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SWORD & SORCERY



THE EAMONVALE INCURSION

by Nathan Douglas Paul

A d20 adventure for 4 to 6 characters beginning at 7th level



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The Eamonvale Incursion

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The Eamonvale Incursion

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Introduction

The Eamonvale Incursion is designed for a party of 4 or more characters of at least 7th level. It leads the heroes through uncharted wilderness, rustic villages and politically charged market towns. It requires diplomacy, investigative instinct and a ready sword throughout. Eamonvale is a long fertile valley that holds one of the few trade roads across the Stoneheart Mountains. The Grey Citadel of Dun Eamon remains a bastion against the sinister machinations of greedy merchant empires, but the river town of Broadwater at the mouth of the valley is a tempting target for opportunistic commercial interests. An unnatural wilderness war, a plague of highwaymen and a rising criminal underworld mark the beginning of dark days for Broadwater and all of Eamonvale, unless the heroes can connect the chain of events and unlock the secrets of the mastermind behind them.

Adventure Background

The events of this module have their origins in the early days of settlement in the valley of the River Eamon. Centuries before the present day, Eamon Angus founded a small trading post at a critical ford deep in the Stoneheart range. As it became apparent that the trading post and the growing community on the ford were in a position to influence trade across the mountains, the community attracted the attention of a number of merchant families from the more civilized lowlands. As the number of caravans moving across the ford and stopping to trade within the walls of the city grew steadily, the merchants sought a toehold in the thriving economy. Angus and his descendents forbade their emporiums in the city that would become Dun Eamon, so the merchants were forced to barter their goods and collect their tariffs before the caravans entered the valley.

At the mouth of the valley where the River Eamon calmed and widened into a navigable waterway, the tent cities and caravan camps of the traders grew into the town of Broadwater. It was here that the powerful merchant house of Drenwal was able to establish an emporium and dominate the smaller independent traders. With total control of the movement of goods up the valley, House Drenwal taxed goods so heavily that they became unmarketable in the frontier communities. The merchant dynasty bought out caravans of certain critical supplies to deny the settlers the tools for their survival. When Eamonvale had been weakened by their actions, a scion of the Drenwal empire led an army of mercenaries upriver to sack the Angus trading center at the ford and seize the lucrative position on the trade road for themselves.

Angus and his supporters raised an army of woodsmen and settlers and engaged the merchant prince with a ferocity and tenacity that surprised even the seasoned mercenary generals. The battles of the Frontier War were hard-fought and costly, but the people of Eamonvale drove the army of House Drenwal from the valley and back across the lowland plains, securing their economic freedom and gaining effective control over the trading center of Broadwater. House Drenwal withdrew from the economics of the region, but has never forgotten the chagrin of their defeat in the campaign and still covets the valley's flourishing economy.

In the centuries following the Frontier War, House Drenwal made regular attempts to destabilize and usurp control of the region, most notably during an orc invasion of Eamonvale when they managed to deny the Angus clan the military support of the lowland cities through their political influence. This and all other attempts met with failure... and now the leaders of House Drenwal have decided that it is time to assert their claims to Eamonvale for the last time. They have dispatched a ruthless and ambitious member of the Drenwal family to attack the infrastructure of Eamonvale's economy and to pave the way for an invasion of even greater magnitude. With the help of a gang of highwaymen, a powerful wizard, a religious cult, a lycanthropic slave trader, a notorious river pirate and a greedy doppelganger, House Drenwal has set in motion a chain of events that is sure to result in trouble for the residents of Eamonvale... unless the heroes can discover the truth of the matter and expose the true intent of the merchant house that is behind The Eamonvale Incursion.

How To Use This Module

This adventure consists of several parallel plot threads, each of which is connected to a specific region of Eamonvale. These regions are fully developed for extended play, with the events specific to this module set apart in a separate section. After the events of The Eamonvale Incursion are completed, the detailed regions remain for future adventuring and development.

Investigation should play an important part in the party's strategy, as a great deal of information is available if the right questions are asked. Some of the conflicts can be resolved through negotiation and subterfuge as easily as by combat.

Because of the numerous opportunities to move from one event to the next, the party can visit the various regions in any order, and with any amount of time between them. The book has been organized into a sequence of events that promotes linear development and escalating action (first Broadwater, the largest community and most likely portal to Eamonvale for a band of adventurers, with its seedy underworld, then the Trade Road and the vastness of the Bleak, and finally the village of Fagan's Hollow and the adjacent Elfwood).

Several possibilities await a party passing through Broadwater. They might immediately stumble onto a critical key in the central plot, but it is more likely that they stay a few days, provision themselves and listen to the local scuttlebutt. Moving up the valley, perhaps with an outbound caravan, might lead the party into a brigand ambush. Seeking a base of operations and a source of more information might lead them to Fagan's Hollow, where numerous interconnected plot elements await. Having investigated both the brigands and the feral elves, the party might then discover that all story threads lead back to Broadwater and return there for more adventuring leading up to the final conflict.

One unique element of this module is that it culminates in an event that the party ultimately has little direct control over: a massive battle. They do, however, have many opportunities to affect the outcome of the battle. The party's actions in each of the events described in the module have the potential to shift the outcome of the battle in one direction or another. These

opportunities are summarized in Chapter 10. The mechanism for tracking the party's degree of success, using a system of points, is presented in that chapter as well.

Encounter Types: Keyed, Timed, and Random

There are three different ways that encounters are handled in this module. Random Encounters can be selected or randomized from the Random Encounter Tables whenever appropriate. Even when these encounters have little to do with the greater plot, they may be used to deliver rumors or other information. A separate table is provided for each region detailed in this adventure. Most Timed Encounters happen at specific times in the storyline or are triggered by the party's actions, although they can be modified, rescheduled or cancelled without disrupting the plot. A typical Timed Encounter might be a villain who can be encountered in numerous locations and who is driven by his own agendas. These encounters are detailed in the Mystery Elements sections of each chapter. Keyed Encounters take place at certain locations. Permanent Keyed Encounter locations (like taverns and farms) are described in the chapters describing each region, while those Keyed Encounters that pertain specifically to this adventure (like an ambush site) are described alongside the Timed Encounters in the Mystery Elements sections.

Using This Product without The Grey Citadel

The Eamonvale IncurSION is set in the same locale as The Grey Citadel, the author's previous release from Necromancer Games, and is written for a higher level party, as if the same party were continuing from one module to the next. While Citadel was set primarily in the city of Dun Eamon, this book explores the rest of the river valley, its inhabitants, attitudes and politics. This module assumes that Lord Arb Angus and his brothers (or a similarly aligned faction) still rule the valley, and the setting is still a forested, temperate river valley bordered by plains on one end and mountains on the other. Like in Citadel, most of the people of the valley are hardy homesteaders and bold traders, braving the hazards of the frontier to live by their own terms.

However, this is where the book's connection to Citadel ends. At a basic level, the events of this module have only a few prerequisites. It should be set near the edge of the realm of a well-meaning but distant lord. A great bog and a dense forest are key locations. On the edge of the lord's domain should be some sort of trade crossroads, ideally on the water. A small village is located somewhere between the crossroads and the far-off center of government. An ambitious merchant empire hopes to dominate trade in the region, and the distant ruler is slow to respond, putting the party in a position to investigate the events that have transpired. Alternatively, the party might be contracted by the lord to investigate the disturbances, or perhaps some other mechanism will draw them to the plot. Once the heroes are in service to the people of the valley in some fashion, the lord and the seat of government are immaterial to the plot. The Grey Citadel will add character and background to The Eamonvale IncurSION, but is certainly not necessary to run this adventure.

DM's Background

The real facts behind the mystery are best understood by reading the entire adventure carefully, and possibly re-reading the Mystery Elements chapters. Here are a few facts to keep in mind as you do so:

- The powerful merchant empire of House Drenwal has three important agents in the Eamonvale region: a doppelganger masquerading as a village magistrate, a wizard manipulating Broadwater's Council and a powerful rogue directing the efforts of a gang of highwaymen.

- The magistrate is fabricating a war between the soldiers of Eamonvale and the wild elves of the valley to distract the soldiers from their duties.

- The wizard is diverting the attentions of the Council away from acts of sabotage, kidnapping and treason to prepare the town to fall under siege.

- The brigand and his men strike at caravans along the Trade Road, discouraging merchant traffic and seizing select supplies for the invading army.

The Rule of Three

In this module, things have been arranged in groups of three to make tracking the heroes' progress easier. There are three locations involved in the action: the town of Broadwater, the village of Fagan's Hollow, and the Eamonvale Trade Road running the length of the valley and connecting the two settlements. Each of them is described in its own chapter. Each of these is followed by a Mystery Elements chapter, which describes encounters and events that pertain specifically to the events of this adventure, including rumors and connections to the greater plot. Each region also has a secondary location of some importance to the plot: the slave warrens of Underbluff beneath Broadwater, a brigand's swamp kingdom off the Trade Road, and an elven forest nation near Fagan's Hollow. The storylines in these secondary locations much more linear in nature than the complex and twisting plots in Eamonvale.

There are three principle villains to be defeated: Uthno the Wizard, Gurvan the Magistrate and Rolant the Brigand Prince. Each is tied to one location, but might have connections to other regions, secondary villains or parallel plot elements on several levels, all of which are revealed in the Mystery Elements sections. Also, there are three roaming 'troubleshooters' in the employ of House Drenwal whose entire mission is to harass the heroes at every turn: Timac Donne, a master horseman; Harm, an acrobatic rooftop marauder; and Rachman, an assassin with a fearsome ranged attack method.

Finally, the ways in which the heroes are able to affect the final outcome of House Drenwal's plans to seize the valley are grouped in threes. Each of three regions has three potential ways in which the party can shift the outcome of the Battle of Broadwater. These contributions are tracked with a point system described in Chapter 10.

Using Rumors

In this adventure, the success of the party, and even the difficulty of achieving it, is directly related to the depth of their investigation. The heroes should be prepared to ask lots of questions, follow up on answers and constantly weigh the worth of the information they receive. The DM must likewise be pre-

pared to adapt to unforeseen questions, make up answers and humor the characters as they pursue fruitless dead-ends. The rumors described in each Mystery Elements chapter will help make this easier. The rumors on the tables are general rumors, phrased as the population of that region understands them, with a parenthetical note on their veracity. More specific facts on each subject can be found elsewhere in the Mystery Elements chapters. Most of the rumors included in this text are true, or at least mostly so. Feel free to create your own false rumors to lead the party astray.

Merchants and Caravans

Merchant ventures are common traffic on the Eamonvale Road, and they play an important role in this adventure. They vary in size from single wagons to caravans of dozens. Some opt for light carts for speed and flexibility, while others choose larger, slower wagons and invest in a heavy guard. Many take passengers as well. Guards are frequently hired for only a portion of the route, based on perceived hazards, but some caravans have full-time guards under contract to the merchant empires that run them. Many of the caravans have some pertinence to the plot of this module, either in their origins or in the fate that is to befall them, while others are unconnected to the saga taking place in the valley.

Caravans and other merchant traffic dominate the Trade Road chapter, but are present in Fagan's Hollow and Broadwater as well. A Caravan Generator is provided in Appendix 1: NPCs to facilitate expansion and development of these and any future caravan encounters.

Timeline

Very few of the events of this adventure hinge on a strict timeline save for the final battle. In general, the heroes should have as much time as they need to investigate each of the three areas of interest, discover the opposition that awaits them and act to resolve it. However, the more that is allowed to pass, the further the various villains progress in their agendas. Use the following guidelines to gauge the effect of the passage of time on the events of this adventure. Keep in mind that because of the distances involved, the party may spend considerable time in transit between locations.

Phase 1: The heroes become aware of the disturbances in Eamonvale on their own, or are contracted by some other agency to investigate. At this time, the villains are already firmly entrenched and putting their plans into action. The party probably views whatever disturbances they encounter as isolated incidents.

Phase 2: The party has investigated at least one of the regions, and has probably attracted the attention of that area's principle villain at a minimum, prompting more aggressive action in future engagements. Citizens are just beginning to feel the effects of Drenwal's plans; supplies are becoming short, and fears are on the rise.

Phase 3: The party has investigated two or possibly three regions by now and are able to piece together some of the connections. The citizens are almost universally suffering from the activities of the agents of Drenwal, though they do not yet recognize that war is on the horizon.

Phase 4: The party has become aware of the presence of the greater threat of Drenwal, and may have made it know to certain

authorities. Sometime during this time frame, the citizens of Broadwater become aware of a fast-moving mercenary army moving across the plains towards the city. The characters have little time to wrap up their investigations and interventions and prepare for the siege.

Each of these phases may represent a few days of game time, or a week, or more. Details on the changes each area undergoes as the plot progresses are presented in the Development section of each chapter. It is ultimately up to the DM when to advance to the next stage of the plot and its effects on the population and setting, based on how quickly the characters are progressing and how much enjoyment the players are deriving from the adventure. If the heroes spend several days resting with the elves, or become disoriented in the bogs, they may also be slowed in their investigation. Also, many unrelated plot hooks are present, and may draw the heroes temporarily away from their goal. It may even become necessary to pursue a resurrection or seek other forms of assistance from Dun Eamon or further away. Regardless of the reason for their delay, it should not undermine their chances of averting disaster for Eamonvale.

Replacement Characters

Many adventure modules include pre-generated characters, either for players use or to give an idea what types of hero the adventure was written for. This module is no exception, but the pre-generated characters have been written into the story as NPCs, evenly distributed throughout the module. They are not intended to be the starting party. They can provide substitute characters for a party whose numbers are dropping, or perhaps extra support for a small or underpowered party—but they are not high-powered heroes. Most of them have small roles to play as NPCs, so handing them over too early might require some adjustment. See the Appendix 1: NPCs for a summary of potential replacement and supplemental characters.

Adapting the Adventure

It should be pointed out that this adventure differs from other fantasy D20 products in yet another way. It is a common trend for mid-to-high-level adventure modules to revolve around powerful, fantastic creatures, alien races and planar entities. With *The Eamonvale Incursion*, the author hopes to revisit an old foe, one that the characters should remember from before they fought their first giant or demon, from their earliest days of adventuring: men. While there are plenty of strange beasts and memorable freaks in this book to keep the fantasy properly fantastic, the ultimate driving force of the plot is men, and lots of them. There are several occasions on which the party may have to stand against a dozen men, or dozens of men... perhaps more than 80 at one time! Other villainy takes the form of highly skilled individuals who may be several levels higher than the average party level; even some of the underlings in the opposition may have a CR that approaches twice the party's starting level!

For these reasons, the DM should be prepared for the party to be outmatched from time to time. An example is Rath Rolant, the brigands' swamp stronghold. For a party of five to engage its 80+ defenders is a gamble, even for the most potent combatants. Resorting to diplomacy to gain support troops, stealthy infiltration of the fortress, or an alliance with powerful rival groups might all suit the occasion, and require less expenditure of

resources to reach the same goal. Parties that customarily kick in the door and accept the consequences should expect large and potentially devastating battles.

Padding the party with cohorts, followers and hirelings is a good way to insulate them from the masses and allow them to single out enemy leaders in battle. The DM might also choose to reduce the opposition in the name of streamlining an otherwise cumbersome battle, but remember, 4th level human fighters need large numbers to be a viable threat to an 8th level party. An efficient party must choose their battles wisely, avoid investing unnecessary resources and refrain from engaging opponents en masse.

Lower level parties will almost certainly find the volume of opposition overwhelming. A party of 5th to 6th level is capable of carrying out a thorough and effective investigation, but they are not likely to survive storming the river pirate stronghold, the slave warrens or the brigand's swamp kingdom. Such a party should count on political maneuvering, favors and a massive outpour of wealth to compensate for their weaknesses.

Larger or higher level parties may actually find that they are capable of wading through the throngs of opponents. If this is enjoyable to them, then by all means, let them cleanse the wilds of low-level NPCs. If the challenge proves to be insufficient, supplement the enemy with monstrous humanoids, summoned elementals and wizardly constructs to provide an adequate challenge for the party.

Setting

As mentioned above, The Eamonvale Incursion is set in the lower reaches of the valley of the River Eamon, known as Eamonvale. The upper part of this valley and the principle city of Dun Eamon are described fully in the adventure module The Grey Citadel, available in print and PDF formats from Necromancer Games. This and other setting regions are summarized below.

Eamonvale

The River Eamon flows down out of the Stoneheart Mountains, first through snow-fed mountain streams, then crashing down through rocky gorges and finally calming and widening as it flows across the lowland plains towards the sea. This river valley, the forested mountain slopes that flank it, and its deep swamps and boggy moors, are governed from the Grey Citadel of Dun Eamon. The authority of the Lord of Eamonvale extends from the mountain passes near the river's headwaters to the trading center of Broadwater at the edge of the foothills of the Stonehearts.

The frontiersmen of Eamonvale have fought for generations to preserve their rights in the valley, first wresting their sustenance from the untamed wilds, then defending their homes against humanoid onslaughts and, most recently, dealing with the political machinations of greedy merchant empires. The people of Eamonvale are hardy and self-sufficient, hardships are taken in stride and respect is reserved for those who have earned it. Two dominant social groups exist in the valley, and are usually at odds with each other. The woodsmen who people the fertile slopes and forested glens of the valley regard the merchant class as arrogant foreigners from pampered lowland cities; the merchants regard the woodsmen as savages whose uncouth lifestyle they tolerate only in the interests of profit.

The Grey Citadel of Dun Eamon

The city of Dun Eamon is the center of government for Eamonvale. Located high in the mist-shrouded mountain crags of the Stoneheart Mountains, it is a city like no other. Locally known as the Grey Citadel, it is an important trading city and the only viable crossing of the River Eamon in the Stoneheart Mountains. The citadel sits on a broad ford at the base of one plunging waterfall and at the head of another. Midway across the ford, a huge slab of bedrock divides the river into two channels. On the island between, many generations ago, Eamon Angus staked a claim and founded a tiny trading post. Now, centuries later, expansion of the duchies and kingdoms on either side of the Stoneheart Mountains and development of trade between them have caused the tiny trading center and way station to grow into a heavily fortified citadel, with the charter and lordship still in the hands of the Angus family. Three brothers of the Angus Clan rule over the city and valley with strictness and compassion, and have seen it flourish under their authority.

More than 5,000 citizens dwell within the city walls. The Grey Citadel is renowned as the location of the finest forges in the land. Nearly any tool, weapon or other metal item can be crafted there, and the quality of their alloys and strength of their castings are unsurpassed. Due to its critical location at the ford and its safety relative to the perils of the frontier, the Grey Citadel is a popular stop on the route to the passes of the Stonehearts. It is a hiring point for caravan laborers and guards for the dangerous journey over the mountains to the distant kingdoms beyond. Many hunters and trappers pass through the gates every season to sell their pelts and to re-supply for another trip into the wild mountains beyond. Traveling minstrels, adventurers and highwaymen all call the city home from time to time.

A rampart wall surrounds the entire island, with watchtowers evenly distributed along it, and a massive gatehouse guards each entrance where the road rises up from the ford. Where the divided channels of the river spill over the lower falls, the island rises steeply to a flat-topped promontory. On this slab of rock sits the upper city, consisting of the craftsman's district, the vast market and the largest taverns. The stone buildings are quarried from the same grey basalt as the bedrock they sit on, as are the city walls and keep. The rest of the buildings are half-timbered two and three-story structures, with roofs of thatch or shingle. The cobblestone streets and alleys are always shiny and damp, and everything in the city hosts at least a thin sheen of green moss; many buildings have thick clumps of ferns growing on the roof. Amid the green-forested slopes and drifting grey rain clouds, the grey-green edifices of the Citadel blend right in.

The Town of Broadwater

Broadwater, a thriving crossroads town of over 2,000 citizens, guards the mouth of Eamonvale and provides a fortified trading center at a nexus of trade routes. The Eamonvale Trade Road, the River Eamon and two other busy trade routes meet in Broadwater, bringing with them trade goods, foreign travelers, fighting men, ambitious merchantmen, fortune seekers, intrigue and adventure. The walled town is divided into four quarters, and additional communities have sprung up outside the gates. The town of Broadwater, its criminal underworld and its ruling Council are principal elements in the plot of The Eamonvale Incursion. Complete details are provided in Chapter 1.

The Eamonvale Trade Road

Winding a course of over 100 miles through Eamonvale's mountainous wilderness, the Trade Road is the chief artery of transit for the valley. It runs from the Valleygate of the Town of Broadwater, past Fagan's Hollow, through the gates of the Grey Citadel of Dun Eamon and beyond, until it slips through the snow-clad passes of the Stoneheart Mountains. Its traffic consists of mercantile enterprises ranging from massive caravans to tiny farm carts, as well as travelers, military forces, homesteaders, pilgrims and indigenous creatures. The Trade Road, its traffic and the realm through which it winds are central to the plot of The Eamonvale Incursion. Additional details are provided in Chapter 4.

The Village of Fagan's Hollow

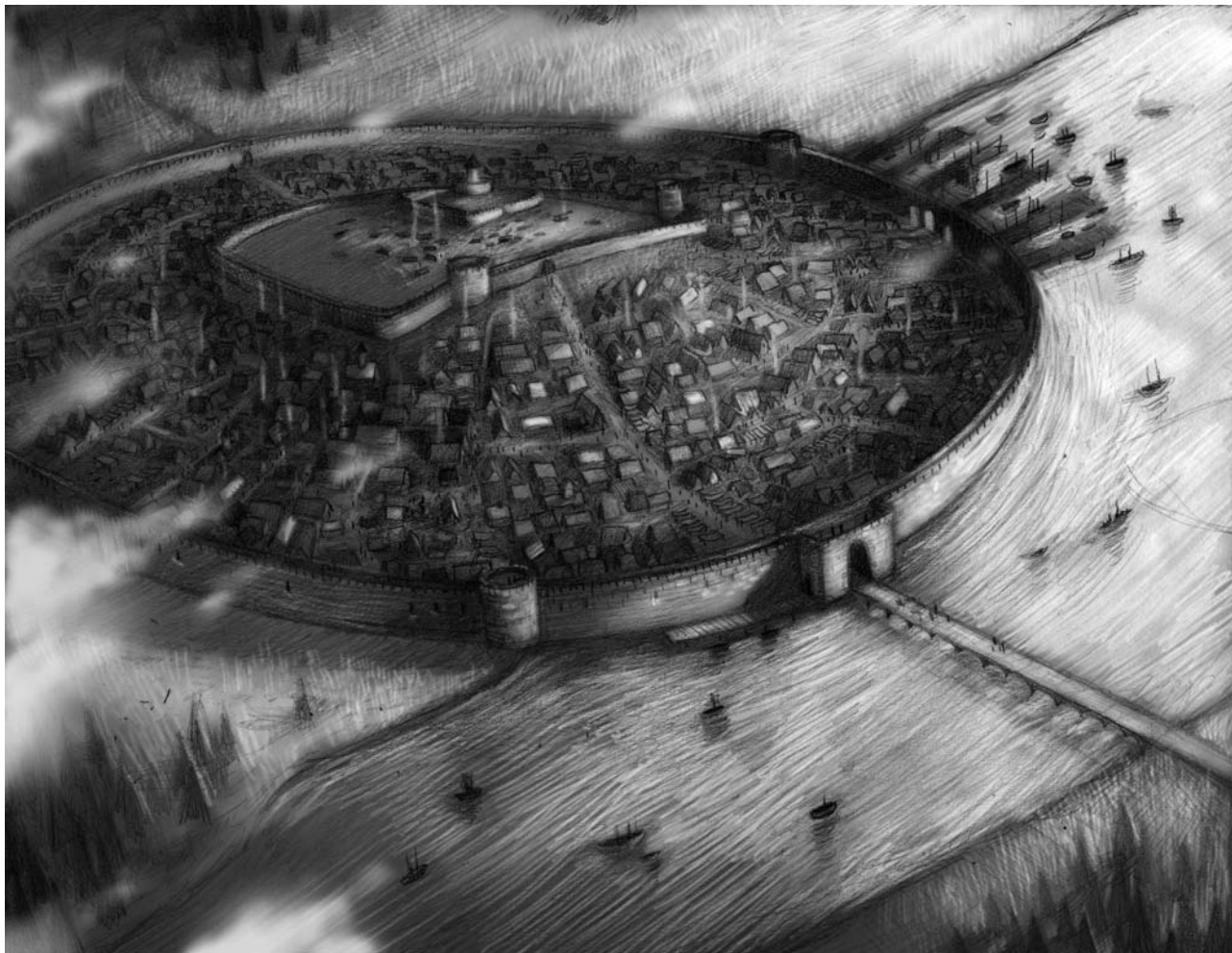
Home to 500 farmers, craftsmen and entrepreneurs, Fagan's Hollow is representative of the communities that line the banks of the River Eamon. Hosting the religious institutions, markets and social centers for the surrounding farms, the village has both a vibrant population and a steady stream of visitors. Its residents have a critical interest in the tide of trade on the Eamonvale Road, the hazards of a frontier existence and the reverberations of conflict elsewhere in the valley. Fagan's Hollow, its temporary and permanent residents, its leaders and its nearby neighbors are important elements of the story of The Eamonvale Incursion. The village is fully described in Chapter 7.

The Hamlet of Glitterburn Glen

Glitterburn Glen is a tiny pastoral community typical of those scattered throughout the Eamonvale highlands. Its inhabitants rely on herding and crofting and are far removed from the daily events of the Eamonvale trade corridor. These simple folk live their lives in relative isolation, perhaps venturing only once or twice to the town of Broadwater or to the Grey Citadel. Glitterburn Glen is described in the free web enhancement Temple of the Azure Eye, available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html. This was the free product support release for The Grey Citadel and requires a password found in that product.

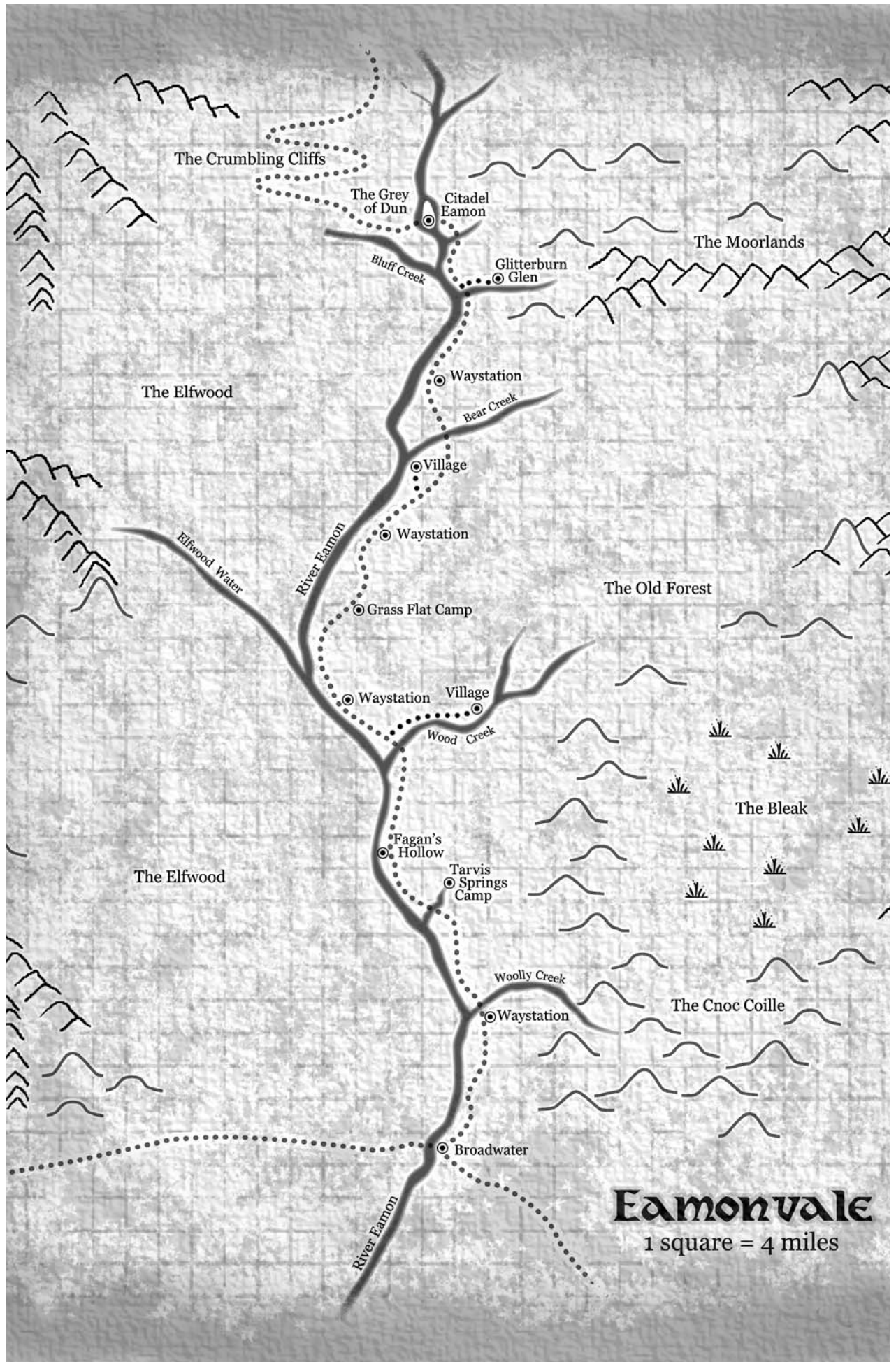
Web Support

Several web enhancements supplement the content of this adventure, including a document detailing additional locations and encounters for Eamonvale. In addition to any support materials that are provided on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html, the author of the adventure maintains a web site dedicated to the Eamonvale campaign setting. Visit Dark Loch Creative Enterprises at <http://www.dark-loch.com>. Though this is not official product support, it should prove to be a useful resource for those using this adventure!



The town of Broadwater.

INTRODUCTION



Chapter One: Broadwater

The town of Broadwater marks the lower end of Eamonvale and the point where the River Eamon, having frothed and plunged its way down from its mountainous origins, finally becomes navigable by watercraft. It also represents the extent of the influence of the Angus clan, where the rule of the Lord of Eamonvale gives way to the authority of scattered tribes of horsemen and lowland merchant empires. Broadwater is a town of twisting streets, of crowded markets and of whitewashed sandstone walls. The cries of merchants ring in the cool breezes that blow in off the River Eamon, and great white clouds drift in from the grasslands to shade the wooden docks.

In addition to the adventures that abound in the mercantile hustle and bustle of Broadwater's day-to-day life, the city has been touched by the ambitions of the merchant empire of House Drenwal. Complete details on Drenwal's agendas for the town are provided in Chapter 2, but the permanent locations are described separately here to facilitate the use of Broadwater as a setting for future development. Also, Broadwater is the setting for the final scene of this module... a valiant defense against a mercenary army funded by House Drenwal. The threats that Drenwal represents in this final engagement come from both within and without the city's walls. Refer to Chapter 10 for details on the mercenary army, its leaders and tactics and the changes that the city undergoes in the final hours before the siege.

Broadwater

Broadwater (large town): Conventional, currently Nonstandard (council manipulated by merchant dynasty); AL LN (free-willed council members), LE (usurpers); 3,000-gp limit; Assets: 337,050 gp; Population: 2,268; Mixed (80% human, 5% dwarf, 3% gnome, 4% half-elf, 3% halfling, 3% elf, 2% half-orc).

Authority Figures: Council Chairman Alfgar (Ari5); Councilman Drust of the Militant Quarter (Ftr9); Councilman Hereward of the Mercantile Quarter, Master of House Gastone (Ari5); Councilman Thorald of the Artisans' Quarter (Exp9); Councilman Galfridous of the Paupers' Quarter (Rog7).

Major Villains: Constable Maehil (Rog3/Ftr3); Constable Menwaed (Rog3/Ftr3); Odair the River Pirate (Rog8); Uthno Abecar (Wiz14); Ciaran (Cle9); Harm (Mnk8/Shd4); Okas (Ftr8); Kalil (Rgr6/Asn4).

Minor Characters: Cubbin (Rgr9); Clan Headsman Marcomir of the Grass Sailors (Bbn9); Dockmaster Seagram (Ftr2/Exp2); Jake Finnegan (Com3); Master Hallorum of House Headwater (Rgr3/Exp3); Abner Crookfoot (Exp3); Holyoof (Exp6); Wendel (Exp3); Audrey Alva (Exp7/Rgr3); Pavel (Exp5); Finster (Brd5/Exp3); Hollister (Exp4); Loremaster Laphroaig (Exp10); Elgin Boffworthy (Exp6); Culver Marshroy of the Brotherhood of Mercenary Engineers (Ftr6/Exp4); Bilfram Jubble (Exp2); Meg (Adp5); Napolan (Brd5); Gudric (Ftr5); Silvie Aeriuth (Enc5); Mellec (Exp4); Edgar Cavelar (Exp4); High Priest Delac of the Temple of Commerce (Cle6); Master Groeg of House Oron (Exp7); Master Kajir of House Drenwal (Exp9); Master Vigaer of House Wreldan (Exp8); Master Pulhram of House Elwood (Exp8); Master Jase of House Madoc (Exp10); Limcheck (Exp3); Lady Ovek (Brd6); High Priest

Runiek of the Temple of Revels (Cle8); Janus Fengle, Commander of the Broadwater Guard (Ftr8); Warwick (Exp5); Padrisco (Ftr7); Kristoff of Kleve, Commander of the White Dragon Company (Ftr9); Franco the Dark, Commander of the Steel Brigade (Ftr9); Saul Mithrum (Com2); Amber Spinson (Com1); Lewic Brevin (Brd1); Marsa Sedge (Com1); Lund Wilk (Com1); Glabwright (Brd2); Gilstock (Brd2); Gambol (Brd2); Pym (Brd2); Linford the Cooper (Exp4); Farlon the Apothecary (Wiz9); Atran the Smith (Exp6); Thamos the Baker (Exp2); Gregor the Cleaver (Exp1); Ervin Folster (Exp3); Kyle Duggins (Exp5); Helmut (Exp2); High Priest Gadron of the Builder's Temple (Cle6/Exp3); Vadamerca of the Grass Sailors (Clr7); Sammel (Ftr4/Rog2); Juren (Rog8); Sharp (Ftr2/Exp2); Gullwing (Exp3); Sid (Exp3); Ragnar (War4).

Others: Constabulary—Exp6 (3), War2/Exp2 (40); Broadwater Guard—Ari8 (4), Ftr5 (12), Ftr3 (188); River Pirates—Rog3/Ftr4 (4), Rog4 (24), Ftr4 (51); adventuring classes—Bbn5 (6) Bbn4 (9), Bbn2 (11), Bbn1 (8), Brd9 (1), Brd5 (2), Brd3 (4), Brd1 (8), Clr6 (1), Clr3 (2), Clr1 (4), Drd9 (1), Drd5 (2), Drd3 (4), Drd1 (8), Ftr5 (17), Ftr3 (35), Ftr1 (65) Mnk5 (1), Mnk3 (2), Mnk1 (4), Pal4 (1), Pal2 (2), Pal1 (4), Rgr5 (20), Rgr3 (32), Rgr1 (16), Rog4 (6), Rog3 (9), Rog2 (12), Rog1 (24), Sor5 (1), Sor3 (2), Sor1 (4), Wiz6 (1), Wiz3 (2), Wiz1 (4); mercenaries, merchants, commoners, laborers and peasants—Adp8 (1), Adp4 (2), Adp2 (4), Adp1 (9), Ari5 (4), Ari3 (7), Ari1 (12), Com8 (4), Com4 (8), Com2 (16), Com1 (835), Exp6 (1), Exp5 (16), Exp4 (18), Exp3 (25), Exp2 (30), Exp1 (59), War4 (157), War3 (212), War2 (65), War1 (48).

Like Dun Eamon, Broadwater sits at a key position on the trade corridors of the foothills. From its walls, four gates open onto the world. One gate leads up the Eamonvale Trade Road to the Grey Citadel and beyond. Another opens onto vast grasslands, where huge caravans haul goods overland to distant cities. A third gate opens onto a pontoon bridge across the River Eamon that provides access to the road that winds its way along the foothills of the Stonehearts. The fourth and final gate opens not onto a road, but onto Broadwater's docks, where all manner of oarboats, keelboats and barges ply the smooth expanse of the River Eamon, its tributaries and confluences.

The city sits partially on top of a high sandstone bluff, and partially below it on the banks of the River Eamon. The High Town, as the upper portion is known, is the location of the Mercantile Quarter, where representatives of numerous trade emporiums maintain a presence for all or part of the year and where agents of Lord Angus operate a customs house for the oversight and taxation of trade in the region. Also in the High Town is the Militant Quarter, which holds a garrison of Lord Angus' troops to safeguard the mouth of the valley, and the adventurers' district, where sell-swords and roustabouts of all sorts offer their services as caravan guards. The Low Town houses the Artisans' Quarter, which produces some goods for trade, but mostly caters to the shipping industry by selling and servicing everything from bit and bridle to wagon wheels. The Paupers' Quarter shares space in the Low Town as well, and is home to beggars, thieves,

failed merchants and industries of pleasure catering to the men who live their lives on the trade roads.

Trade in the city is closely monitored on several levels. Overseers at each gate inspect every wagon, cart and handbarrow that enters the city. The only streets wide enough for dray traffic lead to the trade grounds, where additional agents review and tax the cargoes passing into the market. All the other streets of the city are intentionally narrow and winding to prevent merchants from avoiding tariffs and trading volume goods in back alleys. In addition to legitimate commerce, a thriving underworld deals in less-than-legal goods by cover of night.

Random Encounters in Broadwater

These encounters should be used to provide action, inspire role-playing and develop the unique character of Eamonvale's gateway community. They can also be used to heighten suspense, divert the heroes' investigations or develop the plot with the delivery of an important rumor at the right moment.

Roll 1d8 to determine a random encounter:

1 **Constable Patrol** (2 male human War2/Exp2; CR 3; hp 20, see Appendix 1: NPCs for full stats). The city is usually peaceful during the daylight hours, but lawmen are always on the lookout for wanted criminals, pickpockets, and other nefarious activity. Their initial attitude is indifferent to the party. Since they operate only in pairs, they never hesitate to summon aid with their signal horns.

2 **Pickpocket** (N male human Rog4; Dex 14; Sleight of Hand +12; Skill Focus [sleight of hand]). One of the local thieves makes an attempt on the wealthiest party member. They move in for the attempt when the mark is involved looking at merchandise, or in a conversation. There is a 50% chance that the rogue is affiliated with Juren's organization and proceeds to the pawnshop at Sharp's (Location NN) to cash out his goods. There is a 25% chance that the man is one of Odair's river pirates looking for a bit of extra cash while ashore and returns to the Long Dock (Location E) with his take. Only 25% of Broadwater's cutpurses are independent. If caught, they are openly hostile in attitude.

3 **Professional Beggar** (N male human Rog1; Gather Information +6, Disguise +4) Many of Broadwater's beggar's are legitimately stricken, but just as often are lazy alcoholics and information gatherers. They take a friendly attitude towards visitors in hopes that it may eventually favor them. Most report to Juren, Low Town's premier crime lord, at The Drifter's Den (Location LL). They have a great store of low DC rumors, many of them fanciful, that they readily disperse in hopes of soliciting information that can be traded to Juren for food, drink and other amenities.

4 **Streetwalker** (N female human Brd1; Cha 15; Diplomacy +5, Perform [dance] +7). These heavily perfumed and scantily clad women are often (60% chance) seeking clients for brief encounters in a cheap boarding house or even a back alley. The rest of the time (40% chance) they are offering invitations to bawdy houses and taverns where they and their associates can solicit business from multiple clients. In the Low Town, they usually draw clients to the Tinted Torch District (Location MM). In High Town, they may represent the Broadwater Gentlemen's Club (Location P); if a party member maintains a conspicuous display of wealth or taste (but not necessarily both), they may even receive an entrance token that

waives the 10-gp fee at the door. All of them adopt a friendly attitude in hopes of getting what they want from the party, and they may have a rumor to share as well (usually about a previous client).

5 **Madman** (CN male human Ari2 or Exp2; Craft or Profession [varies] +5). The tragically insane are all too common in a merchant town; failed business ventures, cold-hearted betrayal and the ready availability of illicit drugs may all rob the sanity from a man. Such a gibbering lunatic might be helped by delivery to a local temple, and his attitude is initially indifferent but may jump suddenly to one extreme or the other. He may pass on a garbled version of a local rumor. During the events of The Eamonvale Incursion, this may also be a man whose mind was shattered by Ciaran's pain cult (see Broadwater Keyed Encounter: Den of Depravity) or one whose spirit was crushed by Uthno the sorcerer's powerful magic (see Broadwater Keyed Encounter: The Puppeteer).

6 **Local Traffic (varies)**. A common encounter in any quarter of Broadwater is a larger than normal party of the local population. In the Mercantile Quarter, this is almost always a caravan or foreign trade delegation arriving and causing a stir (2d6 Exp3 or Ari3). In the Militant Quarter it is commonly a mercenary guild or a large detachment of the Guard arriving from or departing for their duties (2d10 War3). In the Artisans' Quarter it may be a large parade of laborers bringing raw materials into or finished goods out of the neighborhood (2d4 Com1). In the Paupers' Quarter it could be anything from a large drunken rabble to the crew and passengers of a newly arrived riverboat (2d10 Com1 or Exp2). In each case, the composition of the party and the degree of catastrophe or good fortune that accompanies them is left to the DM's discretion. During the events of The Eamonvale Incursion, this is an opportunity to introduce merchant houses, craftsmen, mercenaries or criminals who might factor into the party's investigation.

7 **Council Member (varies)**. This encounter is either the Council Representative for the appropriate quarter (70%), Council Chairman Alfgar (20%) or Alfgar and the local Representative (10%). They are on a routine tour of the town, speaking with residents, viewing civic improvements and discussing other matters of government. Regardless of the combination, they are always escorted by a unit of the Broadwater Guard consisting of 4 Guardsmen (male human Ftr3; CR 3; hp 24) and 1 Sergeant of the Guard (male human Ftr5; CR 5, hp 42; see Appendix NPCs for complete stats). They are indifferent until approached, whereupon they take a friendly political attitude. A DC 20 Diplomacy check is required to broach a political subject in the streets; usually they gently rebuff the petition and refer the citizen to the formal approach at the Council Chambers (Location L). Refer to the Council section in Chapter 2 for guidelines on interactions with the Council.

8 **Familiar Face (special)**. Broadwater is a crossroads town, and the world is never as big as it seems. Select an NPC from a previous adventure or create a short background for a connection with one of the characters. The familiar face might be some the party has aided in the past, a business associate, a henchman of a defeated foe or a rival adventurer. They might come bearing a warning, have a useful rumor to relate, or be on similar business, but they could just as easily have fallen in league with the villains of The Eamonvale Incursion.

After nightfall, roll 1d8 to determine a random encounter.

1-2 Constable Patrol (2 male human War2/Exp2; CR 3; hp 20, see Appendix 1: NPCs for complete stats). The city is a dangerous place after dark, and lawmen are always on the lookout for criminal activity and disorderly drunks. Their initial attitude is unfriendly until the party proves themselves non-threatening. Since they operate only in pairs, they never hesitate to summon aid with their signal horns. In the Mercantile and Artisans' Quarters, they are much more suspicious of people on the streets after dark, since few businesses are open.

3-4 Street Fighters (2 or more War2, Exp1, Com1 or Ari2). This late night squabble could represent anything from laborers arguing over gambling debts or bar tabs to noblemen dueling over affairs of the heart. In any case, intervention is rarely welcomed unless the parties are unevenly matched. 2d6 rounds elapse before a constable patrol responds. Street fighters are indifferent to the party until they intervene, at which point the combatants become unfriendly.

5-6 Goods Fence (NE male human Rog3; Cha 14; Appraise +8, Bluff +8, Diplomacy + 10 Sense Motive +8; Negotiator; goods worth 3d6x10 gp). These characters often hail passers-by from a shadowy alley and offer to sell them an item that 'fell off the back of a wagon'. These goods may be fake, stolen, pawned or illegal, and are usually offered below their value (20% or more) out of necessity. They might be conspicuous items that appeared in Sharp's pawnshop (Location NN), items acquired by Juren in a business deal or items stolen during a burglary by an independent thief. The fence's attitude is indifferent beyond wanting to move his goods and get off the street. Use the following table to establish the item for sale (note that trade bars have some relevance to the events of The Eamonvale Incursion; see Broadwater Timed Encounter: The Cash Flow in the Caravan Encounters section of Chapter 2).

1-2	Gems or marked trade bars
3-4	Art object
5	Poison or narcotic
6	Minor magical item

7 Back Alley Shakedown (Rog2, 5 War1, Com2). A small-time moneylender and his goons pay a visit to a delinquent account. There are very few independent criminals of this caliber in Broadwater; the moneylender is allied with either Juren or Galfridous (50% chance of either). They are unfriendly to the party, except for the subject of the shakedown who begins as indifferent and easily progresses to helpful if the party gives aid. During the events of The Eamonvale Incursion, this encounter may be replaced with a party of Odair's river pirates in the act of removing stolen grain from a sewer drain. See Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2.

8 Rooftop Burglar (N male elven Rog4; Climb +9, Hide +9; masterwork thieves' tools, climber's kit). The heroes spot a cat burglar on his way to or from a heist. His movements across the rooftops are difficult to track, and if confronted he is evasive and hostile to the party. He may be an independent thief (25%), an agent of Juren (50% on a specific mission, or have something other than burglary in mind, such as commercial sabotage (10%), espionage (10%) or assassination (5%).

During the events of The Eamonvale Incursion, consider substituting Harm, an agent of House Drenwal who monitors the interests and enemies of his employer from the rooftops. See

Broadwater Timed Encounter: In Harm's Way in the Villains section of Chapter 2.

Authority Figures in Broadwater

Broadwater is officially under the rule of Lord Arb Angus of Eamonvale. Due to the distance separating Dun Eamon from Broadwater and the complexities of the city's population, the Angus clan has instituted a system of council government to handle day-to-day business. Unlike smaller communities, which are usually governed by a set of codified laws enforced by a magistrate, Broadwater's government offers more representation to the local population while entertaining the agendas of the powerful merchant families who have influence there.

The city is divided by terrain, economics and social class into four quarters, and each quarter holds a seat on the Council. The head of the Council holds a fifth seat. The Council Chairman is chosen by the Angus clan and may be replaced at will by the Lord of Eamonvale. Each of the other Representative seats is held for four years, and an election for one of the four seats is held each year. Each representative is elected by the population of the quarter represented.

At the time of these events, the Council is as follows (complete stats and backgrounds for each of these NPCs are available in Appendix 1: NPCs):

Alfgar (male human Ari5; CR 4, hp 24; see Appendix 1: NPCs for complete stats), a veteran of mercantile enterprise and a wise man, is the head of the Council. He represents the interests of Lord Angus and the people of Eamonvale with fairness and firmness. Alfgar is perhaps the most important victim of House Drenwal's treachery; he has been magically dominated by Uthno the Sorcerer.

The Militant Quarter is represented by Drust (male human Ftr9; CR 9, hp 58; see Appendix 1: NPCs for complete stats), a former mercenary commander and veteran of the trade road. He has the respect, albeit grudgingly given in some cases, of the mercenaries and adventurers of his constituency. Drust is a man of honor, but his shaky grasp of politics compels him to lean on Alfgar for direction, making him subject to the will of Uthno.

The Mercantile Quarter is represented by Hereward (male human Ari5; CR 4; hp 18; see Appendix 1: NPCs for complete stats), who was elected from among the most prominent traders. In addition to representing the inhabitants of the Mercantile Quarter on the Council, he also represents the interests of a large number of foreign merchant empires. Hereward serves House Drenwal through the efforts of Ciaran, Uthno's henchwoman who has seduced and manipulated him.

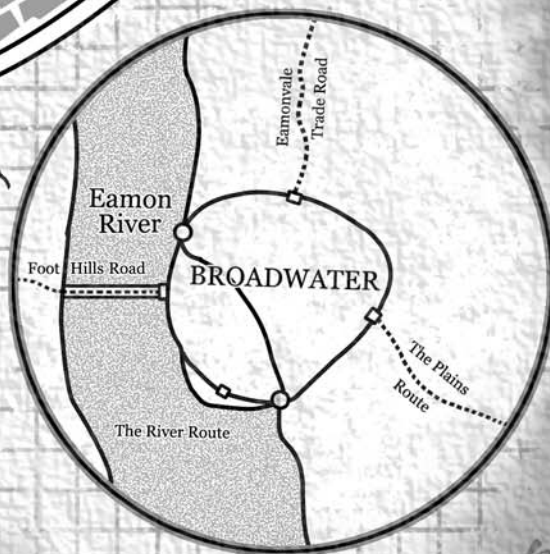
Thorald (male human Exp9; CR 8; hp 25; see Appendix 1: NPCs for complete stats) is a craftsman who represents the Artisan's Quarter. He continues to operate his shop, one of the most productive woodshops in Broadwater, while seeing to the needs of his fellow craftsmen. Thorald is both loyal to the Angus clan and acting of free will at the time of these events... he is simply outvoted by those under the influence of the conspirators.

Galfridous (male human Rog7; CR 7; hp 21; see Appendix 1: NPCs for complete stats) is a moneylender from the Pauper's Quarter. His duty is to represent the destitute living within his jurisdiction, although the interests of the brothels and pleasure dens of the quarter also find their way onto the Council's agenda. House Drenwal bought his loyalty long ago in exchange for the fixed election campaign that put him on the Council.



The Town of
BROADWATER
Principal Thouroughfares
and Places of Interest

1 square = 50 foot



Locations In Broadwater

Broadwater is a thriving crossroads of trade, and its locations range from elegant trade emporiums to seedy pleasure dens. The following places and persons await discovery as the heroes move through Broadwater in search of answers.

Location A: Town Walls

The town of Broadwater is surrounded by a defensive wall of whitewashed sandstone blocks. The wall is 18 feet high and 8 feet thick, with sandstone crenellations on the outer edge to provide cover for the defenders. The top of the wall may only be accessed from one of the gatehouses or watchtowers, which interrupt the wall at regular intervals. The men of the Guard monitor the walls day and night, with 1 Guardsman stationed every 200 feet and 1 Sergeant of the Guards per wall section (between gates).

Guardsman: male human Ftr3; CR 3; hp 24; see Appendix 1: NPCs for complete stats

Sergeant of the Guards: male human Ftr5; CR 5, hp 42; see Appendix 1: NPCs for complete stats.

Location A, Area 1: Watchtowers

A pair of tall towers stand at the edge of the sandstone bluff on the upriver and downriver edges of the town. Each one exists to cover the low point in the wall where it connects with the bluff, and to provide a view of all approaches to Broadwater. The ground level provides access via a locked door and spiral stair. The middle level offers access to the wall top and several firing slits, but is manned only in times of alarm. Crenellations and a conical roof protect the top level, which features two ballistae, a signal horn, hooded lantern and a spyglass. A minimum of two members of the Guard observe the river and roads for approaching traffic and advise, by horn and lamp, both the gate sergeants and the Council of any large parties or caravans. A secondary concern is to use their elevated position to watch over the streets of the town, mostly looking for unrest or back alley bartering.

Guardsman (2): male human Ftr3; CR 3; hp 24; see Appendix 1: NPCs for complete stats

Gates

Four major highways convene on Broadwater, and four massive gates admit travelers to the crossroads community. Each of the gates is unique, featuring homage to various deities, but all were built at the same time, using the same design. Each gate also features a small community just beyond the walls. The gates are frequently used as gathering places for casual gossip (see Rumors in Broadwater) and as posting boards (see Broadwater Keyed Encounter: A Call to Arms in the Caravan section of Chapter 2). Broadwater's gates are sealed an hour after dark and reopened an hour before dawn. Citizens and visitors caught outside must spend the night in the open, or with one of the groups camped outside the gates.

On the lower level, an arched passageway passes beneath two portcullises. Outside the arched entrance 2 Guardsmen and a Council Customs Agent gather gate fees (see side box) and issue tokens to merchants bringing goods into the city (see the Broadwater Customs House, Location J). Overhead rows of murder holes and firing ports allow defenders above to target invaders as they pass. From inside the town, a narrow stair climb

first to the upper level and then to the roof of the gatehouse. The upper level is accessed by a sturdy oak door and contains two massive chain winches for the portcullises, a double row of murder holes in the floor, and arrow slits around the perimeter of the room. The roof of the gatehouse is surrounded by a crenellated wall, and has exits onto the defensive wall that surrounds the town. There are always 2 Guardsmen stationed on the upper level and 2 Guardsmen and a Sergeant of the Guard on the roof, but during an alarm, a dozen men or more may gather on each level.

Customs Agents (LN male human Exp2; Appraise + 7, Diplomacy +9, Knowledge [local] +6, Sense Motive +9; Negotiator; badge of office) are learned men in the employ of the Council.

Guardsmen (6 or more): male human Ftr3; CR 3; hp 24; see Appendix 1: NPCs for complete stats

Sergeant of the Guards (1): male human Ftr5; CR 5, hp 42; see Appendix 1: NPCs for complete stats.

A regular fee is assessed upon entering the town gates, although locals are known to the Guards and gate agents and are usually permitted entrance without a fee. Each merchant house has negotiated terms with the Council and their fees are handled elsewhere. Everyone else is taxed according to the sidebar below.

Broadwater's Gate Taxes

- 1cp per person, unarmed and unarmored
- 1 cp per beast of labor
- 2 cp per wagon or cart
- 1 sp per person, armed or armored
- 5 cp per beast of war
- 1% of value of salable goods (produce, livestock, raw materials)
- 3% of value of salable goods (finished goods, martial)
- 5% of value of salable goods (luxuries, magic, art objects)

Location A, Area 2: The Valleygate

The Valleygate sits facing the mouth of the valley of the River Eamon. Through it pass the farmers, hunters, trappers and adventurers of Eamonvale, and the many caravans whose business takes them to the Grey Citadel of Dun Eamon or beyond the Stoneheart Mountains. Carved in exquisite relief above the arched passage are images of the gods of Roads, Storms and the Wilds. A group of woodsmen who hire themselves out as caravan guides has erected a camp just outside this gate (see Location B: Guides' Camp).

Note: During the events of The Eamonvale Incursion, the Valleygate is a conduit for slaves seized by Rolant's brigands on the Trade Road and destined for Dravec's underground labor force. Refer to Broadwater Keyed Encounter: Imported Labor in the Slavers section of Chapter 2 for complete details.

Location A, Area 3: The Plainsgate

The Plainsgate looks out onto an endless expanse of windswept prairie. It is the largest of the gates, as it must accommodate the massive caravan wagons that arrive from across the sea of waving grass. It serves two purposes, the first is to admit and discharge visitor and caravan alike, while the second it to impress all visitors with the wealth of the city. Its carvings are

tributes to the gods of Sun, Commerce and the Hunt. Tribes of nomadic horsemen may always be found camped at a semi-permanent corral outside this gate, selling horses (see Location C: Horse Trader's Camp).

Note: House Drenwal's minions have targeted The Plainsgate for destruction in an act of sabotage. It is beginning to show evidence of this sabotage in the form of cracks and deterioration; refer to Broadwater Keyed Encounter: Burning Down the House in the Sabotage section of Chapter 2.

Location A, Area 4: The Rivergate

The Rivergate opens up to Broadwater's most valuable resource: the docks. The elegant carvings above the gate depict the deities of Luck, Commerce and the River. The gate opens onto a narrow, muddy riverbank, but within a few feet a maze of wooden docks begins, branching out in several directions. The water's edge lies a few yards beyond the gate, but the docks extend the landings far out into the River Eamon. Because watercraft clearly cannot bear their cargoes all the way to the trade grounds, a system of tokens allows porters to haul wares into the city (as described in the Customs House section of this chapter). The boats moored at Broadwater's docks have grown into a community in their own right (see Location D: The Flotilla, and Location E: The Long Dock).

Note: A Search check (DC 25) might reveal a scrap of fabric snagged in some bushes at the water's edge, as described in Broadwater Timed Encounter: Dwarven Disobedience in the Slavers section of Chapter 2.

Upon arrival of each merchant vessel, Dockmaster Seagram determines the order in which vessels are to be unloaded. With 2 Guardsmen he boards each one as it arrives and checks the manifest. He issues tokens for the gate based on the size of the cargo, and leaves the shipper responsible for securing the necessary labor to move the merchandise.

Dockmaster Seagram (LG male human Ftr2/Exp2; Appraise +6, Knowledge [the River Eamon] +6) is broad-shouldered and bearded, with a lifetime of river experience.

Guardsmen, male human Ftr3 (2): CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Location A, Area 5: The Bridgegate

The Bridgegate is unique among the other gates into Broadwater. It opens onto the river, just above the high water line on the stone wall of the town. Below the gate is a broad wooden wharf that stretches out into the River Eamon and runs a considerable distance along the wall. The arched opening of the gate is fitted with a wooden drawbridge that forms a ramp to the center of the wharf. Stretching away from the bottom of the drawbridge is the wooden pontoon bridge leading across the River Eamon. The drawbridge is lowered at dawn and taken up every sunset, leaving the wharf empty and the town wall and closed gate just within reach. The Bridgegate is adorned with carvings of the gods of Artifice, Bounty and Roads. Just outside the gate, a bustling fish market has sprung up (see Location F: Fishermen's Wharf).

Note: The pontoon bridge is targeted for destruction during the events of this module. Refer to Broadwater Keyed Encounter: Bridge Over the River Eamon in the Sabotage section of Chapter 2.

Location B: Guides' Camp

Situated between the Eamonvale Road and the River Eamon is a makeshift village of colorful tents (see side box). This is the guides' camp, the temporary home of the men and women who know every feature of Eamonvale as well as they know their mother's face, if not better. They hire themselves out to caravans leaving for the upper reaches of Eamonvale, staying in this camp between jobs. They opt not to lodge themselves within the town's walls, preferring the unconfined openness of the outside, but they venture in readily enough for supplies, job contracts and recreation.

Early in the day, the guides are only interested in finding work, and avoid idle conversation. However, as the sun passes its apex and the job market grows stale, flasks and wineskins make an appearance and the camp takes on the festive atmosphere of men and women who live hard, play hard and expect each day to be their last.

The patriarch of the camp is Cubbin, a grizzled veteran of the Stonehearts and a retired guide. He spends most of his days and nights outside his tent (with its seven-color door flap) offering advice to outbound woodsmen. At his side is his partner of many years and many miles, his dog Sage. He is always eager to meet new travelers, especially those who appear to frequent the wilds, and hails anyone to come share his fire and a tale of adventure. If the heroes respond with a good story, Cubbin favors them with information of his own, granting them a +5 bonus to their

A Brightly Colored Tent City

The guides of Eamonvale use their tents as an advertisement of their skills and experience, as judged by their peers. Upon erecting his tent for the first time, a novice guide must procure a white canvas sheet to drape over the entrance to his tent. As the new arrival returns from expeditions, the guides he encounters or works alongside may choose to mark their sigil upon his canvas drape as evidence of their esteem for his skills or as a sanction of his character. In the first year in the camp, all the sigils are marked in cheap black ink. As the seasons pass, the sigils begin to appear in more rare colors; first in rusty orange, yellow and red and progressing to even more uncommon colors like green, blue and purple.

The standard rate of pay for a guide is based on the number of colors his tent flap displays, while the number of sigils (and the renown of those who inscribe them) is a measure of the respect the guide has achieved. This system allows the local guides to challenge newcomers and keep their profession very peer based and exclusive. It is rare to find anyone whose tent flap bears more than 5 colors still hiring out by the day; such guides are often exclusively contracted to one of the merchant houses. The daily rates are listed below for anyone wishing to hire a guide:

Black	0-1 year experience	1gp
Orange	1-3 years experience	3gp
Yellow	3-6 years experience	5gp
Red	6-9 years experience	10gp
Green	9-15 years experience	15gp
Blue	15-25 years experience	20gp
Purple	25+ years experience	25gp

Gather Information roll if they choose to make one. Sage knows nearly every ranger in the valley, and certainly all of those in the Guides' Camp, by scent alone. She often has an old soup bone or a ratty woolen sock to gnaw on, and may (30% chance) present it at the feet of a Neutral Good character, especially a ranger or druid, as a token of her friendship. If the heroes already spent a night in the Guides' Camp, chances are it is one of their socks.

Cubbin, male human Rgr 9: CR 9; hp 60; see Appendix 1: NPCs for statistics.

Sage, War Dog: CR 1; hp 26; see Appendix 1: NPCs for stats.

Typical Eamonvale Guide, male human Rng5: CR 5; hp 32; see Appendix 1: NPCs for statistics.

Location C: Horse Traders' Camp

Due to an ancient law, the nomads of the plains are forbidden to open a trading concern within the city. Instead of selling their horses through an intermediary, they have erected a corral within sight of the walls, just off the road to the Plainsgate. Here, the best horses in the region are available for purchase. The plainsmen trade in all varieties of horses. Long manes and tails, slender legs and a frighteningly powerful gallop typify their favored breeds. The tribes do not use heavy warhorses, but have found the profit in breeding and selling them. Anyone riding a stout Rhianna mountain horse (such as those available in Fagan's Hollow) is taunted by the entire clan and asked if they would like to purchase a proper horse.

There are six clans of plainsmen, each occupying the corral at the Plainsgate for one cycle of the moon in every six. During the rest of the year, they drift to other markets, to seasonal camps and hidden oases and drive their herds of horses to traditional foaling grounds. Each actual tribal name is a word in their native tongue that in most cases simply means 'us' or 'the people.' The names they are known by in Broadwater are often the names bestowed upon them by rival clans, and while it may be a point of pride for the tribe, it can also hold a secret slander in its origins.

The Grass Sailors are known for their endless treks; their name is loosely translated from 'those who cross the prairie as if blown by the wind.' They lay claim to some of the most remote foaling grounds, water sources and defensive promontories in the grasslands, and cover far more ground than any other tribe.

The Quick Knives are legendary for their tempers; their name stems from their propensity to violence in inter-tribe dealings (although they see it as a nod to their martial prowess). They are not well liked by the other tribes of the grasslands, and have been known to turn to mercenary work if a moon cycle at the Broadwater corral does not turn a good profit.

The Stone Faces are a dour people; their name is given to them by other tribes who are unsettled by their refusal to show emotion in commerce, in battle or in ceremony. They have no battle cries, sing no celebratory songs and are rarely seen to smile.

