

VER8-01

Mediation

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

Version 1

by Greg Hanigan

Circle Reviewers: Tim Sech

Reviewers: Ron Lundeen, Vernon Vincent

Playtesters: Chris Bergstresser, Besheer Mohamed,
Nathaniel Mohler, Joshua O'Connor-Rose, Samir Shyamani, Rhett Skubis

A simple escort job takes an unexpected turn and you learn that gathering information is more than just buying a few rounds at the local tavern. A one-round Verbobonc adventure for questioning characters level 2-14 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Scoundrel* [Mike McArtor and Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Players Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Verbobonc adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Verbobonc, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC has at least four ranks in Craft

(bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

Verbobonc, as any Velunan will tell you, is not an autonomous state, but rather a semi-independent realm owing fealty to the Archclericy of Veluna. Most Verbobonc residents, even those who look on Veluna with kindness, would argue over the use of "semi". Even so, when determining questions of ruler ship, Veluna and the Clerics of Rao are the arbiters of the law of the land.

For more than a year Viscount Langard has been missing, having disappeared while being escorted to Veluna to investigate allegations of fraud concerning his claim to the title of Viscount. In the Viscount's absence, some of the nobles have taken advantage of the situation and begun to expand their holdings in Verbobonc, with force as needed.

In VER7-03 *Mourning Glory* Lord Shannus invaded the town of Validia. Validia has always been nominally under the control of Lord Chondell. In VER7-06 *The Swan and the Crow* the Lady Elise Avgustin brought together the combined forces of several houses in order to free Validia from Lord Shannus' occupation. Although they were successful in driving out the occupiers there were casualties, including the Lady Elise's closest advisor, Captain Yronl.

Immediately after this campaign the mourning Elise was alerted by a kobold named Torc to a threat from House Langmuir to seize the town of Swan, located on the eastern edge of House Avgustin's lands. Elise was able to deploy a group of adventurers to deal with the situation, while she followed with her far slower army. The adventurers exposed the Langmuir plot, stopped the mastermind behind it, saved the town of Swan and the 3rd company of the Mounted Borderers and witnessed Ludovic Langmuir wresting control of House Langmuir from his overbearing mother.

Ludovic then proceeded to imprison his mother, and, taking an interest in Elise, began to court the young noblewoman.

The Archclericy of Veluna looked on all of these events with great concern and decided that the Viscounty of Verbobonc was in desperate need of a firm hand at the

wheel of the Viscounty. They therefore chose their representative, issued summons to the noble houses of Verbobonc, and dispatched their arbiter to determine which noble would be named Viscount.

ADVENTURE SUMMARY

Encounter 1: The Hook. Encounter One begins with the PCs meeting the Velunan representative, a priest of Rao, at the western edge of the Iron Wood. The Velunans arrive, make introductions and entertain questions from the PCs.

Encounter 2: Laying Down the Law. The PCs arrive in Glory, where the Raoan priest delivers an edict stating that any further movement beyond the borders of Glory will be viewed by the Archclericy as an act of insurrection against Veluna. The Raoan priest leaves Shannus flabbergasted as he realizes he is only lord of a town in a forest.

Encounter 3: Questions and Answers. As the PCs and the envoy travel to Verbobonc city the envoy questions the characters over recent occurrences in Verbobonc. The Raoan delegation sets up in Castle Greyfist, and begins to gather information from all sources on the nobles currently in consideration for Viscount.

Encounter 4: Obligatory Bar Fight. The Regulators of Langmuir and the Bondsmen of Estival start a brawl over who will be the next Viscount. The PCs may either cease the brawl or join in.

Encounter 5: Request from Elise Elise Brandenburg approaches the PCs and asks them to travel to her home and retrieve the patents and history of her family. She intimates that the specific book she is most interested in she was shown when she was a child. She states that her mother showed it to her, it has a coin affixed to the cover, and details the Avgustin family's history.

Encounter 6. Looking into things The PCs arrive at the Avgustin manor and recover the tome detailing the Avgustin lineage.

Encounter 7. Gibbering Cultists After the adventurers collect the documents they are free to return to Verbobonc with them, just outside the keep the PCs are attacked by gibbering cultists of Vecna who are intent on destroying the histories of the Avgustin family.

Encounter 8. The Delivery The PCs return to Verbobonc City and hand the book over to the Velunan envoy, or hand it over to Elise.

PREPARATION FOR PLAY

Prior to play determine who at the table has dealt with Shannus, Lord of the Iron Wood. Because Lord Shannus is featured prominently in VER7-02 *Storm the Dragon's Bastion*, VER7-03 *Mourning Glory* and VER7-05 *The Lion and the Dragon* most players will have met him and formed an opinion of him. Note which players dislike Shannus since it will determine whom is chosen to deliver the note in encounter Two.

Also determine who at the table has met the Lady Elise Brandenburg. She has been featured in VER7-05 *The Lion and the Dragon*, VER7-06 *The Swan and the Crow*, and VER5-02 *Fallen Hero*. It is important to note the characters familiarity with Lady Elise since it is because of this familiarity that she requests their aid in Encounter Five.

INTRODUCTION

It seemed like a good idea at the time. Certainly the money was good, and the Raoan priest who did the hiring didn't seem very concerned, even if your past wasn't as spotless as his Velunan tabard. A few days travel to the western edge of Verbobonc, meet and escort a Velunan emissary back to Castle Greyfist. Then, after he's done his research, escort him back. A welcome change, it seemed from the dangers of the past few weeks.

There is little more to do while you wait for the emissaries arrival than to introduce yourself to the others similarly waiting here.

1: THE HOOK

The mists of the Iron Wood muffle the sounds of the approaching horses, but soon enough the white tabards and lances of the front guard emerge from the gloom of morning. Four mounted Knights of the Hart ride alongside the stooped form of an elderly man wrapped in a shawl.

"You're the guards I presume?" he says, his eyes merrily twinkling beneath his shawl. "My name is Richter Warwick. I'm a researcher and a genealogist for the Archclericy of Veluna. If you have questions, I can answer them while we ride."

Please take this moment to have the players introduce their characters.

The old man is Richter Warwick a monk/expert of Rao. In his youth he had studied martial arts Richter's teachers quickly discovered that he was unskilled at fighting, but quite skilled in sarcastically witty retorts to his masters' wise aphorisms. After months and months of learning the peace and serenity of scrubbing the floors of the training house Richter realized that the path of a monk was not the path for him. Richter then sought employment using the non-scrubbing skills he had accumulated at the monastery. He found employment as an assistant to the Velunan diplomat to Ket. For years he honed his diplomatic skills. He returned to Veluna a few decades older and highly trained in history, nobility, and diplomacy Richter also developed skills in determining when someone is lying to him. Since Richter's return to Veluna he has worked for the Celestial Order of the Moons, one of Veluna's legislative bodies. He has been assigned to travel to Verbobonc and look over the patents of nobility and determine if any noble has a clear claim on the title of Viscount.

Barring any clear successor, Richter is to select the successor he feels is best qualified and invest that successor as Viscount of Verbobonc. If the characters wish he will entertain their questions, within reason of course. Below are a few answers to questions that the characters might ask:

What's your name/What are you doing here? The name is Reichard Warwick; I'm a historian and a devotee of Rao. I'm traveling to Verbobonc in order to look into some old scrolls and histories.

How do we know that you are that you say you are? Well, ask yourself. Does this elderly man seem like he's lying to me? Then you can ask yourself if this elderly man with aching knees would really ride out into the cold morning mist just to lie to a group of paranoid adventurers.

Why didn't you just travel by boat? Oh, I have some business in Glory to attend to.

What are you really doing? I told you; I'm in charge of research into the noble families here in Verbobonc. I'll conduct interviews with the nobles, examine their patents and histories.

Why? The Archclericy of Veluna is assisting Verbobonc in determining who among the nobles has the strongest claim to the position of Viscount.

What about Langard? I understand your concern. However Viscount Langard has been missing now for

more than a year, and even if he was present, his claim to the Viscounty is suspected to be based upon false documents. It's far better to name a fully vetted candidate to the position of Viscount.

We have a Viscount! He's just missing! Well, first off, you don't have something when it's missing. But more importantly, it's not my concern where Langard may be, only who among the nobles has the strongest case for the position of Viscount.

We think you're up to more than just research! I can understand why you might think that, and indeed my research will be used in part to determine whom the title of Viscount will be attributed to.

What are the scrolls about? Oh, genealogy of the region mostly. There are probably some rather incredulous stories in them as well. Some people feel the need to dress up their ancestors as great warriors, rather than just great-great-grandfather Aldrain.

What do you need us for? Protection, and to answer questions I have about the Viscounty. I've never been here, you see, so I don't know my way around.

We need to be careful in Glory! Veluna is aware of Lord Shannus' actions of late. We'll be sure to make our stay in his town as short as possible.

Richter Warwick: male human monk4/expert6; hp 57: Appendix 1.

Development: Once the PCs are content to travel to Glory read the following then move on the Encounter Two immediately below.

Richter straightens slightly "Well, better get going, we have a busy day in front of us, and the first stop is Glory."

2: LAYING DOWN THE LAW

Before this encounter, try and gain a general sense of which character at the table dislikes Shannus the most. At the appropriate time pass them **Player Handout #1** to read to Lord Shannus. Impress upon the PCs that the first half of the day passes uneventfully, and around noon the wooden palisades of Glory come into view. Allow the characters to cast as many buff spells as their paranoia requires. If they do, Richter practices his Knowledge (arcana) skills by trying to identify the magics being cast by observing the material components being utilized, and

wryly question if the PCs are truly prepared for the upcoming encounter.

The delegation is met at the steps of the Fallen Timber Tavern by Lord Shannus. With a sweep of his cape, the draconic figure raises a hand. "It is with great pleasure that I, Lord Shannus, Master of the Iron Wood.." Warwick, his blue eyes never leaving the half-dragon, draws a scroll from out of his shawl. "This mist is bad for an old man's voice." Richter hands over the scroll and says. "Could you please read the following to our esteemed Lord?"

Hand **Player Handout #1** to the player whose character seemed to dislike Shannus the most. Have that character read the pronouncement out loud. When the character is done read the following:

The pronouncement is met by the former Lord of the Iron wood by incredulous silence. "Come," Richter says turning his mount away from the flabbergasted Shannus. "Verbobonc is the next thing to be dealt with."

At this point characters may have more questions for the envoy.

Shannus isn't a noble anymore? No, he isn't.

Can I kill him? No, you can't.

Just what authority do you have here? Verbobonc as you know is a protectorate of the Archclericy of Veluna. As such the leadership of Veluna has decided that the internal strife that Verbobonc has experienced over the past year or so has become so disruptive that our arbitration was required.

Development: When the PCs are done asking questions of Richter and discussing the removal of Lord Shannus as a Noble of Verbobonc continue on to Encounter Three below.

