroughly.'

The sound of boots echoes upstairs as soldiers move throughout the building. You can guess someone is right above the trapdoor as floorboards creak and a small cloud of dust falls from the ceiling as the soldier checks the room.

Players won't know it, but this inspection is just one of the regular military patrols of Naerie, not a plot to find the PCs. Braegan also knows this particular sertern as he occasionally slips him a barrel of special beer. However, if the PCs panic and try to break out, they will be in trouble. If they wait, the soldiers soon leave, and the PCs can go back to sleep.

APL2-8 (EL 0)

🗡️ **Redswords (9):** hp 9, see Appendix 5

🗡️ **Sertern:** hp 15, see Appendix 5

If the PCs try to break out, the barrel on the trapdoor will fall over alerting the soldiers, who jump into action. The first action for one of them will be to jump over the trapdoor hatch so the PC coming out is isolated from his allies. The remaining soldiers form a shield-wall and strike anyone trying to climb up from the basement. The PCs can surrender by throwing down their weapons; the soldiers will take them into custody where they will be tried and imprisoned. The adventure ends. However, if the PCs have not done anything serious (like killing anyone) they will be released soon enough and only lose 4 TU. If they are *Wanted in Ahlissa*, their cover is blown and they will be hanged. If the PCs attack the guards, Braegan will flee and alert Traneth that the safe house has been compromised and the adventure ends, since neither of them wants to associate with these kinds of people.

Development: Assuming the PCs let the soldiers leave without trouble, they can wait for the rest of the night and move to encounter 9.

Encounter 9: The guilty man

The PCs arrive here from encounter 8. Read the following:

In the morning you hear the barrel moving aside. The trapdoor is opened and Braegan peeks in.

Traneth is here. Come up and have some breakfast. Oh, but take a quick wash out the back first.’

Braegan has some ale, eggs, bacon and healthy porridge for the PCs. Traneth will sit down for breakfast with the group. Read the following:

Traneth hands you a piece of parchment.

‘I returned to The Lords Delight and saw a carrier pigeon bringing this’. I also got some other information about the wedding from a sertern I know.’

Give out Player Handout 3. If they don't yet have Player Handout 2, hand that over as well. Adjust the box text accordingly.

Compiling the data from Player Handouts 1, 2 & 3, the players should know that Brymar might have something to do with the assassination, or at least that the assassin will strike after the wedding ceremony. If the players are completely without a clue, have Traneth & Braegan drop some hints. The players should somehow warn Berik and for that they must return to Ekehold. If asked why he would want to help a noble, Traneth repeats that it will be easier to deal with a noble who is tempered by a cleric of Atroa than some person of lesser quality who would replace Berik. If asked, Traneth will not come forward to testify against Brymar since by Ahlissan law he is guilty of sedition and would be punished by death. In all cases, the PCs should return to Ekehold and see what they can do.

Afterwards, Braegan will approach any PC who speaks Old Oeridian or Ferral, one at a time. Braegan will ask the following questions in Old Oeridian or Ferral from those PCs.

Q: *What was the dream of Iron League?*

A: “Freedom from the Great Kingdom.”

If the player doesn't know – allow the PC to make a DC 15 Knowledge (history) check to get the answer.

Q: *Who were the members of Iron League?*

A: “Irongate, Onnwal, Idee, Dwur of Iron Hills, Sunndi and Lordship of the Isles”

If the player doesn't know – allow the PC to make

a DC 15 Knowledge (history or geography) check to get the answer. Braegan accepts missing one member, scolding the PC with *‘You forgot ___ but I can accept that answer.’*

Q: *Who is our enemy?*

A: The Scarlet Brotherhood, Scarlet Sign, Strawheads, all terms will suffice.

If the player doesn't know – allow the PC to make a DC 15 Knowledge (the Splintered Sun).

If the PC(s) answer correctly to all questions, they receive ‘Tested by Braegan’ on their AR unless somebody reports the safe house to Ahlissan officials.

☛ **Tested by Braegan:** You've been tested by Braegan and found worthy. This grants you an influence point with the Jade Mask or Idee Volunteers.

Development: There are several options available for the PCs, and they are detailed in Encounter 10. All of them however, require a return to Ekehold and you should move to Encounter 10.

Encounter 10: Back to Ekehold

The PCs arrive here from Encounter 9. Read the following:

The road has several travelers today, no doubt those who were unable to find accommodations in the town and slept in outlying villages. You soon arrive at the north gate of Ekehold.

Getting into Ekehold will not be much of a problem. Those who are wanted now only have 5% chance of getting caught however, any Suel PCs will be stopped by two clerics of Velaeri for a random inspection. Using a *zone of truth* spell (DC 15 will save), they will ask if the PC is member of the Scarlet Brotherhood. If he actually is a member of the Scarlet Brotherhood (possible to join in *COR4-04 Red Tide*) and the priests find this out, the PC is arrested and taken away for execution. Only a successful DC 30 Escape Artist check saves the PC from death with no chance of resurrection. No favor or bribe whatsoever can save the PC if they fail to escape on their own. Even a successful escape means that PC loses an extra 2 TU hiding away from the law and making their way to the border. If the party has no Suel, ignore this event. Once the PCs are safely inside Ekehold, they have several options.

- Go to the city guard. The PCs can give their proof to the authorities who will report the situation to the Baronial Guard. They will investigate the situation during the wedding, just to be sure, and surprise “The Hand”, who will escape, but Berik is safe for now. The PCs will be called to Berik after the wedding. Move to Encounter 11 but adjust events accordingly to show it is after the wedding.

- Break into Brymar’s residence and look for more evidence. See Map 3 for details. The X on the map indicates a guard (use Redsword statistics). It is up to you what you add to this house, but you should remind the players that if they are caught, punishment will be severe. Windows will be the best way to enter the house. All are locked but can be opened by a successful DC 12 Open Lock check. At the moment the house is empty, except for the stable boy and three guards outside. Locations in the house are detailed below.

1. This is the stable where Brymar keeps his well-bred warhorses. At the moment one horse is present and tended by a stable lad, Obin (Com1).
2. This is a large lobby with enough space to receive several guests at the same time. It has beautiful tapestries of landscapes, which have been imported from Sunndi.
3. *Main ballroom.* This is a sparsely furnished room where Brymar organizes parties for lesser nobles. His long friendship with Berik practically ensures that nobles consider Brymar their equal.
4. *Bedroom.* A large bed and several wardrobes dominate this room.
5. *Meeting room.* This room has a suite of leather furniture and beautiful red tapestries. Brymar uses this room to receive his personal guests.
6. *Main study.* This room is dominated by a large wooden table filled with parchments (with guard details, timetables and reports), two ink bottles and several quill pens. A safe has been built into the wall with a very sturdy lock, requiring a successful DC 30 Open Lock check to open. It is possible to take 10 or 20 in this check but taking 20 also requires a contested Move Silently/Listen check to avoid drawing anyone’s attention.

The safe has a large bag of coins (which Brymar will use to pay “The Hand” after the assassination) and Brymar’s Diary.

Treasure:

APL 2-8:

Coin: 100 gp; Diary of Brymar.

Brymar’s diary reveals his anguish over losing Aeslith, his plan to ask the Brotherhood for help, and his own dark and twisted poetry. This is damning evidence and presenting it will grant an automatic audience with Berik as well a hefty bonus to diplomacy checks. See Encounter 11 for details.

7: *Training hall.* This room has several wooden dolls dressed in old armour, and a variety of weapons in racks. Brymar occasionally brings city guard members to receive personal training from him.

- Go to Lord Euric & Aeslith. If they can adjust the attitude of his aide to friendly with Diplomacy skill, they can receive an audience. The aide’s initial attitude depends on the following things; if the PCs have disfavour of House Arxx, starting attitude is unfriendly. If they have favour of House Arxx, his attitude is friendly. If any PC has the Celestial Scion feat, the aide is friendly straight away. In other cases, his attitude is indifferent. *Favour of Damar Rocharion* (from *NAE4-03 The Apprentice*) can be used to remove a disfavor if necessary.

In this case, a servant mentions hearing from Damar that these persons are trustworthy. Euric will agree to bring their information to Berik. Since Berik has known Brymar for many years, Euric will suggest acquiring evidence from his house so there is no question whatsoever about his guilt. He will also write a letter of recommendation that they can show to Berik, asking permission for the PCs (accompanied by few Baronial Guards, of course, to prevent foul play) to investigate the house.

- Ask for personal audience with Berik. It will be hard to gain an audience with Berik at this point, requiring a successful DC 15 Diplomacy check or the Celestial Scion feat (if they don’t have letter from Euric) and will also require the PCs to invest in noble clothing and jewelry. If they get the audience, they can try to convince Berik using their proof (see Encounter 11) or ask for permission to investigate Brymar’s residence. Without a letter of recommendation from Euric or Celestial Scion feat he will not agree to the request.

One exception: If any PC has favour of House Oedil from *SND3-M02 Harsh Words* then Diplomacy checks are unnecessary as Berik thanks PCs for saving his ‘no good son’ and is willing to have them check Brymar’s place.

- Get into the Castle and look for ‘The Hand’. This should be a difficult thing to do and has been left undetailed. It will be up to you as DM how you run this, but it should be a difficult task, requiring either powerful magic or high

Move Silently/Hide checks. The Hand will eventually arrive in the bedchamber and the PCs can attack him. Defeating him (alive or dead does not matter) grants the PCs the same things as conclusion B and forces Brymar to resign for incompetence.

Troubleshooting: It is also possible to use Forgery skill to gain required documents for audience/house search. Only one attempt is allowed and the DM should roll a secret DC 30 Forgery check.

Development: If the PCs manage to do any of these, proceed to encounter 11.

Encounter 11: Judgment of Brymar

The PCs arrive here from Encounter 10.

Note: For this encounter you should describe a situation where the players try to convince Berik. Of course, the hall will have several Baronial Guards, lesser nobles and advisors. Nobles and advisors will try to get involved and comment on evidence, offer support for the PCs or Brymar in the best tradition of court intrigue. Several outcomes are possible:

- If the PCs can supply Berik with Brymar's diary, it will serve as damning evidence but some advisors might say it is a forgery, hence only the bonuses for Diplomacy checks apply, though, unless the PCs are very uncharismatic bunch, it should be enough to at least guarantee a resign result.
- If the PCs went to the cityguard, Berik will summon them after the wedding and ask them where they came up with the information and can try to convince Berik as detailed below.
- If the PCs fail to present the diary as evidence, they can still try to convince Berik if they received a personal audience. They must present all Players Handouts and also make a Diplomacy check to convince Berik. Berik's starting attitude will be indifferent in this matter. Complete success of course will be difficult, since without the diary they will probably have only circumstantial evidence and a few hastily scribbled notes - one of which is from a member of an outlawed separatist organization. Apply the following modifiers. All bonuses are cumulative.
 - Talked to Aeslith or Euric: +2
 - Brymar's Diary: +15
 - Good/Bad roleplaying: +2/-2 Good = Player makes a nice speech. Bad = "I just roll for Diplomacy. Will he believe me?"
 - Proof of Scarlet Brotherhood (reporting them to city guard): +2

- Favor of House Oedil from SND3-M02: +8
- "The Hand" spotted by Royal Guards: +4
- PC doing the talking is a Paladin or Cleric of a Lawful deity: +1
- PC doing the talking is a member of the Ahlissan military or has their favor (TSS4-04): +2
- PC doing the talking has "free travel through Ahlissa" (TSS3-02): +2
- Revealing the location of the safe house: +4
- PC doing the talking is a Barbarian: -2
- Each PC who is a servant of Trithereon: -2
- Every Olman PC: -1
- PC doing the talking is a Knight of the Chase and he reveals it = Gallows for him.
- PC doing the talking is a Half-Orc: -2
- For each PC that was imprisoned by the city guard: -1
- Celestial Scion feat: +4
- Every bandit or Sargh handed over to Redswords: +1
- Pureblooded Suel feat: -2

Result of the Diplomacy check:

- DC 30: Berik's attitude becomes helpful. Berik is convinced and orders the imprisonment and execution of Brymar, who will escape. Move to encounter 12.
- DC 15: Berik's attitude becomes friendly. Berik is quite convinced and Brymar is forced to resign from his duties. Move to Conclusion B.
- Attitude stays indifferent or becomes unhelpful: PCs are laughed out of the audience hall. Move to Conclusion C.