The Thunder Riders are a proud, boisterous tribe; they are so called by the other plainsmen because of the hollow gourds they tie to their saddles to increase the noise of their charge. They prefer overt confrontation to subterfuge, and supplement their income as traders by hiring out as mercenary cavalry.

The Star Walkers are master navigators; their title is derived from the plainsmen's words for 'those who walk by the night sky.' It is a mark of respect for their celestial knowledge, although

some tribes consider them to have their heads in clouds too often. They are the most scholarly of the tribes, and are the self-appointed loremasters of all the tribes, even those who consider them enemies.

The Beast Takers are the greatest huntsmen of the plains; while they see their name as a point of honor, the other tribes refer to them as such because they feel they take more game than necessary. They are superior trackers, archers and leather craftsmen.

Marcomir, Headsman of the Grass Sailors, human Bbn9: CR 9; SZ M; HD 9d12+9 (+27)*; hp 75 (93)*; see Appendix 1: NPCs for complete stats.

Typical Plainsman, human Bbn6: CR 6; SZ M; HD 6d12+6 (+18)*; hp 50 (62)*; see Appendix 1: NPCs for complete stats.

During the timeline of The Eamonvale Incursion, it is the Grass Sailors who occupy the camp near the Plainsgate. Since the headsman handles all bartering, if the characters stop in the camp they are likely to run into Marcomir the chief of the Grass Sailors. In addition to their horse-trading business, Marcomir is looking for his lost daughter. If a character proves to be an able negotiator and pursues a price below the clan's bottom line, Marcomir may offer a 50% discount in exchange for a favor. He requires that the character enter Broadwater and retrieve his daughter Vadamerca, who has abandoned the tribe. His only stipulation is that if she cannot be returned, several items belonging to the tribe be reclaimed, including her left hand, which is used for secret tribal signals. See Broadwater Keyed Encounter: Horse Trader's Daughter in the Allies section of Chapter 2 for details on encounters with Vadamerca.

Horse Trading and Haas Drinking

The tribesmen of the lowland plains are extremely attached to ceremony, and integrate it in every aspect of life, including commerce. When any deal is struck, both participants must drink the traditional haas beverage, which is distilled from the fermented roots of prairie grass. The drink has the flavor and smell of old mulch, and has some curious effects. The horsemen (for the most part) are too noble to consider intoxicants to grant an advantage during their negotiating, but once a deal is sealed they have no qualms about sending a new owner on his way with a feeling of elation, self-confidence and satisfaction.

Anyone not accustomed to or addicted to the drink must attempt a Fortitude save at DC 15. Failure results in a +2 bonus to Willpower saves for one hour, and a -2 penalty to Intelligence for the same period of time. Consuming an average of one serving per day for more than a week results eliminates the temporary effects and results in a mild addiction. Abstinence from the beverage once addicted results in a -1 Intelligence penalty due to slight headaches that persist for a month after consumption is suspended. For addicted drinkers who continue the habit, the only benefit is a healthy digestive system. Plainsmen also present haas to new warriors before battle as a rite of passage; since the young men of the tribe have not yet developed a tolerance through regular consumption, they benefit from steadier nerves and enhanced confidence.

Location D: Broadwater's Flotilla

Watercraft of every size and type cluster around the docks. The innermost boats look like they have not seen open water in some time, while the larger vessels tied up at the end of the docks appear riverworthy, and often in a hurry to be underway. Dozens of citizens make their homes or businesses here, and at night, especially on balmy summer nights, the Flotilla glows with the light of paper lanterns and rings with music and laughter. However, as it lies outside the walls of Broadwater, and outside its authority, the Flotilla is a lawless place. Anything may be bought and sold below the decks and canopies of the riverboats. Gambling lounges, bawdy houses and narcotics dens have all been adapted to the water. The varied nature of the residents encompasses everyone from adventurous traders to independent watermen to seedy criminals.

A pirate named Odair controls the Flotilla, referring to himself as the mayor. He is not elected, but simply the most influential man inhabiting the water-borne ghetto. He owns many of the boats and lays claim to one entire dock (see Location E: The Long Dock). The only other vestige of authority is House

Headwater, a merchant empire involved exclusively with river trade and the only one in Broadwater to make their emporium outside the city walls (See Location D, Area 2: Hallorum's Dock). The traders of House Headwater act openly to protect the rights of their own craft, but the lack the influence to challenge Odair's authority

Location D, Area 1: Finnegan's Barge

There is one reputable public establishment in the floating shanty town outside the Rivergate: Finnegan's Barge. The barge originally washed up on the homestead of young Jake Finnegan in a massive flood that carried off his livestock and every building on his small parcel of land. In the barge's hold, he found several casks of ale and cider. Deprived of his livelihood as a rancher, Finn used the beverages to buy the services of enough watermen to launch the barge and pole it upstream to Broadwater, where he beached it just outside the Rivergate.

When the floodwaters receded, the barge was left high and dry, and Finn immediately began selling the contents of its hold at cut rate. Ever since Finn's local clientele clarified the salvage laws of the river for the barge's distraught owners, he has found



steady business from the crews of the riverboats and the inhabitants of the Flotilla.

Jake Finnegan, known locally as Finn, has built his business on the satisfaction of his customers. The barge on which his business is built offers seating on deck, where canopies and censors keep the sun and bugs off the revelers during the summer, as well as below decks, where pot-bellied stoves hold the chilly river fog at bay during the rainy season. The main bar moves between decks with the season, catering to the greater concentration of customers. Finn keeps the aft cabin for his home, office and storeroom.

Services: fish stew, 3 sp; bread and cheese, 1 sp; Finn's Finest (the Barge's own stout), 3 cp; Bilgewater (moonshine distilled in the Flotilla), 2 cp.

Jake "Finn" Finnegan (NG male human Com4; Profession [publican] +6) is a lean, tanned rancher-turned-entrepreneur, with sun-lightened hair and an open, genial manner.

Location D, Area 2: Hallorum's Dock

This small dock is the territory of House Headwater. Named after the half-elven master of House Headwater who brokered the dock's purchase and renovation, it hosts numerous small keelboats in the service of the House. Headwater is unique among Broadwater's merchant houses as it is a loose consortium of independent shippers, rather than a familial dynasty. Most of the cargo vessels that tie up at Hallorum's Dock are gone again within a few days, with the exception of the Mud Puppy, House Headwater's flagship and operational nerve center, and two barges, which serve as warehouses for House Headwater's trade goods. Due to ongoing animosity between House Headwater and Odair's pirates, Hallorum's Dock is a good place to gather information (see Broadwater Timed Encounter: House Headwater in the Merchant Houses section of Chapter 2).

A pair of mercenary guards regulates access to the dock at the water's edge. In addition to dozens of riverboat crews and laborers, Master Hallorum of House Headwater spends most of his time on the dock, managing the arrivals and departures of several boats every day.

Mercenaries, male human War3 (2): CR 2, hp 23, see Appendix 1: NPCs for complete stats.

Riverboat Crews (NG male various Exp3; Profession [sailor] +6, Swim +7, Use Rope +6) are tanned and windblown men who are always eager to unload their cargoes and enter the town to spend their hard-earned wages.

Laborers (N male human Com1; Str14) are unskilled laborers who ferry goods by handbarrow and oxcart from the ships to the Trade Grounds.

Master Hallorum (LG male half-elf Rgr3/Exp3; Wis16; Knowledge [geography] +8, knowledge [the River Eamon] +10; Knowledge [nature] +6, Sense Motive +10, Survival +12; Leadership; +1 cutlass) is a veteran of the River Eamon trade corridor who knows every shoal, eddy and safe mooring. His reputation among rivermen brought him to a position of leadership in House Headwater.

Location D, Area 3: The Mud Puppy, Flagship of House Headwater

The Mud Puppy is a tired workhorse that hosted the first meeting of independent watermen – the future House Headwater. As Headwater grew in power and wealth, the Puppy was retired from service, sailed upriver to Broadwater and deemed the base of operations for the upper terminus of the river trade.

On board, the cargo hold has been renovated to host numerous scribes, accountants and analysts in the service of the house. They spend their days balancing ledgers, projecting market demands, calculating expense and profit reports and chronicling river hazards. The spacious aft cabin is home to the Master of House Headwater, and two smaller cabins are kept for visiting agents of the house.

At any given time, 2 mercenaries stand guard at the ramp. Below decks, 6 clerks toil at their respective tasks. When not on the dock supervising business, Hallorum can be found here.

The locked strongbox holds a small treasure, but true to form, House Headwater has most of their wealth invested in the river trade.

Mercenaries, male human War3 (2): CR 2, hp 23, see Appendix 1: NPCs for complete stats.

Clerks (LN male human and gnome Exp3; Int 15; Profession [bookkeeper] +7, Knowledge [local] +8) are the keepers of the records of House Headwater's shipping interests on the River Eamon.

Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30.

Treasure: 20 gold bars (worth 10 gp each) and 6 platinum bars (worth 50 gp each), all bearing the embossed crest of a ship under sail; 241 gp, 18 freshwater pearls (worth 10 gp each).

Location E: The Long Dock

The Long Dock is the exclusive domain of Odair, a ruthless river pirate and small-time crimelord. He runs more than half of the illicit operations around the docks and takes tributary payment from most of the others; only Juren rivals his criminal influence. Unlike Juren, Odair has been bought by Drenwal's agents. He is storing stolen grain for Uthno aboard two of his vessels, using his gang of cutthroats to transport and protect the grain until the time comes to turn it over to the invading army. He also plots and prepares to destroy the pontoon bridge, cutting off the besieged townfolk from escape or relief.

The pirates typically stand guard over one of the vessels for 8 hours, work at maintenance, mending or moving goods for 8 hours, and have 8 hours at liberty to sleep or carouse. On the shore, 2 mariners guard the end of the dock at all times. During the day, another 9 mariners and 4 topmen are at work at various projects on the dock, supervised by 1 captain (at night these individuals may be assumed to be on an errand in Broadwater, or sleeping on board the Red Horizon, the Serpent or the Brazen Goddess). In the event of conflict or alarm, the remaining pirates arrive on the dock at a rate of 2 per round until all the boats have been emptied.

Odair, human male Rog8: CR 8; hp 36; see Appendix 1: NPCs for complete stats.

River Pirate Mariners, male half-orc Ftr4 (2 or 11): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

River Pirate Topmen, male half-elf Rog4 (0 or 4): CR 4; hp 19; see Appendix 1: NPCs for complete stats.

River Pirate Captain, male halfling Rog3/Ftr4 (0 or 1): CR 7; hp 46; see Appendix 1: NPCs for complete stats.

The Pirate Fleet

Odair has assembled a considerable fleet of river craft to terrorize river shipping and passenger traffic. The fleet is entirely composed of keelboats— broad-beamed, flat-bottomed craft capable of navigating shallow waters with submerged obstacles. Their length ranges from 40 to 80 feet, with widths from 15 to 25 feet and a draft of only a few feet, even fully loaded. They may be rowed, poled or sailed, depending on conditions. Not all of Odair's fleet is fully riverworthy; many of them have not seen open water in years, but instead form the pirates' base of operations in the Flotilla. The largest and most important vessels are described below.

Location E, Area 1 and Area 2: The Griffon and the Gargoyle

These two ships are the sturdiest of the fleet, having both an exceptionally broad beam and a short overall length of 45 feet. Normally they are used for quartering men and for recovering heavy plunder or cargo from downriver. In rough weather they have preyed upon foundering ships in open water, demanding total surrender in exchange for deliverance. Since the development of the plots and ploys surrounding The Eamonvale Incursion, however, they have been allocated to smuggle grain out of Broadwater into the hands of the arriving mercenary army.

The cargo holds of the Griffon and the Gargoyle have been modified to protect the grain from water damage while allowing it to ride low as ballast. The boats are moored outermost on the Long Dock, ready to be delivered into the hands of the invaders at a moments' notice. Both sit very low in the water (noticeable with a DC 24 Search check).

In each of the aft cabins, 1 topman stands guard over the grain supply and tallies the arriving goods. These men are to sever the mooring lines should the Long Dock come under attack or close inspection. Their hope is to escape with enough crew to float the craft downriver and beach them in the path of House Drenwal's mercenaries (see Broadwater Keyed Encounter: A Pirate's Life in the Villains section of Chapter 2 for more details).

The treasure for these two vessels is entirely in the form of stolen grain. It is rightfully the property of the people of Broadwater and has not been included in the treasure balance for this area. The grain is stored in sturdy casks shaped by (and bearing the mark of) Linford the Cooper (see Location X: The Cooper's Lot), who can report that House Drenwal has purchased more casks of that size and style than any other house.

River Pirate Topmen, male half-elf Rog4 (1 per boat): CR 4; hp 19; see Appendix 1: NPCs for complete stats.

Treasure (both boats): the Griffon and the Gargoyle (worth 2,700 gp each), 124 casks of assorted raw wheat, oats and barley (worth 10 gp each, 200 lbs. each)

Location E, Area 3: The Notorious

The boat is a nondescript 60-foot vessel that bears more resemblance to a family fishing boat than a pirate ship. In truth it forms the backbone of Odair's drug trade, making seasonal runs to downriver markets to supply the people of Broadwater, from nobles to peasants, with the substances they crave.

The deck of the Notorious is crowded with wooden traps, fishing nets, empty crates and abandoned tools. Below decks, a similar state of disarray dominates a single large cabin. Most of the cargo space on board this ship has been converted to living space, again lending credence to the idea that it is a fishing boat (a ruse that has gotten the crew through an inspection or two). Well hidden from the casual observer (Search DC 28) are the tools of the drug trade: a small scale, packets of waxed paper, and a copper-topped board and blade for inspection of the wares.

Shaded beneath a patched canvas awning, 2 mariners stand guard over the Notorious and its illicit cargo at all times, mainly guarding against internal theft and overseeing transactions on the occasion that Odair does business on board. Most of the peddling, however, is done in town by dealers with standing arrangements with Odair.

The treasure on board the Notorious mainly consists of a cache of salable narcotics and a small cashbox to facilitate such transactions.

River Pirate Mariners, male half-orc Ftr4 (2): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

Treasure: the Notorious (worth 2,500 gp), merchant's scale (worth 2 gp), 3 earthenware jars containing goldencap (see sidebar, each jar holds 20 doses worth 3 gp each), a bale of foxleaf (see sidebar, the bale holds enough foxleaf for 100 doses worth 5 sp each), 4 bundles of graveroot sticks (see sidebar, each bundle holds 50 sticks worth 1 sp each), 3 tin boxes of black poppy paste (see sidebar, each box holds enough for 30 doses worth 2 gp each), cashbox with 28 gp and 40 sp.

Location E, Area 4, Area 5 and Area 6: The Red Horizon, Serpent and Brazen Goddess

These three smaller vessels (50-footers) are older than most of Odair's fleet, and have been relegated to dormitory service. They were damaged during ship-to-ship combat or boarding actions and nursed back to Broadwater; they still show sufficient damage to their rigging, hulls or steering mechanisms to keep them from open water.

Each vessel has a coal brazier on deck for basic cooking, which the men take turns at. Being less than riverworthy, these ships have little rigging or provisions of their own, but often the decks are cluttered with repair projects for other vessels such as stitching sails, splicing ropes and shaping woodwork. Below is a cargo hold with numerous hammocks, wads of stinking clothing, empty bottles and jugs, rotten food, rats and other unmentionable foulness; these ships have no captains, and the men are left to their own devices when it comes to cleanliness.

Each of these ships houses a dozen or more men. At any given time, 9 mariners and 4 topmen are sleeping, eating or relaxing on these three boats. When not laboring to maintain the fleet or assigned to a river raid, a grain heist, slave trafficking or other unsavory duties in Broadwater, the pirates split their time between drinking, gambling and sleeping.

The Broadwater Drug Trade

The import and sale of narcotics is outlawed in Broadwater, making it just the sort of trade that attracts criminal entrepreneurs such as Odair. Below are the substances that garner regular demand in Broadwater, although they are just a few of the drugs that he has access to.

Goldencap is a small coppery mushroom. A single dose costs from 3 to 5 gp, and when brewed into a weak tea and drunk it induces visual and auditory hallucinations. A DC 15 Fortitude save is required to avoid the effects of the drug. Increase the save DC by +5 per additional dose. The hallucinations are the equivalent of a *minor image* spell and last 2d4 hours. Failing the Fortitude save by more the 10 enhances the effects to be equivalent to a *major image* spell coupled with a *hallucinatory terrain* spell. This drug is popular with the nobility (mainly due to its cost), and is often integrated in aristocratic festivities in small doses to enhance fireworks, acrobat troupes and musical performances.

Foxleaf is an exotic plant with spindly leaves; the nectar that beads on the leaves provides the narcotic effect. A single dose (enough for a small pipe bowl) costs between 3 and 10 sp. The leaves are dried, shredded and smoked, yielding feelings of elation, contentment and perceived (but not actual) cleverness. A DC 12 Willpower save is required to avoid the effects of the drug. Increase the save DC by +3 for each additional dose. Each dose imposes a -2 penalty to Intelligence and Wisdom ability scores, and a +2 bonus to the Charisma ability score. The penalties and bonuses are removed at a rate of 1 point per hour, beginning 1 hour after the last dose is smoked. This drug is popular among performers and artists, giving them confidence and enhancing their sense of success.

Graveroot Sticks are cuttings from the root of a small bushy plant that grows best on freshly turned soil, such as that of a new grave. A single cutting of the root costs from 1 to 3 sp, and the root must be chewed to release the narcotic effect. The sensation is one of befuddlement and confusion, and the drug relieves minor pain as well. A DC 14 Fortitude save is required to avoid the effects of the drug. Increase the save DC by +2 for each additional dose previously consumed in a 24-hour period. Chewing the root produces general ambivalence, impaired attention span and every ten minutes the intoxication results in either a *sleep*, *daze* or *hypnotism* spell effect (determined randomly). The drug is popular with beggars, especially the maimed and the terminally ill. The cumulative effect is such that many users are able to keep themselves in a semi-permanent state of intoxication through regular use.

Black Poppy Paste is the refined essence of a potent poppy flower grown in far-distant lands. It is generally smoked in water pipes or used as an additive to pipe tobacco, and a single dose can cost from 3 to 5 gp. Smoking the poppy paste produces feelings of elation and superiority, but impairs judgment and reaction time. A DC 18 Fortitude save is required to avoid the effects of the drug. Increase the save DC by +3 for each additional dose. Each dose imposes a -2 penalty to Wisdom and Dexterity ability scores. The ability score penalties are removed at a rate of 1 point per hour, beginning 1 hour after the last dose is smoked. This drug is popular among the merchant class, mainly due to their ability to access it and pay the steep prices of import.

These ships have no treasure other than the possessions of the men quartered on board. The values of the vessels are modified for the treasure balance for this area, as they are not seaworthy in their current state. Repairs require many weeks and 40% of the listed value in expenses.

River Pirate Mariners, male half-orc Ftr4 (9): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

River Pirate Topmen, male half-elf Rog4 (4): CR 4; hp 19; see Appendix 1: NPCs for complete stats.

Treasure: The Red Horizon (worth 2,900 gp, see above), the Serpent (worth 3,000 gp, see above), the Brazen Goddess (worth 3,100 gp, see above), 12 hacksilver bits (worth 8 gp in total, Search DC 22 to find).

Location E, Area 7: The Cinnamon Tryst

When Odair's pirates seized the 70-foot Cinnamon Tryst, it was in the possession of a wealthy downriver noble. The sleek vessel had already been outfitted with every luxury, and the elegance of its graceful lines was matched by the opulence of the interior. Once in the hands of Odair the River-Pirate, the most valuable of the ship's fixtures and items of artistic value were liquidated, but even the remnants are worthy of a decadent retreat. Odair saw a potential side business and acquired several young women, mostly indentured servants, to begin his pleasure trade.

The Tryst has two private cabins aft and one forward. The cabins are provisioned with luxurious pillows, soft lighting, a small dressing screen and plenty of incense and potpourri. Between cabins is a large galley and common area; its seating and bunks have been sectioned off with silk tapestries and curtains to provide a semblance of privacy for the acts that transpire there. The decks are kept clear, but the vessel can be made ready to be underway within a half an hour if necessary.

The Tryst is home to 6 slave girls, and is under continual guard by 2 river pirate mariners. Odair's brothel caters to the denizens of the Flotilla, many of who are itinerant rivermen with hard-earned coin to spend and little time to spend it, although the pirates provide plenty of business themselves. The half-orcs act as managers, collecting the fees and ensuring that no undue violence or chicanery is commenced onboard.

Visits to the Tryst costs 5 sp, plus 2 sp for a carafe of wine if desired, and typically last for an hour or two. An evening's companionship costs 2 gp and ensures a private cabin, rather than a curtained alcove in the main cabin. On rare occasions, the girls are permitted ashore in the company of a well-to-do client, but only on Odair's authority.

The treasure on board the Tryst is comprised of certain valuable elements of the décor.

Slave Girls (N female human and half-elf Com2; Cha 14; Perform [various] +3) are young women seized from a wide variety of lands; some are quite exotic, and all are quite despondent and homesick.

River Pirate Mariners, male half-orc Ftr4 (2): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

Treasure: the Cinnamon Tryst (worth 3,700 gp), 3 small silk tapestries displaying scenes of waterborne conquest (worth 150 gp each), 2 hanging oil lamps of brass and obsidian (worth 70 gp each), small hanging coal brazier carved with sea serpents (worth 30 gp), 4 candelabras of brass (worth 8 gp each), ivory incense burner (worth 10 gp), 2 bundles of rare incense (worth 8 gp

each), 22 satin pillows trimmed in glass beads (worth 4 gp each), 11 courtier's outfits, all feminine and very revealing (worth 30 gp each), 2 pairs of masterwork manacles with good locks (keys with Odair, worth 90 gp each).

Location E, Area 8: The Salvation

The ironically-named Salvation is a marginally riverworthy craft allocated to the housing of slaves awaiting transaction. It was one of Odair's fastest and most maneuverable until it ran aground in a heavy fog, shearing the rudder away. It may still be rowed, but cannot be properly steered under sail.

The Salvation has been gutted since the accident and now sits moored to the Long Dock with its naked mast rocking slightly with the swells. The aft cabin still stands empty and unused, other than by pirate guards during inclement weather. The dividing walls of the hold have been removed for more space. In the main hold, the slaves lay chained to the bulkheads. A few bowls for simple gruel and water are present, and mildewed blankets offer only marginal protection against nights of chill river-fog.

The 10 slaves are of assorted age, race, gender and background. Most of them are individuals with resale value seized during river raids; these are almost exclusively laborers or men of some marketable skill. At the DM's discretion, one or more might be a hostage of some value awaiting ransom to family or colleagues in a downriver town.

Two of the captives are ex-pirates enslaved by Odair for unforgivable transgressions on the order of mutiny, theft or violation of the pirates' sacred code. There are no dwarves among the slaves at the time of The Eamonvale Incursion, as they have been routed to Dravec's slave operations in Underbluff. A guard of 2 river pirate mariners is present at all times, inspecting and harassing the captives from time to time.

Assuming the slaves are freed rather than kept and sold, there are only a few items that would qualify as treasure on board the Salvation. The value of the vessel is modified for the treasure balance for this area, as it is not seaworthy in their current state. Repairs require many weeks and 20% of the listed value in expenses.

Slaves (N male human Com2 and Exp2; also 2 River Pirate Mariners) are underfed and demoralized, and most have given up hope of freedom.

River Pirate Mariners, male half-orc Ftr4 (2): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

Treasure: the Salvation (worth 3,100 gp, see above), 10 pairs of cheap manacles with very simple locks (keys with Odair, worth 30 gp each).

Location E, Area 9 and Area 10: The Wayward Zephyr and the Ethereal Omen

Odair's primary raiding craft are the Wayward Zephyr and the Ethereal Omen, both small (60-foot) and agile vessels capable of great speed and stealth. The Zephyr was a prize taken from one of the last pirates to contest Odair's authority on the River Eamon, and he looks on it as a great point of pride. The Omen is one of his original raiding ships, lovingly cared for through many conflicts.

Under normal circumstances they spend most of their time on the river, lying in wait behind wooded sandbars or in small tributary streams, but since the development of the events of The

Eamonvale Incursion, both ships have been an unusually long time at anchor.

The Zephyr and the Omen are built for maneuverability, pursuit and combat. Both carry rail-mounted ballistae fore and aft, which may be used to launch everything from lead-capped hull-breaking bolts (3d6 bludgeoning damage, halves Hardness of hull material) to flaming brands (1d6 points of fire damage to a 2d6-foot radius, plus normal chances of catching on fire). A collection of light and heavy crossbows are provided for the crews and boarding parties, including grappling bolts for the heavy crossbows used to fix lines in the opposing vessel's rigging to facilitate boarding actions. Their holds carry only arms, crew quarters and ballast, with plenty of room for plundered goods, and each single aft cabin is a stark and practical space dedicated to command operations rather than luxury.

These two ships are tied up at the end of the Long Dock, and are kept ready to get underway in a matter of minutes. They are crewed by Odair's best and captained by able and experienced rivermen. Normally, both vessels would be kept ready to get underway, but with Odair's new side business with House Drenwal, one of the crews has been re-assigned. The Zephyr carries 6 mariners and 4 topmen under the orders of 1 captain. These pirates work in shifts to guard the ship, perform routine maintenance and stand by for the command to cast off in pursuit of a particularly juicy prize. The Omen has only 1 mariner standing guard. If either ship leaves on planned business, the crew may be doubled or otherwise enhanced to suit the occasion, and Odair often joins particularly sensitive raids.

The treasure of the Zephyr and the Omen is limited to the arms and supplies stored on board.

River Pirate Mariners, male half-orc Ftr4 (7): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

River Pirate Topmen, male half-elf Rog4 (4): CR 4; hp 19; see Appendix 1: NPCs for complete stats.

River Pirate Captain, male halfling Rog3/Ftr4 (1): CR 7; hp 46; see Appendix 1: NPCs for complete stats.

Treasure (per ship): the Wayward Zephyr and the Ethereal Omen (worth 3,200 gp each), 2 ballistae (worth 500 gp each), 15 ballista bolts (worth 1 gp each), 4 hull-breaker bolts (worth 4 gp each), 4 flaming bolts (worth 4 gp each), 10 light crossbows, 50 crossbow bolts, 4 masterwork heavy crossbows, 6 heavy crossbow grapples with 80 ft. of silk rope each (worth 17 gp each), 6 grappling hooks with 100 feet of hemp rope each (worth 3 gp each), 6 glaives, wooden box containing 10 smokesticks and 4 thunderstones, map of the River Eamon, from Broadwater to a point of the DM's choosing (worth 22 gp).

Location E, Area 11: The Hellion

At 85 feet long, the Hellion is the largest vessel in Odair's pirate fleet. It only leaves Broadwater when the pirates anticipate stiff resistance on a raid, or when circumstance mandate temporary relocation of operations. For the most part, the Hellion remains tied alongside the Long Dock, serving as Odair's home and command center. However, it remains battle-ready at all times, with ballistae fore and aft and an arsenal of missile weapons, and can be fully crewed on short notice.

The Hellion has two cabins to the fore and two cabins aft, as well as a gallery, an armory and another cabin below decks. One of the aft cabins holds Odair's personal quarters, which are as lavish as could be expected for a pirate captain. The other aft

cabin holds a conference room where Odair dines and plots with his officers (this room doubles as the treasure vault for the pirate hoard; see below). One of the forward cabins houses the officers who see to the ship's daily operations, while the other is reserved for special guests ranging from high-profile kidnapping victims to Odair's chosen harlot of the moment.

At any given time there are 2 captains on board the *Hellion*, ready to command it in Odair's absence. Also on board are 2 mariners and 2 topmen, who are in a position to defend the boat if necessary. If Odair is not overseeing business on the Long Dock, he can be found here as well.

The *Hellion* carries most of the treasure of Odair's organization in 2 locked, trapped chests, one large and one small. The larger chest is secured below the deck timbers of the aft conference cabin, unreachable by other than a long crawl through the bilges of the *Hellion*. Odair performs this distasteful task himself, greedy to the point of hiding his wealth even from his own officers. This chest cannot be located with a casual Search roll, unless the bowels of the ship are specifically explored; even then, a DC 35 Search check is required to locate the muck-encrusted treasure. More likely, this chest will be located by magical divination (one of the traps radiates magic), or by interrogation. It holds a mass of gold coin and a number of trade bars; the bars were stolen from several merchant vessels and are awaiting a trip downriver to be recast as smaller bars and unmarked coin. The smaller iron strongbox holds the pirates' operational funds (not everything can be stolen, after all). While smaller, this hoard is much more vital as it pays for bribes, services of spellcasters and healers, hard-to-find provisions and repairs to the fleet. The items found in Odair's cabin represent the balance of the treasure.

River Pirate Mariners, male half-orc Ftr4 (2): CR 4; hp 29; see Appendix 1: NPCs for complete stats.

River Pirate Topmen, male half-elf Rog4 (2): CR 4; hp 19; see Appendix 1: NPCs for complete stats.

River Pirate Captain, male halfling Rog3/Ftr4 (2): CR 7; hp 46; see Appendix 1: NPCs for complete stats.

Treasure: the *Hellion* (worth 3,700 gp), 2 ballistae (worth 500 gp each), 15 ballista bolts (worth 1 gp each), 4 hull-breaker bolts (worth 4 gp each), 4 flaming bolts (worth 4 gp each), 10 light crossbows, 50 crossbow bolts, 4 masterwork heavy crossbows, 6 heavy crossbow grapples with 80 ft. of silk rope each (worth 17 gp each), 6 grappling hooks with 100 feet of hemp rope each (worth 3 gp each), blown glass decanter of cognac (worth 35 gp), matching jade cups (worth 100 gp each), silk dressing gown (worth 30 gp), silver comb and hog bristle brush (worth 40 gp for the set).

Locked Trapped Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30. Poison Needle Trap: CR 5; mechanical; touch trigger; repair reset; hidden switch bypass (Search DC 25); Atk +17 melee (1 plus poison, needle); poison (large scorpion venom, Fortitude DC 18 save resists, 1d6 Str/ 1d6 Str); Search DC 25; Disable Device DC 22. Market Price: 2,000 gp. Contains 330 sp, 186 gp, bag of 44 freshwater pearls (worth 10 gp each), 2 coral pendants (worth 35 gp each), 1 unset tourmaline (worth 85 gp).

Locked Trapped Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. Summon Swarm Trap: CR 3; magic device; touch trigger; automatic reset; command word bypass ("Aaarrrr!"); spell effect (*summon swarm*, 3rd level wizard, summons spider swarm); Search DC 27; Disable Device DC 27.

Cost: 3,200 gp, 240 XP. Contains numerous velvet-wrapped trade bars from local merchant houses, including the following: 4 gold bars bearing a crest with a tower and a wheel (House Oron, worth 20 gp each), 2 gold bars bearing a mark of a rose and two crossed daggers (House Gastone, worth 20 gp each), 2 gold bars bearing a crest with a tree and a harp (House Elwood, worth 25 gp each), 2 gold bars bearing the mark of a fleur de lis and a swan (House Wreldan, worth 25 gp each), 7 silver bars bearing the mark of a crow and a mailed fist (House Drenwal, worth 10 gp each), 14 gold bars bearing the mark of a ship under sail (House Headwater, worth 10 gp each), 6 platinum bars bearing the mark of a ship under sail (House Headwater, worth 50 gp each); a flat case containing 30 gold bars with an embossed emblem gouged out (worth 25 gp each); a leather bundle of 10 platinum bars with an embossed emblem gouged out (worth 50 gp each); 703 gp (loose) Note: Discovering trade bars in other treasure hoards may prompt heroes to consider the origins of those they have already recovered; see *Broadwater Timed Encounter: The Cash Flow* in Chapter 2 for details.

Location F: Fishermen's Wharf

The wharf extends from the base of the drawbridge and runs in both directions along the stone wall of the town. The river is too shallow here for large keelboats, so local fisher folk (LN male and female human Com1; Craft [netweaving] +2, Profession: fisherman +4; small boat) tie up their dinghies and punts along this wharf to unload their catch.

Nearly all of the fishermen are unwilling to pay the taxes and fees associated with bringing wares into the city and elect to market their catch along the wharf. Starting in the late morning a lively fish market springs up on the landing outside the Bridgegate. Buyers for the town's eating establishments and chefs for the wealthy merchants shop aggressively for the best price, and the art of haggling is at its finest.

Merchants also frequent the fish market, securing quantity deals on fish to be salted and packed for transport and hauled overland to distant destinations. As caravans rumble down the drawbridge and across the pontoon bridge, the crews often toss a few coins down to the fishermen, knowing that many days of dried rations await them on the road. In return, the fishermen fling whole fish with surprising accuracy, granting the caravanners one last fresh meal. In the evenings, the simple fisher folk loaf about the wharf, smoke their pipes and discuss the goings on in the city, or pole their punts over to Finnegan's Barge (Location D, Area 1) for a pint or two.

Services: fresh fish for a two-person meal, 5 sp.

Broadwater High Town

Looking down from the bluffs with a view of Low Town and the River Eamon is the High Town, the center of the city's rich trade industry. Here one can find goods from all corners of the known world; wondrous gems from the Stoneheart Caverns, carved darkwood from deep jungles, silks and spices from distant empires, and fine wines from sun drenched valleys. This section of the city is relatively new, having grown out around the old keep to meet the growing town below. The streets are organized around the trade grounds, avenues branching off like spokes from a wheel, while curved boulevards mimic the circular trade grounds forming ever-larger circles. Broadwater High Town is home to the Mercantile Quarter and the Militant Quarter.

Mercantile Quarter

The corner of Broadwater's High Town between the Valleygate and the Plainsgate is boasts the greatest concentration of wealth, power and influence in the town. This is the Mercantile Quarter, home to the Trade Grounds, the ruling council and the emporiums of the mighty merchant houses. The buildings are freshly whitewashed and in good repair, the streets well paved and the nights well lit. Street crime is low, but espionage, fraud and shady business dealings abound.

Location G: Trade Grounds

The Trade Grounds of Broadwater boasts a level of activity unmatched in the town. All shipments, whether by land or river, must pass through before being distributed. All goods must be bartered here or in licensed shops, in an effort to curb unregulated trade. Goods of all sorts are sold here, and for a price, nearly anything may be had.

Any wheeled vehicle, from the massive overland caravan wagons to the lightest handbarrows, must pass through the Trade Grounds and stop at the Customs House (Location J) on the edge of the vast market. The gates of Broadwater and the winding street layout were designed to reduce the chance that a merchant could enter at the gate and disappear before paying his entry tariffs. After paying their tariffs, they may continue to a house emporium, to a local delivery or proceed directly to a market space to assemble their wares.

Provided below are just a few of the many vendors found in the Trade Grounds. DMs should not hesitate to construct their own merchant enterprises to provide additional goods, unique characters or plot points. In addition to the sea of shops and stalls, two categorical markets exist at the edges of the Trade Grounds: the Produce Mall (Location H), where edibles are traded in all quantities; and an area allocated for the bartering of bulk goods and materials called the Back Lot (Location I).

Location G, Area 1: Abner's Soaps

This pleasant-smelling business is owned and operated by Abner Crookfoot, who has had an obsession with cleanliness since childhood. He and his apprentices manufacture all manner of soaps, solvents and cleansers. He abhors the idea of adventuring as it goes hand-in-hand with sweat and filth, but he is quick to seize upon the business opportunity that a grimy band of travelers presents. If engaged in conversation, Abner may comment on the recent scarcity of certain materials, especially the pitch used to make his pine tar soap (it is being consumed in the production of alchemist's fire; see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2).

Services: one-pound bucket of raw brown soap, 8 sp (makes an adequate lubricant in place of grease); bar of strong pine tar soap (recommended for dirty adventurers), 3 sp; bar of refined white soap, 1 gp.

Abner Crookfoot (LN male halfling Exp3; Craft [soaps] +5) is a sallow halfling with a perfect complexion, tidy nails and a pleasing floral aroma.

Location G, Area 2: Holyoof's Distillations, Aged Nectars and Fine Wines

Holyoof's is a large tent with walls formed of laden carts. The carts bear the collected wares of Holyoof, an experienced vintner and accomplished wine merchant. He sells wines, liqueurs and spirits from lands both known and unknown. His caters frequently to the refined palate of Juren, Low Town's chief criminal entrepreneur, and so might refer characters to him if he judges their business to be both legitimate and profitable for his long-time customer. Holyoof managed to acquire several bottles of Goldyve's mead on a recent trip to Fagan's Hollow (see Location N in Chapter 7); he can relate a Fagan's Hollow rumor as well as any Broadwater rumors he knows.

Note: Not far from Holyoof's is the site of occasional meetings between House Drenwal's chief steward Okas and one of Ciaran's pain cultists. Each visit to Holyoof's has a 5% chance of coinciding with a conspirators' meeting. Refer to Broadwater Timed Encounter: Master of the House in Chapter 2 for complete details on the rendezvous.

Services: single bottles of imported wines or other spirits, 3-8 gp; exceedingly rare vintages, 50 gp or more; Goldyve's Mead, 2 gp per bottle.

Holyoof (NG male human Exp6; Craft [vintner/distiller] +11, Profession [merchant] +9; jewel-encrusted sample cup on a silver chain worth 35 gp) is slightly on the heavy side and florid of face; he always smells slightly of spirits and is not entirely steady on his feet.

Location G, Area 3: Wendel's Woolens

This market space is a single, impossibly long cart selling fine woolen garments. Wendel is a gnomish shepherd-turned-merchant, with a well-developed knack for buying the best raw wool to craft his garments. Socks, trousers, vests, kilts, cloaks, hoods, scarves, tams and hats may be had in a variety of colors and patterns. Wendel has extensive contacts in the textile market in the Back Lot (see Location I, Area 1) and also has arrangements with the finest tailors if a buyer desires a custom garment.

Services: Cold weather outfits, explorer's outfits and traveler's outfits, or any part thereof, 20% discount from the Player's Handbook cost (see Clothing under "Goods and Services" in Chapter 7 of the Player's Handbook).

Wendel (NG male gnome Exp3; Profession [rancher] +4, Profession [merchant] +7) has a head of shaggy white hair that resembles the sheep's wool he deals in, and is always clothed in the finest woven woolens.

Location G, Area 4: The Cartographic Society

This shop is actually an enormous armored wagon overseen by Audrey Alva. Hers is one of the Society's several expedition-grade wagons with iron-shod wheels, insulated cabins, covered seats and extensive supplies. Their roving research teams traverse the world, mapping new lands, documenting political changes and charting discoveries of forgotten ruins, ancient tombs and underground labyrinths. These agents often set up temporary operations in towns such as Broadwater while they take on provisions, repair their wagons and catch up on cartographic work that cannot be done in a jolting wagon. During these layovers they finance their journeys by selling maps, local and foreign, ancient and modern. Originals, when they are



available, may cost hundreds of gold pieces, and the Society might also buy a rare original if its authenticity is beyond question. Copies of most regional or urban maps may be found for common areas, although infrequently referenced maps may require duplication upon request for double the price. They usually have copies of maps to legendary locations, proven or otherwise, such as lost cities, dungeons or dragon hoards, for sale to adventurers inclined to such things. Consultations may reveal unknowable things about the origins, authenticity and accuracy of a map in the party's possession.

Services: regional and urban maps, common, 5-10 gp; maps, uncommon, 10-20 gp; maps, legendary, 5 gp; map cases, 8 sp; consultations, 1 gp per hour.

Audrey Alva (N female human Exp7/Rgr3; Int 18; Decipher Script +14, Craft [cartographer] +16, Knowledge [geography] +20, Knowledge [local, several regions] +10; Skill Focus [knowledge: geography]; +2 dagger) is a severe and humorless woman of intense focus; her life knows but one passion, and that is the expansion of the Society's collection.

Location G, Area 5: Pavel's Illuminators and Scriveners

The scrivener's place of labor is a small wooden shop, solidly built in an effort to limit the noise, dust and light from the market outside. Pavel is the master illuminator, and he and his apprentice scriveners perform the painstaking service of transcribing books by hand. Their products, most of which represent trial pieces by the apprentices, take the form of historical tomes, treatises on arts and sciences, texts on warfare, philosophy and

government, and retellings of legends and epics. Pavel himself produces the most elaborate illuminations, with vibrant colors of inconceivable depth. Most reproductions cost from 50-200 gp, depending on the length, complexity and rarity of the book. Customized blank books are available, including spell books. These feature an illumination of the buyer's choice on the frontispiece and the owner's chosen title or introductory passage written in elaborate flowing script.

Services: scribes, 3 sp per day; customized blank books, 30 gp; reproduced texts, see above.

Pavel (LN male gnome Exp5; Int 16; Craft [calligraphy and illumination] +10, Decipher Script +11, Speak Language [any 10]) is a hunched gnome with nimble fingers who constantly squints despite the spectacles perched on his nose.

Apprentices (N male human Exp1; Craft [calligraphy] +4) are the sons of commoners whose intellects show a potential for more than farming.

Location G, Area 6: The Wicker Weavers

This tent is formed of canvas stretched tightly over slender poles, and every upright and crosspiece is hung with baskets. A dozen brothers, sisters, cousins and spouses of the halfling Babblerock clan run the business. They spend their days in song and conversation around large wooden tubs of water. The water keeps the reeds and other materials pliable as they work, so most of the basket weaving is done underwater, and the halflings have been known to produce identical finished products within seconds of each other.



They also offer a few coracles, which are round one-person boats made of wicker frames covered with waterproofed hides. Production of these boats has been suspended due to a recent deficit of bitumen in Broadwater (see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2).

Services: baskets, 3 sp-2 gp, depending on size and decorations; straw hats, 3 cp; beautiful cages for Diminutive, Tiny or Small creatures, 5 sp, 1 gp and 5 gp, respectively; coracles, 20 gp, 35 lbs.

Babblebrook Clan Basketweavers (NG male and female halfling Exp1; Craft [basketweaving]) are cheerful and talkative, but never drop the pace of their production.

Location G, Area 7: Finster's Cacophony

One of the permanent structures in the Trade Grounds is a round building that always rings with music. The tootling of horns and twang of zithers and dulcimers inspired the name of the business, which is run by Finster, a minstrel and craftsman of great renown. His shop boasts instruments of every size and flavor, from many lands and cultures. The proprietor, who has lost track of the number of instruments he knows how to play, is happy to demonstrate anything for a prospective buyer.

Services: musical instrument, common, 5 gp; musical instrument, masterwork, 90 gp; basic repairs, tune-ups and adjustments, 3 gp.

Finster (CN male half-elf Brd5/Exp3; Cha 17; Craft [instrument] +8, Perform [lyre, flute and dulcimer] +7, Perform [60% of any instrument] +1) is slim and blonde, with a jawline beard and a slight drawl.

Location G, Area 8: The Halfling's Leaf

This is a strong-smelling and humid wooden building kept moist within by several simmering kettles. The tobacconist is Hollister, a longtime grower and procurer of halfling tobaccos. Much of the stock is of halfling varieties, but for the sake of completeness he also stocks mild elven blends, the coarse shag popular among human cultures, half-cured leaf grown by barbaric tribes and strong dwarven varieties cultivated underground. Hollister boasts that he can identify any blend by smell, even if it was smoked hours or days earlier.

His goods include loose pipe tobacco, coarse cheroots and fine cigars that are rolled, as he is fond of saying, "on the naked thigh of a winsome halfling lass." He keeps a few narcotic varieties on hand, including some with mild sedative, psychotropic or hallucinogenic effects. These are reserved for well-known and trusted customers since the narcotics trade is actively suppressed in Broadwater. Hollister's drug connection is Odair the River Pirate (see Location E, Area 3: The Notorious); the halfling protects his source, but not at risk to himself.

Note: Not far from The Halfling's Leaf is the site of the meetings between House Drenwal's chief steward Okas and Harm, their primary Troubleshooter in Broadwater. Each visit to The Leaf has a 5% chance of coinciding with a conspirators' meeting. Refer to Broadwater Timed Encounter: Master of the House in the Villains section of Chapter 2 for complete details on the rendezvous.

Services: pipe tobacco, 1 cp per ounce or 1 sp per pound; Hollister's special reserve blends, 1 gp per pound; 12 cheroot

cigars, 5 sp; fine cigars, 1 sp each; foxleaf, 1 gp per dose; tobacco laced with black poppy paste, 5 gp per dose.

Hollister (N male halfling Exp4; Knowledge [tobacco] +8, Profession [merchant] +8, Perform [smoke-ring blowing] +6; long-stemmed pipe of ebony and ivory worth 85 gp) is a jovial halfling, who is always surrounded by a halo of smoke and punctuates important thoughts with a smoke ring.

Location G, Area 9: Laphroaig's Lore

The loremaster's library is a tall stone building on the edge of the huge market. Laphroaig spends his days among dusty tomes and cracked scrolls, seeking the knowledge his customers require. On the inside walls of his building, which stretch higher than any other single-story building in town, he keeps his massive library, all painstakingly catalogued. Laphroaig offers customized research into history, genealogy, biology, botany, geography and dozens of other fields. If asked, and with adequate time, he can relate the specifics of each trade house in Broadwater, including House Drenwal's history of interest in controlling Eamonvale. Other items of interest might include evidence of a long-abandoned fortress in the Bleak (see Chapter 6) and the indication that the savage elves of Eamonvale are somehow compelled to live a life of seclusion in the Elfwood (see Chapter 9).

Services: specialized research, 2 gp per day.

Loremaster Laphroaig (LG male human Exp10; Int 20; Decipher Script +14, Knowledge [geography, history, local, nobility and royalty, religion] +19, Knowledge [all others] +10) is an aged man with long grey hair and beard, and the clipped diction and patience of a scholar.

Location G, Area 10: Boffworthy & Sons

The Boffworthy's are the premiere shoemakers of Broadwater. Their small shop anchors a busy corner of two avenues, ensuring that itinerant merchants don't overtake the intersection with their carts and tents. Elgin Boffworthy and his two sons produce everything from soft doeskin slippers to rugged ironclad boots. Their shoes are in great demand among the elite merchant class of Broadwater, and their skills are more than adequate to produce the quality of footwear required for magical enchantments.

Travelers wearing Boffworthy & Sons footwear of the appropriate type (boots or sandals, rather than slippers or fashionable shoes) take only 1d3 points of nonlethal damage on a failed Constitution check while attempting a forced march, and are only fatigued when his accumulated non-lethal damage exceeds their Constitution score. Such footwear must be crafted specifically for the wearer, a process that takes three days.

Services: customized footwear, 15 gp

Elgin Boffworthy (NG male human Exp6; Craft [cobbler] +10) is a simple man, dedicated to his trade and his family.

The Boffworthy Boys (N male human Exp1; Craft [cobbler] +3) are well known in the Trade Grounds for their shenanigans, which are usually directed at the affections of young women.

Location G, Area 11: The Brotherhood of Mercenary Engineers

This traveling trade guild operates out of a large canvas tent and a pair of armored wagons. Under the leadership of Culver Marshroy, the 12 engineers offer services of every sort. They have campaigned with mercenary armies, providing guidance in the construction of siege weapons and defenses, and have advised

stronghold builders on optimal locations, building materials and configurations.

Having just returned from a years-long campaign in distant lands, the war-wearied Brotherhood have temporarily relocated to Broadwater to seek work as architects, restoration contractors and advisors on subjects as diverse as irrigation and public sanitation. Marshroy does not hire out for consulting, but remains at the headquarters in case one of the engineers needs support. He does, however, offer the services of the entire brotherhood on a long-term basis, as is the case when they campaign with an army. The Brotherhood may be of aid to the party if they attempt to reinforce the sabotaged Plainsgate (see Broadwater Keyed Encounter: Burning Down the House in the Sabotage section of Chapter 2), if the rebellious dwarves manage to tunnel to the surface (see Broadwater Timed Encounter: In Short Supply in the Slavers section of Chapter 2), or as advisors when the siege of Broadwater commences (see Chapter 10).

Services: consulting, single engineer, 1 gp per day (tools, labor and materials are not included); design and construction, entire Brotherhood, 30 gp per day (materials not included).

Culver Marshroy (N male human Ftr6/Exp4; Craft [siege weapons] +12, Knowledge [architecture and engineering] +9, Knowledge [strategy and tactics] +9 Profession [siege engineer] +10; Leadership; +2 morningstar), a lean, tanned man with cropped hair and a neat goatee, is a veteran of many wars and a shrewd tactician.

Engineers (N male human Exp5; Int 14; Craft [siege weapons] +10, Knowledge [architecture and engineering] +10, Profession [siege engineer] +10) handle everything from design to construction to operation of the siege engines when the Brotherhood goes on campaign.

Location G, Area 12: The Belfry

The inappropriately-named Belfry is no more than a wooden-walled tent in the middle of the Trade Grounds. Bilfram Jubble is the chief importer, and his trade revolves around bells and chimes of all sizes. His original undertaking was to represent a foundry that specialized in casting large bells for churches, guard towers and shipyards, but over the years, smaller bells, gongs, cymbals and wind chimes have overtaken his original product line. He acquires bells or commissions castings on behalf of his customers, even when it means traveling to forges in other lands to get the job done.

Services: hand bells, 1 gp; large bell in frame, 10 gp or more, depending on size.

Bilfram Jubble (LN male halfling Exp2; Profession [merchant] +6, Perform [bells and chimes] +6; necklace of tiny silver chimes worth 20 gp) is proud of the flawless service he provides; much of his profit is invested in political favors in the form of commemorative bells cast and engraved for powerful individuals.

Location G, Area 13: Meg's Herbal Influences

This tiny shop is surrounded by overhead lattices that sag under the weight of the dozens of pots and climbing vines upon them. Meg, the proprietress, bustles about in her muddy apron, carefully taking cuttings, shaving roots and pressing extracts for customers. Herbal spell components may be purchased here, as can remedies for minor ailments. Herbal remedies are always available, and Meg's ginger and prickly pear tea is a popular hangover cure. Meg sells a healer's kit that grants a +2 bonus on

Heal checks, triples the normal rate of recovery from nonlethal damage and removes the sickened and nauseated conditions with a successful DC 15 Heal check.

Services: comfrey leaves for wound care, 5 cp; licorice root for throat ailments, 8 cp; peppermint tea for indigestion, 3 cp; ginger and prickly pear tea, 1 sp; healer's kit, 60 gp; potions brewed on request, (see Potions and Oils under "Magic Item Descriptions" in Chapter 7 of the DMG).

Meg (CG female gnome Adp5; Wis 15; Knowledge [nature] +8, Profession [merchant] +6; Brew Potion) is a vigorous and positive woman with frizzy hair piled in a loose bun and a healthy glow to her complexion.

Location G, Area 14: The Pawnbroker's Palace

One of the most expansive market spaces in the Trade Grounds is a massive canvas canopy spanning a bazaar of widely varied goods. A glib half-elf named Napolan and his burly companion Gudric run the buying and selling frenzy. Clothing and cheap jewelry are offered, as are weapons, armor and equipment. (see "Goods and Services" in Chapter 7 of the Player's Handbook). All of these things are offered at 20% above the listed value and the selling price may be negotiated down as low as 20% below the listed price. These items have a 10% chance of being flawed in some way, perhaps critically.

If the party is selling items in good repair, Napolan initially offers 25% of the actual value; he might pay as much as 50% of the value if the seller demonstrates shrewd bargaining skills. In the center of the canopy is a wagon guarded by traps that can only be entered safely in the company of the staff. Behind its locked door is where the more valuable jewels, masterwork items and objects d'art are stored; roll 1d6 and consult the random treasure table for that encounter level (see Building a Treasure under "Treasure" in Chapter 3 of the DMG)). A few potions, scrolls and minor wondrous items might be found here, but anyone who asks around learns that Aeriuth's Enchantments offers more for such items. If the DM desires, holy symbols and other items of class-based function may be present. The same pricing structure applies to masterwork and magical items.

Note: During the events of The Eamonvale IncurSION, a mysterious aroma besets the intersection of walkways near the Pawnbroker's Palace. The scent results from the refining of alchemist's fire in the slave warrens below the town; see Broadwater Keyed Encounter: Bridge Over the River Eamon in the Sabotage section of Chapter 2.

Services: as above; almost any material goods may be found, and they are almost certainly overpriced.

Napolan (N male half-elf Brd5; Cha 16; Appraise +8, Bluff +13; Persuasive; +1 dagger) has a pleasant look, and easy smile and a silver tongue, all of which favor his business.

Gudric (CN male half-orc Ftr5; Str17; Intimidate +6, Spot +6; +1 battle axe) is a somewhat thickheaded brute, passionate about his work but easily manipulated by his colleague Napolan.

Locked, Trapped Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 35. Blindness Trap: CR 2; magic device; touch trigger; no reset; spell effect (*blindness*, 5th level bard, Fortitude save DC 15 negates); Search DC 27; Disable Device DC 27. Cost: 500 gp.

Location G, Area 15: Aeriuth's Enchantments

This is the business of Silvie Aeriuth, an enchanter of limited power and a merchant of limitless ambition. Her small shop sells only minor wondrous items, potions, scrolls and a few rings and wands (select or randomly generate 2d4 minor and 2 medium magic items on the tables in the DMG, see Potions and Oils, Rings, Wands, Scrolls [re-roll divine results] and Minor Wondrous Items under "Magic Item Descriptions" in Chapter 7 of the DMG; in a low magic campaign, the DM may wish to restrict items to scrolls and potions, or reduce the function of permanent items). She crafted some of them herself, purchased others both locally (from Farlon the Apothecary) and abroad and haggled more than a few of them away from adventurers.

Silvie offers 30% of the true value for items offered to her for sale; she may bargain up to 50%, but if the seller wants more than that, she redirects the deal to include 35% or 40% of the value plus a potion or scroll, or an item with a function more practical than valuable (like an ever-sharp razor, a self-cleaning handkerchief or a skin of water-chilling). She also provides consultation services. Her wares are secured in a locked chest, protected by a magical trap.

Services: assorted minor magic items, as above; consultation (Spellcraft check), 3 gp; consultation (identify), 150 gp (pearl provided)

Silvie Aeriuth (N female elf Enc5; Int16; Appraise +9, Knowledge [arcana] +11; Craft Wondrous Item; *wand of entfeblement* [CL 5, 35 charges]) is willowy and fair, with a haughty look born of elven blood and magecraft.

Locked, Trapped Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. Deep Slumber Trap: CR 3; magical device; touch trigger; no reset; spell effect (deep slumber, 5th level wizard, Willpower save DC 16 negates); Search DC 28; Disable Device DC 28. Cost: 750 gp. Contains all magical items for sale.

Location G, Area 16: The Broadwater Perfumery

This odoriferous enterprises can be smelled before it can be seen. The man responsible for the olfactory assault is Mellec, crafter and seller of perfumes. He offers scents for both men and women, and readily extols the virtues of a pleasing scent to passing adventurers reeking of the road. A vial of his finest perfume or cologne grants the user a +1 circumstance bonus to Charisma based rolls as appropriate (smelling nice while inspiring comrades in battle or taming a wild horse is ludicrous, but Diplomacy, Gather Information and other such skills benefit greatly from a pleasing aroma). Anyone venturing into the wilderness wearing Mellec's scents doubles the chance of a random Animal or Magical Beast encounters.

Services: fine perfumes (grants Charisma bonus), 5 gp per vial; lesser scents, 1sp per vial, or 1 cp per application.

Mellec (NG male human Exp4; Craft [perfume] +9, Profession [merchant] +7) is a charmingly saccharine man blessed with good looks and a powerful personality.

Location G, Area 17: Cavelar's Wardrobe

The tent of the Trade Grounds' premier clothing merchant is a maze of wooden wardrobes, closets, drawers, shelves, dress-makers' mannequins and clothing rods. Clothing of any style

may be found here, both new and used. Edgar Cavelar is a round-bellied tailor with a slight lisp and an instinctive sensitivity to fashion. Anyone entering his tent is immediately analyzed and reassured that improvement is just a few gold pieces away. If there is no serious objection, the prospective customer is then whisked through the maze and emerges laden with the latest fashions, all carefully selected to compliment their occupation, build, coloration and disposition.

Any outfit from the Player's Handbook may be had at triple the listed cost, but the wearer may apply a +1 circumstance bonus to Charisma based skill checks in any situation where clothing is seen as a measure of character (performances, courtly appearances, negotiations or speeches, among others). He keeps a few locals on hand to make alterations and mend minor damage.

Services: fitted and tailored outfits (grant +1 Charisma bonus), +200% to Player's Handbook cost; basic mending, 4 sp.

Edgar Cavelar (NG male human Exp4; Cha 15; Knowledge [nobility and royalty] +6, Profession [tailor] +10; Skill Focus [profession: tailor]) is always at the height of fashion, and often has rumors from far-off courts as a result of keeping tabs on aristocratic culture.

Location H: The Produce Mall

Farmers congregate along the edge of the Trade Grounds, arranging their carts and wagons to form an area known as the Produce Mall. These merchants are not so permanent as the one described in the main Trade Grounds section above as they travel to Broadwater weekly, fortnightly or monthly, sell their goods as best they can and depart to allow another vendor to take their place. These men and women, many of whom have family in tow, are likely to have rumors from other parts of Eamonvale. Refer to rumors in Chapter 8 to supplement local rumors.

Location H, Area 1: Greengrocers are mostly homesteaders, and generally bring multiple products to market. Potatoes, turnips, carrots and other root crops are common, as are orchard fruits, legumes, squash and other roadworthy edibles. More rare are the soft fruits, berries, tomatoes and leafy greens, which are more easily bruised and have shorter shelf lives. Surprisingly common are cranberries, which many homesteaders cultivate on the fringes of Eamonvale's bogs.

Location H, Area 2: Grain Merchants are generally plainmen, often from quite far away. They market their goods without concern for volume, selling to everyone from the housewife to the purchasing agents for the town granaries. They often deal directly with bakers, brewers and distillers, trading quantities that take several handcart trips to deliver. Note: During the events of The Eamonvale Incursion, this portion of the Produce Mall is a likely place to hear rumors regarding the low stocks of the town's granary.

Location H, Area 3: Brewers may be Broadwater residents or visiting merchants. They bring with them casks of their beers and ales to sell to overland caravans or local drinking establishments. Small kegs are regularly tapped for samples, so the brewer's corner of the Produce Mall tends to be a very upbeat and rambunctious place.

Location H, Area 4: Dairymen bring both dairy cattle and their yield to the market. Cheeses, fresh milk, clotted cream and other dairy specialties may be purchased, as well as young calves. The Council prohibits the filth of butchering on the Trade

Grounds, so shoppers wanting meat must seek out the butcher shop of Gregor the Cleaver in the Artisans' Quarter (Location BB) or the Fisherman's Wharf (Location F) outside the Bridgegate.

Location I: The Back Lot

The Back Lot is the stretch of the Trade Grounds overlooking the river bluff at the top of the road leading up from Low Town. The biggest caravans arrive here to market their goods, but bulk goods and raw materials stay loaded on their wagons and are sold on the spot. Buyers seeking manufacturing materials such as lumber, ore, yardage and hides all gravitate here to find their goods. These caravans are rarely mixed loads; instead, they are often wagons that make regular trips to a certain mill, mine, farm or village to take on massive cargos and return to Broadwater.

Location I, Area 1: Textile Merchants travel widely to diversify their wares. They typically offer everything from spun thread and yarn to woven fabric on the bolt, and materials include wool, silk, cotton and hemp. Since regions are often limited to a few sources of pigment, such as clays, insects, minerals, flowers and barks, all of the fabric from one area tends to share similar colors. By securing fabrics from different regions, the textile merchants provide a variety of colors, fabrics, weaves and patterns.

Location I, Area 2: Tanners usually work other than in the town because of the potent odors their trade creates. Some set up temporary tanneries on the site of a large hunt; other have permanent operations in nearby villages. At any given time, at least a few tanners or merchants are present with wagons of hides to supply Broadwater's leatherworking industries (which are extensive due to the wagon traffic through the town), with the balance sold to merchants assembling mixed caravans bound for other markets.

Location I, Area 3: Loggers and Lumberers bring building materials to Broadwater by the wagonload. Most of them come from the foothills of the Stonehearts, where the forested hills are accessible and the tributaries of the River Eamon drive their millwheels. Their sawn boards are sold to construction efforts in the town, craftsmen in the Artisans' Quarter, merchant emporiums with wagons to repair and shipwrights in the Flotilla. A variety of hardwoods and softwoods are available, either on site or on request.

Location I, Area 4: Miners are a mixed group in Broadwater's market. Ore miners rarely make the long journey down from the Stoneheart Mountains, preferring to take their ore no further than the massive Ironworks of Dun Eamon. However, quarrymen often bring their cut stone to Broadwater, since sandstone is a popular building alternative to bricks of river mud and since polished marble and granite are in demand for the emporiums of wealthy merchants. Their massive wagons, built to carry the heaviest of loads, often stay for weeks to be rid of their cargos rather than subject the draft animals to a heavy load on the return trip.

Location I, Area 5: Hay Merchants are usually farmers from the grassy lowlands, rather than merchant enterprises. They bring hay for insulation and thatch, feed grasses like alfalfa for the many beasts of burden, and straw for crafts such as hat-making and broom-making. They arrive in light wagons with towering loads tied down with tarpaulins. They camp right in the

Back Lot on piles of hay, not leaving until their entire load is sold.

Location J: Customs House

The Broadwater Customs House sits on the edge of the Trade Grounds nearest the Valleygate, a long wooden building with several huge double doors facing the market. At one end are the offices of the customs officials and Broadwater's buyers; the rest of the building is warehouse space for the storage of goods, caravan wagons and even livestock. It is under guard at all times by the men of the Guard.

The Customs House is the hub of all economic activity in the community. It is where the agents of the Broadwater Council ensure that the proper tariffs are assessed on incoming goods, and where illicit or contaminated goods are seized and held. Any cargo in violation of Broadwater's ban on slaves (including captive sentient creatures of any type), narcotics or necromantic materials (including cadavers) may be impounded without notice or recourse. Any caravan showing signs of plague, disease, infestation or other threat to the town may also be seized and destroyed, although there is usually some compensation in this case. If a cargo is suspect or unfamiliar, a caravan may be held pending detailed inspection by the customs agent, and might occur in the case of powerful magic, exotic goods or unfamiliar origins.