3: QUESTIONS AND ANSWERS

The rest of the journey out of the Iron Wood passes with ease, and after a quiet night in Rhynehurst your party sets off for Verbobonc City. The miles between the Iron Wood and Verbobonc City are eaten away by the soft clop of hoofs and Richter Warwick's questions about Verbobonc and the nobles of the land.

In this encounter, the envoy attempts to gather information from the PCs concerning their experiences in Verbobonc and with certain Verbobonc nobles. Role-play this encounter as if you were the envoy and unaware of many of the events within the region, and genuinely interested in the happenings. The questions provided are somewhat leading in nature and should allow PCs to recap (in character) many of the recent adventures of the region. If you get the indication from the players that they are uninterested in answering these questions, feel free to move on to Encounter Four.

Following each question, knowledge (local VTF) check DC's are provided for out of region players who may not be aware of recent events in Verbobonc.

In Mitrik, we've heard there was a recent campaign to free the town Validia from Shannus' control. We hear the leader of the nobles was a young woman. What can you tell me about the Lady Elise Brandenburg?

- DC 5 Elise Brandenburg is a young noble
- DC 10 Elise Brandenburg is 15, and is the niece of Lord Rollof Avgustin.
- DC 15 Elise Brandenburg recently led the army that liberated the town of Validia.
- DC 20 There is talk around Verbobonc City that Lord Ludovic Langmuir has been courting Lady Elise.

House Langmuir has had some changes as well, what can you tell me about Lord Ludovic Langmuir?

- See the question below for information of Lord Langmuir

Ludovic's mother seems to be a controlling force on him. Has he shown any backbone in standing up to her?

- DC 5 Ludovic Langmuir is a noble in his late 30's.
- DC 10 Ludovic Langmuir's mother until very recently controlled his every move.
- DC 15 Ludovic recently had his mother arrested and is holding her under house arrest on his lands.
- DC 20 Ludovic stopped a plot led by his mother to seize the town of Swan from Lady Elise Brandenburg
- DC 25 Ludovic and Elise have been seen several times in Verbobonc City together

We were surprised by the return of House Estival to the region, and news of his generosity have reached even us – have you seen this generosity in person?

- DC 10 Lord Wellborn Estival had arranged for food to be delivered to the needy during this past winter when there was a famine
- DC 15 Lord Estival was very generous when the Skyroad recently stopped working.
- DC 20 Lord Estival has been very generous to local adventurers, supplementing the gold they've won in their adventures.

Lord Galans seems to have recently lost a substantial amount of money when that Skyroad of yours ceased working. Is he as destitute as we've heard?

- DC 10 Indeed. Since the Skyroad ceased to function, Lord Galans has lost nearly all of his trading ability and all of his investments into the Skyroad.
- DC 15 Lord Galans has been trying unfruitfully to find a means to restart the Skyroads, and sinking further into debt because of it.
- DC 20 Lord Galans in the past has a competitive relationship with Lord Haxx. Since the failure of the Skyroad, Lord Galans has taken to blaming Lord Haxx for all his misfortune.

Lord Haxx has been described in Mitrik as a lawful and noble lord. Can you tell me if you've ever encountered him or his servants, and what your opinion is of them?

- DC 5 Lord Haxx is a well known noble and trader in the region.
- DC 10 Lord Haxx used to be the mayor of Verbobonc. He used that position to build a trading company within the Viscounty.
- DC 15 Lord Haxx retains his role as chief tax collector in Verbobonc. He has similarly used this position to selectively enforce taxes.
- DC 20 Lord Haxx despises Lord Galans and uses his influence and his shipping company to undercut the other noble whenever possible.

Lord Milinous had such potential. Has he truly become a shell of the man he once was?

- DC 5 Since the disappearance of Lady Asbury, a year ago (at the end of *VER6-06 Ties that Bind*) Milinous has done little but drink in his manor house.

Concerning rumors of Lord Chondell, is it true he's undead?

- DC 5 There are rumors...

When the questions are completed, or if the PCs become bored with the questions move on to Encounter Four.

4: OBLIGATORY BAR FIGHT

Reaching the western gate of Verbobonc City Richter pauses taking the time to read the inscription above the gate. "Earth and stone, man and gnome." He smiles as he guides his horse towards Castle Greyfist. "It's true you know." Richter says as he rides. "People think that a city is just so much stone, so much earth. They don't understand that it's the people who live in it, build upon it and care for it who really make it alive."

The hoofs of your horses clatter sharply against the cobblestone lanes of Verbobonc city, mixing with the sounds of merchants and tradesmen hocking their wares.

It's mid afternoon by the time that Castle Greyfist comes into sight. As you enter the bailey Richter turns to your group "We may yet need your assistance. Could you please stay at the gatehouse, I'll have accommodations made up for you. I believe several other nobles have similarly sent their guards there."

Provided the PCs choose to follow the request for the envoy they find that the gatehouse of Castle Greyfist has the Bondsmen of House Estival and House Langmuir's Regulators continue below. If they inform the envoy that they will stay elsewhere the envoy gets the name of the inn where the party can be found and sends Elise to them in Encounter Five.

The gatehouse of Castle Greyfist has been converted to house the guards of the noble families in attendance. Milling about the large room are two groups of guards, one in a tabard of a black sword on a red sun and the other wearing a tabard of a black crow on a silver field. A tapped keg sits in the middle of the room.

There are about 10 guards from each house here. These guards have been housed here while the nobles they serve have their patents examined by the envoy. A DC 12 Knowledge (local VTF) will let any PC know that the black sword tabard is that of House Estival and the black crow is that of House Langmuir. The guards are aware of

the reason for their being here, and generally are somewhat insulted to have been sent to a gatehouse to wait. On top of that, the keg of beer has loosened their tongues and their discussions have turned towards each Lord's prospects of being chosen as Viscount. If the PCs wish to mingle with the guards they are free to do so and may garner some useful information from the guards here.

Pay attention to how well the PCs gather information, if they do, since a high score will affect the development below.

Gather Information check with House Estival Bondsmen:

- DC 5 We're Bondsmen of House Estival, stop your gawking.
- DC 10 Our Lord Estival is here for an interview.
- DC 15 Lord Estival, The Just, has arrived this morning with his patents of nobility and will be interviewed tomorrow morning.
- DC 20 The good Lord Estival has a claim to the throne that goes back quite a bit further than some of these upstart nobles.
- DC 25 Lord Estival would make a far better Viscount than that whelp Langmuir – why he's just barely let go of that crone of a mother's apron strings.

Gather Information check with House Langmuir:

- DC 5 We're Regulators of House Langmuir, why do you ask?
- DC 10 Lord Langmuir is here to meet with an emissary from Veluna.
- DC 15 Lord Langmuir's been in town visiting the Lady Brandenburg, I believe he's being interviewed tomorrow.
- DC 20 Lord Langmuir's claim to the throne is strongest of all, especially if his courtship of the Lady Elise continues.
- DC 25 Lord Langmuir is a good and kind man, who knows that money doesn't buy prestige – or loyalty.

Development: If the PCs are successful in reaching a DC 20 or DC 25 Gather Information with either group the other group of guards overhears the information, takes offense at what the other House's guards said and start a fight with the other group. Immediately after providing the DC 20 or 25 entry read the following:

A crash of an earthen mug hitting the floor is followed by a thunderous exclamation. "You are a liar, sir!" The man you're speaking with turns to respond and is punched in the face by a heavily bearded man. Then, amidst shouts of anger, a general melee breaks out amongst the guardsmen.

If none of the PCs thought to gather information (or if none exceeded the DC 20 check) allow the players to decide what their PCs will be doing as they wait. At an opportune moment read the following:

Two of the guardsmen, one from each house meet at the keg; a word is muttered by one and the other replies with some insult. "Whelp of a son..." is all you make out before the first guard smashes his mug over the head of the other guardsman. Then, amidst shouts of anger a general melee breaks out amongst the guardsmen.

There are 10 guards from each house present. Most of the guards fight each other, but some guards of each house go after the PCs to vent their anger. Use the following as a guide to resolve the encounter:

Brawl! Roll initiative and resolve the melee. If the PCs draw weapons, remind them that the others in this fight are fighting with their fists. Any lethal damage dealt to the guards will be viewed by the nobles they represent as interfering with the representative of a noble (See the Verbobonc Laws in Appendix 4). The noble they represent will view any killing of a guard of their noble house as manslaughter. Any theft from these guards will similarly be looked upon as a crime by the noble.

Mediate! PCs who wish to try and talk (even if their friends fight) can still sway the brawlers with a successful Diplomacy check. They may do this by convincing one or more of the brawlers who are fighting the characters not to fight the PCs, or to stop fighting entirely.

To get one of the brawlers to fight someone other than the PC start with a base DC of 30. (DC 20 to shift the attitude to indifferent +10 for a rushed check) If the PC wishes to increase the number of people affected increase the DC by +5 per person. If the PCs wish to stop the target of the Diplomacy check from fighting altogether increase the DC per person by an addition +10.

Obfuscate! High level adventuring parties may have any number of ways to block off a 50 foot round room or to stop a large number of people from fighting. Use your judgment as to how successful these efforts are, i.e. *walls of force* last very little time and only delay the combat,

walls of ice can be disrupted if placed within 5 feet of an NPC, etc.

Please note the EL rating for this encounter has been reduced by 2 due to the fact that none of the combatants are dealing lethal damage. Also note that House Langmuir's guards have the -4 penalty for striking for non-lethal already built into their stat blocks.

APL 4 (EL 7)

House Langmuir Guards (2): male human scout 3/swashbuckler 2/warrior 1; hp 47 each; Appendix 1.

House Estival Guards (2): male human Monk 2/Fighter 2/warrior 1/Drunken Master 1; hp 47 each; Appendix 1.

APL 6 (EL 9)

House Langmuir Guards (4): male human scout 3/swashbuckler 2/warrior 1; hp 47 each; Appendix 1.

House Estival Guards (4): male human Monk 2/Fighter 2/warrior 1/Drunken Master 1; hp 47 each; Appendix 1.

APL 8 (EL 11)

House Langmuir Guards (2): male human scout 5/swashbuckler 4/warrior 1; hp 87 each; Appendix 1.

House Estival Guards (2): male human Monk 2/Fighter 2/warrior 1/Drunken Master 5; hp 85 each; Appendix 1.

APL 10 (EL 13)

House Langmuir Guards (4): male human scout 5/swashbuckler 4/warrior 1; hp 87 each; Appendix 1.

House Estival Guards (4): male human Monk 2/Fighter 2/warrior 1/Drunken Master 5; hp 85 each; Appendix 1.

APL 12 (EL 15)

House Langmuir Guards (4): male human scout 5/swashbuckler 4/warrior 1; hp 87 each; Appendix 1.

House Estival Guards (4): male human Monk 2/Fighter 2/warrior 1/Drunken Master 7; hp 101 each; Appendix 1.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Magic 0 gp; Total 0 gp.