After a Diplomacy check, you can also ask if the PCs want to give out the location of the Jade Mask safe house (if they've not already done so). PCs who do it, receive "Safehouse reported" on their AR but no player can then receive "Traneth" or "Tested by Braegan" on their AR. If this is enough to push Berik's attitude, refer to developments above.

Encounter 12: Hunt for Brymar

This encounter uses Map 4. The PCs arrive here from Encounter 11.

Berik listens to your explanations and reads the evidence. Suddenly he rips off a piece of chair and flings it away. Turning towards his bodyguards, he bellows:

"Bring Brymar here and quickly. He shall learn what the penalty is for treason and he will regret that he ever

stood against me!

The guards disappear and you are left alone with Berik who slowly calms down. Nobody in the hall utters a word and time seems to pass forever.

Finally a guard comes running into the hall;

"My lord, my lord! Brymar attacked us and fled before we could stop him!"

Everyone waits for another fit of rage from Berik but instead he calmly stands up and walks towards the door.

"Then we shall hunt him down like we hunted the Brotherhood scum! Give horses to these heroes and let them join the hunt."

If needed, the PCs receive standard horses with military saddles (these must be returned!). The PCs will then operate as an independent group, as Berik and others spread out across the countryside. They are given a horn, which they can blow if they run into trouble.

Brymar will head towards the Iron Hills through Sarwych forest, trying to alert some of his lackeys on the way. Tracking Brymar will not be easy and will require talking to people on the way. If the PCs don't have anyone with the Track feat and they let Sargh go, you can have them run into him at this point and accompany them. If he dies during the hunt, scratch 'Sargh' from AR. The pursuit will proceed as follows:

Near Ekehold: Information is given that Brymar was seen riding towards northwest. A successful DC 8 Knowledge (the splintered suns/geography) or DC 12 Intelligence check, allows the PCs to know that Sarwych Forest is in that direction and he might be going there.

Near Sarwych Forest: The PCs will come across a peasant carrying a suit of chainmail armor. If questioned, he will tell that he helped an armored knight to don his full plate and that knight gave his chainmail as reward. A successful DC 5 Diplomacy check or 1 gp bribe (mark to other coin spent) means the peasant will show where the man entered the forest.

Sarwych Forest: A successful DC 19 Track check is required or Brymar escapes. The DC includes a -5 penalty for tracking at normal speed, it is possible that this penalty might not apply in case of Bloodhounds, high-level rangers, etc. Any slower and Brymar will automatically escape.

If the group doesn't have anyone with the Track feat or they fail (taking 10 is not allowed in any of these checks) any of these checks, they will eventually get to Sarwych Forest but they will only encounter the ogres and Brymar will escape.

If they succeed in tracking Brymar, read the following:

You move quickly through Sarwych Forest - the tracks appearing fresher and fresher all the time. You conclude

they cannot be older than one hour.

Suddenly you hear screams and the sound of battle ahead. Moving on, you see a small forest clearing, the bodies of men, most likely bandits, are on the ground as well as that of a warhorse, pierced with many arrows. In the center is an armored man, wielding a large polearm.

"The irony of it all, prevented from escaping by bandits. Come then, let us see who is better on the field of battle"

APL2 (EL 4)

♣ Brymar: male human Ftr4; hp 36, see Appendix 1

APL4 (EL 6)

♣ Brymar: male human Ftr6; hp 52, see Appendix 2

APL6 (EL 8)

♣ Brymar: human male Ftr8; hp 68, see Appendix 3

APL8 (EL 10)

♣ Brymar: human male Ftr8/Clr2, hp 82, see Appendix 4.

Treasure:

APL 2: Loot: 151 gp; Coin: 9 gp; Magic: *potion of cure moderate wounds* (25 gp)

APL 4: Loot: 1 gp; Coin: 9 gp; Magic: 450 gp : *+1 full plate* (208 gp), *+1 guisarme* (192 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

APL 6: Loot: 1 gp; Coin: 9 gp; Magic: 1129 gp : *+1 full plate mail apell resistance 13* (887 gp), *+1 guisarme* (192 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

APL 8: Loot: 1 gp; Coin: 9 gp; Magic: 1629 gp: *+1 full plate mail spell resistance 13* (887 gp), *+1 bane (human) guisarme* (692 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

Tactics: If the PCs retreat back into the forest and try to use their missile weapons, Brymar flees the area. It will be up to you as DM how you handle this pursuit. You may allow the PCs to run into the ogres if Brymar flees. Brymar will try use his reach and Whirlwind Attack abilities to hit as many PCs as possible per round. He will always allocate at least 1 point to Combat Expertise and to Power Attack (if he has the feat). He will use his improved trip on attacks of opportunity or if he can only attack one PC at the time. Brymar will fight to the death and if possible, *coup de grace* any players or hit them on the ground with his Whirlwind Attack. If he has the *potion of enlarge person*, he will drink it on the first turn. If he has cleric domains, he will use destruction with Whirlwind attack to hit as many targets as possible and will save the luck domain granted power to

use against any spell which would somehow make him helpless.

At APL8 he will also have several cleric spells when the fighting starts (rounds after the name indicate how long the spell lasts). These are: *shield of faith* (4 rounds), *protection from law* (5 rounds), *entropic shield* (6 rounds). (*shield of faith's* +2 AC has already been included in his statistics). *protection from law* grants a further +2 AC against Lawful PCs (to base AC of 25) and *entropic shield* grants a 20% miss change to all ranged attacks against Brymar. Note that at APL8 the Guisarme does 2d6 extra damage against humans and when enlarged, the Guisarme does 2d6 points of damage.

The C:s on the map are bandit corpses with various weapons and low quality armor.

Development: If the PCs failed to track Brymar, move to encounter 13. If they kill Brymar, move to conclusion A.

Encounter 13: Ace in the Hole

The PCs arrive here from Encounter 12 if they don't catch Brymar. Read or paraphrase the following:

You are following the tracks through Sarwych Forest but you have a feeling that Brymar is getting away. Finally you enter a small open area - the ground is rocky, and the tracks seem to vanish."

Have the group roll opposed Spot/Hide checks vs. the hired fists (who take 10). With all the bonuses/penalties this requires a spot DC 10 to avoid the ambush. If the PCs succeed, they notice monsters before reaching the ambush site. If they fail, they will be surprised. If PCs want, they can try to sneak up on the enemy, in which case you should make opposed Move Silently/Listen checks as moving concealed through the forest is quite easy. They can also head back after seeing monsters, in which case monsters will leg it after Brymar and disappear as well. Another option is to go around but as earlier, Brymar is already gone.

In any case, read the following once the monsters get their turn in combat.

"Bryime sez bash all pursuers so we bash!"

APL2 (EL 4)

🗡️ **Ogre:** hp 26, see *Monster Manual* page 199

🗡️ **Orc (2):** hp 8 each, see *Monster Manual* page 203

APL4 (EL 6)

🗡️ **Ogre (2):** hp 26, see *Monster Manual* page 199

🗡️ **Orc (6):** hp 8 each, see *Monster Manual* page 203

Orcs have greataxes instead of falchions, doing 1d12+4/x3 points of damage instead of 2d4+4/18-20.

APL6 (EL 8)

🗡️ **Ogre (6):** hp 26, see *Monster Manual* page 199

APL8 (EL 10)

🗡️ **Ogre barbarian (3):** hp 79, see *Monster Manual* page 199

Treasure: Ogres have some loot, as bandit bodies have some as well.

APL 2: Loot: 25 gp; Coin: 20 gp;

APL 4: Loot: 25 gp; Coin: 40 gp;

APL 6: Loot: 25 gp; Coin: 80 gp;

APL 8: Loot: 25 gp; Coin: 80 gp; Magic: 324 gp; 3 x +1 large greatclub (108gp)

These monsters were to be Brymar's 'ace in the hole' to be used after he took over, but now they are just here to enable him to escape. If captured alive, they just say Brymar rode into the Iron Hills. The PCs will not find tracks and Brymar escapes.

Tactics: The monsters will start by throwing javelins (or casting spells) and then move to close combat where they will fight to the death. On APL8 they don't bother with Javelins but start their rage and charge straight on. They always do a full power attack for a total damage of 2d8+23 (2d8+25 when raging) and if they miss (if either hits when full attacking, they don't stop), they reduce it by one. Remember that it is possible for a PC to suffer instant death from massive damage on APL8.

Development: Assuming the PCs win, move to conclusion D.

Conclusion A:

If the players succeeded in defeating Brymar, read the following.

You have defeated Brymar and can congratulate yourself of a job well done. Baronial guards soon find you and escort you back to Ekehold to receive your reward from Berik. You can guarantee there will be grand festivities in Castle Vinge this night.

The PCs receive following to their ARs:

👉 **Favor of House Oedil:** This favor can be saved for future or exchanged for one time access (frequency: any) to *bane (human)* weapon enchantment.

☛ **Favor of House Arxx:** Two favours from House Arxx grant access to the *shock* weapon enchantments. (Frequency. Any). The Naerie Triad may determine further uses for house favors in the future and notifications will be made in Naerie page.

☛ **Favored by Berik Oedil:** You always have free luxury upkeep in modules starting in the Barony of Ingmalt. In addition, you gain a +2 bonus to all Charisma based skills when dealing with Ahlissan nobles. This favor is only available to those who have played module *SND3-02 Harsh Words*.

The End

Conclusion B:

Berik listens as you present the evidence. Finally he waves his hand and the court falls silent. He approaches you and takes the documents.

"I will consider this matter very carefully. In the meantime, please enjoy my hospitality" he says.

Baronial guards escort you to accommodations where you can stay and enjoy fine food, drink and company.

After a few days, you learn that Berik has ordered his guard captain Brymar to resign from his duties. Nasty rumours indicate that he quickly put his house for sale and left Ekehold and nobody knows where. But Berik is safe, at least for now, and you are responsible for that.

The PCs will receive following to their ARs:

☛ **Favor of House Oedil:** This favor can be saved for future or exchanged for one time access (frequency: any) to *bane (human)* weapon enchantment.

☛ **Favor of House Arxx:** Two favours from House Arxx grant access to the *shock* weapon enchantments. (Frequency. Any). The Naerie Triad may determine further uses for house favors in the future and notifications will be made in Naerie page.

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available to those who have played module *SND3-02 Harsh Words*.

Conclusion C:

Berik listens your evidence with amusement and finally rips it to pieces.

'You have been very entertaining but I'm a very busy man so I think it best that you leave now', he says.

With those words royal guards escort you out the castle and indeed, out of Ekehold. Humiliated, you know you will not be welcome there for a while. Few days later, you learn that an attempt has been made on Berik's life, but there is no report of his condition is available.

The PCs will receive following to their ARs:

☛ **Wrath of Brymar:** Should you ever meet Brymar again, he will consider you his mortal enemy.

The End

Conclusion D:

The clearing falls silent as last enemy falls. Despite your best efforts, Brymar has escaped and it's certain he will try to exact bloody revenge on you.

The PCs will receive following to their ARs:

☛ **Favor of House Oedil:** This favor can be saved for future or exchanged for one time access (frequency: any) to *bane (human)* weapon enchantment.

☛ **Favor of House Arxx:** Two favours from House Arxx grant access to the *shock* weapon enchantments. (Frequency. Any). The Naerie Triad may determine further uses for house favors in the future and notifications will be made in Naerie page.