Agents also initiate purchases on behalf of the town, filling the granaries, stocking the armory and provisioning the armed forces. If they recognize a decline in some sector of the market, they may opt to buy out the next caravan of the declining product to ensure a profitable supply in the future.

The records of the goods entering and leaving the town are stored at the Customs House in a large locked floor vault. They are subject to review by the Council's economic analysts but are not available to the public. If the party does gain access to the records at the Customs House during The Eamonvale Incursion, refer to Broadwater Timed Encounter: The Paper Trail in the Caravans section of Chapter 2. The monies collected in the form of tariffs, fees or damages are tallied daily and carried under guard to the Council Chambers to be added to the Broadwater treasury. From there, the Lord's portion is assessed fortnightly and carried by high speed armed guard to Dun Eamon, while Broadwater's share of the taxes are rolled over into operational funds for the town, Guard payroll and other local expenses.

Customs Agents (LN male human Exp3; Appraise +8, Diplomacy +6, Knowledge [local] +6, Search +8; Investigator) often receive their posts as recognition for great service to the Angus clan; many are retired soldiers or trusted officials from the Lord's court in Dun Eamon.

Guardsmen, male human Ftr3: CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Locked Floor Vault: 2 in. thick; Hardness 5; hp 30; Break DC 25; Open Lock DC 40; Search DC 30.

Broadwater's Customs System

With the dizzying volume of trade goods passing through its gates, Broadwater must aggressively implement a system of inspections and tariffs to maintain order and profitability. To do so, the Council has devised a method utilizing gate inspections and tokens to track salable goods entering the city.

Upon entering at any gate, every wagon and cart is inspected and compared to the caravan master's written manifest. The gate agent signs the manifest and the caravan master is issued with a token for each vehicle. Each gate uses a different token, emblazoned with Broadwater's four-quartered sigil on one side and a depiction of the appropriate gate on the other. The tokens must be presented again upon arriving at the Customs House, where the manifest is double checked against the cargo. Watchmen on the gatehouses track the progress of incoming vehicles and intervene if they do not report directly to the Customs House, but Broadwater's deliberately narrow and winding streets ensure that most trade vehicles have nowhere else in the city to go.

Once the appropriate tariffs have been assessed and paid, the cargo is released to the caravan master for delivery or sale in the town. Taxes generally amount to 1% of the resale value for produce, livestock and raw materials. Those tend to come from local farm, mines and lumber camps, and the Council wants to favor local producers and ensure a good flow of raw materials to Broadwater's craftsmen. Manufactured goods from abroad are taxed at 3% of the resale value, in order to favor the local artisans. Luxury items such as jewelry, fine clothing, objects d'art and wondrous items are taxed at 5% of the value thanks to a generous profit margin and an assured market among the wealthy merchants of the town. If a shipment is not to be sold within Broadwater, but is merely passing through the town, the customs agent assesses a reduced tax contingent upon departure within a ten-day. Wax seals are placed on such cargos, and if they are broken before departure the entry taxes are reassessed at full rate.

Caravans arriving at the Plainsgate, Bridgegate or Valleygate may pass through with their cargoes intact. Cargoes arriving at the Rivergate by boat, however, must be unloaded and repacked into carts for the trip up to the Trade Grounds. To facilitate this, a horde of freelance stevedores gathers at the docks as soon as the gates open at daybreak, as does a large group of teamsters with oxcarts. It is the responsibility of the shipper to submit his manifest to the dockmaster upon inspection. He then requests a number of tokens, based on the size of his cargo, which he will issue to the teamsters as they leave the docks and pass through the gates.

If a shipper intends to bring in 30 barrels of oil, two at a time, he might request 15 tokens for the gate. He would then secure three carts and drivers, each to make 5 trips with 2 barrels each time. Each teamster is given 5 tokens to pass the gate, and the transfer of cargo begins. Each cart must report to the Customs House for inspection, just as with larger wagons.

Outgoing shipments are not taxed, but merchants, caravaners and Rivergate teamsters must still acquire tokens to pass the gates. At the three road gates, caravans present their tokens and rumble out onto the open roan to begin the next leg of their journey. Savvy teamsters hauling goods up from the Rivergate often manage to secure outbound cargoes for the return trip to the docks. Some merchants try to cut corners by overloading these carts to conserve a few tokens for their next incoming shipment. Precarious packing jobs are not uncommon, and some teamsters are willing to take the risk for a few extra silvers. This sometimes results in accidents, often on the narrow road between High Town and Low Town. If the shipper manages to save a few tokens, they are easy to sell just outside the Rivergate to a merchant who wishes to bring a cart into the city without submitting a manifest.

Location K: Temple to the God of Commerce

On the edge of the Trade Grounds, appropriately overlooking the transaction of goods of all kinds, is the temple to the God of Commerce, patron deity of merchants. The building's stately edifice rises above everything in sight save the crumbling tower of the Old Keep on the opposite side of the market. The imported marble façade and bas-relief carvings espouse the merchant class belief that money can buy anything, even the favor of a god. The carvings depict expeditions, negotiations vast stockpiles of goods and above all, great wealth and prosperity.

Inside the shaded foyer, the din of the Trade Grounds dies away quickly, replaced by echoing silence. Built with merchant gold, the temple is the most painstakingly detailed in Broadwater. Statues of the faith's saints are numerous and of exceptional quality, often depicting explorers credited with open new routes or merchant magnates known for expanding the deity's interests in distant lands. Tombs are also common, holding the remains of the most generous sponsors of the temple's original construction.

Practitioners of the faith are mostly merchants but those employed by merchant houses, such as caravan laborers and guards, worship here as well. The priesthood of the God of Commerce is often called upon to mediate difficult trade disputes. The deity's portfolio includes domestic trade, exploration, caravans, free enterprise, guilds and investment. Domains falling within the god's profile include Trickery, Travel, Protection and Knowledge.

During the events of The Eamonvale IncurSION, the congregation of the Temple of Commerce has suffered several blows to their faith. The frequent seizure of caravans on the Eamonvale road has seeded doubt in their ranks; some believe that their patron has abandoned them. Attendance is down, tithes are suffering and the coffers are running low. Delac, the head cleric at the Temple of Commerce is in an understandably nervous state.

A Diplomacy check (DC 15, or 20 if the visitor is of an alignment other than Lawful Neutral) is required before Delac is willing to discuss the plight of the church. He and his 3 priests have spent many nights in prayer seeking relief from the trying times. A few clouded divinations suggest that the threat is not entirely external. They have concluded that currents of betrayal running through the merchant community around Eamonvale have disrupted the will of the gods and prevented divine intervention. This is true to some degree, since House Drenwal is simply another merchant house pursuing an expansion of their economic power—which is a valid enterprise in the eyes of the god of commerce.

Services: economic consultation (Knowledge [trade] check), free for parishioners, 1 gp for others; divinations (augury), 40 gp for parishioners, 120 gp for others; other spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

High Priest Delac (LN male human Cle6; Wis 16; Diplomacy +12, Knowledge [trade] +12, Sense Motive +14; Negotiator; +2 mace) is a curt, businesslike man just as concerned with financial well-being as with spiritual or bodily health, if not moreso.

Clergymen (LN male human Cle2; Diplomacy +6) are commonly the youngest sons of large merchant families; with their holdings already obliged to older offspring, such father usually

submit one son to the church in hopes of earning the favor of the God of Commerce.

Location L: Council Chambers

The meeting chambers of Broadwater’s Town Council are set well back from the activity of the Trade Grounds. The building is modest in size, but luxurious in appointments, as befitting the rulers of a community that grew from merchant wealth. This is the site of the bi-weekly Council meetings, as well as informal discussions between two or more members. Most representatives either visit daily or send couriers to see what concerns have been raised in their respective areas of responsibility or in the town in general. Some linger to receive petitioners or schedule future audiences. Only the Chairman of the Council, Alfgar, actually makes his home here.

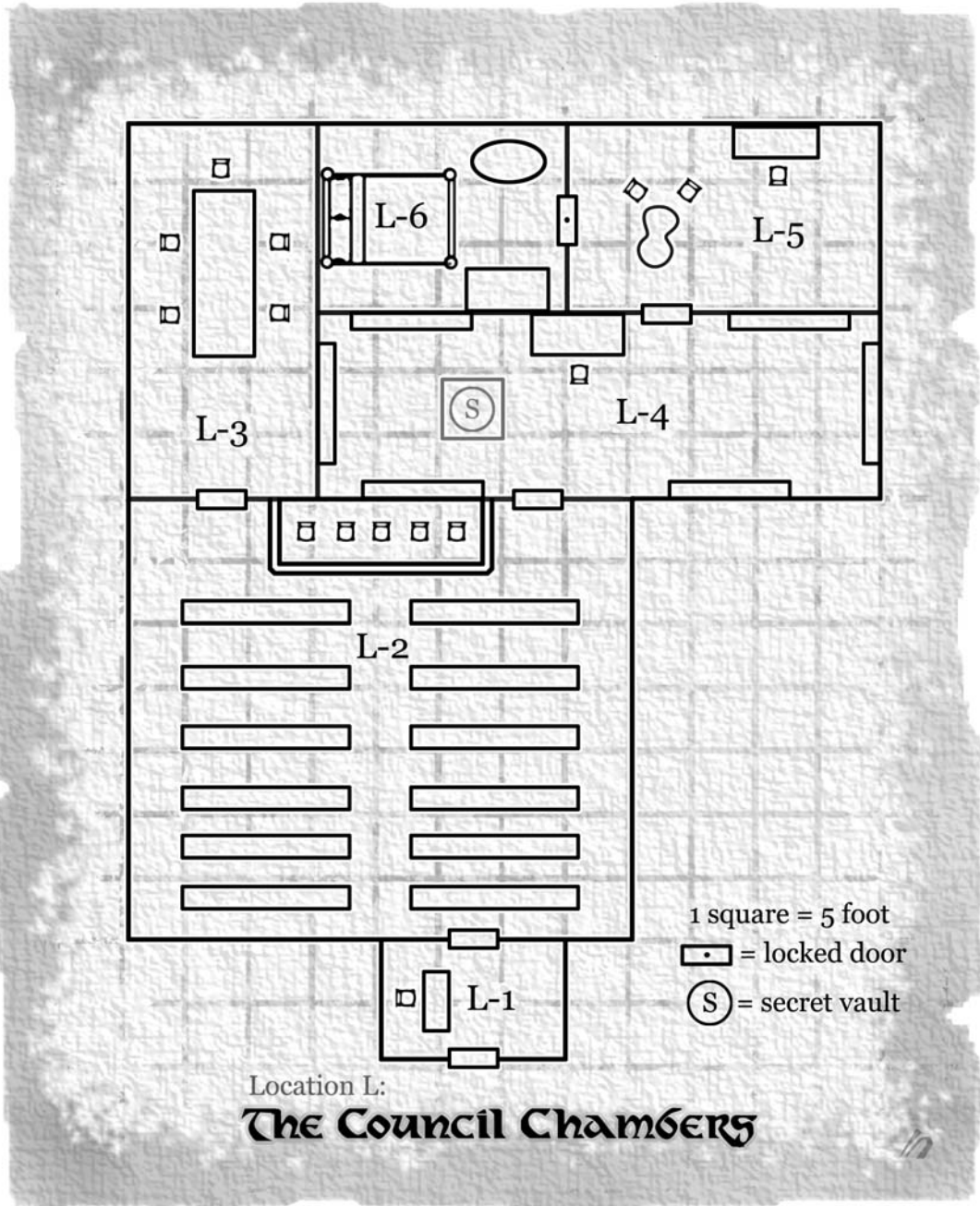
Note: During the events of The Eamonvale Incursion, Alfgar’s apartments are also home to Uthno, a potent wizard and agent of House Drenwal. Uthno has opted to hide under the

very noses of his intended victims, using his domination of Alfgar to mask his presence and using magic to come and go as he pleases. Refer to Broadwater Keyed Encounter: The Puppeteer in the Villains section of Chapter 2 for details on encountering Uthno.

Note: The Council Chambers are also the site of regular meetings between House Drenwal’s chief steward Okas and Alfgar, who acts as a conduit to Uthno. Each visit to the Council Chambers has a 5% chance of coinciding with a conspirators’ meeting. Refer to Broadwater Timed Encounter: Master of the House in the Villains section of Chapter 2 for complete details on the rendezvous.

Location L, Area 1: Foyer

A small foyer staffed by a single clerk and a pair of Guardsmen is entered through the double doors. The clerk records the petitions of the public for audiences with the Council. If the Council is in attendance, the visitor may join the Council meet-



ing in session and wait for a chance to speak, otherwise he is politely deferred until the next time the Council sits. If an issue arises that warrants immediate attention, the clerk advises whatever representative happens to be near at hand, who may choose to convene an emergency session.

Council Clerk (N male human Exp1; Diplomacy +4, Profession [bookkeeper] +4) are always well-dressed and perfectly behaved; they are often educated men from distant places of learning seeking to climb the social ladder by starting further from civilized lands.

Guardsmen, male human Ftr3: CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Location L, Area 2: Audience Chamber

From the foyer, a single door leads into the main audience chamber. The five seats of the council are arranged on a dias along the back wall, facing a dozen wooden benches. A space between the Council platform and the benches allows for a speaker to stand before the Council. Trials are held here, as well as formal meetings with merchant factions, mercenary guilds, delegations from other communities or representatives from the Lord's seat of rule in Dun Eamon. Two doors concealed in the paneling of the audience chamber lead to the private rooms of the Council.

Location L, Area 3: Meeting Room

Through one door in the elegant woodwork of the walls is the private meeting room of the Council. This is used for the internal meetings of the Council, where they discuss both internal and external concerns away from the population. On rare occasions, visitors may find themselves presenting extremely sensitive concerns before the Council in this room, but it is more likely the audience chamber would be cleared for that purpose.

Location L, Area 4: Library and Vault

Behind the second paneled door from the audience chamber is the library of the Council. In it are all the records of the town, including the charter, the codes of law, the guidelines of the Customs House, the contracts with each merchant house, the census records, the rolls of the gate taxes and the business ledgers of the town. In a massive and cleverly hidden floor vault are several locked chests holding Broadwater's collected treasure. One chest holds the payroll for the Broadwater Guard and the force of constables; another holds the town's operational funds; another holds undistributed tax revenues; another represents a reserve for emergency buying power. In total, the vault contains several thousand gold pieces. The vault can only be opened with five keys turned simultaneously; one key is held by each of the Council representatives and the vault is only opened under armed guard. Attempting to open the vault with less than 5 keys or failing to pick the lock discharges a trap with a potent electrical charge into all in the room. A single door in the library leads to the apartments of the Chairman.

Council Clerk (N male human Exp1; Diplomacy +4, Profession [bookkeeper] +4), as described above.

Guardsmen, male human Ftr3: CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Secret Locked Trapped Vault: 4 in. thick; Hardness 5; hp 40; Break DC 25; Open Lock DC 40; Search DC 30. Chain Lightning Trap: CR 7; magic device; touch trigger; no reset; spell

effect (*chain lightning*, 11th level wizard, 11d6 electricity to triggering creature, plus 5d6 electricity to each of up to 11 secondary targets in the room, DC 19 Reflex save for half); Search DC 31; Disable Device DC 31 (for spell), DC 40 (for lock). Cost: 3,300 gp.

Ironbound Chest (4): Hardness 10; hp 35; Break DC 28; Open Lock DC 40.

Treasure: 2,600 sp (payroll chest), 1,512 gp (operational funds), 938 gp (tax chest), 1,200 gp (emergency funds).

Location L, Area 5: Alfgar's Living Area

The Chairman of the Broadwater Council is entitled to a simple living arrangement at the expense of the town, as it places the Chairman close to the records and resources he needs. In the past, several Chairmen have chosen to live elsewhere (especially those with large families, or a taste for luxury), but Alfgar, a lifelong bachelor totally devoted to his position, has gladly accepted the offer of housing.

His tastes are simple, but elegant. His small parlor provides a space for informal meetings, for late night correspondence and for Alfgar's meals. The parlor holds two horsehair chairs, a small writing desk and a low tea table. A single locked door conceals Alfgar's bedroom; due to its unique occupant, the door also bears a terrible trap during the events of The Eamonvale Incursion. Behind the door, Uthno hung a curtain bearing a *symbol of weakness* that is immediately obvious upon opening the door. Anyone viewing the symbol is subject to its effects. The curtain may be torn down or destroyed (Hardness 0, hp 2, Break DC 18), but this may be difficult if the party suffers from reduced Strength scores. Uthno's intent is to debilitate the party's fighters so he can deal with spellcasters without interference.

Locked, Trapped Good Wooden Door: 1.5 in. thick; Hardness 5; hp 15; Break DC 18; Open Lock DC 30. *symbol of weakness* trap: CR 7; spell; spell trigger; no reset; spell effect (*symbol of weakness*, 14th level wizard, all within 60 ft. viewing symbol suffer 3d6 Str, Fortitude save DC 22 negates; Search DC 32; Disable Device DC 32. Cost: 9,900 gp.

Location L, Area 6: Alfgar's Bedchamber

Alfgar's bedroom is tastefully appointed with a canopied bed, a large wardrobe and a copper bathing tub. Alfgar's wardrobe is extensive and elegant, and represents most of his material wealth.

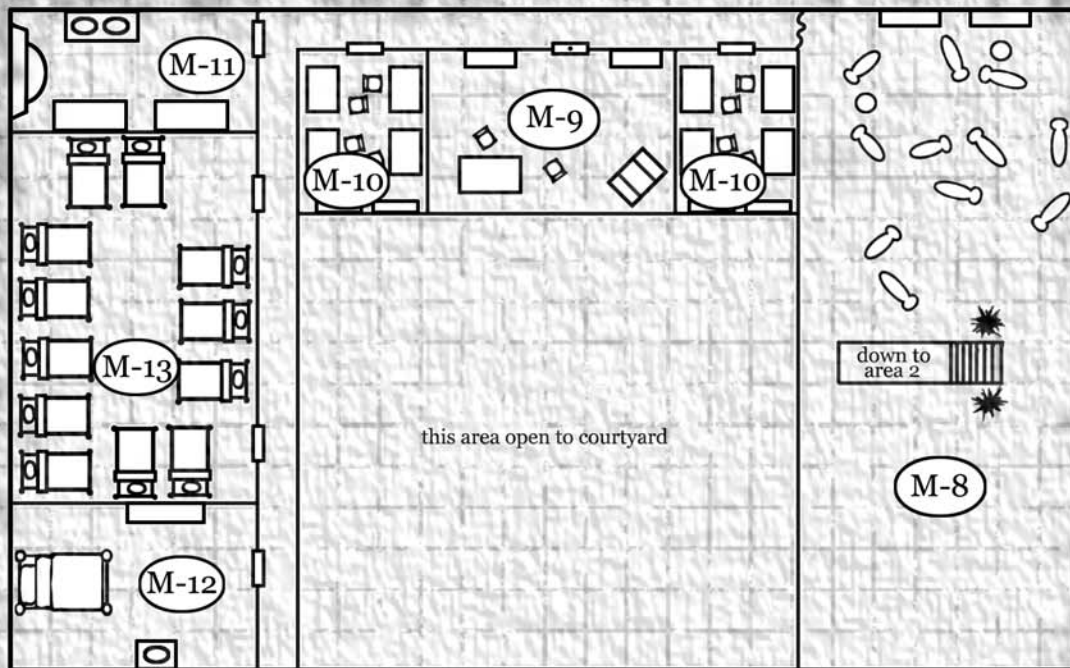
Alfgar, male human Ari5: CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Treasure: elaborate wardrobe (worth 520 gp)

Location M: Emporium Row

On a broad avenue that sits a few streets back from the edge of the Trade Grounds and follows its curve is Emporium Row. In this street the headquarters of foreign merchant empires stand shoulder to shoulder. The pinnacle of both elegance and functionality, the emporiums are similar in many ways, yet each represents the culture and attitude of the merchant dynasty that sponsors it.

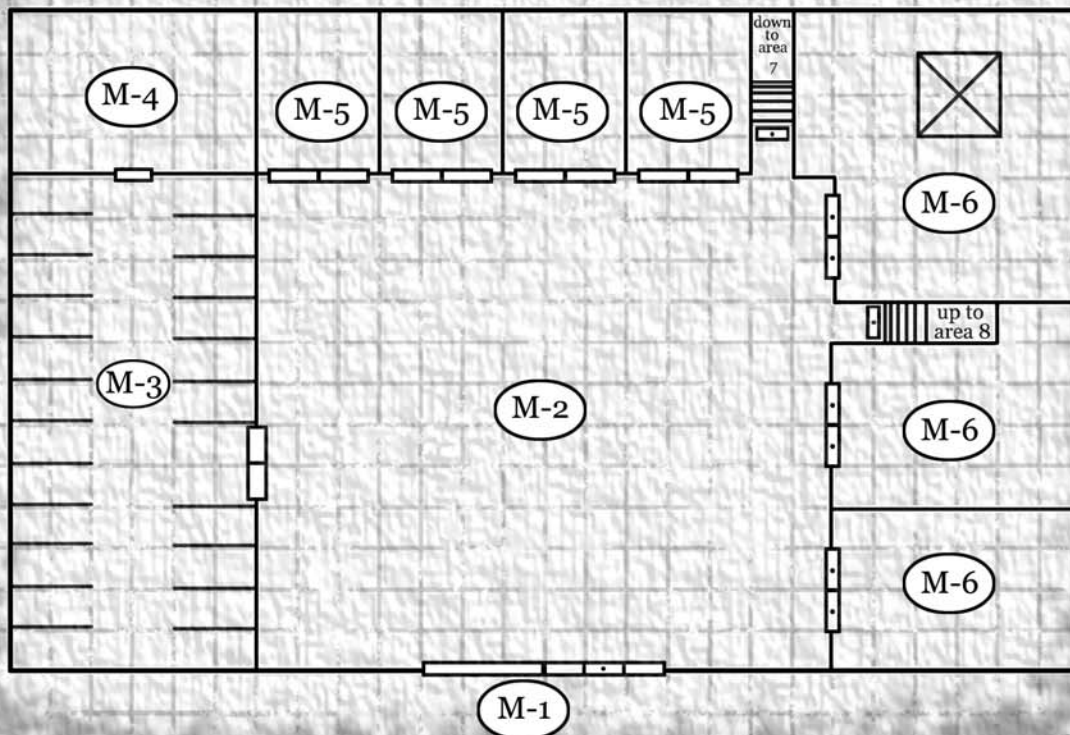
Emporium Row is the only street in Broadwater other than those converging on the Trade Grounds from each gate that can handle caravan traffic. This allows the huge overland caravans to bring intact wagons into their emporiums for unloading after the tariffs have been paid at the Customs House. The emporiums all



Location M:

Typical Merchant Emporium

1 square = 5 foot



feature enclosed courtyards with a single massive double gate onto Emporium Row, secure storerooms, wagon bays and stables. This allows a wagon to be brought in from the street, unloaded, unhitched and stored in minutes to make room for the next one. Above and often overhanging the courtyard are the offices and apartments of the merchants and their families and dormitories for visiting caravan crews. Security is tight, often provided by guards employed by the chief of the merchant families rather than by local hirelings.

The following area descriptions are kept deliberately vague to represent a typical merchant house emporium in Broadwater. The emporiums where conflict is most likely to occur are those of House Gastone and House Drenwal, but thorough parties or those entirely on the wrong track may investigate several other emporiums. The floor plan below may be used to represent any of the buildings on Emporium Row, simply by reversing the floor plan or re-assigning room purposes.

Individual emporiums are described immediately following. Refer to the individual descriptions for notes on the décor and other specifics that vary from house to house. Refer to the Merchant House section of Chapter 2 for guidelines on interactions with the merchants and the staff. All of the major merchant empires in Broadwater save one keep a headquarters in this neighborhood; the exception is House Headwater, whose base of operations on Hallorum's Dock (Location D, Area 2) is described earlier in this chapter.

Typical Merchant House Emporium

As noted above, this floor plan may serve for all of the emporiums in Broadwater. Apply minor changes in layout and refer to the individual area descriptions below for the cultural and operational specifics of each house.

Location M, Area M-1: Gate

The emporium's gates are tall and sturdy. They are almost always barred from within, although a small locked door in the gate allows access without revealing the activities or contents of the courtyard. The door, like the gate, is barred at night. The master of the house, the house's agents or buyers and the guards assigned to the gate hold keys to the door. During the daytime, while the door is locked but not barred, mercenary veterans loyal to the house regulate access to the emporium.

Mercenary Veteran, male human Ftr5: CR 5; hp 42; see Appendix 1: NPCs for complete stats.

Barred Gate: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Barred Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Location M, Area M-2: Courtyard

The cobblestone courtyard of the trade emporium is the hub of the merchant house's activity. All arriving and departing caravans are loaded, unloaded, repaired, provisioned and staged here, where the prying eyes of rivals cannot analyze their content or destination. There is room for wagons to be maneuvered in and out of their storage bays, and wooden booms support block and tackle to hoist heavy trade goods to and from the wagons.

The gated front wall of the emporium is sheer stone rising two stories high. The other three walls of the courtyard are dominated by massive wooden doors to stables, storage bays and carriage

houses. The bays holding trade goods are kept locked. A stair in one corner rises to the second level, entering at the reception hall; another descends to the cellar, when one is present.

Locked Simple Wooden Bay Doors: 1 in. thick; Hardness 5; hp 10; Break DC 25; Open Lock DC 30.

Location M, Area M-3: Stables

The house's horses, both riding mounts and draft animals, are kept in stalls along one side of the emporium (the side opposite the living quarters, in the interests of the smell). Since these animals are the bread and butter of the merchant houses, they are among the finest and best kept animals in the city. The house ensures that 2 grooms are always present during daylight hours, handling the feeding and grooming, caring for injuries and maintaining tack and harness.

Grooms (LN male human Com1; Handle Animal +6, Profession [groom] +4; Animal Affinity) are hired from among the local population in most cases, but they are measured against the highest standards; such a position is much sought after by local boys.

Light Horses (8): CR 1; hp 19.

Heavy Horses (12): CR 1; hp 19.

Location M, Area M-4: Tackroom

This small room is little more than a closet. The house owns many saddles, bit and bridles, as well as multiple yokes, harnesses and tongues. This area also holds the necessary tools for minor repairs on wagons, and for packing and unpacking the wooden shipping containers.

Location M, Area M-5: Carriage House

Most of these bays are occupied by caravan wagons, either loaded and standing by for departure, empty, or partially disassembled for maintenance. These wagons are sturdy constructions with heavy, iron-reinforced wheels, high driving benches, mechanically advanced braking systems and a variety of partial or full canvas covers. One of the bays holds a passenger carriage, elegantly appointed within but obviously built for long road trips in all other regards.

Location M, Area M-6: Storage Bays

These sections store goods of low transport priority, things that are out of season, are awaiting a specific caravan's visit or represent a market surplus acquired at undeniable savings. In most cases, one of the storage bays has an open or long-sealed trapdoor to the cellars to facilitate the movements of large items.

Location M, Area M-7: Cellar

The merchant houses have always kept extensive cellars; they are the first things excavated when construction begins, and their massive barrel-vaulted architecture is capable of supporting the cobblestone courtyards and all the heavy traffic that passes over them. These cavernous cellars holds racks of wine, bundles and bins of dry goods, obscure goods (statuary, curios, passé jewelry fashions, regulated literature, and so forth) waiting for a change of market, and anything else the House wishes to store in a safe, cool and dim area for a long period of time.

Note: In the storyline of The Eamonvale Incursion, Hereward's household holds secretive gatherings in the cellars of House Gastone's emporium. Refer to Broadwater Keyed

Encounter: Den of Depravity in the Villains section of Chapter 2 for a separate map of this area.

Location M, Area M-8: Reception Hall

At the top of the stairs from the courtyard, visitors to the merchant emporium enter the most formal of rooms: the reception hall. In this chamber gatherings are held, whether they be business dealings or festive galas. High ceilings, frescoed alcoves and exquisite furnishings are carefully presented with a single purpose: to impress visitors with the wealth, power and refined tastes of the merchant empire. Inevitably, the cultural flavor of the resident house is dominant in the hall's furnishings, but evidence of broad travels and greatly prized trade items are common fare as well. One end of the long chamber is usually left open for dancing, while the other serves as a parlor of sorts, with various couches, braziers and sideboards to ensure that every comfort is supplied.

Location M, Area M-9: House Master's Office

This small office holds the means for the master of the Broadwater chapter of each merchant empire to carry out his day-to-day tasks. These duties consist of considering the analyses of his staff, corresponding with distant branches of his and other houses, and meeting with local merchants to negotiate terms of sale for various goods. The office holds a pair of comfortable chairs, a desk and a heavy, locked cabinet. This cabinet is mounted on wheels, guarded by a subtle trap and holds the contracts, bills of sale and manifests of the merchant house, as well as the house's liquid assets. In the hands of a skilled merchant, the information on foreign markets, supply and demand and seasonal trends contained therein is invaluable.

Locked Trapped Good Wooden Cabinet: 1.5 in. thick; Hardness 5; hp 15; Break DC 18; Open Lock DC 20. Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 25); Atk +15 melee (1 plus poison, needle); poison (blue whinnies, DC 14 Fortitude save resists, 1 Con/Unconsciousness; Search DC 23; Disable Device DC 19. Market Price 4,720 gp.

Treasure: house ledgers, 1,000 gp in operating funds (90% of this is in the form of trade bars minted by the house and bearing their own crest, see Broadwater Timed Encounter: The Cash Flow in the Caravan section of Chapter 2).

House Masters (LN male human Exp8; Appraise +10, Bluff +12, Diplomacy +10, Knowledge [local] +8, Knowledge [nobility and royalty] +8, Profession [merchant] +12, Sense Motive +10; Negotiator, Persuasive; +1 short sword set with jewels) are at the pinnacle of their trade, well versed in inside market information in many lands and possessed of the strength of character to manage their entire organization while manipulating the local market and monitoring their rivals.

Location M, Area M-10: Clerks' Office

The most dominant feature in this room is a large map on one wall. It represents, in whatever scope and level of detail the DM wishes, the regional trade routes of that particular house. It should depict, at a minimum, the communities of Broadwater, Fagan's Hollow and Dun Eamon; it may also show the house's home city, their primary destinations and any camps, oases and points of interest along their routes. In addition to the map, several tables and bookcases hold ledgers dating back decades,

allowing clerks of the house to instantly recover information on the price and volume history of a given product along a given route. At least one of the books in the clerks' office is a history of the house in residence, although finding it requires a difficult Search check (DC 30 –5 per hour spent). The most revealing information might be House Drenwal's history in the valley and the fact that House Wreldan has no history at all, but clever characters might be able to discern useful information about any of the merchant empires.

Merchant House Clerks (N male human Exp2; Profession [bookkeeper] +5) are ambitious and dedicated; many of them are noble sons with little chance of inheritance hoping to endear themselves to a powerful merchant family.

Location M, Area M-11: Kitchen

The emporium's kitchen is large and well equipped. Fireplaces and bake ovens dominate one wall, and tables, pantries and cabinets line the others. In most cases, one accomplished chef and several apprentices and scullery servants staff the kitchens. Despite having a relatively small number of full-time staff to feed, the kitchen must also prepare provisions for departing caravans. The expensive tastes and lavish parties of the merchant class ensure that even when there is no outbound caravan to supply, there is plenty of work to be done.

Chefs (CN male gnome Exp4; Profession [chef] +12; Skill Focus [profession: chef]; cleaver) are usually notorious masters of their craft imported from distant lands (although some merchants opt for a competent local cook); in the case of the former, a fiery temper and ridiculous accent are naturally unavoidable.

Apprentice Chefs (N male and female human Exp1; Profession [chef] +4) are aspiring to greatness, but lack even the faintest glimmer of hope in the eyes of their master, who subjects them to unending tirades punctuated with flung kitchen utensils.

Scullery Servants (N male and female human Com1) are simple folk of local origins who, despite their meager wages and backbreaking work, are able to look with some humor and incredulity on the antics of the chef and his assistants.

Location M, Area M-12: House Master's Apartment

Usually located on the end of the emporium furthest from the stair (as a defensive precaution), the chamber of the house master is an escape from the pressures of mercantilism and political intrigue. Like the reception hall, the master's chambers are decorated in the style of the home emporium and often hold a variety of foreign prizes such as ceremonial masks, exotic taxidermies and curious weapons. Some merchants prefer large open spaces, while others subdivide their living space into bed, bath and wardrobe. Some allow business to dominate and include desks, bookshelves and archives, while other keep a strict separation between business and repose.

Location M, Area M-13: Dormitory

One long wing of the emporium is dedicated to housing the house's staff. A series of beds or bunks line both walls, often with a long table for eating and socializing. All of the clerks and most of the housekeeping staff have a bed here, although some live with their families elsewhere in town. The barracks also has room to lodge the crews of one or more caravans that might pass through. The houses that maintain the largest full-time staff

(such as House Madoc, who keeps not only caravan crews, but guards as well) have the largest and most crowded dormitories.

Caravan Master, male human Exp4: CR 3; hp 17; see Appendix 1: NPCs for details.

Caravan Guard, male human War3: CR 2; hp 20; see Appendix 1: NPCs for details.

Caravan Handler, male human Com3: CR 2; hp 9; see Appendix 1: NPCs for details.

Location M, Area 1: House Oron

To step through the small door in the double gate into House Oron's emporium is to step into an empty, shadowed courtyard. A guard immediately confronts the party, requiring that they state their business and wait for an agent of the house. It might occur to the party that a single guard inside rather than outside, the absence of goods or laborers and the relative lack of activity compared to other emporiums indicates their state of financial distress.

The buildings of House Oron are in moderate disrepair, with missing roof tiles and crumbling plaster as evidence of short funds. Several of the large storage bays on the courtyard stand open and empty; others hold empty wagons or stacks of empty crates. The stable section holds several horses that are clearly past their prime, and a number of empty stalls.

Due to the low volume of trade at the moment, it is not difficult to meet with a steward of House Oron. The master of the emporium, Groeg Oron, initially declines to meet with the party, as he is consumed with mourning for his son (see Broadwater Timed Encounter: Survival of the Fittest in the Caravans section of Chapter 2) and attempting to salvage his house's position in the local market. However, a DC 20 Diplomacy check with the steward, especially one that appeals to their plight, may bring the merchant out of sequester. Refer to Broadwater Timed Encounter: House Oron in the Merchant Houses section of Chapter 2 for details on meeting with the head of House Oron.

Master Groeg of House Oron (LN male human Exp7; Appraise +10, Bluff +6, Diplomacy +10, Knowledge [local] +10, Knowledge [nobility and royalty] +10, Profession [merchant] +12, Sense Motive +8; Negotiator, Persuasive) is a middle-aged man, jaundiced, in poor health and beset by grief.

Location M, Area 2: House Drenwal

Note: House Drenwal may be the driving force behind the usurpation of Eamonvale, but the staff of the emporium know little or nothing about it. The following has been written with their level of comprehension in mind.

Two guards stand outside the double gate of House Drenwal's emporium. If a party politely solicits entry, they are allowed into the courtyard, which is a maze of sacked crates, casks and bundles all piled under tarpaulins; Drenwal is holding their goods until the hazards on the Trade Road are suppressed. The store-rooms are filled to capacity as well, and several bored looking laborers stand about half-heartedly tinkering with harnesses or sweeping the cobblestones.

The buildings of the emporium are tasteful in their display of wealth. The apartments above the courtyard are roomy and well-appointed, as much as is visible from below. On the roof, should anyone venture there, evidence can be found of recent travel—a broken tile, a dusty footprint—evidence of Harm's visits to

House Drenwal (see Broadwater Timed Encounter: In Harm's Way in the Villains section of Chapter 2).

Meeting with the master of House Drenwal's Broadwater operation is easy, but first they must encounter Okas, the chief steward. Okas is the only member of House Drenwal's emporium staff with secret motives (see Broadwater Timed Encounter: Master of the House in the Villains section of Chapter 2). He is a hardened veteran of the mercenary trade, and he treats visitors with all the deference he can muster, which is minimal. Even once he has summoned Master Kajir, he stays involved but silent as the party talks with his employer. Kajir has been instructed to refuse new dealings in Broadwater until things settle down, so the heroes should find it difficult to keep his attention for long. See Broadwater Timed Encounter: House Drenwal in the Merchant Houses section of Chapter 2 for more details.

Master Kajir of House Drenwal (LN male human Exp9; Appraise +12, Bluff +14, Diplomacy +12, Knowledge [local] +8, Knowledge [nobility and royalty] +10, Profession [merchant] +14, Sense Motive +10; Negotiator, Persuasive; +1 dagger) is tall and energetic, knowledgeable, yet absent-minded.

Okas, Chief Steward of House Drenwal, male human Ftr8: CR 8; hp 62; see Appendix 1: NPCs for complete stats.

Location M, Area 3: House Wreldan

Note: House Wreldan is a front for House Drenwal, but nobody at this emporium suspects anything of the sort. Every order they get from their distant headquarters is designed to draw attention away from House Drenwal and set themselves up as a patsy should one become necessary.

The newest and most modern headquarters in Emporium Row is that of House Wreldan. The façade is carved in the latest architectural style and everything from the iron hinges on the gate to the leaded glass of the windows is brand new. Even the uniforms on the two guards at the gate are crisp and unfaded. All of this points to Wreldan's recent arrival in Broadwater, a fact they make no effort to conceal.

The interior buildings of the Wreldan compound are elegant and spacious. The apartments feature wide airy windows onto the courtyard, and window boxes sprout young ivy that will soon cover the walls. In the courtyard, a pair of battered wagons is being overhauled completely during the lull in the caravan trade (these were purchased for coppers on the gold piece from the impoverished House Oron).

Gaining an audience with Vigear, the master of Wreldan's franchise in Broadwater is fairly easy. The house does very little traffic, but Vigear keeps himself and his staff superficially busy provisioning the new emporium and re-organizing the warehouse in anticipation of the order to start shipping again. He hopes to have the emporium stocked for the winter by the time the Eamonvale Road reopens, which will serve the needs of Drenwal's local agents quite nicely after the Battle of Broadwater begins. For more details on dealing with House Wreldan, refer to Broadwater Timed Encounter: House Wreldan in the Merchant Houses section of Chapter 2.

Master Vigear of House Wreldan (LN male human Exp8; Appraise +10, Bluff +12, Diplomacy +10, Knowledge [local] +6, Knowledge [nobility and royalty] +10, Profession [merchant] +12, Sense Motive +8; Negotiator, Persuasive) is a young man, ambitious and impassioned yet cursed with a history of failed

ventures. He was sought out by House Drenwal specifically to serve as a patsy for their activities in Broadwater.

Location M, Area 4: House Gastone

The headquarters of House Gastone are easily the most opulent of any building on Emporium Row. Marble columns flank the entrance to the caravan yard, and beaten copper covers the double gate. The guards outside wear plumed helms and wield shining halberds, but despite their finery, their look says they are accustomed to handling their weapons in battle. Although the architecture and craftsmanship of the emporium are superb, the actual management of the franchise detracts from its splendor. Piles of broken shipping crates and damaged harnesses lie about, and a thin layer of dust covers everything in the yard. The horses in the open stable are fairly well cared for, but look fat and lazy. Everything points to a lull in Gastone's local business.

The apartments and offices overhanging the courtyard are similarly luxurious, and show signs of recent revelry such as an abandoned tiara, a fluted goblet in a potted plant and a group of chairs and music stands awaiting a string quartet. A number of wealthy visitors pass through the reception hall each day, although their business is much darker than it would initially seem (see below).

Visitors seeking an audience with the head merchant of the house must remember that Hereward is also the representative to Broadwater's Council for the Mercantile Quarter, and a very busy man. He may be away at the Council Chambers (Location L) or in meetings with other merchant factions. If he is at home, his is only encountered in his opulent reception hall upstairs, with his mistress Ciaran by his side.

During the events of The Eamonvale Incursion, House Gastone is a hotbed of subversive activities. Hereward, the House Master as well a Council representative, is unwittingly serving the agendas of House Drenwal. His story is presented in Broadwater Timed Encounter: House Gastone in the Merchant Houses section of Chapter 2. Like the other emporiums, House Gastone's headquarters has a cool, dark cellar below its cobblestone courtyard, but unlike the others, House Gastone's cellar is the meeting place of Ciaran's fledgling cult of vice. That cellar and its occupants are described in Broadwater Keyed Encounter: Den of Depravity in the Villains section of Chapter 2.

Master Hereward of House Gastone, male human Ari5: CR 4; hp 18; see Appendix 1: NPCs for complete stats.

Ciaran, female human Cle9 of Pain: CR 9; hp 82; see Appendix 1: NPCs for complete details.

Location M, Area 5: House Elwood

House Elwood is the most typical of Broadwater's merchant houses. Their gated headquarters is old but well maintained, and guards outside are mercenary hirelings. The courtyard, like so many others, is cluttered with shipments destined for upper Eamonvale waiting for the raids to subside. The storage bays are full and the horses yearn for the open road.

The upper levels hold the offices and apartments of the franchise's staff. In the absence of outgoing caravans, the bookkeepers pore over the year's contracts, reviewing profitability statements and planning the next season's routes.

Meeting with Pulhram, the master of House Elwood, requires patience. The man has found ways to keep himself busy, negotiating with local manufacturers to carry their goods down other

trade corridors until the valley reopens. Guidelines for meeting with Pulhram may be found in Broadwater Timed Encounter: House Elwood in the Merchant Houses section of Chapter 2.

Master Pulhram of House Elwood (LN male human Exp8; Appraise +10, Bluff +12, Diplomacy +10, Knowledge [local] +8, Knowledge [nobility and royalty] +8, Profession [merchant] +12, Sense Motive +10; Negotiator, Persuasive; +1 short sword) is aging, slightly overweight and used to a life of comfort. He is well educated, coolly calculating and wields a lifetime of trade experience; in short, he is the quintessential merchant and typical of many who do business in Broadwater.

Location M, Area 6: House Madoc

The volume of traffic through the gates of House Madoc's emporium indicates that they have fared better through the raids than most houses. Despite the regular passage of wagons and handcarts, the gates stay closed and closely supervised most of the time. Inside, men work quickly to rotate goods from the storerooms to the caravan wagons standing by. It should be obvious by the four guards at the gate and the tireless efficiency of the laborers how House Madoc makes their money.

The inner buildings of Madoc's operation are kept secured and closely shuttered. Secrecy is of paramount importance, especially with brigands falling on caravans with such accuracy and ruthless efficiency. House Madoc does not entertain, socialize or otherwise divert themselves from their business. The staff is all devoted to the house because all of them have been with the franchise since its expansion to Broadwater and many have family entrenched with the house in other communities.

Meeting with Jase Madoc is difficult, since the man personally oversees every aspect of the loading and unloading of his cargos in between trips to the Trade Grounds. Gathering information from his staff is likewise difficult, since they have nowhere to run if they are accused of betrayal. Refer to Broadwater Timed Encounter: House Madoc in the Merchant Houses section of Chapter 2 for details on interactions with House Madoc.

As the heroes progress in their investigation, they may become ranked alongside House Madoc as a thorn in the side of House Drenwal. In an effort to eliminate both nuisances, Uthno may implement a carefully planned mock assassination to eliminate Jase Madoc and implicate the heroes in his death. Refer to Broadwater Keyed Encounter: Fit for Framing in the Villains section of Chapter 2 for complete details on Uthno's plan. Note that it takes place as soon as the heroes arrive at the emporium.

Master Jase of House Madoc (LN male human Exp10; Appraise +14, Bluff +14, Diplomacy +10, Knowledge [local] +10, Knowledge [nobility and royalty] +8, Profession [merchant] +114, Sense Motive +14; Negotiator, Persuasive; +1 hand crossbow) is tall and slender with high temples and thinning hair. He possesses an air of confidence that can only come from gambling and winning.

Location N: Granaries

Near the bluff that marks the edge of High Town sit three conical stone buildings, much like great beehives. These are the granaries, sponsored by Lord Angus of Eamonvale. By purchasing grain throughout the year and filling the granaries by harvest time, Angus could ensure ready supply of grain for Eamonvale should the winter prove to be a long one. Buyers purchase shipments of grain fresh from the road; once the price is paid at the

Customs House, the grain is delivered to the granaries to be logged and stored for the winter months' bread and brew.

According to Limcheck, the manager of the granaries, and the Guardsmen who stand watch, two of the granaries are full, the third one nearly so. There should be plenty of grain to last the winter for the citizens of Broadwater and, if need be, the home-steaders of Eamonvale as well. However, the granaries are involved in House Drenwal's plans to undermine Broadwater's ability to weather an extended siege by systematically emptying the granaries and secreting the stores away for the invaders instead. See Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2 for complete details.

Limcheck (LG male elf Exp3; Knowledge [local] +4, Profession [bookkeeper] +6) is very self-absorbed and pompous, and tolerates no implication that his job is other than the most demanding and perfectly executed task in the world.

Guardsman (2): male human Ftr3; CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Location O: The Limelight Theater

This large stone building stands in the heart of the Mercantile Quarter, not far from the Council Chambers. Operas and classical tragedies are performed nightly to discerning audiences of nobles, rich merchants and distinguished visitors to the city. For a transplanted merchant from a wealthy metropolis, the Limelight offers a diversion reminiscent of more cosmopolitan times. The players are among the best bards and showmen the region has to offer, and many who train at the Limelight go on to enter the most prestigious of bard colleges and perform on the land's great stages.

The Limelight is also a notorious destination for elites looking for a quiet rendezvous with a disreputable colleague or a lady of the night. If a member of Broadwater's merchant or noble class is followed to the Limelight, there is a 50% chance that the occasion is not inspired by the performance. It could represent a meeting with Juren, the crime boss of Low Town, Odair the River Pirate, known for his flesh-peddling, or with a discreet member of a merchant empire with secrets to sell. If the party desires a meeting with one of the upper class, there is a good chance that they are invited to enjoy the theatre that evening, rather than risk soiling a reputation in public.

Location P: Broadwater Gentlemen's Club

Nestled on a narrow side street not far from Emporium Row is the Broadwater Gentlemen's Club. Superficially it is a place for informal business meetings, quiet relaxation and hard-to-find luxuries. In reality, however, it is a place for shady dealings, drunken excess and the kind of companionship that only money can buy.

The stone and wrought-iron edifice speaks of distinguished reserve, an impression that carries as far as the sitting room where cloaks are hung, weapons surrendered and a 10 gp deposit collected by a young boy in velvet pantaloons and surcoat. A pair of oversized bouncers stand ready to enforce the house's restrictions: well dressed gentlemen of high breeding only; no servants or men of low birth permitted. Once the sitting room is left behind and the guest enters the interior rooms, good behavior is exchanged for deep pockets as the patrons indulge in lewdness and excess. Gambling and politics are engaged in only as a justification of the shameless consumption of rich food, exotic

wines and fine tobacco. Talented and graceful courtesans hover nearby, waiting to satisfy every request of their patrons. Private rooms may be had for hourly or nightly use, and behind closed doors, all taboos are suspended.

The proprietress of the Gentlemen's Club is Lady Ovek, who assumed the title on a whim and holds no real social rank. In fact, the true control of the establishment is in the hands of Juren, Low Town's criminal entrepreneur. The Gentlemen's Club represents his one interest outside of the Pauper's Quarter. He uses it judiciously to keep tabs on political undercurrents in the Mercantile Quarter, and only acts on his information if there is a great deal of profit on the line. The girls of the club overhear much of what is discussed in the club, but they reserve their gossip for Lady Ovek, so that she may pass it on to Juren at regular intervals. Only the private rooms are beyond the eyes and ears of the owner, as it is important that the patrons remain comfortable with their sanctuary.

Services: entrance, first drinks and deposit towards services rendered, 10 gp; private room, hourly, 2 gp; private room, nightly, 10 gp; bottle of fine wine or spirits, 10 gp; 7 course meal, cooked to specifications, 10 gp, companionship outside of the Club, by negotiation, usually 50 gp or more per night.

Lady Ovek (CN female human Brd6; Cha 18; Perform [dance, a capella, clavichord] +10, Sense Motive +10, Sleight of Hand +8) is a dignified woman of great charm and grace; she manages her girls in the tradition of the madam sophisticate, and they love her for it.

Bouncers (LN male half-orc Ftr6; Str 18; Intimidate +8, Search +8; Improved Grapple; halberd) are powerful and brutish, but the regular and close contact with the fairer sex has softened them to the point of manifesting feminine sensibilities about fashion and grooming.

Courtesans (N female human and half-elven Brd2; Cha 16; Perform [dance, voice or musical instrument] +8) are women of poise and beauty, each undertaking her training in performance, etiquette, massage and other leisure services under Lady Ovek.

Location Q: Temple to the God of Revels

The Temple to the God of Revels is no less conspicuous than that of the God of Commerce, with which it competes for devotees among the wealthy of the Mercantile Quarter. It features a towering façade, rich appointments inside and out and a vaulted hall for worship and merriment as its main chamber. The temple is almost entirely the domain of the idle rich, who attend in hopes of securing the favor of their deity for their own gala, to seek an invitation to someone else's event or simply to engage in the frequent parties that are hosted by the devout of the God of Revels.

The God of Revels is the patron deity of wine and festivity, two favorite vices of the upper class of any city, and no less so among the uprooted and homesick merchant class of Broadwater. The Temple is one place that reflects the excessive finery they are accustomed to, and while the chiefs of the merchant houses are generally too consumed with business to escape into fancy, their sons, daughters, wives and courtiers take every opportunity to do so.

The high priest of the Temple of the God of Revels, Runiek, is a cleric-bard who chose song and dance to exemplify the uplifting powers of his god. He and his acolytes fund the temple with lessons in the performance arts, along with their lavish

gatherings. For them, a gathering in jubilation is the perfect form of worship, and few things are seen as blasphemous under their roof.

At any given time, a handful of finely attired individuals are about the grounds of the Temple, usually with a glass of wine in hand. A string quartet is on hand to provide music for dancing, and platters of food funded by the generous tithes of the wealthy hold grilled sweetmeats and imported delicacies. At night, the energy level escalates, filling the main hall with swirling gowns and lounging aristocrats, come to bask in their own excess and seek justification for their pampered existence. During the events of The Eamonvale Incursion, attendance is down, much to the concern of the clergy. The Cult of Pain has depleted the congregation of the God of Revels, and Hereward's frequent bacchanals continue to attract merchants and aristocrats with a darker side to their recreational activities. (Refer to the House Gastone summary in the Merchant Houses section and the Den of Depravity encounter in the Villains section, both in the Broadwater Mystery Elements chapter, for more details on Hereward's parties.)

Services: blessings upon the host (eagle's splendor), 50 gp for parishioners, 160 for others; other spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

High Priest Runiek (CG male half-elf Cle8; Wis 17, Cha15; Diplomacy +12, Knowledge [religion] +11, Perform [song, dance] +8, Perform [opera buffo] +6; Iron Will; +1 dagger) is a graceful and well-spoken half-elf with perfectly plaited silver hair and a comic flair; he enjoys puns, practical jokes and slapstick most of all.

Acolytes (CG male and female various Cle2; Perform [various] +4, Knowledge [religion] +6) are invariably selected from the most decadent and wealthy of Broadwater's upper class, supported by their family tithes and drawn to a life of little work and a great deal of play.

Militant Quarter

The Militant Quarter of Broadwater occupies only a small sliver of the High Town reaching from the Plainsgate to the top of the bluff. This quarter is home to the Broadwater Guard, numerous mercenaries, both independent and organized, and numerous services catering to adventurers and sell-swords.

Location R: The Old Keep

In the earliest days of Broadwater's significance as a crossing point of the River Eamon and a crossroads of foreign trade, several merchant families petitioned the Angus clan to aid them in building a fortification to protect trade crossroads and the mouth of the valley. The result of that agreement was a stone keep of modest size. The keep withstood several attacks over the years, but it has not held up well to the trials of time. After decades of relative peace, its outer walls have crumbled and their materials have been reallocated to support the precarious road between Broadwater's High Town and Low Town. A collapse during the construction of the road brought down one of the three corner towers, and another has been absorbed by the Axe & Flagon (Location T). This left just one tower still intact, flanked by two crumbling sections of curtain wall. This tower is now known as the Old Keep.

The Old Keep is the headquarters and barracks of the Broadwater Guard. The numbers listed with the stat blocks below represent the total enlistees; only about a quarter of that number may be found at the Old Keep at any given time. The men work 9-hour shifts, with a doubled guard covering the exchange of posts. Half of the men and most of the officers have homes and families in Broadwater; the rest of the enlistees are billeted in the Old Keep.

Captain of the Guard, human male Ari8 (4): CR 7; hp 40; see Appendix 1: NPCs for complete stats.

Sergeant of the Guard, human male Ftr5 (12): CR 5; hp 42; see Appendix 1: NPCs for complete stats.

Guardsmen, human male Ftr3 (188): CR 3; hp 24; see Appendix 1: NPCs for complete stats.

Location R, Area 1: Courtyard

Outside the Old Keep the Guard have erected a defensive perimeter consisting of an 8-foot high stone wall with a wooden gate. This wall encloses the stables of Broadwater's small cavalry company and provides a buffer between the Old Keep and the Warrior's Yard. Guardsmen at either end of their shift can be found here, relaxing in small group, and all incoming and outgoing groups use this area as a staging ground.

Location R, Area 2: Stables

The Broadwater Guard keeps a small cavalry company for the purpose of escorts, courier service and mounted response within the town. The horses are cared for by an ever-changing array of street children, many of who harbor dreams of service in the Guard themselves.

Location R, Area 3: Command Chambers

A huge ironbound door grants entrance to the lowest level of the tower. The first chamber is used as a command center, where captains of the Guard seated at a wide table issue special orders to the sergeants under them and take reports from returning patrols. A scribe at a podium on one wall dutifully notes the happenings of each watch. At most times, the atmosphere here is a mixed air of ritualistic efficiency and boredom. Two doors in the back wall grant access to the Mess and the Armory, and a spiral stair ascends to the middle level above.

Location R, Area 4: Guard's Mess

This room is cramped with trestle tables and long benches. On the curve of the outer tower wall, a massive fireplace holds two huge kettles, always bubbling with soup of some variety. The sides of the fireplace are honeycombed with bread ovens, and hot loaves are produced at regular intervals. The men of the Guard are permitted to dine twice daily, at either end of their shift, although the rule is relaxed and many of the men take advantage of additional meals.

Location R, Area 5: Armory

A guard at the door limits access to this room from the Command Chambers; usually only a single unit of soldiers is allowed in at a time. Inside, weapon racks, barrels and crates hold an array of arms to provision the Guard. A long table in the middle provides a work surface for restringing bows, fitting arrowheads, stitching scabbards and oiling blades, and a grinding wheel in the corner ensures a fresh edge to every blade on a regular basis. Civilian smiths staff the room.

Location R, Area 6: Barracks

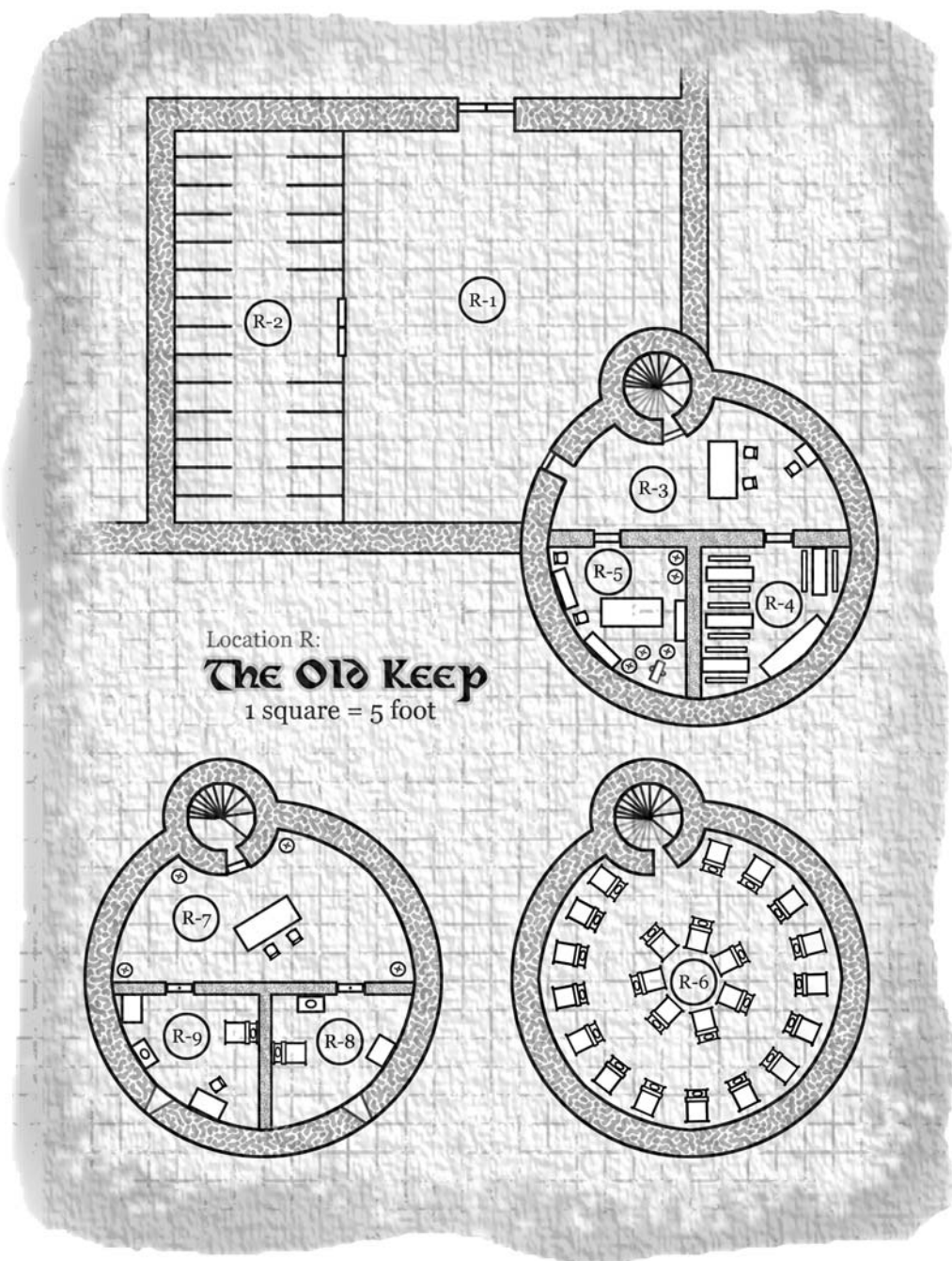
A spiral stair from the Command Chambers ascends to the middle level of the Old Keep's single tower. This level is entirely devoted to a barracks for the enlisted men (although a few of the more dedicated sergeants keep a bunk here). Dozens of bunks, each with a single wooden trunk at the base are stacked four-high in two concentric circles. At any given time, 20 or more men may be sleeping here. The spiral stair continues to the upper level.

Location R, Area 7: Reception Chamber

At the top of the stair, a heavy oak door opens onto a reception hall worthy of a warlord. It is small, but impressive; great braziers smolder with a dim orange glow, tapestries depict epic battles and displays of every sort of weapon grace the walls. A thick oak table sits before two comfortable chairs. On the table, neat piles of parchment, map cases and two candelabras give the

impression of military efficiency. A beautifully matched pen and inkpot set and a brass sealing wax kit add an element of elegance. Two doors at the back of the room, closed, locked and unmarked, conceal the chambers of Representative Drust and Commander Janus Fengele.

In most cases, at least one of the men is seated at the table, and often both. An audience is almost guaranteed to be short and to the point, but they are granted readily. Petitioners must apply with the captain on duty in the Command Chambers below, and may wait an hour or more before being called up. Captains give their reports and receive their orders here, and most private ceremonies, such as promotions and special commendations, are performed here as well.



Location R, Area 8: Fengle's Quarters

Behind one of the oaken doors of the Reception Chambers is the private room of Janus Fengle, the Commander of the Broadwater Guard. His room is small and simple, as is suited to a career soldier. His bed, washstand and wardrobe stand against opposite walls, and a small window affords him a view of the Trade Grounds below.

Janus Fengle is young and energetic. He served below Drust in several mercenary campaigns, and the Council voted unanimously to place him in the role vacated by Drust when he was elected to the Council. He and the representative remain good friends; Drust mentors him on the subtleties of command, and Janus provides Drust with an insider's view of the Guard.

Commander Janus Fengle (LG male human Ftr8; Cha 16; Intimidate +14; Leadership; +1 longsword) is a career soldier, given to rigid discipline in all things and completely dedicated to his assigned task.

Location R, Area 9: Drust's Quarters

The second door on the back wall of the Reception Chamber leads to the private room of Drust, a previous Commander of the Guard, an advisor to Commander Fengle and the Militant Quarter's representative on the Broadwater Council. His room is sparsely decorated, but his travels as a mercenary general left him with some curious tokens of various victories that make up his personal treasure. Several weapons surrendered to him by enemy commanders hang from the walls, and a hide rug on the floor was taken from a tiger he slew in single combat while campaigning in a distant land. His wardrobe and washstand are opposite his bed, and a small writing table holds several books on command, conquest, strategy, operations and tactics, as well as the memoirs of some of history's greatest generals.

For details on encounters with Drust, refer to Broadwater Timed Encounter: Drust in the Council section of Chapter 2.

Drust, male human Ftr9: CR 9; hp 58; see Appendix 1: NPCs for complete stats.

Treasure: 10 masterwork martial and exotic weapons (randomly determined, worth approximately 3,500 gp in total).

Location S: Warrior's Yard

The Old Keep and its walled courtyard only account for about half of the original area enclosed by Broadwater's defensive fortifications. The swath of flat ground that stretches from the edge of the bluff to the remnant wall of the Old Keep is now known as the Warrior's Yard. The ground is littered with debris from the decaying fortification, and much of the stone has either been carried away to other buildings in town or adapted by the occupants of the Warrior's Yard.