Tactics: House Estival's guards are hard drinking Drunken Masters, who will down as many drinks as possible while preparing to strike for non-lethal damage anyone who approaches them. House Langmuir's guards dart in and out of the Melee increasing their damage through their skirmish abilities, and fighting defensively also choosing to inflict non-lethal damage. Be sure to note that while House Estival's guards can choose not to deliver lethal blows, the House Langmuir guards must take a -4 to their attacks to similarly deal non-lethal blows.

5: A REQUEST FROM ELISE

The following noon finds Castle Greyfist's bailey filled with nobles and their retinues as they await the presentation of their histories. Out of the crowd, a pair of mismatched nobles stroll arm in arm to your party.

The Lady Elise is much as you remember her. (or if PCs have not met her "much as you've heard") However the noble whose arm she hold is almost transformed. Lord Ludovic Langmuir has dropped more than a stone of weight, and no slouch mars his lanky frame.

Elise holds up a hand in greeting and leads Ludovic in your direction.

Elise greets the PCs she has met by name (or if she has not met them, politely asks their names) and makes small talk. If asked, she admits (blushingly) that Ludovic has been courting her for several weeks now. Elise also tells the PCs that Ludovic has asked her hand in marriage and she's accepted. However the whirlwind romance has led to a bit of a snag. The Lady Elise Brandenburg has spent the past two weeks in Verbobonc City, and so has had no chance to retrieve her uncle's histories. This usually would not have been an issue since Lady Elise Brandenburg has little chance of being named Viscount. However, when Richter learned of the possibility of the union he asked for Elise to deliver them. Elise would like the PCs to retrieve her uncle's documents from the safe at her estate. See the development below for specifics. If asked she can relate the following:

- The interviews are going well; she feels that Ludovic has a good chance at being named Viscount.
- She's nervous but excited at the prospect of marriage to Ludovic.
- She's unconcerned at the age difference, explaining that she's grown considerably since

her uncle passed on, and Ludovic has been exceptionally kind and attentive.

About the documents themselves Lady Elise can relate the following.

- The documents are kept at the Avgustin manor house, in a locked and trapped safe.
- The Lady Sasha Avgustin, Elise's aunt and widow of Rollof Avgustin will show them to the vault where the safe is located.
- The Lady Elise provides the PCs a letter granting them permission to retrieve the documents. It should ease any concerns her staff may have about the PCs arrival.
- She gives the PCs the key to the safe; the key will open the door and disable the trap.
- The Avgustin estate is in the south, and will take nearly six hours to reach it, so you should be able to ride there and back by midnight.
- The family's histories are very old, and are kept in a thick bound book, tied closed with a leather lash. The front of the book has a large coin affixed to it as well. Nothing else of value is in the safe.
- If questioned about the amulet, Elise mentions that she's only seen it once, when her mother showed her the histories. Elise was very young at the time so doesn't remember the shape, but she does remember that her mother explained her family was very old and very noble.

If the PCs balk Elise will offer the party 100 hundred in gold for the PCs to fetch the books.

Development: Once the PCs agree to get the documents for Elise, she provides them the letter and the key to the safe. Proceed to encounter Six below.

6: LOOKING INTO THINGS

Read or paraphrase the following, since higher level adventuring parties may have alternate means of reaching Avgustin Manor.

The journey to the Avgustin manor passes without incident and you are met at the gate by a pair of groomsmen. The groomsmen take your mounts, and direct you to an aged woman of perhaps 55 years. Her graying hair is pulled back in a bun.

This is the Lady Sasha Avgustin, widow to Rollof Avgustin. She's aware Lord Ludovic Langmuir has courted her niece, and she disapproves in the general

sense that no man would ever be good enough for her beloved niece.

The Lady Sasha is however very helpful in providing the PCs with access to the Avgustin histories. Role-play her as a matronly woman. After the characters indicate they've presented the letter from Lady Elise she will lead them to the Avgustin vault.

At the main vault Lady Sasha draws back the thick curtain covering the wall and reveals a small grey metal door with a single keyhole.

The safe is heavily warded. *Detect magic* reveals moderate abjuration and moderate evocation magic on the door. The trap is of course disabled by and the (lock opened by the key) supplied by Elise. The specifics about the trap however are provided below for your reference.

Empowered bolt of glory Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (Empowered bolt of glory, 15th-level cleric, ranged attack +11. 7d12 x 1.5 damage, 15d12 x 1.5 to undead or evil aligned outsiders); Search DC 30; Disable Device DC 30.

Once the PCs use the key read the following.

The inside of the safe is lined with lead. Sitting in the middle is a thick tome, clearly centuries old. Red lettering, with flecks of gold run down the spine of the book, and read only "Brandenburg". Affixed to the cover is a large gold coin, its face worn down with age.

Development: Some PCs may wish to examine or read the book, please refer to Appendix #3. Once the PCs are satisfied that this is the history of the Brandenburg family they were sent to collect, allow them to determine how to return to Verbobonc City. Either move on to encounter Seven below, or skip to Encounter Eight, as applicable.

7: GIBBERING CULTISTS

Read or paraphrase the following, Higher level adventuring parties may have alternate means of going back to Verbobonc City and may miss this encounter.

The sun has dipped behind the horizon and the road leading back to Verbobonc City is disserted. Your animals suddenly skitter, giving you warning that something unnatural is near.

“Yessss” you hear hissing forth from the road ahead. “They’re the ones that have it. Get them Wray, and bring the book back.” From out of the darkness a vampire in tattered clothes shambles towards your party. In the creature’s hand is a shattered hilt of a sword that points unerringly towards your party. Looking up at you, a sickly smile flashes across his face.

The vampire in the front is Wray the Wretched, and he’s completely insane. Several decades ago a cultist of Vecna discovered that the Avgustin family might be in possession of some histories of Kas. The cultist, wishing to read the documents and glean their secrets for himself successfully created a vampire out of Wray. He then supplied Wray with a broken hilt of a sword, enchanted to cast *locate object* at will and told him that it was the broken sword of Kas. The cultist then instructed Wray how to activate it, drew for him the coin on the cover of the Avgustin Histories and promised him that Vecna would grant him great power if he brought the book to him. The cultist then buried Wray in the Avgustin mausoleum and told him not to come out until the book started moving.

That was more than 10 years ago. Wray is now convinced that the broken hilt really is the broken sword of Kas whispering to him. As soon as he saw that the book was moving he contacted the Vecnan cultist and they moved to intercept the book.

APL 4 (EL 7)

Wray the Wretched: male human vampire Fighter 2/ex-monk 2/warrior 1; hp 40; Appendix 1.

Gibbering Cultist: male human cleric 5/warrior 1, hp 39 each; Appendix 1.

APL 6 (EL 9)

Wray the Wretched: male human vampire fighter 2/ex-monk 3/warrior 1/dervish 1; hp 54; Appendix 1.

Gibbering Cultist (2): male human cleric 5/warrior 1, hp 39 each; Appendix 1.

APL 8 (EL 11)

Wray the Wretched: male human vampire fighter 2/ex-monk 3/warrior 1/dervish 3; hp 68; Appendix 1.

Gibbering Cultist (4): male human cleric 5/warrior 1, hp 39 each; Appendix 1.

APL 10 (EL 13)

Wray the Wretched: male human vampire fighter 2/ex-monk 3/warrior 1/dervish 5; hp 82; Appendix 1.

Gibbering Cultist: male human cleric 10/warrior 1, hp 80 each; Appendix 1.

APL 12 (EL 15)

Wray the Wretched: male human vampire fighter 2/ex-monk 3/warrior 1/dervish 7; hp 96; Appendix 1.

Gibbering Cultist (2): male human cleric 10/warrior 1, hp 80 each; Appendix 1.

Tactics: The clerics of Vecna attempt to bolster Wray prior to the battle please see the bolstering undead rules on page 159 in the *Player’s Handbook*. At higher APL’s the clerics target spell casters with their Fell Drain damaging spells.

Wray is a trained melee fighter, who instinctively fights defensively and relies upon his high AC to protect him in combat. At higher levels he has levels in dervish and begins combat by dancing into the melee and hitting as many people as he can. Wray was also aware that the book had been moving and so has spent some time getting into position and calling forth rat swarms to assist him (and as a snack). Wray’s companions are clerics of Vecna who have been helping Wray keep watch. Their spell casting is reasonably weak, but each has studied enough to be able to use the Profane Vigor and Profane Life leech feats (see Appendix 2) In combat, they move up to the characters and begin using their turn attempts to harm the PCs. Please note that their companions, if any are similarly harmed by the use of this ability.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 25 gp; Magic 750 gp; *bracer of ogre power* (333gp) *contact medallion* (250gp), *ring of protection +1* (167 gp); Total 775 gp.

APL 6: Loot 25 gp; Magic 862 gp; *beetle elixir* (112gp) *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *ring of protection +1* (167 gp); Total 887 gp.

APL 8: Loot 25 gp; Magic 1028 gp; *beetle elixir* (112gp) *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *ring of protection +1* (167 gp, each) *ring of silent spells* (166gp); Total 1053 gp.

APL 10: Loot 25 gp; Magic 2237 gp; *beetle elixir* (112gp) *blast globes* (667gp), *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *counterstrike bracers* (208gp) *ring of protection +1* x 3 (167 gp, each) *ring of silent spells* (166gp); Total 2262 gp.

APL 12: Loot 25 gp; Magic 3128 gp; *beetle elixir* x 3 (112gp) each, *blast globes* x 2 (667gp) each, *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *counterstrike bracers* (208gp) *ring of protection +1* x

3(167 gp, each) ring of silent spells (166gp); Total 3153 gp.

8: THE DELIVERY

Verbobonc City is quiet this evening, but lanterns still burn in the bailey of Castle Greyfist. The Velunan emissary Richter Warwick greets you at the gate. "I trust that the trip was successful?" He asks as your mounts are led away.

If the PCs show the book or tell him that they've recovered the book he is pleased, read or paraphrase the following.

"Good. Then the Lady Elise can officially present them tomorrow morning." Richter lowers his voice. "I can tell you though, from what I've seen from the patents and histories thus far, the two nobles who have the strongest case for being named viscount are Lord Wellborn Estival and Lord Ludovic Langmuir."

"Perhaps there are some things in those histories you've recovered that may be noteworthy, but my task here is to not to just which noble has claim to the Viscounty. I'm also tasked with determining which noble will serve the Viscounty well." Richter clears his throat. "In light of these two choices, which of these nobles do you feel would serve the Viscounty best?"

Allow the PCs to react to this statement. Some may be opposed to one or the other nobles being named viscount. Allow them to explain their reasoning. Note the PCs choices in the critical events summary, the tally need not be unanimous.

Development: When the PCs are done discussing the merits of each noble, continue on to the conclusion below.

CONCLUSION

The following day sees the presentation of the noble's patents of nobility and their histories. The Velunan emissary, Richter Warwick, receives each with great pomp during a ceremony in the bailey of Castle Greyfist. Soon he will announce the noble who will be named Viscount. Only time will tell if his choice has been wise.