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☛ **Wrath of Brymar:** Should you ever meet Brymar again, he will consider you his mortal enemy.

If the PCs reported the safehouse to the Ahlissans, read the following before the module ends:

Two men are lying in a small prison cell, the taller of them, dressed in blue cloak, is badly beaten. A rattle of keys alerts the second, older man, and he looks up. Two guards enter, carrying a scroll.

"Traneth Etali, Braegan of Felten, you have been found guilty of treasonous activity and will be punished according to the law of Ahlissa and are to be beheaded. Baron Oedil, in his mercy, has granted you a pardon and instead, you will hang from the neck until you are dead. Execution will be carried out tomorrow."

The two men watch wearily as guards leave.

"What we will do Traneth?", the older man asks.

"Strength my friend, what must happen will happen. Trithereon protects. If we are to survive, we survive."

The clatter of keys interrupts him. "And even though we may die, I can still call in a few favours before that time and get a message out about those who betrayed us."

The PCs receive Safe House Reported to their Ars.

☛ **Safe House Reported:** You have reported the existence of a Jade Mask safe house and proven yourself a loyal servant of Ahlissa. This gives you a single favour with any noble house or removes a single disfavor. However, you lose all favours with the Jade Mask you currently have and cannot gain influence with them anymore.

If they did not report it, they receive the following:

☛ **Traneth:** For helping Traneth, you have earned an influence point with the Knights of the Chase or the Church of Trithereon.

The End

Campaign Consequences

Please send information about critical events to author at sampo@haarlaa.fi. This will have impact on the future scenarios. Comments about module are also welcomed.

1: Was Brymar killed, forced to resign, or did he escape? Specify which option.

2: Were the PCs laughed out of the audience chamber?

3: Did the PCs report the safe house?

4: Did any of the Brotherhood agents survive?

5: Did the PCs kill the Ogres/Orcs?

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.

[To award XP for an encounter the DM should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. Each APL will be written for no more than 5 times the APL in EL's, so at APL4, the highest possible XP awarded would be 600 (4*5*30 xp.) Up to 20% of the total xp may be used for story and/or role-playing awards. So in the APL 4 example, there could be 480xp for specific encounters, 60xp for a story award and 60xp for role-playing.]

Encounter 1: The Rider

Defeating bandits

APL2	120 XP
APL4	150 XP
APL6	200 XP
APL8	260 XP

Encounter 5: Lord's Delight

Defeating the Brotherhood agents or reporting them to the city watch.

APL2	120 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Encounter 11/12: Brymar

Defeating Brymar or handing out proof that forces him to resign (Conclusion B)

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

Encounter 13: Ace in the Hole

Defeating the monsters

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

Discretionary Role-playing Award

(Note:, awarding this is up to GM to those who played their characters well instead of those who just meta-gamed)

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

Total Possible Experience:

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

Treasure Summary

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

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

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

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

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

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

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

Encounter 1: The Rider

APL 2: Loot: 20 gp; Coin: 19 gp; Magic: Warmace
APL 2: Loot: 70 gp; Coin: 24 gp; Magic: MW Warmace
APL 6: Loot: 96 gp; Coin: 44 gp; Magic: MW Warmace
APL 8: Loot: 108 gp; Coin: 51 gp; Magic: MW Warmace

Encounter 5: Lord's Delight

APL 2: Loot: 30 gp; Coin: 24 gp; Magic: dose of medium spider venom (12 gp), *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration)

APL 4: Loot: 36 gp; Coin: 38 gp; Magic: dose of medium spider venom (12 gp), *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration)

APL 6: Loot: 38 gp; Coin: 58 gp; Magic: *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation); *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration); *bracers of armour +2* (333gp, moderate conjuration)

APL 8: Loot: 41 gp; Coin: 59 gp; Magic: *bracers of armour+1* (83 gp, moderate conjuration), *potion of enlarge person* (20 gp, faint transmutation), *2 x potion of cure light wounds* (4 gp, faint conjuration); *brooch of shielding* (125 gp, faint abjuration); *bracers of armour+2* (333 gp, moderate conjuration); *monk's belt* (1083 gp, moderate transmutation)

Encounter 10: Back to Ekehold

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

Encounter 12: Hunt for Brymar

APL 2: Loot: 151 gp; Coin: 9 gp; Magic: *potion of cure moderate wounds* (25 gp)

APL 4: Loot: 1 gp; Coin: 9 gp; Magic: 450 gp : *+1 full plate* (208 gp), *+1 guisarme* (192 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

APL 6: Loot: 1 gp; Coin: 9 gp; Magic: 1129 gp : *+1 full plate mail apell resistance 13* (887 gp), *+1 guisarme* (192 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

APL 8: Loot: 1 gp; Coin: 9 gp; Magic: 1629 gp: *+1 full plate mail spell resistance 13* (887 gp), *+1 bane (human) guisarme* (692 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (25 gp)

Encounter 13: Ace in the Hole

APL 2: Loot: 25 gp; Coin: 20 gp;
APL 4: Loot: 25 gp; Coin: 40 gp;
APL 6: Loot: 25 gp; Coin: 80 gp;
APL 8: Loot: 25 gp; Coin: 80 gp; Magic: 324 gp: *3 x +1 large greatclub* (108gp)

Total Possible Treasure

APL 2: Loot: 238 gp; Coin: 172 gp; Magic: 141 gp - Total: 551 gp; **Cap: 450 gp**

APL 4: Loot: 144 gp; Coin: 211 gp; Magic: 667 gp - Total: 1022 gp; **Cap: 650 gp**

APL 6: Loot: 172 gp; Coin: 291 gp; Magic: 1614 gp - Total: 2077 gp; **Cap: 900 gp**

APL 8: Loot: 187 gp; Coin: 305 gp; Magic: 3596 gp - Total: 4082 gp; **Cap: 1,300 gp**

Special

☛ **Favor of House Oedil:** This favor can be saved for future or exchanged for one time access (frequency: any) to Bane (Human) weapon enchantment.

☛ **Favor of House Arxx:** Two favours from House Arxx grant access to the *Shock* weapon enchantments. (Frequency. Any). Naerie Triad may determine further uses for house favors in the future and notifications will be made in Naerie page.

☛ **Favored by Berik Oedil:** You always have free luxury upkeep in modules starting in Barony of Ingmalt. In addition, you gain +2 bonus to all charisma based skills when dealing with Ahlissan nobles. This favor is only available to those who have played module SND3-M02 *Harsh Words*.

☛ **Traneth:** For helping Traneth, you have earned an influence point with Knights of the Chase or Church of Trithereon.

☛ **Wanted in Ahlissa:** If a PC is Wanted in Ahlissa, give them the special Wanted in Ahlissa AR, avialbale from the Spintered Sun website or your triad.

☛ **Tested by Braegan:** You've been tested by Braegan and found worthy. This grants you an influence point with Jade Mask or Idee Volunteers.

☛ **Safe house reported:** You have reported the existence of Jade Mask safe house and proven yourself a loyal servant of Ahlissa. This gives you a single favour with any noble house or removes a single disfavor. However, you lose all favours with Jade Mask you currently have and cannot gain influence with them anymore.

☛ **Medium spider venom:** Injury, Fort save DC 14; 1d4str initial/secondary; Price: 150 gp; frequency: adventure.

☛ **Sargh:** You have influence point with Naerie thieves guild. You also gain +2 bonus to Forgery, Gather Information or Knowledge (Splintered Suns) while in Ekehold or in any module Sargh is encountered.

☛ **Wrath of Brymar:** Should you ever meet Brymar again, he will consider you his mortal enemy.

APL 4 (All of APL 2 plus the following)

- ❖ *brooch of shielding* (Adventure, DMG)
- ❖ Masterwork warmace (Adventure, CW)

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

- ❖ *bracers of armour +2* (Adventure, DMG)
- ❖ *+1 spell resistance 13 full plate* (Adventure, DMG)

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

- ❖ *monk's belt* (Any, DMG)
- ❖ *+1 bane (human) guisarme* (Adventure, DMG)
- ❖ *+1 large greatclub* (Adventure, DMG)

Items for the Adventure Record

<p>☛ Favor of House Oedil: This favor can be saved for future or exchanged for one time access (frequency: Any) to <i>bane (human)</i> weapon enchantment.</p> <p>☛ Favor of House Arxx: Two favours from House Arxx grant access to the <i>shock</i> weapon enchantments. (Frequency: Any). Naerie Triad may determine further uses for house favors in the future.</p> <p>☛ Favored by Berik Oedil: You always have free luxury upkeep in modules starting in Barony of Ingmalt and permanent influence point with House Oedil. In addition, you gain +2 bonus to all Charisma based skills when dealing with Ahlissan nobles. This favor is only available to those who have played module SND3-02 <i>Harsh Words</i>.</p> <p>☛ Traneth: For helping Traneth, you have earned an influence point with Knights of the Chase or Church of Trithereon.</p>	<p>☛ Tested by Braegan: You've been tested by Braegan and found worthy. This grants you an influence point with Jade Mask or Idee Volunteers.</p> <p>☛ Safe house reported: You have reported the existence of Jade Mask safe house and proven yourself a loyal servant of Ahlissa. This gives you a single favour with any noble house or removes a single disfavor. However, you lose all favours with Jade Mask and Idee Volunteers you currently have and cannot gain influence with them anymore.</p> <p>☛ Sargh: You have influence point with Naerie thieves' guild. You also gain +2 bonus to Forgery, Gather Information or Knowledge (the Splintered Sun) while in Ekehold or in any module Sargh is encountered.</p> <p>☛ Wrath of Brymar: Should you ever meet Brymar again, he will consider you his mortal enemy.</p>
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Item Access

APL 2

- ❖ Medium spider venom (Adventure, 150 gp, DMG)
- ❖ Warmace (Adventure, 50 gp, CW)

Appendix 1: APL 2

Encounter 1: The Rider

Aday: Male human Ftr1; CR 1; medium humanoid human; HD 1d10+1; hp 14; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) (dexterity +2, heavy wooden shield +2, scale mail +4); Base Atk +1; Grp +3; Atk +3 melee (1d12+2, warmace): Full Atk: +3 melee (1d12+2, warmace); SA; SQ; AL NE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb+2, Intimidate+2, Listen+2, Jump +1, Ride+1, Spot+1; Dodge, Exotic weapon proficiency (warmace), Toughness,

Possessions: Dagger, heavy wooden shield, scale mail, warmace•, smokestick.

Physical Description: Tall Oeridian man in a loosely fitting scale mail.

•New feat/weapon. See Appendix 7.

Payrid: Male human Ftr1; CR 1; medium humanoid human; HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) (dexterity +2, studded leather armour +3); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, trident) or +3 ranged (net); Full Atk: +4 melee (1d6+2, trident) or +3 ranged (net); SA none; SQ none; SR -; AL CN; SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb+1, Handle Animal+1, Intimidate+4, Hide+2, Profession (pit fighter)+2, Spot +2; Exotic weapon proficiency (net), Two-weapon fighting, Weapon Focus (trident)

Possessions: 2 daggers, Net, Studded leather armour, Trident, tanglefoot bag, smokestick.

Physical Description: Tall Flan man with tribal tattoos and studded leather armour. Has letters MPF tattooed to his right arm, along with 5 notches (markings of Sunndian pit fighter).

Bandit (3): Male/Female human War1; CR ½; medium humanoid human; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 12) (dexterity +1, leather armour +2); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20, shortsword) or +3 ranged (1d6/x3, shortbow); Full Atk; +2 melee (1d6+1/19-20, shortsword) or +3 ranged (1d6/x3, shortbow) SA; SQ; SR; AL NE; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb+2, Hide+1, Jump+2, Spot +1; Point Blank shot, Weapon Focus – Shortbow.