The Yard serves as a camp for the itinerant mercenaries of Broadwater. They come from many lands seeking employment on the merchant caravans that pass endlessly through Broadwater's gates. The merchants from the great trade houses, from distant markets and from local producers come to the Warrior's Yard to hire on guards for their caravans, their warehouses and their home emporiums. Bards perform bawdy ballads and epic campaign poems for a few coins in their hat, and children sometimes wander through the Yard selling dumplings, roasted chestnuts or trinkets. The Broadwater Guard looks down on the Yard from the arrow slits of the Old Keep, a good

position to maintain order, observe traffic and recruit members from among the fighting men of Broadwater.

Lodging in the Yard costs 1 sp per night, payable to the gate guard at the Old Keep—a nominal fee, just enough to keep beggars from crowding the camp and to offer mercenaries an alternative to high-priced boarding houses. The toppled stones of the keep have been restructured into a few small huts to house the guild masters, and also into windbreaks, fire pits and benches to host night after night of camaraderie and celebration. Tents, bedrolls, and horses take up the open space in the Warriors Yard, roughly distributed into camps hosting a dozen men or more. At most times the Yard is a sea of armored men, women of leisure and fancily dressed merchant magnates.

Some of the mercenary hirelings are independent, but many belong to guilds whose masters negotiate terms for the members and establish a rotation so that no fighting man waits too long for work. The merchant houses tend to keep standing contracts with a mercenary guild to provide them with caravan guards on a moment's notice. The guilds pay their members a retainer (often no more than their fees to camp in the Yard plus a daily expense stipend) to linger in Broadwater so that the guild can satisfy their guarantees to the merchants. Mercenaries on 'stand-by' often find work in Broadwater as day laborers, but many are content to drink, fight and gamble away their savings until new work comes along.

Only the most skilled, experienced or highly reputable mercenaries remain independent indefinitely, because the guilds are able to offer competitive rates and reliable labor pools to the merchants. The guilds put a great deal of pressure on independent warriors to join a guild, as every new arrival is a possible threat to a guild contract. An adventuring party wandering in the Yard should find themselves the recipients of numerous gazes as the guildsmen and independents alike assess their equipment, mounts, party composition and demeanor. At some point, a representative may approach and propose a guild membership that would allow the heroes to rest, explore Broadwater, shop and carouse while work is arranged for them.

During the events of The Eamonvale Incursion, the Warrior's Yard is a busy place, but far from full capacity. While there are still dozens of warriors and two guilds present, many of the mercenaries have moved on to other markets. This is due to the skittishness of the merchant houses in light of the brigand raids. While it might seem that marauding highwaymen would be good business for caravan guards, many merchants have greatly reduced or even suspended operations in Eamonvale, sending their teams, wagons and crews overland to other cities to ply other routes until Eamonvale is stabilized. Even if the party has already neutralized some or all of Rolant's brigands, the merchants remain reticent and have the funds to wait a bit longer before sending caravans out again. Independent mercenaries without house contracts are already leaving the area to seek out more energetic markets. All of this is part of the plan of House Drenwal: to weaken rival houses, deprive Eamonvale of trade goods, drive away the military resources and prepare the city for a siege.

Parties arriving during The Eamonvale Incursion find the Warrior's Yard to be a place of mistrust, pessimism and uncertainty. Many guilds have disassociated themselves, some of them disappearing in the dawn light with their paywagons, leaving slumbering guild members to awake with no money, no meal

and no job prospects in sight. Others nobly dispensed a small payment for services rendered before striking their camps, saddling their horses and heading for more fruitful endeavors. The guilds that remain are giving careful thought to the future of Broadwater's economy. Independents are likewise seeking out other employment, although they generally succeed only in increasing the labor pool for teamsters, stevedores, wranglers, cooks and scouts in the face of decreasing demand. All in all, it is a bad time to be a mercenary in Broadwater.

Only two guilds are present in the Warrior's Yard during the events of this module: the White Dragon Company and the Steel Brigade. The White Dragon Company is under the command of Kristoff of Kleve, a rebellious noble son from a nearby duchy. Their legendary rank-and-file spear hedge tactics have been the turning point of many battles. The Steel Brigade hails from a distant desert kingdom, where craftsmen have perfected crossbow technology and every male child learns to shoot. Their commander, Franco the Dark, is a proud and tenacious leader, and the guild's specialized drills with the crossbow have won them renown as missile support troops. These two mercenary guilds lingered in Broadwater, anticipating potential employment in light of the recent developments. Both may factor into the resolution of the Battle for Broadwater (see Chapter 10).

Services: mercenary footman, 2 sp per day; mercenary archer, 3 sp per day; mercenary cavalryman, 5 sp per day; mercenary veteran, 6 sp per day; guild mercenaries, +1 sp per day, includes guarantee of quality, loyalty and sobriety.

Kristoff of Kleve, General of the White Dragon Company, male human Ftr9: CR 9; hp 88; see Appendix 1: NPCs for complete stats.

White Dragon Spearmen, male human War3 (94): CR 2; hp 23; see Appendix 1: NPCs for complete stats.

Franco the Dark, Commander of the Steel Brigade, male human Ftr9: CR 9; SZ M; HD 9d10+18; hp 79; see Appendix 1: NPCs for complete stats.

Steel Brigade Crossbowmen, male human War4 (88): CR 3; hp 22; see Appendix 1: NPCs for complete stats.

Typical Mercenary, male human War3: CR 2; hp 23; see Appendix 1: NPCs for complete stats.

Typical Veteran Mercenary, male human Ftr5: CR 5; hp 42; see Appendix 1: NPCs for complete stats.

Typical Mercenary Bowman, male human War4: CR 3; hp 22; see Appendix 1: NPCs for complete stats.

Typical Mercenary Cavalry, male human War4: CR 3; hp 26; see Appendix 1: NPCs for complete stats.

Location T: The Axe & Flagon

The favorite drinking establishment of the Militant Quarter sits at the edge of the Warrior's Yard, opposite the Old Keep. It stands on the foundation of one of the towers of the earlier keep, taking on its round shape and quarrying its ruins for building supplies. Its conical roof is of shingles, and the sign over the door depicts a double-bladed axe having split a wooden flagon in two.



The tavern offers good ale, hearty food and a spectacular view of Bridgegate and the river. The prices at the Axe & Flagon are high, perhaps in hopes of reducing the already considerable traffic of mercenaries from the Yard. The halfling owner Warwick deals with the human height of the main bar by spending his time on a pair of short stilts. He requires his patrons to keep their weapons sheathed and take their fights outside. Despite the ban on brawling, the Axe & Flagon is always raucous, characterized by impromptu battle hymns, crass drinking songs and cabaret kick lines in hobnailed boots. A bard chosen from those in the Yard is invited in each night, especially if his repertoire features the ballads of the mercenary guilds in residence.

The view over Low Town is spectacular, especially at sundown. Warwick reserves a private room away from the celebratory din for mercenary captains, guild leaders, wealthy merchants and visiting figures of renown. A back door opens onto a small garden clinging to the edge of the bluff overlooking the River Eamon. Tables there are available for 5 gp, plus whatever fare is ordered. This room is commonly the site of negotiations between the merchants and the guildsmen, receptions for officers of the Guard or the first hot meal for a well-to-do party of adventurers just off the road.

Note: The Axe & Flagon is the site of occasional meetings between House Drenwal's chief steward Okas and one or both of the corrupt constables of Low Town, Maehil and Menwaed. Each visit to the Axe & Flagon has a 5% chance of coinciding with a conspirators' meeting. Refer to Broadwater Timed Encounter: Master of the House in Chapter 2 for complete details on the rendezvous.

Services: the "House Special" (beef stew, cheese and a sourdough loaf), 6 sp; Axe & Flagon Ale (a bitter pale ale, brewed by Duggins Brewery and exclusive to the A & F), 4 cp per mug; Duggins 80 Copper Ale (a brown ale), 4 cp per mug; Broadwater Black (a strong porter), 6 cp per mug; Eamonvale Ale (a cream-style ale), 6 cp per mug; pitcher of house wine, 3 sp.

Warwick (CG male halfling Exp5; Cha 16; Balance +12, Gather Information +12; Agile) is witty, well informed and wears his trousers long to cover the fact that he is on stilts.

Location U: Shrine of the God of Strength

The God of Strength, whose portfolio includes warfare, martial prowess and resiliency, is an understandably popular deity in the Militant Quarter. Men returning from or departing for a contract with a merchant caravan invariably stop at the shrine to bestow thanks and beseech blessings for the strong arm, steady nerve and iron will needed to survive the trade corridors of Eamonvale. The shrine is not regularly staffed, but it is not uncommon to find a cleric of the God of Strength in temporary residence.

The shrine is the site of all physical trials initiated in the Yard, which are both frequent and diverse. Old comrades whose paths cross by chance may take the opportunity to spar, testing their long-lost friend's new skills and old weaknesses. Candidates for guild leadership may have to prove their worth by fighting numerous opponents, fighting with a handicap such as a blindfold or a tied hand, or by demonstrating mastery of any weapon the crowd might present. Grudges are settled, old debts erased and boasting rights confirmed through one-on-one combat, all as the rest of the Yard looks on. Knife throwing, dead lifts, high jumps, balance trials, hammer throws, contests of horsemanship,

one-armed push-ups and arm wrestling matches are just a few of the contests devised to prove which is the mightier of two warriors. Real brawls do develop, and are only quelled by the Guards or a visiting cleric of Strength if they become dangerously one-sided. Other than that, anything goes at the shrine, as long as it does not demonstrate weakness or cowardice under the gaze of the patron deity.

A small garden behind the shrine is provided for quiet meditations and tended by visiting clerics. Tributes are often left by a warrior for a fallen comrade; weapons, trophies, luck charms and wreaths of laurel are common. The clerics who maintain the shrine periodically remove the items, and anything of value is passed on to charitable works in the city. Any person removing items from the shrine without first spending at least an hour in prayer to the God of Strength is subject to his wrath, and the disfavor of the patron deity of warriors is no mild thing to suffer. Such persons are cursed as per the *bestow curse* spell, with the effect of a -6 penalty to the Strength ability score.

Services: spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

Visiting Priests (CG male human Cle6; Str 16; Intimidate +6, Knowledge [religion] +10; Improved Grapple) of the God of Strength are well-traveled and, as with all of the deity's clergy, extremely solid in build.

Location V: The Black Anvil

The Militant Quarter of Broadwater, with its undeniable links to merchant enterprise and its massive population of sell-swords, is a focal point of the arms trade, and the Black Anvil is the nexus of that trade. Through its doors may be found weapons and armor of all description, of quality beyond compare. Many of the items for sale here are the products of Ulf Ironfist's legendary forges in Dun Eamon (see The Grey Citadel from Necromancer Games); the rest are the prizes of extensive travels, negotiations with foreign merchants and harrowing escapes across closed borders, all to assemble a collection of arms and armor to rival the armories of kings. Veteran mercenaries staff the Black Anvil under the supervision of Padrisco, a heavily scarred and muscle-bound warrior-turned-merchant whose campaigns have familiarized him with a diversity of weapons, armor and fighting styles.

Prices at the Black Anvil vary considerably from those in the Player's Handbook. Simple weapons, including masterwork versions, may be had for 20% less than usual, due to the fact that they frequently arrive in bulk as conditions of large contracts. Martial weapons are priced normally, but masterwork martial weapons may be purchased for 10-20% less than normal due to the high volume of quality arms coming from Dun Eamon's forges. Exotic weapons are priced normally if they originate or are used by cultures near Broadwater; foreign exotic weapons cost 10-20% more due to the costs of import. Masterwork exotic weapons are priced as usual, but the Black Anvil provides a much greater chance of finding a specific exotic weapon of masterwork quality than most arms dealers. Armor is available at the listed price, but armor for Large or nonhumanoid creatures is reduced by 10% due its increased availability.

Special materials are also more readily available at the Black Anvil. Weapons and armor forged from rare metals such as mithral and adamantine are encountered more commonly and

at a 20% savings due to Dun Eamon's ability to produce them. Organic materials such as darkwood and dragonhide are also available with increased frequency, but their cost is unchanged. Cold iron items are quite common due to the ready supply of bog iron in the Bleak (see Chapter 6 for the special properties of bog iron that set it apart from cold iron); a cold iron weapon at the Black Anvil has a 50% chance of being made of bog iron.

Services: simple, martial and exotic weapons of all sizes, armor of all sizes, priced as described above.

Padrisco (CN male human Ftr7; Profession [merchant] +10; Iron Will) gained influence and wealth as a caravan master after delivering an entire season's worth of caravans unharmed; his success compelled him to venture into merchant endeavors on his own and eventually, to open the Black Anvil.

Location W: Main Constabulary

Set just back from the edge of the Trade Grounds, the Broadwater Constabulary is a large square building made of stone salvaged from the keep. Broadwater's peacekeepers move in and out constantly, often bringing with them pickpockets, con artists and black marketers.

The constables' primary concern is maintaining order in the Trade Grounds and on the streets of Broadwater. Units of regular troops tend to make merchants wary and proved to be unwieldy in crowded plazas, so the Council instituted two-man patrols. They monitor the markets for crime, keep an eye out for merchants doing back-alley business and with whatever time and energy remain, see to the needs of Broadwater's citizens. Constables are quite capable of handling a scrap between merchants, a lone pickpocket or a smuggler peddling forbidden goods, but they call on the Guard if they suspect stiff resistance.

In general, Broadwater's constables are loyal and dedicated (except for Maehil and Menwaed, who operate out of the Low Town Constabulary; see Broadwater Timed Encounter: Crooked Constables in the Villains section of Chapter 2). That is not to say that they are above corruption; many of them enjoy luxuries provided by merchant gold in exchange for doubling patrol frequencies at sensitive times, or perhaps suspending patrols altogether on other occasions.

The building lacks any sort of identifying signage or hallmark save one. In front of the main entrance, several stout wooden pillories face the road that flanks the Warrior's Yard. Shackled in them are any citizens convicted by the Constabulary tribunal of crimes such as petty theft, flight from an authority, selling rotted foodstuffs and unlawful procurement of gate tokens. Such minor criminals are usually sentenced to one or more days in the pillory, subject to the harassment of Broadwater's citizens and the whims of the weather. In many cases, the pillories substitute when a fine cannot be paid by the accused. Payment of the fine warrants release, although payment by a third party unknown to the accused brings considerable attention from the constables.

The Constabulary is operated by three Justices, one of whom is always in attendance. They receive the reports of the patrolling constables, hear the complaints of the citizens and resolve most conflicts with a simple judgment. The Justice also decides when a crime warrants a trial before the Council. When that is the case, the accused is locked in the jail below the foundation of the Constabulary to await a trial date. At any given time a pair of constables accompanies the Justice, and rest are sleeping in their quarters, at leisure or patrolling the town.

Faces of Shame: Broadwater's Pillories

Most people encountered during their shameful punishments are simple criminals: short-change artists, pickpockets, snake-oil salesmen and hucksters. Others are adulterers, drunkards, or bullies. None of these need have any affect on the events of The Eamonvale Incursion. However, these characters are useful opportunities to initiate secondary plot threads, introduce the party to critical trends in Broadwater's society or pass on a few rumors. Below are the descriptions of petty criminals who have, by ill luck, landed in the pillories outside the Constabulary. Each of them has a story to tell, some of which may be of use to the heroes. Certain criminals may even be of lasting service to the party. Introduce as many of these as desired if the party investigates the pillories. In addition to their stories, each may also know a single rumor.

Saul Mithrum (CN male human Com2) is a caravan laborer and drifter convicted of arson. He set fire to a tool shed in the Artisan's Quarter, burning it to the ground but injuring no one. He claims the 'beautiful burning boat, with all the floating fire about' that he witnessed in the Flotilla inspired him. (This was a byproduct of Odair's efforts to produce alchemist's fire for his saboteurs; see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2).

Amber Spinsom (N female human Com1; Profession [household servant] +3) is a chambermaid accused of stealing household items. Her trial was quick and hopeless, since her accuser was Hereward, the Council representative for the Mercantile Quarter. She had long suffered his unwanted advances, but recently she claims his lechery became more and more despicable and his desires more profane. She refused him, slapped his face and was in the pillory within hours. (Hereward's deteriorating moral substance is a result of his association with Ciaran, a seductive cultist and agent of House Drenwal; see Broadwater Timed Encounter: Hereward in the Council section and Broadwater Keyed Encounter: Den of Depravity in the Villains section of Chapter 2.)

Lewic Brevin (CN male half-elf Brd1; Perform [lute, ballad] +4) is a traveling minstrel accused of slandering a mercenary guild in one of his ballads. Although the allegations were true, Brevin's tale led to a nasty brawl in the Warrior's Yard, and he was charged as the instigator. His time spent in the Warrior's Yard exposed him to the reasons for the departure of so many mercenaries. He can also reveal the politics of the Warrior's Yard to curious characters. As a well-traveled and socially mobile individual, he might have additional rumors to share in exchange for his freedom. (Brevin's information is correct, but he is unsure whether the reduced merchant traffic led to the departure of hired fighters, or if the drop in mercenary population led to the decay in trade.)

Marsa Sedge and Lund Wilk (N male and female human Com1) are adulterers imprisoned for open betrayal of their spouses. They had been neighbors and bitter enemies for years, until one day at a neighborhood gathering they fell into each other's arms. They are in a wretched state, but still have the time to stare wistfully at one another despite volleys of rotten vegetables. (Marsa and Lund are actually under the effect of a love potion that when shared results in a mutual *charm person* spell. A neighbor fed up with their constant bickering slipped the potion to them in a holiday eggnog.)

Glabwright, Gilstock, Gambol and Pym (CG male gnome Brd2; Dex 16; Tumble +11; Skill Focus [tumble]) are gnomish acrobats sentenced to public humiliation for petty thievery. Their favored technique was to perform (as Glabwright's Bevy of Bongleurs) at markets and caravan camps, picking pockets during and after a performance and making off after dark. Just before their capture on the Eamonvale Road, they ran afoul of a tough looking group of horsemen heading towards the vast bog in Eamonvale, and decided not to offer them a performance. If freed, they might pass on this and other bits of information, but they are unlikely to overcome their larcenous tendencies. (The Bongleurs stumbled upon Rolant's brigands returning to their lair in the Bleak; see Chapter 6).

Location W, Area 1: Audience Chamber

The Constabulary's front door opens onto a sparsely furnished stone room. The only furnishings are a pulpit, two benches and a writing table for the scribe. In this room the Justice on duty receives all petitioners and passes judgment on all criminals accused of minor crimes. Three doors line the back wall; one to the dormitory, one to the arming room and one to the stair leading down to the jail.

Justices (LG male human Exp6; Wis 16; Diplomacy +10, Sense Motive +12) pass judgment upon minor criminals, as well as ruling whether or not a Council trial is warranted in severe cases.

Constable, male human War2/Exp2 (2): CR 3; hp 20; see Appendix 1: NPCs for complete stats.

Location W, Area 2: Dormitory

The dormitory houses all off-duty constables who do not have lodging elsewhere, which is most of them. Simple bunks are neatly arranged around the perimeter of the room, each with a wooden crate beneath it. The crates typically hold a few changes of clothing, a minor weapon of some type, a few bottles of one brew or another and other personal effects of the owner.

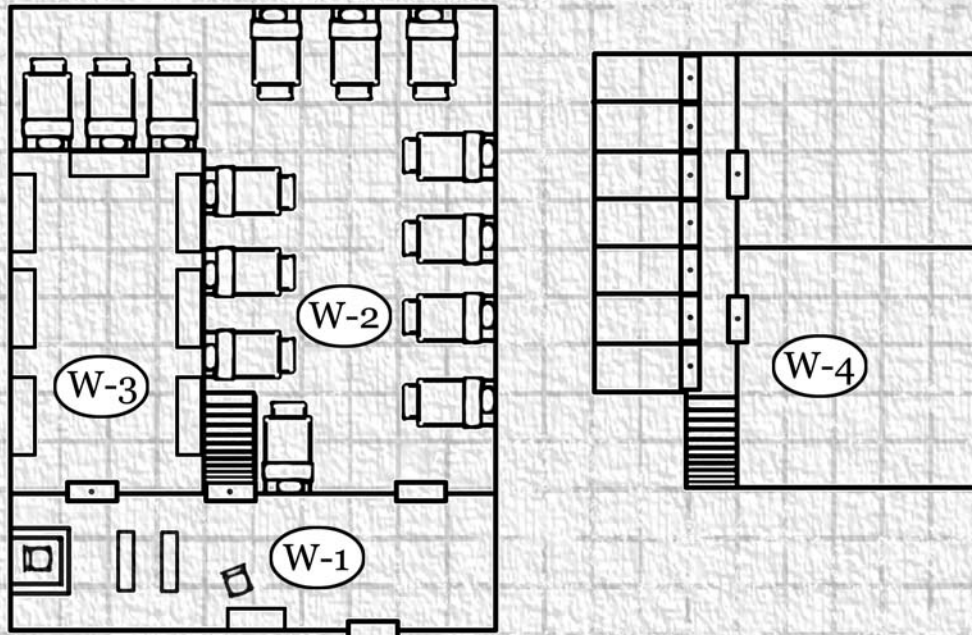
Constable, male human War2/Exp2 (10): CR 3; hp 20; see Appendix 1: NPCs for complete stats.

Location W, Area 3: Arming Room

The arming room holds crossbows, longswords and shields to equip the constables should they be called upon to defend the Constabulary or support the Guard in action. Some constables choose to carry a crossbow on patrol, but most limit themselves to short sword and sap. A supply of torches, manacles and uniforms are kept here as well.

Location W, Area 4: Jail

Broadwater's jail is reached by descending a flight of stone steps into a cool, damp foundation. The jail has five individual cells and two large cells. The individual cells are reserved for criminals judged to be a danger to themselves or others, typically armed brigands, murderers and rapists. Their doors are of reinforced oak and have only a small iron-shuttered slit for food. The main cells are enclosed by a wall of iron bars. They usually contain groups detained together, drunken bravos and minor criminals awaiting trial.



Location W:

Main Constabulary

1 square = 5 foot

Broadwater Low Town

The Low Town is the heart of the city of Broadwater. Below the sandstone bluffs, the land gently slopes down to the river. Wide boulevards beginning at the Bridgegate and Rivergate converge at the base of the bluff, where a steep road climbs to the High Town and its Trade Grounds. With the exception of these roads, the streets are narrow, winding and complex, an intentional deterrent to merchant traffic to curtail back alley trading. Buildings are mostly of half-timbered construction, with upper floors leaning so far into the street as to nearly connect. Prominent businesses flank the main boulevards, with residences and less respectable enterprises occupying the twisting side streets. Two distinct districts make up the Low Town: The Artisan's Quarter and the Pauper's Quarter.

Artisan's Quarter

The Artisan's Quarter is the portion of Broadwater's Low Town that lies between the base of the bluff, the River Eamon and the Bridgegate Road. It is peopled by the craftsmen of the community, many of who manufacture goods for trade to distant lands or whose business caters directly to the merchant traffic through Broadwater's crossroads. By day, the Artisan's Quarter bustles with activity, the air is dense with the sounds and smells of industry and its streets are crowded with laborers moving finished goods and raw materials. In addition to the thriving export trade, most artisans operate a small shop catering to local consumers and discerning traders.

Location X: The Cooper's Lot

The Cooper's Lot is a small storefront on a busy side street, plus a large work yard and covered storage lot behind it. Linford is a third generation cooper who oversees several apprentices in crafting casks of all sizes for the storage and transport of both liquids and dry goods. Outbound caravans must have casks to carry water and ale in addition to those needed for their goods. Merchant operations generally reuse most of their casks, but with Rolant's brigands stealing and smashing more and more containers, the orders for replacements are piling up. Linford has taken on several new apprentices in the past month, and even so is overwhelmed with orders. He has little time for anyone but paying customers.

Interested heroes might find glean some information about the buying trends of the merchant houses from Linford's orders. On the wall across from his desk is large slate tracking the current orders and their status.

Customer	Product	Quantity	Status
House Drenwal	36 gal. barrels, dry wet!	30	Rush!
Duggins Brewery	72 gal. puncheon, wet	6	Formed
House Wreldan	54 gal. hogshead, wet	10	Hooped
House Oron	18 gal. kilderkin, wet	10	Cut Hold
House Elwood	54 gal. hogshead, wet	8	Heads
House Madoc	36 gal. barrels, dry	18	Hooped

The orders on the blackboard reveal a few interesting tidbits. They indicate that House Drenwal recently revised an order. If inquiries are made, or if a daring character sneaks a peek at the

ledgers in Linford's desk drawer, it may be discovered that Drenwal had ordered casks for a shipment of grain, but during an inspection one of their caravan masters made, it was discovered that they were dry casks, not wet casks as the order had stipulated. It was overlooked in production because grain casks are not usually wet casks, the style used for storage of liquids. This points to Drenwal's intent to store and eventually ship pilfered grain to the mercenary army by boat, requiring watertight containers (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2). A further inquiry reveals that House Drenwal has been the leading consumer of wet casks of that size in the past several weeks; all of the casks on board the Griffon and the Gargoyle in the Flotilla, where the stolen grain is being stored, bear Linford's mark (see Location E, Areas 1 and 2). Also apparent is House Oron's recent fall onto hard times; one of their orders has been placed on hold for lack of deposit (see Broadwater Timed Encounter: House Oron in the Merchant Houses section of Chapter 2).

Services: 9 gallon firkin, 1 gp; 18 gallon kilderkin, 15 sp; 36 gallon barrel, 2 gp; 54 gallon hogshead, 3 gp; 72 gallon puncheon, 4 gp.

Linford (LN male human Exp4; Craft [cooper] +9;) a balding man with brawny arms, calloused hands and a bit of a drinking problem.

Location Y: Farlon, Apothecary and Chemist

Tucked away near the town wall at the back of the Artisan's Quarter is Farlon's apothecary shop, a small stone building that stands out among the half-timbered construction of the lower town (it was rebuilt using stone after the second fire in as many years). Farlon is an eccentric recluse, brilliant but absentminded. He is well into his seventies, with a shock of pure white hair standing straight up from his wrinkled brow. He wears a shapeless smock and a pair of wooden shoes, and it is obvious that fashion is far from his mind. When working, which is nearly always, he may become so immersed in his project that he does not even notice visitors to his shop.

The walls are filled floor to ceiling with shelves bearing books, scroll tubes, sheaves of loose notes, glass jars, ceramic crocks, stoppered flasks, boxes, bags, caged insects, yellowed paper packets and small lockboxes. Two long workbenches run the length of the room, bearing numerous beakers, scales, cauldrons and mortars, plus several modified everburning torches that serve as his burners, two water clocks, a centrifuge, a still and a maze of glass pipettes and copper tubing. At any given time he has at least a half-dozen projects underway, some having their ingredients diced, ground and measured out, others actively brewing and still others curing for an exacting amount of time. Some sit in flasks over the magical flames while their vapors collect in thin glass tubes and condense into beakers. Many dog-eared books lay open around the benches, showing well-stained pages.

Farlon keeps several important accessories to aid in his tasks. Between the tables is an animated stool with a comfortable cushion. Walking silently on five legs, it bears Farlon up and down the length of his workbenches as he makes minute adjustments to brewing concoctions. On the table's surface are several homunculi, created by Farlon in his own likeness, complete with untamed mane and wooden shoes. They handle the tedious jobs such as grinding powders, shaking or stirring flasks and providing power to the centrifuge by means of a tiny bicycle. Others stand

about waiting patiently for orders from the scatterbrained alchemist; one is usually holding something with no destination simply because Farlon forgot to complete the instructions. As soon as someone enters the shop, however, all homunculi who are not engaged with critical tasks immediately rush to the many open books on the table and slam some part of their bodies inside, protecting Farlon's secret recipes while saving his page.

Note: Of all the alchemical items he offers for sale, alchemist's fire is not one of them. If asked to explain, he states that he has recently found certain items to be hard to find, specifically naphtha, magnesium and pitch, the critical ingredients in alchemist's fire. This is, of course, due to the consumption of these ingredients by House Drenwal (see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2).

Services: any of the alchemical items in the Player's Handbook, with the exception of alchemist's fire (see Special Substances and Items under "Goods and Services" in Chapter 7 of the Player's Handbook); 10 random arcane potions (re-roll divine results) from the Minor column of the Potions and Oils table (see Potions and Oils under "Magic Item Descriptions" in Chapter 7 of the DMG); specific potions brewed to order at a 10% markup; consultation and specific labors, 2 gp per day.

Farlon, male elf Wiz9: CR 9; hp 36; see Appendix 1: NPCs for complete stats.

Horus, cat familiar: CR –; hp 18; see Appendix 1: NPCs for complete stats.

Animated Stool (small construct): CR 1; hp 15.

Homunculi (7): CR 1; hp 11.

Location Z: Atran, Master Smith

Specializing in the production of tools and hardware for sale to residents of the Artisan's Quarter, and also catering to the hardware needs of the river boats, Atran the Smith maintains a small storefront on the main road up from the Bridegate. His anvil and forge turn out a vast array of artisan's tools, many made to exacting specifications from the craftsmen, as well as nails, hinges, latches, chain, deck cleats, mast fittings and more.

Atran has a lifelong fascination with bog iron, a plentiful but inaccessible mineral resource common to Eamonvale's moors and bogs (see the Bog Iron sidebar in Chapter 6). He often hails passing adventurers if he suspects that they have traveled in the Bleak (based on the discoloration of leather or clothing, mineral deposits from drying bog water, the scent of peat moss, and general muddiness). Anyone having recently visited a bog is treated to a diatribe about the virtues of cold wrought iron, including notable resistance to corrosion, ease of working and reputed effects on fairy creatures.

He gladly examines any weapon thought to be made of this material and offers a generous sum (up to 20% over value) to purchase any that are positively identified. He does not sell weapons in his shop, but a few daggers, arrowheads and spearheads he has crafted from bog iron may be purchased at the Black Anvil in High Town.

Services: masterwork artisan's tools, 50 gp; custom work, 5 sp per day.

Atran the Smtih (N male human Exp6; Wis 14; Craft [blacksmithing] +11, Knowledge [arcana] +9; bog iron dagger) is sur-

prisingly small and lean for his trade, but handles heavy loads of ore and swings his forge hammer with ease.

Location AA: Thamos the Baker

The scent of fresh-baked sourdough is enough to guide most customers through the winding alleys of the Artisans' Quarter to where Thamos operates his small bakery. His business is divided equally between baking crackers and unleavened bread for long-distance caravan travelers and crafting crusty loaves and slender baguettes for his fellow artisans and their families. His specialty is a flat, craggy sourdough muffin.

Services: loaf of bread, 2 cp; Thamos' Famous Muffins, 6 for 1cp.

Thamos (N male dwarf Exp2; Craft [baking] +5) is rotund and red-faced, with a white apron and flour-dusted beard.

Location BB: Gregor the Cleaver, Butcher's Shop

Located halfway down the road to the Bridgegate is the shop of Gregor the Cleaver, a butcher with a disabled leg. Hunters frequent Gregor's shop, bringing everything from prairie antelope to forest fowl. He cleans and butchers the game in exchange for a few select cuts, or buys the carcass outright from those only looking for the furs. He sells different assortments of meat from day to day, and always has flavorful sausages that take full advantage of Broadwater's position at a crossroads of the spice trade. Not a big fan of red meat himself, he usually takes a bucket of entrails down to the Fisherman's Wharf to bait a hook for a fat catfish in the evening. Gregor is unaware of the recent activity in the refuse-choked alley behind his shop (see Location BB, Area 1, below)

Services: meat, common cut, 3 sp; meat, fine cut, 5 sp; sausages 1 sp each; soup bone 5 cp.

Gregor the Cleaver (CG male half-elf Exp1; Spd 10; Profession [butcher] +4; Alertness; meat cleaver [hand axe]) inherited sharp senses from his elven parent and would have made a fine hunter himself, but his left leg was crippled by infection as a child.

Location BB, Area 1: The Back Alley

This rubble-strew alley, located directly behind Gregor the Cleaver's shop, is dim, musty and slippery. It is also the site of the Sewer Grate Entrance to Underbluff (Location A, Area 4 in Chapter 3) used for one of House Drenwal's subversive activities. On random nights, gangs of Odair's pirates enter through the grate, travel underground to the granary to pilfer a few bag of the town's grain, and slip back to the Flotilla via the same route; see Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2 Only a few signs of their passage are visible in the alley.

A Search check (DC 15) reveals that the refuse in the alley has been disturbed recently; a Survival check with the Track feat results in the discovery of humanoid tracks around the grate. A DC 25 Survival check with the Track feat reveals that heavy objects were dragged away from the grate at some point. A Search check (DC 25) locates a few dozen kernels of assorted grains scattered about the alley.

Location CC: Saddlery

The workshop and storefront of Ervin Folster sits at a prominent intersection at the base of the road that descends the bluff from the High Town. There he and his staff craft, repair and market saddles, tack and harness. The shop does a booming business with the caravan traffic in town, charging hefty rush fees to caravan masters who wish to be underway with only a day's layover. In addition to repairs, apprentices produce simple riding saddles and common configurations of team harnesses.

Ervin himself takes care of all custom orders and harnesses for oddly shaped draft animals such as pachyderms. Ervin also fancies himself a crusader for the "small folk," and offers excellent saddles for Small (and occasionally Tiny) riders at a discounted rate. If inquiries are made about the best place to buy a horse, anyone in the shop suggests the horse trader's camp outside the Plainsgate.

Services: all tack and harness from the Player's Handbook (see Mounts and Related Gear under "Goods and Services" in Chapter 7 of the Player's Handbook); Small or Tiny equipment (for undersized mounts or riders) sold at a 10% discount; custom leather items crafted upon request; repair service, 3 sp.

Ervin Folster (NG male gnome Exp3; Craft [leatherworking] +7) is on the tall side for a gnome, has curly black hair and wears perfectly tailored garments of the finest leather.

Location DD: Thorald's Woodwork

A pleasing aroma of pine and cedar chips characterizes the small side street that is home to Thorald's Woodwork. In addition

to being the finest of Broadwater's woodshops, it is also home to the Artisans' Quarter's Council Representative. Thorald and his half-dozen apprentices turn out finished furniture, shipping containers, doors and shutters. Some of the work they undertake is highly decorative, with lifelike carvings and intricate designs, but much of it is simple, practical and built to last.

The shop features a layout common to buildings in the Artisans' Quarter, with space for labor and retail below, and living quarters above. Note: This building floor plan, or permutations of it, can be used to represent most shops in the Artisans' Quarter.

Location DD, Area 1: Retail Shop

This small room along the side of the building holds examples of Thorald's finished goods, including chairs both sturdy and elegant, shelves, cabinetry, small tables and washstands and a few solid shipping crates. Also on hand are samples of the various woods available to him, and examples of traditional designs for table legs, joints, hinges, handles and decorative trim.

This portion of the shop is almost always unattended, but entrance through the door rings a brass bell. The bell is inscribed "To Thorald of Broadwater, on his Election to the Town Council, from Bilfram Jubble," and was a gift from the owner of the Belfry, a shop in the Trade Grounds of High Town (see Location G, Area 12). It can be heard from the workshop and summons either Thorald or one of his apprentices.

Location DD, Area 2: The Workshop

A thin layer of sawdust covers everything in the workshop, and a layer of chips, shavings and splinters covers the floor. The din of saws, mallets and men's voices eclipses conversation. Along one wall are a tool crib and a massive rack holding lumber of every description. At the back a narrow stair leads upward to Thorald's office.

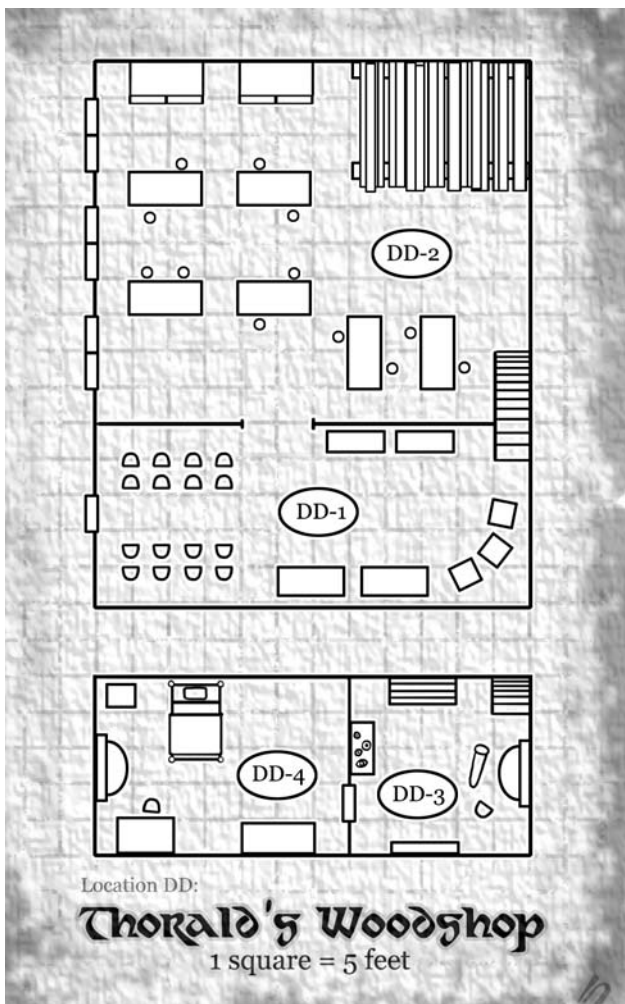
A half-dozen benches serve as workspace for Thorald's apprentices, some of whom are orphans taken in as a favor to the Builder's Temple (see Location GG). The youngest build shipping crates and other simple items, while the more advanced produce furniture and decorative items. During the day, Thorald is here whenever he is not on Council business. At such times his eldest apprentice, a lanky teen named Fullo, receives visitors to the shop.

Services: furniture, 2 sp-15 gp; crates of all sizes, 1-5 gp; chests of all sizes, 2-10 gp; locking chests of all sizes, 25-200 gp; custom signs, placards and trim, 5 sp.

Location DD, Area 3: Thorald's Office

While technically an office, the room at the top of the stairs is also Thorald's personal retreat. It is equipped with a small fireplace, a comfortable chair and settee, a roll-top writing desk, a small bookcase and a carved sideboard. An oil lamp, a well-thumbed book and a pair of spectacles on the end table indicate that Thorald is an ambitious man inclined to self-development; the text is one on the history of a foreign nation (perhaps the homeland of a character, or the origin of one of the merchant houses, should such a connection favor the development of the plot). A single door leads to his small living quarters.

All of the wooden items here are of exceptional quality and craftsmanship; they are the test pieces created by Thorald's pre-



vious apprentices that qualified them as masters in their own right. In this room, Thorald manages the affairs of his business, receives special clients and hosts informal meetings with other members of the Council.

Location DD, Area 4: Thorald's Quarters

Beyond the door in the office, Thorald keeps his personal space simple. Unlike the elaborate carvings and tasteful appointments of the office, his inner chamber is neat, stark and practical. Another fireplace holds a kettle and stewpot, but from the looks of them, Thorald rarely cooks anything more complex than tea for himself, instead taking meals from street vendors and neighborhood shops. Wooden items here include a bed, table, chair and wardrobe. All were made by Thorald's own hand with minimal decoration in an effort to remind himself that form must always follow function. Thorald can be encountered here in the evenings, when he is deliberate about putting business inquiries off until the following day. His personal treasure is minimal (which might indicate that he is not receiving fees for any illicit doing the party might suspect) and stored in a small lockbox.

Thorald, male human Exp9: CR 8; hp 23; see Appendix 1: NPCs for details.

Wooden Strongbox: Hardness 5; hp 10; Break DC 15; Open Lock DC 25.

Treasure: pouch with 78 gp, cameo locket of his mother's profile (worth 35 gp).

Location EE: Duggins' Brewery

A sign on the door of the Duggin's Brewery reads, "Home of the Finest Brews of the Four Roads." Kyle Duggins is a third generation brewmaster who welcomes visitors as long as they do not misuse his tasting garden for a tavern. A flagstone patio and surprisingly lush garden grace his back lot, and three massive hogsheads stand under a canvas awning, ready to slake the thirst of visitors and staff alike. Kyle is quite inclined to chat while his workers hurry about their tasks.

If the conversation turns to strange occurrences, he relates a recent experience at the Granary that points to the plans of House Drenwal (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2).

Services: mug of ale, free (limit 2, no limit with large order); Duggins 80 Copper Ale (a brown ale), 8 sp (or 80 cp, thus the name) per 9-gallon firkin, 3 gp per 36-gallon barrel, 5 gp per 72 gallon puncheon; Broadwater Black (a strong porter), 15 sp per 9-gallon firkin, 5 gp per 36-gallon barrel, 8 gp per 72-gallon hogshead; Eamonvale Ale (a cream-style ale), 15 sp per 9-gallon firkin, 5 gp per 36-gallon barrel, 8 gp per 72-gallon hogshead. Note: these prices are for local sellers and are contingent on return of the vessel; outbound merchants or unknown buyers are charged double the above amounts and refunded upon return of a usable barrel.

Kyle Duggins (NG male human Exp5; Craft [brewmaster] +8, Profession [publican] +6) is a middle-aged man with a slight paunch and the bulbous red nose of one inclined to drink.

Location FF: Wainwright's Shop

Operating from an open air lot in the shade of the towering sandstone bluff is Broadwater's main wainwright. Helmut makes a good living crafting and fixing wheels and axles for both the

local merchant houses and visiting caravans. The yard is usually a bustle of activity, but the lack of outgoing caravan traffic has been hurting his business. Helmut's two apprentices have taken to fishing to provide for their families, and Helmut himself sits at the gate to his yard, whittling little wooden ducks with wheels to sell (although he can't help giving most of them away to local children). Word travels quickly around the caravan community, and anyone with a reputation for aiding a caravan in trouble or fighting against brigands is greeted with a hearty handshake.

Services: little wooden ducks with wheels, 2 cp; wagon overhaul, 4 sp per laborer per day, plus material costs (usually 15% of the wagon's value).

Helmut (CG Male Human Exp2; Str 16; Craft [wainwright] +5) is a husky man able lift a wagon box off a broken axle by himself.

Location GG: Builder's Temple

At a prominent intersection on the edge of the Artisan's Quarter sits the Builder's temple, dedicated to the God of Artifice. The inscription over the door, exquisitely carved from imported hardwood, reads in common, "To Create Is Divine." The Temple sees steady traffic in the form of craftsmen on their way to their daily labors or returning from a profitable transaction to tithe and give thanks. Some come for blessings on tools or materials, or to have a particularly troublesome tool exorcised.

The high priest of the Temple offers advice on finance and local and foreign markets for those artisans with a shaky grasp of economics. He also makes time to mentor his acolytes and to craft small icons of his god for distribution among the faithful. The temple also runs a small orphanage and helps to place the town's foundlings as apprentices in local shops.

Services: minor healing (*cure minor wounds*), free for parishioners, 1 gp for others; tool blessings (guidance), free for parishioners, 1 gp for others; other spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

High Priest Gadron (LG male human Clr6/Exp3; Wis 16; Craft [woodworking, sculpture, metalworking] +10, Knowledge [religion] +6; Craft Wondrous Item, Craft Wand; enchanted artisan's tools [+5 to Craft checks], wand of make whole) could easily be mistaken for a common laborer; even around the temple, he wears a leather apron and tool belt.

Acolytes (LG male various Adp1; Craft [any one skill] +4) both aspiring journeymen and devotees of the God of Artifice, and divide their time between creative labors and meditation.

Pauper's Quarter

The Low Town of Broadwater is home to a neighborhood of poverty, deception, vice and crime known as the Pauper's Quarter. This is the oldest section of town; the style of the buildings is older than any other quarter, and they want for general maintenance and a fresh coat of whitewash. While most main roads elsewhere in Broadwater are peopled by merchants, criers and travelers, the road between the Rivergate and the base of the bluff is crowded with flesh peddlers, beggars and grubby youths watching for unattended purses.

Location HH: Low Town Constabulary

The Low Town Constabulary is a subsidiary of the Main Constabulary in High Town and consists of two wooden buildings on Moon Well Square. The larger building holds the lockup and the ready-room for the men who police the Low Town. The smaller holds a bunkroom and mess for off-duty constables. The Chief Constables of this station are Maehil and Menwaed, and they are supplemented by several shifts of constables who patrol the twisting streets of the Paupers' Quarter night and day.

This satellite outpost of the town's lawmen was established decades ago to keep the peace in the Low Town, and especially in the Pauper's Quarter. The impetus for this decision was a rivalry between two criminal factions that each sought to control the Moon Well, a popular gathering place and the only source of clean drinking water in the neighborhood. Located in a small square at the heart of the quarter, the Moon Well taps into a clean cold spring in the riverbank and grants the locals an alternative to the sediment-laden river water. When rival gangs tried to dominate the well and collect payment from the locals, the Council representative for the quarter managed to establish a sub-station to watch the well and ensure equal access for all.

The purpose of the Low Town Constabulary is to serve the needs and protect the rights of the citizens, but the current constables have agendas of their own. Maehil and Menwaed have long been paid to turn a blind eye to illicit activities on their beat, and since Drenwal began influencing the criminal underworld, the Pauper's Quarter has become a hotbed of subversive activities. See Broadwater Timed Encounter: Crooked Constables in the Villains section of Chapter 2 for more information on the traitorous activities of the constables.

Chief Constable Maehil, male human Rog3/Ftr3: CR 6; hp 45; see Appendix 1: NPCs for complete stats.

Chief Constable Menwaed, male human Rog3/Ftr3: CR 6; hp 51; see Appendix 1: NPCs for complete stats.

Constable, male human War2/Exp2 (10): CR 3; hp 20; see Appendix 1: NPCs for complete stats.

Location II: Moon Well Square

Moon Well Square is set back from the main roads of the Paupers' Quarter. It is a small cobblestone courtyard flanked by homes and small shops, and the Low Town Constabulary sits at one end. In the center of the square is a well of non-native white stone. This well is known as the Moon Well for the way the moonlight reflects from it on a clear night, making it seem to glow with inner radiance. It is the neighborhood's only source of fresh water, and given the dire financial straits of most of the inhabitants of the quarter, it is an informal shrine to the Goddess of Fortune. Anyone from a young unwed mother to a down-on-his-luck gambler might be found tossing a coin into the well and pleading for the blessings of the deity of luck and good fortune.

Thanks to a powerful cleric of the Goddess who passed through town long ago, the Moon Well is enchanted. Any character throwing a coin into the fountain has a chance of receiving a minor blessing. The chance of receiving a blessing is 1% per cp value of the coin thrown, including any sacrifices made since the last blessing was granted. Therefore, a character depositing one sp per day is assured of a blessing within 10 days, if not sooner; a character wishing on a gold coin receives the blessing immediately. The blessing takes the form of either a

guidance, resistance or *virtue* spell (equal chance of each), all of which last until the first time they are needed (first skill check, first save or first damage). Local legend suggests that anyone stealing from the fountain will be cursed, but there is no truth to it; apparently, Fortune favors the bold.

Note: The Moon Well is an important location in The Eamonvale Incursion, as it is a primary entrance to Dravec's slaver stronghold (see Chapter 3), as well as a conduit for messages and kidnapping victims exchanged between agents of House Drenwal (Broadwater Keyed Encounter: In Short Supply in the Sabotage section of Chapter 2). The Moon Well also serves as the conduit by which House Drenwal's chief steward Okas may exchange messages with Dravec. Each visit to the Moon Well has a 5% chance of coinciding with a message drop. Refer to Broadwater Timed Encounter: Master of the House in Chapter 2 for complete details on the rendezvous.

Location JJ: Galfridous' Townhouse

Low Town has a few buildings of noteworthy aesthetics, all of which are gathered on a single street at the base of the bluff. They represent the original wealthy neighborhood of Broadwater, before the merchant population migrated to High Town, and the nicest building among them is the townhouse of Galfridous, the Council Representative of the Paupers' Quarter.

His home occupies both floors of an elegant half-timbered structure with a steeply peaked roof of shingles. Leaded glass windows, an icon of the River God and an iron weathervane were all shaped from the pig iron carried in ballast by upriver trading vessels, recalling an earlier Broadwater whose fortune rested on river trade.

Despite being located in a different neighborhood amidst a different social demographic, this building is similar in layout and architecture to the more affluent homes in Broadwater's High Town. Note: This building floor plan, or permutations of it, can be used to represent most private homes in the Mercantile Quarter, with the exception of the emporiums of the merchant houses. The traps that Galfridous has prepared, of course, are not common to most wealthy family homes

Location JJ, Area 1: Entry

As the home of one of the Council's Representatives, 2 Guardsmen always monitor the building. They occupy the shaded porch and advise would-be petitioners to pursue a meeting through formal channels at the Council Chambers in High Town. They are marginally aware of Galfridous' scheduled movement, but gaining any detailed information requires a Diplomacy check at DC 20. The front entrance to the building is a door of ironbound oak, with a lock of considerable complexity.

If Galfridous is encountered at home, refer to Broadwater Timed Encounter: Galfridous in the Council section of Chapter 2.

Locked Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Guardsmen, male human Ftr3: CR 3, hp 24, see Appendix 1: NPCs for complete stats.

Location JJ, Area 2: Parlor

The first room of Galfridous' home is the only public one. On one side are several leather chairs, trimmed in brass. They sit around a low table of imported hardwood that supports a silver tea set and three stoppered decanters. On the other side is a fireplace with a heavy marble mantle; the mantle holds a pair of silver candlesticks. To the right of the fireplace is a suit of full plate mail. This plate mail is enchanted and is the first trap of several in Galfridous' home. The plate mail animates if anyone not accompanied by Galfridous or identified by command words ("my home") enters the room. In a corner opposite the fireplace is a wrought-iron spiral staircase ascending to a second floor. Next to the stair is a single door to the dining area and kitchen.

At the base of the stair, a thick velvet rope serves as a bell-pull. Galfridous insists that his household servants always announce their intent to ascend the stairs; they need not wait for a response from him, he merely hates being surprised. The real reason for this mandate, however, is the trap that protects the second floor of his home. Pulling the bell-pull rings a bell upstairs, and deactivates both the trap on the stairs and the one on the door to Galfridous' bedchamber. If anyone ascends the stair without ringing the bell, the bell-pull animates, unbraids itself into 8 medium animated objects and attempts to strangle the sneak when they reach the fifth step.

Enchanted Armor Trap: CR 5; mechanical; proximity trigger; automatic reset; manual bypass (tugging on rope); Atk +18/+18 melee (1d10+8, x3, halberd); multiple targets; Search DC 25; Disable Device DC 18. Cost 5,200 gp.

Animate Objects Bell-Pull Trap: CR 6; spell trap; proximity trigger; no reset; manual bypass (tugging on rope); spell effect (*animate objects*, 16th level bard); Search DC 31; Disable Device DC 31. Cost 4,800 gp, 384 XP.

8 Medium Animated Objects (Ropes): CR 2; hp 31.

Location JJ, Area 3: Dining Area

Galfridous' dining room continues to display the wealth, purchasing power and poor taste of the man charged with the government of Low Town. His dinner guests are forced to eat beneath the glassy gaze of several mounted hunting trophies. Great elk of the forest, fearsome feline predators from the mountains and powerful bison of the plains share wall space with more exotic creatures, including a minotaur, an owlbear and a basilisk. An oak table with service for ten dominates the room, overhung by a crystal chandelier. A small sideboard stands ready to facilitate serving, but a thin pall of dust obscures the finery; the room has not been used to entertain in some time. Galfridous prefers to take his meals in his chambers upstairs or before the fire in the parlor, and there is little room in his schedule of divisive tasks now to permit any dinner parties.

Location JJ, Area 4: Kitchen

The kitchen is small and tidy, with a fireplace on one wall, a row of pantries on the other and a back door to the building on the third wall. Pots and pans hang from the ceiling, and the mantle of the fireplace is hung with an array of utensils. A wide table in the middle of the room allows space for meal preparations. Galfridous keeps a personal staff of cooks and scullery servants. Since his dinner events are infrequent and his standards high, the kitchen is always spotless, and still, the staff is usually

bored. The larders are kept fully stocked with the finest ingredients, and fresh meats, vegetables and dairy products are delivered daily from the market on the master's orders. Galfridous usually only takes one meal a day at his home; the kitchen staff has grown plump from dining on his rich leftovers.

Location JJ, Area 5: Study

The iron stair from the parlor below grants access to this room, which serves as Galfridous' office and retreat. Across from the top of the stair is a single locked trapped door to his bedchamber. The trap is disarmed for 5 minutes by pulling on the bell-pull downstairs, which rings a bell in Galfridous' bedchamber. If the rope is not pulled, the trap remains armed and is triggered by anyone opening the door from the outside.

He keeps a small but well-organized library of books, mostly histories and discourses on philosophy and politics. A table in front of the single window enjoys a view of Low Town and the river; when Galfridous is at home, he is usually seated here. A velvet couch would hold a visitor or two, but the master of the house does not accommodate visitors upstairs. A small copper brazier wards off the river fog on chilly nights, and holds a potential clue (Search DC 23) to Galfridous' recent activities. A partially burned scrap of paper holds the remains of a message on the left margin: "Need more... Deliver th... usual meth..." The original message read, "Need mores dwarves. Deliver them by the usual method," indicating Galfridous' involvement with the dwarven enslavement practices (see Broadwater Keyed Encounter: In Short Supply in the Sabotage section of Chapter 2), as well as with the corrupt constables (see Broadwater Timed Encounter: Crooked Constables in the Villains section of Chapter 2) who deliver them.

Locked Trapped Good Wooden Door: 1.5 in. thick; Hardness 5; hp 15; Break DC 18; Open Lock DC 25. Spikes from Ceiling Trap: CR 3; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids; spikes (Atk +10 melee, 1d4 spikes for 1d4+2 each); Search DC 20; Disable Device DC 22. Market Price: 900 gp.

Location JJ, Area 6: Bedchamber

Galfridous keeps this door locked and trapped against intruders or light-fingered household staff. Two additional doors in this room lead to the master's bath and wardrobe room. The bed is a grand affair, with silken sheets, goose-down pillows and a translucent linen canopy with golden thread tracing fine lines along the edges. His washstand holds a silver ewer in a silver basin, and even his chamberpot has elegant designs in gold and enamel. There is no doubt that the man of the house is one of expensive tastes. Beneath one of the pillows are a hand crossbow and a case of 5 poisoned bolts.

Treasure: masterwork hand crossbow, 5 crossbow bolts with shadow essence poison (Fortitude save DC 17, 1 Str [permanent]/2d6 Str), silver ewer (worth 60 gp), silver basin (worth 45 gp).

Location JJ, Area 7: Bath

The master's bath contains only a large tub, a stack of linens, a full-length mirror in an ebony frame and a small shelf of perfumes and oils. Hot water is carried upstairs a bucket at a time from the kitchen to fill the tub, and Galfridous has been known to spend many hours in his bath, meticulously grooming himself. The heavy iron bath is identical to the one in the living quar-

ters of Gurvan, a doppelganger masquerading as magistrate of Fagan's Hollow and a secret agent of House Drenwal (see Fagan's Hollow Keyed Encounter: The Many Faces of Evil in the Villains section of Chapter 8 and Location B, Area 3.9: The Magistrate's Bath in Chapter 7). Both baths were given to the men by House Drenwal in payment for their betrayal of their respective communities.

Treasure: ebony mirror (worth 680 gp), bath oils and perfumes (worth 22 gp)

Location JJ, Area 8: Wardrobe

The final room of Galfridous' dwelling holds his greatest personal treasure: his enormous wardrobe. A man of unequalled vanity, he keeps dozens of outfits for every possible occasion, often changing several times daily. Every color, fabric and style is represented; even characters of distant origins should be able to find a courtier's or noble's outfit representing their home culture in this collection. He also keeps elegant versions of more practical clothing, such as cold-weather clothing, explorer's outfits and so on. Hidden in a hatbox on a high shelf (Search DC 18) is a locked strongbox.

Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30; contains 10 gold bars (worth 25 gp each) and 4 platinum bars (worth 50 gp each), all of which have the embossed emblem gouged out; 75 gp.

Treasure: various clothing (worth 1,700 gp).

Location KK: Fortune Teller

This run-down store front has only recently been occupied, and even than does not promise to last. The occupant is

Vadamerca, a gifted seer who came to Broadwater after leaving her clan of nomadic horsemen. She has set up a few pieces of second-hand furniture and curtained off a makeshift parlor, but her taste in décor is obviously that of someone who has never lived indoors before. She plays an interesting role in the events of The Eamonvale Incursion, as something of an advisor to the party if she chose to pursue her knowledge. She caters to the general public, many of whom are beginning to respect her skills as a seer, but depending on the outcome of the events of this book, she does not necessarily remain in Broadwater for long (see Broadwater Keyed Encounter: Horse Trader's Daughter in the Allies section of Chapter 2).

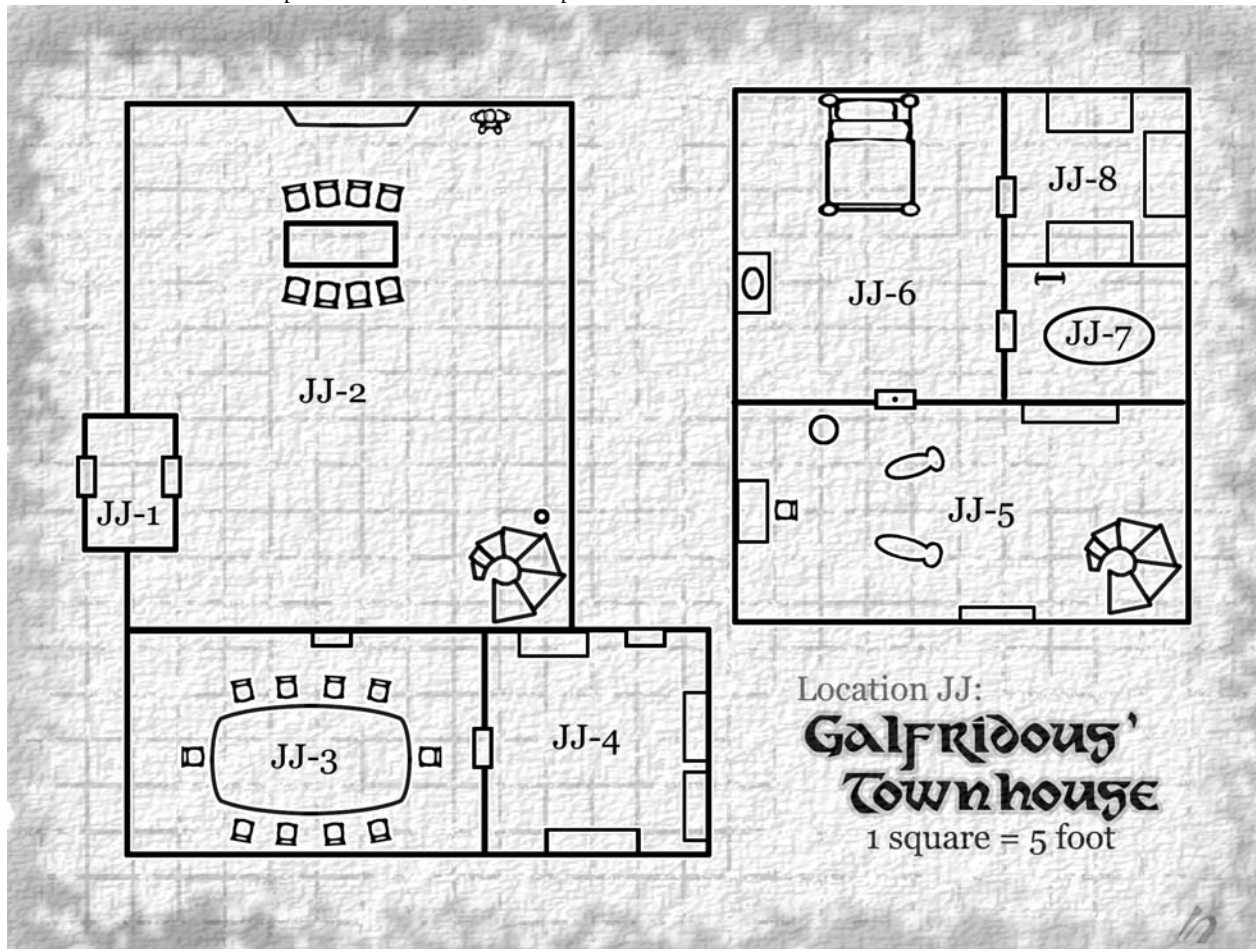
Services: palmistry (Sense Motive check), 2 cp, bonecasting (*augury*), 20 gp; dowsing (*locate object*), 20 gp; divinations (as per the *divination* spell), 300 gp in gems only). Note: Vadamerca suspends her fees for anyone sent by her father.

Vadamerca, female human Clr7: CR 7; hp 41; see Appendix 1: NPCs for complete stats.

Location LL: The Drifter's Den

In the heart of the Paupers' Quarter, this tavern is a half-timbered building in much better repair than most of its neighbors. A second story is evident, but no sign offers rooms for rent. Inside customers are served in a clean taproom. The staff treats new arrivals coolly, but the service is quick and honest, the meals generous and the prices fair. Next to the main bar, a single door leads to the kitchen, storeroom and stairwell.

Despite the name of this establishment, the clientele is almost entirely local. The word 'drifter' is synonymous with 'smuggler' (Knowledge [local] check DC 18, or Speak Language [Thieves']



Cant]) thanks to an old technique of floating waterproofed goods down-current past a blockade, while the vessel that launched them is inspected by authorities. The majority of the patrons are local laborers spending a hard-earned gratuity or craftsmen traveling to or from their workshops in the Artisans' Quarter. Smugglers and other criminals do frequent the place, but usually only to make contact with Juren, the foremost criminal of Low Town, owner of the Drifter's Den and master of most of the rogues working within Broadwater's walls.

As well as the dominant force in Broadwater's underworld, Juren fancies himself a patriot, an honorable man and a friend to the downtrodden of Broadwater's Low Town. He avoids exploitative money lending practices, slaving, narcotics and the most violent crimes, focusing instead on gambling, smuggling, high-society prostitution, information bartering and black market sales. He insulates himself well from would-be visitors with the aid of his staff, but sometimes makes casual contact with unknown petitioners before announcing his identity. Refer to Broadwater Keyed Encounter: Honor Among Thieves in the Allies section of Chapter 2 for details on encountering Juren.