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.

2: Laying down the law

Read or listen to the pronouncement, do not laugh excessively at Shannus

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

3: Questions and answers

Answer Warwick's questions about Verbobonc.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

4: Obligatory bar fight

Beat up the guards without getting beaten up too badly.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Looking into things

Recover the tome for Elise, figure out some things

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

7: Gibbering Cultists

Defeat or escape from the cultists with the book for Elise

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Discretionary role-playing award

APL 4	120 XP
-------	--------

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

5: A request from Elise

All APLs: Coin 200 gp

7: Gibbering Cultists

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 25 gp; Magic 750 gp; *bracer of ogre power* (333gp) *contact medallion* (250gp), *ring of protection +1* (167 gp); Total 775 gp.

APL 6: Loot 25 gp; Magic 862 gp; *beetle elixir* (112gp) *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *ring of protection +1* (167 gp); Total 887 gp.

APL 8: Loot 25 gp; Magic 1028 gp; *beetle elixir* (112gp) *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *ring of protection +1* (167 gp, each) *ring of silent spells* (166gp); Total 1053 gp.

APL 10: Loot 25 gp; Magic 2237 gp; *beetle elixir* (112gp) *blast globes* (667gp), *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *counterstrike bracers* (208gp) *ring of protection +1* x 3 (167 gp, each) *ring of silent spells* (166gp); Total 2262 gp.

APL 12: Loot 25 gp; Magic 3128 gp; *beetle elixir* x 3 (112gp) each, *blast globes* x 2 (667gp) each, *gauntlets of ogre power* (333 gp) *contact medallion* (250gp), *counterstrike bracers* (208gp) *ring of protection +1* x 3 (167 gp, each) *ring of silent spells* (166gp); Total 3153 gp.

Treasure Cap

- APL 4: 650gp
- APL 6: 900 gp
- APL 8: 1300gp
- APL 10: 2300gp
- APL 12: 3300gp

Total Possible Treasure

- APL 4: 650gp
- APL 6: 900 gp
- APL 8: 1,300gp
- APL 10: 2,300gp
- APL 12: 3,300gp

ADVENTURE RECORD ITEMS

Thanks of Richter Warwick: You have served an important emissary from Veluna well and he is willing to pull strings on your behalf. You may remove one disfavor, infamy, enmity, or curse gained in a Veluna regional adventure or a VTF metaregional adventure, except those which specifically state they may not be removed or may only be removed with a *wish* or *miracle*.

Thanks of Lord Ludovic Langmuir: You have endorsed Lord Langmuir as the best candidate for Viscount and word has reached him. You gain five (5) Influence points with House Langmuir and may remove any disfavor or infamy with House Langmuir.

Thanks of Lord Wellborn Estival: You have endorsed Lord Estival as the best candidate for Viscount and word has reached him. You gain five (5) Influence points with House Estival and may remove any disfavor or infamy with House Estival.

Secret: You have learned a secret about Elise Brandenburg's ancestors.

ITEM ACCESS

APL 4:
Contact medallion (Adventure; MIC)

APL 6 (all of APL 4 plus the following):
Beetle elixir (Adventure; MIC)

APL 8 (all of APLs 4-6 plus the following):
Ring of silent spells (Adventure; MIC)

APL 10 (all of APLs 4-8 plus the following):
Blast globes (Adventure; MIC)
Counterstrike bracers (Adventure; MIC)

APL 12 (all of APLs 4-10 plus the following):

APPENDIX 1: NPC'S

1: THE HOOK

RICHTER WARWICK

CR 9

Male Human (mixed) Mnk4/Exp6

LN Humanoid (human)

Init +0; **Senses** Listen +10, Spot +8

Languages Common, Baklunish, ancient Suloiese, Elven

AC 12, touch 12, flat-footed 12
(+2 class,)

hp 57 (10 HD);

Fort +7, **Ref** +6, **Will** +11

Speed 40 ft.

Melee +6 unarmed strike 1d8-1(damage)

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

Base Atk +7; **Grp** +6

Abilities Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 14

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Still Mind(Ex), Ki Strike(Su), Slow Fall(Ex);

Feats: Deceitful, Improved Unarmed Strike, Investigator, Negotiator, Persuasive, Skill Focus (Diplomacy).

Skills Diplomacy +24, Intimidate +12, Jump +10, Knowledge (arcana) +10, Knowledge (history) +16, Knowledge (local) +11, Knowledge (nobility) +16, Knowledge (religion) +16, Listen +10, Sense Motive +16, Spot +8, Tumble +4.

ENCOUNTER 4: OBLIGATORY BAR FIGHT

ESTIVAL GUARD CR 5

Male Human Ftr2/Mnk2/War1/Drunken Master*1

(Complete Warrior 28)

LN M Human (Flan)

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 class,)

hp 47 (6 HD);

Fort +14 (+14 against poison), **Ref** +6, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee +8 One-handed (1d8+4; 20/x2,+1d4

(Improvised Weapon (tankard))), +6/+6 One-

handed, Flurry of Blows (1d8+4;20/x2,+1d4

(Improvised Weapon (tankard)))

Ranged Tankard +0 (1d2+4 damage)

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

Base Atk +4; **Grp** +8

Atk Options Power attack, Close Quarters fighting.

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Drink Like a Demon(Ex), Improvised Weapon(Ex);

Feats Combat Reflexes, Dodge, Mobility, Great Fortitude, Improved Unarmed Strike, Stunning Fist, Power Attack, Close-Quarters Fighting*, Elusive Target*, Improved Natural Attack (Unarmed Strike).

Skills Escape Artist +5, Jump +11, Knowledge (religion) +4, Listen +6, Move Silently +2, Ride +4, Spot +6, Tumble +12.

Possessions *gauntlets of ogre power*, Flask of brandy, Tankard of ale

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his wisdom and intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number equal to the character's drunken master level +3

Improvised Weapons (Ex): While bottles and tankards are a drunken masters preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken masters improvised weapons deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although

some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless.

* **See Appendix 2:** New Rules Items

LANGMUIR GUARD CR 5

Male Human (Mix) Swashbuckler2/Scout3/Warrior1

CN Medium Human

Init +5; **Senses** Listen +5, Spot -1

Languages Common, Elven

AC 14, touch 14 flat-footed 14

(+4 Dex)

hp 47 (6 HD);

Fort +9 (+9 against poison), **Ref** +8, **Will** +0

Speed 40 ft. in clothing (8 squares), base movement 40 ft.,

Melee weapon +5 (1d4+1;20/x2, Spiked Gauntlet),

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

Base Atk +5; **Grp** +6

Atk Options Deadly Defense, Spring Attack

Abilities Str 13, Dex 18, Con 14, Int 12, Wis 8, Cha 10;

SQ Uncanny Dodge(Ex), Trackless Step(Ex), Fast Movement(Ex), Trap finding(Ex), Grace(Ex), Skirmish(Ex), Battle Fortitude(Ex);

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Deadly Defense*.

Skills Balance +14, Bluff +2, Disable Device +7, Escape Artist +12, Hide +10, Jump +16, Listen +5, Move Silently +10, Ride +13, Sense Motive +7, Tumble +14.

Possessions Tankard of ale, Spiked Gauntlet

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd Level. This bonus increases to +2 at 11th level and +3 at 20th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she me designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent.

She can select a new opponent on any action.

This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (If she designates the same target, the bonuses stack)

Skirmish (Ex): A scout relies upon mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th)

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*

* See Appendix 2: New Rules Items

ENCOUNTER 7:

GIBBERING CULTISTS

WRAY THE WRECHED

CR 6

Male Vampire Ftr2/Ex-Mnk2/War1

CE Medium Undead (augmented humanoid, human);

Init +8; **Senses** Darkvision 60' Listen +2, Spot +13

Languages Common, Flan

AC 30, touch 20, flat-footed 26

(+4 Dex, +2 class, +4 armor (mage armor), +1 deflection, +6 natural, +3 dodge from fighting defensively)

hp 40 (4 HD);

Fast healing: 5 **DR** 10/Silver and magic

Fort +8, **Ref** +9, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.,

Melee +8 One-handed (1d6+7;20/x2, Unarmed Strike), +6/+6 One-handed, Flurry of Blows (1d6+7;20/x2, Unarmed Strike);

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

Base Atk +4; **Grp** +15

Abilities Str 24, Dex 18, Con —, Int 15, Wis 14, Cha 14

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex);

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Weapon Focus (Unarmed Strike), Versatile Unarmed Strike*.

Skills Balance +11, Escape Artist +9, Hide +17, Intimidate +4, Jump +16, Knowledge (religion) +6, Perform ((dance)) +4, Ride +8, Spot +13, Tumble +11.

Possessions dead rat (former snack) , beetle elixir*, gauntlets of ogre power, ring of protection +1

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 (although 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 one 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 a 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 benefit of the Cleave feat 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 all out defense in melee combat.

* See Appendix 2: New Rules Items

Init +0; **Senses** Listen +3, Spot +3

Languages Common

AC 19, touch 10, flat-footed 19
(+5 armor, +4 shield)

hp 39 (6 HD);

Fort +7, **Ref** +1, **Will** +6

Speed 20 ft. in Medium (4 squares), base movement 30 ft.,

Melee dagger +5 (1d4+1/ 19-20)

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

Base Atk +4; **Grp** +5

Cleric Spells Prepared (CL 5th):

3rd—D *magic circle against good*,
blindness/deafness, *locate object*

2nd—D *desecrate*, *deific vengeance*, *sound burst*,
spiritual weapon

1st—D: *protection from good*, *bless*, *doom*, *cause fear*

0— *create water*, *guidance*; *inflict minor wounds* x2,
mending

D: Domain spell. Deity: Vecna. Domains: Magic, Evil

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 16, Cha 14;

SQ Aura of Evil (Ex), Spontaneous Casting,
Restricted Spells, Rebuke Undead (Su)

Feats Spell Focus (Necromancy), Extra Turning,
Profane Lifeleech*, Profane Vigor*.

Skills Concentration +9, Knowledge (religion) +7,
Ride +2.

Possessions Breastplate, Tower Shield, Dagger

* See Appendix 2: New Rules Items

GIBBERING CULTIST

CR 5

Medium Humanoid (human); Clr5/War1

ENCOUNTER 4: OBLIGATORY BAR FIGHT

ESTIVAL GUARD CR 5

Male Human Ftr2/Mnk2/War1/Drk1 (CW28)
LN M Human (Flan)

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 12, touch 12, flat-footed 11
(+1 Dex, +1 class)

hp 47 (6 HD);

Fort +14 (+14 against poison), **Ref** +6, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee +8 One-handed (1d8+4;20/x2,+1d4 (Improvised Weapon (tankard))), +6/+6 One-handed, Flurry of Blows (1d8+4;20/x2,+1d4 (Improvised Weapon (tankard)))

Ranged Tankard +0 (1d2+4 damage)

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

Base Atk +4; **Grp** +8]

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Drink Like a Demon(Ex), Improvised Weapon(Ex);

Feats Combat Reflexes, Dodge, Mobility, Great Fortitude, Improved Unarmed Strike, Stunning Fist, Power Attack, Close-Quarters Fighting*, Elusive Target*, Improved Natural Attack (Unarmed Strike).