Possessions: Leather armour, light wooden shield, shortbow, shortsword, Simple clothing, 10 arrows, smokestick.

Physical Description: Men/Women bandits under Aday's control. Have simple equipment and low-quality clothing.

Encounter 5: Lord's Delight

Sister Jolana: Female human Mnk2; CR 2; medium humanoid human; HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 13) (Bracers+1, Dexterity +1, Wisdom bonus +2); Base Atk +1; Grp +7; Atk +3 melee (1d6+2, unarmed): Full Atk: +1/+1 melee (1d6+2, flurry of blows [unarmed]) or +3 melee (1d6+2, unarmed); SA Flurry of blows; SQ Evasion; AL LE; SV Fort +4, Ref +4, Will +5; Str 15, Dex 13, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Bluff +2, Escape Artist +4, Jump +5, Spot +2, Tumble +5; Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Unarmed Strike.

Evasion (Ex): If exposed to any effect that normally allows Jolana to attempt a Reflex saving throw for half damage, Jolana takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Jolana can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll

Possessions: bracers of armour +1, potion of cure light wounds, potion of enlarge person, simple clothes.

Physical Description: Lightly tanned beautiful Sulioise woman.

Dradan: Male human Ftr1; CR 1; medium humanoid human; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) (dexterity +1, studded leather armour +3); Base Atk +1; Grp +3; Atk +4 melee (1d10+3/19-20, heavy flail) or +2 ranged (1d8/19-20, light crossbow); Full Atk; +4 melee (1d10+3/19-20, heavy flail) or +2 ranged (1d8/19-20, light crossbow) SA; SQ; AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 13, Con 15, Int 13, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Climb +3, Jump +3, Tumble +1, Spot +1, Listen +1; Combat expertise, Improved Disarms, Weapon Focus – Heavy Flail.

Possessions: light crossbow, potion of cure light wounds, Heavy flail, dagger, simple clothes, Studded leather armour, 10 crossbow bolts

Physical Description: Suel man

Nera: Female human Clr1 of Suryl; CR 1; medium humanoid human; HD 1d8+2; hp 10; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) (Dexterity +1, Scale mail +4, shield +2); Base Atk +0; Grp +2; Atk +2 melee (1d8+2, morningstar) or +1 ranged (1d8/19-20, light crossbow); Full Atk; +2 melee (1d8+2, morningstar) or +1 ranged (1d8/19-20, light crossbow) SA; SQ; AL NE; SV Fort +3, Ref +1, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 12.

Skills and Feats: Diplomacy +2, Bluff +2, Disguise +2, Hide +2, Listen +1, Sense Motive +1, Spot +1; Improved Initiative, Scribe Scroll.

Possessions: Alchemist fire heavy wooden shield, light crossbow, Morningstar, scale mail, simple clothes, 10 crossbow bolts, wooden holy symbol of Suryl.

Cleric Spells prepared (3/2+1; Base DC 12+spell level) 0-cure minor wounds, create water, read magic; 1st-bless, disguise self, obscuring mist.*

**Domain spells. Deity Suryl. Domains: Knowledge (add all Knowledge skills to your list of cleric class skills), Trickery (add Bluff, Disguise and Hide to your list of cleric's class skills).*

Physical Description: Suel Woman

Atallic: Male human War1; CR 1/2; medium humanoid human; HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) (Dexterity +2, leather armour +2); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/18-20, scimitar) or +3 ranged (1d4+1, dart); Full Atk; +2 melee (1d8+1/18-20, scimitar) or +3 ranged (1d4+1, dart) SA -; SQ none; SR -; AL CN; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 12, Int 8, Wis 10, Cha 15.

Skills and Feats: Climb+1, Handle animal +1, Intimidate +1, Perform – string instrument +2, Swim +1; Dodge, Improved initiative.

Possessions: Leather armour, 4 darts, *Dose of medium spider venom*, scimitar, Entertainer's outfit, lute.

Physical Description: Oeridian/Suel man in entertainers outfit. Collaborator in service of Brotherhood.

Encounter 12: Hunt for Brymar

Brymar: Male human Ftr4; CR 4; medium humanoid human; HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) (Full Plate +8, dexterity +1); Base Atk +4; Grp +6; Atk +7 melee (2d4+3/x3,

Guisarme); Full Atk; +7 melee (2d4+3/x3, Guisarme); SA; SQ; SR; AL CN; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 15, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +1, Climb +3, Handle Animal +1, Intimidate +3, Ride +1, Swim +3, Tumble +3; Combat expertise, Dodge, Mobility, Improved initiative, Improved Trip, spring attack.

Possessions: Full Plate mail, masterwork Guisarme, spiked gauntlet, locked gauntlet, longsword, *potion of cure moderate wounds*.

Physical Description: Brymar is a 6 ft. tall, handsome but pale nobleman with a shoulder length black hair and grey eyes.

Appendix 2: APL 4

Encounter 1: The rider

Aday: Male human Ftr2; CR 2; medium humanoid human; HD 2d10+5; hp 21; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 16) (Chainmail+5, Dexterity +2, Heavy Wooden Shield +2); Base Atk +2; Grp +4; Atk +6 melee (1d12+2, warmace); Full Atk: +6 melee (1d12+2, warmace); SA none; SQ none; SR -; AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb+2, Intimidate+3, Listen+2, Jump +2, Ride+2, Spot+1; Dodge, Exotic Weapon proficiency - warmace, Toughness, Weapon Focus - warmace

Possessions: Dagger, Chain Mail, heavy steel shield, Masterwork warmace.

Physical Description: Tall Oeridian man in a loosely fitting chainmail, smokestick.

- New feat/weapon on Appendix 2

Payrid: Male human Ftr2; CR 2; medium humanoid human; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) (Dexterity +2, studded leather armour +3); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, trident) or +4 ranged (net); Full Atk: +5 melee (1d6+2, trident) or +4 ranged (net) SA; SQ; AL CN; SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb+1, Handle Animal+1, Intimidate+5, Hide+2, Profession (pit fighter)+3, Spot +3; Exotic weapon proficiency (net), Net & Trident Style, Two-weapon fighting, Weapon Focus (trident)

Possessions: Studded leather armour, Trident, Net, 2 daggers, smokestick.

Physical Description: Tall Flan man with tribal tattoos and studded leather armour. Has letters MPF tattooed to his right arm, along with 5 notches (markings of Sunndian pit fighter).

- New feat/weapon. See appendix 7

Bandits (5): Male/Female human war1; CR 1/2; medium humanoid human; HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) (dex +1, studded leather armour +3); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20, shortsword) or +3 ranged (1d6/x3, shortbow); Full Atk: +2 melee (1d6+1/19-20, shortsword) or +3 ranged (1d6/x3, shortbow) SA none; SQ none; SR -; AL CN/NE; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb+2, Hide+2, Spot +2; Point blank shot, weapon focus - shortbow.

Possessions: Light wooden shield, Dagger, Studded leather armour, shortbow, 10 arrows, shortsword, simple clothing, smokestick.

Physical Description: Men/Woman bandits under command of Aday.

Encounter 5: Lord's Delight

Sister Jolana: Female human Mnk4; CR 4; medium humanoid human; HD 4d8+4; hp 27; Init +7; Spd 40 ft.; AC 15 (touch 15, flat-footed 13) (Bracers +1, Dexterity +2, Wisdom bonus +2); Base Atk +3; Grp +9; Atk +5 melee (1d8+2, unarmed); Full Atk: +3/+3 melee (1d8+2, flurry of blows [unarmed]) or +5 melee (1d8+2, unarmed); SA Flurry of Blows; SQ; AL LE; SV Fort +5, Ref +6, Will +6; Str 15, Dex 14, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Balance +4, Escape Artist +7, Listen+2, Jump +7, Spot+7, Tumble+7; Deflect Arrows, Dodge, Earth's Embrace, Improved grapple, Improved Initiative, Improved unarmed strike.

Evasion (Ex): If exposed to any effect that normally allows Jolana to attempt a Reflex saving throw for half damage, Jolana takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Jolana can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Jolanas unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Slow Fall (Ex): Jolana can use her hands to slow her fall by 20ft if next to a wall or other such surface.

Still Mind (Ex): Jolana receives +2 bonus to saving throws against spells and effects from enchantment school.

Possessions: bracers of armour+1, potion of cure light wounds, potion of enlarge person, simple clothing.

Physical Description: Lightly tanned beautiful Suel woman

- New feat/weapon. See Appendix 2

Dradan: Male human Ftr1/Rog1; CR 2; medium humanoid human; HD 1d10+1d6+4; hp 18; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) (Dexterity +1, Studded leather armour +3); Base Atk +1; Grp +3; Atk +4 melee (1d10+3/19-20, heavy flail) or +2 ranged

(1d8/19-20, light crossbow); Full Atk; +4 melee (1d10+3/19-20, heavy flail) or (1d8/19-20, light crossbow); SA Sneak attack+1d6; SQ; AL N; SV Fort +4, Ref +3, Will +1; Str 14, Dex 13, Con 15, Int 13, Wis 12, Cha 8

Skills and Feats: Bluff +5, Climb +5, Jump +3, Tumble +5, Spot +1, Listen +1; Combat Expertise, Improved disarm, Weapon Focus (Heavy Flail)

Possessions: *Brooch of Shielding*, Dagger, *potion of cure light wounds*, heavy flail, simple clothing, Studded Leather Armour (worn under clothing), light crossbow, 12 bolts.

Physical Description: Suel man in bar outfit.

Nera: Female human Clr4 of Suryl; CR 4; medium humanoid human; HD 4d8+8; hp 34; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) (Dexterity +1, Scale mail +4, Shield +2); Base Atk +3; Grp +5; Atk +6 melee (1d8+2, morningstar) or +4 ranged (1d8/19-20, light crossbow); Full Atk; +6 melee (1d8+2, morningstar) or +4 ranged (1d8/19-20, light crossbow) SA ; SQ; SR; AL NE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +4, Bluff +4, Disguise +2, Hide +3, Listen +2, Sense Motive +3, Spot+1; Improved initiative, Scribe scroll, Weapon Focus (morningstar).

Possessions: Alchemist fire, heavy wooden shield, light crossbow, Morningstar, Scale mail, simple clothes, 10 crossbow bolts, wooden holy symbol of Suryl.

Spells prepared (5/4+1/3+1; Base DC 13+spell level) 0- Cure Minor Wounds, Create water, Detect Magic; Read Magic, Virtue; 1- Bless, Cure Light Wounds, Deathwatch, Disguise Self, Summon Monster I, 2- Death Knell, invisibility*, Sound Burst, Summon Monster II.*

*Domain spells. Deity Suryl. Domains; Knowledge (add all Knowledge skills to your list of cleric class skills), Trickery (add Bluff, Disguise and Hide to your list of cleric's class skills).

Physical Description: Suel Woman.

Astalic: Male human Brd1/ftr1; CR 2; medium humanoid human; HD 1d10+1d6+2; hp 16; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) (Dexterity +2, leather armour +2); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow) Full Atk; +3 melee (1d8+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow) SA; SQ bardic music, bardic knowledge, countersong, fascinate.; AL

CN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 12, Int 8, Wis 10, Cha 15.

Skills and Feats: Climb+1, Diplomacy +3, Handle animal +1, Intimidate +2, Perform – string instrument +5, Swim +2; Dodge, Improved initiative, weapon focus (scimitar).

Possessions: Leather armour, 4 darts, *Dose of medium spider venom*, scimitar, Entertainer's outfit, lute.

Spells Known (3/; base DC = 12 + spell level): 0— [*Daze, Detect Magic, Flare, Open/Close, Read Magic*]; *Physical Description:* Oeridian/Suel man in entertainers outfit. Collaborator in service of Brotherhood.

