

VER6-06

The Ties That Bind

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure

Version 1.0

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The marriage is done and now it is time to heal the wounds. Lord and Lady Milinous have invited their subjects, renowned adventurers and loyal retainers to join them in Cienega Valley during the week-long Brewfest holidays to finally celebrate the union of two houses. This is a Verbobonc regional adventure for character levels 1-13 (APL2-10). PCs with Infamy from House Milinous or House Asbury cannot play this adventure.

Metaorganizational Focus: Verbobonc Noble Houses (House Avgustin, House Langmuir, House Milinous, Verbobonc Town Project (Cienega Valley))

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, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact at poc@verbobonc.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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

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

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

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Players Read No Farther

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

Preparing for Play

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

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

(NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs 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.

	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	

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Verbobonc regional adventure. All PCs native to Verbobonc pay 1 Time Units 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. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

VERBOBONC TOWN PROJECT

Portions of this adventure take place in the town of Cienega Valley, which is part of the Verbobonc Town Project. PCs with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Twilight Falls, the Dungeon Master (DM) is encouraged to visit the Yahoo discussion group for Twilight Falls at:

<http://games.groups.yahoo.com/group/CienegaValley>
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This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Cienega Valley in the *Walker's Guide to Verbobonc*.

ADVENTURE BACKGROUND

Prior to the start of the Greyhawk Wars, Sir Simon Milinous was betrothed to Baroness Elinor Truegard of House Asbury. During the war, Lord Milinous was captured by the forces of Iuz, yet managed to escape. He returned to Verbobonc a different man – harder and harsher than he was before he left. Distraught over the changes to the man she loved, Lady Elinor could not go through with the marriage and it was cancelled.

At the end of CY594, it was revealed that the Lord Milinous that returned from war was, in fact, an impostor – an agent of Iuz – sent to foster dissention and conflict within the Viscounty as a prelude to invasion by others of the Old One's forces. Through the efforts of heroes, the real Simon Milinous was located and reunited with his love. The impostor was unseated and, at long last, Lady Elinor and Sir Simon were married.

Though the two are happy together, their love at long last able to be expressed and given form, the integration of their two houses has been more difficult than they had hoped. The initial wedding ceremony was a modest affair, allowing the couple privacy and the solitude, and giving the reclaimed Lord Milinous a chance to recover from his ordeals. But now, with their two-year anniversary approaching, both have decided that celebration is in order. The couple has decided to hold a celebration in Cienega Valley as sign of good times to come. As a surprise for his wife, Lord Milinous arranged for a gift of

beauty to be delivered as an anniversary present at the commencement of the festivities. Unfortunately the river shipment carrying the gift was hijacked en route to the celebration.

The Perpetrators

The imposter that had posed as Lord Milinous surrounded himself with callous cutthroats and merciless mercenaries. When the real Lord Milinous returned to the seat of his barony, he was shocked to discover the infestation of foul and dishonorable brigands that infested his noble house. Searching out true and honorable soldiers, he appointed new captains of his guard and purged his house of all corruption. Most, if not all, made off in haste, taking with them what valuables they could procure in a short amount of time. Some made their way to Verbobonc City, to get lost in the masses and hoped that the true Lord Milinous's fury would not find them. Many chose to make the long arduous trip to Dyvers, hearing talk of all sorts of coin to be made if one could lack morals.

But a handful of these guards stayed close by. They believed that Lord Milinous ruined their lives; removing the life of luxury and power that few commoners ever have a chance to taste. When the time came that his rag tag group of malcontents had to go into hiding, they chose to approach Sir Buckwell, a knight of House Milinous. All were aware that he was one of the few who kept his position and power during the purge. Sir Buckwell had heavily lined his pockets over the years, and the pockets of his fortune telling wife Madame Buckwell. Though he remained in House Milinous, Sir Buckwell was aware that sooner or later he would be put to the question concerning his acts and deeds. So Sir Buckwell and his expelled guards sat and bid their time. All wanted revenge against Lord and Lady Milinous, blaming the two for their change in fortunes.

An opportunity for vengeance came from an unlikely source: a woman by the name of Selma. Her offer was vast amounts of gold and the chance for revenge in exchange for following her plan in detail. All of the ousted men-at-arms jumped at the chance. She offered two jobs, both involving murder. The group would be contacted and given targets, locations and orders. Once contacted they were to carry out their orders and return back to Sir Buckwell's manor for payment and escape.

The first job sounded easy. They were to travel to the Ironwood and track a group of refugees leaving the forest. When found alone they were to attack and kill every last person. In particular they were told to kill an

infant in the care of these people. The death of the child would send a message.

They headed out to meet the refugees and found that they arrived too late. They quickly decided to follow at a distance and try to determine where the refugees were headed. After a few days travel they found themselves outside of Humming's End. They set up an encampment on the far edge of town and waited for a moment to strike. No opportunity to strike availed itself, save for a late evening exodus of adults leaving to fight in the giant wars to the south. They decided then that the following morning was the time.

By sunrise they had all prepared for a quick strike into town. As they made their way towards town they looked on in disbelief. Looking on they saw a group of mercenaries tying the refugees up. As the assortment of people made their way west, Sir Buckwell and his assembled group looked on in amazement. They knew they had gone too far to risk losing it all now.

A couple of days later they wound up on the outskirts of Valadia. Madame Buckwell went ahead and surveyed the situation. Returning, she reported that the refugees were there. No, this time they were not comfortable guests, for it seemed that the Ironwood refugees were in fact prisoners in the local jail. A knight of some repute watched over as steadfast as a loyal dog. It was decided that they should wait.

The hours dragged by and the group was feeling as that they should cut their losses. Under the moon light she made out figures in the dark moving away from the town -- the refugees traveling without escort. It seemed they were making their way to the ford. Sir Buckwell decided that their opportunity had arrived. They would ride for the ford and hold up in the woods, an ambush as perfect as one could plan.

And so a couple of hours later the ambush was sprung, wiping out the refugees. Save but a babe. It seems that Madame Buckwell had longed for a child, a child that her barren body could never produce. As she picked up the baby, with the intent of throwing it in the river, she heard the one word her soul longed to hear; "momma." This one last thing must be done if they were to get paid. After but a few minutes Sir Buckwell stated with authority that for the time being the baby was in his hands and that its future would be determined later.

The Party Crashers

Weeks went by, as the group of former men-at-arms grew restless anticipating their next job. As the weeks went by

she became increasingly more content to play mother to the child she helped orphan.

When they arrived back from their execution of the refugees the men-at-arms once again raised concerns of not completing the task. They demanded that Sir Buckwell finish their appointed task. Torn between the desire for gold and his pity for his wife, he felt that he achieved a potential solution.

It seemed to him that if their employer assumed the baby was dead that as far as he was concerned their mission was successful and the baby shall live out its days in the arms of his wife. But when contacted for the final job, if he was put to the question, he would see the deed done.

Two weeks before the Milinous celebration they were contacted again by Selma. Sir Buckwell relaxed mentally as the anticipated question never arose.

Their final task was to strike against House Milinous. Selma wished them to steal a shipment bearing goods earmarked for house Milinous. A keel boat would be sailing from Verbobonc City hauling weapons, imported goods and foodstuff. But most importantly of all, Lord Milinous's anniversary gift for his wife Lady Milinous.

Sir Buckwell had some reservations, but Selma assured him that she would see to it they had all they needed, information concerning the boat and crew, equipment to transport the bounty and above all else recompense that would take half a lifetime to spend. They went to work planning their last assignment. Before leaving Selma made only one stipulation. Buckwell and his men must deliver the anniversary gift to an isolated cabin on the edge of Avgustin lands.

Behind the Scenes

Selma's employer wishes nothing but to cause chaos and panic in the Viscounty. She was approached about two years ago and asked to be an agent by one of her employer's cowed minions. All of her meetings and orders came from prearranged meetings in the Ironwood (something she was not entirely happy about.) As her time of service increased, the deeds and tasks she was asked to perform increased in severity.

She is unaware that this is in fact her last task. Her employer has little use for her now. He has engineered a scheme that would afford him access to the anniversary gift and trap it. He is aware that the heroes of Verbobonc consistently save the day, a fact that he is counting on. He believes that they will easily track down Sir Buckwell and his men, who will in turn give up Selma. When the party

arrives on Avgustin lands they will find Selma and the gift, ignorant that their success was planned upon. With the gift returned Lord Milinous will continue his plans and bring about his lady's death.

Lord and Lady Milinous

For most, the union of man and wife would be both a joyous occasion and a time to look towards the future. For Lord Milinous and his new bride Lady Elinor of House Asbury this has not been the case.

Since his release from the swampy mirror prison, Lord Simon Milinous's life has been plagued with second-guessing and nightmares. Most of his waking moments have been spent worrying about the safety of his new bride and the subjects. Knowing all too well that tragedy can strike at any time. His somber mood has affected much of the house business since his return. But what he has lacked in presence and leadership, his lady has made up for in spades.

In fact most of the day to day business of House Milinous is conducted by Lady Elinor and her trusted seneschal Arround. After two years, Lady Milinous has finally convinced her husband that the world is not as dark he believes. Informing him that they have a duty to lead their subjects, including making appearances. The people need something to believe in.

After much persuasion from his lady, Lord Milinus has agreed to an anniversary party. With his approval, Lady Milinous set to planning a lavish affair with the hope of instilling a sense of hope in the people of the Viscounty. If all goes well she believes that the party will strengthen the relationship between commoner and noble.

The Gift

Lord Milinous and Arround searched long and far for a gift worthy of Lady Elinor Milinous. Through intermediaries and priests of Zilchus they were able to obtain a breathtaking emerald the size of a fist, the beauty of which was said to cause joy in the hearts of any who cast their eye on it.

Once the mysterious employer has the gem in his possession (through Selma), he will go to meet her in the guise of one of his agents. At their meeting, a wizard in his employ will trap the gem and enable it to be set off by the speaking of the word "Simon." The employer believes this will be said during the gifting of the gem, as it had been engraved with the words "Speak the truest name of your truest love and I shall be there." He figured that even if it were not spoken at that point it would be eventually said in their home.

As a last measure of protection, the magical aura of the trap has itself been masked with additional enchantments to prevent detection of the magic.

ADVENTURE SUMMARY

Introduction: Brewfest Redux. The party has arrived in Cienega Valley for the weeklong Brewfest event and to celebrate the anniversary of Lord Simon Milinous marriage to Lady Elinor Asbury (now Milinous). While enjoying the festivities, the party has a chance to catch up on current events in Verbobonc.

Encounter One: The Griffon's Request: The arrival of a messenger from Lord Milinous interrupts the event for the PCs, and they are asked to investigate the theft of Lord Milinous anniversary gift to his wife. Due to pressing time, the PCs have forty-eight (48) hours to recover the missing gift.

Encounter Two: Along the River Road. The party is given directions to the scene of the theft. There are two trails to follow, one leading to Sir Buckwell, a retainer in Lord Milinous service that has turned traitor; and the other leading to Selma, a mysterious agent who is herself in the employ of others.

Encounter Three: Following the Trail. The trail to Sir Buckwell turns somewhat cold. Here, the PCs have the opportunity to find the trail again, through conversation with locals or tracking the prints.