Skills Escape Artist +5, Jump +11, Knowledge (religion) +4, Listen +6, Move Silently +2, Ride +4, Spot +6, Tumble +12.

Possessions *gauntlets of ogre power*, Flask of brandy, Tankard of ale

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his wisdom and intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number equal to the character's drunken master level +3

Improvised Weapons (Ex): While bottles and tankards are a drunken masters preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken masters improvised weapons deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would

deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (EX): At 3rd level, a drunken master knows how to weave and bob during an attack making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (EX): At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to a +2 at 9th level.

Improved Improvises Weapons (EX): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improved Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

* See Appendix 2: New Rules Items

LANGMUIR GUARD CR 5

Male Human (Mix) Swb2/Sct3/War1
CN M Human

Init +5; **Senses** Listen +5, Spot -1

Languages Common, Elven

AC 14, touch 14 flat-footed 14
(+4 Dex,)

hp 47 (6 HD);

Fort +9 (+9 against poison), **Ref** +8, **Will** +0

Speed 40 ft. in clothing (8 squares), base movement 40 ft.,

Melee weapon +5 (1d4+1;20/x2, Spiked Gauntlet),

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

Base Atk +5; **Grp** +6

Atk Options Skirmish (+1d6), spring attack, deadly defense

Abilities Str 13, Dex 18, Con 14, Int 12, Wis 8, Cha 10;

SQ Uncanny Dodge(Ex), Trackless Step(Ex), Fast Movement(Ex), Trapfinding(Ex), Grace(Ex), Skirmish(Ex), Battle Fortitude(Ex);

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Deadly Defense*

Skills Balance +14, Bluff +2, Disable Device +7, Escape Artist +12, Hide +10, Jump +16, Listen +5, Move Silently +10, Ride +13, Sense Motive +7, Tumble +14.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd Level. This bonus increases to +2 at 11th level and +3 at 20th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (If she designates the same target, the bonuses stack)

Skirmish (Ex): A scout relies upon mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th)

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the

scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*

* See Appendix 2: New Rules Items

ENCOUNTER 7: GIBBERING CULTISTS

GIBBERING CULTIST	CR 5
Medium Humanoid (human); Clr5/War1	
Init +0; Senses Listen +3, Spot +3	
Languages Common	
AC 19, touch 10, flat-footed 19	
hp 39 (6 HD);	
Fort +7, Ref +1, Will +6	
Speed 20 ft. in Medium (4 squares), base movement 30 ft.,	
Melee weapon +1 (1d4+1/ 19-20)	
Ranged	
Space 5 ft.; Reach 5 ft.	
Base Atk +4; Grp +5	
Cleric Spells Prepared (CL 5th):	
3rd—D <i>magic circle against good, blindness/deafness, locate object</i>	
2nd—D <i>deseccrate, deific vengeance*, sound burst, spiritual weapon</i>	
1st—D: <i>protection from good, bless, doom, cause fear</i>	
0— <i>create water, guidance, inflict minor wounds x2, mending</i>	
D: Domain spell. Deity: Vecna. Domains: Magic, Evil	
OR	
Abilities Str 12, Dex 10, Con 13, Int 8, Wis 16, Cha 14;	
SQ Aura of Evil(Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su);	
Feats Spell Focus (Necromancy), Extra Turning, Profane Lifeleech*, Profane Vigor*.	
Skills Concentration +9, Knowledge (religion) +7, Ride +2.	
Possessions Breastplate, Tower Shield, Dagger	

* See Appendix 2: New Rules Items

WRAY THE WRECHED CR 8

Male Vampire Ftr2/Ex-Mnk3/War1/Drv1
CE Medium Undead (augmented humanoid, human);
Init +8; **Senses** Darkvision 60' Listen +2, Spot +13
Languages Common, Flan

AC 31, touch 21, flat-footed 27
(+4 Dex, +3 class, +4 armor, +1 deflection, +6 natural, +3 dodge from fighting defensively)
hp 54 (7 HD); fast healing 5; DR 10/Silver and Magic
Fort +8, **Ref** +11, **Will** +7

Speed 40 ft. in light (8 squares), base movement 40 ft.,

Melee Unarmed Strike +10/+5 (1d6+7 +1d6 (deadly defense);20/x2,); or +8/+8/+3 One-handed, Flurry of Blows (1d6+7 +1d6 (deadly defense);20/x2, Unarmed Strike);

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

Base Atk +6; **Grp** +17

Abilities Str 24, Dex 18, Con —, Int 15, Wis 14, Cha 14;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Still Mind(Ex), AC Bonus(Ex), Dervish Dance(Ex), Movement Mastery(Ex), Slashing Blades

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Weapon Focus (Unarmed Strike), Versatile Unarmed Strike*, Deadly Defense*

Skills Balance +11, Escape Artist +10, Hide +17, Intimidate +4, Jump +20, Knowledge (religion) +6, Perform ((dance)) +12, Ride +9, Spot +13, Tumble +16.

Possessions combat gear plus *beetle elixir**, *contact medallion**, *gauntlets of ogre power*, *ring of protection*

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 (although 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 one 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 a 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 benefit of the Cleave feat 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 all out defense in melee combat.

* See Appendix 2: New Rules Items

ENCOUNTER 4: OBLIGATORY BAR**FIGHT****HOUSE ESTIVAL GUARD CR 9**

Male Human Ftr2/Mnk2/War1/Drk5

LN Medium Humanoid (human)

Init +1; **Senses** Listen +6, Spot +6**Languages** Common**AC** 13, touch 13, flat-footed 12
(+1 Dex, +2 class)**hp** 85 (10 HD)**Fort** +17 **Ref** +8, **Will** +5**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,**Melee** weapon +11/+6 (1d8+4;20/x2, Unarmed Strike,+1d8 (Improvised Weapon (tankard))) or +9/+9/+4 One-handed, Flurry of Blows (1d8+4;20/x2, Unarmed Strike; ,+1d8 (Improvised Weapon (tankard)))**Ranged** Tankard +4 (1d2+4 damage)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +11**Atk Options** Power Attack, Flurry of blows**Special Actions** Drink like a demon**Combat Gear****Abilities** Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8;**SQ** Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Drink Like a Demon(Ex), Greater Improved Weapon(Ex), Stagger(Ex), Swaying Waist(Ex), AC Bonus(Ex), Improved Improved Weapons(Ex);**Feats** Combat Reflexes, Dodge, Mobility, Great Fortitude, Improved Unarmed Strike, Stunning Fist, Power Attack, Elusive Target*, Victor's Luck*, Improved Natural Attack (Unarmed Strike).**Skills** Balance +9, Escape Artist +11, Jump +15, Knowledge (religion) +4, Listen +6, Move Silently +2, Ride +4, Spot +6, Tumble +16.**Possessions** *gauntlets of ogre power*, Flask of brandy, Tankard of ale**Drink like a Demon (Ex):** A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his wisdom and intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number equal to the character's drunken master level +3**Improvised Weapons (Ex):** While bottles and tankards are a drunken masters preferred improvised weapons, he can use furniture, farm

implements, or nearly anything else at hand to attack his foes. A drunken masters improvised weapons deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.**Swaying Waist (EX):** At 3rd level, a drunken master knows how to weave and bob during an attack making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.**AC Bonus (EX):** At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to a +2 at 9th level.**Improved Improvised Weapons (Ex):** A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.**Greater Improved Weapons (Ex):** At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

* See Appendix 2: New Rules Items

LANGMUIR GUARD CR 9

Male Human Swb4/Sct5/War1

CN Medium Humanoid (human);

Init +5; **Senses** Listen +7, Spot -1**Languages** Common**AC** 14, touch 14, flat-footed 14
(+4 Dex,)**hp** 87 (10 HD);**Fort** +11, **Ref** +10, **Will** +1**Speed** 40 ft. in Light (8 squares), base movement 40 - ft.,**Melee** +8/+3 One-handed (1d4+1;20/x2, Spiked Gauntlet), Or +8/+3 One-handed (1d4+1;20/x2, Spiked Gauntlet)

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

Base Atk +8; **Grp** +9

Atk Options Skirmish +4d6, spring attack

Abilities Str 13, Dex 18, Con 16, Int 12, Wis 8, Cha 10;

SQ Uncanny Dodge(Ex), Trackless Step(Ex), Evasion(Ex), Fast Movement(Ex), Trapfinding(Ex), Grace(Ex), Insightful Strike(Ex), Skirmish(Ex), Battle Fortitude(Ex);

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Elusive Target*, Deadly Defense*, Improved Skirmish*.

Skills Balance +14, Bluff +8, Disable Device +7, Escape Artist +14, Hide +12, Jump +18, Listen +7, Move Silently +12, Ride +14, Sense Motive +7, Survival +4, Swim +6, Tumble +18.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd Level. This bonus increases to +2 at 11th level and +3 at 20th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (If she designates the same target, the bonuses stack)

Skirmish (Ex): A scout relies upon mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th)

The extra damage only applies against living creatures that have a discernable anatomy.

Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*

* See Appendix 2: New Rules Items

ENCOUNTER 7:

GIBBERING CULTISTS

GIBBERING CULTIST

CR 5

Medium Humanoid (human); Clr5/War1

Init +0; **Senses** Listen +3, Spot +3

Languages Common

AC 19, touch 10, flat-footed 19

(+5 armor, +4 shield,)

hp 39 (6 HD);

Fort +7, **Ref** +1, **Will** +6

Speed 20 ft. in Medium (4 squares), base movement 30 ft.,

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

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

Base Atk +4; **Grp** +5

Cleric Spells Prepared (CL 5th):

3rd—D *magic circle against good*, *blindness/deafness*, *locate object*

2nd—D *desecrate*, *deific vengeance**, *sound burst*, *spiritual weapon*

1st—D: *protection from good*, *bless*, *doom*, *cause fear*

0— create water, guidance, inflict minor wounds x2, mending

D: Domain spell. Deity: Vecna. Domains: Magic, Evil OR

Abilities Str 12, Dex 10, Con 13, Int 8, Wis 16, Cha 14;

SQ Aura of Evil(Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su);

Feats Spell Focus (Necromancy), Extra Turning, Profane Lifeleech*, Profane Vigor*.

Skills Concentration +9, Knowledge (religion) +7, Ride +2.