Encounter 12: Hunt for Brymar

Brymar: Male human Ftr6; CR 6; medium humanoid human; HD 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) (+1 Full Plate +9, dexterity +1); Base Atk +6/+1; Grp +8; Atk +9 melee (2d4+4/x3, +1Guisarme); Full Atk; +9 melee (2d4+4/x3, +1Guisarme) and +4 melee (2d4+4/x3, +1Guisarme); SA; SQ; AL CN; SV Fort +7, Ref +3, Will +3; Str 15, Dex 13, Con 15, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +1, Climb +3, Handle Animal +1, Intimidate +3, Ride +1, Swim +3, Tumble +5; Combat expertise, Dodge, Mobility, Improved initiative, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +1 Full Plate mail, +1 Guisarme, spiked gauntlet, locked gauntlet, longsword, *potion of cure moderate wounds*, *potion of enlarge person*.

Physical Description: Brymar is a 6 ft. tall, handsome but pale nobleman with a shoulder length black hair and grey eyes.

Appendix 3: APL 6

Encounter 1: The rider

Aday: Male human Ftr2/Brb1; CR 3; medium humanoid human; HD 2d10+1d12+9; hp 32; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 16) (Chainmail+5, Dexterity +2, Heavy Wooden Shield +2); Base Atk +2; Grp +4; Atk +6 melee (1d12+2, warmace); Full Atk: +6 melee (1d12+2, warmace); SA none; SQ none; SR -; AL NE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb+2, Hide +3, Intimidate+3, Listen+2, Jump +4, Ride+2, Spot+2; Dodge, Exotic Weapon proficiency - warmace, Power Attack, Toughness, Weapon Focus – warmace

Possessions: Dagger, Spiked Gauntlet, Chain Mail, heavy steel shield, Masterwork warmace, smokestick.

Rage (Ex): Aday can enter a berserk frenzy; He gains +4 to Str and Con (Strength 18, Constitution 18), +2 bonus to Will saves and –2 to AC (AC 17) and gains 6 extra hitpoints (total 27). While Raging Aday has +8 to hit and does 1d12+4 damage. This rage lasts for 7 rounds and afterwards he is *fatigued*.

Physical Description: Tall Oeridian man in a loosely fitting chainmail.

Rage (Ex): Aday can enter a berserk frenzy; He gains +4 to Str and Con (Strength 18, Constitution 18), +2 bonus to Will saves and –2 to AC (AC 14). This rage lasts for 7 rounds and afterwards he is *fatigued*.

New feat/weapon. See appendix 7

Payrid: Male human Ftr3; CR 3; medium humanoid human; HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) (dex +2, studded leather armour +3); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, trident) or +5 ranged (net); Full Atk: +6 melee (1d6+2, trident) or +5 ranged (net) SA none; SQ none; SR -; AL CN; SV Fort +5, Ref +3, Will +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb+2, Handle Animal+2, Hide+2, Intimidate+6, Listen+1, Profession (pit fighter)+3, Spot +3; Close-Quarters fighting, Exotic weapon proficiency (net), Net & Trident Style, Two-weapon fighting, Weapon Focus (trident)

Possessions: Studded leather armour, Trident, Net, 2 daggers, tanglefoot bag, smokestick.

Physical Description: Tall flannan man with tribal tattoos and studded leather armour. Has letters MPF tattooed to his right arm, along with 5 notches (markings of Sunndian pit fighter).

New feat/weapon. See appendix 7

Bandits (3): Male/Female human Ftr2/Rng1; CR 3; medium humanoid human; HD 2d10+1d8+6; hp 27; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14) (dex +2, scale mail+4); Base Atk +3; Grp +5; Atk +5 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+1/x3, longbow); Full Atk: +5 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+1/x3, longbow) or +4/+4 ranged (1d8+1/x3, longbow); SA none; SQ Favorite enemy; SR -; AL NE; SV Fort +6, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb+2, Escape Artist +3, Hide+5, Listen+4, Spot +4, Tumble +3; Point Blank Shot, Precise Shot, Rapid shot, Track, Toughness, Weapon Focus – Longbow.

Possessions: Dagger x 2, scale mail, composite longbow (+1 str), 10 arrows, longsword, small wooden shield, simple clothing, smokestick.

Favourite Enemy: Bandits gain +2 on their Sense Motive, Bluff, Listen, Spot & Survival against Humans. They also do 2 extra points of damage against humans.

Physical Description: Army deserters from various parts of Ahlissa.

Encounter 5: Lord's Delight

Sister Jolana: Female human Mnk6; CR 6; medium humanoid human; HD 6d8+6; hp 44; Init +7; Spd 40 ft.; AC 16 (touch 16, flat-footed 14) (Bracers +2, Dexterity +2, Wisdom bonus +2); Base Atk +4; Grp +10; Atk +7 melee (1d8+2, unarmed); Full Atk: +5/+5 melee (1d8+2, flurry of blows [unarmed]) or +7 melee (1d8+2, unarmed); SA Flurry of Blows; SQ; AL LE; SV Fort +6, Ref +7, Will +8; Str 15, Dex 14, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Balance +4, Escape Artist +8, Listen+2, Jump +7, Spot+7, Tumble+7; Deflect Arrows, Dodge, Earth's Embrace, Improved grapple, Improved Initiative, Improved Trip, Improved unarmed strike, weapon focus (unarmed)

Evasion (Ex): If exposed to any effect that normally allows Jolana to attempt a Reflex saving throw for half damage, Jolana takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Jolana can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Jolanas unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Purity of Body (Su): Jolana is immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex): Jolana can use her hands to slow her fall by 40ft if next to a wall or other such surface.

Still Mind (Ex): Jolana receives +2 bonus to saving throws against spells and effects from enchantment school.

Possessions: bracers of armour+2 potion of cure light wounds, potion of enlarge person, simple clothing.

Physical Description: Lightly tanned beautiful Suel woman

New feat/weapon. See appendix 7

Dradan: Male human Ftr1/Rog3; CR 4; medium humanoid human; HD 1d10+3d6+12; hp 32; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 13) (Dexterity +1, chainshirt +4); Base Atk +3; Grp +5; Atk +6 melee (1d10+3/19-20, heavy flail) or +4 ranged (1d8/19-20, light crossbow); Full Atk; +6 melee (1d10+3/19-20, heavy flail) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack+2d6; SQ evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 13, Con 16, Int 13, Wis 12, Cha 8

Skills and Feats: Bluff +5, Climb +5, Jump +5, Tumble +7, Spot +6, Listen +5; Combat Expertise, Improved disarm, Power Attack, Weapon Focus (Heavy Flail)

Possessions: Brooch of Shielding, Dagger, potion of cure light wounds, heavy flail, simple clothing, chainshirt (worn under clothing), light crossbow, 12 bolts.

Evasion (Ex): If exposed to any effect that normally allows Dradan to attempt a Reflex saving throw for half damage, Dradan takes no damage with a successful saving throw.

Physical Description: Suel man in bar outfit.

Physical Description: Suel man in bar outfits.

Nera: Female human Clr6 of Surl; CR 6; medium humanoid human; HD 6d8+12; hp 48; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) (Dexterity +1, Scale mail +4, Shield +2); Base Atk +4; Grp +6; Atk +7 melee (1d8+2, morningstar) or +5 ranged (1d8/19-20, light crossbow); Full Atk; +7 melee (1d8+2, morningstar) or +5 ranged (1d8/19-20, light crossbow) SA; SQ; AL NE; SV Fort +6, Ref +3, Will +8; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +4, Bluff +4, Hide +4, Disguise +2, Hide +4, Listen +1, Sense Motive +1, Spot+1; Dodge, Improved initiative, Scribe scroll, Weapon Focus (morningstar).

Possessions: Alchemist fire, heavy wooden shield, light crossbow, Morningstar, Scale mail, simple clothes, 10 crossbow bolts, wooden holy symbol of Syrul.

Spells prepared (5/4+1/4+1/3+1; Base DC 13+spell level) 0- Cure Minor Wounds, Create water, Detect Magic, Read Magic, Virtue; 1- Bless, Cure Light Wounds, Deathwatch, Disguise Self, Summon Monster I, 2- Death Knell, Inflict Moderate wounds, invisibility*, Sound Burst, Summon Monster II. 3- Inflict serious wounds, Nondetection*, Prayer, Summon Monster III.*

*Domain spells. Deity Syrul. Domains; Knowledge (add all Knowledge skills to your list of cleric class skills), Trickery (add Bluff, Disguise and Hide to your list of cleric's class skills).

Physical Description: Suel Woman.

Astalic: Male human Brd1/ftr3; CR 4; medium humanoid human; HD 3d10+1d6+4; hp 30; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) (Dexterity +2, leather armour +2); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow) Full Atk; +3 melee (1d8+1/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow) SA; SQ bardic music, bardic knowledge, countersong, fascinate; AL CN; SV Fort +4, Ref +4, Will +2; Str 13, Dex 14, Con 12, Int 8, Wis 10, Cha 15.

Skills and Feats: Climb+2, Diplomacy +3, Handle animal +1, Intimidate +2, Perform – string instrument +6, Swim +2; Dodge, Improved initiative, Point blank shot, precise shot, weapon focus (scimitar).

Possessions: Leather armour, 4 darts, Dose of medium spider venom, scimitar, Entertainer's outfit, lute.

Spells Known (3/; base DC = 12 + spell level): 0— [Daze, Detect Magic, Flare, Open/Close, Read Magic]; Physical Description: Oeridian/Suel man in entertainers outfit. Collaborator in service of Brotherhood.

Encounter 12: Hunt for Brymar

Brymar: Male human Ftr8; CR 8; medium humanoid human; HD 8d10+16; hp 68; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 19) (+1 Full Plate +9, dexterity +1); Base Atk +8/+3; Grp +11; Atk +13 melee (2d4+5/x3, +1 Guisarme); Full Atk; +13 melee (2d4+5/x3, +1 Guisarme) and +8 melee (2d4+5/x3, +1Guisarme); SA; SQ; SR 13; AL CN; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +2, Climb +3, Handle Animal +1, Intimidate +4, Ride +1, Swim +3, Tumble +7; Combat expertise, Dodge, Mobility, Improved initiative, Improved Trip, Power Attack, Spring Attack, Weapon Focus – Guisarme, Whirlwind Attack.

Possessions: +1 Full Plate mail with spell resistance 13, +1 Guisarme, spiked gauntlet, locked gauntlet, longsword, *potion of cure moderate wounds*, *potion of enlarge person*.

Physical Description: Brymar is a 6 ft. tall, handsome but pale nobleman with a shoulder length black hair and grey eyes.

Appendix 4: APL 8

Encounter 1: The rider

Aday: Male human Ftr4/Brb1; CR 5; medium humanoid human; HD 4d10+1d12+13; hp 48; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 16) (Chainmail+5, Dexterity +2, Heavy Wooden Shield +2); Base Atk +5; Grp +7; Atk +8 melee (1d12+4, warmace); Full Atk: +8 melee (1d12+4, warmace); SA none; SQ none; SR -; AL NE; SV Fort +6, Ref +3, Will +2; Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb+2, Hide +3, Intimidate+5, Listen+2, Jump +4, Ride+2, Spot+3; Dodge, Exotic Weapon proficiency - warmace, Power Attack, Toughness, Weapon Focus - warmace, Weapon specialisation - warmace.

Possessions: Dagger x2, Spiked Gauntlet, Chain Mail, heavy steel shield, Masterwork warmace, smokestick.

Rage (Ex): Aday can enter a berserk frenzy; He gains +4 to Str and Con (Strength 18, Constitution 18), +2 bonus to Will saves and -2 to AC (AC 17) and gains 10 extra hitpoints (total 58). While Raging Aday has +8 to hit and does 1d12+6 damage. This rage lasts for 7 rounds and afterwards he is *fatigued*.

Physical Description: Tall Oeridian man in a loosely fitting chainmail.