Encounter Four: Buckwell Manor. The party arrives at Buckwell Manor and catches up to most of the stolen goods. If the party is careful they can use the group they find to discover what happened to the rest of the goods.

Encounter Five: Rendezvous Point. Traveling to a remote cabin located in the lands of House Avgustin, the party encounters Selma who is anticipating agents of her employer sent to kill her.

Encounter Six: The Mission Completed. The party returns to Cienega Valley with some, none or all of the stolen goods. Lady Milinous's anniversary gift has been trapped and either the party has disabled the device, informed Lord Milinous of the trap or are ignorant of its presence.

Conclusion: The adventure concludes when the party returns to Cienega Valley with the stolen goods and is thanked by Lord Milinous and Lady Asbury.

PREPARATION FOR PLAY

Please review the following items before starting play.

Citizen of Cienega Valley: PCs that are residents of Cienega Valley receive the benefits listed on their citizen certificate and their residence certificate during this adventure. Before play begins, verify that the documentation for residency has been properly completed.

- **Infamy with House Milinous or Infamy with House Asbury:** PCs that possess Infamy with either of these Houses cannot participate in this adventure.
- **House Milinous:** PCs that are a member of this metaorganization receive *Player Handout: Invitation to Members of House Milinous*
- **Other Noble Houses Except Langmuir, Avgustin, or Shannus:** PCs that are members of other noble metaorganizations EXCEPT House Langmuir, House Avgustin, House Shannus, or the Protectors of the Iron Wood receive *Player Handout: Invitation to Members of Other Noble Houses*
- **Everyone Else:** All other PCs that don't fall under the above categories receive *Player Handout: Invitation*
- **Friend of the Towns (from VER5-07 Crown Fire):** Identify any PCs that played VER5-07 *Crown Fire* and received the AR reward *Friend of the Towns*. These PCs receive free Adventure Lifestyle [Luxury]. Additionally, these PCs have a special section in the Introduction directed to them.

INTRODUCTION: BREWFEST REDUX

NOTE: This adventure takes place at the beginning of Brewfest which falls at the end of the month of Harvester CY596.

The adventure begins with the party's arrival to Cienega Valley. The sole inn in the city, the Black Griffon Inn, is only available for patrons willing to pay Adventure Lifestyle of Rich or better, however large tents have been placed throughout the town to provide accommodations for the many visitors.

There is a generally festive air about the town, as many proclaim this union has a sign of plentiful times to come.

The festival begins in two days, commencing with an anniversary gift from Lord Milinous to his Lady. Adventurers are assumed to have arrived ahead of the festival, finding themselves relaxing and awaiting the impending festivities.

At sunrise on the day of the party's arrival, Sir Buckwell and his men have already taken the ship and have headed off. The majority of the men-at-arms have gone to Avgustin lands to drop off the anniversary gift. Sir Buckwell and his remaining party have gone to his manor to pack and leave the Viscounty. At that point he and his conspirators will be paid in full by the time Racil makes his report about the attack on the vessel.

Read (or paraphrase) the following.

The town of Cienega Valley seems to be bubbling over with excitement. Lord Simon Milinous and his wife, the Lady Elinor, have declared a celebration at the end of Brewfest to commemorate the anniversary of their marriage two years ago. The usually wide empty village green now holds a number of wandering entertainers and even the Traveling Menagerie. All of the local merchants seem to have taken on extra help to handle the influx of strangers. Still everyone seems to be in good spirits and rumor has it that Lord Milinous and his wife have already arrived and are seeing to the final arrangements.

If any PCs have played VER5-07 *Crown Fire*, direct the following boxed-text to them.

Cienega Valley seems to have recovered somewhat from the events of last year's Brewfest celebration. The town's new viticultural market has brought increased revenue and, more importantly, increased recognition of the fine wines of Cienega Valley. However, the ashes of Fort Emridy still lurk on the edges of town in silent testimony to the havoc wrought by the Hammer of Iuz. Hopefully, this year's Brewfest will be happier than the previous one.

Verify the Adventure Lifestyle that PCs have chosen. Those with Adventure Lifestyle [Standard] will be provided lodgings in either tents or with a local family (their choice). Those with Adventure Lifestyle [Rich] or Adventure Lifestyle [Luxury] have accommodations provided for them in the Black Griffon Inn. Those choosing to live off of the wild are free to sleep outside.

If the party is curious, Lord Milinous and Lady Asbury are staying at the manor of a local relative.

A quick scan of the attendees (followed by a DC 10 Knowledge [Nobility and Royalty] check or DC 15 Knowledge [Local – VTF]) identifies that many of the people are connected in the noble society. Allow the players to interact with these people using the guidelines found in **Appendix Three: Legwork**.

The PCs make their way through town, they can notice many representatives of the other noble houses, however a DC 15 Knowledge [Nobility and Royalty] check or a DC 10 Spot check reveals that no attendees from either House Avgustin, House Langmuir, or House Shannus are present.

When the done proceed to **Encounter 1**

ENCOUNTER 1: THE GRIFFON'S REQUEST

Read or paraphrase the following:

As the morning turns into afternoon you find yourself sitting on the back veranda of one of the finer wineries in town. It seems the robust flavor of the offerings and the pleasing aesthetic of the surroundings have attracted several of the noble entourages. As you ready yourself for another glass of wine, your eye spies the movement of one of Lord Milinous' liveries retainer. Sure enough, the retainer – a gnome – moves toward your party and stops at your table.

The gnome directs his request to PCs based on the following order:

1. Members of the House Milinous metaorganization
2. Members of the Mounted Borderers (1st, 4th, 3rd, and finally 2nd company)
3. The Mayor of Cienega Valley (if a character present at the table has the Mayor of Cienega Valley certificate from the Verbobonc Town Project)
4. Residents of Cienega Valley (if a character present at the table is a resident of Cienega Valley)
5. Members of the Church of Saint Cuthbert, the Church of Rao, or the Church of Pelor
6. Members of other noble house metaorganizations
7. PCs with the *Leadership* feat
8. PCs with Influence with any Verbobonc noble house

9. PCs that are members of knightly or noble orders from other regions.

NOTE: At no time does the gnome direct his request toward any character that is a member of House Avgustin, House Langmuir, House Shannus, or the Protectors of the Iron Wood. If the entire table is composed of PCs that are obviously members of these metaorganizations, then the gnome stops and moves to find another group of adventures.

Assuming that someone in the party fits the gnome's bill of particulars, proceed from here:

"Begging your pardon, gentle (ladies and/or sirs) but my lord requests your presence and assistance with a delicate matter. If you would follow me?"

The gnome, named Oloster, directs his refuses to answer any questions while in the public eye. If taken aside, he only says that Lord will explain everything once the PCs arrive. Those using spells (*detect lie*, *zone of truth*, and so forth) to verify his story know he is not lying or being deceptive. This can also be confirmed with a DC 10 Sense Motive check.

If the PCs decline, then the adventure is over; otherwise proceed from here:

You make your way through the streets to the Black Griffon Inn. Ahead of you, the gnome waves away the attending guards with a bark of "Urgent business for his Lordship."

Arriving at the door at the end of a hall, the gnome knocks three times in fast succession, "My lord, a soldier comes bearing urgent news." In short reply, a somber, deliberate voice answers, "Enter."

The gnome opens the door and gestures for you to enter. Once inside, the gnome closes the door behind you.

Before you stands a haggard-looking soldier wearing the arms of House Milinous and House Asbury in blood-stained armor. The man, who was in the middle of speaking, stops upon your entrance. Behind a desk, an aged lord with a rugged appearance gestures patiently to the haggard man.

"Please, continue Racil."

A DC 15 Knowledge [Nobility and Royalty] check identifies the man as Lord Simon Milinous. PCs that have played **VER4-08** *Beauty and Two Beasts*, as well as PCs

that are members of House Milinous automatically succeed in this check.

The wounded soldier bows before the noble before speaking "My deepest apologies M'lord. As I was saying – the river boat was attacked on its way from the city. There was a strange mist over the river and as soon as we entered everything went...well...bad. At first we were hit by a multitude of dazzling colors, leaving many of my men blind. Then many men boarded the ship and from that point a lot of blood and dying. The deck was really slick at some point and I think I fell into the water, but it's all blurry. Then everything went black. I don't know how long I was out, but when I woke up I was on the shore and a good mile downriver. I came as soon as I could, but I think I was out for at least a several hours. By all rights I should have drowned." He shudders at the thought and falls silent.

The noble lord rises behind the desk and lays a hand upon the soldier.

"Thank you Racil. I would appreciate it if you would remain for a moment."

Turning toward you, he speaks: "Thank you for coming. I would not interrupt the celebration that my lady wife has worked-for for so long were the situation less urgent. Grave news has reached my ears this day. A river boat carrying goods here from Verbobonc City has been waylaid. I am concerned about the apparent loss of life and the potential loss of goods. But on a personal note, the boat that was attacked was carrying a gift for my wife, Lady Elinor Milinous. Though I realize that your group intended to participate in festivities as our guests, I hold the belief that you may be the people to look into this. My men-at-arms are hard pressed with the celebration and frankly our numbers aren't quite what they should be. I would ask you to look into this matter as a personal favor and do your best to find any survivors, retrieve what goods you can and at the very least obtain that gift which is rightfully my wife's."

Assuming the party agrees Lord Milinous and Racil will answer their questions as best he can, though for some questions he may ask the wounded guard.

What was in the shipment?

"Supplies for the town, food and durable goods. Some weapons to outfit future recruits. And of course the gift for my wife."

What is this gift?

"It is a rare emerald from the Crystalmist mountains. The cut and clarity are such that it forces the eye to marvel at its beauty. Though nothing magical about it, it does have some natural qualities that appear to soothe the spirit. Or so I was told."

What's in it for us?

If any character asks this they will be promised an appropriate reward. If pressed he will say the reward could be potentially a favor or land.

When should we leave?

"I can have one of my fastest river boats ready to take you shortly. I would hope you would go as soon as possible, as whatever trail these bastards left will likely grow cold."

When should we return?

"I can only hope that you can return with the gift by the afternoon two days from hence. It is at that time I were to present my wife with the emerald gem. It was to be two years to the date that we were married."

Can we have a...?

House Milinous will give the party members any reasonable supplies that cost no more than 200gp in total. With newer players you may want to have the man-arms ask the party directly if they can track and suggest that they obtain a hunting dog with them.

Development: Overall Lord Milinous is helpful and entertains questions if pertinent. After about ten minutes he will look to be growing impatient. Once the party has asked as many questions as they wish, or ten minutes have passed, Lord Milinous will bid them farewell.

If the party wishes to question Racil he will answer questions to the best of his ability. He has told Lord Milinous everything he knows is and being truthful.

ENCOUNTER 2: ALONG THE RIVER ROAD

The attack happened about 6 miles north from Cienega Valley, near the southeastern border of Emridy Meadows, so a river boat traveling downstream will arrive just by nightfall. PCs traveling by other means may arrive earlier or later. Most parties will require the Racil to accompany them to determine the location of the attack.