Possessions combat gear plus Breastplate, Tower Shield, Dagger, ---ring of silent spells*,

* See Appendix 2: New Rules Items

WRAY THE WRECHED **CR 10**

Male Human (Flan) Ftr2/Ex-Mnk3/War1/Dervish3
CE Medium Undead (augmented humanoid, human);

Init +8; **Senses** Darkvision 60' Listen +2, Spot +13

Languages Common, Flan

AC 31, touch 21, flat-footed 27

(+4 Dex, +3 class, +4 armor, +1 deflection, +6 natural, +3 dodge from fighting defensively)

hp 68 (9 HD); fast healing; 5 DR 10/Silver and Magic

Fort +9 Ref +12, Will +8

Speed 40 ft. in light (8 squares), base movement 40 ft.,

Melee Unarmed Strike +12/+7 (1d6+7 +1d6 (deadly defense);20/x2.); or +10/+10/+5 One-handed, Flurry of Blows (1d6+7 +1d6 (deadly defense);20/x2, Unarmed Strike);

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

Base Atk +6; **Grp** +17

Special Actions Flurry of blows, Combat Expertise

Abilities Str 25, Dex 18, Con —, Int 15, Wis 14, Cha 14;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Still Mind(Ex), AC Bonus(Ex), Dervish Dance(Ex), Movement Mastery(Ex), Slashing Blades, Fast Movement(Ex);

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Weapon Focus (Unarmed Strike), Versatile Unarmed Strike*, Elusive Target*, Deadly Defense* .

Skills Balance +13, Escape Artist +14, Hide +17, Intimidate +4, Jump +24, Knowledge (religion) +6, Perform ((dance)) +14, Ride +9, Spot +13, Tumble +18.

Possessions beetle elixir*, ring of protection +1, contact medallion*

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 (although 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 one 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 a 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 benefit of the Cleave feat 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 all out defense in melee combat.

* **See Appendix 2:** New Rules Items

ENCOUNTER 4: OBLIGATORY BAR**FIGHT****HOUSE ESTIVAL GUARD CR 9**

Male Human Ftr2/Mnk2/War1/DrkMstr5
LN Medium Humanoid (human)

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 13, touch 13, flat-footed 12
(+1 Dex, +2 class)

hp 85 (10 HD)

Fort +17, **Ref** +8, **Will** +5

Speed 30 ft. in no armor (6 squares), base movement 30 ft.,

Melee weapon +11/+6 (1d8+4;20/x2, Unarmed Strike,+1d8 (Improvised Weapon (tankard))) or +9/+9/+4 One-handed, Flurry of Blows (1d8+4;20/x2, Unarmed Strike; ,+1d8 (Improvised Weapon (tankard)))

Ranged Tankard +4 (1d2+4 damage)

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

Base Atk +7; **Grp** +11

Atk Options Flurry of blows, Power Attack,

Special Actions Drink like a demon

Abilities Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Drink Like a Demon(Ex), Greater Improved Weapon(Ex), Stagger(Ex), Swaying Waist(Ex), AC Bonus(Ex), Improved Improved Weapons(Ex);

Feats Combat Reflexes, Dodge, Mobility, Great Fortitude, Improved Unarmed Strike, Stunning Fist, Power Attack, Elusive Target*, Victor's Luck*, Improved Natural Attack (Unarmed Strike).

Skills Balance +9, Escape Artist +11, Jump +15, Knowledge (religion) +4, Listen +6, Move Silently +2, Ride +4, Spot +6, Tumble +16.

Possessions *gauntlets of ogre power*, Flask of brandy, Tankard of ale

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his wisdom and intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number equal to the character's drunken master level +3

Improvised Weapons (Ex): While bottles and tankards are a drunken masters preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken masters improvised

weapons deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (EX): At 3rd level, a drunken master knows how to weave and bob during an attack making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (EX): At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to a +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improved Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.opportunity.

* See Appendix 2: New Rules Items

LANGMUIR GUARD CR 9

Male Human Swb4/Sct5/War1
CN Medium Humanoid (human);

Init +5; **Senses** Listen +7, Spot -1

Languages Common

AC 14, touch 14, flat-footed 14
(+4 Dex,)

hp 87 (10 HD);

Fort +11, **Ref** +10, **Will** +1

Speed 40 ft. in Light (8 squares), base movement 40 ft.,

Melee +8/+3 One-handed (1d4+1;20/x2, Spiked Gauntlet), Or +8/+3 One-handed (1d4+1;20/x2, Spiked Gauntlet)

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

Base Atk +8; **Grp** +9]

SA Skirmish (+4d6), Deadly Defense

Abilities Str 13, Dex 18, Con 16, Int 12, Wis 8, Cha 10;

SQ Uncanny Dodge(Ex), Trackless Step(Ex), Evasion(Ex), Fast Movement(Ex), Trapfinding(Ex), Grace(Ex), Insightful Strike(Ex), Skirmish(Ex), Battle Fortitude(Ex);

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Elusive Target*, Deadly Defense*, Improved Skirmish*.

Skills Balance +14, Bluff +8, Disable Device +7, Escape Artist +14, Hide +12, Jump +18, Listen +7, Move Silently +12, Ride +14, Sense Motive +7, Survival +4, Swim +6, Tumble +18.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd Level. This bonus increases to +2 at 11th level and +3 at 20th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (If she designates the same target, the bonuses stack)

Skirmish (Ex): A scout relies upon mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th)

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage

from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*

* See Appendix 2: New Rules Items

ENCOUNTER 7:

GIBBERING CULTISTS

GIBBERING CULTIST

CR 10

Male Human (Flan) Clr10/War1
CE Medium Humanoid (human);
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 20, touch 10, flat-footed 19
(+5 armor, +4 shield, +1 deflection,)

hp 80 (11 HD);

Fort +11, **Ref** +3, **Will** +10

Speed 20 ft. in Medium (4 squares), base movement 30 ft.,

Melee Dagger +7/+2 (1d4+1;19-20/x2)

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

Base Atk +8; **Grp** +9

Cleric Spells Prepared (CL 10th):

5th—D *dispel good*, Fell Drain *energy vortex**, *flame strike*

4th—D *unholy blight*, Fell Drain *sound burst*, *dimensional anchor*, *freedom of movement*

3rd—D *magic circle against good*, *blindness/deafness*, *cure serious wounds*, *locate object*, *protection from energy*

2nd—D *desecrate, deific vengeance**, *resist energy, sound burst, shield other, spiritual weapon*
1st—D: *protection from good, bless, doom, cause fear, resurgence**, *shield of faith*
0— *create water, guidance, inflict minor wounds x2, mending*

D: Domain spell. Deity: Vecna. Domains: Magic, Evil

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 14

SQ Aura of Evil (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su);

Feats Extra Turning, Spell Focus (Necromancy), Profane Lifeleech*, Profane Vigor*, Fell Drain*.

Skills Concentration +15, Handle Animal +4, Knowledge (religion) +12.

Possessions combat gear plus Breastplate, Tower Shield, Dagger, *Ring of Silent Spells**, *blast globes**

* See Appendix 2: New Rules Items

WRAY THE WRECHED CR 12

Male Vampire Ftr2/Ex-Mnk3/War1/Dervish 5
CE Medium Undead (augmented humanoid, human);

Init +8; **Senses** Darkvision 60' Listen +2, Spot +13

Languages Common, Flan

AC 32, touch 22, flat-footed 28

(+4 Dex, +4 class, +4 armor, +1 deflection, +6 natural, +3 dodge from fighting defensively)

hp 82 (9 HD); fast healing 5 **DR** 10/Silver and Magic

Fort +9, **Ref** +13, **Will** +9

Speed 40 ft. in light (8 squares), base movement 40 ft.,

Melee Unarmed Strike +14/+9 (1d6+7 +1d6 (deadly defense);20/x2.); or +12/+12/+7 One-handed, Flurry of Blows (1d6+7 +1d6 (deadly defense);20/x2, Unarmed Strike);

Space 5 ft.; Reach 5 ft.

Base Atk +6; **Grp** +17

Atk Options Flurry of blows, Dervish dance, Combat Expertise, Deadly Defense

Abilities Str 25, Dex 18, Con —, Int 15, Wis 14, Cha 14;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Still Mind(Ex), AC Bonus(Ex), Dervish Dance(Ex), Movement Mastery(Ex), Slashing Blades, Fast Movement(Ex), Dance of Death;

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Weapon Focus (Unarmed Strike), Versatile Unarmed Strike*, Elusive Target*, Deadly Defense*.

Skills total ranks: Balance +17, Escape Artist +17, Hide +17, Intimidate +4, Jump +27, Knowledge (religion) +6, Perform ((dance)) +16, Ride +9, Spot +13, Tumble +20.

Possessions *contact medallion**, *ring of protection +1 beetle elixir**, *gauntlets of ogre power*, *counterstrike bracers**

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 (although 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 one 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 a 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 benefit of the Cleave feat 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 all out defense in melee combat.

* **See Appendix 2:** New Rules Items

ENCOUNTER 4: OBLIGATORY BAR FIGHT

HOUSE ESTIVAL GUARD CR 11

Male Human Ftr2/Mnk2/War1/DrkMstr7

LN Medium Humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common

AC 13, touch 13, flat-footed 12
(+1 Dex, +2 class)

hp 101 (12 HD)

Fort +18, **Ref** +10, **Will** +6

Speed 30 ft. in no armor (6 squares), base movement 30 ft.,

Melee weapon +13/+8 (1d8+4;20/x2, Unarmed Strike,+1d8 (Improvised Weapon (tankard))) or +11/+11/+6 One-handed, Flurry of Blows (1d8+4;20/x2, Unarmed Strike; ,+1d8 (Improvised Weapon (tankard)))

Ranged Tankard +4 (1d2+4 damage)

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

Base Atk +7; **Grp** +11

Atk Options Flurry of blows, Power Attack

Special Actions Drink like a demon

Abilities Str 18, Dex 14, Con 17, Int 10, Wis 12, Cha 8;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Drink Like a Demon(Ex), Greater Improved Weapon(Ex), Stagger(Ex), Swaying Waist(Ex), AC Bonus(Ex), Improved Improvised Weapons(Ex);

Feats Improved Feint, Combat Reflexes, Dodge, Mobility, Great Fortitude, Improved Unarmed Strike, Improved Grapple, Stunning Fist, Power Attack, Elusive Target*, Victor's Luck*, Improved Natural Attack (Unarmed Strike).

Skills total ranks: Balance +12, Escape Artist +14, Jump +17, Knowledge (religion) +4, Listen +8, Move Silently +3, Ride +5, Spot +6, Tumble +19.

Possessions *gauntlets of ogre power*, Flask of brandy, Tankard of ale

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his wisdom and intelligence by 2 points each, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number equal to the character's drunken master level +3

Improvised Weapons (Ex): While bottles and tankards are a drunken masters preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A drunken masters improvised

weapons deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken glass bottle, for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon breaks apart and becomes useless

Stagger (Ex): By tripping, stumbling, and staggering a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (EX): At 3rd level, a drunken master knows how to weave and bob during an attack making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC Bonus (EX): At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to a +2 at 9th level.