Location LL, Area 1: Common Room

Sammel runs a tight operation, and Juren's funding makes it possible for him to keep the neatest bar in Low Town, if not in the whole of Broadwater. The walls are freshly painted, the roof beams free of cobwebs and the woodwork polished to a rosy glow. The candelabras on the walls keep the room well lit, in part to discourage the idea that the Drifter's Den is a place for illicit negotiations. Visitors arriving having been referred by a local that the Den is a good place to find darker dealing may be

surprised at its unusually good upkeep, but Juren and Sammel have found that this helps to keep out the riff-raff.

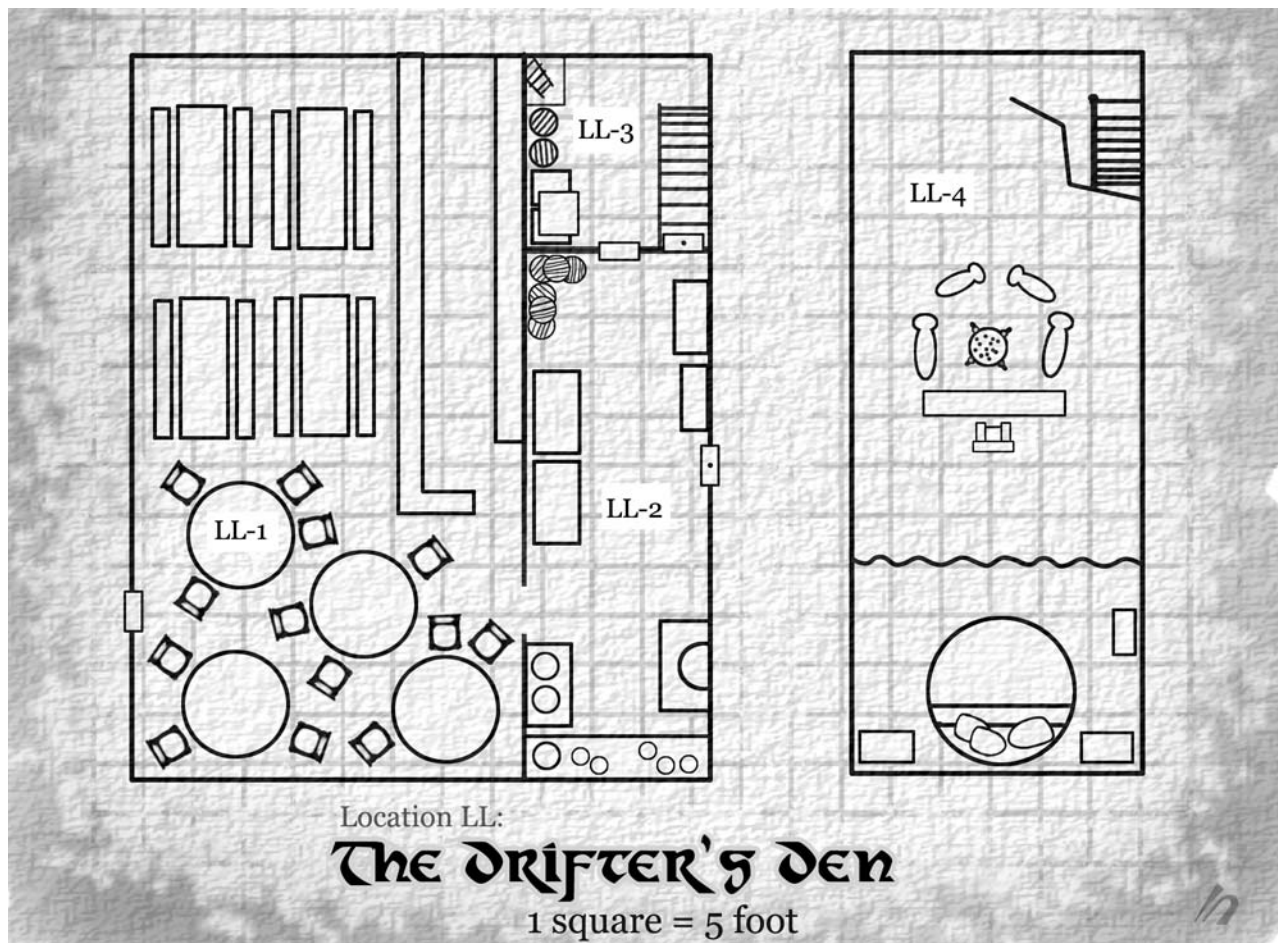
Sammel and several barmaids serve the customers dark beers, thick stews in hollowed loaves and wines from every imaginable wine-producing region—an indication that they are more than just the neighborhood tavern that they make themselves out to be. Sammel keeps a repeating crossbow under the bar, its bolts treated with black market poison. He is one of Juren's trusted lieutenants, and handles much of the day-to-day concerns of the criminal empire. For a small handling fee meetings can be arranged with fences, bookkeepers, hired muscle, and representatives of almost any illegal occupation. Sammel does not pass on any rumors, but has heard them all. Sammel is also in charge of managing visitors intent on meeting with his employer.

Services: Duggins 80 Copper Ale, 2 cp per mug; pitcher of house wine, 3 sp; bottle of wine, aged and imported, 10-30 gp (better bottles are available, but only through Juren); plate of roast pork, new potatoes and carrots with crusty rolls, 6 sp; bread bowl of mutton stew, 3 sp.

Sammel (LN male human Ftr4/Rog2; Dex 17; Intimidate +9, Listen +7, Sense Motive +7; Exotic Weapon Proficiency [repeating crossbow], Rapid Shot; masterwork light repeating crossbow with bolts treated with drow poison [DC 13, unconsciousness/ unconsciousness]) is tall, lean and hawknosed, with silver hair brushed back from his temples.

Location LL, Area 2: Kitchen

Sammel's discipline extends to his spotless kitchen, which is staffed by the best gnomish chefs money can buy. They regularly turn out quality fare for the patrons of the Den, but their true



purpose is to provide exquisite meals to Juren and his guests. The gnomes have a vast array of cutlery, crockery and cookware at their disposal, as well as a fully stocked larder.

Location LL, Area 3: Storeroom

Casks and crates of all sizes fill this painstakingly organized room. A ladder in the corner leads downward to a cool basement that serves as a wine cellar. Wealthy landowners dream of such well-stocked cellars; Juren has assembled an admirable collection of imported wines, liqueurs and spirits. He is proud of his accomplishments and his connoisseur's palate, and he occasionally brings a close acquaintance down for a tour and a taste. In addition to his wine, Juren's treasure is kept here. One of the walls is hollow (Search or Craft: Stonemasonry DC 30), and holds everything from amphorae of coin and sacks of gemstones to long-lost statuary and oil paintings by the greatest masters of all time. The vault is trapped with a poisonous gas, and holds the skeletal remains of would-be thieves who fell victim to the inhaled fumes.

Coincidentally, Juren's cellar is near one of the secret tunnels of Underbluff. Anyone making a Listen check (DC 25) hears the occasional clink of picks and shovels against stone. This is the sapper's tunnel leading towards the town wall from the slavers' den (Location F, Area 2: The Sappers' Tunnel; see the Slavers section of Chapter 2 for complete details).

Treasure: amphora of gold coins (760 gp), 2 amphorae of silver coins (worth 80 gp and 85 gp, pouch of 35 assorted trade-grade gemstones (worth 10 gp each), 3 silken tapestries wrapped in canvas (280 gp each), 7 oil paintings (3 framed, 4 rolled) of landscapes and portraits, painted by renowned artists (worth 16 gp each, or 300 gp each if sold to a buyer with both knowledge and appreciation of their origins), triptych of the Goddess of Magic carved from hardwood and ivory (worth 150 gp, or triple that to a church or worshipper of that goddess), small marble statue of the Lord of the Hunt (worth 75 gp, or triple that to a church or worshipper of that god), soapstone carving of a gladiator and a tiger (worth 60 gp), hardwood harp with mother-of-pearl inlays (worth 600 gp, but in need of 10 gp worth of restoration), crystal and brass chandelier (worth 500 gp), 4 marionettes with jeweled eyes and costumes (worth 100 gp each or 450 gp for the set), 512 bottles of wine (worth an average of 10 gp each).

Burnt Othur Fumes Trap: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); gas; multiple targets (all targets in 10 ft. by 10 ft. vault), never miss; onset delay (3 rounds); poison (burnt othur fumes; DC 18 Fortitude save resists, 1 Con/ 3d6 Con); Search DC 29; Disable Device DC 29. Market Price: 3,800 gp.

Location LL, Area 4: Juren's Lair

A stair in the kitchen leads to Juren's inner sanctum, which serves as his office, parlor and living quarters. The stair is trapped against unwanted incursions. Unless a visitor walks on the left and right edges of certain randomized steps, and never in the middle or on the wrong edge, the stairs swing away and dump the visitor into a pit. Astute visitors might notice the wear pattern on certain steps and correctly follow the pattern. When Sammel escorts guests to Juren's personal quarters, he instructs them to follow him exactly. The steps are periodically replaced and reorganized to prevent visitors from learning the pattern.

At the head of the stair, a painted screen of foreign design shields a full view of the room. Beyond the screen, divans cluster around a low brazier on the floor. Beyond the brazier is a long table cluttered with maps, scrolls, candelabras, small jeweled boxes, piles of coins and gems, weapons, and art objects. A wide cushioned chair sits centrally behind the table; its arms are carved with dragons and its embroidery depicts a great wyrm rising over a town that looks much like Broadwater (commissioned by Juren in a rare egotistical moment). An enormous round bed piled with satin pillows dominates the wall furthest from the stairs. Gauzy curtains and strings of shimmering beads mask it from the reception area. When the lights are extinguished the bed is nearly invisible from the other side of the barrier.

Juren's prudence and foresight are obscured by the opulence of this chamber, but all is carefully calculated to provoke a response from visitors. Juren carefully gauges the reactions of his guests, especially the objects that draw their attention. Whether a character should first gaze at the wealth on the table, or the scroll tubes, or the maps or the weapons, Juren quickly assimilates it into his impressions of the visitor. Everything on the table is a realistic fake, with the exception of the weapons. Juren's real treasure is downstairs in the wine cellar (Location LL, Area 3).

Collapsing Stair Pit Trap: CR 10; mechanical; location trigger (top stair); manual reset; hidden manual bypass (random pattern, Search DC 27); DC 25 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (all targets within a 5 ft. by 20 ft. staircase); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+3 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/ 1d6 Dex); Search DC 27; Disable Device DC 20. Market Price: 1,110 gp.

Juren, human male Rog8: CR 8; hp 33; see Appendix 1: NPCs for complete stats.

Location MM: The Tinted Torch District

A street lined with dilapidated old manor houses and flickering torches of many hues has become the center of the Paupers' Quarter pleasure industry. Once the neighborhood of wealthy shipping magnates, the street was claimed by Broadwater's most wealthy underworld figures in generations past, when it acquired its current designation as a stronghold of vice. At the alley's opening onto the main road, two bright green torches throw sputtering sparks to the pavement. These torches, like those of red, green, purple and blue throughout the district, are alchemical creations. The colors vary from house to house, but a tinted torch without is a sure indicator of a willing companion within.

Collectively, the district can cater to nearly any preference of race, gender or particular passion. In addition to the flesh trade, hawkers occupying dark nooks market illegal drugs (see the Broadwater's Drug Trade sidebar in the Location E: The Long Dock section of this chapter). The drug peddlers and better than half of the brothels are in league with Odair the River Pirate; any adventurers bringing business to the district are sure to be noted by Odair's paid informants. The other brothels are technically independent, though many pay protection fees to Odair's goons.

Note: The Tinted Torch District is the site of meetings between House Drenwal's chief steward Okas and Odair the River-Pirate. Each visit to the District has a 5% chance of coinciding with a conspirator's meeting. Refer to Broadwater Timed Encounter: Master of the House in Chapter 2 for complete details on their rendezvous.

Services: companionship 1 sp/hr; 3 sp/evening; accompaniment outside of the District, 5 sp; peculiar requests, double the normal rate; goldencap tea, 5 gp per 1-dose flask; foxleaf, 1 gp per dose; black poppy paste, 5 gp per dose.

Ladies of Loose Morals (CN female various Exp2; Cha 15; Perform [exotic dance] +6; sap, flask of gin) could be anything from a street-born gutter rat blessed with a favorable countenance to a noblewoman fallen from grace, but all are amenable to paying company of every sort.

Drug Peddlers (NE male half-elf Rog3; Bluff +7; small cache of narcotics worth 4d4 gp, dagger) are desperate men in the service of the River-Pirate; they are willing to push their wares onto the most pitiable addicts and impressionable youth to satisfy their debt to Odair.

Location NN: Sharp's

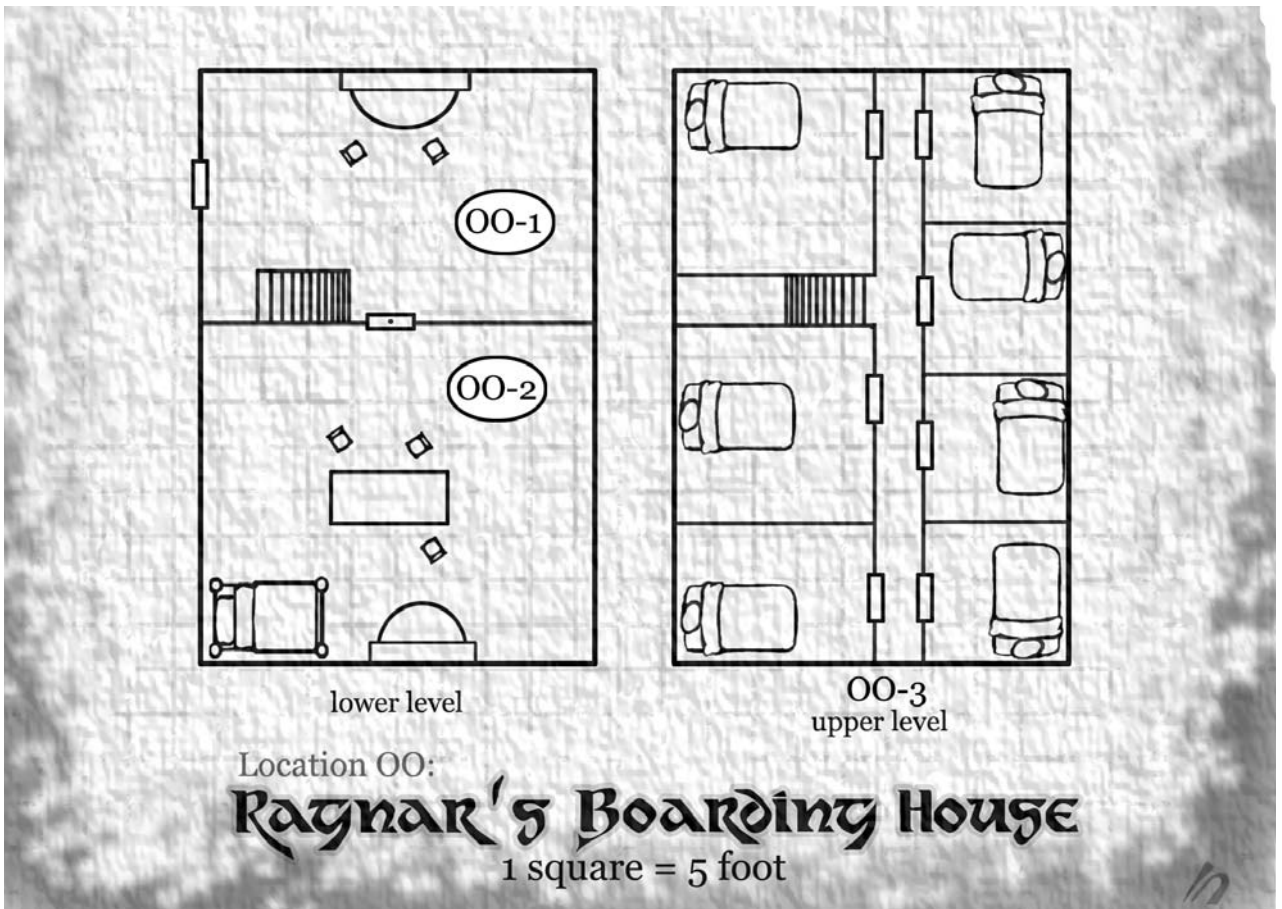
Occupying a central building in a crowded block of the road leading up from the Rivergate is Broadwater's largest drinking establishment. Sharp's is a long slim building with high, narrow windows allowing light to penetrate from the outside. A half-orc collects everything larger than a dagger at the door, issuing a wooden token for its reclamation. Inside a deafening din of voices prevails during peak hours, subsiding to a dull roar the rest of the time. Dozens of round tables form a wall-to-wall sea of people, mostly river boatmen, laborers, craftsmen, sellswords and rogues. A short bar at one end turns out tray after tray of drinks to be delivered by comely wenches.

The head barman traditionally assumes the name 'Sharp' as a nickname. However, the name indicates the real purpose of the business... the business of gambling. Sharp's is the premiere gambling house in Broadwater, established years ago and still

operated by Juren. This is one of his most reliable sources of income, and he takes its continued operation and stability very seriously. If a visitor inquires about less-than-legal goods or services, a staff member refers them to Sharp, the half-ogre barman. The enormous half-breed is gruff and not inclined towards explaining himself, and firmly informs them that Sharp's is a legitimate business, and that perhaps they might find what they are looking for at the Drifter's Den.

Standing behind a caged counter are 2 halfling cashiers taking in goods for pawn trade, including weapons, trinkets and large gemstones. The pawnshop is a conduit for Juren's trade in stolen goods, but it also traffics in merchandise from independent rogues. The savvy halflings appraise goods at 20% of their value and are willing to pay up to 50% if the seller persists. They avoid taking items that cannot be quickly liquidated or shipped out of town. If the heroes are acquainted with a dwarf (either character or ally) who disappeared while lodged at Ragnar's Boarding House (Location OO; see Broadwater Keyed Encounter: In Short Supply in the Slaver section of Chapter 2), they may recognize one or more of the dwarf's possession in the pawn shop, sold there by Ragnar after the dwarf was enslaved to Dravec.

Cash and smaller gemstones are commonly used at the tables. The tables on the floor are mostly open games, although a large pot is usually enough for the table, be they strangers or long-time friends, to refuse additional players. Sailors, mercenaries and laborers favor dice games such as knucklebones or even-odd. The merchant class, many craftsmen and the more worldly adventurers often play card games such as baccarat or cribbage. Board games such as mahjong and gammon find play only among academics and the nobility.



Location OO:
Ragnar's Boarding House
 1 square = 5 foot

Private rooms are available for high-paying or well-established patrons. These rooms provide an escape from the smoke and noise of the main hall, and are popular for conducting business as well as playing cards. A private room may be had for the evening (or any several hour period) for 10 gp. A discreet serving girl frequents these rooms offering drinks, food or other services unless the occupants request otherwise.

Services: moneychanging, 10% transaction fee (often using trade bars minted by Broadwater's merchant houses; refer to Broadwater Timed Encounter: The Cash Flow in the Caravans section of Chapter 2 for values and guidelines on integrating these trade bars in the plot); pawn services (described above); private room, 10 gp per night; Duggins 80 Copper Ale, 2 cp per mug; pitcher of house wine, 3 sp.

Sharp (N male half-ogre Ftr2/Exp2; Str 22; Intimidate +10; Persuasive, mace with a head shaped like a pig's snout) is 8 feet tall and muscular, with a shaven head, tattooed face and a no-nonsense approach to running his gambling house. He has the look of a half-orc, but is at least a full head taller than the largest of that race.

Gullwing and Sid, Halfling Pawnbrokers (N male halfling Exp3; Appraise +8, Bluff +8; masterwork jeweled daggers worth 50 gp) are hagglers of the most ruthless sort, and utterly loyal to Juren's empire.

Location OO: Ragnar's Boarding House

Anyone inquiring about discounted lodgings in Low Town is directed to Ragnar's Boarding House (anyone seeking quality lodging is directed out of Low Town altogether). Ragnar's occupies a dilapidated two-story building that overhangs the street to the point that collapse seems imminent.

Services: low-quality room, 2 sp per room per night, plus 1 sp extra for each occupant beyond the first.

Location OO, Area 1: Common Room

A small common room offers a smoky fire and two rickety chairs to any boarder who has no place else to be, but it is rarely occupied except for Ragnar, the owner. In his younger days, he worked as a mercenary until a campaign brought him against a unit of dwarven battle-ragers in service to the opposing army. The battle decimated his unit and crushed his leg. His carefully saved pay bought him an interest in the boarding house, but he still nurses a deep grudge against all dwarvenkind. A ladder-like stair leads to the six guest rooms above. Under the stair, a locked door protects Ragnar's home from nosy guests.

Locked Simple Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 15; Open Lock DC 20.

Location OO, Area 2: Ragnar's Room

This cramped and cluttered room is the largest in the building, and was chosen by Ragnar to be his home. It holds a flea-ridden bed, a table and chairs and a small, crumbling fireplace. A kettle in the fire and a box of food on the table indicate that Ragnar possesses only a bachelor's cooking skill with turnips, onions and sausages. A bottle of whiskey on the table is halfway to joining two more empty ones in the corner. A Search check (DC 24) reveals a loose stone in the fireplace masonry, behind which is Ragnar's treasure. In a locked iron strongbox are his cash reserves and the balance of the items seized from dwarven victims that he was unable to sell quickly. Also in the box is the boarding house

ledger. In the ledger, Ragnar has written the names of dwarven guests in a subtly varied penmanship to guide his judgments of who to enslave (and to aid in his collection of fees from House Drenwal). A Decipher Script check (DC 18) reveals the pattern of varying script; an Intelligence check (DC 18) that all of the names of dwarven origin are written in the second script. Between the ledger, the contents of the treasure and the scratched bars of payment, there are several significant clues to the greater plot of The Eamonvale IncurSION.

A dwarf staying with a party of travelers is safe from Ragnar's vindictive ploys, but a dwarf traveling alone is not. If the opportunity arises, Ragnar fabricates some evidence against the guest, usually in the form of damage to the facilities or an unpaid bill. A quick call to Maehil and Menwaed bring them to the boarding has to take the dwarf to the debtor's cell at the Low Town Constabulary. Before the sun rises again, the dwarf is bound, gagged and delivered to Dravec's minions via the Moon Well (Broadwater Keyed Encounter: In Short Supply in the Slavers section of Chapter 2). The dwarf's remaining possessions are quickly sold to several locations, including the pawnshop at Sharp's gambling hall (Location NN).

Ragnar (NE male human War4; Spd 20 ft; Profession [innkeeper] +4, cudgel) is a bitter, hateful old man with a bad limp.

Locked Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30.

Treasure: 17 gp, 10 sp, 2 gold bars with the embossed emblem gouged out (worth 25 gp), small silver idol of a dwarven deity (worth 6 gp, or 20 gp to a dwarf), set of 24 hematite dwarven casting runes (worth 240 gp total), the boarding house ledger.

Location OO, Area 3: Guest Rooms

Ragnar's guest rooms are of the poorest quality, with flea-infested bedding and unwashed chamberpots. A small shuttered window allows only inadequate light and ventilation. The doors lock from within, although Ragnar has a spare key to each.

Locked Simple Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 15; Open Lock DC 20.

Location PP: The Brickyard

This open lot at the edge of the Artisans' and Paupers' Quarters smells of smoke, sweat and dirt. The soft clay of the riverbanks provides a cheap alternative building material to the quarried sandstone that encloses the town. The yard is not in constant operation, but produces building materials whenever demand arises. The brickyard includes a tool shed, a management shack, two furnaces, several hay bales and two large pits. Rich red clay mud is collected, mixed in the pits and shaped into bricks, which are then baked in the furnaces. The foreman keeps the books in a small shack, but all funds are transacted off-site. The workers at the brickyard—all strong, sunburned men with broad shoulders and leathery hands—know nothing of the secret purpose of the yard.

One pit hides a secret entrance to Dravec's underground stronghold. The pits are lined with slabs of stone to prevent the gravelly soil of the brickyard from mixing with the clay mud. Dravec's slavers have tunneled to a point below this stone slab, allowing their elemental cleric to soften earth and stone to open a passage to the pit. Slaves are delivered by Odair's river pirates or by the corrupt constables Maehil and Menwaed. Noticing this disturbance to the bottom of the mixing pit requires a DC 22

Search check, assuming no bricks have been mixed since the drop off. See Broadwater Keyed Encounter: Imported Labor in the Slavers section of Chapter 2 for more information.

Brickyard Foreman (NG male human Exp3; Craft [bricks] +6, Craft [pottery] +4) has the skills to produce huge quantities of high quality bricks, but he enjoys sending small clay figurines through the furnace as well, and has become skilled as a sculptor.

Brickyard Laborers (N male human Com1; Str 16; Craft [bricks] +2) are representative of Broadwater's unskilled laborers.

Development

Broadwater has been designed with expandability and future development in mind, but perhaps the most important developments take place during the events of the module. Regardless of the outcome of the battle and the fate of the city, Broadwater still has the potential for further adventure for the party.

Trade may hold some appeal for one or more party members, and when the dust settles, they may find themselves in a good position to make some experimental merchant ventures. If House Drenwal is soundly defeated, their Broadwater holdings may be seized and dispersed among those who served the town in its time of need. The heroes might have the goods seized from Rolant's brigands, or the materiel recovered from the field of battle with which to start a merchant enterprise. If Odair was defeated, the heroes might have a legitimate claim to his fleet of river craft, enabling them to experiment with waterborne trade. A venture into trading is a considerable shift for an adventuring party, but it represent a new avenue for the application of adventuring wealth, the acquisition of political power and social mobility and a chance to earn the animosity of a whole new class of villains.

If the heroes proved their worth to the Lords of Eamonvale, the ruling body might make an effort to entice the heroes to stay. A position on an interim Council could be offered to an especially moral and charismatic character, such as a paladin or bard. A powerful fighter might be placed in command of a unit of troops while the city is under martial law. Characters with the Leadership feat might find that with a level increase and the bonus for great renown, they are in a position to attract a cohort and a small body of followers. These might be guardsmen or mercenaries that they led during the battle, or an assortment of acolytes, apprentices, squires or other aspirants attracted to their great deeds during the fighting. A powerful party with several characters with the Leadership feat might suddenly find themselves capable of founding a mercenary guild or force dedicated to defending and supporting the shaken community. For example, a party of 4 8th-level heroes with the Leadership feat, Charisma scores of 16, 15, 12 and 10, plus the bonus for great renown, could collectively attract 30 1st-level fighters, plus 4 6th-level characters representing healers, war-wizards, tactical experts, scouts, diplomats or sub-lieutenants. Leading a mercenary force is obviously a major change of gaming style and should be carefully considered by the DM.

Chapter Two: Broadwater Mystery Elements

Whether the party becomes merchants, mercenaries or simply chooses to bask in the glory of victory before continuing their adventures, Broadwater has a great deal to offer as a base of operations. Mountains, plains, swamps, forests, highways and a major waterway are all immediately available for new adventures. The trading city is a practical place to liquidate cumbersome treasure items, as well as a likely place to find the items the characters desire. Reputations as heroes, allies or trusted advisors ensure that Broadwater will always remain a friendly and welcoming destination after a long adventure.

This chapter contains the Timed and Keyed Encounters needed to resolve the investigation of House Drenwal's plans to subvert Broadwater's power structure and hamstring the city's defenses. Also included in this section are Rumors to aid in the presentation and development of the plot in and around the town. The preceding chapter on Broadwater presents locations, inhabitants and guidelines for using the town as an independent locale; the events presented in this chapter represent specific connections to the greater plot of The Eamonvale Incursion.

Unlike the Mystery Elements for Fagan's Hollow and The Trade Road, where encounters are limited to local concerns (elven skirmishes and brigand raids) almost exclusively, encoun-

ters in Broadwater cover a wide range of plot elements. Broadwater's Keyed and Timed encounters are arranged into categories by unifying themes: the Council, Sabotage, Caravans, Slavers, Trade Houses, Allies and Villains. Each encounter group represents a particular investigative thread, or a group of NPCs to be interacted with, and each is cross-referenced with other related encounters and with the appropriate locations in the town.

Rumors in Broadwater

Broadwater is a major crossroads of trade and travel, and rumors here are exchanged as freely as trade goods. As a result, rumors here represent the talk of many lands, not just the goings-on of Eamonvale. Although characters may actively pursue rumors about the valley and its communities, Broadwater is a good place to present rumors about future campaign developments in other regions.

These rumors are categorized by subject for when the heroes are pursuing a particular topic, and the Gather Information DCs reflect the degree to which that rumor is common or rare. Be prepared to recycle and paraphrase the DC 5 and DC 10 rumors, because these represent the majority viewpoints of the commu-



nity. Do not underestimate the significance of the rumor information, and be careful not to distribute too much at one time—limit one rumor per NPC unless otherwise indicated.

Unless the heroes are asking about one of the specific topics, randomize the subject.

- 1d4 Rumor Subject**
- 1 the Trade Road
 - 2 the Economy
 - 3 the Disappearances
 - 4 the Council
 - 5 the Locals
 - 6 Other Rumors

Rumors about the Trade Road

DC Rumor

5 “There’s been a good rash of bandit activity on the Eamonvale Road lately. Quite a bit more than usual, in fact.” (True. Rolant’s brigands strike frequently from their hidden lair.)

10 “Most of the time, two or three caravans pull out of here each day, but since the highwaymen went to work, there’s at most one departure a day... sometimes none.” (True. Caravans are hesitant to leave the city, and those with non-perishable goods are lingering in Broadwater.)

15 “There’s no clear method to these raids... some of the most valuable goods make it through unscathed, while others of little commercial value are seized with no survivors.” (True. While it has little reason at face value, the truth is that the brigands are only interested in the goods needed to supply an invading army.)

Rumors about the Economy

10 “With fewer caravan departures up the valley, most of the caravan guards are signing onto other routes across the plains. Less business for the pubs, of course, but fewer fights as well.” (True. Drawing warriors away from Broadwater is a component of Drenwal’s plan.)

15 “Ain’t a good time to be a sell-sword in Broadwater, I’ll tell you that. There’s a lot of bored adventurers hanging ‘round the militant quarter, and some of them are startin’ to pack up and look elsewhere.” (True. By reducing traffic up the valley, Drenwal also hopes to drive hired fighters out of the city and deplete the city’s martial resources.)

15 “I’ve heard a man with a stout heart and a sack of gold can do well for himself up at the Trade Grounds... merchants are selling off entire caravans, complete with delivery contracts. Too nervous about the raiders, I guess.” (True. One such sale is described in Broadwater Timed Encounter: Trouble For Sale in the Caravans section of this chapter.)

20 “House Headwater has been doing well for themselves. River piracy is down this season, and merchants leery of the Eamonvale Road are sending lots of goods downriver instead.” (All True. This might point to conspicuous profits for Headwater, but their windfall is coincidental.)

20 “The guides’ camp will start to empty if the caravans don’t start running again... those rangers need to eat this winter, and there’s no guiding work, they’ll have to hunt and trap instead.” (True. The rangers of the Guides’ Camp [Location B in Chapter 1], like the mercenaries of the Warrior’s Yard [Location

S in Chapter 1], must seek other means of survival during the economic lull.)

20 “There’s talk among the plainmen that the clans won’t return to the Horse Trader’s Corral until business improves.” (True. Fewer caravans mean less business for the horse merchants of the plains tribes [See Location C in Chapter 1]; for House Drenwal it also means fewer mercenary cavalry at Broadwater’s disposal.)

Rumors about the Disappearances

10 “I knew a trader who headed upriver a few days ago. He never made it to the first waystation, and the patrol says there was no sign of him, no body, no nothing. (True. The man’s acquaintance was not killed in the raid, but now labors in the secret slave pits below Broadwater; see Chapter 3 and the Slavers section of this chapter.)

15 “Some of those brigands raids have come off in an odd manner... wagons destroyed, goods taken, but not a single body to be found.” (True. Rolant’s brigands are often assisted by House Drenwal’s agents in the caravan guards, and the defeated guards are more likely to be enslaved to Dravec than killed outright; see Broadwater Keyed Encounter: Imported Labor in the Slavers section of this chapter.)

15 “A party of adventurers was asking around the taverns in the Paupers’ Quarter last night... seems their dwarven companion disappeared without a trace.” (True. The adventurers are no longer around, but their colleague was abducted by a press gang in the Paupers’ Quarter; see Broadwater Timed Encounter: In Short Supply in the Slavers section of this chapter.)

25 “A dwarf would do well to avoid Ragnar’s Boardinghouse. He hates stunts more’n anything, and I’ve seen ‘im selling a suit or two of dwarf-sized mail in my time.” (True. Ragnar conspires to enslave dwarves to Dravec; see Location OO: Ragnar’s Boarding House in Chapter 1 and Broadwater Timed Encounter: In Short Supply in the Slavers section of this chapter.)

Rumors about the Council

15 “Drust, the Representative from the Militant Quarter tried to get up a mercenary force to go clean up the Trade Road, but I hear the Council turned him down.” (True. Alfgar and Galfridous managed to steer the Council away from financing Drust’s plan; see Broadwater Timed Encounter: Drust in the Council section of this chapter.)

15 “Hereward of House Gastone has become quite the entertainer since he took that seat on the Council. His parties are quite the rage among the elite.” (True. Hereward has entertained lavishly of late to provision his favorite courtesan Ciaran, also a agent of Drenwal, with willing subjects for her seductive cult; see Broadwater Timed Encounter: Hereward in the Council section of this chapter.)

15 “Alfgar is getting on in years... he just doesn’t seem to respond with as much speed or concern as he once did.” (Partly True. Alfgar is less efficient in dealing with the town’s troubles, but only because he is manipulated by Uthno’s magic; see Broadwater Timed Encounter: Alfgar in the Council section of this chapter.)

15 “Poor Thorald is outgunned by the rest of the Council. He means well, but just can’t seem to get his concerns taken seriously by the others.” (True. Thorald is the last of the loyal

Representatives, and is regularly outvoted; see Broadwater Timed Encounter: Thorald in the Council section of this chapter.)

15 “The Paupers’ Quarter owes a great deal to their Representative, the Good Galfridous... a great deal of money, that is!” (True. Galfridous was a moneylender before entering politics, and numerous votes were bought with debt forgiveness; see Broadwater Timed Encounter: Galfridous in the Council section of this chapter.)

Rumors about the Locals

15 “There’s a new fortune teller in the Paupers’ Quarter. I’ve heard she’s the daughter of a chieftain of the horse tribes, and he’s not too happy about her new career!” (True. Marcomir, chief of the Grass Sailors was less than pleased when Vadamerca set up shop in Broadwater. See Broadwater Keyed Encounter: Horse Trader’s Daughter in the Allies section of this chapter.)

15 “The master of House Oron is in mourning. His nephew tried to take a caravan upriver and was killed by brigands.” (True. Lorr Oron was the last hope of House Oron for financial recovery; with his death, the house is in dire straits; see Broadwater Timed Encounter: House Oron in the Merchant Houses section of this chapter.)

20 “Some folks speak of a black ghost that haunts the rooftops. It flies across alleys that are too wide for a man to jump, and moves without a sound. (Partly True. The ‘ghost’ is Harm, one of House Drenwal’s troubleshooters tasked with keeping tabs on their schemes in Broadwater. See Broadwater Timed Encounter: In Harm’s Way in the Villains section of this chapter.)

Other Rumors

15 “There’s some talk the constables of this town aren’t entirely square, you know. They seem to have their own interpretation of the law.” (Partly True. Two of the constables are working for Drenwal, supplying select criminals, especially dwarves, to the slavers below the city; see Broadwater Timed Encounter: Crooked Constables in the Villains section of this chapter.)

15 “The folks down in the waterfront are worried. They’ve been hearing talk of the Council busting up their little village down there.” (False. The rumor originated when Drenwal agents were mistaken for servants of the Council while planning their illicit grain trafficking.)

20 “I heard from a laborer who unloaded a shipment of grain yesterday. He says the city’s granaries are looking pretty thin... might not even last the winter.” (True. House Drenwal has been sidelining grain in barges on the river to deny the besieged city and supply the mercenary army; see Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter.)

20 “The troubles of late have shaken the faith of the churchgoers in Broadwater. Both the Temple of Commerce and the Temple of the God of Revels have seen their flock thin over the past weeks. (True. The merchants are losing faith in the God of Commerce, and some who used to revel at the Temple to the God of Revels now attend darker gatherings with Hereward and Ciaran; see Broadwater Keyed Encounter: Den of Depravity in the Villains section of this chapter.)

Key Players in Broadwater

The central figures are profiled and related to the events taking place in Broadwater.

The Broadwater Council is the governmental body of the town, and has recently had a voting majority of its members corrupted by House Drenwal’s agents. Alfgar, the Chairman, is magically dominated; Hereward is seduced and Galfridous is bribed; the other members, Drust and Thorald, are loyal but outvoted.

The Merchant Houses are trading empires from various lands that maintain permanent emporiums in Broadwater; one of these is House Drenwal, the diving force behind the town’s troubles.

Uthno is the wizard charged with the seizure of Broadwater and the furtherance of House Drenwal’s agendas in Eamonvale; he has magically dominated Alfgar.

Ciaran is Uthno’s henchwoman and the priestess behind a local cult of pain worshippers; she has seduced and dominated Hereward.

Maehil and Menwaed are corrupt constables on House Drenwal’s payroll

Juren an independent rogue in Broadwater who could prove to be friend or foe to the party.

Odair is a river pirate and self-proclaimed mayor of the Flotilla, the floating shanty-town outside the city; he has accepted House Drenwal’s payment for his services as a saboteur.

Dravec is a werewolverine and the master of a gang of lycanthropic slavers; he and his men support House Drenwal’s mission from beneath the city streets.

Harm is Uthno’s freelance troubleshooter in Broadwater, and a master at rooftop acrobatics and melee combat.

Council Encounters

The heroes may try to contact one or more members of Broadwater’s ruling Council for advice, information or to report their suspicions. The results of these meetings can range from beneficial to disastrous; some members of the Council have the best interest of the town at heart and use their influence to help the party, but other Council members are firmly in the service of House Drenwal, and take every opportunity to mislead and betray those who would help the heroes. Each of the encounters below details the outlook, motivations, reactions and common encounter areas of one of the Council members. The agents who manipulate them are described here as well, although the minions of Drenwal are also described in detail in the Villain Encounters section.

These encounters are listed as Timed Encounters because the Council may be encountered in multiple locations. Use these encounters whenever the party manages to secure an audience with one of the Council. Note that each member of the Council has had their reactions grouped thematically, including a section regarding their thoughts on other council members.

Timed Encounter: Alfgar, Council Chairman

Alfgar (male human Ari5; CR 4; hp 24; see Appendix 1: NPCs for complete stats), a veteran of mercantile enterprise and a wise man, is the head of the Council. He represents the interests of Lord Angus and the people of Eamonvale with fairness and firmness. Alfgar is perhaps the most important victim of

House Drenwal's treachery; Uthno the Sorcerer has magically dominated him.

Uthno concentrates on the spell almost constantly; interacting with Alfgar is only a step away from interacting with Uthno himself. However, Uthno's magical prying gave him a good insight into Alfgar's personality before he began his ruse, and none of Alfgar's colleagues or attendants have yet noticed anything awry. Uthno knows that the entire plot rests upon Alfgar's continued domination and House Drenwal's ability to manipulate the Council, so he tries very hard to keep Alfgar away from anyone who could disrupt the spell.

To gain an audience with Alfgar, the heroes must file a request at the Council Chambers (Location L in Chapter 1). A clerk takes the request into the inner chambers, where it is added to a stack of similar petitions. Generally, the wizard forces Alfgar to decline a meeting with anyone that he or his staff does not recognize. This means the heroes are most likely turned away after being told that Alfgar is overwhelmed with Council business, or is not feeling well, or is summoned elsewhere in the city. Under no circumstances does Uthno allow Alfgar to meet with anyone in his private quarters in the Council Chamber building, as this is where Uthno himself resides. The Council Chairman may be encountered randomly throughout the city.

After several petitions, Uthno relents and allows Alfgar to meet with the characters in order to avoid suspicion. In such a meeting, Alfgar presents himself as dignified and genuine, but distracted by numerous concerns. He insists that despite the troubles, trade continues and the citizens are largely content. He dismisses the brigands as "ruffians of the sort that have been dispersed by the Outriders of Dun Eamon on an annual basis." He is also aware of the elven raids near Fagan's Hollow, but says that that community has its own leaders and defensive forces and must ask for aid if they wish it.

If confronted on internal issues he takes slightly more interest, but feigns ignorance. If the heroes present concerns about the sabotage of the granaries, the disappearances of the dwarves, the criminal activity in the Paupers' Quarter and the Flotilla or any other local occurrence, he acts as though it had not come to his attention. He questions the heroes thoroughly about their understanding of it (as a way for Uthno to gauge their level of success in their investigation). Once he has gathered as much information as the heroes have to offer, he pledges a full investigation and dismisses the party with seemingly genuine thanks.

If asked to discuss the other members of the Council, Alfgar acts as any politician would be expected to. He avoids making disparaging remarks regardless of the accusations brought against his colleagues. He notes that while Galfridous is not the most moral of men, he is possessed of all the political aptitude necessary to administrate such a challenging constituency as the Pauper's Quarter. He is confident that whatever Drust lacks in political finesse he makes up for in holding the loyalty and confidence of the Militant Quarter. He believes that Hereward is as unbiased and honest as a merchant can be, and is at least predictable in his bias in favor of the Mercantile Quarter. Thorald he sees as a man of the people, and well liked in the Artisans' Quarter regardless of his political blunders. Alfgar rises readily to the defense of Galfridous or Hereward (Drenwal's pawns in their scheme), but is less concerned with accusations against Drust or Thorald (the men who offer great obstacles to Drenwal's ploy).

Timed Encounter: Hereward, Mercantile Quarter Representative

The Mercantile Quarter is represented by **Hereward** (male human Ari5; CR 4; hp 18; see Appendix 1: NPCs for complete stats), who was elected from among the most prominent traders. In addition to representing the inhabitants of the Mercantile Quarter on the Council, he also represents the interests of House Gastone, described in the Merchant House section, below. Hereward secretly serves House Drenwal through the efforts of Ciaran, Uthno's henchwoman who has seduced and manipulated him.

Ciaran is a priestess of a religious cult whose membership is extensively made up of the upper class merchants and aristocrats of lowland cities and whose worship centers around pain, pleasure, vice, and excess (see Broadwater Keyed Encounters: Den of Depravity in the Villains section of this chapter). Hereward, who is as inclined to bacchanalia as any wealthy merchant magnate, has submitted fully to the wiles of the cult. When the beautiful and exotic Ciaran appeared in Broadwater and appealed to him to take her into his household, his darker side gave in. She keeps him in thrall not with arcane spells or profane curses, but with passion and torment.

Gaining an audience with Hereward at the Council Chambers (Location L in Chapter 1) is difficult, as he rarely does more at that building than to attend mandatory Council sessions. He would much rather receive guests and concerned constituents at his opulent estate in Emporium Row (Location M, Area 4 in Chapter 1). He generally refuses the first visit from anyone he does not recognize by name, especially if he is on 'spiritual retreat' with his mistress. When she does permit him to receive visitors, he is comfortably ensconced in his reception hall (Location M, Area 4.8), always with Ciaran at his side.

If the heroes bring concerns of brigand activity before the councilman, he shows genuine concern over the trend and its effect on shipping volume. However, he asserts that the departure of able mercenaries from the Militant Quarter has left the caravans vulnerable, and that perceived increase in raids is merely an increased ratio of success to failure. He cares nothing for the elven raids near Fagan's Hollow, saying that the community leaders must be able to deal with their own problems or must petition for aid.

On issues of sabotage, kidnapping and rampant crime, he has less to say. Comfortable in his upper class existence, Hereward only takes notice of the people of the city as fodder for his lustful inclinations. He knows only vaguely the personalities of the Low Town, and although he often ventures into the slums to recruit the destitute for his debauched rituals, he considers the poor of Broadwater below his concern. Any accusations against his house or his own actions are met with staunch denials, but he has been prepared by Ciaran to not only deny guilt but also to refuse to provide evidence to the contrary. His evasiveness may cast him into a very suspicious light. This is just what Ciaran wants, since it draws suspicion away from House Drenwal.

If other members of the Council are discussed, Hereward lets his strong opinions be known, as Ciaran has coached him. He faults Drust for allowing the Militant Quarter to become a den of hopeless drifters rather than career soldiers. He pretends to know little of Galfridous and the Paupers' Quarter, when in fact

his colleague has provided him with exotic foreign women brought upriver in chains by Odair the River-Pirate. He looks upon Thorald as a common laborer, and often treats no better than he would any other craftsman of the Artisans' Quarter. Alfgar he actually speaks highly of, saying the man is as wise and just as they come; if Alfgar has faults at all, it is that he tries to do too much for an old man, and things sometimes fall by the wayside.

Timed Encounter: Drust, Militant Quarter Representative

The Militant Quarter is represented by **Drust** (male human Ftr9; CR 9; hp 58; see Appendix 1: NPCs for complete stats), a former mercenary commander and veteran of the trade road. He has the respect, albeit grudgingly given in a few cases, of the mercenaries and adventurers of his constituency. Drust is a man of honor and principle, but his shaky grasp of politics compels him to lean on Alfgar for direction, making him subject to Uthno.

Before he was elected to the position of Council Representative, Drust commanded independent mercenary companies, and later led the Broadwater Guard. Esteem for their former captain among the mercenaries and guardsmen who dominate the voting block in the Militant Quarter swayed the votes of other adventurers in the election, and Drust found himself embarked on a new career in politics. He has genuine concern for his task, his position, and the people he represents. His desire to serve well drew him to Alfgar, hoping to benefit from the older, wiser man's political savvy. Since Uthno has taken control of Alfgar, Drust continues to look to the Chairman for direction; as a result, House Drenwal has an unwitting ally in their task.

Meeting with Drust takes less effort than most of the Council members. He can be found at the Council Chambers (Location L in Chapter 1) on days when a session is called, often discussing agenda items with Alfgar. The rest of his time is spent at the Broadwater Guard headquarters at the Old Keep (Location R, Area 7 in Chapter 1), where he feels more like the campaigning warlord surrounded by loyal retainers. Visitors may petition him with good success, although his days as a mercenary general compel him to take precautions and the heroes should expect to have their weapons and spell components secured upon arrival.

In meetings, he is receptive but guarded. He lacks confidence as a politician and avoids making judgments without conference with Alfgar or one of the other Council members. He is well aware of the brigand activity on the Trade Road; one of his few initiatives before the Council was to request funding for a mercenary force to seek out the brigands' lair. Their refusal struck him as odd given the city's dependence on merchant traffic, but he categorized the decision as based on politics that were beyond his ken. He knows of the elves attacking Fagan's Hollow as well; if questioned directly, can he reveal that elves are not as numerous as they once were among the mercenary population of the Militant Quarter. He feels that their departure, as well as the general drift of skilled warriors to other lands, is due to the decline in merchant traffic in the Eamonvale region.

If questioned about other goings-on such as issues of sabotage or kidnapping, he tends to withdraw his concern. Unless it concerns military might abroad or keeping the peace within the Militant Quarter, Drust is quick to shunt responsibility to other council members. In his mind, Alfgar should concern himself with saboteurs, Galfridous with disappearances in his neighbor-

hoods, and Hereward and Thorald should deal with economic upheavals.

As stated above, Drust Looks upon Alfgar as a trusted mentor. He disdains Hereward as a soft lowlander whose empire was built with the blood of mercenary caravan guards and border patrols. He envies Galfridous for his charisma as a leader, but he has no respect for the man's moral code. He finds Thorald to be level-headed and likeable; like Drust, he was a lower-class wage earner who became a leader through the esteem of his peers.

Timed Encounter: Thorald, Artisans' Quarter Representative

Thorald (male human Exp9; CR 8; hp 25; see Appendix 1: NPCs for complete stats), is a craftsman who represents the Artisans' Quarter. He continues to operate his shop (Location DD in Chapter 1), one of the most productive woodshops in Broadwater, while seeing to the needs of his fellow craftsmen. Thorald is both loyal to the Angus clan and acting of free will at the time of these events... he is simply outvoted by those under the influence of the conspirators.

Thorald can be difficult to find if an audience is desired. Any time not spent at the Council Chambers (Location L in Chapter 1) is divided between overseeing his own woodshop and visiting other shops in the Artisans' Quarter. Thorald is a dedicated representative, but his focus is on the needs of his fellow tradesmen; he does not spare much time for discussing city politics with foreigners. In his mind, the working day has its limits; he is strictly against doing business after hours.

If confronted about the brigand raids on the Trade Road, his greatest concern is that raw materials are not available to Broadwater's craftsmen and that finished goods fail to reach outside markets. Also, many businesses make goods to be used by caravans. He has been keeping careful track of the highwaymen raids, but only as they relate to the prosperity of the working people. The elven raids concern him only in that they seem to distract the Outriders from their duty of securing the Trade Road. He is the only council member who openly voices this connection between the elven skirmishes and the brigand raids.

Local concerns are also important to Thorald. Both sabotage of the granaries and the disappearance of dwarves from Low Town could potentially impact the people he represents, and he gladly carries these concerns before the Council. If he does so, however, all he receives in return is a hollow pledge for investigations from the corrupt Council. As a master craftsman, he has no real resources to take things into his own hands, but before he would work with a group of heroes he would need to be convinced that either the party has the Council's sanction or that the Council is compromised.

Thorald believes somewhat naïvely that his fellow council members are true to the cause. He dislikes Galfridous and his political pandering, preferring a more genuine approach to the political scene himself. Drust he views as a man who, like himself, has dedicated himself to excellence at his chosen trade. Hereward is cut from a different cloth, but artisans must respect and deal with merchants if they are to succeed. Alfgar he sees as wise and experienced, and attributes any perceived flaws in the man's logic to advanced age. On the whole, Thorald has faith in the Council's ability, and needs to be convinced otherwise before he is willing work with the party.

Timed Encounter: Galfridous, Paupers' Quarter Representative

Galfridous (male human Rog7; CR 7; hp 41; see Appendix 1: NPCs for complete stats), is a moneylender from the Pauper's Quarter. His duty is to represent the destitute that live within his jurisdiction, although the brothels and pleasure dens of the quarter pay well for space on the Council's agenda. House Drenwal bought his loyalty long ago in exchange for the fixed election campaign that put him on the Council.

Galfridous is the one member of Broadwater's Council whose allegiance was won by House Drenwal in the traditional manner: with money. In addition to his generous cash stipend, he has been promised civic power once Broadwater is in the hands of House Drenwal. Rather than put a foreign invader at the head of the new government, Galfridous is their choice for Council Chairman after the takeover. He works with Uthno and Ciaran to steer the Council towards favorable decisions for House Drenwal in Broadwater.

Meeting with Galfridous is difficult if he is approached through legitimate channels. After his duties at the Council Chambers (Location L in Chapter 1) are complete, he usually withdraws to his townhouse in the Paupers' Quarter (Location JJ, Chapter 1). He generally requires that petitioners seek him at the Council Chambers after a session.

If someone approaches him with illicit business, he refuses them publicly but sends a servant to invite them to a back room at the Broadwater Gentleman's Club (Location P, Chapter 1). There Galfridous disguises his voice and sits behind a screen with his bodyguards to carry out illicit dealings while maintaining his appearance as the law-abiding and concerned representative. He often appears with bread wagons in tow, gives alms to beggars or serves soup at one of the Low Town temples; his public appearances among his citizens are carefully planned and executed to foster an image of patron saint of the needy and friend to the friendless.

If engaged on the subject of brigand raids, Galfridous points out that hunger, disease and lawlessness in his own neighborhood concern him far more than the merchants and their ability to pass easily up the valley. Similarly, the elves rate fairly low on his official list of concerns. His impassivity on both counts is designed to cover the fact that the sabotage operations under his jurisdiction rely on slaves from both sources.

If confronted with proof of kidnappings or sabotage, he pledges to present the evidence to the Council at first opportunity, with no intention of doing so. If the sabotage or kidnappings have been made public, he attempts to spin the events to paint himself in a positive light, but actually does nothing to further the investigation. If he must do something visibly, he uses Maehil and Menwaed to go through the motions of intervening (see Broadwater Timed Encounter: Crooked Constables in the Villains section of this chapter).

Galfridous looks at other Council members in terms of their potential threat to his ascension. Drust commands the loyalty of the fighting men, but Galfridous expects that he will be executed after the siege as an example to resistance. He sees Hereward as predictable in his greed and lustful motivations and hopes the merchant survives the transition because he feels that he is easily manipulated. Thorald is threatening only in his incorruptibility, and may need to be removed once Galfridous is in power.

Alfgar is also expected to perish during the siege; already Galfridous sees him as a puppet and a political tool rather than a man with a potential threat.

Caravan Encounters

As with any trading community, merchant caravans compose a good percentage of the traffic that passes through Broadwater's gates. With recent events involving highwaymen on the Eamonvale Road, the party may wish to investigate or accompany one or more. Caravans intimately involved in the plot that can be encountered in Broadwater are described below. Caravans are also a large part of the Trade Road encounters in Chapter 5. For other caravans in Broadwater that are bound for other roads or have nothing to do with the plotting of House Drenwal, use the Caravan Generator in Appendix 1: NPCs.

Any of these caravans (or those of the DM's own devising) have the same general information about the recent activity in the valley. A group or groups of highwaymen have been seizing caravans along the length of Eamonvale, taking some goods and often destroying what they leave behind. The highwaymen are always mounted and extremely efficient. Many merchants are holding their goods at Broadwater, driving up prices in the valley and making the route considerable more lucrative for those who do venture out. Some merchant houses are faring better than other; House Madoc has held up the best, while House

Caravan Losses on the Eamonvale Road

House Drenwal 2 caravans (3 wagons, 4 carts)

Lost: grain, tools, oil, medicinal herbs, chainmail
Recovered: ale, cotton, pitch

House Elwood 2 caravan (2 wagons, 6 carts)

Lost: produce, grains, tobacco, tack and harness
Recovered: textiles, copper and tin utensils

House Gastone 1 caravan (4 wagons)

Lost: produce, preserved meats, wooden shields
Recovered: books, wines, incense

House Headwater nil

House Oron 4 caravans (11 wagons, 3 carts)

Lost: grains, oil, produce, tool handles, rope, grinding wheel
Recovered: spirits, crockery, woolsens

House Madoc 1 caravan (3 carts)

Lost: missile weapons, leather goods
Recovered: servingware, silks

House Wreldan 3 caravans (8 wagons)

Lost: leather armor, hand weapons, horseshoes, canvas, tack
Recovered: pottery, baskets

Oron has suffered rather badly. The soldiers that should be securing the Trade Road are not, for reasons that are largely unknown. This atmosphere sets the tone for the following encounters:

Keyed Encounter: A Call To Arms (EL 10)

This Keyed Encounter takes place as the party enters Broadwater, regardless of the timing or the occasion of their visit. Upon entering approaching their choice of entry gate, they cannot help but notice the sign on every post:

Down to thy Last Copper? House Wreldan seeks able Guards for a Caravan to Dun Eamon. Five Silver Marks per day for Sell-Swords. One Gold Ducat per day for Horsemen with Mounts. Inquire at the Valleygate before Midmorning Tomorrowday.

True to the bill, a caravan is preparing to set off at noon on the following day. It consists of four wagons and a company of caravan guards who appear to be marginally competent at best. The caravan master is willing to consider anyone who seems less than able to defend themselves, but anyone with the look of a seasoned warrior is told that the positions have been filled. Some of the recent hires, including a gaunt, toothless man tending to a swaybacked horse and a fat halfling with near-crippling gout, are present to leer at those who are turned away.

Anyone who appears completely useless in a fight is hired after a meaningless survey of experiences. The caravan master is very vague about the goods carried by the wagons, though it is not too difficult to push past the guards and take a look. The wagons are loaded with weapons, mainly spears and javelins, bows and arrows and poleaxes. Anyone making a successful Knowledge: Local check (DC 10) or having visited Dun Eamon might find it odd that a cargo of mediocre weapons is bound for the home city of the most renowned forges in the realm.

The master and caravan handlers are far from incompetent. They are veteran highwaymen in the employ of House Drenwal, and House Wreldan is a fabricated cover. They hired the hapless guards in the Militant Quarter, offering meager pay to attract only the desperate and under-skilled. They are working in conjunction with Rolant's brigands, who plan to seize the wagons, stockpile the weapons for themselves and the invading mercenary force and add people no one will miss to their slave pens.

If the party investigates too eagerly, they may find themselves accused of being in cahoots with the bandits by the savvy caravan master. He suggests that with their weapons and swagger, they might be gathering information for their highwaymen friends up the road. He is quick to make good on his threats to call a constable in hopes that it will impede the party until his departure. Nearby merchants and townsfolk are already jumpy about security on the Trade Road, and the party may find themselves less than welcome in Broadwater's Mercantile Quarter.

Unless drastic intervention takes place, the caravan leaves as scheduled. If the party follows discretely, a group of mounted brigands approaches the caravan from the opposite direction at midday on the third day. The brigands have with them a string of saddled horses for their comrades traveling with the caravan, although the numbers favor the idea that these are secondary mounts for the riders. After a brief meeting between the riders

and caravan master, the caravan turns off the road to make camp on the premise that the riders are loyal retainers of House Wreldan. Three riders are left behind; two watch the road while the one erases the signs of the caravan turning off.

The caravan stops nearby, and waits for the return of the three riders. The feeble guards from Broadwater are effectively captives at this point, whether they know it or not. If the party does not intervene, the brigands disperse in the morning. The arms are loaded onto mules, the wagons filled with stones and sunk in a nearby pond and the men taken to Rath Rolant in the Bleak (see Chapter 6), soon to be returned to Broadwater as slaves for the sabotage operation (see Broadwater Keyed Encounter: Imported Labor in the Slavers section of this chapter).

If the horsemen have not caught up after four hours, the caravan master assumes foul play. He calls out to the darkness, threatening to beat and bleed his captives if the party does not surrender. The horsemen are eager to make good on the threat, beating one of the hirelings with sticks and booted feet until the party surrenders. They thrash one guard into unconsciousness for each hour the party refuses surrender. If they run out of guards, the horsemen scatter with a few select items from the caravan and make their way back to the swamp. If the party surrenders, the caravan master sends a contingent to Lavro at the ranch outpost on the edge of the Bleak for reinforcements (Location B in Chapter 6: A Brigand's Swamp Kingdom).

Mediocre Caravan Guards, male various War1 (6): CR 1/2; hp 9; see Appendix 1: NPCs for complete stats.

Caravan "Master" (Brigand Reaver), male human Ftr6: CR 6; hp 43; see Appendix 1: NPCs for complete stats.

Caravan "Drivers" (Brigand Triggers), male human War4 (4): CR 3; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (5): CR 3; hp 25; see Appendix 1: NPCs for complete stats.

Tactics: If the brigands are engaged while mounted (upon first meeting, or while they are disguising the wagon tracks, for example), they ride circles around the caravan, peppering its defenders with arrows until they surrender. If mounted characters accompany the caravan, the brigands ride hard for the nearest difficult terrain (probably a small wood or farmer's plot, see Appendix 4: Chase Resolution Mechanics for sample terrain DCs), hoping to use their riding skills to eliminate or reduce the opposition before returning to seize the caravan. If they lose half their number or are clearly facing a superior force, they abandon the raid and scatter to return to the Bleak.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Wagons (Hvy Horse)	Heavy	35 ft.	75 ft.	105 ft.
Brigands (Lt Horse)	Medium	40 ft.	80 ft.	160 ft.

The brigands disguised as caravan drivers maintain their charade as long as they are unmounted, but once their fellows arrive with horses for them, they abandon the ruse. If characters are present in the guard complement, they might continue their act long enough to gain a significant advantage over the party, as would be the case if the heroes retire with a single character on watch. Regardless of when they drop the false pretenses, they do

so in a matter of moments, quickly producing weapons and separating themselves from the hired hands. In battle, they fight tenaciously until they can get to their horses. Once mounted, they only fight until half of them are injured, at which point they turn for home in the same manner as the other brigands.

Timed Encounter: Trouble for Sale (EL II, more with new guards)

This Timed Encounter takes place in the Trade Grounds (Location G) of the Mercantile Quarter. It can occur anytime during daylight hours as the heroes visit the area. The party might be approached directly or hear the news from a source, a crier or a posting. A caravan of five wagons is for sale, along with the grain already loaded on board and the contracts to sell it in Dun Eamon. The present owner, an independent merchant named Horatio, is intimidated by the raids on the trade road and has no desire to move his cargo any further up the valley until they subside. However, Alfgar, the head of the Broadwater Council and representative of Lord Angus, has offered him lucrative trade contracts promising double the normal rate for his grain upon arrival in Dun Eamon. He hopes to sell the caravan and cargo for the price of his original investment (5 wagons at 100 gp per 3,000 lbs of wheat, 300 gp per heavy horse team, 30 gp per wagon; total selling price 2,150 gp) and turn over the new contracts to someone willing to drive the caravan upriver. The new owners would still turn a good profit on the grain (selling at 300 gp per 3,000 lbs), even more if they sell the wagons and beasts upon arrival.

The current caravan handlers and guards are only under contract to Horatio, and terms would be open for renegotiation if the party chooses to hire them. While they might demand a bit more gold to ride out with an inexperienced caravan operator, all but one of them is skilled and loyal. If the party opts to hire new guards, they include 4 brigand toughs loyal to Drenwal. Regardless of who operates the caravan and who guards it, the brigands plan to seize it in order to replenish their stores and deny Dun Eamon its bread.

If Horatio's guards are kept on the payroll, only one of them is untrue. A driver named Constance is an agent of Drenwal and plans to panic his team during an ambush, allowing the raiders to break any defensive formation during an attack. A careful interview with Constance allows a character to attempt a Sense Motive check (DC 20) to uncover his true intentions. If new guards and drivers are hired, at least one of them enacts this ploy, while the others sabotage the loyal defenders. The brigands are waiting for the caravan at one of their favorite ambush spots, and attack as described below. If the guards surrender their weapons and the brigands prevail, the wagons are shuttled to Lavro's ranch (Location B in Chapter 6) for grain distribution. The prisoners are enslaved for work in the tunnels beneath Broadwater and delivered by one of the mechanisms described in the Slavers section of this chapter.