Those traveling by boat or foot encounter comes across a moored keel boat on the western shore of the river prior

to arriving at the location of the attack. If they Search the board (DC 10) they find the bodies of the rest of the crew (as identified by Racil) is here and dead. Their jaws are missing and their tongues are torn out (preventing *Speak with Dead* from providing any information. Racil states that the crates of goods and the bags of grain are gone, along with the chest containing the gem.

The party may attempt a DC 15 Heal check to determine the wound types. Upon success, it becomes apparent that some one hastily to the time to make the wounds on several of the crew appear to be that of claws. Though, on closer examination it appears to be a series of cuts. Five lacerations starting from a single point and spreading out like claws. Three other crew men appear to have been hacked to pieces with a large bladed object. One crew member appears to have been burned and set on fire.

A DC 9 Survival check allows PCs to follow the trail of the wagon that contains most of the goods. This wagon headed north. Exceeding the DC by 10 (DC 19) lets the PC learn that four people entered the wagon, all medium sized and that two were heavy and two were light.

A second DC 15 Survival check shows that a group of three riders split headed off to the southwest. Making the check by 10 (DC 25) lets the character learn that five medium-sized people left on horses.

If the group has difficulty tracking then they can cast about blindly. A DC 15 Knowledge (Local-VTF) check or an hour of wandering will realize that the River Road lies north. If the party heads that way, they encounter a crossroads market with a handful of farmers selling their wares. A DC 20 Gather Information check allows the party to hear sufficient news about a wagon and riders heading north along the road. If asked what lies up the road the farmers will simply say "farms and heroes estates."

Development: If the PCs follow the wagon trail have them continue on to **Encounter Three**. If they wish to follow the group of riders, proceed to **Encounter Four**.

ENCOUNTER 3: FOLLOWING THE TRAIL

Eventually the party should be able to follow the trail of the wagon to one of the many small farms near the river. Though many of the more wealthy citizens have left for the festival, there are still plenty of peasant families to be found along the way.

Using a combination of Intimidation, Diplomacy and/or bribery, the PCs can find out any, or all, of the following along the way. PCs that are members

DC 10 or 1gp: A yesterday morning a wagon came along the River Road. It carried many crates and bags.

DC 15 or 20gp: The wagon passengers were Sir Buckwell, his wife and his two companions, men-at-arms in the service of Lord Milinous.

DC 20 or 50gp: The Sir Buckwell lives in a manor house about half a day's walk from here. His is the most stately manor up the road.

After learning this information, character may make another skill check (Knowledge [Nobility and Royalty], Knowledge [Local – VTF] or Bardic Knowledge). Members of the House Milinous metaorganization receive a +15 bonus to the following check

DC 15: The character recalls that they have heard the name Sir Buckwell spoken in connection with Lord Milinous

DC 20: While Sir Buckwell is in the service of Lord Milinous, recently questions have been raised as to the character of his service during the last several years.

DC 25: During the recent purge many of Sir Buckwell's men-at-arms served their resignations under the pretext that their adventuring careers no longer allowed them time to adequately perform their duties.

DC 30: Rumors circulated that they resigned because of their actions and performance of their duties under the "imposter" Lord Milinous.

DC 35: Word has it that any day Lord Milinous might send down troops to arrest Sir Buckwell for a variety of crimes performed in his lord's name.

Tracking: The party may continue tracking as well, though the Survival DC is now 20.

ENCOUNTER 4: BUCKWELL MANOR

Either through tracking, talking with the locals, or just blind luck, the party should arrive at the Buckwell manor.

The trail of the wagon leads to a small manor sitting on a low hill. A sizable barn can be clearly seen situated to the back of the manor.

The manor has a front and back door, with two windows on each side near the corners of the building. While none of the doors or windows are trapped, all are locked.

◆ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 25. Listen check to hear breaking equal to PCs Break check result -10.

◆ **Windows:** 1/2 in. thick; hardness 1; hp 2; AC 5; Break DC 10; Open Lock DC 15. Listen check to hear breaking equal to PCs Break check result -10.

Sir Buckwell and his crew are in the house packing their belongings. The stolen goods are in the wagon located in the barn. The barn doors are locked and have the same stats as the manor doors.

At this point the party has several options:

The Direct Approach

They may knock on the door and demand to inspect the wagon. One of the men-at-arms, a man named Durstin, answers the door and invites them in. Assuming they accept, they are ushered in and wait a few moments as Durstin asks them their business. During this time, Sir Buckwell and the rest of his party arm themselves for company.

When Buckwell arrives he politely asks as to their business. A successful Sense Motive opposed by his Bluff (Bluff +9) reveals that Sir Buckwell is nervous.

Any implication of a connection between Sir Buckwell and the boat, the deaths or the missing objects causes him to sternly inform the PCs that they have no right or cause to make these accusations unless they can produce evidence that they in fact have jurisdiction over this hamlet. If the party antagonizes them, they attack

If the party leaves Buckwell and his crew vacate the premises as quietly and as quickly as they can. When the PCs return the contents of the stolen goods will be buried about a mile away from the manor and Buckwell and his gang will never be seen again.

The Legal Approach

Some of the PCs might in fact have such jurisdiction over the area (Milinous House Guards or Mounted Borders are the most likely PCs to have such authority).

If this is the case, Buckwell admits that he found some crates washed up on the shore recently. He claims that he intends to meet with Lord Milinous as soon as the festival is over and ask should be done with the goods. He is happy to allow the PCs to inspect the boxes and take them to Lord Milinous if they contain the missing items. The wagon and horses are his, however, so if the party does not have the means to take the goods then he will ask for (but not demand) a reasonable rental fee. The party should receive full XP for the encounter.

Plan B Approach

The adventurers might decide to kick in the door in a blaze of glory, attempt to break into the building, or just sneak in. If the party enters the manor, have them make Move Silently checks opposed by Listen checks from Sir Buckwell and each of his group.

If Buckwell and his minions hear the party, they spend a few rounds preparing themselves (readying weapons, casting enhancement spells, etc). All members of Buckwells entourage already have their armor donned and ready. Permit Sir Buckwell's group to attempt to surprise the party by moving silently to the PCs location.

Snatch and Grab Approach

The PCs may succeed in sneaking into the barn and removing the goods from the estate in relative stealth. They should receive half XP for the encounter.

It will require 5 rounds to search the wagon and confirm that it contains the goods the party is looking for.

The wagon and its contents weigh about 2000 pounds. Normally it takes two horses to pull the wagon at a speed of 20 (2 miles per hour, 16 miles per day). It is possible to have one horse move the wagon alone (speed 15, 1.5 miles per hour, 12 miles per day) however it will require a DC 25 Handle Animal check to "push" it to "work" (see Handle Animal skill on page 74 of the *Player's Handbook* for details.)

It is also possible for any PC (or two PCs working together) who can carry at least 400 pounds (over and above their equipment) to drag the wagon, however if this is a heavy load for them then pulling the cart for more than an hour will "fatigue" them and if doing it for more than a day they will "exhaust" them.

It should take a single PC about 5 minutes to hitch a single horse to the wagon. Two PCs can work together to reduce the time to 3 minutes. It will require 5 rounds to attach a character to the wagon.

APL 2 (EL 5)

☛ **Sir Buckwell:** male human (oeridian); Rog4; hp 22; See Appendix One

☛ **"Madame" Buckwell:** female human (baklunish) Sor2; hp 12; See Appendix One

☛ **Kazo:** male human (oeridian) Clr1; hp 9; See Appendix One

☛ **Durstin:** male human (flan) Ftr1; hp 14; See Appendix One

APL 4 (EL 7)

☛ **Sir Buckwell:** male human (oeridian); Rog5/Asn1; hp 32; See Appendix One

☛ **"Madame" Buckwell:** female human (baklunish) Sor4; hp 20; See Appendix One

☛ **Kazo:** male human (oeridian) Clr2; hp 15; See Appendix One

☛ **Durstin:** male human (flan) Ftr2; hp 20; See Appendix One

APL 6 (EL 9)

☛ **Sir Buckwell:** male human (oeridian); Rog5/Asn3; hp 42; See Appendix One

☛ **"Madame" Buckwell:** female human (baklunish) Sor6; hp 27; See Appendix One

☛ **Kazo:** male human (oeridian) Clr4; hp 27; See Appendix One

☛ **Durstin:** male human (flan) Ftr4; hp 36; See Appendix One

APL 8 (EL 11)

☛ **Sir Buckwell:** male human (oeridian); Rog5/Asn5; hp 52; See Appendix One

☛ **"Madame" Buckwell:** female human (baklunish) Sor8; hp 35; See Appendix One

☛ **Kazo:** male human (oeridian) Clr6; hp 39; See Appendix One

☛ **Durstin:** male human (flan) Ftr6; hp 52; See Appendix One

APL 10 (EL 13)

☛ **Sir Buckwell:** male human (oeridian); Rog5/Asn7; hp 62; See Appendix One

☛ **"Madame" Buckwell:** female human (baklunish) Sor10; hp 43; See Appendix One

☛ **Kazo:** male human (oeridian) Clr8; hp 51; See Appendix One

☛ **Durstin:** male human (flan) Ftr8; hp 68; See Appendix One

Tactics: Sir Buckwell's party is quite experienced in fighting together and will use the building layout to their advantage. Sir Buckwell and Durstin will generally work together on the same target, with Sir Buckwell delaying

or readying if necessary if Durstin is likely to move into flanking position that round.

Kazo is likely to begin combat invisible and will cast support spells for as long as possible. If possible he will do this from a room other than the one in which the main combat is happening and will attempt to move silently each round so his casting doesn't give away his location. Madam Buckwell will also focus on offensive spells on likely casters or heavy fighters, but will remain behind her husband and Durstin so they can defend her, if that won't interfere with her casting.

Treasure: If the party kills Sir Buckwell and his companions then in addition to their possessions the party can ransack the house. They are likely to find about 50*APL GP in coin and gems and 500GP worth of goods which can be transported off site fairly easily. Parties willing to remove furniture and the like could find 1000GP more worth of goods.

APL 2: L: 85 gp; C: 25 gp; M: 0 gp

APL 4: L: 264 gp; C: 25 gp; M: 0 gp

APL 6: L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), *potion of haste* (63 gp).

APL 8: L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), *potion of haste* (63 gp), *bracers of armor +2* (334 gp).

APL 10: L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), *potion of haste* (63 gp), *bracers of armor +2* (334 gp).

Development: Once either combat has been resolved the party will hear the crying of a child coming from upstairs. If they go up to find the source they will come upon a baby (male, flin). This child was the only survivor from Sir Buckwell's first mission. His wife had grown quite attached to the infant and expected to take the little one with her when they departed. Either the party or one of its members should decide what to do with the child.

Anyone transporting the baby receives the benefits of its *Protective Aura*. See **Appendix One** for details on The Baby and its aura.

The party in part or as a whole might decide that the baby is potentially better off in the care of others. Some options include having a town communally take care of it or transferring the child to the Pholtan orphanage located in Verbobonc City.

Searching the Wagon: If the party Searches the wagon (DC 30) they find an old note from Selma to Sir Buckwell, giving directions to the rendezvous point for the emerald gem.

The party may either interrogate (Intimidate) or negotiate with (Diplomacy) Sir Buckwell to learn more information about the rendezvous point. In either case, Sir Buckwell's party only knows that the other men-at-arms in their party took the gem to Selma.