Improved Improvises Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as chairs) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improved Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

* See Appendix 2: New Rules Items

LANGMUIR GUARD CR 11

Male Human Swb5/Sct6/War1

CN Medium Humanoid (human);

Init +5; **Senses** Listen +7, Spot -1

Languages Common

AC 14, touch 14, flat-footed 14
(+4 Dex,)

hp 104 (10 HD);

Fort +11, **Ref** +10, **Will** +1

Speed 40 ft. in Light (8 squares), base movement 40 ft.,

Melee +10/+5 One-handed (1d4+1;20/x2, Spiked Gauntlet), Or +10/+5 One-handed (1d4+1;20/x2, Spiked Gauntlet)

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

Base Atk +10; **Grp** +11

Atk Options Skirmish (+4d6), Deadly defense

Abilities Str 13, Dex 18, Con 16, Int 12, Wis 8, Cha 10;

SQ Uncanny Dodge(Ex), Trackless Step(Ex), Evasion(Ex), Fast Movement(Ex), Trapfinding(Ex), Grace(Ex), Insightful Strike(Ex), Dodge Bonus(Ex), Skirmish(Ex), Battle Fortitude(Ex), Flawless Stride(Ex);

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Throw Anything*, Elusive Target*, Deadly Defense*, Improved Skirmish*.

Skills total ranks: Balance +14, Bluff +8, Disable Device +7, Escape Artist +14, Hide +12, Jump +18, Listen +7, Move Silently +12, Ride +18, Sense Motive +8, Survival +13, Swim +6, Tumble +20.

Possessions combat gear plus

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd Level. This bonus increases to +2 at 11th level and +3 at 20th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load

Dodge Bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat (If she designates the same target, the bonuses stack)

Skirmish (Ex): A scout relies upon mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th)

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage

from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*

* See Appendix 2: New Rules Items

ENCOUNTER 7:

GIBBERING CULTISTS

GIBBERING CULTIST

CR 10

Male Human (Flan) Clr10/War1
CE Medium Humanoid (human);
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 20, touch 10, flat-footed 19
(+5 armor, +4 shield, +1 deflection)

hp 80 (11 HD);

Fort +11, **Ref** +3, **Will** +10

Speed 20 ft. in Medium (4 squares), base movement 30 ft.,

Melee weapon +7/+2 (1d4+1;19-20/x2, Dagger)

Ranged none

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

Base Atk +8; **Grp** +9

Cleric Spells Prepared (CL 10th):

5th—D *dispel good*, Fell Drain *energy vortex**, *flame strike*

4th—D *unholy blight*, Fell Drain *sound burst*, *dimensional anchor*, *freedom of movement*

3rd—D *magic circle against good*, *blindness/deafness*, *cure serious wounds*, *locate object*, *protection from energy*

2nd—D *desecrate, deific vengeance**, *resist energy, sound burst, shield other, spiritual weapon*
 1st—D: *protection from good, bless, doom, cause fear, resurgence**, *shield of faith*
 0— *create water, guidance, inflict minor wounds x2, mending*

D: Domain spell. Deity: Vecna. Domains: Magic, Evil

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 14;

SQ Aura of Evil (Ex), Spontaneous Casting, Restricted Spells, Rebuke Undead(Su);

Feats Extra Turning, Spell Focus (Necromancy), Profane Lifeleech*, Profane Vigor*, Fell Drain*.

Skills Concentration +15, Handle Animal +4, Knowledge (religion) +12.

Possessions Breastplate, Tower Shield, Dagger, *ring of silent spells**, *blast globe**

* See Appendix 2: New Rules Items

WRAY THE WRECHED CR 12

Male Vampire Ftr2/Ex-Mnk3/War1/Dervish5
 CE Medium Undead (augmented humanoid, human);

Init +10; **Senses** Darkvision 60' Listen +2, Spot +13

Languages Common, Flan

AC 36, touch 22, flat-footed 28

(+4 Dex, +5 class, +4 armor, +1 deflection, +6 natural, +6 dodge from fighting defensively)

hp 96 (13 HD); fast healing 5 **DR** 10/Silver and Magic

Fort +10 **Ref** +14, **Will** +10

Speed 40 ft. in light (8 squares), base movement 40 ft.,

Melee Unarmed Strike +17/+12/+7 One-handed (1d6+8;20/x2, +1d6 (deadly defense)), or +15/+15/+10/+5 One-handed, Flurry of Blows (1d6+8;20/x2, Unarmed Strike +1d6 (deadly defense));

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

Base Atk +12; **Grp** +24

Abilities Str 26, Dex 18, Con —, Int 15, Wis 14, Cha 14;

SQ Armor Restriction, AC Bonus(Ex), Flurry of Blows(Ex), Evasion(Ex), Fast Movement(Ex), Still Mind(Ex), AC Bonus(Ex), Dervish Dance(Ex), Movement Mastery(Ex), Slashing Blades, Fast Movement(Ex), Dance of Death, Improved Reaction

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Weapon Focus (Unarmed Strike), Bounding Assault, Versatile Unarmed Strike, Elusive Target, Deadly Defense.

Skills total ranks: Balance +19, Escape Artist +19, Hide +17, Intimidate +4, Jump +30, Knowledge (religion) +6, Listen +16, Perform ((dance)) +18, Ride +9, Spot +13, Tumble +22.

Possessions combat gear plus *beetle elixir**, *gauntlets of ogre power*, *contact medallion**, *ring of protection* +1 *counterstrike bracers**

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 (although 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 one 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 a 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 benefit of the Cleave feat 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 all out defense in melee combat.

* **See Appendix 2:** New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Bounding Assault

You can move and attack with superior speed and power.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12

Benefit: When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

Profane Vigor

You can channel negative energy to heal nearby undead allies of physical damage.

Prerequisite: Cha 11, ability to rebuke undead.

Benefit: As a standard action, you can spend one of your rebuke attempts to heal one undead ally within 60 feet 2 hit points of damage per cleric level. This healing does not allow the affected undead to exceed their full normal hit point totals.

Source: *Libris Mortis* 29

Close-Quarters Fighting

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

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to

grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

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

Special: A fighter can select Close-Quarters Fighting as one of his fighter bonus feats (*PH* 38).

Source: *Complete Warrior* 97

Profane Lifeleech

You can channel negative energy to draw the life from nearby living creatures.

Prerequisite: Ability to rebuke undead.

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. This effect can't reduce any of the creatures current hit points to less than 0. You are healed of an amount of damage equal to the total amount of the hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Source: *Libris Mortis* 29

Deadly Defense

You are at your most dangerous when forced to protect yourself.

Benefit: When fighting defensively, you deal an extra 1d6 points of damage with any light weapon or with any weapon to which the Weapon Finesse feat applies (such as a rapier, spiked chain, or whip). This feat's benefit applies only when you are unarmored or wearing light armor and not using a shield.

Special: If you have the Combat Expertise feat, you also gain the benefit of Deadly Defense when taking a penalty of at least -2 on your attack roll from that feat. A fighter can select Deadly Defense as one of his fighter bonus feats (*PH* 38).

Source: *Complete Scoundrel* 76

Elusive Target

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 flat-footed. 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.

Source: *Complete Warrior* 110

Improved Skirmish

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see the skirmish class feature in the sidebar on page 25).

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13)

Throw Anything

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisite: Dex 15, proficiency with weapon, base attack bonus +2

Benefit: You can throw a melee weapon you are proficient with as if it were a ranged weapon. The range increment of the weapon used in conjunction with this feat is 10 feet.

Normal: You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or a dagger)

Versatile Unarmed Strike

You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

Prerequisite: Improved Unarmed Strike

Benefit: As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage. Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

Special: A fighter can select Versatile Unarmed Strike as of his fighter bonus feats (*PH* 38).

Victor's Luck

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day. .

Magic Items

Beetle Elixir

Price (Item Level): 1,350 gp (5th)

Body Slot: —

Caster Level: 6th

Aura: Moderate; (DC 18) transmutation

Activation: Full-round (manipulation)

Weight: —

Drinking beetle elixir causes your skin to harden, darken, and gloss over, and short antennae to sprout from your forehead.

You gain darkvision out to 60 feet and a +2 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) These effects last for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self*, *darkvision*, Craft (alchemy) 5 ranks. **Cost to Create:** 675 gp, 54 XP, 2 days.

Blast Globes

Price (Item Level): 8,000 gp (11th)

Body Slot: — (held)

Caster Level: 11th

Aura: Moderate; (DC 20) evocation

Activation: Standard (command);

see text

Weight: 1 lb.

When you activate a set of *blast globes*, the transparent globes separate and begin circling each other. One round after they activate, you can direct the globes to strike (as a group) any location within 400 feet as a free action. The globes then

move to that location and create an explosion in a 20-foot-radius spread. Any creature in the area takes 10d6 points of fire damage and 2d6 points of sonic damage, is deafened for 2d6 rounds, and is pushed 1d6 squares away from the center of the blast. A successful DC 15 Reflex save halves the fire damage and negates the push, while a successful DC 15 Fortitude save negates the deafening effect.

After exploding, the globes reform in your hands or at your feet (if your hands are full). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *fireball*, *shout*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Contact Medallion

Price (Item Level): 3,000 gp (7th)

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) enchantment

Activation: Standard (mental)

Weight: —

When you activate a *contact medallion*, you forge a telepathic bond (as *Rary's telepathic bond*) with one person who is within 1 mile and known to you. This bond lasts for 1 minute. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *Rary's telepathic bond*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Counterstrike

Bracers

Price (Item Level): 2,500 gp (7th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Immediate (command)

Weight: —

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Ring of Silent Spells

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

Body Slot: Ring

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

Weight: —

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisites: Forge Ring, Silent Spell, *silence*.

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

Deific Vengeance

Conjuration (summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 per caster level (maximum 10d6) if the target is undead.

Energy Vortex

Evocation [see text]

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20ft.

Target: All creatures within a 20-ft radius burst centered on you.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast *energy vortex*, you choose one of four energy types; acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

The descriptor of this spell is the same as the energy type you choose when you cast it.

Resurgence

Abjuration

Level: Blackguard 1, Cleric 1, Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as a *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit point or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*) then *resurgence* won't help the subject recover.

APPENDIX 3: THE BOOK

This appendix is provided in order to allow you to manage a highly detailed investigation of the Avgustin Histories. For your convenience, below is a summation of the book.

The Avgustin Histories is not a single narrative but is more of a collection of other books detailing the Family Avgustin through the ages. The book contains within it sections of the families history written on a variety of media. Paper fills the front, parchment in the middle, and the final pages are constructed of very fine vellum. The vast majority of the book is non-remarkable, up to the vellum pages at the end. Those pages, beginning with a single page covered in a handprint, detail the Cult of Vecna's quest, to utterly remove the name Kas from all human knowledge. The book is written in a dialect of Flan that has been lost in time, although details may be gleaned from it as detailed below. The essential point of the histories is to show that the Lady Elise Brandenburg through her mother, is directly descended from Kas the Bloody-Handed, betrayer of Vecna.