New feat/weapon. See appendix 7

Payrid: Male human Ftr5; CR 5; medium humanoid human; HD 5d10+5; hp 44; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) (dexterity +2, studded leather armour +3); Base Atk +5; Grp +7; Atk +8 melee (1d6+4, trident) or +7 ranged (net); Full Atk: +8 melee (1d6+4, trident) or +7 ranged (net) SA; SQ; SR; AL CN; SV Fort +6, Ref +3, Will +0; Str 14, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb+3, Handle Animal+2, Hide+2, Intimidate+6, Listen+2, Profession (pit fighter)+4, Spot +3; Close-Quarters fighting*, Exotic weapon proficiency (net), Net & Trident Style*, Two-weapon fighting, Weapon Focus (trident), Weapon specialization (trident).

Possessions: Studded leather armour, Trident, Net, 2 daggers, tanglefoot bag, smokestick.

Physical Description: Tall flax man with tribal tattoos and studded leather armour. Has letters MPF tattooed to his right arm, along with 5 notches (markings of Sunndian pit fighter).

- New feat/weapon. See appendix 6

Bandits (3): Male/Female human Ftr4/Rng1; CR 5; medium humanoid human; HD 4d10+1d8+10; hp 43; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14) (dex +2, scale mail+4); Base Atk +5; Grp +7; Atk +7 melee (1d8+2/19-20, longsword) or +8 ranged (1d8+3/x3, longbow); Full Atk: +7 melee (1d8+2/19-20, longsword) or +8 ranged (1d8+3/x3, longbow) or +6/+6 ranged (1d8+3/x3, longbow); SA none; SQ Favorite enemy; SR -; AL NE; SV Fort +6, Ref +4, Will +0; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb+3, Escape Artist +3, Hide+6, Listen+5, Spot +4, Tumble +3; Point Blank Shot, Precise Shot, Rapid shot, Track, Toughness, Weapon Focus - Longbow, weapon specialisation - longbow.

Possessions: Dagger x 2, scale mail, composite longbow (+1 str), 10 arrows, longsword, small wooden shield, simple clothing, smokestick.

Favourite Enemy: Bandits gain +2 on their Sense Motive, Bluff, Listen, Spot & Survival against Humans. They also do 2 extra points of damage against humans.

Physical Description: Army deserters from various parts of Ahlissa.

Encounter 5: Lord's Delight

Sister Jolana: Female human Mnk8; CR 8; medium humanoid human; HD 8d8+8; hp 56; Init +7; Spd 80 ft.; AC 18 (touch 18, flat-footed 16) (Bracers +2, Dexterity +2, Monk Bonus +2, Wisdom bonus +2); Base Atk +6/+1; Grp +13; Atk +10 melee (2d6+2, unarmed); Full Atk: +8/+8 melee (2d6+2, flurry of blows [unarmed]) or +10 melee (2d6+2, unarmed); SA Flurry of Blows; SQ Wholeness of Body; AL LE; SV Fort +7, Ref +8, Will +9; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Balance +4, Escape Artist +11, Listen+2, Jump +8, Spot+8, Tumble+8; Deflect Arrows, Dodge, Earth's Embrace, Improved grapple, Improved Initiative, Improved Trip, Improved unarmed strike, weapon focus (unarmed)

Evasion (Ex): If exposed to any effect that normally allows Jolana to attempt a Reflex saving throw for half damage, Jolana takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Jolana can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Jolanas unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Purity of Body (Su): Jolana is immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex): Jolana can use her hands to slow her fall by 40ft if next to a wall or other such surface.

Still Mind (Ex): Jolana receives +2 bonus to saving throws against spells and effects from enchantment school.

Wholeness of Body (Su): Jolana can heal up to 16 points of damage from himself/1day

Possessions: bracers of armour+2, *potion of cure light wounds*, *potion of enlarge person*, *Monk's belt*, simple clothing.

Physical Description: Lightly tanned beautiful Suel woman

New feat/weapon. See appendix 6

Dradan: Male human Ftr3/Rog3; CR 6; medium humanoid human; HD 3d10+3d6+18; hp 50; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 13) (Dexterity +1, chainshirt +4); Base Atk +5; Grp +7; Atk +8 melee (1d10+3/19-20, heavy flail) or +6 ranged (1d8/19-20, light crossbow); Full Atk; +8 melee (1d10+3/19-20, heavy flail) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack+2d6; SQ evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 13, Con 16, Int 13, Wis 12, Cha 8

Skills and Feats: Bluff +5, Climb +7, Intimidate +4, Jump +7, Tumble +7, Spot +6, Listen +5; Combat Expertise, Improved disarm, Power Attack, Weapon Focus (Heavy Flail)

Possessions: *Brooch of Shielding*, *Dagger*, *potion of cure light wounds*, heavy flail, simple clothing, chainshirt (worn under clothing), light crossbow, 12 bolts.

Evasion (Ex): If exposed to any effect that normally allows Dradan to attempt a Reflex saving throw for half damage, Dradan takes no damage with a successful saving throw.

Physical Description: Suel man in bar outfit.

Nera: Female human Clr8 of Suryl; CR 6; medium humanoid human; HD 8d8+16; hp 62; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) (Dexterity +2, Scale mail +4, Shield +2); Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+2, morningstar) or +8 ranged (1d8/19-20, light crossbow); Full Atk; +9/+4 melee (1d8+2, morningstar) or +8/+3 ranged (1d8/19-20, light crossbow) SA; SQ; AL NE; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Diplomacy +5, Bluff +5, Hide +8, Disguise +2, Hide +4, Listen +1, Sense Motive +1, Spot+1; Dodge, Improved initiative, Scribe scroll, Weapon Focus (morningstar).

Possessions: Alchemist fire, heavy wooden shield, light crossbow, Morningstar, Scale mail, simple clothes, 10 crossbow bolts, wooden holy symbol of Syrul.

Spells prepared (6/5+1/4+1/4+1/2+1; Base DC 13+spell level) 0- Cure Minor Wounds, Create water, Detect Magic, Guidance, Read Magic, Virtue; 1- Bless, Cure Light Wounds x2, Deathwatch, Disguise Self, Summon Monster I, 2- Death Knell, Inflict Moderate wounds, invisibility*, Sound Burst, Summon Monster II. 3- Inflict serious wounds, Nondetection*, Prayer, Summon Monster III x2. 4- Confusion*, Divine Power, Inflict Critical Wounds, Summon Monster IV*

*Domain spells. Deity Syrul. Domains; Knowledge (add all Knowledge skills to your list of cleric class skills), Trickery (add Bluff, Disguise and Hide to your list of cleric's class skills).

Physical Description: Suel Woman.

Astalic: Male human Brd1/Ftr5; CR 6; medium humanoid human; HD 5d10+1d6+6; hp 44; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) (Dexterity +2, leather armour +2); Base Atk +5; Grp +6; Atk +6 melee (1d6+1/18-20, scimitar) or +7 ranged (1d8+1/19-20, light crossbow) Full Atk; +5 melee (1d8+1/18-20, scimitar) or +7 ranged (1d8+2/19-20, light crossbow) SA; SQ bardic music, bardic knowledge, countersong, fascinate.; AL CN; SV Fort +5, Ref +5, Will +3; Str 13, Dex 14, Con 12, Int 8, Wis 10, Cha 15.

Skills and Feats: Climb+2, Diplomacy +3, Handle animal +3, Intimidate +3, Perform – string instrument +6, Swim +2; Dodge, Improved initiative, Point blank shot, precise shot, weapon focus (scimitar), weapon focus (crossbow), weapon specialisation (crossbow)

Possessions: Leather armour, 4 darts, *Dose of medium spider venom*, scimitar, Entertainer's outfit, lute.

Spells Known (3/; base DC = 12 + spell level): 0— [*Daze, Detect Magic, Flare, Open/Close, Read Magic*];

Physical Description: Oeridian/Suel man in entertainers outfit. Collaborator in service of Brotherhood.

Encounter 12: Hunt for Brymar

Brymar: Male human Ftr8/Clr2; CR 10; medium humanoid human; HD 8d10+2d8+20; hp 82; Init +5;

Spd 20 ft.; AC 23 (touch 13, flat-footed 21) (+1 Full Plate +9, dexterity +1. +2 Shield of Faith); Base Atk +9/+4; Grp +12; Atk +14 melee (2d4+6/x3, +1 Guisarme); Full Atk; +14 melee (2d4+6/x3, +1 Guisarme) and +9 melee (2d4+6/x3, +1Guisarme); SA; SQ; SR 13; AL CN; SV Fort +11, Ref +3, Will +6; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +2, Climb +3, Handle Animal +1, Intimidate +4, Ride +1, Swim +3, Tumble +8; Combat expertise, Cleave, Dodge, Mobility, Improved initiative, Improved Trip, Power Attack, Spring Attack, Weapon Focus – Guisarme, Weapon specialisation-Guisarme, Whirlwind Attack.

Possessions: +1 Full Plate mail with spell resistance 13, +1 Bane (human) Guisarme, spiked gauntlet, locked gauntlet, longsword, *potion of cure moderate wounds*, *potion of enlarge person*.

Cleric Spells prepared (4/3+1; Base DC 11+spell level) 0-cure minor wounds x 2, create water, detect magic; 1st- Cure Light wounds, Entropic Shield, Protection from Law, Shield of Faith.*

**Domain spell. Deity Ralishaz. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.)*

Physical Description: Brymar is a 6 ft. tall, handsome but pale nobleman with a shoulder length black hair and grey eyes.

Special: Against human targets, Guisarme does 2d6 extra points of damage.

Appendix 5: Important NPCs

Redsword: Human War1; CR 1/2; medium humanoid human; HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) (Scale mail+4, shield+2); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/19-20, shortsword) or +1 ranged (1d8/19-20, light crossbow) or +1 ranged (1d6+1, javelin); Full Atk +3 melee (1d6+1, shortsword) or +1 ranged (1d8/19-20, light crossbow) or +1 ranged (1d6+1, javelin); SA; SQ; AL LN/N/LE; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb+3, Handle-animal+1, Intimidate+3, Jump +2, Profession (Guard)+1, Ride+1; Phalanx fighting, Weapon Focus (Shortsword)

Possessions: Dagger, heavy wooden shield, scale mail, shortsword, javelin. Outside city duty each one replaces javelin with a light crossbow and 10 bolts.

Physical Description: Men/Women in service of Baron Oedil. Wear scale mail, carry large shield and shortsword. A long dagger is their sidearm. Organised into units of 9, led by 1 Sertern.

New feat/weapon. See appendix 6

Sertern: Human War2; CR 1; medium humanoid human; HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) (Scale mail+4, shield+2); Base Atk +2; Grp +3; Atk +4 melee (1d6+1/19-20, shortsword) or +2 ranged (1d8/19-20, light crossbow) or +2 ranged (1d6+1, javelin); Full Atk +4 melee (1d6+1, shortsword) or +2 ranged (1d8/19-20, light crossbow) or +2 ranged (1d6+1, javelin); SA; SQ; AL LN/N/LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb+3, Handle-animal+1, Intimidate+4, Jump +2, Profession (Guard)+2, Ride+1; Phalanx fighting, Weapon Focus (Shortsword)

Possessions: Dagger, heavy wooden shield, scale mail, shortsword, javelin. Outside city duty each one replaces javelin with a light crossbow and 10 bolts.

Physical Description: Men/Women in service of Baron Oedil. Wear scale mail, carry large shield and shortsword. A long dagger is their sidearm. Organised into units of 9, led by 1 Sertern.