Constance (Brigand Saddleback), male human War4: CR 3; hp 25; see Appendix 1: NPCs for complete stats.

Caravan Handler, male human Com3 (4): CR 2; hp 9; see Appendix 1: NPCs for complete stats.

Caravan Guard, male human War3 (10 or 6): CR 2; hp 20; see Appendix 1: NPCs for complete stats.

Hireling Caravan "Guards" (Brigand Toughs), male human War4 (0 or 4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Reaver, male human Ftr6 (1): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Brigand Spellfist, male human Sor5 (1): CR 5; hp 22; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (6): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (6): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Tactics: The brigands use a well-established site for their ambush, where a small wooded bluff overlooks the road.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Wagons (Hvy Horse)	Heavy	35 ft.	75 ft.	105 ft.
Brigands (Lt Horse)	Medium	40 ft.	80 ft.	160 ft.
Spellfist (Lt Horse)	Light	60 ft.	120 ft.	300 ft.

Round 1: The triggers begin the attack with a hail of arrows from a steep hillside overlooking the road, while the saddlebacks, the reaver and the spellfist maneuver down the bluff for a charge. The loyal caravan guards prepare for the defense, with Constance and any disloyal guards among them taking positions on the same flank.

Round 2: A second volley from the triggers is followed by a well-coordinated cavalry charge from the saddlebacks and the reaver, who make Ride-By Attacks with their flails and longsword. The spellfist pulls up short on the charge, using spells such as *grease*, *ray of entfeeblement* and *daze* to hamper the defenders. Constance panics his team, sending powerful draft horses and a heavy wagon leaping and plunging into the midst of the defenders. If the driver is aware of a spellcaster, he attempts a Handle Animal check (DC 15) to disrupt them with his out of control horses; use a Concentration check with a DC set by the damage done by the horses' full attacks. Any brigands among the guards turn on their fellows, harrying them with their reach weapons. Loyal guards attempt Willpower saves at DC 15 (Will +0) or surrender their weapons.

Round 3+: The mounted brigands continue to wheel and charge each round until the defenders submit. The triggers on the hill continue to pepper the defenders. The spellfist uses his offensive *magic missile* spells to eliminate strong points. If mounted characters accompany the caravan, the brigands ride hard for the nearest difficult terrain (probably a small wood or farmer's plot, see Appendix 4: Chase Resolution Mechanics for sample DCs), hoping to use their riding skills to eliminate or reduce the opposition before returning to seize the caravan. If they lose half their number or are clearly facing a superior force, they abandon the raid and scatter to return to the Bleak.

Timed Encounter: Survival of the Fittest

This caravan is a Timed Encounter for Broadwater in which the party meets a caravan returning to the town having survived a brigand attack. Ten days earlier House Oron, a downtrodden rival of House Drenwal, gathered together its last remaining

valuable goods, hired a large compliment of guards, and sent out their most loyal retainers in hope of saving them from ruin. Leading this final gambit was Lorr Oron, a nephew of the head of the house. The encounter begins with one third of the guard compliment returning with three of the wagons. They present the story that all other members of the caravan were killed, and that they barely managed to escape with their lives. They escaped the ambush with three wagons full of imported fabrics, spices and hardwoods destined for the Craffthall of Dun Eamon. The two wagons that were lost contained leather goods including light clothing, armor, draft harnesses and military saddles. Though all of the returning guards have cuts and bruises, none are seriously injured.

The facts of the case are slightly different from those reported. The returning heroes are hirelings of House Drenwal who managed to gain employment with House Oron. They drugged the water consumed by their comrades, drinking only from their own skins instead of the communal barrel. When the loyal retainers fell into a deep sleep, they were bound, gagged and left to be collected by Rolant's brigands. The wagons containing items that were worthless to the brigands are returning to Broadwater, while the wagons full of leather goods were added to their growing stockpile at Rath Rolant. If Rolant's brigands have already been neutralized, the Drenwal agents with the caravan merely cache the leather goods in the wilderness, kill the loyal guards and return to Broadwater with the pretense of a brigand raid. This might draw suspicion from heroes who already consider the brigands to be fully neutralized

The returning guards are being hailed as heroes. They head for the Axe & Flagon to milk their newfound fame for all the free drinks they can get. Anyone asking direct questions gets vague and conflicting answers. Upon inspection of the wounds, a Heal check (DC 20) reveals that they were superficial at best, as if they were meant only to wound rather than to kill. If they are asked too many pointed questions, the bravos attempt to redirect the conversation by starting a fistfight, relying on their fame to provide supporters from their fellow patrons and leniency from the constabulary.

Drenwal Hirelings (as Brigand Reaver), male human Ftr6 (3): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Timed Encounter: The Paper Trail

This encounter does not actually involve caravans directly, but rather their records. The heroes may have several chances to discover the facts about the results of the increasing merchant raids. The information might be gathered piecemeal by speaking with locals, especially those involved with the merchant houses, or it might be collected in its entirety by one of the means described below. Use the information below to reveal the details of the raids as the heroes conduct their investigation.

The most direct way of assembling this information is to get it from the one place where it is compiled: the Customs House. The clerks there keep tabs on all the goods that enter or leave the city. As part of their agreement with the Town of Broadwater, merchant houses must report monthly on all losses to banditry and accident. Through stealth, deception or bribery, the heroes may be able to obtain the most recent register of caravan losses on the Eamonvale Road, where losses have spiked sharply in recent weeks. Documents from further back or from

other routes show only intermittent brigand activity at a rate of one-tenth or even one-twentieth what it has become.

Analysis by clever heroes might reveal several things. House Headwater's absence from the Trade Road and House Madoc's fast-and-light method has saved them from the worst of the raids. At one point, a House Drenwal caravan was hauling a load of pitch, destined for the production of alchemist's fire by slaves beneath the town (see Broadwater Keyed Encounter: Bridge Over the River Eamon in the Sabotage section of this chapter). House Oron has suffered the most, followed by House Drenwal and House Wreldan. House Drenwal and House Wreldan recovered fewer items, because most of what they lost was deliberately sent into the hands of the brigands. Similarly, both of those houses lost more specialty goods than the others. Only those two houses sent weapons or tools in the direction of the best forges in the area. Finally, for those two houses, the items that were recovered were inexpensive and inconsequential.

This information might be assembled from other sources as well, such as by speaking with laborers, guards and household staff of individual houses. Restrict the amount of information that is gathered in this manner to the contents of one or two caravans, as the masters are fairly tight-lipped about their contracts. Speaking with house employees might reveal other useful rumors as well.

One other bit of information gleaned from the Customs House records may prove useful. In addition to tracking inbound goods, the Customs House (Location J in Chapter 1) tracks inbound passenger carriages that accompany the wagons. In the last four months, House Drenwal's passenger traffic from their home city has tripled, representing the arrival of a steady stream of agents. This is the one regard in which they made no effort to disguise their actions.

These trade bars and their respective emblems may aid the heroes in identifying House Drenwal as the instigator (or at least the financier) of the events that plague Eamonvale. The bars used to pay the agents of House Drenwal are their own trade bars (silver bars worth 10 gp, gold bars worth 25 gp and platinum bars worth 50 gp), with the House Drenwal emblem totally obscured or removed. Only House Drenwal uses this assortment of trade bar denominations. Other Houses may use a similar increment for one metal, but different sizes for the others. Only a careful consideration (and possibly acquisition) of each house's trade bars can reveal the truth. Some characters (such as Juren, Thorald, a priest of the Temple of Commerce (Location K in Chapter 1), or a mercenary captain in the Warriors' Yard (Location S in Chapter 1) are intimately familiar with these trade bar denominations and markings. Such characters may be of use in compiling a list of denominations.

Once the heroes establish that House Drenwal's trade bar denominations are being used to fund subversive activities, they may attempt to confront, infiltrate or denounce the house. Of the Drenwal staff on site at the emporium, only Okas, the chief steward, knows the details of House Drenwal's plans; see Broadwater Timed Encounter: Master of the House in the Villains section of this chapter. Refer to Broadwater Timed Encounter: House Drenwal in the Merchant Houses section of this chapter for complete details on interactions with the house.

Timed Encounter: The Cash Flow

This encounter does not represent a single event, but rather a trend. Among the possessions of various opponents and in the treasures of the larger opposing factions, the heroes can find trade bars in various denominations. The brigands' hoard contains trade bars from every house except for the water-based House Headwater. The pirates' treasure trove contains more bars from House Headwater than any of the others, due to their focus on the river trade. While some such hoarded bars have been stolen or bartered, many have been received as payment for services rendered to House Drenwal. Trade bars used to pay the agents have had their Drenwal emblems removed, usually by scratching or gouging. Careful consideration of the denominations can lead clever heroes back to House Drenwal. Describing these bars initially as 'beat up' or 'battered' gold or silver bars may delay the heroes in recognizing the pattern until they specifically ask for detailed descriptions. If multiple party members are carrying the bars, it may be even more difficult to stumble across the similarities.

Trade Bars and Broadwater's Merchant Houses

The merchant empires of Broadwater and surrounding lands often cast bars of precious metal in large denominations to facilitate transactions. These bars vary in content and value from house to house, and each bears the emblem of the house that cast it. Below is a list of trade bars by house.

House Drenwal uses silver bars worth 10 gp, gold bars worth 25 gp and platinum bars worth 50 gp. Their crest is a shield bearing a crow and a mailed fist.

House Elwood uses silver bars worth 15 gp, gold bars worth 25 gp and platinum bars worth 40 gp. Their crest is a diamond with an oak tree and a harp.

House Gastone uses silver bars worth 5 gp, gold bars worth 20 gp and platinum bars worth 35 gp. Their crest is a shield with a rose and two crossed daggers.

House Headwater uses gold bars worth 10 gp and platinum bars worth 50 gp. Their crest is a round field bearing a ship under sail.

House Oron uses silver bars worth 10 gp and gold bars worth 20 gp. Their crest is a round field encircled by ivy displaying a tower and a wheel.

House Madoc uses silver bars worth 5 gp, gold bars worth 15 gp and platinum bars worth 50 gp. Their crest is a diamond enclosing a stag and a lightning bolt.

House Wreldan uses silver bars worth 5 gp, gold bars worth 25 gp and platinum bars worth 40 gp. Their crest is a shield with a fleur de lis and a swan in flight.

Sabotage Encounters

House Drenwal is undertaking a series of sabotage activities to assist in the overthrow of the city. This is actually a group of encounters that occur as the heroes discover traces of the saboteurs in action. Three separate plots to undermine the city's infrastructure are currently underway: Dravec's dwarven slaves are tunneling under the walls of the Plainsgate; Odair's underlings are systematically draining the town's granaries and stockpiling the grain for the invaders; and hired alchemists are preparing to destroy the bridge across the River Eamon.

Keyed Encounter: Flour Power (EL 10)

This encounter details Drenwal's efforts to deplete the city's grain supply, forcing them to reconsider their chances of surviving an extended siege. Refer to it whenever the heroes become aware of the sabotage through investigation, rumor or fortuitous circumstance.

In any sustained siege, food supply is a critical factor. If an army can deny the defenders access to supplies, victory is all but assured. The Masters of Drenwal have prioritized a strike against the storehouses of Broadwater to result in a double blow: supplies denied from without and depleted from within. They plan to empty the town's grain storage facility bit by bit, setting aside the stores to supply their mercenary forces when they arrive. Masterminding the operation is Odair, the river pirate turned crime lord from the Long Dock (Location E in Chapter 1) outside the Rivergate. His men have been busy for a few weeks, and much of Broadwater's winter grain supply is loaded on barges in the Flotilla, ready to be turned over to the invaders.

The managers of Broadwater's storehouses are blissfully unaware of the thievery taking place beneath their noses. The town's customs agents, taxmen and buyers secure grain from merchants and farmers in the market. Upon delivery the granary manager inventories it and directs laborers to add it to the appropriate section. Each day the logbook is recorded in duplicate; one copy is stored at the granary, the other in the chambers of the Council. Grain is dispersed in the same manner; bakers, brewers and merchants approach the granary managers, make their purchase, load their vehicles and are on their way.

The means by which Odair's men go about their endeavor is simple. The granary is a massive round stone building with a conical roof and a raised wooden floor. The piles of sacks, casks and amphorae form a solid wall of provisions rising from floor to ceiling. Dravec's slaves have tunneled from the town sewers to a point directly under the back end of one of the granaries (Location N in Chapter 1). Odair's mariners and topmen use the tunnel to enter the granary at night and pilfer as many grain vessels as they can comfortably carry. As they do so, they use timbers to support the ever-growing hollow in the mountain of grain stores. The stolen grain is then hauled through the tunnels and sewers to an alley in the Artisans' Quarter (Location BB, Area 1 in Chapter 1), where it is hidden under heaps of refuse and garbage. The following day, grain is carried through the gate using contraband or counterfeit tokens, with the aid of Maehil and Menwae (see Broadwater Timed Encounter: Crooked Constables in the Villains section of this chapter), or by distributing the grain in smaller amounts to numerous foot travelers through the gate who are never subject to inspection. Once outside the gate, the grain is stored in keelboats moored on the Long Dock (Location E in Chapter 1). It is a time-consuming and tedious process, but Odair's men have systematically moved hundreds of pounds of wheat, barley and oats from the granary.

According to the logs kept by the guards, the granary is almost full, and a quick look from the doorway confirms that the sacks come almost to the door. The manager denies any rumor that supplies are low; a persuasive party might attempt a Diplomacy check (DC 18) to win a peek at the logbook. No one is allowed into the warehouse without proper authorization from the Council, as the city does not want random persons to be able to tamper with the food supplies. However, provided access to

the granary is granted, a Search check (DC 15) reveals find that the wall of stores is merely camouflaging the fact that the granary is in fact almost empty. A more difficult Search check (DC 25) after shifting dozens of casks and sacks uncovers a secret door in the floor that leads down to the tunnels under the city (Location B, Area 3 in Chapter 3).

If confronted with their dwindling supplies, the granary managers immediately seal the building and take the logbook to report to the Council. If such a revelation takes place, much of the reaction happens behind closed doors. Alfgar, still under the influence of Untho, reassures the rest of the Council and orders the tunnel collapsed, the managers replaced and Council funds be made available to purchase more grain from merchants in the market. He orders the incident covered up, quite legitimately, to prevent a citizen's panic or a price increase from the grain merchants. If the party does manage to infiltrate this discussion, it should all sound fairly reasonable.

The heroes can discover the missing grain by one of several mechanisms. They might happen upon the grain thieves exiting a sewer grate in the Paupers' Quarter. If the burglars manage to evade the heroes for the night, they might still be caught exiting through the Rivergate into Odair's territory. Maehil and Menwaed supply gate tokens to the river pirates who then remove the grain by hard cart. Heroes might notice the subtle handoff of tokens (Spot DC 28) or merely see carts of grain emerging from back alleys that have no business with dry goods (Wisdom DC 20).

If the heroes investigate the activities of Dravec or Odair, they may stumble onto either the grain-laden barges or the access tunnel, although both are well concealed. The watercraft (Location E, Areas 1 and 2 in Chapter 1) may appear suspect due to their heavy ballast, but getting aboard to investigate is not something Odair easily consents to, and his Flotilla lies outside of Broadwater's jurisdiction. Dravec has not used the tunnels to the granary since his slaves prepared them, and any tracks or evidence of the slavers' access are old, faint and well obscured.

Kyle Duggins (see Location EE in Chapter 1) is a brewer, and the only granary customer that does more than just grab the nearest sack. On a recent visit, he accidentally collapsed a section of precariously perched grain sacks, reveling to him that there is less grain in the granary than it would appear. Kyle was rebuffed by the indignant manager at the suggestion that his grain was poorly stored and that his logbook was inaccurate. He would have let the matter drop had the concept not threatened his beloved brews, especially his unfiltered wheat beer that helps sustain the community through the cool, slow winter.

River Pirate Mariner, male half-orc Ftr4 (6): CR 4; hp 31; see Appendix 1: NPCs for complete stats.

River Pirate Topman, male 1/2-elf Rog4 (2): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
River Pirates	Light	30 ft.	60 ft.	120 ft.

Tactics: If caught in the act, the pirate saboteurs are unlikely to risk their lives for something as common and valueless as a

sack of grain. If confronted, they are likely to abandon their plunder (grain being both heavy and awkward) and flee into the night. If engaged, the execute a fighting withdrawal, with the half-orcs blocking a narrow alley while the half-elves take covered firing positions to cover their mates' withdrawal. They do not return to the tunnels, and in some cases their escape may be facilitated by Harm, who likes to keep tabs on nosy heroes (see Broadwater Timed Encounter: In Harm's Way in the Villains section of this chapter). If they are caught and detained, they believe they are storing grain to extort payment from a starving city, and know nothing of the impending attack. Captured grain thieves have a few Rivergate tokens among them.

Keyed Encounter: Bridge Over the River Eamon (EL II)

This encounter details House Drenwal's plan to deny the people of Broadwater an escape from the town during or after the siege. Use it whenever the heroes become aware of their plans through investigation or other circumstances.

If Broadwater falls under extended siege, Drenwal hopes to cut off the town from all supply corridors, lest sympathetic neighbors or merchant interests attempt to relieve the community. The Plainsgate and Valleygate are easily besieged from the grasslands, and while the Rivergate is difficult to obstruct, all approaches to it are easily covered with artillery from the high river bluffs. The Bridgegate is the only avenue that is impossible to restrict from the Broadwater side of the River Eamon, and House Drenwal plans to destroy it in order to prevent food, arms or military forces from reaching the town.

The Masters of House Drenwal hired and dispatched a pair of expert alchemists to Broadwater to facilitate the demolition efforts. These men are hosted by the werewolverine slaver Dravec and have a production facility in Underbluff (see Location C in Chapter 3). They plan to produce a large quantity of alchemist's fire, analyze the structure of the bridge and rig it for destruction on the day the mercenary forces arrive. Despite their best efforts, a trail of clues point to their activities, if clever heroes manage to read them accurately.

The alchemical agents needed to produce the explosive liquid are easily had in a trading crossroads like Broadwater, but even in this community, the increased demand for ingredients has been noticed and shortages are developing. Several merchants and artisans have encountered the demand for the ingredients:

Farlon the Apothecary (Location Y in Chapter 1) has had difficulty finding naphtha, pitch, quicklime, sulphur and magnesium; in fact, alchemist's fire is currently unavailable from Farlon due to supply problems.

Atran the Smith (Location Z in Chapter 1) recently turned down a lucrative offer to extract magnesium from large quantities of ore because of the combustibility of the refined form.

Silvie Aeriuth (Location G, Area 15 in Chapter 1), who sells all manner of magical curiosities and spell components, has recently found sulphur and magnesium in short supply.

Linford the Cooper (Location X in Chapter 1) has difficulty acquiring enough pine pitch to seal his wet casks; in fact, in an ironic twist, House Drenwal's current order is delayed because their saboteurs depleted the available pitch for their schemes.

Kyle Duggins (Location EE in Chapter 1) is running low on pitch to seal his brewing casks.

Alchemist's Fire

The composition of alchemist's fire is an important part of the heroes' investigation into saboteur activity. The party may discover the shortages of certain materials in the course of their own provisioning, or by conversing with merchants, artisans or alchemists. The nature of each ingredient is discussed to help develop this element of the investigation.

Naptha is the flammable component. It is a mixture of volatile liquids obtained from the distillation of crude petroleum, coal tar, wood tar and other carbonaceous sources. This is the primary fuel for combustion.

Pitch is the sticky component. Bitumen, plant resins and coal tar are all used in this capacity. This makes the alchemist's fire difficult to remove by scraping or washing, and also acts as a thickening agent.

Quicklime is the ignition component, created by refining and heating limestone. It becomes unstable and reacts with water, even water vapor in the air, producing great heat sufficient to ignite the petroleum distillates upon exposure.

Sulphur is another combustible mineral component. It is more easily acquired and refined than naptha, and like quicklime, it generates heat when it reacts with water.

Magnesium is the intensely combustible component. It is refined from dolomite, talc and other mineral compounds. It burns extremely hot and bright, making it difficult to extinguish even by immersion in water.

The refining of some ingredients, namely quicklime and magnesium, are just as dangerous as the final product. Quicklime is inherently unstable and highly caustic. Magnesium, which must be heated in the refining process, is extremely difficult to extinguish once burning. Both of these liabilities factor into the clues they heroes may have to interpret in their investigation. The finished mixture is extremely volatile, being reactive to water and very flammable.

Abner Crookfoot (Location G, Area 1 in Chapter 1), the soap merchant in the Trade Grounds, is unable to get the pine tar he needs to make his signature soaps, causing something of a stink in Low Town.

In the tunnels of Underbluff, Dravec's slaves refine the hard-to-find ingredients. Since human slaves broke quickly from hunching in tunnels and dragging sledges, Dravec decided early on to have the dwarves do most of the digging and instead allocate the men to the production of ingredients for alchemist's fire. The chamber used to refine ingredients produces a strong smelling smoke that is difficult to disperse; it can often be smelled in the Trade Grounds, although it is difficult to identify its source or characteristics over the smells of the marketplace in action. A Craft: Alchemy check (DC 20) reveals the smell to be typical of refined quicklime.

The alchemists made the mistake of using Odair's men as production labor in the early days of their plot. This resulted in a destructive fire in the Flotilla, the effects of which can still be seen. A skeletal framework is all that remains of the boat that burned in a fire so fierce that the combined efforts of the citizens could not douse it. The charred ribs sit on the beach outside the Rivergate, and a Craft: Alchemy check (DC 20) reveals the alchemical origins of the fire. Talking to witnesses highlights

certain oddities, such as the fact that the fire began with a spectacular explosion, and that after the boat sank the fire continued to burn on the surface of the water.

These clues may lead the heroes to investigate the Flotilla and find the new storage facility on board the Salvation, a boat moored on the Long Dock (Location E, Area 8 in Chapter 1). On board are numerous flasks of alchemist's fire, dozens of yards of waxed fuse and an accurate schematic of the pontoon bridge, pointing the heroes to the intended purpose of the explosives and leaving only for them to think out the reasoning behind the destruction. Although the finished product is stored in the Flotilla, all of the production is handled by Dravec's human slaves, described in Location C, Area 2 of Chapter 3. Odair's pirates remove alchemist's fire from the underground lab in the same fashion as the stolen grain; refer to Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter for stats and tactics on the pirates that undertake this action.

If the production and transfer is allowed to progress until the eve of the invading army's arrival, then the final act of sabotage is put into action. A team of pirates moves the explosive liquid under cover of night. Powerful half-orcs positioned under the bridge drag barrels of it upriver on long ropes, where nimble half-elven topmen position the barrels and run the fuses in accordance with the alchemists' instructions and bridge diagrams. If successful, the bridge is destroyed on the same morning as the Plainsgate, the morning of the mercenary army's arrival. If the heroes intervene, the saboteurs' top priority is the destruction of the bridge, even if it comes early or is incomplete. Of the six charges placed by the topmen, two explosions are enough to damage the bridge to the point of uselessness requiring several days of repair, and four are enough to destroy it.

River Pirate Mariner, male half-orc Ftr4 (2): CR 4; hp 31; see Appendix 1: NPCs for complete stats.

River Pirate Topman, male 1/2-elf Rog4 (6): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
River Pirates	Light	30 ft.	60 ft.	120 ft.

Tactics: If confronted during their act of sabotage, the pirates fight desperately to permit completion of their task. The half-orc mariners engage combatants to buy time for the half-elven topmen to position the jugs they have received and light the wicks. The half orcs use their Improved Bull Rush feat to force characters from the pontoons of the bridge and into the river if they attempt to extinguish the wicks. The half-elven topmen try to light the base of the wick with their standard action and dive into the water with their move action. This results in the wick expiring and the charge exploding on initiative 20 on the next round. Characters may either fall prone into the water to avoid the blast, or attempt to beat the charge's initiative and remove the fuse.

Keyed Encounter: Burning Down the House

This encounter describes the preparations of House Drenwal to breach the city's defensive wall during the mercenary attack. Refer to it whenever the heroes begin to suspect sabotage is intended against the Plainsgate (Location A, Area 3, Chapter 1).

One of the pivotal activities of Drenwal's saboteurs is their effort to undermine the city's defenses. The House's tacticians and mercenary generals identified the Plainsgate as the best entry point based on its direct routes to the center of the town and the ease of approach. The plan had hinged on disabling the gate mechanism or opening it from within, but with the success of Dravec and his dwarven slave diggers, a new plan has evolved: collapse the entire gatehouse by excavating its foundations!

Dravec's dwarven slaves tunneled for many days to reach a point directly below the Plainsgate, and their preparations are essentially ready. A large chamber has been dug, supported by massive timbers to prevent premature collapse. The timbers have been bound with straw and doused with several casks of oil. At a moment's notice, the slavers can ignite the tinder with thrown flasks of alchemist's fire, ensuring complete compromise of the structure of the chamber and collapse of the gatehouse above within minutes. Refer to Location F, Area 1: the Bonfire Room in Chapter 3 for details on the collapse chamber.

If the traitors collapse the Plainsgate, the mercenary army is prepared to exploit the breach by using plank bridges to cross the rubble. Given the size of the chamber below, most of the wreckage should wind up below ground level, leaving a shallow pit full of broken stone to be crossed. With the losses sustained by the defenders in a collapse and the shock of their sudden vulnerability, the defenders will be hard put to rally after such a turn of fate.

The heroes should have several chances to avert this disaster. One of the clues to the imminent collapse of the Plainsgate is purely coincidental and may only be noticed by attentive adventurers. The mortar that binds the stone together is starting to weaken now that the earth below it is no longer solid. Cracks are appearing between the stone blocks, and small piles of mortar dust are gathering at the base of the wall. Even the bas-relief sculpture of the God of Commerce over the entry arch has cracked under the strain. These structural breakdowns can be noticed only with a Knowledge: Architecture check (DC 20) or a Search check (DC 20) by a character with stonemasonry. With a difficult check (above skills, DC 25), observer may realize that the only explanation for numerous cracks of similar age and severity is some sort of seismic disturbance.

The dwarven slaves are opposed to the activities they are forced to do, but they have no alternative. Forced to work against the community above, they have taken matters into their own hands and begun to try to contact those on the surface, or at least attract attention. They have begun digging their own tunnels in their time at rest in order to escape or communicate with the citizens in some way. Evidence can be found in several areas of Broadwater; each clue is referenced in the appropriate town location as well as described below. Refer to Broadwater Timed Encounter: Dwarven Disobedience in the Slavers section of this chapter for the details of their various efforts.

The only hope of saving the Plainsgate is a complete purge of Underbluff. If it becomes clear to the slaver's that they are being forced into a losing battle, Dravec dispatched two slavers to light

the fire that collapses the gate. Resolve these actions using the tactics set forth in Chapter 3.

Slaver Encounters

The slavery operations beneath the bluffs of Broadwater have several impacts on the community. The rebellious nature of the captives sends echoes to the surface, though they are easy to overlook. The friends and loved ones of the missing people are eager to solve the mystery of the disappearances. Unsavory characters are involved with the slave trade at every level. A great deal of information about the slaves, their masters and the tunnels in which they dwell can be found in a separate chapter entitled Slave Warrens of Underbluff, but pertinent items have been summarized here for easy reference during the investigation.

Timed Encounter: In Short Supply (EL 8 if constables are confronted)

This encounter focuses on Dravec's need for dwarven slaves; use it whenever the heroes begin to investigate the dwarven disappearances in Low Town. Dwarves are more suited to work in the cramped tunnels and he needed the most efficient, durable workforce he can find in order the tunnel to the gatehouse before the mercenary army arrives to lay siege to Broadwater. All of the slaves taken within Broadwater are dwarves, and most come from the two corrupt constables, Maehil and Menwaed (see Broadwater Timed Encounter: Crooked Constables in the Villains section of this chapter), who have the perfect cover to detain and imprison whoever they choose. They procure dwarven prisoners through a number of methods, described below.

The constables are quick to seize a drunken dwarf staggering through the Pauper's Quarter after a night of revelry. The constables follow him for a time and then approach. After announcing that he is to spend the night in custody to sober up, they lead him off in irons. Anyone inquiring after the dwarf is informed that he will be released after sobering up overnight, and in the morning they report releasing the dwarf at dawn. After hours in the lock up, the constables bind and gag the dwarf for delivery to Dravec via the Moon Well, described below.

Another source of Dravec's slaves is Ragnar (see Location OO in Chapter 1), an elderly and bitterly racist innkeeper. He is only too happy to accuse a dwarven boarder of damaging his room or failing to pay a bill, which is enough reason for Maehil and Menwaed to come collect him for a 'night in the debtor's prison.' Ragnar is eager (perhaps too eager) to sell off the boarder's possessions at the pawn window at Sharp's (Location NN in Chapter 1), which may attract the attention of suspicious comrades. As soon as night falls, the dwarf is prepared for delivery to Dravec via the Moon Well, below.

From time to time a dwarf engages in behavior that could legitimately get him imprisoned for a night or more. In the case of fighting, burglary or other petty crimes, Maehil and Menwaed distinguish themselves with an unusually fast response to the scene. They take advantage of the momentary legitimacy of their actions to loudly cite the laws of Broadwater and stress that violations will be prosecuted to the fullest extent of their authority. Then the dwarf is hauled off, destined for delivery to Dravec via the Moon Well, below.

The Moon Well (Location II in Chapter 1) is the simplest way for supplies, messages and slaves to be delivered to Dravec and his slaver gang. The well sits in the courtyard adjacent to the

Low Town Constabulary (Location HH in Chapter 1). In the middle of the night, Maehil leaves the constabulary and drops a bottled note into the well to be retrieved by the slavers at the sound of the splash. This tells them what to expect and how many men to have on hand. If the coast is clear, he returns to the building. Several minutes later the two constables carry a dwarf-sized bundle to the well. They then look around one more time, and drop the bundle into the well. The dwarf falls 25 feet into 10 feet of cold, clean water, immediately shaking off most of the effects of alcohol or abuse, but too thoroughly bound and gagged to do anything but support himself against the walls. As long as the message in a bottle was delivered and read, a secret door opens in the inside wall of the well to allow Dravec's men to bring in their newest captive (see Location A, Area 2 in Chapter 3).

Refer to Slave Warrens of Underbluff for complete details on Dravec's organization, his minions and the slave population.

Constable Maehil, male human Rog3/Ftr3: CR 6; hp 45; see Appendix 1: NPCs for complete stats.

Constable Menwaed, male human Rog3/Ftr3: CR 6; hp 51; see Appendix 1: NPCs for complete stats.

Ragnar (NE male human War4; Spd 20 ft; Profession [innkeeper] +4, cudgel) is a bitter and hateful old man with a bad limp; see Location OO: Ragnar's Boarding House in Chapter 1.

Tactics: Maehil and Menwaed use their position as constables to avoid conflict. If they are confronted, they do not hesitate to blow their signal horns and summon more constables, who all fight tenaciously based on their perceived brotherhood with the traitors. In battle, all of the constables, corrupt or otherwise, use all of the tools at their disposal, including thunderstones and tanglefoot bags, then seize the offenders for detainment and questioning. If heroes are taken into custody, immediate steps are taken to deliver them to Dravec via the Moon Well.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Constables	Medium	20 ft.	40 ft.	80 ft.
Ragnar	Light	20 ft.	40 ft.	80 ft.

Ragnar is as craven as they come, and short of heckling the heroes from a distance, he avoids confrontation at all costs. If engaged, he attempts to draw attention to his plight, since he is well known (if not well liked) in the Low Town. He is quick to summon the aid of the constables, especially Maehil and Menwaed.

Keyed Encounter: Imported Labor (EL 10)

These encounters focus on the steady trickle of slave labor coming from outside the town walls to power House Drenwal's sabotage designs. Use it if the heroes manage to discover (or stumble onto) a transfer of slaves between Odair's pirates and Dravec's slavers. Many of these slaves are the survivors Odair's acts of waterborne piracy, although others are the spoils of one of Rolant's caravan raids, and some are couriers, woodsmen and homesteaders that have been identified as obstacles in the way of Drenwal's master plan. They are brought into Broadwater by several methods, all of which are designed to escape the watch-

ful eye of the gate guards and customs agents who monitor every entrance to the city.

The most popular means of bringing slaves into Broadwater is by wagon. After a successful raid, Rolant's brigands take the healthiest slaves and hogtie them securely, taking special care to gag them to prevent outcry at the gates or around bystanders. They then rebuild a wagon bed with a false floor only deep enough to hide anywhere from two to six slaves. They load the wagon bed with flour sacks, iron ore, raw marble or anything they can find that is cumbersome and heavy. This usually prevents the gate inspectors from digging too deeply and discovering the incongruity of the wagon capacity. The caravanners pay the gate fee, submit their manifest for inspection, pay the taxes at the Customs House and make their way to the emporiums of Drenwal or Wreldan to unload the secret cargo. The slaves are passed to Dravec's men at the Brickyard (Location PP in Chapter 1) as described below.

Even when the wagon or cargo does not permit the false bottom to be used, the brigands may still transport their slaves in casks. A single slave is knocked unconscious and sealed into a cask. Some of these casks may be seen on an order for House Drenwal at the Cooper's Lot (Location X in Chapter 1); others are slated to be seized on the Trade Road (see Trade Road Timed Encounter: A Task Of Casks in the Caravans section of Chapter 5). The casks are then loaded in such a way that a thorough inspection is inconvenient (and heavy), and the wagons enter the city as described above. The casks are then used for the transfer and storage of grain on board Odair's riverboats (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter).

While the Moon Well is the favored delivery route for single dwarves, numerous slaves are a more complex cargo. The Brickyard is the site for such deliveries, and the drop must be scheduled in advance. The contact is made with a note in a bottle dropped into the Moon Well, and Dravec makes the arrangements for the pickup that night. Wrack, Dravec's duergar cleric ally, uses soften earth and stone to open a hole in the stone lining of the pit. The slavers can then tunnel up to the Brickyard and receive any number of slaves from the river pirates or from Maehil and Menwaed. The slaves are dragged in, the portal closed and the rivermen disguise the disturbance to the pit with a few buckets of water (Search DC 22 to notice). They also get to enjoy a night in town, since the nightly closure of the gate does not allow them to return to the Flotilla until morning.

The heroes might catch Odair's river pirates or Rolant's brigands preparing slaves for delivery or entering one of their safehouses, or perhaps even making the drop. Since slavery is outlawed in Eamonvale, and stiff penalties applied, the perpetrators are likely to run for their lives or fight to the death. Harm is quite familiar with such endeavors, and often favors a delivery with some rooftop supervision.

River Pirate Mariner, male half-orc Ftr4 (8): CR 4; hp 31; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
River Pirates	Light	30 ft.	60 ft.	120 ft.

Tactics: If the half-orc mariners are confronted before they contact the slavers, they fight only for survival, preferring to abandon the slaves and escape. Only once the Brickyard Mudpit entrance to Underbluff (Location A, Area 3 in Chapter 3) has been revealed do they mount a stiff opposition. Once the portal is opened, the half-orc mariners use their Improved Bull Rush to force characters into the mudpit, where Dravec's werewolverine slavers attack them in force. As quickly as possible, the mudpit is sealed and concealed and the mariners return to the Long Dock (Location E in Chapter 1).

Timed Encounter: Dwarven Disobedience

The dwarves have done their best to betray the plans of their captors. Almost as soon as they were captured, they began digging their own tunnels in secret. Despite the fact that they dig for as long as 16 hours each day, they still work in secret shifts beneath the floor of their prison pit to excavate their own escape tunnel. Refer to Location E, Area 4 in Chapter 3 for details on the results of their labor.

Signaling to those outside is a constant hope. Each shift of diggers is permitted to drink and wash in a small fresh water spring in one of the tunnels before retiring to their pitiful beds for a few hours' rest. The dwarves have taken to sneaking a fistful of the reddest clay they encounter and dropping it into the spring. At random intervals, the Moon Well in the Pauper's Quarter produces reddish-tinged water and citizen speculation. This might prompt heroes to investigate the source of the water, although the underground spring flows through a channel far too small for humanoid passage.

One dwarven digger managed to get a message out of the slave warrens by dropping it into a sewer tunnel. Hastily scrawled in dwarven runes on a coarse bit of canvas are the words "home is full of slaves and traitors." Anyone making a DC 15 Decipher Script check or with a mastery of the dwarven language recognizes that the word for home is interchangeable with the word for underground in the dwarven tongue, and the heroes need only puzzle out the reference to the slaves and saboteurs living below Broadwater. The scrap of fabric was washed out of the sewer drain into the river, and snagged in a tangle of branches near the beach outside the Rivergate (Location A, Area 4 in Chapter 1: Broadwater). A Search check (DC 25) is required to notice it from on the gate or anywhere in the Flotilla, but it is easier (DC 15) to spot from a boat, the bridge or in the water.

With the completion of the collapsing cavern under the Plainsgate the dwarves have become increasingly desperate. As described in Location E, Area 4 of Chapter 3, the dwarven slaves have formed a secret resistance movement and are digging their own tunnels whenever they aren't digging for Dravec. Their final gambit is to collapse a section of street in hopes of drawing investigators into Dravec's hidden lair. If they remove the supports in their tunnel, a section of paved side street roughly 10 feet across sinks several feet into the ground in a cloud of dust. Unfortunately, Drenwal's manipulators want their tunnels to remain a secret until the invasion begins and the Council is quick to order that it be filled in and repaved. If heroes can investigate the sinkhole before it is filled in, they can discover (Search DC 20) evidence of the dwarven side tunnel. A Wisdom check by someone with stonemasonry (DC 15), a Profession: Miner check (DC 18) or a Knowledge: Architecture check (DC 20) reveals the craftsmanship on the fallen supports to be dis-

tinctly dwarven; an extremely astute observer (above checks; DC 25) might recognize signs that the tunnel was collapsed intentionally. Re-opening it is a complex task, requiring miners and engineers, but dwarves of the community who have lost friends in the rash of abductions and disappearances could be compelled to help. Accessing the tunnel takes 50 man-hours, costs 200 gp in tools and materials, and leads to Location E, Area 4 of Chapter 3. The Brotherhood of Mercenary Engineers (see Location G, Area 11 in Chapter 1), if the heroes have encountered them, is an ideal resource for such an endeavor.

Merchant House Encounters

Broadwater is a crossroads of commerce, and many powerful enterprises from foreign lands feel it necessary to have an emporium there to maintain and monitor their interests in the market. Merchant house emporiums are part stronghold, part warehouse, part marketplace and part negotiating table. This section details the current politics of the house, including their financial state, their connections to and views on the economic upheaval, and their relationships with the other houses. These houses represent the largest interests in Broadwater, although many smaller franchises maintain a small warehouse in Broadwater. Each structure and its occupants are detailed in the section on Emporium Row in the Mercantile Quarter.

There is certainly room in Broadwater's economy for additional merchant interests. The DM should feel free to create other merchant houses to suit the needs of the campaign or to lay the groundwork for future events. Possibilities include houses whose home emporiums lie in lands the party has yet to explore, or perhaps ones that hail from the same region as the heroes. If the heroes have served merchant interests before, Broadwater's houses might include an old nemesis or a long-time ally. Outstanding debts, previous employers, enamored courtesans, contradictory religious affiliations or plotting underlings could all serve to draw the heroes into a future plot.

Public Opinion and the Merchant Houses

The general public does not concern themselves with the subtleties of the merchant houses, but as Broadwater lives and breathes trade and finance, everyone has at least a minimal understanding of the economic powers. Asking questions of people outside the merchant class (laborers, craftsmen, warriors, entertainers) generally yields no more than the information below. An inquiry directed at a member of the merchant class (shopkeeper, caravan master, trader) may yield more information from the individual house descriptions that follow. No one person has all the information, however, and political loyalties can distort the truth about a house's reputation.

House Drenwal is a powerful and long-lived trade empire from a far-off land. Their operation in Broadwater is small but consistent, and represents only a fraction of their holdings. Their traffic has slowed with the escalation of raiding brigands, and they can easily afford to reduce their volume until the situation is resolved. They pay well and hire locally, but tend to use the same hirelings on an ongoing basis, meaning that a post with house Drenwal is desirable, but difficult to obtain.

House Oron is a small and increasingly insignificant part of Broadwater's merchant circle. They have suffered several unprofitable seasons and more than a few disasters, including brigand action on the Trade Road. They have been forced to close some

of their other operations, making Broadwater one of their last productive emporiums. Some members of the working class avoid taking work from House Oron, saying they are cursed and that the gods are driving them to ruin.

House Madoc is a strong house known for efficiency above all. They emphasize security, secrecy and speed to secure their shipments. They have survived the raids on the Trade Road with fewer losses than most. They are not popular among the laborers and mercenaries of Broadwater because they do not hire locally, but bring their entire caravan guard from their home emporium in a distant city.

House Elwood is a minor house, but has a solid operation in Broadwater forming a large portion of their collective income. They have suffered some losses during the brigand raids, and are among those franchises that stand to lose a great deal if the trade route is not re-opened soon. They hire locally, but terminate all contracts after one caravan in hopes of avoiding complacency and laziness among their guards and wranglers. They are generally regarded with indifference and considered to be typical of merchant enterprise in the region.

House Wreldan is a recent arrival from an unknown land far from Eamonvale. They are an experiment of sorts, spending a season in Eamonvale to report to their distant masters on the potential for their house to expand their frontier interests. As with many new neighbors, they are generous in both their bartering and hiring policies, sacrificing profitability to establish solid connections with local craftsman and mercenaries.

House Gastone is a small local emporium of a wealthy foreign house. Their wealth is ancient, and some say that today's merchants of House Gastone lack whatever characteristics made their ancestors so successful. Hereward, the Council Representative from the Mercantile Quarter, is a member of House Gastone. They are well liked by the hirelings of the Militant Quarter because their wealth allows them to satisfy contracts even if a venture does not prove to be profitable. Gastone has been less active of late, presumably because of the threats to the Trade Road and because of Hereward's duties to the Council.

House Headwater is a young house concerned exclusively with river traffic. They evolved from a loose alliance of shipping companies in numerous ports. When a charismatic veteran captain among them signed a majority to a trade agreement, the rest soon followed and an empire was born. This house has more Broadwater locals in positions of responsibility than any other, and is regarded as a 'home-town' favorite. They pay well for the hard and dangerous work required of a river boatman. They are most notable in refusing to pay extortion fees to river pirates, preferring to fight them on the water as a point of pride.

Timed Encounter: House Drenwal

This encounter presents guidelines for handling the party's investigation of House Drenwal. Refer to it whenever the heroes encounter agents or employees of Drenwal other than those described in the Villain Encounters section below. Such encounters could take place in Broadwater's Trade Grounds, on the Eamonvale Road, at House Drenwal's headquarters in Emporium Row or in the taverns and streets of Broadwater.

House Drenwal is an ancient merchant family from a distant land. Since the first settlements began to take root in Eamonvale, House Drenwal has coveted the economic potential

of the valley. The chiefs of the house are located far away and have no influence on the outcome of this module. They are merely bankrolling a long-time agenda for what they hope will be the successful seizure of Eamonvale. The branch of House Drenwal that maintains the Broadwater emporium is more central to the plot, as are the several agents dispatched by the distant masters to see their old ambitions brought to fruition.

House Drenwal is the ultimate motivating force behind all of the events plaguing Eamonvale, including the brigand raids, the elven skirmishes and the sabotage and slavery rampant in Broadwater. All of their nefarious schemes are directed towards weakening the town's defenses (see the Sabotage section of this chapter) and hampering Eamonvale's military forces and potential conscript population. These subversive acts are organized by a group of individuals who act independently and rarely if ever visit the headquarters or make contact with local Drenwal merchants. Thus Drenwal's post in Broadwater is largely a legitimate merchant enterprise pursuing profitable trade on the frontier. Only one individual on site has any knowledge of the true fate of Broadwater, as described below. All other members of the merchant house's operation in Broadwater, from the House Master to the scullery maids, are unaware of their patron's plans for the city.

Despite its lack of direct involvement in the plot, House Drenwal's headquarters and its staff are not entirely unaware. The emporium (Location M, Area 2 in Chapter 1) has been the arrival point for every agent sent to Broadwater from Drenwal's distant strongholds. Speaking with grooms, stable boys, chambermaids or stevedores might reveal an unusual trend: that for a few months, mysterious strangers in carriages or on horseback have accompanied overland caravans. When the caravans continue on to their destinations or return with different cargo to their point of origin, those passengers rarely go with them.

The party should not be able to engage the staff in conversation easily, and certainly not at the Drenwal emporium. Most of the staff lives on site; only hired laborers and household servants live elsewhere and leave the premises. They might be followed to their homes or places of leisure and questioned there, but a DC 15 Diplomacy check is required to put them at ease about discussing their employer. If they are interrogated, they know nothing of the slaves, the brigands, the Council or their House's other subversive activities; as far as they know, there are representatives and employees of a distant merchant empire with a long and distinguished history.

The local head of the Drenwal trading enterprise, Master Kajir, is likewise unaware of the eventual plans for the town, but he has had some indications that risky business is afoot. He has been ordered to lay in supplies as if for a long winter; Drenwal must insure that once the town's granaries are depleted by sabotage and thievery that their own people will have the means for survival during the siege. The emporium staff mentioned above are also aware of this recent increase in household provisioning, and a DC 15 Diplomacy check reveals the odd buying patterns. Kajir does not willingly betray this or any other information, but it can be extrapolated (Intelligence DC 18) from household records stored in his office.

Only one member of the Drenwal emporium staff is fully aware of the greater plans for the town and is acting in concert with Uthno and the other agents. This is the chief steward, Okas, who is responsible for hiring the guards for the caravans

and managing security for the emporium. He serves various purposes as described in *Broadwater Timed Encounter: Master of the House* in the Villains section of this chapter. Okas is always at his master's shoulder when visitors are present, which is not uncommon for a merchant magnate. However, his real goal is to listen in on every conversation, reporting to his true masters on the heroes' every move. Compete details on Okas and his activities may be found in *Broadwater Timed Encounter: Master of the House* in the Villains section of this chapter.

Entering the Drenwal emporium on fabricated business, such as entering into trade discussions or requesting passage with a caravan, does not automatically yield success. After several minutes of waiting in an antechamber, Master Kajir grants a short audience in his parlor. Evading the watchful eye of Kajir's guards is not easy, but it might buy a few moments to rifle through papers in his office. Contact might be made with a disgruntled servant, but they are utterly unwilling to speak with the heroes at the emporium. Whatever the reason for their visit, it should not last long, because Kajir has been instructed to avoid entering into new agreements or taking outside interests along on house business. Whatever their request, they are politely rebuffed, graciously thanked for their interest and sent on their way.

Note: One of the most pivotal clues to Drenwal's intended coup is their history in the valley. If *The Eamonvale Incursion* is being used as part of an ongoing campaign set in Eamonvale and using its established history, then careful research might reveal Drenwal's long-term hunger for power on the Stoneheart frontier. This requires a Knowledge (history or local, Eamonvale) check, bardic music check, lore check or similar application of knowledge at DC 25. The same information may be discovered with a Gather Information check (DC 25) if the character is asking specifically about House Drenwal's politics and does not inadvertently ask an ally or informant of House Drenwal. The aged sage at Laphroaig's Lore (Location G, Area 9 in Chapter 1) on the edge of the Trade Grounds can provide this information.

Timed Encounter: House Oron

This encounter details the motivations that should guide any investigation or interaction with House Oron. Refer to it whenever the heroes encounter agents or employees of the Oron trade family in Broadwater's Trade Grounds, on the Eamonvale Road, at House Oron headquarters in Emporium Row or in the taverns and streets of Broadwater.

House Oron is the merchant franchise that has been hardest hit by recent events in Eamonvale. Even before Drenwal began their move to undermine the infrastructure in the valley, House Oron was in dire straits. Several of their emporiums in other distant cities have faltered or closed altogether due to plague, warfare or internal corruption. The Broadwater emporium is one of their last hopes to maintain a presence on the frontier; if it should fail, they will be forced to withdraw to their home city and consolidate their interests. Yet another blow to House Oron's solvency occurs with *Timed Encounter: Survival of the Fittest* in the Caravan Encounters section above. In this encounter one of the houses caravans is betrayed from within and seized on the Trade Road by Rolant's brigands.

Visiting House Oron's emporium is a sobering affair. The warehouse is nearly empty, the best horses are lost and only the oldest wagons remain. The heroes' visit might coincide with the release of some household servants due to economic hardship. If

desired, it could coincide with the news of the loss of the upriver caravan (see *Trade Road Keyed Encounters: Too Late For Salvation* in Chapter 5). If they do manage to secure an audience with Groeg Oron, the master of House Oron's Broadwater emporium, he is distracted, fraught with grief over the death of his nephew and in fear for the health of his family's investments. The heroes might come across other evidence of House Oron's peril elsewhere in Broadwater, such as the cask order being held awaiting payment at the Cooper's Lot (Location X in Chapter 1) or from rumors in town.

House Oron has little to offer the heroes unless they are given reason to suspect foul play. If that occurs, the heroes may find a new and dedicated ally in their investigation, although Oron's financial ruin limits their ability to help. Financial support and strength of arms are unavailable, but Groeg Oron has enough sway to gain the party an audience before the Council. He could also provide them access to a caravan wagon and a tired draft team if operating a caravan would suit the party's needs.

Timed Encounter: House Madoc

This encounter details the motivations that should guide any investigation or interaction with House Madoc. Refer to it whenever the heroes encounter agents or employees of the Madoc trade family in Broadwater's Trade Grounds, on the Eamonvale Road, at their headquarters in Emporium Row or in the taverns and streets. The party might also interact with House Madoc and their local magnate during an assassination attempt described in *Broadwater Keyed Encounter: Fit for Framing* in the Villains section of this chapter.

Of all the merchant houses with interests in Broadwater, House Madoc has weathered the storm of adverse circumstances the best. While House Drenwal has created hardships for other houses through their actions on the Trade Road, House Madoc has insulated itself from economic upheaval. They ensure loyalty and dedication by using only staff and caravan crews sent to them by their home emporium in a far-off city. House Drenwal has thus been unable to infiltrate their house or compromise their caravan guards with hirelings of their own. Also, while most merchant efforts in Broadwater represent an interest in Eamonvale's markets, Madoc uses the crossroads town mainly as a layover and sends very few caravans up the valley.

House Madoc is very insular about their business; they do not entertain lavishly or socialize outside their compound. Getting an audience with Jase Madoc, the local chief, is difficult but not impossible. If the heroes manage it, they meet an efficient entrepreneur who cannot be bothered with the affair of others. He is unconcerned with the plight of his neighboring merchants, and as even he readily states, he hasn't had any trouble protecting his own interests. If the heroes cannot justify Jase's time, he bids them farewell and withdraws. Speaking with servants or workers within the Madoc organization is essentially fruitless; with many of their families employed elsewhere in the Madoc network, nobody willingly betrays information.

The most notable aid from House Madoc may come not from their mouths, but from their circumstances. The fact that they fare better than other houses in the raids and are the only house to avoid hiring local mercenaries may indicate the degree to which Drenwal's agents have infiltrated the Warrior's Yard. If the assassination attempt takes place and is averted, it represents the

first overt action against a member of another house, and probably wins the heroes a solid ally with House Madoc.

Timed Encounter: House Wreldan

This encounter details the motivations that should guide any investigation or interaction with House Wreldan. Refer to it whenever the heroes encounter agents or employees of the Wreldan trade family in Broadwater's Trade Grounds, on the Eamonvale Road, at the Wreldan headquarters in Emporium Row or in the taverns and streets of Broadwater. The party may also interact with House Wreldan during the events of Broadwater Timed Encounter: A Call to Arms in the Caravans section in this chapter.

House Wreldan is a recent arrival in Broadwater. They represent themselves as a venture on the part of several private investors seeking out the potential of developing a larger presence on the frontier. Public opinion differs on where their home operation is located, and most locals can't agree on any of the specifics of their history. In reality, there is no such trading house in any other city or land. House Wreldan is a front for House Drenwal, providing them with a neutral reputation, an expendable operation and some insulation from recourse if their sabotage is discovered. Their orders and contracts from their home emporium are actually written just up the road by Okas, an agent of House Drenwal; see Broadwater Timed Encounter: Master of the House in the Villains section of this chapter.

Getting an audience with Vigaer, the master of House Wreldan, is not difficult. Since the house does not do other than superfluous traffic, they are only busy when Drenwal's agenda necessitates a caravan, such as when Rolant's brigands need provisions. Vigaer can usually be found in the warehouse portion of the emporium, needlessly cataloguing and re-cataloguing perfectly organized goods. His effort to appear busy is part of a carefully constructed façade to promote the appearance that he is getting a great deal accomplished, but in reality he gets paid very well to do very little. He is gregarious to fault, and immediately summons wine for his visitors. He speaks openly of Wreldan's intent to develop business in the Eamonvale region, and sees the elven skirmishes and brigand raids upriver as a minor inconvenience that must be waited out just a like a bad winter. He feels sorry for faltering empires like that of House Oron, but that does not stop him from buying their goods and caravans at blowout prices—business is business, after all.

Timed Encounter: House Elwood

This encounter details the motivations that should guide any investigation or interaction with House Elwood. Refer to it whenever the heroes encounter agents or employees of the Elwood trade family in Broadwater's Trade Grounds, on the Eamonvale Road, at their headquarters in Emporium Row or in the taverns and streets of Broadwater. House Elwood is presented as a typical merchant enterprise and may be duplicated if more numerous trade groups are desired.

House Elwood is concerned with arms and textiles, although they have been known to work with anything in demand. They regularly unload their caravans in Broadwater, send specific goods upriver to be marketed in Dun Eamon, store low demand or seasonal goods in their warehouse, acquire local products at the best prices and send the reassembled caravan onward to

their next emporium. They dabble in markets in many lands, and Broadwater is one of several staging points in their network.

Getting an audience with Pulhram, the agent in charge of Elwood's local business takes only a request at the emporium gate and the patience to await the man's convenience. He is brusque and efficient, but takes time for all the appropriate formalities. If the party inquires about the brigand raids on the Trade Road, he expresses concern over the economic ramifications and wonders why the Council has not acted more decisively to put down the highwaymen. Other concerns such as the eleven skirmishes near Fagan's Hollow and the kidnappings in Low Town are of humanitarian concern, but rank well below any threat to the trade corridor of Eamonvale.

Timed Encounter: House Gastone

This encounter details the motivations that should guide any investigation or interaction with House Gastone. Refer to it whenever the heroes encounter agents or employees of the Gastone trade family in Broadwater's Trade Grounds, at the Gastone mansion in Emporium Row or in the taverns and streets of Broadwater. The chief of the local Gastone franchise is Hereward, the Council Representative from the Mercantile Quarter. He may also be encountered at the Council Chambers (Location L in Chapter 1).

House Gastone is a long-lived and successful trading family from across the plains. Their masters see Broadwater as a future goldmine, and Hereward's position as one that grants them leverage in the frontier economy. However, Hereward has proved to be disappointing to the head of the merchant house, and they chose to bide their time to see if he might still be of use to them. Meanwhile, the priestess of a powerful and debauched cult has seduced Hereward, and his agendas now favor House Drenwal. Short of recalling Hereward and sacrificing the Council seat, the administrators of House Gastone can do nothing but await the outcome and focus efforts on other markets.

Gaining an audience with Hereward is difficult, especially if approached at the Council Chambers. He is easier to meet at his luxurious manor in Emporium Row. Encounters with Hereward are described in Broadwater Timed Encounter: Hereward in the Council section of this chapter. Ciaran is almost always present in her role as favored courtesan. Encounters with Ciaran are described in the Villain Encounters section. Note that House Gastone has an extensive wine cellar hidden by a secret door (see the note in Location M: Sample Merchant House Emporium in Chapter 1), which is the meeting place of Ciaran's pain cult (see Broadwater Keyed Encounters: Den of Depravity in the Villains section of this chapter).

Due to Hereward's preoccupation with the Council, the cult and his mistress, House Gastone does very little in the way of local trading. Their emporium still serves as a layover for Gastone's caravans in the region, but they rarely stop to trade goods or refresh guard crews. This is easily explained to the masters of House Gastone and his local staff as being due to the insecurity of trade on the besieged Eamonvale Road. Thanks to Hereward, they have been led to believe that it is the shortage of competent mercenaries for hire in Broadwater that has led to the success of the brigands.

The masters of the Gastone Empire did see fit to send an agent of their own to assess what could be done to capitalize on the situation in Broadwater. This man, Ballik, after discovering

Hereward's preoccupation with leisure and lust, decided to investigate the valley on his own before returning with a report. He asked too many questions in the village of Fagan's Hollow and was seized by the magistrate, also an agent of Drenwal. Languishing in the Militia's jail (Location B, Area 3.5), he eventually despaired of freedom and starved himself to death, but not before relating his tale in part to his cellmates. They are still incarcerated and are described in Fagan's Hollow Keyed Encounter: In The Big House in Chapter 8.

Timed Encounter: House Headwater

This encounter details the motivations that should guide any investigation or interaction with House Headwater. Refer to it whenever the heroes encounter agents or employees of the Headwater trade organization in Broadwater's Trade Grounds, on the River Eamon or at the Headwater flagship in the Flotilla.

House Headwater is unique among Broadwater's merchant houses. They are exclusively waterborne and have nothing to do with overland trade. They are also a trade consortium rather than a family, with elected officials and a strict charter. They dominate trade on the River Eamon and maintain a presence in all the major ports along its length. They care little for Broadwater's politics and even less for events in Eamonvale. They would like to see the conflict in the valley resolved because while the brigand raids have driven more traffic to the river, the glut of goods has driven down prices as well.

Seeking an audience with Hallorum, the local boss of Headwater operations is fairly easy. He can usually be found aboard the Mud Puppy (Location D, Area 3 in Chapter 1), the Headwater organization's semi-permanent home in Broadwater's Flotilla. A man of keen intellect with a working class background, Hallorum tracks the house's shipments, negotiates with cart drivers and procures gate tokens for incoming and outgoing shipments, as well as acting as a liaison between riverboat captains, merchants seeking cargo space and passengers bound for downriver destinations.

House Headwater can provide several useful bits of information to the party, and they do so casually due to their state of aloof separation from Broadwater's politics and the other merchant houses. Hallorum knows Odair the River-Pirate and takes considerable pride in the fact that Headwater has never made extortion payments to the man, preferring to deal with pirates by force on the water. He has noticed a recent decline in piracy on the river and attributes it to a new business interest of Odair's, although he doesn't know or care what it is. The Wayward Zephyr and the Ethereal Omen, Odair's two fastest ships, have been moored for weeks. This information is given freely due to his open distaste for pirates.

He also knows that Maehil and Menwaed are at best immoral and at worst completely corrupt, since he has bought gate tokens from them on occasion. This information requires a DC 20 Diplomacy or Gather Information roll, since his arrangement with the crooked constables benefits his business.

Finally, he was present for the fire that resulted from Drenwal's hired alchemists attempting to mass-produce alchemist's fire on board one of the boats in the Flotilla (see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of this chapter). He does not know for sure that it is connected to Odair or any other faction, but he suspects it was more than just an accident. If asked, he openly relates everything he saw,

including the explosive beginning and the way the fire burned on the surface of the water after the boat went down.

Villain Encounters

The villains of House Drenwal are clever, alert and given great leeway in acting in the name of their patron. They can be encountered in numerous locations under a variety of circumstances. In order to allow the DM free reign in controlling the party's opposition, they are presented here in summary, along with their motivations, reactions to the heroes and likely encounter areas.

Timed Encounter: Crooked Constables (EL 8)

This Timed Encounter brings the heroes into conflict with two notorious lawmen of Broadwater's Low Town, Maehil and Menwaed. Use this encounter whenever the heroes interact with the two constables, whether in a formal, official capacity or as opponents. The encounter likely takes place over several meetings and in multiple locations. Other likely encounters with Maehil and Menwaed are described in the Slavers section of this chapter.

Maehil and Menwaed are constables in the Pauper's Quarter, and they are as crooked as the streets they patrol. They were players in the local underworld long before House Drenwal set its sights on Eamonvale. Juren in the Pauper's Quarter and Odair the River-Pirate have both lined their pockets from time to time. Even Galfridous, the Council representative for the Paupers' Quarter, has bought their testimony when it favored his agendas before the Council. Since the arrival of House Drenwal, the corrupt constables have allied themselves with the sinister merchant empire, and the Pauper's Quarter has become a hotbed of subversive activities. The constables get regular updates on House Drenwal's activities from Okas, House Drenwal's chief steward, at a back table in the Axe & Flagon (Location T in Chapter 1. See Broadwater Timed Encounters: Master of the House for details on Okas and his role in the plot. Use any of the following events to expose the party to the constables' treason.

The crooked constables are quick to recognize newcomers to the Paupers' Quarter, especially those that stand out like an adventuring party almost always does. Fine clothing, quality weapons or even an unusually large group is enough to attract unpleasant attention from the pair. They usually content themselves with hollow threats and taunts like, "those weapons best not find their way out of their scabbards this night, or there'll be hell to pay," or, "not wealthy enough for the High Town, eh? The Paupers' Quarter will wrap her arms round you, sure enough, there's just no telling if she'll let you go!" They don't press outsiders to the point of open conflict; they merely throw their weight around. If the heroes retaliate, verbally or otherwise, Maehil and Menwaed withdraw to gather enough constables and Guardsmen to put the party out at the gate.

Maehil and Menwaed contribute a great deal to the slave operations underground, by supplying Dravec and his slavers with healthy dwarves to work in the tunnels being dug to undermine the city's wall. Their position as constables in the Paupers' Quarter is the perfect cover, as they deal with numerous travelers, drunks and rowdies and have no trouble identifying prospective slaves; see Slaver Encounters: In Short Supply for more on the constables' role in the slave trade.

The constables also support the sabotage efforts of House Drenwal. They keep a supply of gate tokens (see the Broadwater Customs System side bar in Chapter 1) to pass to Odair's river pirates as they shift stolen grain out of the city to be stored in the Flotilla (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter). The heroes might notice one of these handoffs on a morning following a grain heist.

They also provide a set of eyes and ears, both within the town administration and on the streets, as to the public's awareness of the activities underway. Too many questions posed to the constables or asked around the Paupers' Quarter lead to the heroes being slated for investigation and possibly elimination by Uthno's agents. Refer to the Broadwater Timed Encounter: In Harm's Way and Broadwater Keyed Encounter: Fit for Framing in this section for more on these eventualities.