If the party decides to go on to the drop- rendezvous, proceed to **Encounter Five**.

If they return and have knowledge of the rendezvous point, he requests that they continue to the location. Proceed to **Encounter Five**.

If the party decides to return the goods to Lord Milinous without knowledge of the rendezvous point, he thanks them for their service. Proceed to the **Conclusion**.

ENCOUNTER 5: RENDEZVOUS POINT

As the PCs get close to the drop off point, the employer's wizard attempts to *scry* on each of the party members until he succeeds.

The Will save is DC 18 and each party member receives a +5 bonus.

The agent is attempting to time the arrival of both himself and his employers at the cabin for roughly 16 minutes prior to the arrival of the PCs.

If all his *scrying* attempts fail, he uses a *scroll of greater scrying* to scry on the party's fighter or rogue. The DC is 21 for this attempt. Failure means that they immediately go to the cabin, set the trap and inform Selma that his agents are on his way to kill her.

Selma has been waiting in Avgustin's lands for the better part of the day. She has already met the men-at-arms and has made the transfer. Approximately 16 minutes before the party arrives, her employer and his wizard agent arrive via *teleport*. The wizard agent appears invisible and the employer loudly surveys the situation. He suggests they talk outside as he believes the gem could be used as a listening device.

During their discussion, the wizard traps the gem with *trap the soul* (15th caster level), followed by disguising the trap with a *Nystal's magic aura* (caster level 15) – keying the triggering of the trap to the word 'Simon' when the gem is held by a female. He then returns the gem to its chest and locks it, magically erasing signs of his tampering with the chest. To all outward appearances,

the gem is still in the chest and the chest has never been opened.

The party may detect the trap be either succeeding on a DC 16 Will save after casting *Identify* on the gem or a successful DC 34 Search check by a character with the trapfinding ability.

APL 8 and 10: The *Nystal's magic aura* is Heightened, which changes the Will save DC to 26.

After 15 minutes her employer will make it clear that he has no use for her. She will be shocked and argue that she has served well. He will dismiss her comments with laughter and state that as of this moment his agents are riding here to kill her. With that he will stroll back towards the cabin and will disappear with soft words being spoken some where behind him. At this point she will prepare for a fight with the party.

If the PCs confront her directly, Selma will deny any wrongdoing. If pressed she attempt to flee. If cornered or pursued she will either attack the PCs or (if it seems likely to fail) she will parlay and claim that she bought the gem from Sir Buckwell. She will turn the gem over if the party has appropriate jurisdiction, however she will attempt to ambush the party on their way back to Cienega Valley.

APL 2 (EL 5)

✦**Selma:** female human (flan) Rgr5; CR 5; hp 38; See Appendix One

✦**Karma the Wolf:** medium animal; CR 2; hp 26; See Appendix One

APL 4 (EL 7)

✦**Selma:** female human (flan) Rgr5/Rog1/Drv1; CR 7; hp 52; See Appendix One

✦**Karma the Wolf:** medium animal; CR 2; hp 26; See Appendix One

APL 6 (EL 9)

✦**Selma:** female human (flan) Rgr7/Rog1/Drv1; CR 9; hp 66; See Appendix One

✦**Karma the Wolf:** medium animal; CR 2; hp 26; See Appendix One

APL 8 (EL 11)

✦**Selma:** female human (flan) Rgr8/Rog2/Drv1; CR 11; hp 79; See Appendix One

✦**Karma the Dire Weasel:** medium animal; CR 2; hp 23; See Appendix One

APL 10 (EL 13)

✦**Selma:** female human (flan) Rgr8/Rog2/Drv3; CR 13; hp 95; See Appendix One

✦**Karma the Dire Weasel:** medium animal; CR 2; hp 23; See Appendix One

Tactics: Because of her employer's warning, Selma believes that the party will be arriving shortly. She waits in the cabin and uses both *dust of disappearance* and a *scroll of silence* once she sees the party approaching. She then enters combat using her dervish dance at higher levels to attack members of the party, hoping to make her way to a caster. Her wolf or dire weasel then waits to attack any potential caster.

The area has scrub brush and thorn bushes, both of which hamper movement.

Treasure: Lady Milinou's gem is here, as well as Selma's personal possessions.

APL 4: L: 18 gp; C: 0 gp; M: *dust of disappearance* (104 gp).

APL 4: L: 53 gp; C: 0 gp; M: *+1 chain shirt* (291 gp), *dust of disappearance* (104 gp).

APL 6: L: 53 gp; C: 0 gp; M: *+1 chain shirt* (291 gp), *dust of disappearance* (104 gp), *vest of resistance +1* (83 gp).

APL 8: L: 53 gp; C: 0 gp; M: *+1 chain shirt* (291 gp), *dust of disappearance* (104 gp), *vest of resistance +1* (83 gp).

APL 10: L: 53 gp; C: 0 gp; M: *+1 chain shirt* (291 gp), *dust of disappearance* (104 gp), *vest of resistance +1* (83 gp), *boots of speed* (1,000 gp).

Development: If the PCs are able to capture Selma alive, she initially resists – wondering why she has not been killed. She begins as Hostile, though this can be shifted by the use of Bluff, Diplomacy, or Intimidate (depending on the circumstances). Shifting the attitude to Indifferent or better results in Selma offering to tell the PCs everything in exchange for her life. She is willing to spend time in the quarry but the party must promise to put in a good word so that she will avoid the gallows.

Based on her circumstantial evidence, Selma believes that the person that employed her was working for Lord Shannus, though she can not prove this. If asked personally, she will attest to it – but she will not make these statements to Lord or Lady Milinou, and certainly not to legal authorities. If she does mention this to a PC who is a representative of the law she will never corroborate the statement in the future.

If the PCs come here without completing Encounter Three, then Selma may be persuaded to give up Sir

Buckwell and his group if it seems likely to garner her any leniency. She claims to have bought the gem from some men, no questions asked, pleading ignorance about its origins.

At some point the party should decide to continue back to Cienega Valley, as it will take most of the day on foot and half a day on horse. Any period of rest more than 4 hours results in the party getting back late.

ENCOUNTER 6: THE MISSION COMPLETE

By the time the PCs return to Cienega Valley, Lord Milinous has become anxious for their arrival. When the PCs arrive Lord Milinous and Lady Asbury can be seen entertaining other visiting dignitaries. Lord Milinous will excuse himself and rush up to the party.

“I had hoped you would show up. Please tell me your findings? Did you retrieve the gem?”

The players may tell all, some or none of what transpired. Lord Milinous isn't too concerned at this point with those responsible. In fact he is chiefly worried about the gem and giving it to his wife. If the party will speak for Selma (if still alive), and assure him that she had nothing to do with it he will let her go with a stern warning to “get better friends.” The last point to cover is what the party knows about the trapped gem and what they tell Lord Milinous.

The conclusion hinges on whether Lord Milinous know the gem is trapped or not, if it still is. Unless the party has found out, or believes the gem is trapped, Lord Milinous will continue with his plans to give it to Lady Elinor this very evening.

Lord Milinous does not know the gem is trapped.

Lord Milinous thanks the party profusely and offers them a variety of rewards. A Sense Motive DC 10 makes the party member aware that he's extremely emotional, quite different than his persona lets on.

He will then excuse himself so that he may prepare the gift. He will call to him several of his men-at-arms and instruct them to escort him back to his tent, leaving one of the senior men-at-arms to delegate the rewards.

Lord Milinous is told that the gem is trapped, might be trapped or was trapped.

If the party gives any clear indication that the gem is trapped, along with the clear reasoning as to why they

believe this, he will hold off giving the gem to his wife. He will see have the trap on the gem removed and continue with his plan of giving the gift to his wife tonight.

He will thank the party and ask who could have been behind this and what they believe the motive was. If they mention Sir Buckwell and his guards he will affirm that there was an ongoing inquest into Sir Buckwell's actions in the past couple of years.

Lord Milinous will thank the party profusely and offer them a variety of rewards for their hard work. A Sense Motive DC 10 makes the party member aware that Lord Milinous is fairly emotional about his inability to give the gift tonight, quite different than his persona lets on. He will then excuse himself so that he may. He will call to him several of his men-at-arms and instruct them to escort the gem back to his tent, securing it from harming others. He will leave one of the senior men-at-arms to delegate the rewards.

The party does not have the gem to give Lord Milinous.

Lord Milinous will be extremely upset that the party was unable to retrieve the gem, even if they retrieved the other goods from the ship.

He will harshly excuse himself so that he may deal with the situation. He will call to him several of his men-at-arms and instruct them to escort him back to his tent, leaving one of the senior men-at-arms to delegate the rewards.

CONCLUSION

By the time the PCs return to Cienega Valley the festival has already started.

If the gem is returned to Lord Milinous AND he has not been told of any trap (regardless of whether or not it's been disabled), read the following:

The seneschal of House Milinous Armourd, calls for quiet among the assembled crown and a hush falls across the field.

“On the day of their two year anniversary, we are here to celebrate the union of two esteemed houses. Let us share in their joy, so without further ado, Lord Simon Milinous and Lady Elinor Milinous.” The crowd goes wild with applause as they make their way to the stage. Holding hands they make their way up. Lord Milinous clears his throat and speaks. “My love, on

this special day I reaffirm that there is nothing else as beautiful as you. And as a mere man I know I would have to travel to the ends of the earth to find something half as comparable as your beauty.” Clearing his throat again he nervously continues, “So I did just that.”

With a wave of his hand two squires dressed in courtly wear make their way up the stage bearing an object covered in a soft draping of crushed velvet. “My love may this be a testament to my devotion to you.” With that the squires place the object on a pedestal and leave the stage. Lord Milinous leads his lady closer to the hidden object and with a quick flourish he removes the cloth hiding it. Sitting there on a velvet cushion is a emerald the size of a dwarves balled fist that appears to shine as if it has a light of its own. Lady Elinor Milinous begins to shed tears as she stares at it. “Please my love, there is more...read the inscription.” She leans closer reading out aloud, “Speak the truest name of your truest love and I shall be there.”

Tears well up in Lady Milinous’s eyes as she gingerly says the given name of her husband, “Simon.”

The gem is still trapped

Upon enunciating the last syllable a flash of light emanates from the gem and engulfs Lady Elinor Milinous. All at once the light disappears along with Lady Milinous. Lord Milinous stares in disbelief at the place at which she stood, “NOOOOOOOOOO!!!!!!!”, he shouts as he looks around in wonderment. Men-at-arms rush the stage and hold back the crowd. In a wave of grief Lord Milinous collapses to the stage.

The house guards clear the festival area and days later you hear that Lord Milinous, distraught over loss of his love, has fallen into a bottle of strong spirits as Armond attempts to hold the House together.

The gem is no longer trapped

Upon hearing this Lord Milinous steps near her, lightly grabbing her hand. “Your love strengthens me and makes me a better man.” Turning to the crowd Lord Milinous smiles and exclaims, “tonight is a celebration of life.” “Let the celebration commence!”

If the party informs Lord Milinous that the gem is trap read or paraphrase the following:

Whispered rumors spread like wildfire. It seems Lord and lady Milinous have returned to Griffon Manor

without so much as a word of thanks to all those who gathered to help them celebrate. The rumors say that Lord Milinous mind has finally broken. He feels that his past threatens Elinor and that the only way to protect his loved ones is to remove them from the public life. If this is true or not only time will tell.