New feat/weapon. See appendix 6

Baronial Guard: Male/Female human War3; CR 2; medium humanoid human; HD 3d8+2; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17)

(Chainmail+5, shield+2, dex+2); Atk +6 melee (1d8+2, longsword); Full Atk +6 melee (1d8+2, longsword); SA none; SQ; SR -; AL LN; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb+3, Intimidate+4, Jump+2, Profession (Soldier)+4, Ride+5; Mounted Combat, Ride-by attack, Weapon Focus (Longsword)

Possessions: shortsword, heavy wooden shield, chainmail, longsword. Outside city also carries a light lance, 3 javelins and is mounted on light warhorse with leather barding.

Physical Description: Men/Women in service of Baron Oedil. Wear chainmail, carry large shield and longsword. A shortsword is their sidearm.

Sargh: Male human Rog1; CR 1; medium humanoid human; HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) (Leather armour+2, dex+1); Atk +0 melee (1d4, dagger) or +1 ranged (1d4, dart); Full Atk +0 melee (1d4, dagger) or +1 ranged (1d4, dart); SA Sneak attack +1d6; SQ; SR -; AL NE; SV Fort +0, Ref +3, Will +0; Str 10, Dex 12, Con 11, Int 13, Wis 11, Cha 12.

Skills and Feats: Appraise +4, Escape Artist +4, Forgery +4, Gather Information +4, Knowledge (Splintered Suns) +4, Sleight of hand+7 (with Skill Focus), Survival+4; Skill focus – Sleight of Hand, Track.

Possessions: Dagger, 20 arrows, shortbow, sap, light mace, leather armour, thieves tools.

Physical Description: Pickpocket, dressed in leather armour and armed with a nasty curved dagger, bow & light mace

The Hand, Brotherhood Assassin: Male human Ftr2/Rog3/Asa1; CR 6; medium humanoid human; HD 2d10+4d6+18; hp 50; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) (Dex+3, leather armour +1, natural armour +1); Base Atk +4; Grp +6; Atk +8 melee (1d6+2/19-20 plus poison, short sword) or +7 ranged (1d4+2/19-20 plus poison, dagger); Full Atk; +8 melee (1d6+2/19-20 plus poison, shortsword) or +6 melee (1d6+2/19-20 plus poison, 1d6+1/19-20 plus poison, short sword) or +7 ranged (1d4+2/19-20 plus poison, dagger); SA Poison, sneak attack +3d6; SQ Evasion; SR none; AL LN; SV Fort +6, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 11, Cha 8.

Skills and Feats: Balance +5, Disguise +6, Escape Artist +9, Hide +8, Move Silently +8, Spot +7, Tumble +8; Dodge, Improved Initiative, Two-Weapon Fighting, Improved Toughness (see new feats at appendix 2), Weapon Focus (short sword), Weapon Finesse.

Possessions: Leather armour, short sword with Wyvern Poison (DC 17 fort 2d6con/2d6con) (2), *amulet of natural armour +1*, dagger with *Carrena* (DC 25 fort 3d6con/3d6con) (2).

Physical Description: "The Hand" is a 5ft 6in tall Suel man with deep blue eyes and short blond hair.

Assassin Spells Prepared (1/; base DC = 11 + spell level): 1st—*true strike*.

Appendix 6: New Feats & Weapons:

This scenario features several non-core feats & equipment used by NPCs. These include:

Close-Quarters Fighting (General)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an opponent attempts to grapple you, even if the enemy has a special ability or feat that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless he has Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add you're the damage you deal as a bonus to your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allows you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation. For example, an ogre tries to grapple Tordek. Tordek takes attack of opportunity, hits and causes damage. Since an Ogre does not have any special grappling ability, it fails to start a grapple. Then an Ankheg – a creature with Improved Grab attempts to grapple Tordek. He takes an attack of opportunity, hit and deals 10 points of damage to the Ankheg. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab or similar feats do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus feats.

Source: Complete Warrior, page 97.

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

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

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

Source: Complete Warrior, page 101.

Elusive Target (tactical)

Trying to hit you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target allows you the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your dodge feat. If that foe uses a power attack against you, the foe gains no bonus on his damage rolls but still takes the corresponding penalty on attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking creatures to be affected by your dodge feat. The first attack of the round from designated for automatically misses and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat footed. If the designated attacker is making a full attack against you, it's second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this and the foe does not get a change to trip you if your attempt fails.

Source: Complete Warrior, page 110

Earth's Embrace (General)

You can crush your opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or Improved Grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent you deal extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent down immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than you are pinning) +4 bonus on attack rolls against you (but you are not helpless). You do not gain this damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Source: Complete Warrior, page 97.

Net & Trident Style (Style)

You are a master of fighting with the net and trident, and have learned to quickly follow up successful net throw with a deadly jab of the trident.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Two weapon fighting, Weapon Focus (trident).

Benefit: As a full round action, you can make a combined attack with your net and trident. First you throw your net; if you hit and successfully control your foe by winning the opposed strength check, you may immediately take a 5-foot step toward your opponent and make a full attack with your trident.

Source: Complete Warrior, page 114.

Phalanx Fighting (General)

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with heavy shield, Base Attack Bonus +1

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your armour class. In addition, if you are within 5ft of an ally who is using heavy shield and light weapon and also has this feat, you may form a shield wall. Shield wall provides an extra +2 bonus to AC and extra +1 on reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains +1 bonus to his armour class. If two or more characters who also have this feat are adjacent, they each gain +2 to AC (for a total +3) and a +1 bonus to reflex saves

Source: Complete Warrior, page 103

Warmace (exotic weapon)

One handed exotic melee weapon; Cost 25gp; Damage; (medium) D12; critical x2; weight 10lb; type: Bludgeoning.

Anyone wielding a warmace takes –1 penalty to armour class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to be used in one-hand without special training (the appropriate exotic weapon proficiency feat). A character can use a warmace as two-handed martial weapon.

Source: Complete Warrior, page 127

Appendix 7: Law In The United Kingdom of Ahlissa

In recent years, Imperial Law was of little importance; with the chaos that spread throughout the Great Kingdom with Ivid's fall local rulers administered such affairs as they saw fit. Now however, with the resumption of a central authority laws are once again being enforced throughout the United Kingdom of Ahlissa on a fairly standardized basis.

Such laws are harsh, with crimes against property punished much more severely than crimes against the person; unless the person injured is an aristocrat, a person of influence or merchant of note.

During the period of Aerdy's greatness, it boasted a legal code the envy of many other nations. Rulers appointed their own Magistrates and Justices of the Peace to deal with minor offences. The office of the Prime issued directives regarding penalties, fines and sentences and the magistrates could issue penalties within those guidelines. In the United Kingdom today, Magistrates and Justices of the Peace still deal with minor offenses.

For more serious crimes, including murder, sedition, arson and major theft, the Judges of the Sessions rule at regular court meetings known as assizes. Directly appointed by the Prime, historically they were priests of Lawful deities such as Pholtus but in the United Kingdom today the accused are more likely to stand before a follower of Zilchus or Hextor to answer for their transgressions.

Important Note

In all cases if legal sanctions are mentioned in a Meta-Regional or Regional module those notes take precedence over those presented here. The laws presented here are upheld throughout the United Kingdom of Ahlissa. This includes the Principality of Naerie, the Marchland of the Adri Forest and the Principality of Innspa.

In some cases individuals may wish to appeal their sentence. Such appeals are only heard if the guilty party can pay 500 gp in court fees. Payment of such fees is in no way a guarantee of being declared exonerated.

Serious Crimes

The following crimes are viewed as serious crimes within the framework of the United Kingdom's legal system. As such individuals accused of such will stand before a Judge of the Sessions to answer for their alleged actions.

Arson: Death; Labour [11-20, 7-12 or 5-8 year sentence depending on severity of offence]; Enormous Fine.

Assault (Grievous): Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Blackmail: Death; Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Bribery of a Government Official: Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Burglary: Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Burglary of a Government Building: Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Damage to Property: Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Embezzlement: Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Fraud: Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Impersonation of a Government Official: Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Importation/Ownership of Controlled Items: Permanent Exile and Banishment; Enormous Fine.

Incitement to Riot: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence].

Looting: Death; Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Magical Interference with the Integrity of a Person: Permanent Exile and Banishment; Mutilation.

Manslaughter: Permanent Exile and Banishment; Labour [11-20, 7-12, 5-8, 1-4 year sentence].

Mass Murder: Death.

Murder: Death; Labour [Life sentence].

Perjury: Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.

Poaching: Mutilation; Labour [7-12, 5-8, 1-4 year sentence].

Possessing Unlicensed Monsters: Heavy Fine.

Rioting and Affray: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Robbery: Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Sedition: Death; Permanent Exile and Banishment; Mutilation; Labour [Life; 11-20 year sentence].

Tax Evasion: Heavy Fine; Standard Fine.

Tomb Robbing: Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Treason: Death.

Vandalism: Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

Witchcraft: Death.

Minor Crimes

The following crimes are viewed as minor crimes within the framework of the United Kingdom's legal system. As such individuals accused of such will stand before a Magistrate to answer for their alleged actions.

Sentences for the below typically include: Labour [14 days/ 2 TU]; Light Fine.

- ❖ Assault (minor)
- ❖ Blasphemy against a priest
- ❖ Blasphemy against a temple
- ❖ Dangerous conveyance of a vehicle in a public place
- ❖ Dangerous navigation on the waterways of the kingdom
- ❖ Disturbance of the peace
- ❖ Drunkenness and disorderly conduct
- ❖ Offences against public property
- ❖ Producing, brandishing or holding with intent an unlicensed weapon
- ❖ Receiving, possessing or fencing stolen property
- ❖ Slander or libel
- ❖ Unlicensed slavery or procurement of slaves
- ❖ Tax evasion (under 50 gp)
- ❖ Trespass and violation of privacy
- ❖ Unlawful hindrance of business
- ❖ Use of magic in a public place without due cause

Sentences

The following text explains the effects of sentences detailed above.

Death: The individual is beheaded, or for particularly heinous crimes burnt; it is not possible to be brought back to life.

Permanent Exile and Banishment: The individual is forever more banished from all parts of the United Kingdom of Ahlissa. If caught within the precincts of the Kingdom again the offender will be slain or will

suffer an Enormous Fine. If caught a second time he will be slain.

Mutilation: Typically, the guilty party has some symbolic part of their body. For example, a thief might have his hand cut off.

Labour: In all instances the period of labor is detailed with the charge. If the period is not Life the individual may give all his possessions in trust to another to hold for him. Many individuals will have lengthy legal agreements drawn up to smoothly dictate this passage of goods.

Fine: There are several different levels of fine within the legal system. The exact level of fine is decided by the presiding official, but must remain within the prescribed limits.

Enormous Fine: 90-95% of total worth.

Heavy Fine: 60-80% of total worth.

Standard Fine: 25-40% of total worth.

Light Fine: 1-20% of total worth.

Player Handout #1

A hastily written letter:



May Trithereon walk with you Traneth!

We don't have much time - the scum have surrounded us. Sares is dead and so are Errol & Reysey. We managed to catch one of the Hochebi as they fled and interrogated it (before disposing of it). It seems that they are planning something in Ekehold and we got the names of your "old friend" Brymar, Berik Oedil and some other "blond gentleman". That term would not suit either of the two very well, don't you agree? I'll send Yeif with our last horse and try to buy him some time. You must find out what is going on. I also suggest you move out from the 'Black Bird'. The strawheads might know of you as well.

Don't send help. I know the next setting of Pelor I see will be my last.

Sevrus.

Player Handout # 2

A letter found from carrier pigeon

There is a change of plans.

I will have the room inspected for the last time in the afternoon, so The Hand won't move into position until then. After the operation, the gates will be closed so you should hide him if he comes to you. I will see that any witnesses are silenced. The Hand can collect his payment from my house.

B.