Constable Maehil, male human Rog3/Ftr3: CR 6; hp 45; see Appendix 1: NPCs for complete stats.

Constable Menwaed, male human Rog3/Ftr3: CR 6; hp 51; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Constables	Medium	20 ft.	40 ft.	80 ft.

Tactics: Maehil and Menwaed use their position as constables to avoid conflict. If they are confronted, they do not hesitate to blow their signal horns and summon more constables, who all fight tenaciously based on their perceived brotherhood with the traitors. In battle, all of the constables, corrupt or otherwise, use all of the tools at their disposal, including thunderstones and tanglefoot bags, they seize the offenders for detainment and questioning. If heroes are taken into custody, immediate steps are taken to deliver them to Dravec via the Moon Well (Location II in Chapter 1).

Keyed Encounter: A Pirate's Life (EL 16)

This encounter deals with interactions with Odair, a notorious river pirate and self-proclaimed mayor of Broadwater's Flotilla. Use this encounter whenever the heroes seek Odair out through investigation or make a nuisance of themselves in the Flotilla.

Odair is a lifetime boatman, skilled in all aspects of navigation, sailing, rigging and command. He is also a criminal of the most repugnant sort. A decade ago he began building a base of operations for his pirate gang in the Flotilla, Broadwater's floating shantytown. As it lies outside the city walls, the Flotilla was already a hotbed of lawlessness, and its received Odair with open arms. Since then he has developed a small criminal empire focused on smuggling, slaving, prostitution, narcotics, commercial sabotage and freshwater piracy.

More recently he has fallen in with House Drenwal, who promised him control of river trade and a legitimacy he has never known upon the success of their campaign. They enlisted him for two tasks: emptying the city's granaries to provision the invading army, and destroying the bridge that would allow the besieged population a chance at escape. Odair's liaison with House Drenwal is Okas, the chief steward at the Drenwal empo-

rium in High Town. They meet regularly in the Tinted Torch District (Location MM in Chapter 1) regarding the tasks and needs of the pirate gang. See Broadwater Timed Encounters: Master of the House for details on Okas and his role in the plot.

Meeting with Odair on neutral terms is unlikely, unless the heroes manage to approach his organization without suspicion and offering something that facilitates his current tasks (such as hard-to-find ingredients for alchemist's fire). If they manage such an infiltration, remember the Odair uses extensive security measures described in Location E: The Long Dock in Chapter 1. Visitors to the pirate lord are under armed supervision at all times, and if it becomes clear they have nothing of value to discuss, they are swiftly dismissed and barred from the Long Dock.

Encountering Odair without his permission might be easier than meeting with the man formally. Infiltration of the Long Dock by swimmers is possible, although anyone entering the water around the Flotilla is subject to filth fever as described in Disease under "Special Abilities" in the DMG. Also, guards patrolling the Long Dock may notice swimmers. If they avoid detection, they may attempt to listen to conversations on board various vessels (Listen DC 20). Below are some conversations that might be overheard only if the listener is swimming, invisible or otherwise unnoticed (if the heroes are openly visiting the Long Dock no such conversations takes place).

On a vessel with grain being stored (Location E, Areas 1 and 2): "Anuvver few an' we'll 'ave ta stop, else we'll sink 'er wiv the weight!" (This boat rides considerably lower than other in the Flotilla; its hold is full of pilfered grain.)

On a vessel bearing slaves (Location E, Area 8): "Quit yer moaning, or I'll give ye somefin' ta moan about!" (Often followed by the smack of fist on flesh and a muted whimpering.)

On a vessel that holds sleeping quarters for the men (Location E, Areas 4, 5 and 6): "I'm back up to the market again tomorrow, trying to hunt down them stinking bricks of pitch for the fourth day in a row." (These men are grouching about their task of combing the Trade Grounds for ingredients for alchemist's fire.)

On a vessel used for smuggling illegal goods (Location E, Area 3): "Shhh! If the boss finds out we're samplin' this stuff, *cough* we're on our way to the bottom!" (These men are smoking black poppy paste destined for Broadwater's black market.)

Missions for House Drenwal are planned, prepared and undertaken with extensive subtlety, often on the busiest trade days, during festivals or coincident with the arrival of an unusually large caravan at another gate. The men move out in small groups, some bearing loads of legitimate cargo, others passing as passengers, and some acting riverboat crews on leave. They rendezvous inside the gates and proceed with their assigned task. Some of the activities of the river pirates include pilfering grain from the town granary (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter), acquiring ingredients for the slaves making alchemist's fire in Underbluff (see Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of this chapter), and smuggling slaves from Rolant's brigand gangs into town and delivering them to Dravec (see Broadwater Keyed Encounter: Imported Labor in the Slavers section of this chapter). These pirates take great care not to lead investigators back to the Long Dock and are quick to claim independent thievery if captured.

Distribution of the river pirates is described in entry for Location E: the Long Dock in Chapter 1; their stats may be found in Appendix 1: NPCs.

Tactics: If a confrontation ensues in the Flotilla, Odair puts his men on the offensive to cover his escape. The river pirates' favorite tactic is for the powerful half-orc mariners to Bull Rush opponents into the water and keep them from climbing out by attacking with gaffs and boat hooks (treat as glaives), or with their cutlasses. Most of the Long Dock is within five feet of the water, as is the perimeter of each vessel, so any character standing on the dock or at the rail of a boat is a prospect for a Bull Rush attempt.

With the help of their Improved Bull Rush feat, the pirates target armored opponents first, hoping to drown them. As they try to climb out of the water, pirates wait for them to provoke attacks of opportunity (treat climbing onto the dock as 'stand up from prone') and use their reach weapons. If the heroes close to melee, the pirates fight with hand weapons until their numbers fall below half, when the survivors dive into the river and rely on their swimming skills to see them to safety.

The half-elven topmen scramble into the rigging, where they target unwanted visitors with their crossbows. If heroes attempt to climb after them, they make the most of their high-ground advantage, and are prepared to dive from the mast into the river to escape capture. They also make an effort to load and bring to bear the massive ballistae mounted on a few of the pirates' vessels.

The halfling captains also prefer ranger combat with their magical crossbows. They direct the operation of the ballistae from the afterdecks of their ships, and may assemble a group of mariners and topmen in an organized rush if the heroes establish a toehold in the Flotilla.

Refer to Appendix 1: NPCs for optional special rules to give the pirate additional advantages on their home turf.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
River Pirates	Light	30 ft.	60 ft.	120 ft.
Pirate Captains	Light	30 ft.	60 ft.	120 ft.
Odair	Light	30 ft.	60 ft.	120 ft.

Odair attempts to evade confrontation, but if it becomes imminent and unavoidable, he attempts to blend in with the pirate gang, leaving command to his halfling captains. He tries to position himself in a group combat to make the most of his magic sword with a sneak attack. Once his fighting potency is revealed, he takes a defensive stance, allowing his men to support him.

If he is cornered, he fights to the death, cajoling his men to scuttle their ships and go down fighting. If offered an exit, he moves away by leaping from boat to boat, hoping to confuse the heroes that pursue him. On some boats, his men may lie in wait to ambush pursuers. If he puts enough distance between himself and his pursuers, he attempts to hide below decks on an unoccupied vessel. If the pursuit is prolonged, he may dive into the river and attempt to swim to safety under the Flotilla.

Timed Encounter: In Harm's Way (EL 12)

This encounter brings the heroes into contact with one of House Drenwal's freelance operatives in Broadwater. Use this encounter when the heroes run afoul of Harm, the stealthy rooftop rogue. Harm makes it his business to keep tabs on Drenwal's nefarious activities in Broadwater, and may become involved in any encounters described in the Sabotage and Slavers sections of this chapter, and others at the DM's discretion.

Like the other troubleshooters (Rachman and Timac Donne, see Trade Road Keyed Encounters Shelter From the Storm and Damsels In Distress, in Chapter 5), Harm reports periodically to Uthno but is largely independent. He was recruited from a distant city known for its crowded streets, narrow alleys and sloping rooftops, where he had made a name (and numerous enemies) for himself as a spy, messenger and lookout for various criminal enterprises. House Drenwal brought him in because Broadwater's rooftops and street layout complement Harm's skills as a climber and long-distance jumper very well. Now he patrols the skyline of Broadwater, watching over saboteurs and slavers like a dark guardian angel.

The party might find that Harm is overseeing one of Drenwal's operations (unbeknownst to the operatives) when the heroes intervene. His actions on behalf of the Drenwal underlings may range from a tip-off that the party is upon them to actual physical confrontation. Regardless of his manner of engagement, his goal is the same: to minimize damage to the operation by drawing the party's attention away from the other agents.

Harm may also seek out the heroes on a direct order from Uthno. If the heroes have progressed quickly and effectively in their investigation, Harm may be dispatched to spy on the heroes. He does this from a rooftop above their window, a ledge beneath their balcony or even from a midair seat on his magical quarterstaff. He gathers as much information as possible and delivers it to Uthno, which means before long it is known to Dravec, Odair, Ciaran and all other Drenwal agents in Broadwater. Harm keeps tabs on Drenwal's activities by meeting frequently with Okas, House Drenwal's chief steward (see Broadwater Timed Encounters: Master of the House in this section) near the Halfling's Leaf (Location G, Area 8, Chapter 1).

One final undertaking of Harm's is a housebreaking mission. If Ciaran is tasked by Uthno to hamstring the heroes' investigation but finds it difficult to get close to them, she may direct Harm to acquire a spell component for her: hairs from the heads of one or more heroes. If she does resort to this, the heroes may either encounter Harm fleeing over the rooftops from their place of lodging, or they may return home to find that their shutters forced, their rooms ransacked (particularly their bedclothes), but nothing stolen. Using the hairs, Ciaran hopes to create painful effigies of the heroes as described in Appendix 2: New Items and Spells.

Whether spying, running interference for Drenwal's schemes, or supplying Ciaran's casting needs, the party eventually confronts Harm. If he has his choice in the matter, the confrontation takes place on his turf: the rooftops of Broadwater. There he can easily evade the heroes altogether, or divide and conquer using his incredible jumping skill. His stealth abilities allow him to advance and withdraw almost effortlessly, and he uses them to evade pursuit and then flank the party for a repeat attack.

Harm, male human Mnk8/Shd4: CR 12; hp 90; see Appendix 1: NPCs for complete stats.

Tactics: When Harm engages the party, he attempts to single out a lone character and assault them from the shadows. His primary goal is to incite the party's ire, so he focuses more on insult than injury. For example, he may combine his Spring Attack feat with an Improved Trip attack to leave a party member flat on his back and gasping with no assailant in sight, or he might make a full attack using his flurry of blows and Stunning Fist feat to make sure the hero never knows what hit them. Then he allows himself to be seen leaving the scene in an effort to draw the heroes away from their task.

Once he has the heroes attention, he slows his pace sufficiently to allow them to follow, at least until the other subversives are cleanly away. If an able combatant is among the party, particularly another monk, he may attempt to engage that character in single combat for a few rounds before making his escape. Otherwise, he makes good his escape with the aid of his magic traveling stick.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

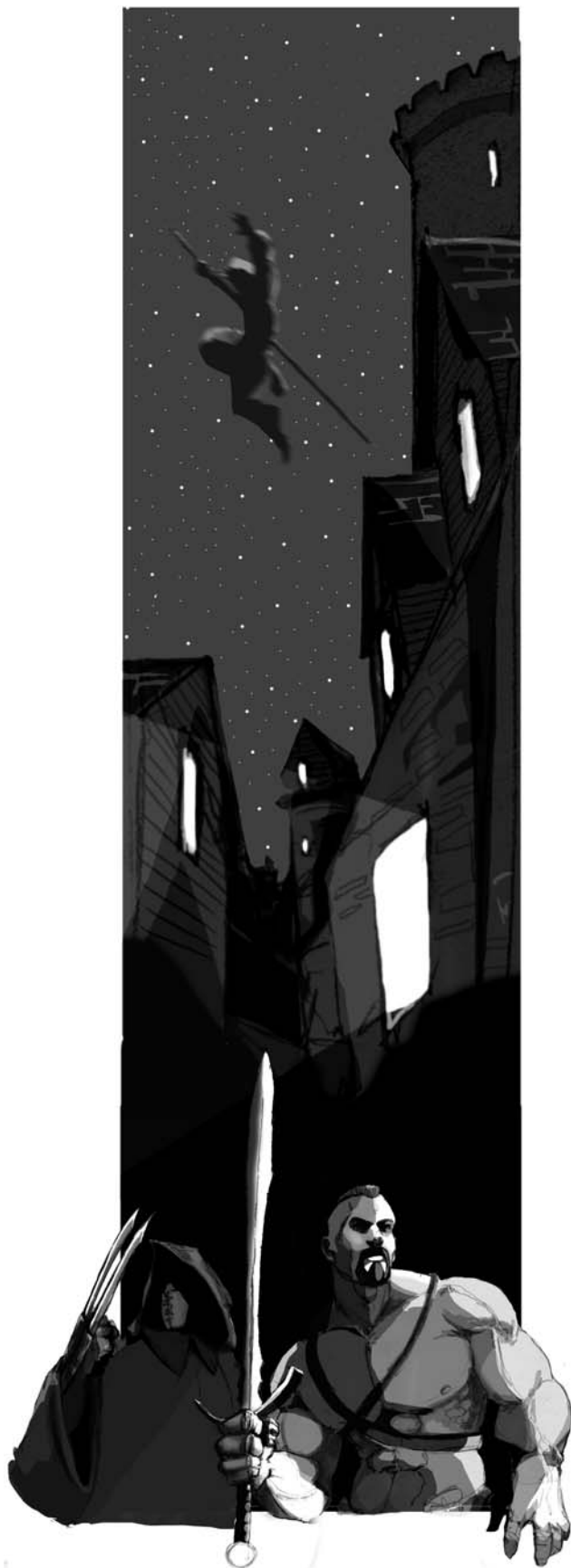
Element	Category	Speed	Double	Run
Harm	Light	50 ft.	100 ft.	250 ft.

The traveling stick (described in Appendix 2: Magic Items) may be used to pole vault (increasing jump distance by 50%) and to create additional force by spinning around it (doubling jump distance). In this case he finds a wide gap between buildings and leaps, using the immovable rod effect of the stick to freeze it in midair. He then uses it as a pivot to swing his body over and around several times, building momentum to double his leap distance. Also, he may use the stick as a ladder by reaching up as high as he can, freezing the staff, climbing to its top and leaping off to a nearby roofline. After any of these maneuvers, the stick may be retrieved as if it were a returning weapon. Another favorite maneuver is to drop the stick in the darkness, allow it to fall to ankle level, freeze it to trip a pursuer and retrieve it by command. He may also use it as a bridge or island to span a gap and then deactivate the immovable rod and return it to his hand while an opponent is trying to cross.

If he can successfully separate one hero from his comrades, Harm may take the opportunity to engage a single character. This is primarily the case if the party's actions have proven to be too successful in derailing the plans of House Drenwal. Harm is very much in favor of a fair fight, so he gives a single opponent much more leeway to recover from slips and near falls than he would were he fighting a group.

Keyed Encounter: Master of the House

This encounter deals with Okas, the single willing subversive in House Drenwal's Broadwater emporium. Use it when the heroes infiltrate or monitor activities within House Drenwal, or when the party's investigation of other agents lead them to the House's headquarters. Refer to Broadwater Timed Encounter: House Drenwal in the Merchant Houses section of this chapter for guidelines on encounters with other House Drenwal staff.



Uthno and his many minions are all in the employ of House Drenwal, but none of them openly affiliate themselves with the trade empire. There is only one person in Drenwal's Broadwater operation who is fully aware of the business at hand, and that is Okas, chief steward for House Drenwal's emporium and trusted thane of the patriarch of the Drenwal dynasty. In his roles as head security officer and communications liaison for Drenwal's emporium in Broadwater, Okas has close contact with Uthno's agents in the city.

The first role that Okas played in Uthno's plan was to receive the other agents as they arrived in the town, either on House Drenwal caravans or individually, and to assist them as they adopted whatever role they were to play. When Uthno first arrived disguised as a caravan master's assistant, Okas aided him in slipping out of House Drenwal's emporium and escorted him to the Council Chambers in order to initiate his magical manipulation of the Council. He met Ciaran's carriage, quashed rumors and speculations among the emporium staff and whisked the priestess away to her new home at Hereward's side at the House Gastone emporium. When Harm, Rachman and Timac Dohn arrived, he arranged lodging, mounts and other services for them and aided them in identifying the areas where their skills would best serve House Drenwal's agendas. Now that all of the agents are in place, Okas helps coordinate activities between the slavers, the pirates, the Troubleshooters, the magistrate of Fagan's Hollow and Rolant's brigands. He leaks information about the contents of the caravans to Rolant's brigands via Uthno and Timac Donne, and he ensures that the caravans are properly staffed for their eventual success or failure, depending on the cargo.

By the time the heroes realize that House Drenwal is behind some or all of the subversive activities in Broadwater, all of the agents will have arrived. As such, Okas' activities are largely limited to passing messages and distributing operational funds. His favored ground for such rendezvous is the market. At the peak of the business day, the din of the crowd obscures conversation nicely, allowing him to meet with any number of agents. These agents each have their own specific location to look for Okas, as listed in their respective descriptions in this chapter. Regardless of who he meets with, Okas is always heavily cloaked, armed and on his guard. Meetings are short and direct; Okas receives whatever message is necessary or delivers one of his own, and the two quickly part and disappear into the crowd.

These meetings are an opportunity to drop a cryptic clue into the laps of the heroes. Depending on the meeting, the clue might confirm an aspect of their heroes' investigation or reveal a new development, as the DM wishes. The meetings occur as follows:

With one or more members of Ciaran's pain cult, near Holyoof's Distillations (Location G, Area 2 in Chapter 1). The cultists, often agitated and showing marks of recent violence on their bodies, bring status reports of Hereward's manipulation at the hands of Ciaran, their priestess. The messages usually carry some measure of disdain shown by Ciaran towards her thrall ("the dog is properly in his kennel, and looks to remain there"). Okas might send word back to Ciaran that Hereward is still allowing the Council to act against House Drenwal ("the shepherd must be distracted before the wolves can strike").

With Harm, the rooftop skulker, near The Halfling's Leaf (Location G, Area 8 in Chapter 1). Harm appears cloaked, often stepping abruptly from a shadow that seems too small to conceal

his rangy form. His messages are likely to contain an update on either the pirates' sabotage operation ("the mice made off with more cheese last night"), the slavers' activities ("the fire is kindled on the hearth") or perhaps startlingly, his observations of the heroes themselves ("yesterday's picnic was interrupted by an unexpected thunderstorm"). Okas may also use this meeting to task Harm to shadow and harass the party ("we must rid the barrel of bad apples before they ruin the harvest").

With the corrupt constables Maehil and Menwaed, at the Axe & Flagon (Location T in Chapter 1). The constables rarely have news of their own, but Okas may tell them to expect activity from one or more factions under their watch ("the mice must forage tonight, even if the cats are about") in hopes of removing the threat of constables interfering with the saboteurs. Another regular message includes a request for more dwarven slaves ("we need more rabbits to expand the warren").

With Odair the River-Pirate, in the Tinted Torch District, (Location MM in Chapter 1). Okas makes few requests of Odair, but the pirate might bring news of the success of their sabotage plans ("the gifts are ready to be delivered" or "the ice will soon break on the river").

With Dravec, by way of exchanged messages, at the Moon Well (Location II in Chapter 1). Okas might draw up a bucket of well-water bearing a message in a bottle, or he might drop a bottle of his own into the well just like the constables do. Most of the messages pertain to the dwarven slaves ("the rabbits are too sickly to burrow") or the alchemists' lack of ingredients ("we need more dumplings for the soup").

With Uthno, at the Council Chambers (Location L in Chapter 1). Okas approaches the Council as if he were a normal citizen requesting an audience. If Drust or Thorald are present, he leaves and returns later. As long as the only Councilmen present are Alfgar, Galfridous and/or Hereward, he enters and delivers a brief report on any of a number of subjects. This is the meeting least likely to be witnessed by the heroes, as Council hearings are often private. If they party does manage to eavesdrop, any of the above topics may be used, or the DM may devise any other item of concern to the criminal mastermind. Ultimately, the most compelling reason for Uthno to issue orders to Okas is when the hour of the siege is imminent and he is ordered to pack up House Drenwal's critical infrastructure and leave the city.

As Uthno's agents finalize their preparations and the Battle for Broadwater approaches, Okas is charged with the final task of preparing House Drenwal's critical records and goods for mobilization. If the heroes visit the House late in the timeline on the eve of the siege, they find Drenwal's operation in an unusual state of readiness: goods packed, wagons loaded, and offices tidied and secured. All of this is accomplished with subtle suggestions made to Kajir by Okas.

Okas, Chief Steward of House Drenwal, male human Ftr8: CR 8; hp 62; see Appendix 1: NPCs for complete stats.

Tactics: Okas brings his utter devotion to House Drenwal with him to any battle. He cares little for Master Kajir or the other Drenwal affiliates, and only for the ultimate success of the House's coup in Eamonvale. He readily sacrifices his life to further this goal. Faced with combat, he may try to escape if he feels that there is more he can do for the cause elsewhere. If he has the opportunity to strike a blow against the enemies of House Drenwal, however, he most likely takes it. This may mean focusing on a single opponent in combat to the exclusion of all oth-

ers in hopes of reducing the opposition at the cost of his own life. Additionally, if he feels a member of the Drenwal operation in Broadwater, including Master Kajir, is acting against the will of the lords of Drenwal, he unhesitatingly strikes out against them.

Keyed Encounter: Den of Depravity (EL 12, more with other agents)

This encounter brings the heroes into contact with Hereward's favored courtesan Ciaran, who is also an agent of House Drenwal and the mistress of a small but vital cult. It may occur wherever Hereward and Ciaran are confronted by the party, most likely in either Hereward's reception chambers or in the wine-cellar-turned-pleasure-den beneath his emporium in High Town. It takes place whenever the heroes confront Hereward and Ciaran about the corruption of the Council and may occur subsequent to the encounter with Hereward (Broadwater Timed Encounter: Hereward in the Council section of this chapter).

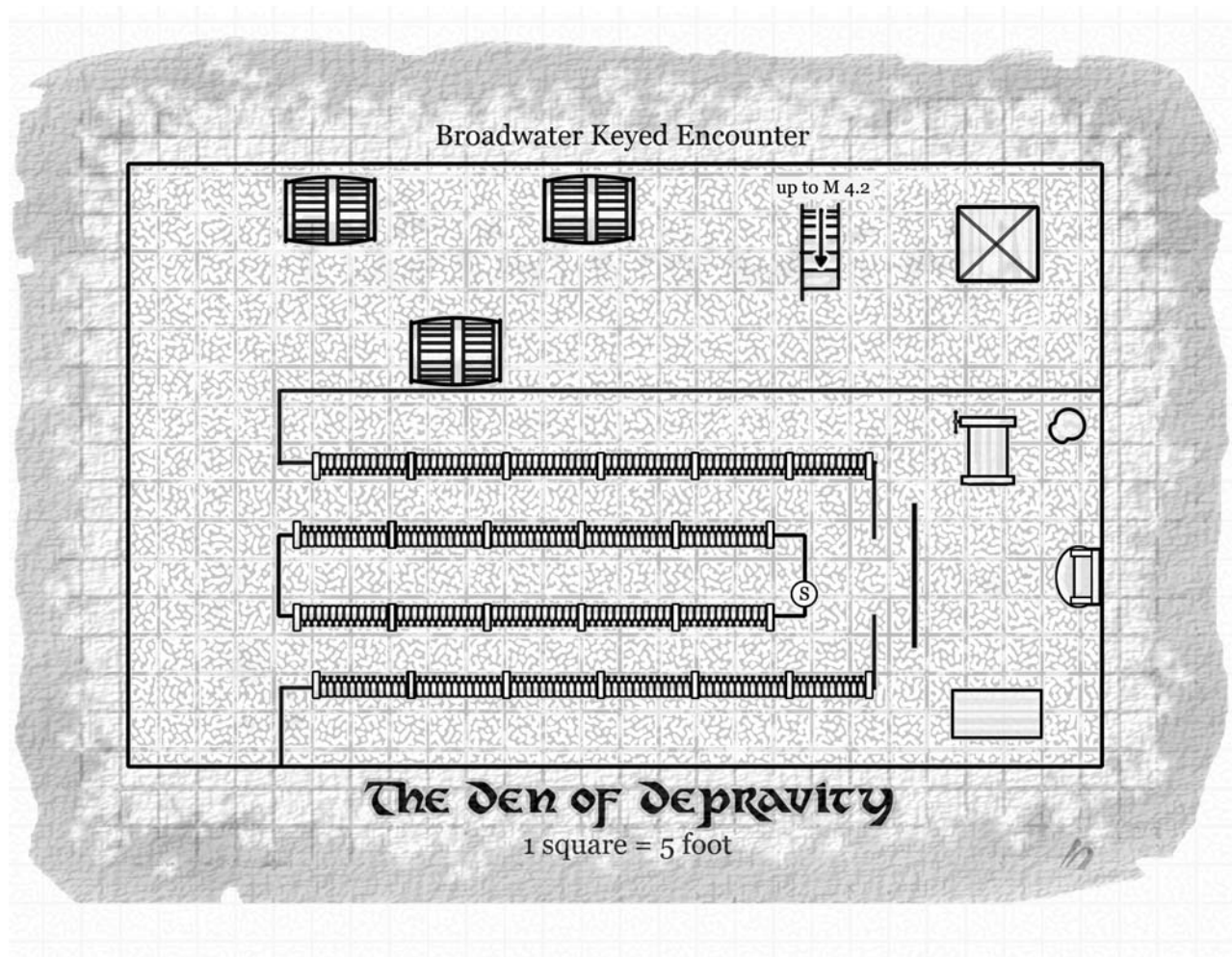
Ciaran is the villain of this encounter, and Hereward merely her pawn. Like Uthno, she tries to throw suspicion onto the Council member she manipulated if it will save her from discovery. Ciaran maintains contact with Uthno by sending her cultists to meet Okas, House Drenwal's chief steward, near Holyoof's Distillations (Location G, Area 2 in Chapter 1) in the Trade Grounds. See Broadwater Timed Encounters: Master of the House in this section for details on Okas and his role in the plot.

If the heroes solicit a formal audience from Hereward, manage to infiltrate a social gathering or otherwise encounter Ciaran while her courtesan cover role is intact, her response is subtle. Since the heroes may suspect Hereward and his merchant house to begin with, her motives may go unnoticed, and Ciaran has coached Hereward to be defensive without offering proof of his innocence. She avoids interacting with the heroes directly, but responds with the vague demure of a courtesan if questioned. She plays the role impeccably, with only a few deviations that are likely to betray her allegiance.

First, it may be noticed that she pays slightly more attention to Hereward's business dealings than someone of her station ought to. She is also slightly outspoken on some issues, such as the Trade Road brigands, allegations against Council members and suggestions that a merchant house may be involved in the troubles in Broadwater; to these, she responds with flat dismissal and an effort to redirect Hereward's attention. These inconsistencies with her role may be noticed through roleplaying interactions or, if the DM prefers, a DC 25 Sense Motive check.

Another out-of-character action on Ciaran's part is her effort to acquire a hair from one or more characters. This is to facilitate her crafting of painful effigies, as described in Appendix 2: Magic Items and Spells. She may attempt this in the process of greeting a character, a dance, a massage, the feeding of grapes, or any other close physical contact (at Hereward's suggestion, no doubt).

Once she acquires the hairs she needs for the spell, the hero begins to feel the effects within 12 hours. She may also receive



these organic components with the help of Harm if the heroes elect not to visit House Gastone. Note that this sort of offensive action should only be motivated by an aggressive and successful investigative party.

It is possible to disrupt Ciaran's charade and expose her true colors. She may give in to a character that challenges her dominance over Hereward or attempts to overpower her in conversation. If the party can bait her into dropping her submissive behavior in their presence, her pride and confidence may be the key to exposing her manipulation. Hereward might also factor into this, as she has bullied him into such a state that he cannot adequately rise to her defense.

If a character begins to confront her directly, she turns first to Hereward and entreats his intervention, but when he cannot bring himself to stand up for her, her disgust at his weakness brings out her dominant persona. A confrontation in the audience chamber is a possibility, but Ciaran makes a great effort to stave off violence until she has the advantages of the pleasure den, its traps and her devoted cultists in the cellar below House Gastone's emporium.

Should Ciaran and Hereward be unable to dissuade the heroes, violence may be the inevitable result. If this becomes the case, Ciaran flings Hereward towards the party and orders any of her cult retainers in the area to attack. In the ensuing melee, she attempts to use her spells to escape into the streets. She uses *greater command* to cover her escape and turns quickly to *inflict* spells and her pain touch ability if cornered. Her tactics are

much as described below, but without the benefit of traps or the cultists' armor spikes.

If Cait and Ella survived the events of Trade Road Encounter: Damsels in Distress in Chapter 5, they have rejoined their mistress and emerge from antechambers to join in the combat. If necessary, they are ready to sacrifice themselves to aid Ciaran's escape.

If she has her way, any violent conflict takes place on her chosen ground, in the cellar, with the tactics described below. If she manages a successful escape, she, like Uthno, attempts to remain in the city until the siege begins. She uses her connections with Odair and Dravec to find sanctuary and uses her skills of manipulation to keep herself safe as she makes her way to her allies.

Hereward's extensive wine cellars are not mapped along with the maps of the basic merchant house emporium in Chapter 1, as they are unique to House Gastone's facility. Instead, they are presented here in the Mystery Elements chapter to facilitate their implementation as the setting for a showdown with the cult of pain. This is one of the most versatile sections of The Eamonvale Incursion. At the DM's discretion, House Gastone's cellars could be developed to include more rooms, multiple levels, connections to burial crypts, creature lairs and underground cavern complexes, all populated with cultists with profiles derived from the priestess Ciaran, her cohorts and her thralls.

With the aid of The Mother of All Encounter Tables, The Mother of All Treasure Tables, and The Wurst of Grimtooth's Traps, all available from Necromancer Games, the underground portion of this adventure could be expanded exponentially,



increasing the challenges and rewards for a party who has focused their investigations on the pain cult. In the interest of space and simplicity, only a brief encounter has been detailed.

The cellar is laid out simply; a stair gives access from the courtyard above (Location M, Area 4.2), and a large trapdoor and freight winch allow large objects to be loaded from one of the storage bays (Location M, Area 4.6) in the emporium compound. Observably, the cellar is arranged in a large U shape, with enormous casks of wine securely racked on one leg, and the other leg devoted to row upon row of wine racks standing in shallow alcoves.

In actuality, secret passages and hollow walls allow numerous cultists to lie in wait for intruders behind the wine stores. At the far end of the cellar, a partition wall sets off the room used by the cult for their debauched rituals; it is here that Ciaran and her inner circle would prefer to face the heroes.

Rolling Wine Cask Trap: CR 3; mechanical; proximity trigger; repair reset; Attack +15 melee (5d6, huge rolling cask of wine); multiple targets (may strike every target in column of two adjacent squares between start position and wall; Attack roll gets cumulative -2 penalty per row beyond the first); Search DC 15; Disable Device DC 20. Market Price: 1,700 gp plus cost of wine.

Toppled Wine Rack Trap: CR 3; mechanical; proximity trigger; repair reset; Attack +10 melee (3d6, loaded rack of wine bottles); multiple targets (strikes all targets in 2 adjacent 5-foot squares); Search DC 20; Disable Device DC 20. Market Price: 800 gp plus cost of wine.

Ciaran, female human Clr9: CR 9; hp 82; see Appendix 1: NPCs for complete stats.

Pain Cultist, male human Ari5 (6): CR 4; hp 30; see Appendix 1: NPCs for complete stats.

Pain Initiate, male human Ari2 (6): CR 1; hp 12; see Appendix 1: NPCs for complete stats.

Tactics: Ciaran makes every attempt to avoid being forced to reveal her true identity in public, fleeing from confrontation as described above. Thus, by the time Ciaran is engaged in combat, she is most likely on the defensive, perhaps even cornered in her own haven in Hereward's wine cellar and surrounded by her devotees. She has no compunctions about sacrificing all of her cultists in battle, and is prepared to give her own life to the cause as long as there is a great deal of pain, both hers and her opponents', to pave her way into the afterlife.

Most of the cultists are hiding in the main room of the wine cellar (average Hide result 15). They wait until the heroes are well within the room before striking. Some close immediately, lunging with rapiers, slashing with armor spikes and seeking to establish flanking bonuses. In flanking, the cultists leave the heroes an exit corridor that places them in position for one of several traps in the main cellar. The traps are triggered remotely by other cultists, and consist of toppled wine racks and rolling barrels that most likely injure the cultists as well as the heroes. The cultists wait until the party is evenly distributed along the passages in order to crush the greatest number of heroes beneath their traps. Once the traps are exhausted, the cultists attempt to withdraw into the antechamber where Ciaran waits, thus denying the heroes a break between engagements.

Once she is in the company of her cult followers, Ciaran orders them to screen her from the intruders so that she may use her spells without interference. As soon as she becomes aware of

a threat, such as when the first traps are triggered in the cellar, she begins casting *divine power*, *bear's strength*, *divine favor* and *protection from good* (on herself, unless one of her allies stands to gain much more from it, as would be the case in casting *bear's strength* on Harm).

Behind her screen of minions, she attacks enemies with *spiritual weapon* and *gaze of torment*, and manipulates them with *greater command*. If forced into melee, she uses her pain touch ability and her *agony* spell before resorting to spontaneously cast *inflict* spells.

If Cait and Ella survived the Damsels in Distress encounter in Chapter 5, or were never encountered, they use the tactics described in that encounter. Cait casts several enhancements on Ella, then switches to offensive spells such as *magic missile* and *ray of enfeeblement*, as well as *agony* and *vampiric touch* spells delivered by a *spectral hand*. Ella positions herself so that her whips threaten anyone approaching Ciaran and makes the most of her Combat Reflexes feat and 15-foot threat range. Both fight to the death to defend their mistress.

Keyed Encounter: Fit for Framing (EL 13)

This encounter describes an effort by Uthno to eliminate a rival and to frame the party for his death. It should take place after the party makes sufficient strides in their investigation to warrant intervention by House Drenwal, especially if they have questioned merchant house representatives. Use it whenever the heroes contact Jase Madoc by deliberate choice, happenstance or Drenwal's trickery. Additional information about House Madoc may be found in Broadwater Timed Encounter: House Madoc in the Merchant Houses section of this chapter.

House Madoc has proven more resilient to Drenwal's subversion than any other trade house in Broadwater. Due to their policies against hiring local staff, Uthno has been unable to infiltrate their emporium, and he knows little about their shipping practices that might aid Rolant's raiding parties. Uthno would love to see them weakened prior to the mercenary siege, just as he would love to impede the party's progress in their investigation.

Uthno has access to a deadly assassin thanks to House Drenwal's long-standing patronage of an assassins' guild known as the Circle of Twelve. With the aid of House Drenwal's deep pockets, Kalil has been allocated to Uthno's undertakings in Eamonvale. If the heroes are investigating merchant houses, Uthno may find out after they visit the emporiums of House Gastone (Hereward's house), House Wreldan (a Drenwal front) or House Drenwal (for obvious reasons). He might receive a tip from Harm or know all about their plans if they are reporting to the Council with any regularity. Uthno tasks Kalil to position himself near Jase Madoc, with Harm for additional insurance, and to wait for the heroes to seek out the head of House Madoc.

If necessary, he may send complimentary notes to Madoc and the heroes, requesting a meeting for the exchange of information critical to their respective agendas. This meeting takes place in a public place such as the Trade Grounds, Emporium Row or at one of the gates. The assassin can also position himself at House Madoc's emporium (Location M, Area 6 in Chapter 1) to await the party's visit, or at any other place and time Drenwal could reasonably predict.

The party has little time to interact with Jase Madoc before the assassin strikes. Prior to the event he casts *longstrider*, *cat's*

grace and *true strike*. He fires a pair of poisoned arrows simultaneously using his Manyshot feat and a *true strike* spell, for a total attack modifier of +33. Both arrows are treated with deathblade poison (Fortitude save DC 20, 1d6 Con/2d6 Con). The poison acts quickly, sending Jase Madoc on his way to eternity. He has but a few rounds to pass on any information the DM may wish for him to have; otherwise, refer to his guidelines in the Merchant House Encounters section, above.

It is House Drenwal's hope that after their nemesis Madoc is dead, the party is left in the difficult position of explaining themselves. If Drenwal plans the assassination on their terms, Maehil and Menwaed are on hand with additional men to make accusations and arrests. If this happens, the heroes are almost certainly on their way to Dravec's domain in Underbluff via the Brickyard Mudpit entrance (see Broadwater Keyed Encounter: Imported Labor in the Slavers section of this chapter).

Even if the constables are not on duty and in position, the cry goes up from many witnesses and Drust and a unit of guards soon confront the party for an explanation. Drust on his own seems willing to listen to reason, but he insists that the heroes be taken before the Council for judgment. As soon as that happens, Drust is swayed by Alfgar's decision to hold the party until an investigation can be conducted. Hereward and Galfridous support Alfgar's judgment, and Thorald's opinion becomes immaterial.

If Jase Madoc survives the assassination attempt, he has little to venture as to who might be behind it. He does propose that since his house has suffered the least at the hands of the brigands, someone wanted them to suffer otherwise. He can't believe that the authorities would be behind it since his caravans survive to deliver goods to upper Eamonvale more consistently than others. He believes the other houses would have little to gain from his death, but he might speculate that some might connect his success against the brigands with some sort of affiliation with them.

Kalil, male human Rgr6/Asn4: CR 10; hp 67; see Appendix 1: NPCs for complete stats.

Harm, male human Mnk8/Shd4: CR 12; hp 90; see Appendix 1: NPCs for complete stats.

Jase Madoc, human male Exp10: CR 9; hp 35; see Location M, Area 6 in Chapter 1.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Harm	Light	50 ft.	100 ft.	250 ft.
Kalil w/ longstrider	Light	40 ft.	80 ft.	160 ft.
Jase Madoc	Light	30 ft.	60 ft.	120 ft.

Tactics: Harm and Kalil do not stay long at the scene. After firing the deathblade-poisoned arrows at Madoc they flee separately across the rooftops. Kalil makes his way to street level as quickly as possible, trying to disappear into a crowd or slip into the night. If he is pursued doggedly he may make a stand using his Rapid Shot and Manyshot feats and arrows coated with his lesser poison (Medium spider venom, DC 14, 1d4 Str/1d4 Str), focusing on men and elves to maximize his advantage unless threatened by other races.

Harm stays on the rooftops, allowing the heroes to spot his departure in hopes of drawing them away from his cohort. He

flee according to the guidelines in Broadwater Timed Encounter: In Harm's Way in this section.

Keyed Encounter: The Puppeteer (EL 14)

This encounter deals with a run-in with Uthno, a powerful wizard and the chief of Drenwal's subversive operations in Broadwater. Chances are that unless the heroes stumble upon Uthno (Location L, Area 6 in Chapter 1) or play into his assassination scheme (see Broadwater Keyed Encounter: Fit for Framing in this section), their first encounter with him reveals the intricacies of the plot and represents the climax of their investigation. Use this encounter whenever the heroes seek Uthno out through investigation.

Uthno is a wizard whose life has been dedicated to the advancement of House Drenwal. He is a cousin to the heir of the merchant dynasty, and may hope for nothing more than an advisory position under a regional merchant chief. However, he hopes that his work towards the seizure of Broadwater will bring both prestige and influence in the new government, or at least a position from which he can conspire to manipulate the Drenwal scion that takes up the lordship of Eamonvale.

Uthno is very much a behind the scenes player in the events of this module. It is entirely likely that the party will know nothing of his existence until they find him manipulating Council Chairman Alfgar from his very own apartments. If they discover him, his game is up and all his resources from that point onward are dedicated to escaping capture and hiding in the city until the siege begins. Uthno receives regular updates on his agents from Okas, chief steward of House Drenwal, who visits the Council Chambers (Location L in Chapter 1) at regular intervals on the pretense of official business. See Broadwater Timed Encounters: Master of the House in this section for details on Okas and his role in the plot.

Uthno keeps one or more capable bodyguards on hand, just in case someone should happen upon him while his mind is elsewhere engaged. Depending on whether or not he expects trouble, and whether or not any of his allies and henchmen have had their covers blown or their lairs invaded, he may be in the company of Harm, Ciaran, Odair, Dravec, Rachman or Timac Donne. Any of them fight for him until death, unless it looks like Uthno himself will be taken in the battle, in which case they attempt to make good their own escape. Uthno's imp familiar, Hermy, also contributes to the defense with his suggestion ability and by delivering touch spells invisibly.

One possible outcome of a confrontation is that the heroes mistake Alfgar for the villain. Uthno would like nothing better than to watch the party kill an innocent man and then use the tragedy to bring them down. If the party suspects Alfgar of treason (or, due to the events in Fagan's Hollow, of being another doppelganger), Uthno humors them with a little charade. He forces Alfgar to sit silent and unmoving in the open while he hides himself in an antechamber while he delivers a rousing 'villain speech' via a *ventriloquism* spell. He brags about the imminent success of the invasion and the fact that Broadwater is doomed, regardless of whether or not he lives or dies.

Uthno tries to bait the heroes into attacking Alfgar, at which point he directs the old man to rise and defend himself with his dagger. Old Alfgar should not fare particularly well against the party. Once he is dead, Uthno takes advantage of their moment of victory to reveal his ruse and the party's folly. Regardless of

whether or not Alfgar is saved, if the heroes elect to pursue Uthno, he engages them using the methods described below.

Tactics: Chances are that Uthno is discovered in Alfgar's chambers, perhaps after a prolonged discussion (or even conflict) with Alfgar and his bodyguards. Once it becomes clear to Uthno (through Alfgar's senses) that the heroes suspect magical manipulation and intend to push further into the Council Chambers, Uthno begins instituting a string of spells. He casts *greater invisibility* and *ventriloquism*, which allow him to communicate openly and cast spells without revealing his location. He uses prying eyes to keep tabs on the party's progress as they approach him. Casting *mage armor* and extended *shield* prepare him for the eventuality of combat.

His primary tactic is to turn party members against each other with *mass suggestion* and *dominate person*. Those who prove resistant to his enchantment magic are the targets of his heightened *hold person* and *flesh to stone* spells. If he is unable to sway the actions of an adequate portion of the party, he attempts to decimate them with *chain lightning* and *fireball*. If he is badly injured, loses his *greater invisibility* or otherwise finds himself on the defensive, he uses *dimension door* or *greater teleport* to leave the area, retreating (most likely) to Ciaran's haven in the wine cellar of House Gastone (Location M, Area 4.7; see Broadwater Keyed Encounter: Den of Depravity in this section)

If the party manages to surprise Uthno (difficult, but possible) while he still controls Alfgar's actions for the Council Chairman's room at the Council Chambers, he is found slumped in a chair, haggard from the rigors of dominating Alfgar for so long. Despite his appearance, he is quite full of vigor, having only used the extended *dominate person* from his repertoire.

If Uthno completes his course of action using Alfgar's position, he most likely eliminates the Chairman and removes himself from the man's chambers to await the siege in greater security. This may be anywhere in the city, from House Gastone's secret wine cellar to a nondescript room at a boarding house (such as Ragnar's Boarding House, Location OO in Chapter 1).

At this point (and at the DM's discretion), he reorganizes his spells into a more offensive capacity and supports the siege from the outset. He uses *chain lightning* and *fireball*, as well as heightened versions of each, casting them from an echelon of armored troops while under the effect of *greater invisibility*. He uses the same protective spells as described above, and uses *dimension door* to retreat from the front lines if he is badly injured or low on spells. Even if he does not join in the final battle, he may be a villain who proves to haunt the party in the future.

Uthno Abecar, male human Wiz14: CR 14; hp 66; see Appendix 1: NPCs for complete stats.

Herm, male imp (outsider): CR 2; hp 33; see Appendix 1: NPCs for complete stats.

Ally Encounters

Despite the fact that almost all of Broadwater's power structure is aligned with House Drenwal, the heroes may still find a few individuals loyal to Lord Angus and Broadwater. These individuals might provide information, refuge or manpower to support the heroes as they battle for Broadwater's survival. The characters detailed below are the most likely to provide aid in some fashion, but any character in the town (such as Farlon the

Apothecary, Cubbin from the Guides' Camp or Jake Finnegan) might be convinced to join the cause.

Keyed Encounter: Honor Among Thieves (EL 8 if Juren is unfriendly)

This encounter details the motivations and agendas of Juren, Low Town's premiere crime lord. Refer to it whenever the heroes interact with Juren or his organization. In most cases, Juren is encountered only in his sanctum above The Drifter's Den. In dire circumstances he may be found almost anywhere in the city other than the Flotilla.

Juren is the self-appointed prince of Broadwater's underworld. His operation spans most of Low Town and involves gambling, smuggling, light burglary, prostitution, money lending and the marshalling of beggars and pickpockets. For all his unlawful pursuits, Juren considers himself an upstanding citizen and a moral man. He uses violence sparingly and refuses to deal in slaves. He considers extortion and protection racketeering to be bad for business, and provides protection from independent rogues in exchange for the goodwill of his neighbors. He is well thought of in the Paupers' Quarter, where he provides the amenities of the wealthy to the impoverished, and in the Artisan's Quarter, where his cash loans are sometimes repaid with custom goods and services or reliable fences for materials and merchandise.

Meeting with Juren in person is difficult. He insulates himself carefully from outsiders so that only members of his own gang know his movements. The best way to seek him out is by inquiring at the Drifter's Den (Location LL in Chapter 1). The barman there is a Sammel, a lean, hawk nosed man who runs interference for Juren. If a regular visitor or one with expected business arrives, he escorts them to a back room until Juren can join them.

If a stranger appears asking for him, Sammel has them wait patiently while Juren slips out and re-enters through the front door as a customer. He seats himself near the party, orders a drink and makes small talk while forming an opinion of the heroes and their motives. If asked, he might pass on a few minor rumors to judge the characters' reaction. If his name comes up, he reports in a whisper that Juren is "a scoundrel, but no one has come to harm at his hands who hasn't deserved it," which is a common view of the man in Low Town.

If he decides to meet with the heroes, a subtle series of gestures informs Sammel to escort them into the back. Several minutes later, he escorts them upstairs and picks up the conversation where it was left. If the party comes across as belligerent, unpredictable or threatening, he finishes his drink and departs, leaving the barman to inform the party that there will be no meeting today.

Juren is aware of the recent upheaval in Broadwater and Eamonvale. He recognizes that a change in government could lead to a disruption of his very lucrative businesses. A savvy party may be able to enlist his aid in resolving the curious combination of events that plague Broadwater. The heroes must work carefully to demonstrate the threat to the stability of Broadwater without presenting a threat to Juren's organization; as much as he would avoid social uproar he will not act in such a way that it threatens his own vitality.

If hard evidence is supplied to Juren, along with a contrite request for assistance (Diplomacy DC 15), he may concede to assist the heroes in their investigation. The degree to which he

does so is up to the DM, but his desire to avoid exposure is of paramount importance. The more the party appears to be working openly with town authorities, the more he prefers to withdraw from their investigation.

Juren's own knowledge can be of great use to the party. He knows that Maehil and Menwaed are thoroughly corrupt, as he has paid for their services or their silence on numerous occasions. He has seen little of their shenanigans of late, but he knows better than to think they've cleaned up their act. He is not surprised by suggestions that they may be in league with a larger operation.

Juren's greatest opponent in his criminal influence is Odair the River-Pirate. Since Odair makes his lair outside the Rivergate, he is not subject to the laws of Broadwater. Juren has no desire to take up the mantle of slaver and drug-runner, but he would not mind seeing Odair's organization overthrown. He has noticed that they spend less time harassing river trade, and instead focus on the movement of goods through the gates. Juren was at first concerned this was an attempt to move in on his smuggling market, but when his men seized an early morning cartload at the Rivergate, they found only inexpensive and unregulated dry goods... grain, to be precise (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of this chapter).

Juren controls the largest information network in Broadwater: the poor. Nearly every beggar within the gates sells information to Juren to supplement their meager income. A long-standing agreement ensures that if a beggar's tip proves particularly lucrative, Juren generously provisions his source with food, drink, clothing and a night of revelry. If Juren elects to aid the heroes, his beggars can supply one DC 15+ rumor per day on a subject of the party's choice; his goons can also verify one previously learned rumor each day.

Juren has some influence on the various powers within the city. He has supplied ladies of the night to Drust and Hereward (although Hereward no longer requires such services thanks to Ciaran and her cultists). He has also provided companions and entertainers to all of the merchant houses with the exception of House Madoc, whose closed-door policy eliminates the possibility of infiltration. As a result, he can pass on more information about the merchant houses than the average commoner.

Juren, Crime Lord of Low Town, male human Rog8: CR 8; hp 33; see Appendix 1: NPCs for compete stats.

Tactics: If Juren is confronted in anger, violence may ensue. In this case, he summons Sammel, his loyal henchman, to cover his escape. Between the two of them, they can lay down a withering rate of fire from their crossbows. Juren also uses the trapped stair in his headquarters to reduce the opposition.

Keyed Encounter: Horse Trader's Daughter

This encounter describes interactions between the party and Vadamerca, a seer of the Grass Sailors tribe of plainsmen. Use it when the party encounters Vadamerca at her small parlor in the Pauper's Quarter. They may do this on their own, or at the behest of Vadamerca's father, Marcomir, headsman of the Grass Sailors (see Location C: Horse Trader's Camp in Chapter 1).

Until several weeks prior to the heroes' arrival in Broadwater, Vadamerca was a Seer with the Grass Sailors tribe. A series of disturbing dreams compelled her to abandon her tribal role, sneak into Broadwater and open a business telling fortunes. This horrified the tribe, especially her father, but she calmly

renounced her membership in the tribe and disappeared, claiming that the visions were too potent to refuse.

The party may encounter Marcomir in the horse corral outside the Plainsgate. He asks his worthy bartering opponents to go to her and ask her to return for the good of her family and tribe. If she refuses, he asks that the party return some objects that belong to the tribe; a bag of casting runes, a ceremonial dagger and Vadamerca's left hand. The ancient salutations that mark someone as a member are made with the that hand, and since it is impossible to remove knowledge of the salutation from a lost tribal member's mind, the tribe has to render them incapable of making the gestures.

Vadamerca has waited patiently in the Pauper's Quarter for the premonition to reveal its meaning; she supports herself by performing minor orisons for the citizens of Low Town. Her visions have told her that she may only return to her tribe and her life on the plains once she has delivered a message to an unnamed group of people: the heroes.

In her vision, the town of Broadwater collapses and the plains burn, driving the horse tribes to an uncertain fate. The vision told her that her father would send her the key to preventing the tragedy, and that all her skills would be needed to equip them with the tools they need for success.

If the heroes seek out Vadamerca, they must mention that her father sent them. If they do not reveal who sent them, any divinations she performs reveal only death by violence, starvation or disease (victims of an extended siege have fairly dim prospects. Once she that her father sent the party to find her, her eyes light, for she knows the saviors have arrived in Broadwater.

Once the heroes have received from her the disturbing details of her vision of destruction, she offers to each of them a divinatory ritual. The divinations reflect her primitive society, and involve reading entrails, self-mutilation and a muttering, trance-like state. Each character may receive only one scrap of wisdom, and each pertains to a different aspect of House Drenwal's evil plotting against the town.

Deliver the following cryptic clues in any order; they may serve to confirm or advance one of the party's existing investigations or could reveal a previously unknown component of the mystery.

Regarding the brigands: "Rats crawl from dark and damp places; they are elusive, befuddling the cats and stealing away what we need the most." (This points to the brigands' lair in the Bleak, and also their twofold plan to divert supplies and draw military attention. See Chapter 6.)

Regarding the elves: "An orchard's greatest foe is not the wild vine, but the one who sets them side by side." (This indicates that the elves and men of Eamonvale are pitted against each other by outside forces.)

Regarding the kidnappings: "A man who would force another to dig roots for him is merely a beast at heart." (This suggests the lycanthropic nature of the slavers and the purpose of their dwarven slaves. See Chapter 3.)

Regarding the manipulation of the Council: "A lion with the horns of a gazelle leads the herd to a bad watering place." (This refers to the Council's subversion to the detriment of Broadwater's defenses. See the Council section of this chapter.)

Regarding the sabotage: "I see a house without a door, a child without bread, and a river of fire." (These visions refer to the col-

lapse of the gatehouse, the depletion of the granaries and the burning of the bridge. See the Sabotage section of this chapter.)

Regarding the imminent war: “A scourge of insects comes this way; but they are merely soldiers, and the queen is already among us.” (This reflects that the army is driven by wealth, not politics, and that Drenwal’s agents are already ensconced in town.)

Once she has delivered her visions and as many subsequent divinations as the heroes choose to pursue, she states that she may now return (hand attached, of course) to her tribe on the plains. As she leave, she notes cryptically that the Grass Sailors have never before been forced to wait for their salvation to come to them, and that they are much more in the habit of riding to find it. This might give the heroes the notion that the Grass Sailors might yet be of use during the Battle for Broadwater (see Chapter 10 for details on recruiting allies from the horse tribes of the plains.)

Vadamerca, female human Clr7: CR 7; hp 41; see Location KK: The Fortune Teller in Chapter 1 for complete stats.

Development

The entire storyline of The Eamonvale Incursion is rooted in Broadwater. The party may spend a great deal of time here, and they may leave and return more than once. With little or no effort, they may encounter both allies and adversaries as the module unfolds. Tracking the evolution of the town as the threat of war looms and witnessing the population panic, abandon hope or turn to the heroes for leadership can represent an opportunity for an engaging, emotional trend in the module.

More details regarding the changing attitudes and realities of life in Broadwater during the siege are detailed in Chapter 10.

Chapter Three: The Slave Warrens of Underbluff

The city of Broadwater sits atop a high bluff overlooking the River Eamon. In the Low Town, residents do business at the water's edge with their backs to the water-carved cliff, but only a few know of Underbluff, the maze of passages beneath the High Town. Once carved by water, the tunnels and chambers have more recently been expanded and reinforced by the efforts of humans and humanoids.

The assignments of the agents of House Drenwal included preparing the town of Broadwater to succumb to a siege. To such ends, Uthno contracted the services of Dravec, a ruthless werewolverine slave trader. Dravec and his gang have several mandates from Uthno and House Drenwal: to undermine the stability of the Plainsgate, to absorb the slaves yielded by Rolant's highway robbery, to oversee production of alchemist's fire for the sabotage effort, and to secure access from below to stores of food.

Accessing the Slave Warrens of Underbluff

There are several entrances to the slavers' domain, all of them well hidden, trapped and closely guarded. Some are used regularly, and some not at all. The slavers themselves rarely leave the lair, so most of the traffic in and out consists of supplies and slaves.

The Moon Well in the Paupers' Quarter (Location II in Chapter 1) hides a secret door used for the smuggling of messages from the surface, supplies from Odair's river pirates and single dwarven slaves. The Sewer Grate, also in the Paupers' Quarter (Location BB, Area 1 in Chapter 1), is used for removing stolen grain from the underground and routing it towards the Flotilla for storage. The Brickyard Mudpit (Location PP in Chapter 1) is a hidden entrance in the Artisan's Quarter used for moving large numbers of slaves or great quantities of material. A large sewer tunnel runs through the heart of the Underbluff complex and empties into the River Eamon, but it is underwater for much of its length. Most street drains in the High Town do lead to the main sewer tunnel running through Underbluff, but they are too small at their upper ends for easy entry.

Conditions in Underbluff

The steep banks of the River Eamon are composed of layers of clay, sand and stone. From Low Town, steep cliffs rise to a height of 60 feet, and erosion has left its mark in the form of vertical slashes down the face. In some places, vegetation such as ivy has been used to stabilize the crumbling slope; in others, masonry walls cover part or all of the cliff. Most heavily reinforced is the single road that climbs steeply between Low Town and High Town. The road is the only passable avenue for vehicle traffic, but the upper and lower towns are also linked by steep paths and twisting stair at several locations.

Beneath this steep escarpment lies a network of tunnels, some laid by town engineers, some dug by bands of subterranean humanoids and some cut by water, geologic events or creatures of the earth. The slave warrens are entirely within a layer of densely packed red clay littered with gravel and small cobbles. As close as the tunnels are to water level, the soil is always damp, muddy

and crumbling. Whenever a physical skill check (Climb, Jump, Balance, Escape Artist, and various specific applications of other skills results in failure by more than 5, a Reflex save (DC 15) must be passed to avoid suffering 1d6 points of damage and falling prone. The only other effect of the muddy tunnels is that anyone returning to the surface is covered in thick, rust-colored mud. This is sufficient evidence for any of House Drenwal's agents (Odair's men, Harm, some members of the Council, etc.) to recognize that they have been exploring Underbluff.

Digging is not difficult, but support of excavated chambers is essential to prevent collapse. A character equipped with the appropriate tools (pick and shovel) can dig through twice his

Slaver Tactics

The slavers focus on the security of their operation above all, and respond in force to any perceived intrusion. Their combat tactics are similar regardless of whether they are confronted at one of the entrances to their lair while bringing in slaves, while passing stolen grain or finished alchemist's fire to Odair's pirate-saboteurs, or if a party of heroes manages to infiltrate the lair.

Whatever combination of human and werewolverine slavers confronts the heroes, their initial act is to summon aid, either by ringing one of the alarm bells or simply by bellowing "intruders!" They then begin a fighting withdrawal, hoping to lure the heroes closer to the center of their lair where the tunnels permit an ambush through the walls, as described in Underbluff Keyed Encounter: The Walls Come Tumbling Down, below. As only the animal form of the werewolverine has a burrow speed, these ambushers (and any other who might see fit to duplicate this ambush later in the battle) adopt this form at the outset. All others prefer to fight in their hybrid form. They use their claws and bite against weak or lightly armored creatures, and wield their heavy picks against those in heavy armor, hoping for a critical hit. Slavers arriving from other areas make an effort to flank intruders.

Dravec and Wrack enthusiastically join any battle. Dravec always fights in hybrid form, using his twin picks. Wrack holds back, using *bull's strength* to bolster his allies, *cure* spells to heal damage and *hold person* and *spiritual weapon* to hamper enemies. If necessary, he casts *divine power* on himself and wades into the melee with a massively increased attack modifier (BAB 13, Str 22/+6) due to his racial hit dice.

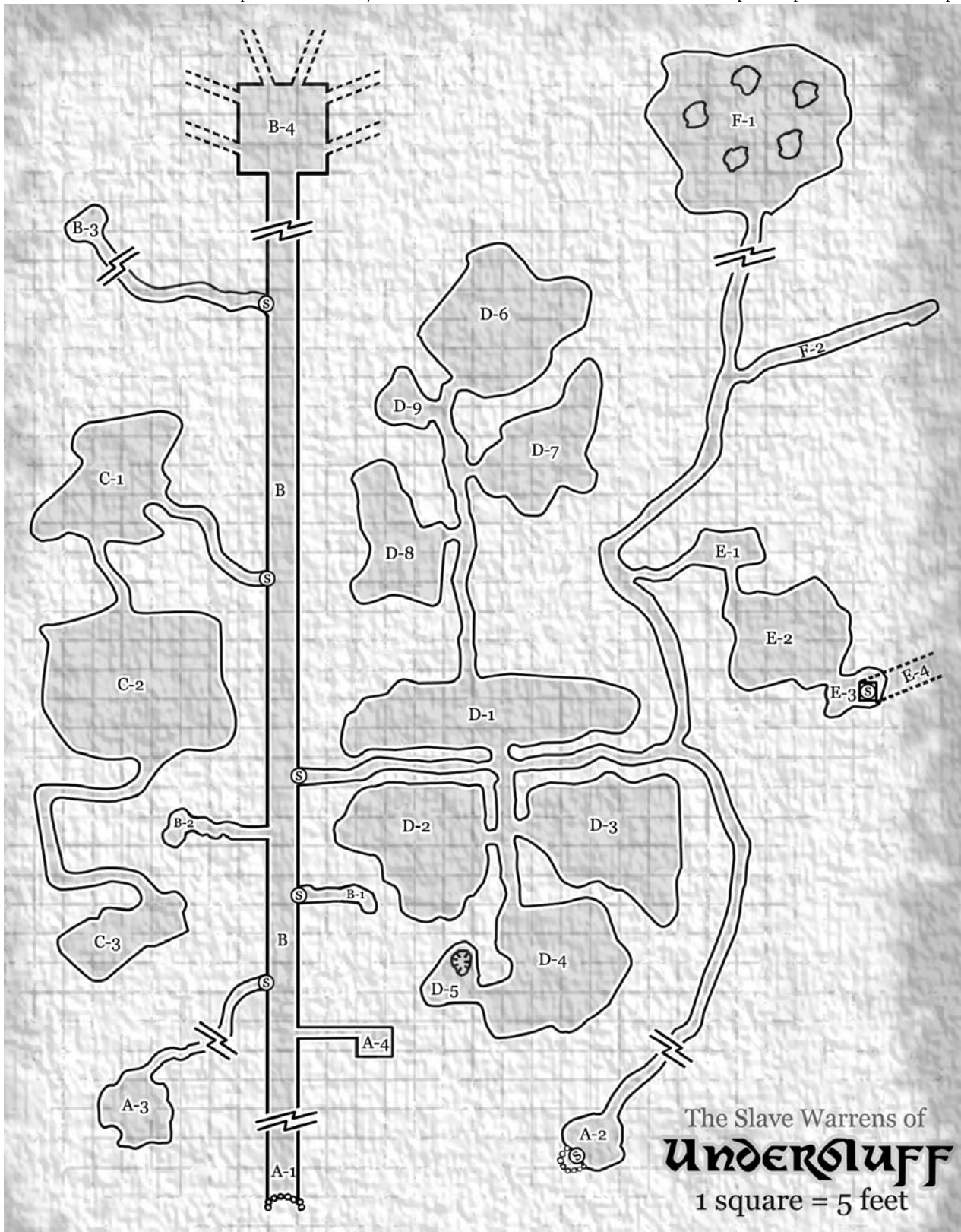
Encountered in their lair, the werewolverine slavers fight to the death, as any cornered animal would, and their human slavers stand fast alongside them. If pressed to the end, Dravec orders two slavers to withdraw and set fire to the bonfire room (Location F, Area 1), while the rest of the gang covers their escape. Only if the heroic party bears a large number of silver weapons and inflicts heavy damage on the lycanthropes do the human slavers attempt to escape.

maximum load limit in one minute. The amount of clay soil that fills a 5-foot cube weighs 2,000 pounds. Therefore a character with a Strength score of 10 (max load 100 lbs.) may dig through 200 pounds of earth per minute, creating 5 feet of 5-foot by 5-foot tunnel in 10 minutes. The tunnel should be reinforced every 10 feet with a simple timber structure to support the roof of the tunnel. This requires a Knowledge (engineering) or Profession (mining) check at DC 15, rolled in secret. A passing result secures that section of tunnel. A failure by less than 5 indicates failure without consequence. Failure by more than 5

requires a second check at DC 18 to prevent a collapse; a natural roll of 1 triggers a collapse immediately. Refer to Cave-Ins and Collapses under "Terrain" in Chapter 3 of the DMG for rules on administrating the collapse.