Rewards:

If the party was able to return mundane goods back to Lord Milinous, they receive access to the weapon and Armor enhancements detailed on the AR.

If the party was able to return the emerald gem back to Lord Milinous, they receive access to the wondrous figurines and token feathers as detailed on the AR.

If the PCs return with all the good that were on the river boat then they will be given the same cash reward (100GP per APL) however if they did not press the nobles earlier for a reward then a feast will be held in PCs’ honor the following evening. At the feast Lord Milinous will grant the party the Griffin figurine appropriate for their APL.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP
APL 10	100 XP

Encounter 4

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 5

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Conclusion

APL 2	50 XP
APL 4	100 XP
APL 6	100 XP
APL 8	200 XP
APL 10	200 XP

Discretionary roleplaying award

APL 2	50 XP
APL 4	50 XP
APL 6	50 XP
APL 8	50 XP
APL 10	50 XP

Total possible experience:

APL 2	450 XP
APL 4	670 XP
APL 6	790 XP
APL 8	950 XP
APL 10	1,130 XP

TREASURE SUMMARY

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter Four:

APL 2:	L: 85 gp; C: 25 gp; M: 0 gp
APL 4:	L: 264 gp; C: 25 gp; M: 0 gp
APL 6:	L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), potion of haste (63 gp).
APL 8:	L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), potion of haste (63 gp), bracers of armor +2 (334 gp).
APL 10:	L: 154 gp; C: 25 gp; M: +1 rapier (193 gp), potion of haste (63 gp), bracers of armor +2 (334 gp).

Encounter Five:

APL 2:	L: 18 gp; C: 0 gp; M: dust of disappearance (104 gp).
APL 4:	L: 53 gp; C: 0 gp; M: +1 chain shirt (291 gp), dust of disappearance (104 gp).
APL 6:	L: 53 gp; C: 0 gp; M: +1 chain shirt (291 gp), dust of disappearance (104 gp), vest of resistance +1 (83 gp).
APL 8:	L: 53 gp; C: 0 gp; M: +1 chain shirt (291 gp), dust of disappearance (104 gp), vest of resistance +1 (83 gp).
APL 10:	L: 53 gp; C: 0 gp; M: +1 chain shirt (291 gp), dust of disappearance (104 gp), vest of resistance +1 (83 gp), boots of speed (1,000 gp).

Total Possible Treasure

APL 2:	L: 103 gp; C: 25 gp; M: 104 gp
APL 4:	L: 317 gp; C: 25 gp; M: 395 gp
APL 6:	L: 207 gp; C: 25 gp; M: 734 gp
APL 8:	L: 207 gp; C: 25 gp; M: 1068 gp
APL 10:	L: 207gp; C: 25 gp; M: 2068 gp

REWARD NOTES:

Intercepted Fate: This reward goes to PCs that successfully discovered the magical trap on the gem.

Business is Good: This reward goes to PCs that own a business in either the Verbobonc Town Project or the Dyvers Town & City Project. Note – the character must provide proof (in the form of a valid Residential

Certificate, a valid Citizen Certificate, and documentation of the construction of the businesses) to receive this reward.

Armor/Bracers Enhancement: This reward goes to PCs that undertook the mission for Lord Milinous.

Armor and Weapon Enhancement: This reward goes to PCs that undertook the mission for Lord Milinous

Cienega Valley Wine (Red) and Cienega Valley Wine (White): This reward is available to all PCs that participate in this adventure.

Guardian of a Baby: This reward goes to the single character that takes care of the baby. If multiple PCs fulfill these criteria, choose based on the following.

- 1) Alignment of Lawful Good or Neutral Good
- 2) Levels in cleric or paladin
- 3) Charisma bonus

If no PCs meet the criteria, then no one may become the Guardian.

REGIONAL CERTIFICATE

Influence with the Elven Clans: This entry is awarded to PCs that receive **Friend of the Elven Clans**.

APPENDIX 1: APL ALL APLS

The Baby: male human (child, flan); CR 1; tiny humanoid (Human); HD 1d4-1; hp 3; Init -3; Spd 5 ft.; AC 7 (touch 7, flat-footed 7), [-3 dex]; Base Atk -2; Grapple -4; Atks -; SQ *Nondetection Aura*, *Protective Aura*; AL NG; SV Fort -3, Ref -5, Will -6; Str 6, Dex 4, Con 8, Int 3, Wis 3, Cha 10.

Skills and Feats: --.

Nondetection Aura (Su): The baby is constantly under the effects of a *nondetection* spell (16th level caster.) This aura can be dispelled, but the aura is created again on the baby's next turn, but not by the baby. This aura only applies to the baby.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to the baby and anyone carrying him. Otherwise, it functions as a *protection from evil* effect (16th level caster). This aura can be dispelled, but the aura is created again on your next turn by taking a move action to show affection to the baby.

Note that none of these benefits are included in the baby's statistics. Anyone carrying the baby receives the benefits of the **Protective Aura**.

APL 2

Encounter Four

Sir Buckwell: Male Human (oeridian); Rog4; CR 4; Medium Humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft/x4; AC 18 (touch 13, flat-footed 18) [+4 armor, +3 dex, +1 natural,]; Base Atk +3; Grp +3; Atk +6 melee (1d6+1; 18-20/x2, rapier) or (1d4; 19-20/x2, dagger); SA sneak attack +2d6; SQ *evasion*, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +0; Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +9, Disable Device +10, Disguise +5, Forgery +3, Hide +10, Move Silently +10, Search +10, Tumble +10, Use Magic Device +9; Combat Expertise, Improved Feint, Weapon Finesse.

Possessions: rapier, chain shirt, dagger, 25gp.

“Madame” Buckwell: Female Human (baklunish) Sor2; CR 2; Medium Humanoid (human); HD 2d4+2+3; hp 12; Init +2; Spd 30 ft/x4; AC 16 (touch 12, flat-footed 14), [+4 shield, +2 dex]; Base Atk+1; Grp+0; Atk +3 ranged (1d8; 19-20/x2, light crossbow) or +0 melee (1d4-1; 19-20/x2, dagger) or +3 ranged(*; 20/x2, ray); SA spells; AL CN; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Concentration +6, Knowledge (Arcana) +6, Spellcraft +6; Point Blank Shot, Precise Shot.

Familiar: Madame Buckwell has a toad familiar.

Possessions: dagger, light crossbow, 10 bolts, ~~scroll of shield~~.

Spells Known (6/5; base DC = 13 + spell level): 0— *acid splash, daze, flare, light, ray of frost*, 1st— *color spray, ray of enfeeblement*.

Kazo: Female Human (oeridian) Clr1; CR 1; Medium Humanoid (human); HD 1d8+1; hp 9; Init -1; Spd 20 ft/x3; AC 15 (touch 9, flat-footed 15), [+6 armor, -1 dex]; Base Atk +0; Grp+1; Atk +1 melee (1d8+1; 20/x2, heavy mace); SA spells, turn undead x5; SQ spontaneous casting; AL CN; SV Fort +3, Ref -1, Will +4; Str 13, Dex 8, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +6, Concentration +5, Knowledge (religion) +3; Divine Cleansing*, Divine Resistance*.

Possessions: heavy mace, splint mail.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0— *guidance, inflict minor wounds, light, virtue*, 1st— *bless, disguise self*, shield of faith*.

*Domain spell.

Domains: Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills); Knowledge (Add

all Knowledge skills to your list of cleric class skills. You cast divination spells at +1 caster level.).

Durstin: Male Human (flan) Ftr1; CR 1; Medium Humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 20 ft/x4; AC 18 (touch 11, flat-footed 17), [+7 armor, +1 dex]; Base Atk +1; Grp +3; Atk +3 melee (2d6+3; 19-20/x2, greatsword); AL NE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 12, Wis 10, Cha 8; *Skills and Feats:* Intimidate +6, Ride +5, Tumble +3; Power Attack, Cleave, Improved Bull Rush, Weapon Focus (greatsword).

Possessions: greatsword, half-plate.

Encounter Five

Selma: female human (flan) Rgr5; CR 5; Medium Humanoid (human); HD 5d8+10; hp 38; Init +3; Spd 30 ft/x4; AC 17 (touch 13, flat-footed 14) (+4 armor, +3 dex); Base Atk +5; /Grp +5; Atk +9 melee (1d6; 19-20/x2, short sword); Full Atk +8 melee two-weapon (primary) (1d6; 19-20/x2, short sword), +8 melee two-weapon (secondary) (1d6; 19-20/x2, short sword); SQ animal companion, favored enemy [humanoid (elf) (+4 bonus), humanoid (dwarf) (+2 bonus)], wild empathy; AL LG; SV Fort +6, Ref +7, Will +3; Str 10, Dex 16, Con 14, Int 14, Wis 14, Cha 8;

Skills and Feats: Balance +5, Bluff +3, Hide +9, Knowledge (Nature) +12, Move Silently +9, Spot +10, Survival +10, Tumble +5, Use Magic Device +3; Combat Expertise, Endurance, Track, Two-Weapon Fighting, Weapon, Finesse, Weapon Focus (short sword).

Possessions: short sword, short sword, chain shirt, ~~scroll of silence, dust of disappearance, dust of disappearance~~

Spells Prepared (2); base DC = 11 + spell level): 1st— *magic fang*,

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)
- Humanoid (dwarf) (+2 bonus)

Karma the Wolf: medium animal ; CR 1; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; Space/Reach 5 ft./5 ft.; AC 17 (touch 13, flat-footed 14) , [+3 Dex, +4 natural]; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; SQ Evasion, low-light

vision, scent; AL N; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite)

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Karma has been trained to attack and defend.

APL 4

Encounter Four

Sir Buckwell: Male Human (oeridian); Rog5/Asn1; CR 6; Medium Humanoid (human); HD 6d6+6; hp 32; Init +3; Spd 30 ft/x4; AC 18 (touch 13, flat-footed 18) [+4 armor, +3 dex, +1 natural,]; Base Atk +3; Grp +3; Atk +7 melee (1d6+1; 18-20/x2, masterwork rapier) or (1d4; 19-20/x2, dagger); SA death attack, poison use, sneak attack +4d6; SQ evasion, uncanny dodge; AL NE; SV Fort +2, Ref +9, Will +0; Str 10, Dex 16, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Bluff +11, Disable Device +10, Disguise +10, Forgery +9, Hide +11, Move Silently +11, Open Lock +12, Search +9, Tumble +11, Use Magic Device +10; Combat Expertise, Improved Feint, Weapon Finesse, Distracting Attack*.

Possessions: masterwork rapier, chain shirt, dagger, 25gp.

Spells Prepared (1; base DC = 11 + spell level): 1st—*obscuring mist*;

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 12).

“Madame” Buckwell: Female Human (baklunish) Sor4; CR 4; Medium Humanoid (human); HD 4d4+4+3; hp 20; Init +6; Spd 30 ft/x4; AC 17 (touch 12, flat-footed 15), [+1 armor, +4 shield, +2 dex]; Base Atk +2; Grp +1; Atk +4 ranged (1d8; 19-20/x2, light crossbow) or +1 melee (1d4-1; 19-20/x2, dagger) or +4 ranged(*; 20/x2, ray); SA spells; AL CN; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Concentration +8, Knowledge (Arcana) +8, Spellcraft +10; Improved Initiative, Point Blank Shot, Precise Shot.