Player Handout # 3

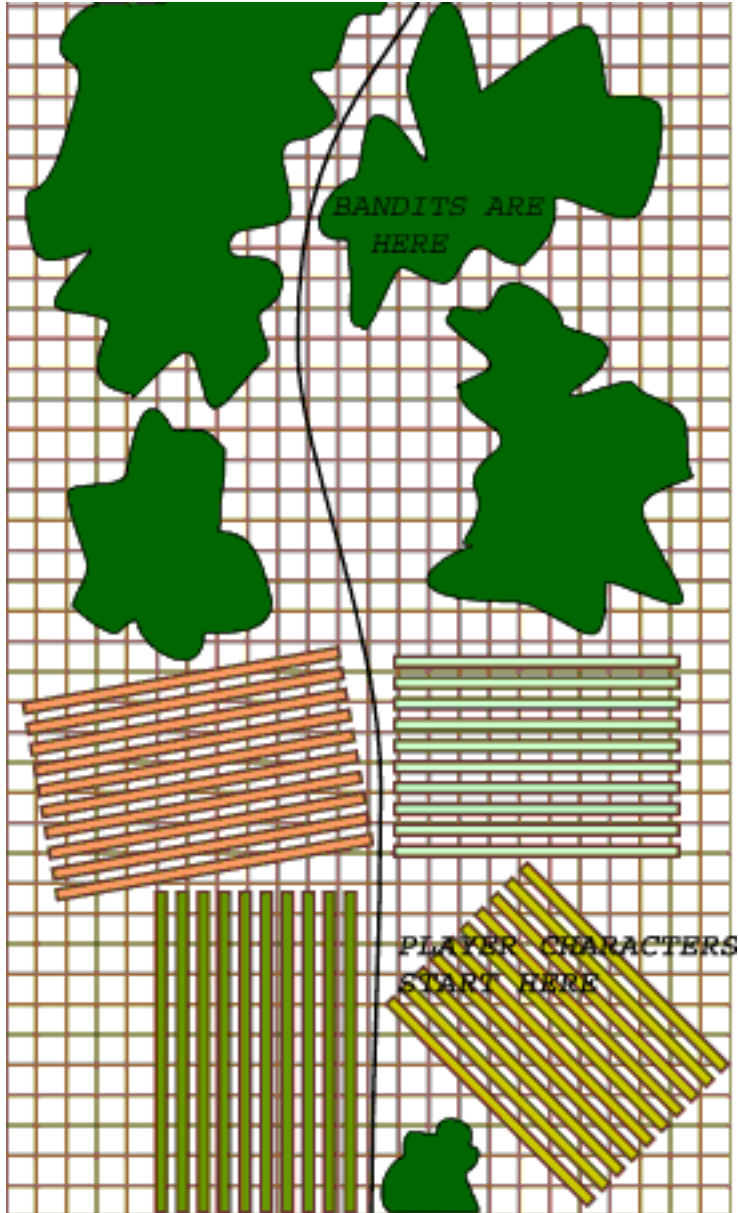
Schedule of the wedding:

- 1: Aeslith arrives from Minetha later this day. She will stay in her father's house in Ekehold.
- 2: Around midday tomorrow, Baron Oedil will ride to the temple of Dweoltan with five royal guards. Aeslith will arrive afterwards with her father, escorted by Knights of House Arxx and five Oedil royal guards.
- 3: High priest of Atroa, Cedrimond, performs the wedding.
- 4: Cedrimond and Zyric, high priest of Zilchus, will perform a coronation for Aeslith and officially make her a baroness of house Oedil. Royal orchestra performs a fanfare for Berik & Aeslith.
- 5: Berik & Aeslith will ride to Castle Vinge in a carriage, surround by a mounted honor guard.
- 6: There will be a royal feast at castle Vinge. Meanwhile bonfires will be lit around Ekehold and twelve roasted oxen and beer will be made available to the commoners.
- 7: Afterwards Baron & Baroness will retire to bedchamber while five royal guards keep watch outside the door.
- 8: In the morning, Baron & Baroness will move to mansion of House Arxx.

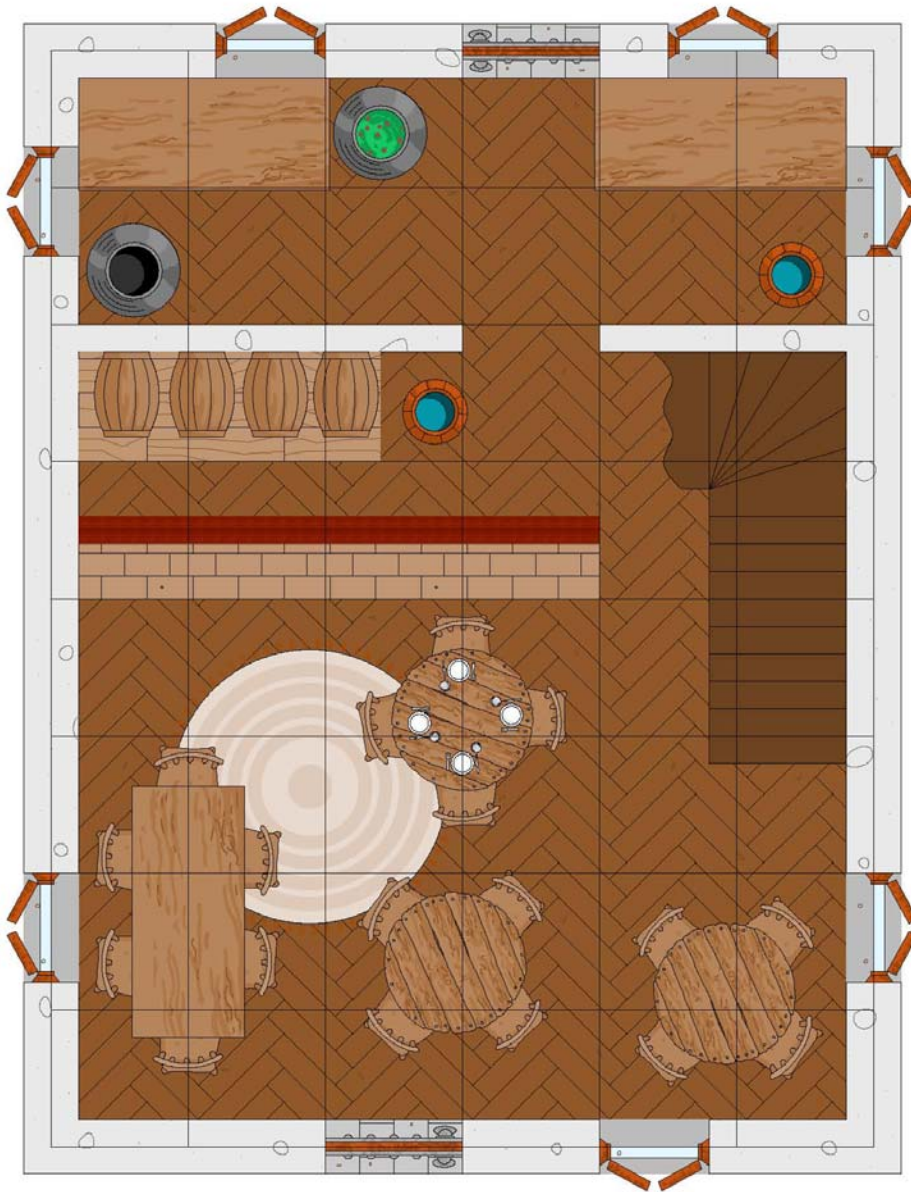
Information about the wedding:

- 1: All security is being handled by a captain of the city guard, Berik's longtime friend Brymar
- 2: Brymar has increased authority within the city and temporary command of troops which have been brought in from outside the city.
- 3: Fifteen out of twenty royal guards have been sent to protect Aeslith on her trip from Minetha.
- 4: Before the wedding, Berik is always accompanied by at least two royal guards, though usually by all five.
- 5: As a security measure, roofs will be inspected and monitored so that each roof has at least a single member of Redswords watching it.
- 6: Brymar ensures that no uninvited person, except nobles, gets near Berik.

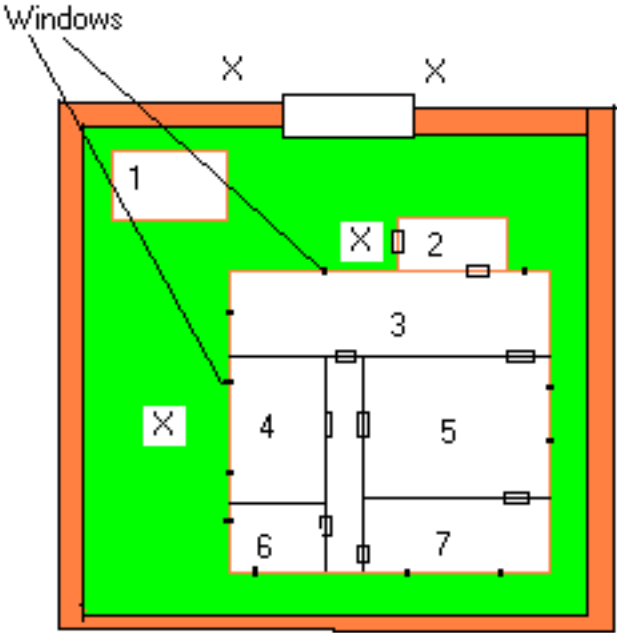
Encounter Map 1:
The Rider



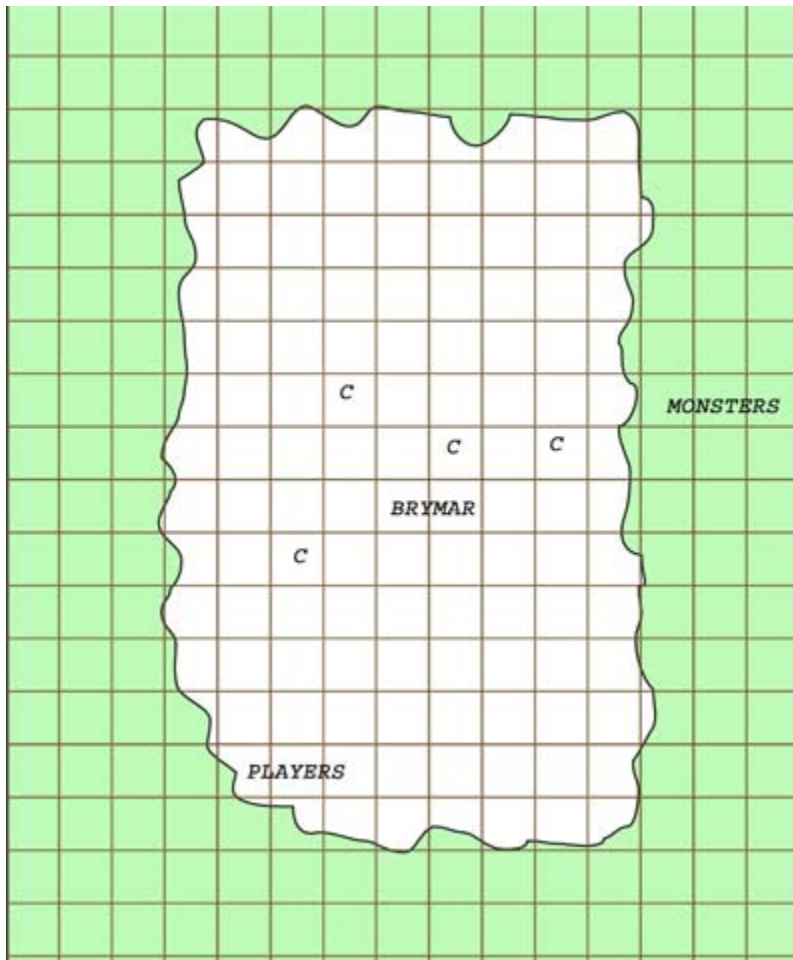
Encounter Map 2: Lord's Delight



Encounter Map 3:
Brymar's House



Encounter Map 4: Clearing in Sarwych Forest



Map 5:
Ekehold Map