If the characters state they are closely examining the book read the following:

The book in your hands is larger than most, 18 inches on the spine and 14 inches across. The front and rear cover are leather-bound, with the same gold flecked red lettering on the spine and cover noting the family name. On the front cover, a coin nearly two inches across is set just below the name "Avgustin".

If the characters examine the coin, read the following and allow for the following checks:

The coin must have been minted in some age past, since the face has been nearly worn down with use. The face of the coin still bears some legible features, serpent wrapped about the hilt of a sword is visible, but a line of runes along the outer edge of the coin is too worn to easily read.

The following checks are applicable:

Knowledge (History) DC 25: There have been legends of such coins, lettered in a long forgotten dialect of Flan. This coin must be several thousand years old.

Knowledge (Planes) DC 25: There are tales of such coins, minted in millennia past, buried in ancient tombs and turning up from time to time in the outer planar metropolis Sigil.

Bardic Knowledge DC 25: The runes are a dialect of Flan, one that nobody's spoken for centuries, if not millennia. The serpent represents the source of magic, the sword is a representation of the Sword of Kas.

Decipher Script DC 25 The complete sentence of the runes about the edge of the coin cannot be read, however the phrase "speaks the blood handed" can be made out.

If the characters examine the inside of the book, read the following.

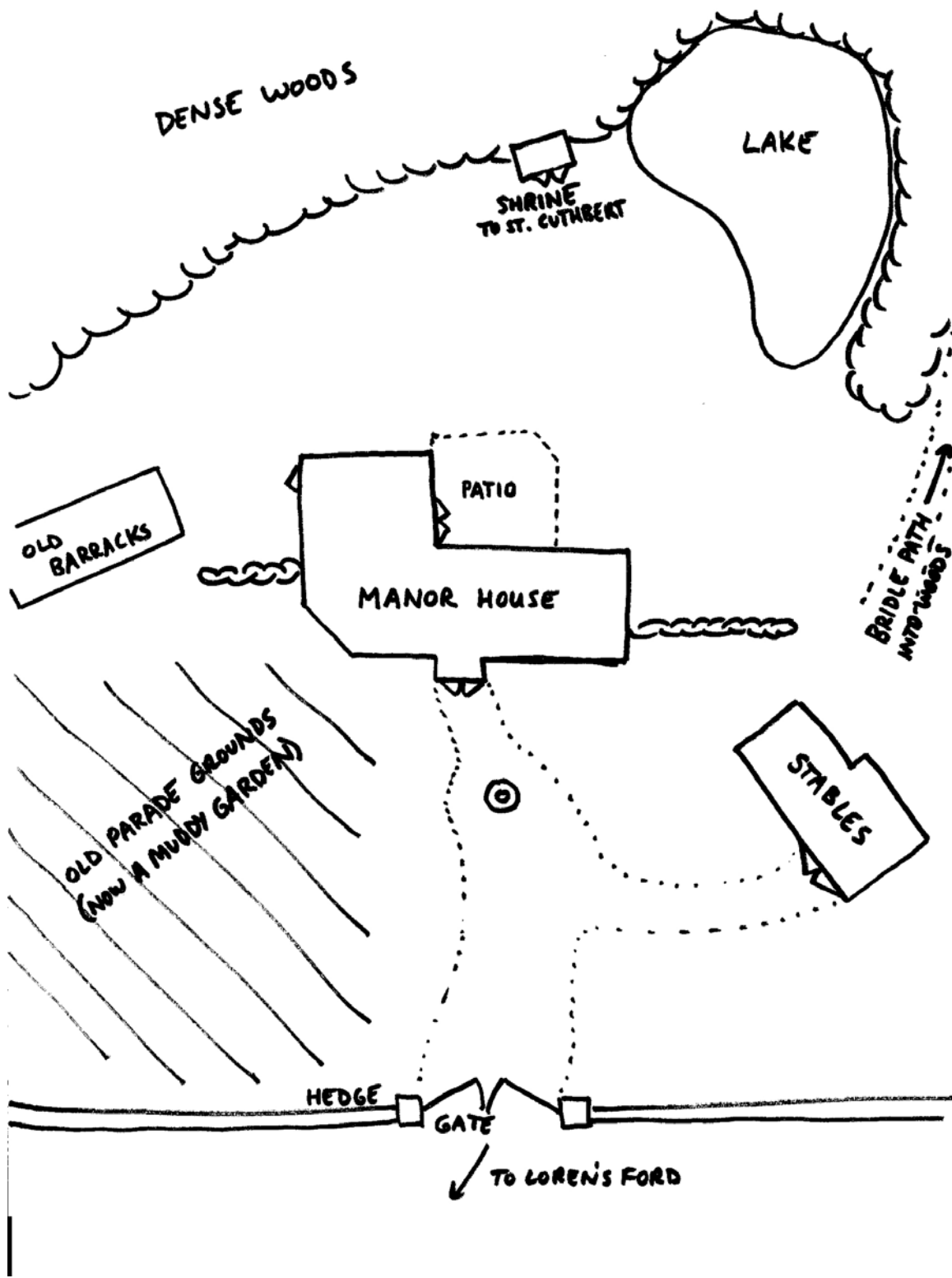
This book is not one book but several, each placed within the binder of this one. Each turned page leads you back in this family's history. Flipping past the paper, written in careful common script, leading to parchment, the text in carefully drawn Flan and finally to a collection of vellum pages, aged to translucence. On the first of these, a left handprint has been pressed into the vellum. Even after what must be dozens of centuries, it is clear the brownish stains are blood. Below the handprint there is writing in a dialect of Flan you're not familiar with. If the character can read Flan, continue with: It reads "The histories of the children of Kas, the blood handed." The next following pages list names, a list showing lineage, and notes on almost every entry noting how the person was murdered at the hands of a cult of Vecna.

This writing clearly shows that the Lady Elise Brandenburg is a direct descendent of Kas.

APPENDIX 4: MAPS VISCOUNTY OF VERBOBONC



DM MAP: AVGUSTIN MANOR



DM MAP: CITY OF VERBOBONC



APPENDIX 5: NPC PORTRAITS

Lord Shannus



Lady Elise Brandenburg



Raoan Emissary Richter Warwick



Appendix 6: The Laws of the Viscounty

The Laws of Verbobonc are designed to maintain the status quo, protecting the nobility at the expense of the common man. Commoners – including all player characters – have very few rights. If they break the law, they will be punished.

HIGH CRIMES AND LOW CRIMES

All crimes in the Viscounty are classified as either high crimes or low crimes.

Commoners can be accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

Nobles cannot be accused of low crimes. They can be accused of high crimes, but only by individuals with the Right of High Justice.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All legal authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice.

Representatives of the law imbued with the Right of Low Justice are involved in the prosecution of 'day-to-day' law enforcement and may charge and arrest any non-noble offender for any crime. A character that bears the Right of Low Justice may only arrest another character if he either witnesses a crime being committed or if a criminal confesses to committing a crime. Arresting agents cannot fine other player characters TU and gold, nor can they remove characters from play. The DM adjudicates the penalties for breaking the law.

The Right of High Justice is held by the Viscount, the heads of noble houses, and their most highly appointed representatives. Anyone with the Right of High Justice may charge, arrest, investigate, try, and sentence any offender for any crime. Only those with High Justice may charge a noble with breaking the law, and only for high crimes. Nobles are immune to prosecution for low crimes. No player character in Verbobonc has the right of High Justice, unless he has specific regional documentation to that effect.

See the **Table 1** below for more details on authority and jurisdiction of various Metaorganizations.

LAWS IN THE GAME

Laws are enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player character happens, the DM should warn the player that he is about to commit a crime. If the player

decides to act criminally, the DM must decide if there is any way for the authorities to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be adjudicated after the play session. If the player continues to commit crimes, the DM should adjudicate it immediately and remove the character from the play session for the time being.

Once play has finished, the DM should make a final determination of all of the penalties that the character will receive, using **Table 2** below for guidance. Any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad. All other crimes may be adjudicated by the judge at the table.

If the player of a convicted character wishes to appeal the judge's ruling, he should contact the Verbobonc Triad.

ILLEGAL GOODS

The following items are illegal in the Viscounty: *assassin's dagger*, *dagger of venom*, *darks skull*, drugs, *dust of disappearance*, flesh golems and *flesh golem manuals*, *gal-garan*, *hand of glory*, *hand of the mage*, holy symbols to evil gods, *Life-drinker*, *nine lives stealer*, poisons, *robe of bones*, slaves, *slaying arrow*, *sword of life stealing*, thieves' tools, thinnuan weapons, and *Unholy* weapons.

Additionally, scrolls and wands of spells with the [Evil] descriptor and any item that radiates an aura of evil, requires an evil creator, bestows curses, summons or commands elementals, demons, or devils, or animates the dead are likewise outlawed.

This list is not exhaustive, and Dungeon Masters should exercise their judgment.

More detailed information on Verbobonc's laws, legal system, and methods of law enforcement can be found in the *Laws of the Viscounty* document, available for download at www.verbobonc.net.

Table 1: Legal Jurisdiction of Verbobonc Metaorganizations

Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Table 2: Crimes and Penalties

Crime	Class	Penalty
Aiding and Abetting	Low	100 gp OR 500 gp OR 1,000 gp + 4 TU
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Bribery	Low	Ten times value offered and public whipping OR forfeiture of all gold carried, expulsion from metaorg, and public whipping
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies: Confiscation of the item(s) owned and a warning and fine of 100 to 2,000 gp to exile from the region, as deemed by the item.
Perjury	High	600 gp, 8 TU
Piracy	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all wealth, 2,000 gp, 26 TU, and loss of eye.
Resisting Arrest	Low	300 gp, 2 TU OR 600 gp, 4 TU
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Smuggling	High	Confiscation of illegal goods, 2,000 gp, 13 TU, public whipping, loss of a finger. Sometimes exile.
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason/Revolt	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp

"To Shannus of the Iron Wood,

The Archclericy of Vesuna, in their rightful and just dominion over the Viscounty of Verbobonc, have determined your hostile actions towards your fellow nobles to be unacceptable. Your unwarranted and illegal invasion of Validia has caused the deaths of hundreds and the suffering of thousands. With the just and rightful consul of the Celestial Order of the Moons and the laws of the Archclericy, I have ruled that your patents of nobility are hereby revoked. As Mayor of Glory you retain the power and responsibilities of that office; however, your movements are here forth restricted to Glory's borders under threat of arrest. Any attempt to expand your holdings beyond that point, or any hostile action within or without those borders, will viewed by the Archclericy as treasonous and will result in the Knights of the Hart marching on Glory and establishing Vesunan rule.

Signed,

*Canon Priffin Truft
Archclericy of Vesuna*