Familiar: Madame Buckwell as a toad familiar.

Possessions: dagger, light crossbow, 10 bolts, ~~scroll of shield~~.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*acid splash, daze, flare, light, mage hand, ray of frost*; 1st—*color spray, ray of enfeeblement, shield*; 2nd—*scorching ray*.

Kazo: Female Human (oeridian) Clr2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 15; Init -1; Spd 20 ft/x3; AC 16 (touch 9, flat-footed 16), [+7 armor, -1 dex]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1; 20/x2, masterwork heavy mace); SA spells, turn undead x5;

SQ spontaneous casting; AL CN; SV Fort +4, Ref -1, Will +5; Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Bluff +6, Concentration +4, Knowledge (History) +3, Knowledge (Religion) +5; Divine Cleansing*, Divine Resistance*.

Possessions: masterwork heavy mace, half-plate.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—*guidance, inflict minor wounds* (2), *light, virtue*; 1st—*bless, disguise self*, sanctuary, shield of faith*.

*Domain spell.

Domains: Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills); Knowledge (Add all Knowledge skills to your list of cleric class skills. You cast divination spells at +1 caster level.).

Durstin: Male Human (flan) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 18; Init +1; Spd 20 ft/x4; AC 18 (touch 11, flat-footed 17), [+7 armor, +1 dex]; Base Atk +2; Grp +4; Atk +6 melee (2d6+4; 19-20/x2, masterwork greatsword); AL NE; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8;

Skills and Feats: Climb +3, Intimidate +4, Jump -3, Ride +6, Tumble +1; Power Attack, Cleave, Improved Bull Rush, Weapon Focus (greatsword).

Possessions: masterwork greatsword, half-plate.

Encounter Five

Selma: female human (flan) Rgr5/Rog1/Drv1; CR 7; Medium Humanoid (human); HD 5d8+1d10+1d6+14; hp 52; Init +4; Spd 40 ft/x4; AC 21 (touch 16, flat-footed 17), [+5 armor, +4 dex, +1 deflection, +1 misc]; Base Atk +6/+1, Grp +6; Atk +11 melee (1d6; 15-20/x2, masterwork scimitar); Full Atk +9/+4 melee (primary) (1d6+1; 15-20/x2, masterwork scimitar), +9 melee (secondary) (1d6+1; 15-20/x2, masterwork scimitar); SA dervish dance, slashing blades, sneak attack +1d6, SQ AC bonus, animal companion, favored enemy [humanoid (elf) (+4 bonus), humanoid (dwarf) (+2 bonus)], movement mastery, wild empathy; AL LN; SV Fort +6, Ref +12, Will +4; Str 10, Dex 18, Con 14, Int 13, Wis 12, Cha 10;

Skills and Feats: Balance +5, Bluff +5, Handle Animal +9, Jump +7, Knowledge (nature) +9, Move Silently +11, Perform (Dance) +7, Survival +9, Tumble +13, Use Magic Device +9; Dodge, Mobility, Spring Attack, Endurance, Improved Critical (Scimitar), Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: masterwork scimitar, masterwork scimitar, +1 chain shirt, ring of protection +1, ~~scroll of silence~~, ~~dust of disappearance~~, dust of disappearance. |

Spells Prepared (2); base DC = 11 + spell level):
1st—*magic fang*;

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)
- Humanoid (dwarf) (+2 bonus)

AC Bonus (Ex): You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): 1 time per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

Karma the Wolf: medium animal ; CR 1; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; Space/Reach 5 ft./5 ft.; AC 17 (touch 13, flat-footed 14) , [+3 Dex, +4 natural]; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite)

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Karma has been trained to attack and defend.

APL 6

Encounter Four

Sir Buckwell: Male Human (oeridian); Rog5/Asn3; CR 8; Medium Humanoid (human); HD 8d6+8; hp 42; Init +3; Spd 30 ft/x4; AC 17 (touch 14, flat-footed 14) [+4 armor, +3 dex]; Base Atk +5; Grp +5; Atk +10 melee (1d6+poison; 18-20/x2, +1 rapier) or +9 melee (1d4; 19-20/x2, dagger); SA death attack, poison use, sneak attack +5d6; SQ +1 saves vs. poison, evasion, trapfinding, trap sense, uncanny dodge, AL NE; SV Fort +3, Ref +10, Will +1; Str 10, Dex 17, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Bluff +12, Disable Device +10, Disguise +10, Forgery +10, Hide +13, Move Silently +13, Open Lock +12, Search +9, Tumble +13, Use Magic Device +12; Combat Expertise, Improved Feint, Weapon Finesse, Distracting Attack*.

Possessions: +1 rapier, chain shirt, dagger, purple worm poison (2 applications, one already on rapier), 25gp.

Spells Prepared (2; base DC = 11 + spell level): 1st—*obscuring mist, true strike*.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 14).

“Madame” Buckwell: Female Human (baklunish) Sor6; CR 6; Medium Humanoid (human); HD 6d4+6; hp 27; Init +6; Spd 30 ft/x4; AC 16 (touch 12, flat-footed 14), [+4 shield, +2 dex]; Base Atk+3; Grp+2; Atk +5 ranged (1d8; 19-20/x2, light crossbow) or +2 melee (1d4-1; 19-20/x2, dagger) or +6 ranged(*; 20/x2, ray); SA Spells; SQ Familiar; AL CN; SV Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Concentration +10, Knowledge (arcana) +8, Spellcraft +12; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus [ray].

Familiar: Madame Buckwell has a toad familiar.

Possessions: dagger, light crossbow, 10 bolts, ~~scroll of shield~~.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*acid splash, daze, flare, light, mage hand, ray of frost, touch of fatigue*, 1st—*burning hands, color spray, ray of enfeeblement, grease*, 2nd—*acid arrow, scorching ray*, 3rd—*fireball*.

Kazo: Female Human (oeridian) Clr4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init -1; Spd 20

ft/x3; AC 16 (touch 9, flat-footed 16), [+7 armor, -1 dex]; Base Atk +3; Grp+4; Atk +5 melee (1d8+1; 20/x2, masterwork heavy mace); SA spells, turn undead x5; SQ spontaneous casting; AL CN; SV Fort +5, Ref +0, Will +7; Str 13, Dex 8, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +5, Knowledge (History) +3, Knowledge (Religion) +6; Divine Cleansing*, Divine Resistance*, Power Attack.

Possessions: masterwork heavy mace, half-plate.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance, inflict minor wounds* (2), *light, virtue*, 1st—*bless, disguise self*, protection from law, sanctuary, shield of faith*; 2nd—*calm emotions, hold person, invisibility*, sound burst*.

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

Durstin: Male Human (flan) Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 20 ft/x4; AC 18 (touch 11, flat-footed 17), [+7 armor, +1 dex]; Base Atk +4; Grp +7; Atk +9 melee (2d6+6; 19-20/x2, masterwork greatsword); AL NE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8;

Skills and Feats: Climb +3, Intimidate +4, Jump -1, Ride +6, Tumble +3; Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, half-plate.

Encounter Five

Selma: female human (flan) Rgr7/Rog1/Drv1*; CR 9; Medium Humanoid (human); HD 7d8+1d10+1d6+18; hp 66; Init +4; Spd 40 ft/x4; AC 20 (touch 15, flat-footed 16), [+5 armor, +4 dex, +1 misc]; Base Atk +8/+3; Grp+8; Atk +13 melee (1d6; 15-20/x2, masterwork scimitar); Full Atk +11/+6 melee (primary) (1d6+1; 15-20/x2, masterwork scimitar), +11/+6 melee (secondary) (1d6+1; 15-20/x2, masterwork scimitar); SA dervish dance, slashing blades, sneak attack +1d6, SQ AC bonus, animal companion, favored enemy [humanoid (elf) (+4 bonus), humanoid (dwarf) (+2 bonus)], movement mastery, wild empathy, woodland stride; AL LN; SV Fort +8, Ref +14, Will +6; Str 10, Dex 18, Con 14, Int 14, Wis 12, Cha 10;

Skills and Feats: Balance +7, Bluff +7, Handle Animal +11, Jump +7, Knowledge (Nature) +12, Move

Silently +13, Perform (Dance) +7, Survival +11, Tumble +17, Use Magic Device +9; Dodge, Mobility, Spring Attack, Endurance, Improved Critical (Scimitar), Track, Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Finesse.

Equipment: masterwork scimitar, masterwork scimitar, +1 chain shirt, ring of protection +1, ~~scroll of silence~~, ~~dust of disappearance~~, dust of disappearance, vest of resistance +1.

Spells Prepared (2); base DC = 11 + spell level):
1st—*magic fang*, *pass without a trace*,

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)
- Humanoid (dwarf) (+2 bonus)

AC Bonus (Ex): You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): 1 time per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

* see Appendix 2: New Rules Items

Karma the Wolf: medium animal ; CR 1; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; Space/Reach 5 ft./5 ft.; AC 19 (touch 13, flat-footed 14) , [+3 Dex, +4 natural]; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, bite); Full Atk +4 melee (1d6+2, bite); SA Trip; SQ Evasion, low-light

vision, scent; AL N; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite)

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Tricks: Karma has been trained to attack and defend.

Encounter Four

Sir Buckwell: Male Human (oeridian); Rog5/Asn5; CR 10; Medium Humanoid (human); HD 10d6+10; hp 52; Init +3; Spd 30 ft/x4; AC 17 (touch 14, flat-footed 14) [+4 armor, +3 dex]; Base Atk +6; Grp +6; Atk +11 melee (1d6+poison; 18-20/x2, masterwork rapier) or +10 melee (1d4; 19-20/x2, dagger); SA death attack, poison use, sneak attack +6d6; SQ +2 saves vs. poison, evasion, improved uncanny dodge, trapfinding, trap sense, uncanny dodge, AL NE; SV Fort +3, Ref +11, Will +1; Str 10, Dex 17, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Bluff +15, Disable Device +10, Disguise +10, Forgery +12, Hide +13, Intimidate +2, Move Silently +13, Open Lock +12, Search +11, Tumble +15, Use Magic Device +15; Combat Expertise, Distracting Attack*, Improved Feint, Persuasive, Weapon Finesse.

Possessions: +1 rapier, chain shirt, dagger, purple worm poison (2 applications, one already on rapier), *potion of haste*.

Spells Prepared (4/2); base DC = 11 + spell level): 1st—*obscuring mist* x2, *true strike* x2; 2nd—*cast's grace*, *invisibility*.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 16).

"Madame" Buckwell: Female Human (baklunish) Sor8; CR 8; Medium Humanoid (human); HD 8d4+8+3 hp 34; Init +6; Spd 30 ft/x4; AC 18 (touch 12, flat-footed 16), [+2 armor, +4 shield, +2 dex]; Base Atk+4; Grp+3; Atk +6 ranged (1d8;19-20/x2, light crossbow) or +3 melee (1d4-1;19-20/x2, dagger) or +7 ranged(*;20/x2, ray); SA spells; SQ familiar; AL CN; SV Fort +3, Ref +4, Will +6; Str 8, Dex 15, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Concentration +12, Knowledge (Arcana) +12, Spellcraft +12; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus [ray].

Possessions: dagger, light crossbow, 10 bolts, ~~scroll of shield~~, bracers of armor +2.

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0—*acid splash*, *daze*, *flare*, *light*, *mage hand*, *message*, *ray of frost*, *touch of fatigue*, 1st—*burning hands*, *color spray*, *mage armor*, *ray of enfeeblement*, *grease*, 2nd—*acid arrow*, *invisibility*, *scorching ray*; 3rd—*fireball*, *fly*, 4th—*enervation*.

Familiar: Madame Buckwell has a toad familiar

Kazo: Female Human (oeridian) Clr6; CR 6; Medium Humanoid (human); HD 6d8+6; hp 39; Init -1; Spd 20

ft/x3; AC 16 (touch 9, flat-footed 16), [+7 armor, -1 dex]; Base Atk +4; Grp+5; Atk +6 melee (1d8+1;20/x2, masterwork heavy mace); SA spells, turn undead x5; SQ spontaneous casting; AL CN; SV Fort +6, Ref +1, Will +8; Str 13, Dex 8, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +9, Knowledge (History) +3, Knowledge (Religion) +6; Divine Cleansing*, Divine Resistance*, Power Attack, Sudden Silent.

Possessions: masterwork heavy mace, half-plate.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*guidance*, *inflict minor wounds* (2), *light*, *virtue*, 1st—*bless*, *disguise self*⁶; *protection from law*, *sanctuary*, *shield of faith*; 2nd—*bull's strength*, *calm emotions*, *hold person*, *invisibility**, *sound burst*; 3rd—*dispel magic*, *invisibility purge*, *nondetection**, *prayer*.

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

Durstin: Male Human (flan) Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 52; Init +1; Spd 20 ft/x4; AC 18 (touch 11, flat-footed 17), [+7 armor, +1 dex, +1 deflection]; Base Atk +6/+1; Grp +9; Atk +11 melee (2d6+6;19-20/x2, masterwork greatsword); Full Atk +11/+6 melee (2d6+6;19-20/x2, masterwork greatsword); AL NE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8;

Skills and Feats: Climb +3, Intimidate +4, Jump +0, Ride +6, Tumble +6; Blind-Fight, Cleave, Close Quarters Fighting*, Improved Bull Rush, Power Attack, Shock Trooper*, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, half-plate.

Encounter Five

Selma: female human (flan) Rgr8/Rog2/Drvt1*; CR 11; Medium Humanoid (human); HD 8d8+1d10+2d6+22; hp 79; Init +4; Spd 30 ft/x4; AC 20 (touch 15, flat-footed 16), [+5 armor, +4 dex, +1 misc], touch 19, flat-footed 23; Base Atk +10/+5; Grp+10; Atk +14 melee (1d6;15-20/x2, masterwork scimitar); Full Atk +13/+8 melee (primary) (1d6+1;15-20/x2, masterwork scimitar), +13/+8 melee (secondary) (1d6+1;15-20/x2, masterwork scimitar); SA dervish dance, slashing blades, sneak attack +1d6, SQ AC Bonus, animal companion, evasion, favored enemy [humanoid (elf) (+4 bonus), humanoid (dwarf) (+2 bonus)], movement mastery, swift tracker, wild empathy, woodland stride; AL LN; SV Fort +10, Ref +17, Will +7; Str 10, Dex 18, Con 14, Int 14, Wis 12, Cha 8;

Skills and Feats: Balance +7, Bluff +7, Handle Animal +11, Jump +7, Knowledge (Nature) +13, Move Silently +14, Perform (Dance) +11, Survival +15, Tumble +19, Use Magic Device +13; Dodge, Mobility, Endurance, Improved Critical (Scimitar), Track, Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Finesse.

Possessions: masterwork scimitar, masterwork scimitar, +1 chain shirt, ~~scroll of silence~~, ~~dust of disappearance~~, dust of disappearance, vest of resistance +1.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*magic fang*, *pass without a trace*; 2nd—*cat's grace*.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)
- Humanoid (dwarf) (+2 bonus)

AC Bonus (Ex): You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): 1 time per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

* see Appendix 2: New Rules Items

Karma the Dire Weasel: medium animal; CR 2; HD 5d8; hp 23; Init +5; Spd 40 ft.; Space/Reach 5 ft./5 ft.; AC 19 (touch 15, flat-footed 14), [+5 Dex, +4 natural]; Base Atk +2; Grp +4; Atk +7 melee (1d6+3, bite); Full Atk +7 melee (1d6+3, bite); SA attach, blood drain; SQ evasion, low-light vision, scent; AL Always neutral; SV Fort +3, Ref +8, Will +4; Str 15, Dex 20, Con 10, Int 2, Wis 12, Cha 11

Skills and Feats: Hide +9, Listen +3, Move Silently +9, Spot +5; Alertness, Stealthy, Weapon Finesse

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Tricks: Karma has been trained to attack and defend.

Encounter Four

Sir Buckwell: Male Human (oeridian); Rog5/Asn7; CR 12; Medium Humanoid (human); HD 12d6+12; hp 62; Init +4; Spd 30 ft/x4; AC 18 (touch 14, flat-footed 14) [+4 armor, +4 dex]; Base Atk +8; Grp +8; Atk +14 melee (1d6+poison; 18-20/x2, masterwork rapier) or +13 melee (1d4; 19-20/x2, dagger); SA death attack, poison use, sneak attack +7d6; SQ +3 saves vs. poison, evasion, improved uncanny dodge, trapfinding, trap sense, uncanny dodge, AL NE; SV Fort +4, Ref +13, Will +2; Str 10, Dex 18, Con 12, Int 13, Wis 8, Cha 14.

Skills and Feats: Bluff +20, Disable Device +10, Disguise +10, Forgery +14, Hide +16, Intimidate +2, Move Silently +16, Open Lock +13, Search +11, Tumble +18, Use Magic Device +15; Combat Expertise, Distracting Attack*, Improved Feint, Persuasive, Skill Focus [bluff], Weapon Finesse.

Possessions: +1 rapier, chain shirt, dagger, purple worm poison (2 applications, one already on rapier), *potion of haste*.

Spells Prepared (4/3/2); base DC = 11 + spell level): 1st—*obscuring mist* x2, *true strike* x2; 2nd—*cast's grace*, *invisibility* x2; 3rd—*magic circle against good*.

Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 18).

"Madame" Buckwell: Female Human (baklunish) Sor10; CR 10; Medium Humanoid (human); HD 10d4+10+3; hp 41; Init +6; Spd 30 ft/x4; AC 18 (touch 12, flat-footed 16), [+2 armor, +4 shield, +2 dex]; Base Atk +5; Grp +4; Atk +7 ranged (1d8; 19-20/x2, light crossbow) or +4 melee (1d4-1; 19-20/x2, dagger) or +8 ranged(*; 20/x2, ray); SA spells; SQ familiar; AL CN; SV Fort +4, Ref +5, Will +7; Str 8, Dex 15, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +14, Concentration +17, Knowledge (Arcana) +12, Spellcraft +14; Improved Initiative, Point Blank Shot, Precise Shot, Skill Focus [Concentration], Weapon Focus [ray].

Possessions: dagger, light crossbow, 10 bolts, ~~scroll of shield~~, bracers of armor +2.

Familiar: Madame Buckwell has a toad familiar

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0—*acid splash*, *daze*, *flare*, *light*, *mage hand*, *message*, *open/close*, *ray of frost*, *touch of fatigue*, 1st—*burning hands*, *color spray*, *glitterdust*, *mage armor*, *ray of enfeeblement*, *grease*, 2nd—*acid arrow*,

invisibility, *mirror image*, *scorching ray*, 3rd—*displacement*, *fireball*, *fly*, 4th—*confusion*, *enervation*; 5th—*feeblemind*.

Kazo: Female Human (oeridian) Clr8; CR 8; Medium Humanoid (human); HD 8d8+8; hp 51; Init -1; Spd 20 ft/x3; AC 16 (touch 9, flat-footed 16), [+7 armor, -1 dex]; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+3; 20/x2, masterwork heavy mace); Full Atk +9/+4 melee (1d8+3; 20/x2, masterwork heavy mace); SA spells, turn undead x5; SQ spontaneous casting; AL CN; SV Fort +7, Ref +1, Will +9; Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +11, Knowledge (History) +3, Knowledge (Religion) +6; Divine Cleansing*, Divine Resistance*, Power Attack, Sudden Silent.

Possessions: masterwork heavy mace, half-plate.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—*guidance* (2), *inflict minor wounds* (2), *light*, *virtue*, 1st—*bless*, *disguise self**, *divine favor*, *protection from law*, *sanctuary*, *shield of faith*; 2nd—*bull's strength*, *calm emotions*, *hold person*, *invisibility**; *sound burst*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, *nondetection**, *prayer*; 4th—*confusion**, *divine power*, *freedom of movement*.

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

Durstin: Male Human (flan) Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68; Init +2; Spd 20 ft/x4; AC 19 (touch 12, flat-footed 17), [+7 armor, +2 dex]; Base Atk +8/+3; Grp +11; Atk +14 melee (2d6+6; 19-20/x2, masterwork greatsword); Full Atk +14/+9 melee (2d6+6; 19-20/x2, masterwork greatsword); AL NE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8;

Skills and Feats: Climb +3, Intimidate +4, Jump +1, Ride +6, Tumble +8; Blind-Fight, Cleave, Close Quarters Fighting*, Greater Weapon Focus (greatsword), Improved Bull Rush, Power Attack, Shock Trooper*, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, half-plate.

Encounter Five

Selma: female human (flan) Rgr8/Rog2/Drv3*; CR 13; Medium Humanoid (human); HD 8d8+3d10+2d6+29; hp 95; Init +4; Spd 35 ft/x4; AC 22 (touch 17, flat-

footed 18), [+5 armor, +4 dex, +1 misc], touch 19, flat-footed 23; Base Atk +12/+7; Grp+12; Atk +16 melee (1d6/15-20, masterwork scimitar); Full Atk +15/+10/+5 melee (primary) (1d6+1/15-20, masterwork scimitar), +15/+10 melee (secondary) (1d6+1/15-20, masterwork scimitar); SA dervish dance, slashing blades, sneak attack +1d6, SQ AC Bonus, animal companion, evasion, fast movement, favored enemy [humanoid (elf) (+4 bonus), humanoid (dwarf) (+2 bonus)], movement mastery, swift tracker, wild empathy, woodland stride; AL LN; SV Fort +11, Ref +18, Will +8; Str 10, Dex 18, Con 14, Int 14, Wis 12, Cha 9;

Skills and Feats: Balance +9, Bluff +14, Handle Animal +9, Hide +4, Jump +7, Knowledge (nature) +13, Move Silently +14, Perform (Dance) +14, Survival +11, Tumble +19, Use Magic Device +15; Dodge, Mobility, Spring Attack, Endurance, Improved Critical (Scimitar), Track, Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Finesse, Improved Two-Weapon Defense*.

Possessions: masterwork scimitar, masterwork scimitar, +1 chain shirt, ~~scroll of silence~~, ~~dust of disappearance~~, dust of disappearance, vest of resistance +1.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*magic fang*, *pass without a trace*, 2nd—*cat's grace*.

Woodland Stride (Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper you.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

- Humanoid (elf) (+2 bonus)
- Humanoid (dwarf) (+2 bonus)

Swift Tracker (Ex): You can move your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty when moving at up to twice normal speed.

AC Bonus (Ex): You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): 2 times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

* see Appendix 2: New Rules Items

Karma the Dire Weasel: medium animal; CR 2; HD 5d8; hp 23; Init +5; Spd 40 ft.; Space/Reach 5 ft./5 ft.; AC 19 (touch 15, flat-footed 14), [+5 Dex, +4 natural]; Base Atk +2; Grp +4; Atk Bite +7 melee (1d6+3, bite); Full Atk Bite +7 melee (1d6+3, bite); SA Attach, blood drain; SQ low-light vision, scent; AL Always neutral; SV Fort +3, Ref +8, Will +4; Str 15, Dex 20, Con 10, Int 2, Wis 12, Cha 11

Skills and Feats: Hide +9, Listen +3, Move Silently +9, Spot +5; Alertness, Stealthy, Weapon Finesse

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Tricks: Karma has been trained to attack and defend.

APPENDIX 3: NEW RULES

Elusive Target [TACTICAL] (New Feat) [from Complete Warrior]

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables 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 the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted.

If the designated attacker is making a full attack against you, its 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 foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Two-Weapon Defense [GENERAL] (New Feat) [From Complete Warrior]

Prerequisites: Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class. When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Special: A fighter may select Improved Two-Weapon Defense as one of his fighter bonus feats.

DERVISH (new prestige class) [from Complete Warrior]

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

Class Skills

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Dervishes gain no proficiency with any weapon or armor.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two

ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter

(unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack

action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses provided by the class.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+0	+2	+2	+0	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2	+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4	+1	+4	+4	+1	Dance of death
5th	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6	+2	+5	+5	+2	Improved reaction
7th	+7	+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8	+2	+6	+6	+2	Fast movement +15 ft.
9th	+9	+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10	+3	+7	+7	+3	A thousand cuts

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion.

The DC is increased by +5 for Bardic Knowledge checks. The DM is reminded that each Gather Information check takes 1d4+1 hours.

GENERAL INFORMATION

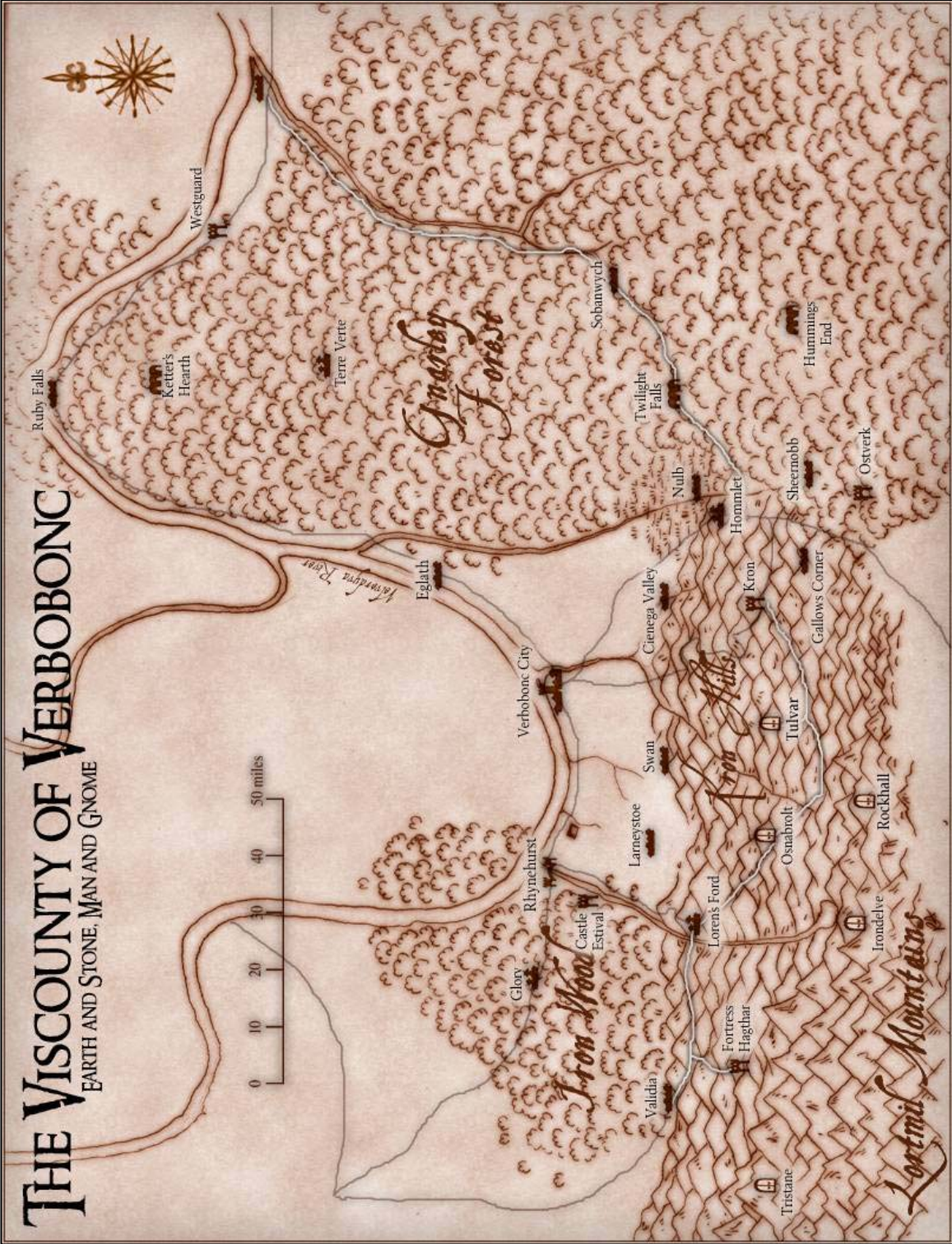
The Viscounty of Verbobonc (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Verbobonc receive a +5 circumstance bonus on this check.

- DC 10:** Early this year, a group of Trithereonites were arrested for attempting to frame House Langmuir for the theft of a food caravan.
- DC 11:** Viscount Langard has not been seen in public for several months. I hear he has been infected with some rare disease that slowly turns you into a mummy. It is said that House Vaswell infected him in an attempt to seize leadership of the Viscounty.
- DC 12:** A large group of travelers were discovered murdered on Lord Avgustin's lands earlier this year. The crime is commonly referred to as the Brewfest Massacre of Humming's End.
- DC 15:** There are rumors that Shannus is becoming more zealous in his patrol of the Iron Wood. Some have said that his guards are personally inspecting each caravan and travel that passes through the forest.
- DC 16:** A cleric of Rao has been accused of a series of murders decades old. The cleric, Father Cadifel of Swan, was sent to Twilight Falls to mediate the disputes between the elves and the town and became embroiled in a separate murder that led to the revelation that the cleric himself was responsible for a series of similar murders over fifteen years ago. Ebaddon Brill, the Bishop of Rao in Verbobonc City, has recalled the cleric.
- DC 17:** The elven clans of the Gnarley Forest have declared war on the Viscounty for the excesses of some of the towns in the great forest. It is said that the elves have found an artifact of great power – capable of purging whole villages from the forest and that they intend to use it against the Viscounty.
- DC 18:** The Council of Abbots is calling a special session to deal with the growing number of issues related to the faith in the Viscounty. There are rumors that the Church of Trithereon is to be sanctioned for the thefts they orchestrated earlier this year.

Cienega Valley (Bardic Know Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Cienega Valley receive a +5 circumstance bonus on this check.

- DC 5:** During last year's Brewfest celebration, the Mounted Borderer outpost of Fort Emridy was destroyed by a dwarven assassin named Obmi. The attack was part of an effort to distract the Viscounty as evil forces invaded the land.
- DC 10:** Lord Shannus sent one of his knights, a man by the name of Quinn, to attend the celebration in his stead. Lord Milinous sent men-at-arms to escort him off the property before he could massacre anyone here.
- DC 11:** Lord Milinous has a special anniversary gift waiting for Lady Elinor. It's supposed to be a gem that holds the tears of angels.
- DC 12:** From one reveler in town: *"I heard the followers Trithereon have been causing all sorts of trouble for the nobles. The way I see it we need someone looking for us."*
- DC 13:** House Avgustin has declined to attend the celebration. There are many rumors that they are members of the Church of Trithereon and those in the know say that the mayor of Cienega Valley himself was spreading them. In any case, the hostility over the accusations has left a bad taste in everyone's mouth.
- DC 14:** House Langmuir is furious, as they were the only noble house to not be invited. From the look of things, however, no one has missed them.
- DC 17:** Lord Rhynehurst and the new Lord Estival are not getting along, possibly over the fact that much of Rhynehurst's land was ceded over to Estival when the lord received his patents of nobility earlier this year.

VISCOUNTY OF VERBOBONC REGIONAL MAP



PLAYER HANDOUT INVITATION TO MEMBERS OF HOUSE MILINOUS

You had heard for several weeks that Lord and Lady Milinous would be holding a celebration of their union as man and wife. Preparations were under and quickly enveloped most of each servant's time. You were pleasantly surprised when the following missive arrived bearing the personal seal of Lady Elinor Milinous.

My dear loyal vassal,

As you might have heard Simon and I are planning an informal party for our close friends and associates to celebrate our seconded anniversary. It is hope that you will attend this event and share in the joy that we both live every day.

Until we see each other in the near future

Lady Elinor Milinous (Asbury)

PLAYER HANDOUT INVITATION TO MEMBERS OF OTHER NOBLE HOUSES

You receive this missive sealed with the personal seal of your Houses patron along with 30gp.

Dear loyal vassal,

You are requested to represent our House at a social event to be held in honor of lord and lady Milinous anniversary. You are to attend the event and present yourself in a manner befitting your station. If the opportunity arises to advance our house do not let it slip by. You will be provided a stipend to ensure our your appear will not embarrass us

**PLAYER HANDOUT:
INVITATION TO ADVENTURES OF NOTE**

Citizens of the Viscounty!

You are cordially invited to attend a festival in the town of Ceniaga valley to celebrate the second anniversary of the union of Lord and Lady Milinous. All are welcome to partake in food and drink!

VER6-06: The Ties That Bind

Critical Events Summary

List all PCs that participated in this adventure, along with any Verbobonc metaorg affiliations they might have. (PRINT CLEARLY). Please return to the Verbobonc Triad by December 2, 2006

Character Name	Player Name	RPGA #:	Verbobonc Metaorg Affiliations
1			
2			
3			
4			
5			
6			

Did the PCs recover the gem? YES NO

Did any PCs discover the gem was trapped? YES NO

Was the trapped disarmed? YES NO

Was Lord Milinous informed that the gem was trapped? YES NO

Did the PCs accomplish anything else of note during the adventure? YES NO

Use the back of this CES if necessary to note their accomplishments