Dravec's Werewolverine Slavers

Dravec has systematically afflicted many of his slavers with lycanthropy; anyone who did not express a willingness to submit to lycanthropy was either killed or enslaved. Those who accepted the bite and assumed the template represent the most despi-



cable and inhumane criminals to join the organization. For them, the transition to animal form is just another manifestation of their already monstrous nature.

Not all of the slavers are lycanthropes; some are men waiting to prove themselves before receiving Dravec's bite. These humans are indistinguishable from the afflicted slavers; all are tough, hulking brutes with savage visages and deplorable hygiene. Some of the afflicted were seasoned fighters in their own right, even before their progression into shapeshifters. These individuals form the lieutenants of Dravec's gang, and lead shifts of slave labor, supervise outings to collect slaves from the surface and keep both the human slavers and the lesser lycanthropes in line. Dravec recruited Wrack, a duergar cleric who assumed the curse of lycanthropy, to provide healing, divinations and earth magic to his band.

The group is brutally efficient. The slaves fear the shapeshifters, but find it difficult to tell them apart from the unaffected human slavers. This gives Dravec's low-level underlings an authority that would be otherwise unattainable. In every group of slaves, at least one or two are full werewolverines, and they never hesitate to change their shape to keep rebellious slaves in their place. Watching one of their own torn apart by a hybrid werewolverine is sufficient intimidation to quell even the most rebellious slaves.

Activity in Underbluff

The slaves toil day and night to satisfy the demands of House Drenwal's plotters. The shifts are distributed such that the number of slaves and slavers in each area fluctuates only during rotations; otherwise, the areas are occupied by the number and combination of NPCs listed in each description. When a group of slaves and slavers is encountered randomly on the table, they should be eliminated from the appropriate area.

The dwarven diggers work in shifts, laboring for 16 hours at a time and resting for 8 hours. There are three shifts of dwarven diggers. This means at any time, 1 shift is at work in the sapper's tunnel (Location F, Area 2) or the bonfire room (Location F, Area 1). The second shift is working elsewhere in Underbluff (encountered randomly), securing a weakened support or enlarging an existing chamber. The last shift is at rest in their sleeping cave (Location E, Area 2) or working on their secret tunnel (Location E, Area 4). The dwarven digging teams are supervised by human and werewolverine slavers whenever they are at work, and there is a guard posted outside their sleeping area while they rest.

The groups of slaves who refine and blend the ingredients for the alchemist's fire undertake their labors in a different portion of Underbluff to reduce the consequences of an explosion. These slaves are a combination of humans, half-elves and halflings, plus a few dwarves who are ill, injured or otherwise incapable of digging. Elves and gnomes are absent from the group due to the risks of their better-than-average understanding of magical brews and alchemy, while half-orcs are a disciplinary nightmare and require larger tunnels to move about. The alchemical production slaves have an 8-hour rest period like the dwarves, and spend it sleeping in the slave cave (Location C, Area 1). They spend 16 hours each day in the production chamber (Location C, Area 2), grinding magnesium and sulphur, distilling naphtha, refining quicklime, mixing tar and combining the ingredients to create alchemist's fire. They are supervised in their efforts by House

Drenwal's mercenary alchemists. One of these hirelings is always in the production chamber, while the other sleeps or relaxes in Dravec's guest chamber (Location D, Area 7).

The slavers work in 12-hour guard duty shifts, and have 12 hours to eat, sleep, carouse and otherwise amuse themselves (often at the expense of the slaves). Most spend their time in their sleeping quarters (Location D, Areas 2 and 3), their common room (Location D, Area 1) and their larder (Location D, Area 4). These areas are close enough that any disturbance brings all of the off-duty slavers to investigate. Wrack leaves his chambers (Location D, Area 8) only to enforce order or to answer to an external threat. Dravec moves freely from site to site within Underbluff, checking on progress. The guards at the various entrances and communications points rotate at 12-hour intervals as well.

Since Underbluff is fully the domain of Dravec and his slavers, there is no random encounter table, and no wandering monsters. The movements of Dravec and his men are left to the DM's discretion. Dravec is kept in communication with Uthno with the help of Okas, House Drenwal's chief steward. They use bottles to pass messages back and forth via the Moon Well. See Broadwater Timed Encounters: Master of the House in this section for details on Okas and his role in the plot.

Security in Underbluff

A sentry system forms the core of Dravec's security precautions. At each potential entrance a sentry waits to alert all of Underbluff by tugging a taut string running along the tunnel wall at head level to ring a tiny bell in the common chamber. At the first indication something is amiss, including unscheduled visits or experimental explorations with magic, familiars or tossed stones, the ringing bell indicates the location of the disturbance and brings half the occupants of the slavers' den at a run (2d4 rounds) and the rest after runners are sent to the work sites to secure the slaves (4d6 rounds). Specific information about the sentries is presented in the appropriate area description.

Underbluff Locations

Underbluff is divided into the following Locations: Entrances, the Sewers, the Laboratory, the Slavers' Den, the Dwarven Caves and the Sappers' Tunnels. All of these are Keyed Encounters on the Underbluff map to use as the heroes explore Underbluff and encounter its occupants.

Location A: Entrances

Each of several entrances to the underground network is presented below, along with the security measures and sentries specific to each one.

Location A, Area 1: Main Sewer Tunnel (EL 3)

This 6-foot diameter stone tunnel runs from the a room under the heart of the High Town (Location B, Area 4) to a point several feet under the surface of the River Eamon beyond the town wall. It drains wastewater, rain runoff and general filth from the Mercantile and Militant Quarters, taking it into the midstream current and washing it away downriver. The opening of the pipe may be reached by swimming from a dinghy or from the Fisherman's Wharf outside the Bridgegate (either of which are sure to attract the attention of one of House Drenwal's many informants unless due caution is taken). This requires simultane-

ously passing a DC 20 Swim check and a DC 20 Search check. Failing the Swim check means the current prevents the character from reaching the mouth of the tunnel, while a failed Search check indicates the water is too cloudy to navigate accurately.

Once in the tunnel, several more rounds of swimming are required before the character has progressed far enough up the sewer to reach the surface of the water again. Three DC 15 Swim checks are needed to reach the drier section of the drain tunnel (if the swimmer has no way to gauge their progress, the swim seems endless). Anyone swimming into Underbluff is subject to the possibility of contracting filth fever, as described in Disease under “Special Abilities” in Chapter 8 of the DMG. In addition to the long swim and the threat of disease, one more hazard blocks the exit into breathable air: a cluster of strang-leweed. The plant waits halfway between the tube’s underwater mouth and the inside water level, and attacks the swimmer after the second Swim check. It repeatedly attacks with Improved Grab and Constrict attacks, attempting to drown and digest its prey in the tunnel. The remnants of the last victims represent the creature’s treasure.

After reaching breathable (but dank and stale) air in the drain tunnel, adventurers can continue to ascend the gentle slope towards the town center. There is no dedicated guard for the sewer drain, but the guard in Location A, Area 4 is in a position to monitor this approach to the lair.

From this entrance, the Main Sewer Tunnel continues past the entrances from the Sewer Grate (see Location A, Area 4) and the Brickyard (see Location A, Area 3). The rest of the tunnel is described in the Underbluff areas below.

Strangleweed (1): CR 3; hp 30; see Appendix 3: Creatures and Templates for complete stats.

Treasure: a tortoise shell (worth 10 gp to a craftsman), a skeletal hand wearing a gold and garnet ring (worth 130 gp).

Location A, Area 2: The Moon Well (EL 2)

The Moon Well is one of the most frequently used access points to Underbluff, as it is a drop point for messages as well as an entrance. It is the most common point of delivery for individual dwarven slaves; larger slaves or greater numbers of them are typically brought in through the Brickyard Mudpit. See Broadwater Timed Encounter: In Short Supply in the Slavers section of Chapter 2 for details on the dwarven slave trade.

The Moon Well is in the Paupers’ Quarter in a small courtyard (see Location II in Chapter 1). The well features a drop of 20 vertical feet from the top of the stonework to the water’s surface. The water is 10 feet deep, clear and very cold, thanks to a freshwater spring at the bottom. Several inches up from water level is a locked secret door, roughly 2 feet on each side and perfectly blended with the stone of the well. It swings inward, but while it can be opened easily from within, opening it from the well requires manipulation of a hidden latch. Due to water temperature, the Open Lock DC increases by 1 for every minute spent in the well water. Characters in the well are subject to 1d6 points of non-lethal damage every minute, as well as fatigue.

On the other side of the door is a short corridor reinforced with duckboards and overhead timbers. A sentry waits there, his duty to monitor the Moon Well for the arrival of slaves or invaders. Maehil and Menwaed (see Broadwater Timed Encounter: Crooked Constables in the Villains section of Chapter 2) drop bottled messages of advance notice, followed by

a bound and gagged dwarf to be dragged through the secret door before he can drown or die of hypothermia. If the sentry hears a body-sized splash that is not preceded by a bottle note, the sentry does not open the secret door until he has been reinforced. The ringing bell indicates the location of the disturbance and brings half the occupants of the slavers’ den at a run (2d4 rounds) and the rest after runners have been sent to the work sites to secure the slaves (4d6 rounds). The tunnel leading away from the Moon Well entrance is trapped with a tripwire that rings the same alarm bell if the sentry is dispatched quickly.

Secret Locked Trapdoor: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30; Search DC 30.

Slaver Sentry, male human War3 (1): CR 2; hp 22; see Appendix 1: NPCs for complete stats.

Trap: CR 1; mechanical; touch trigger; repair reset; rings alarm bell in slavers’ den; Search DC 25; Disable Device DC 20. Market Price/ Cost: n/a.

Location A, Area 3: The Brickyard Mud Pit

The entrance to Underbluff at the Brickyard Mudpit is the furthest from the slaver’s lair, and they use it only for movements of large numbers of slaves, supplies or arriving guests. See Broadwater Keyed Encounter: Imported Labor in the Slavers section of Chapter 2 for details on the non-dwarven slave trade.

The chamber under the entrance is small and constantly filled with several inches of muddy water, runoff from the Brickyard (see Location PP in Chapter 1) above. To reach it from the surface would require detection of the appropriate mixing pit to dig in (DC 22 if the river pirates hid it adequately, or DC 35 if bricks have been mixed since the last use of this entrance). Assuming the correct location is established, 25 cubic feet of earth must be removed to expose the slavers’ tunnel (refer to Cave-Ins and Collapses under “Terrain” in Chapter 3 of the DMG for details on how fast this can be accomplished). When the slavers and river pirates use this site for an exchange, the slaver cleric Wrack uses *soften earth and stone* and *stone shape* to open and close a tunnel from the mixing pit to this chamber.

Like all the entrances, the chamber under the Brickyard is always under guard. The sentry stationed here usually stays slightly up the corridor from the saturated floor, confident that he can hear earth being moved or pebbles falling into the puddles in time to tug the alarm bell cord and summon reinforcements. The ringing bell indicates the location of the disturbance and brings half the occupants of the slavers’ den at a run (2d4 rounds) and the rest after runners have been sent to the work sites to secure the slaves (4d6 rounds). Since it is a more exposed entrance than the Moon Well, the slavers always have plenty of muscle on hand when they expect a delivery via the Brickyard.

Slaver Sentry, male human War3 (1): CR 2; hp 22; see Appendix 1: NPCs for complete stats.

Location A, Area 4: The Sewer Grate (EL 2)

The entrance to the sewer system that runs through Underbluff is rarely used by the slavers, but is favored by Odair’s river pirates. The pirates recently directed their energies away from piracy and towards systematically emptying the town granaries in anticipation of the siege. The slavers and their dwarven digging team provided them with an access tunnel to the granaries, and they use this particular sewer grate to remove the grain to the surface. See Broadwater Keyed Encounter: Flour

Power in the Sabotage section of Chapter 2. Note: This entrance uses a sign/countersign system for security.

The Sewer Grate entrance is cramped but reliable, and requires the least effort in coming and going. The access point is in a dark and refuse-choked alley on the edge of the Artisans' Quarter behind Gregor the Cleaver's Butcher Shop (Location BB, Area 1 in Chapter 1). A heavy iron grille must be wrenched aside at street level, requiring a DC 23 Strength check. Up to three heroes may combine their efforts to lift the grille, with a +2 bonus per mechanical advantage applied (lever, pulley, etc.). Once the grille is aside, characters may make the short 4-foot drop into a stone vault. A 3-foot square tunnel exits this vault, angling down to join the main sewer drain. In this tunnel is the sentry, tasked with securing the drain and monitoring the pirates that pass through with a sign/countersign exchange.

If the night is dark and the conditions are right, the pirates might make several trips to the granary, removing sacks of grain to the surface. Upon arrival at the grate, the pirates must speak the phrase "ducks swim," referring to the fact that they are watermen; the slaver is to reply "chickens peck," acknowledging that they have come for grain. If the pirates (or other entrants) don't deliver the phrase, the sentry rings the remote alarm bell (see Security in Underbluff, above) to summon reinforcements. If the sentry replies with a phrase other than the proper one, the pirates know to depart and return later. If the characters proceed after receiving the wrong countersign, the alarm is rung to sum-

mon support. The ringing bell indicates the location of the disturbance and brings half the occupants of the slavers' den at a run (2d4 rounds) and the rest after runners have been sent to the work sites to secure the slaves (4d6 rounds).

Slaver Sentry, male human War3 (1): CR 2; hp 22; see Appendix 1: NPCs for complete stats.

Location B: The Sewers

Several of the entrances into Underbluff lead into the main sewer line running down from High Town. This is a 6-foot diameter stone tunnel with a trough down the center. This trough flows constantly with the wastes of half the town, so anyone falling prone in this tunnel runs the risk of contracting filth fever, as described in Disease under "Special Abilities" in Chapter 8 of the DMG. There are two traps between the entrances and the lair, meant to impair invaders of Underbluff. Three secret doors are hidden along its length. One leads into the slavers' den (Location D), one leads to the laboratory (Location C) and one reveals a tunnel to the town granaries (Location B, Area 3), described in this section. The main sewer tunnel continues for several hundred yards before reaching its terminus at the High Town drains (Location B, Area 4).

Location B, Area 1: Cave-in Trap (EL 6)

This simple but clever trap is positioned in such a way that anyone entering through the Brickyard, the street grate in the



Paupers' Quarter or the underwater sewer drain must pass it. A DC 8 Search check reveals a poorly concealed secret door. It is intentionally obvious to divert the attention of any interlopers. The door reveals a short muddy tunnel, just large enough for a Medium creature to crawl through. Once the first creature is one body length into the tunnel, the roof tumbles down on them. If a second investigator followed within the first body length behind them they are subject to the effects as well. Characters remaining behind in the tunnel must attempt to dig or drag the victims free before they suffocate. Refer to the Cave-in and Collapse rules in the Dungeon Terrain section of the DMG. If excavated, the tunnel leads nowhere of interest.

Cave-in Trap: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, loose mud and stone); multiple targets (all targets in a 5 ft. by 15 ft. section of tunnel); Search DC 14; Disable Device DC 16. Market Price 15,000 gp.

Location B, Area 2: Acid Reflex (EL 6)

Just beyond the false tunnel trap, an unconcealed pipe hides a second and equally dangerous. The slavers purchased a captive digester from a band of hunters and hamstrung it, rendering it unable to walk on its powerful legs. They shoved the crippled creature into a hollowed they dug for it several feet back from the mouth of the pipe. They occasionally feed it an insolent slave, but for the most part they give it only what it needs, and it has come to rely on them for survival.

The pipe is of sufficient diameter of a Medium creature to enter with a DC 15 Escape Artist check. A Small character may enter without a check but must remain prone. Any character pausing, looking into or entering the smaller drain triggers the digester's attack. It fires its acid spray in such a way that characters in the tunnel get no save, characters in front of (or looking into) the pipe may save for half and creatures away from the opening are unaffected, regardless of the 20 ft. cone. Then it withdraws, defending itself feebly until it can fire acid again. If a character succumbs to acid damage, the digester hobbles forward to seize its meal and drag it into the pipe. With nowhere to go, it fights to the death, but if the heroes withdraw it does not pursue.

Crippled Digester (1): CR 6; hp 68.

Location B, Area 3: Granary Tunnel

This tunnel, hidden behind a secret door, is only 4 feet in diameter. It winds for several hundred yards, rising slightly, until it reaches a point under the Broadwater Granaries, located in the Mercantile Quarter of High Town (Location N in Chapter 1). The chamber at its terminus is roughly 10 feet by 10 feet, and has a floor and walls of wood to keep it dry. The ceiling of stone is the floor of the granary above. A single flagstone is easily removed, revealing a hollow above surrounded by sacks of stored grain. Once the grain is pilfered, it is removed via the sewer grate entrance (Location A, Area 4), which exits into an alley in Low Town (Location BB, Area 1 in Chapter 1).

The slavers forced their dwarven slaves to dig this tunnel, but since then Odair's river pirates have handled the business of grain theft with no aid from the slavers. See Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2 for details on how the pirates go about moving the grain and how the heroes might discover their sabotage.

Secret Trapdoor: 1.5" thick; Hardness 5; hp 15; Search DC 25.

Location B, Area 4: High Town Drains

Beyond the slavers' den, the alchemy lab and the granary tunnel, the sewer tunnel continues uninterrupted and with no further items of interest for several hundred yards. It ends in a large square room with dozens upon dozens of drains entering it from the walls and ceiling. Centrally located under the Trade Grounds (Location G in Chapter 1), this room combines all of the run-off or High Town into a single drain, that which runs down to the River Eamon. The tributary tunnels are extremely small; only creatures of Tiny size or smaller have a chance of ascending them to the street drains. The floor of the room has collected a few items of treasure amidst the debris of the runoff.

Treasure: 15 gp (badly corroded and easily mistaken for coppers), amber pendent on a silver chain (worth 95 gp), a child's leather ball (worthless).

Location C: The Alchemy Laboratory (EL 12 in total)

The entrance to the alchemy laboratory from the main sewer tunnel is concealed by a locked secret door. The door's hinges are on the inside, and the outer edge is seamlessly blended with the stone; only a tiny keyhole betrays its presence. The entrance can be heard, but not seen by the guards inside (Location C, Areas 1 and 2). Beyond the door, a short earthen tunnel leads into the first chamber of a small cave complex that houses the slave-driven production of House Drenwal's alchemist's fire. For details on the purpose of the flammable substance and Drenwal's greater plans, refer to Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2.

If freed, the slaves reel from the shock. Many of them collapse and weep, others mutter and shake their heads, and some just stare at the wall. The double threats of monstrous captors and explosive exposure have left some of them utterly insane and in need of aid to leave Underbluff. See the Development section at the end of this chapter for more on dealing with the alchemical production slaves after their liberation.

Secret Locked Trapdoor: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30; Search DC 30.

Location C, Area 1: Sleeping Cave

The first cave of the alchemy complex is the sleeping room. The floor and walls are reinforced with mud-stained boards, and arching beams supports the roof overhead. There are three piles of dirty hay with stinking animal pelts drawn over them; each is big enough to sleep several people. A slaver guard and a werewolverine slaver in human form stand guard on the sleeping slaves at all times. Until the lycanthrope assumes hybrid or animal form, he is indistinguishable from the untainted human; both are powerful, unshaven men in foul clothing and armor. Regardless of the hour of entry, there are 10 slaves in the beds, all in a deep exhausted sleep from which they can barely awake. The slaves are permitted 8 hours of rest, and that is allowed only because they work with such volatile chemicals. The slaves are all malnourished, overworked and in a state of despair.

Slaver Guard, male human War3 (1): CR 2; hp 22; see Appendix 1: NPCs for stats.

Werewolverine Slaver, male human shapeshifter War3: CR 7; hp 53 (59 when raging); see Appendix 1: NPCs for stats.

Slaves (N various Com2; Craft [alchemy] +2) bear a number of diseases, illnesses and injuries from their squalid conditions; many are so traumatized and fatigued that they are barely cognizant of events around them.

Tactics: These slavers fight a defensive battle, awaiting support from the slavers in the production chamber next door (Location C, Area 2).

Location C, Area 2: The Production Chamber

This chamber, slightly larger than the first, is where the ingredients for alchemist's fire are refined and assembled. At any time there are 20 slaves laboring here, under the watchful eyes of 2 slaver guards, 2 werewolverine slavers and a werewolverine slavemaster. Supervising the operation is an alchemist, one of two hired by Odair to produce the alchemist's fire.

The slaves toil here in 16-hour shifts, only stopping when exhaustion threatens the quality of their work. Many of them sit on the wooden slat floor with mortar and pestle, grinding magnesium, sulphur and quicklime. Others carefully blend tar, bitumen and naphtha into the sticky paste that forms the base for the alchemist's fire. The work is very sensitive on many levels. The tar must be heated to be workable, but just a few feet away is a basin of ground magnesium, which burns extremely hot and blindingly bright if ignited. Quicklime is highly reactive with water, so the process must be kept off the muddy floor and away from any overhead drips. Accidental exposure to the caustic powdered lime has left several slaves with horrible chemical burns. Once the ingredients are combined, the air must be purged from the vessel and the stopper sealed with wax, an exacting process with dire consequences. The guards are present for intimidation purposes, and the alchemist to assess the stability of the slaves working on the concoction. If a slave displays weakness, exhaustion or poor coordination, they are beaten and put to bed. The production of alchemist's fire is an extremely

hazardous and utterly nerve-wracking, to the point that slaves have shaking hands, streaks of grey hair and night terrors.

Confrontation in the production chamber is a hazardous thing. Both the slaves and the slavers know better than to so much as scuffle around the alchemical compounds, but strangers stumbling upon the room have no such knowledge. Luckily for all, any confrontation is likely to take place in the sleeping chamber unless the interlopers manage to eliminate both guards there in silence. The most important thing to realize is that any change in the temperature or moisture of the production chamber could ignite one of the mixtures. A torch, fire or sun spell or other heat-based event has a cumulative 10% of triggering an explosion. A water or ice spell, spilled water or even droplets of blood or sweat also have a cumulative 10% chance of triggering an explosion. Each explosion is the equivalent of a 4th-level *fireball* spell, with a 20% chance of setting off a secondary explosion. Any explosion in the production room has a 20% chance of setting fire to the storeroom and a 10% chance of being detected in Broadwater.

The slaves are well aware of the volatility of their tasks, and busy themselves during a battle by covering basins and shielding mixtures; even leaping to catch a flying droplet of sweat from a warrior's brow or a spatter of blood from an axe blade is so important that they do so regardless of danger. Consider all of the slaves to have readied standard actions to this effect.

Slaver Guards, male human War3 (2): CR 2; hp 22; see Appendix 1: NPCs for complete stats.

Werewolverine Slavers, male human shapeshifter War3 (2): CR 7; hp 53 (59 when raging); see Appendix 1: NPCs for complete stats.

Werewolverine Slavemaster, male human shapeshifter Ftr5 (1): CR 10; hp 69 (77 when raging); see Appendix 1: NPCs for complete stats.



Slaves (N male and female human and half-elf Com2; Craft [alchemy] +2), as described above.

Alchemist, male human Exp 5: CR 4; hp 28; see Appendix 1: NPCs for complete stats.

Tactics: The slavers in this chamber respond quickly to any raised alarm in the sleeping chamber, whether it is an interloper or an insolent slave. They adopt hybrid form immediately and fight as described in the Werewolverine Tactics sidebar, above.

Location C, Area 3: Storehouse

A twisting corridor doubles back on the way to this small, cool chamber. This is where completed batches of alchemist's fire are stored. The floor is of damp earth, but dry wooden platforms support dozens of crates. Most of the crates hold normal flasks of alchemist's fire as described in Special Substances and Items under "Goods and Services" in Chapter 7 of the Player's Handbook. On one platform, however, the large crates hold 1-gallon earthenware jugs of the highly flammable liquid; these are the primary charges for the destruction of the bridge.

The gallon jugs cannot be thrown effectively by a creature of Medium size or smaller. If throw by a larger creature or launched by a war machine, they function as normal alchemist's fire except that they deal direct hit damage (1d6 points) to a 10-foot by 10-foot area and splash damage (1 point) to every creature within 10 feet of that area. If dropped, smashed with a melee weapon or shattered with a missile weapon, they deal direct hit damage (1d6 points) to the 5-foot by 5-foot square they are in, plus splash damage (1 point) to any creature within 5 feet. Over the next few rounds, the area covered in liquid flames expands by 5 feet each round, to a maximum of 20 feet (5 by 5 on the first round, 10 by 10 on the second, 15 by 15 on the third, and 20 by 20 on the fourth). Even in place, they are very effective at spreading flames over a large area. Refer to Broadwater Keyed Encounter: Bridge on the River Eamon in the Sabotage section of Chapter 2 for details on how these flammables are to be used during the Battle of Broadwater.

Location D: The Slaver's Den

The entrance to the slavers' den from the main sewer tunnel is secured by a secret door. On the back of the stone door, a wired trap leads to a dozen small silver bells that create a noisy jangle in the slavers' den if the door is forced. A tripwire with another set of bells is hidden in the tunnel from the Moon Well entrance. The slavers in the living areas of the den (Location D, Areas 1, 2 and 3) are entitled to a DC 15 Listen check to detect the unauthorized entry. If they become aware of unwelcome guests, they position themselves for the ambush described below. Note: this area holds the greatest concentration of werewolverines in Underbluff; if invaders have not yet discovered their lycanthropic nature and equipped themselves appropriately, they may find themselves outmatched.

Secret Trapdoor: 2 in. thick; Hardness 5; hp 20; Break DC 25; Search DC 30.

Trap: CR 1; mechanical; touch trigger; repair reset; rings alarm bell in slavers' den; Search DC 25; Disable Device DC 20. Market Price/ Cost: n/a.

Underbluff Keyed Encounter: The Walls Come Tumbling Down (EL varies)

The slavers spring this ambush as soon as they are aware of outsiders in their lair. The party may trigger the bells on the secret door from the main sewer tunnel, or they may stumble across a tripwire in the tunnel from the Moon Well entrance. If the slavers become aware while the invaders are still in the corridor, they quickly position themselves near the thin walls of common cavern and the den. Party order is of considerable importance in this encounter. Once the slavers are in position, 2 werewolverine slavemasters in hybrid form step into the intersection of tunnels, menacing the party. As soon as they engage in battle, 2 werewolverine slavers in animal form burrow through the walls, one on either side of the corridor, bursting out behind or in the midst of the party. There are 5 slaver guards nearby who join in as there is room. The other 5 slaver guards and 4 werewolverine slavers are elsewhere in the caverns and arrive at an average rate of one every other round. Dravec and Wrack arrive in 1d4+1 rounds, although if the party is doing well, they may withdraw to organize the slavers at the work sites in another ambush. Note that all of the slavers in this ambush encounter are drawn from other areas in the complex, and should be deleted from those areas as they are killed. Unless the heroes are both silent and crafty, they may face more than half of the slaver gang as a result of this encounter.

Slaver Guards, male human War3 (5): CR 2; hp 22; see Appendix 1: NPCs for stats.

Werewolverine Slavers, male human shapeshifter War3 (2): CR 7; hp 53 (59 when raging); see Appendix 1: NPCs for stats.

Werewolverine Slavemasters, male human shapeshifter Ftr5 (2): CR 10; hp 69 (77 raging); see Appendix 1: NPCs for stats.

Location D, Area 1: Common Room (EL 12)

On one side of the ambush corridor is the common room. The slavers have crafted two crude tables and several chairs. A small coal brazier burns in the corner with a copper kettle suspended above it. The wall sconces hold several lit torches, making this the best-lit area in the den complex. Unless an alarm has been raised, there are 5 slaver guards, 3 werewolverine slavers and 1 werewolverine slavemaster in this area, all in human form. As always, the humans are indistinguishable from the afflicted lycanthropes. The slavers spend their time eating, drinking and gambling, or sleeping in the den or the hammock cave. A few trinkets scattered on the table represent the treasure they have seized from their slaves.

Slaver Guards, male human War3 (5): CR 2; hp 22; see Appendix 1: NPCs for stats.

Werewolverine Slavers, male human shapeshifter War3 (3): CR 7; hp 53 (59 raging); see Appendix 1: NPCs for stats.

Werewolverine Slavemaster, male human shapeshifter Ftr5 (1): CR 10; hp 69 (77 raging); see Appendix 1: NPCs for stats.

Tactics: If intruders enter this chamber without raising an alarm, the werewolverines assume their hybrid form while the slaver guards wield their heavy picks. Unless silenced, their shouts bring everyone in the slavers' den area at a rate of one every other round. Dravec and Wrack arrive in 1d4+1 rounds, and may take longer if it allows them to flank the intruders.

Treasure: a gold snuff box engraved with dwarven runes (worth 12 gp), gold pendant in the shape of a hammer and anvil (worth 10 gp), masterwork dagger.

Location D, Area 2: The Den (EL 12)

This low cave is lit by a single flickering torch. Several round beds of animal furs line the walls. This is where the werewolverines sleep when not at leisure or guarding slave laborers. At any given time 3 werewolverine slavers and 1 werewolverine slavemaster occupy the sleeping den in human form. The shapechangers chose a low overhead to soothe the beast within, so the human slavers sleep elsewhere. The low ceiling in this chamber imposes a –1 penalty to initiative and attack rolls for creatures of size Medium or larger, although the werewolverines are unaffected by this. Buried in the stinking furs are personal effects of various slavers that constitute the treasure for this area.

Werewolverine Slaver, male human shapeshifter War3 (3): CR 7; hp 53 (59 raging); see Appendix 1: NPCs for stats.

Werewolverine Slavemaster, male human shapeshifter Ftr5 (1): CR 10; hp 69 (77 raging); see Appendix 1: NPCs for stats.

Tactics: If intruders arrive here without raising an alarm, they gain a few moments reprieve as the slavers roust themselves and gain their bearings. When they awake, they require 2 rounds to shake off their drowsiness; during these rounds, they are limited to partial actions. During these rounds they rise from their beds and assume either hybrid or animal form. Once fully awake, they fly into a rage and attempt to alert their comrades. Unless silenced, their shouts bring everyone in the common area and hammock cave (Location D, Areas 1 and 3) at a rate of one every other round. Dravec and Wrack arrive in 1d4+1 rounds, and may take longer if it allows them to flank the intruders.

Treasure: drinking horn with brass rim and brass-studded sling (worth 22 gp), an unset citrine gem (worth 45 gp), a half-set of chess pieces carved from pink marble (worth 14 gp, possibly more if the entire set could be reassembled).

Location D, Area 3: Hammock Cave (EL 6)

This small chamber is lit by a single torch, shedding a dim glow on an array of rope and canvas hammocks supported by stakes hammered into the walls. A few makeshift chairs are scattered about, but it is clear that this area is primarily for sleeping.

The camaraderie between humans and lycanthropes is not so strong that the slavers can bunk in the same area. The human slavers occupy this small cave, preferring to sleep in dry hammocks rather than curled up in piles of stinking rags and hides. At any time there are 5 slaver guards asleep here. Hidden in recesses in the earthen walls (Search DC 20) are individual pockets of treasure belonging to the guards.

Slaver Guards, male human War3 (5): CR 2; hp 22; see Appendix 1: NPCs for complete stats.

Tactics: If intruders arrive here without raising an alarm, they gain a few moments reprieve as the slavers roust themselves and gain their bearings. When they awake, they require 2 rounds to shake off their drowsiness; during these rounds, they are limited to partial actions. The defend themselves and grab their heavy picks, preparing to fight as they shrug off grogginess and raise the alarm. Unless silenced, their shouts bring everyone in the common area and slavers' den (Location D, Areas 1 and 2) at a rate of one every other round. Dravec and Wrack arrive in 1d4+1

rounds, unless they choose to lay an ambush with the werewolverine slavers and let the human guards perish.

Treasure: steel flask with a cairngorm jewel in the stopper (worth 12 gp), gold bracelet with no clasp (worth 3 gp), leather belt with moonstones set in a brass buckle (worth 100 gp).

Location D, Area 4: The Larder

This room is stacked with crates and sacks. A small brazier simmers in the corner, and the scent of old potatoes and turning meat assails the nostrils. Several dirty cooking pots are scattered under a single rough table in the center. This is clearly the food preparation area. No slavers are normally here, as cooking and cleaning are less popular tasks than eating and loafing.

The werewolverines sustain themselves on the flesh of disobedient slaves. However, the human slavers still need more than raw meat to nourish their bodies, and they do the best they can for themselves in this makeshift kitchen. The cleaver they use is a rusted kukri knife with no hilt, but despite its humble appearance, it is magical and represents the only treasure in this room.

Treasure: +1 kukri.

Location D, Area 5: Otyugh Pit (EL 4)

Adjacent to the larder is a deep pit for disposal of food and waste. Trapped quite happily in the bottom of the pit is an otyugh that the slavers acquired as a garbage disposal. It also disposes of disgruntled slavers who threaten to abandon the tasks set forth by House Drenwal. Buried in the filth at the bottom of the pit, among numerous humanoid skeletons are several minor items of treasure whose owners carried them to a grisly fate.

Otyugh: CR 4; hp 36.

Tactics: The otyugh is furious at being trapped and fights to the death from the outset. If it be removed from the pit, it may reward the heroes with a neutral attitude and amble off, but this is possible only through dedicated efforts to calm or suppress it.

Treasure: packet of *dust of dryness*, pair of bifocal spectacles (worth 10 gp), silver pipe stem (worth 8 gp, needs to be fitted to a bowl), steel folding knife with two blades (worth 3 gp), 12 gp.

Location D, Area 6: Dravec's Cave (EL 12)

The entrance to Dravec's cave is protected by a magical trap—a *glyph of warding* set by Wrack, the duergar cleric. The glyph is carved on the threshold stone and is triggered by any non-lycanthrope passing over it. It results in the casting of *summon monster III*, bringing a fiendish wolverine bursting from the ground. If Dravec is in his quarters, the creature is meant to buy him enough time to alter his shape and ready his weapons before battle. If he is away from his dwelling, the sounds of battle should be sufficient to raise an alarm.

Dravec's chamber is the most human in décor and configuration of any area of Underbluff. Neat duckboards line the floor and the lower walls, preventing mud and earth from collecting in the corners. The roof is supported by stout beams and canvas tarps keep pebbles from raining down on him. A table in the middle of the room holds a few personal items. An oil lamp of brass and ivory, a fine writing set and a collection of books represent Dravec's remaining sliver of humanity. His bedding, however, is thoroughly animal: a tangle of furs in the corner.

Glyph of Warding (Spell): CR 3; spell; proximity trigger; no reset; spell effect (*summon monster III*, level 7 cleric, summons

fiendish wolverine); Search DC 28; Disable Device DC 28. Cost: 2,100 gp.

Fiendish Wolverine: CR; hp; see Appendix 3: Creatures and Templates for complete stats.

Dravec, Werewolverine Slaver Boss, male human shapeshifter Ftr6: CR 12; hp 78 (87 when raging); see Appendix 1: NPCs for complete stats.

Tactics: It is unlikely that the heroes penetrate this deep into the werewolverines' lair without raising an alarm, so it is unlikely that they fight Dravec here. If this does occur, he immediately shifts into animal form and flies into a rage. He summons aid at first opportunity and fights to the death.

Treasure: brass and ivory oil lamp (worth 25 gp), pen and ink set (worth 10 gp).

Location D, Area 7: Guest Quarters (EL 4)

The guest quarters of the slavers' den are situated in a small cave lined with gravel to minimize mud. Two straw mattresses sit on one side, and a table and two chairs are arranged on the other. The table holds two knapsacks, fully packed. Unless an alarm is raised, there is a thin, bespectacled human seated at the table hunched over a text or scroll, or asleep in one of the beds. If an alarm has been raised, he is crouched near the door with a frightened look, a dagger in his hand and a knapsack on. The knapsacks hold what amounts to the treasure for this area.

This is currently the home of two hireling alchemists contracted by House Drenwal to guide the production of alchemist's fire for their sabotage efforts. One of them is always supervising operations across the main sewer tunnel at the alchemy lab (see Location C, Area 2). The other sleeps, eats and does research here, avoiding any contact with the werewolverines if possible.

Alchemist, male human Exp 5: CR 4; hp 28; see Appendix 1: NPCs for complete stats.

Tactics: If confronted, any alchemist found here barter for his life with part the considerable fee he was paid for the job. If it looks like the slavers are outmatched, he tries to escape.

Treasure: treatise on alchemy with a marker ribbon in the section on alchemist's fire (worth 150 gp), *everburning torch* (110 gp), magnifying glass (100 gp), pouch with 150 gp.

Location D, Area 8: Wrack's Shrine (EL 13)

Like Dravec's cave, Wrack protected his own living space with a *glyph of warding* trap etched into the threshold of the cave. Anyone other than Wrack or Dravec crossing the glyph receives a blast. There is no effect (other than the victim's cry of pain) to raise alarm. A deep hole in the floor is where the cleric sleeps. The only other item is a shrine to an evil earth-god.

In the days before his conversion, he was a dedicated thrall of this god, but since his affliction, he has added a small totem of the god of shapechangers on his altar. He continues to cast and function as normal, but the crisis of faith should be significant to any divine caster examining the altar. Another magical trap guards the altar against defilement. If any of the altar dressings are touched without first praying to the patron deity before the altar, the triggering party is subject to an *inflict serious wounds* spell. The altar dressings are the only treasure in the room.

Wrack is the easiest of the slavers to catch at home. He rarely leaves the cavern except to deal with insubordination among the slavers, rebellion among the slaves or injuries in either

group. Dravec periodically calls on him when a display of magic is needed to keep the slaves in check, but Dravec is wary of granting the dark dwarf too much influence. Wrack is content to bide his time, and spends many hours each day in meditation, contemplation or research.

Glyph of Warding (Blast): CR 3; spell; proximity trigger; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, 3d8 sonic, DC 17 Reflex save for half); Search DC 28; Disable Device DC 28. Cost: 1,050 gp.

Inflict Critical Wounds Trap: CR 3; magic device; touch trigger; no reset; command word bypass (prayer); spell effect (*inflict serious wounds*, 7th level cleric, 3d8+8 points of damage, Willpower save DC 18 for half); Search DC 29; Disable Device DC 29. Cost: 1,400 gp

Wrack, male duergar shapeshifter Cle7: CR 13; hp 102 (122 when raging); see Appendix 1: NPCs for complete stats.

Tactics: It is unlikely the heroes penetrate this deep into the werewolverines' lair without an alarm, so it is unlikely they fight Wrack here. If this occurs, he uses *summon monster III* and *hold person* if time allows, and casts *divine power* before entering melee. He summons aid at the first opportunity and fights to the death.

Treasure: velvet altar cloth embroidered with gold thread (worth 125 gp), gold and obsidian idol to the dark god of the deep (worth 130 gp, or double that to a practitioner or temple of that faith), small bronze idol to the god of shapechangers (worth 12 gp), candelabra of bone and copper wire (worthless, except perhaps to an occultist).

Location D, Area 9: Storehouse

The storehouse of the slavers occupies a small low cave near Dravec's own cave. The cave holds two locked chests, each with a dangerous trap. The smaller chest holds his personal items, including his operational funds and his own fee for services rendered to House Drenwal. The large chest holds the items of his prisoners, some of whom are long since dead, as well as the items of several slavers who failed to measure up to expectations.

Small Locked Trapped Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30. Bestow Curse Trap: CR 3; magic device; touch trigger; no reset; spell effect (*bestow curse*, 7th level cleric, Willpower Save DC 17 negates); Search DC 28; Disable Device DC 28. Cost: 1,050 gp. Contains 16 gold bars (worth 25 gp each), 10 platinum bars (worth 50 gp each), all of which have the embossed emblem gouged out; 450 gp.

Large Locked Trapped Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. Poisoned Needle Trap: CR 1; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +14 melee (1 plus poison, needle); poison (black adder venom, DC 11 Fortitude resists, 1d6 Con/ 1d6 Con); Search DC 18; Disable Device DC 18. Market Price: 20 gp. Contains 6 masterwork dwarven waraxes, 8 chain shirts, 1 horned helm (worth 15 gp), 12 daggers, small wooden carvings of various good and neutral deities (worthless)

Location E: The Dwarven Caves (EL 12 total)

The most important of Dravec's slaves, the dwarven diggers, are held separately from the alchemical group. Their caves are nearer to the slavers' den as Dravec understands dwarven obstinacies and expects resistance. This puts them closer to the sappers' tunnels they have been digging for weeks. They eat, sleep and live under constant guard, and only leave to work in the tunnels.

The dwarven slaves react to the arrival of their liberators in their typical gruff fashion. They may grumble something to the tune of 'what took you so long,' but beneath their stoic exterior their hearts are bursting with relief. The only gift they have to offer is beer, which they have been brewing in secret, and they proudly reveal their secret tunnel. The can also reveal the nature of the cavern complex, since they dug much of it. See the Development section at the end of this chapter for more on dealing with the dwarven slaves after their liberation.

Location E, Area 1: Guard Post

Just outside the dwarves' sleeping area is a guard post. Since one shift of dwarves is always at rest, 1 slaver guard and 1 werewolverine slaver are present. The sole purpose of the guards is to ensure the dwarves may not wander the tunnels, since there is no door to contain them as there is with the alchemical production slaves. The guards sit talking, whittling or maintaining weapons, since the sleeping dwarves are of little concern to them.

Slaver Guards, male human War3 (1): CR 2; hp 22; see Appendix 1: NPCs for stats.

Werewolverine Slavers, male human shapeshifter War3 (1): CR 7; hp 53 (59 raging); see Appendix 1: NPCs for stats.

Tactics: The guards are quick to summon aid at the first sign of unrest from the dwarves, or after any indication that something is amiss elsewhere in the complex. They fight defensively until reinforced by slavers from other areas and avoid placing their backs to the dwarven slaves.

Location E, Area 2: Sleeping Caves

Just beyond the guard post is a large and fairly well-shaped chamber (the dwarves put in a bit of extra effort on their own lodgings). Earthen benches line the walls, giving the dwarves a flat place to sleep above the damp of the floor. The benches are covered with muddy blankets and animal skins. A small shadowy alcove opposite the entry tunnel holds a crude shrine.

At any time, the sleeping cave holds 6 dwarven slaves on the sleeping benches. There are actually more dwarves on a work shift, but a pair of dwarves labors in secret on their own escape tunnel (Location E, Area 4). The missing dwarves are represented by carefully arranged sacks of soil under the furs and blankets; a DC 18 Search check is required to notice a difference between the 6 sleeping dwarves and the 2 decoys.

Dwarven Slaves (CG male dwarf Exp2 and War2; Knowledge [dungeoneering] +4, Knowledge [architecture and engineering] +4; Toughness; makeshift pick or spade) are malnourished, fatigued and in some cases badly injured, but they stubbornly retain their ultimate goal of escape.

Location E, Area 3: Dwarven Shrine

This small alcove holds a crudely carved stone statue of a pick-wielding dwarf with a tremendous beard. A dwarf or any character with Knowledge (religion) making a DC 15 check knows that the figure is an incarnation of the dwarven patron god specifically devoted to miners. A Search check (DC 23) reveals a secret door beneath the idol. The door conceals the entrance to the dwarves' secret escape tunnel (Location E, Area 4).

Dwarven bull-headedness served them well enough to win them a concession from their captors: a small shrine to their god. After it became clear that the dwarves would not dig without it, Dravec allowed them to create this alcove and even gave them

the stone block to carve their deity. As soon as they had the chamber built and the statue carved, they began digging beneath it in an effort to reach freedom. During every rest shift, 2 dwarves labor in darkness to enlarge the tunnel by a few feet while their fellows attempt to cover their activities.

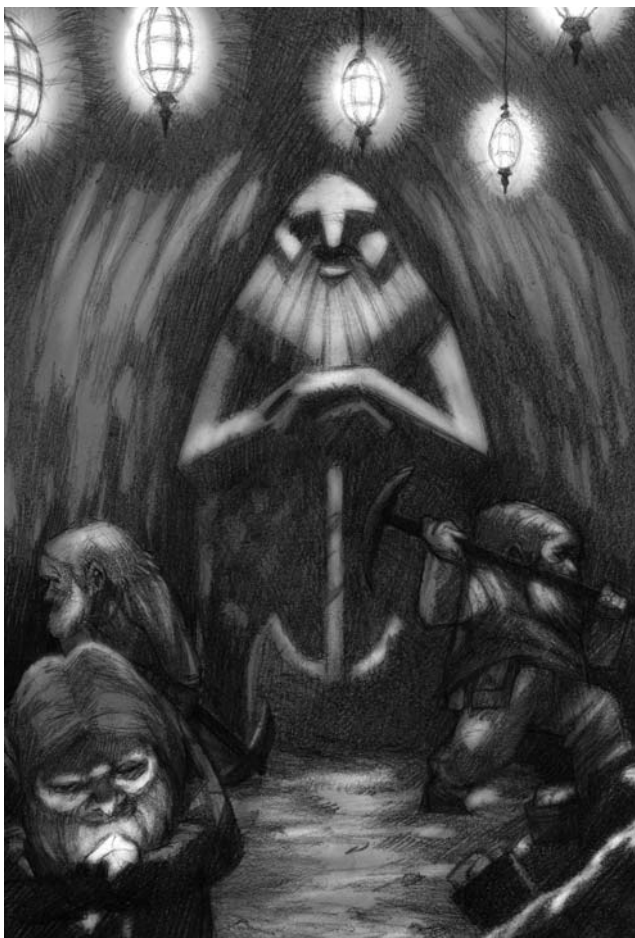
Secret Stone Door: 4 in. thick; Hardness 8; hp 60; Break DC 28; Search DC 25.

Location E, Area 4: Secret Tunnel

The secret escape tunnel of the dwarven slaves is extremely cramped, only 3 feet in diameter, and reinforced with a few precious slivers of wood stolen from the other tunnels. At any time 2 dwarven slaves are at the far end of the tunnel, digging, reinforcing walls and removing earth for redistribution elsewhere. They have a few handmade or stolen tools that are barely adequate for the task. After digging for a few hours, they return to the sleeping cave for a quick nap and in order to be present when the guards return to switch shifts of laborers.

The dwarves do not truly expect to escape, but they have hopes alerting the population to the threat beneath their streets. If the dwarves observe that the bonfire room is being prepared for its final purpose or hear that the invasion is imminent, they may collapse their tunnel as a desperate warning to the town above. This event is described in Broadwater Timed Encounter: Dwarven Disobedience in the Slavers section of Chapter 2.

There is a chance that the party might enter through this chamber. If the dwarves do manage to collapse a street, and the heroes investigate before the corrupted Council fills in the hole, they may stumble onto the least heavily guarded entrance to the slavers' den, and a ready source of fed-up dwarves to boot. If it becomes necessary to collapse a street, these dwarves are ready to give their lives to undermine their captors' effort. If the party



enters from above by digging through the collapse area, they find the bodies of two ragged, emaciated dwarves.

Dwarven Slaves (CG male dwarf Exp2 and War2; Knowledge [dungeoneering] +4, Knowledge [architecture and engineering] +4; Toughness; makeshift pick or spade).

Location F: The Sabotage Tunnels

This region of Underbluff represents the real purpose of House Drenwal's slave operation: to undermine the fortifications of the Plainsgate and, if time allows, to dig another tunnel beneath the town walls to allow elite mercenaries into the town during the siege. A meandering, 5-foot diameter tunnel from the slavers' den leads to the following areas.

Location F, Area 1: Bonfire Room

This chamber is several smaller caves linked together by short, wide tunnels, effectively leaving pillars of earth supporting the roof overhead. In addition to these pillars, the cavern roof is supported by wooden timbers, expertly placed to relieve the weight of tons of soil from the crumbling pillars. Each of the wooden uprights is clad in bundles of dry straw around its bottom half. Several barrels of oil are stacked on a flat spot in the middle of the chamber. This room is probably unoccupied, since construction is complete and the sabotage prepared.

This room is directly beneath the Plainsgate (Location A, Area 3 in Chapter 1). With a successful Knowledge (engineering) or Profession (miner) check at DC 20, a visitor might realize that removing the wooden supports would transfer weight to the pillars. Since the pillars are merely islands of soil and gravel, it is certain that the cavern would collapse in on itself. The straw and oil are present to allow the timbers to be torched at a moment's notice, compromising the structure in mere minutes. Establishing exactly where the cavern lies is more difficult. A Knowledge (engineering) or Profession (cartographer) check at DC 25 allows the cavern to be plotted in relation to the town, placing it beneath the Plainsgate and revealing its sinister purpose.

Location F, Area 2: Sappers' Tunnel

Since the completion of the bonfire room, Dravec's slavers have been forcing the dwarven slaves to work towards their secondary goal: tunneling beneath the town wall and into the grassland beyond. If they succeed before the siege begins, House Drenwal will be in a position to open a route for small teams of specialists and elites from the mercenary army, and secure a means of leaving the besieged community for themselves. The tunnel is not complete by any means, but the dwarven slaves are worked mercilessly nonetheless. At any given time there are 16 dwarven slaves working here. They are supervised at their labors by 2 slaver guards, 2 werewolverine slavers and 1 werewolverine slavemaster. Every 8 hours the guards return half of the diggers to the sleeping caves, returning with rested dwarves to take their place. If an encounter with slavers is rolled, it is most likely a party of guards and/or slaves traveling to or from this chamber.

Dwarven Slaves (CG male dwarf Exp2 and War2; Knowledge [dungeoneering] +4, Knowledge [architecture and engineering] +4; Toughness; makeshift pick or spade).

Slaver Guards, male human War3 (2): CR 2; hp 22; see Appendix 1: NPCs for stats.

Werewolverine Slavers, male human shapeshifter War3 (2): CR 7; hp 53 (59 raging); see Appendix 1: NPCs for stats.

Werewolverine Slavemasters, male human shapeshifter Ftr5 (1): CR 10; hp 69 (77 raging); see Appendix 1: NPCs for stats.

Tactics: The slavers avoid being caught between invaders and slaves. The fight defensively and try to raise an alarm. If their numbers dwindle, they set fire to the bonfire room (Location F, Area 1) to collapse the gatehouse. They use their Improved Bull Rush feat to force their way through a party in the tunnel and send one of their own running with a torch to do the job.

Development

Resolving the party's investigation into Underbluff depends largely on the manner of confrontation. If the heroes stumble onto Dravec's operation, they may be caught off guard and face several werewolverines at once—a dismal prospect. If the party infiltrates secretly and witnesses the daily business, they might gather enough information to avoid confronting all the slavers at one time. Magic, stealth and guile might keep the slavers from spreading word of the interlopers long enough to overcome them in small groups. Clever heroes with good infiltration skills might even be able to contact small groups of slaves and make an attempt at organized resistance, or at least a diversion.

The lycanthropic nature of the opposition presents a potential problem. If the heroes are ill prepared to fight lycanthropes, some portion of the party may even be enslaved in the process. Engaging and then withdrawing to return to the surface for silvered weapons is a useful tactic, but it has two flaws. It gives the slavers ample time to prepare for the return of the invaders, and they will certainly expect silver weapons if they used any form other than their human appearance in battle. Perhaps more importantly, Dravec can attempt to contact Uthno, Odair, Harm or the crooked constables in an effort to delay the heroes' return. Gangs of river pirates, false arrests and general harassment could easily slow the party long enough for the slavers to relocate their store of alchemist's fire to the Flotilla, light the fires to collapse the Plainsgate early and dispatch the slaves before fleeing. The degree to which the slavers react to an exploratory incursion in their lair is left to the DM's discretion.

Once freed the slaves present a challenge for the party. They are a source of information, but their information is fairly one-sided. The alchemical production slaves would not know why they were forced to manufacture alchemist's fire, and while the dwarves would know the purpose of the bonfire room, they would not know the location in the town that is compromised.

The human, halfling and half-elven slaves are starved, exhausted and traumatized by working with such volatile compounds. Only half of them are able to leave the slavers' den under their own power, and most are in bad need of medical and spiritual aid. In most cases, they had given up hope of rescue and instead had resigned themselves to death, and probably consumption, at the claws of their captors.

The dwarves are both slightly more resilient in their heritage and less inclined to despair thanks to their tunneling effort. Some of them are weakened to the point of collapse and need rest and healing in the worst way. Others are fairly fit and driven by a need to avenge their enslavement. These dwarves could be convinced to stay underground and reinforce the bonfire room to secure the Plainsgate. If the party is aware of the imminent siege, the dwarves might consider continuing the sappers' tunnel beyond the walls to provide a route directly to the mercenary army. The dwarves are prepared to lend whatever strength they have left to any effort to secure the town or punish those responsible for their enslavement. While some need medical care and others have families in town to reassure, there are still a dozen dwarves, cool in their rage, who are ready to devote their energy to opposing House Drenwal.

Chapter Four: The Eamonvale Trade Road

Eamonvale and the communities within its bounds are without exception reliant on one thing for their very existence and survival: the Eamonvale Road. It runs a course starting in the city of Broadwater and ascending the valley of the River Eamon, past the village of Fagan's Hollow (see Chapter 7), across the fords of the Grey Citadel and finally crossing over the high passes of the Stoneheart Mountains. From the Valleygate of Broadwater to the Grey Citadel of Dun Eamon is a distance of roughly 130 miles. In various parts of the valley, the route is known as the Tradeway, the High Road, Eamon's Way, or simply The Road. Thousands of people travel its length every year, and thousands more make their homes along its grassy verge. Silent woods, high granite bluffs, deep gullies and boggy hollows all present impediments to travelers of the road and suitable lairs for all manner of creatures.

Some of the events of this adventure, and indeed, many of the notable events of Eamonvale, take place not in villages or cities, but in the stretches of wilderness through which the Eamonvale Road winds its course. House Drenwal has taken an intimate interest in the Eamonvale Road in their bid to destabilize the region's economy and the limit the movement of goods and military resources. They financed the relocation of Rolant and his notorious brigand gang to a lair hidden within the Bleak, the great bog that flanks the road (see Chapter 6). From there they strike out at passing merchant traffic, seizing goods to provision the mercenary army of Drenwal and denying critical stores to the inhabitants of Broadwater.

Traveling the Road

The road itself varies in dimensions and quality. In the lower end of the valley, it is frequently wide enough for two wagons to pass without breaking pace, although this generally involves both parties leaving the flat and well-worn track in the middle and steering onto the grassy shoulder. In some places, especially bridges, narrow gorges and boulder-strewn riverbanks, and on the approach to the mountain passes where the road has been literally cut from the mountainside, there is barely room for a single wagon. In such places, a few turnouts exist to allow passing, and nose-to-nose traffic has resulted in more than a few arguments over the years. For the most part, the road is well worn and composed of compressed dirt and crushed gravel. In the lower end of the valley, where the rich loamy soil ensures good farming, the spring thaw also ensures muddy roads. The upper reaches of the road are never muddy, but are blanketed with snow for several months of the year. Anywhere the road passes a bog or stream, soft ground may restrict speeds and ease of passage. Unless otherwise indicated, assume the road is of fair quality, 20 feet wide, with a 5-foot verge on either side.

Random Encounters on the Eamonvale Road

These encounters should be used to provide action, inspire role-playing and develop the unique character of Eamonvale's rural areas. They can also be used to lighten the mood, introduce

Travel Distances in Eamonvale

The following distances on the Eamonvale Road are calculated using Broadwater as Mile 0. In addition to these points there are many homesteads, crossroads, bridges, ruins and other features too numerous to place on the map; the DM should place these locations as best fits the campaign.

Broadwater	Mile 0
Woolly Creek Waystation/Bridge	Mile 20
Tarvis Springs Camp	Mile 31
Fagan's Hollow	Mile 41
Wood Creek Bridge	Mile 54
Wood Creek Crossroads	Mile 56
Wood Creek Waystation	Mile 60
Grass Flat Camp	Mile 72
Windmill Waystation	Mile 80
Bear Creek Bridge	Mile 94
Bear Creek Waystation	Mile 100
Glitterburn Bridge	Mile 114
Dun Eamon	Mile 130

Travelers often camp along the road if their day's journey fails to bring them to a settlement. Waystations, small huts of stone and timber have been constructed at twenty-mile intervals to offer shelter from Eamonvale's unpredictable weather. If progress and planning fail to see a traveler to one of these shelters, their only option may be to weather a night in the open— certainly a reasonable option, though not a particularly safe one. Seeking out a friendly homesteader might be an alternative, but on some stretches of the road, those are even more infrequent than the waystations. A lucky traveler might stumble across a caravan camped for the night; these tend to frequent grassy flats with plenty of forage and easy access to water. Only the hardest woodsmen and adventurers are bold enough to make camp in the ancient woods or venture far from the deeply rutted road.

a parallel story thread or develop the plot with the delivery of an important rumor at the right moment. Use a daytime encounter frequency of 30% chance per hour if moving, or 15% chance per hour if stationary. At night, use a 40% chance per hour if moving, and a 20% chance per hour if stationary.

Roll 1d8 for a random encounter.

1 Caravan Underway (varies). Use the Random Caravan Generator in Appendix 1: NPCs to create a caravan. Caravans underway are unlikely to stop for long, and initially take an indifferent attitude. If they do stop for conversation, their primary concerns are weather, traffic and the road ahead, but they might yield a pertinent rumor. During the events of The

Eamonvale Incursion, consider using one of the caravan encounters from Chapter 5).

2 Caravan Camp (varies). When encountered during the day, this caravan may have arrived early, be late in departing or is spending a layover day to rest and make repairs. Use the Random Caravan Generator in Appendix 1: NPCs to create a caravan. Caravans in camp are very security oriented, and take an indifferent attitude at best. They are not inclined to share their camp unless the visitors are similarly aligned and capable enough to not be a liability. If they do share camp and cook fire, rumors are readily available. During the events of The Eamonvale Incursion, consider using one of the caravan encounters from Chapter 5.

3 Outrider Patrol male human War4 (8): CR 3; hp 29; see Appendix 1: NPCs for complete stats. Outrider Patrols are the mounted cavalry of Eamonvale's military. They are based in the Grey Citadel of Dun Eamon, but may spend days or weeks on the road. Their duty is to secure the road against banditry, unlawful tolls and sabotage, but they are often called upon to dispense justice and uphold the law in hamlets and villages too small or remote for an official magistrate. During the events of The Eamonvale Incursion, Outrider Patrols may only be encountered in or around Fagan's Hollow (Location I in Chapter 7) due to the activities of House Drenwal; re-roll this result for other stretches of the Trade Road.

4 Brigand Gang (varies). During the events of The Eamonvale Incursion, Rolant's brigands are the only highwaymen on the road. This party consists of 3 saddlebacks, 3 triggers and either a reaver or a spellfist (30% chance of both). All are on light warhorses. See Appendix 1: NPCs for complete stats. These brigands are either preparing for a raid (80% chance) or preparing to return to their lair after a raid (20% chance). They are hostile to any party interfering with their plans, but otherwise ignore non-caravan travelers on the road. Consult the Random Encounter Table in Chapter 6 for details on treasure, slaves and injuries following a raid.

5 Frontiersman (varies). This encounter involves a single individual, either afoot, on horseback or driving a small cart. They might be a farmer (male human Com1), hunter or trapper (male human Rgr5, see Location B: Guides' Camp in Chapter 1 for typical stats). They are generally indifferent to other travelers, but with a long road ahead they may be inclined to stop and share a rumor or two.

6 Wandering Monster. A threatening creature moves along the Trade Road in search of food, or perhaps just taking the path of least resistance. Roll on the following table with a d6.

1 Wolf Pack (1d8; CR 1; hp 13). These pack hunters are always on the lookout for a wounded mount or an unsupervised beast of burden. 20% chance of a pack of Mist Hounds of the same size; see Appendix 3: Creatures and Templates.

2 Dire Rats (2d4CR 1/3; hp 5). These scavengers move through the valley and gravitate towards travelers who stop for any amount of time. 20% chance of Vapor Dire Rats; see Appendix 3: Creatures and Templates.

3 Stirges (10; CR 1/2; hp 5). These creatures associate the Trade Road with travelers, and a ready supply of food.

4 Ogre (1; CR 3; hp 29). This hulking humanoid raids for pleasure and profit. During the events of The Eamonvale Incursion, he might have been displaced from his swamp lair by Rolant's brigands and be raiding out of necessity. 20% chance of Fomor-kin; see Appendix 3: Creatures and Templates.

5 Owlbear (1); CR 4; hp 52. This beast is driven by ferocious hunger and attacks on sight.

6 Shambling Mound (1); CR 6; hp 60. These creatures drift out of the Bleak, often during Eamonvale's wet spring and fall, to seize livestock and plague travelers.

7 Structure (varies). A building or man-made feature interrupts the monotony of the countryside. Roll a d4 on the table below to establish the nature of the encounter. Each encounter may involve one or more creatures associated with it, if the DM wishes. See below for general details.

1 Bridge or Crossroads
(20% chance of 1d4 Com1)

2 Homestead (with 1d4+2 Com1)

3 Waystation (20% chance of 1d4 Exp2 or Com1)

4 Ruin (30% chance of Wandering Monster)

8 Weather Change. Framed by mountains, plains, forests and bogs, Eamonvale is subject to a variety of weather patterns. Onset time is 1d4 hours, with a 10% chance of being as rapid as 3d20 minutes. Roll again on the following table with a d6.

1 Rain (1d6 hours, 20% chance Fog)

2 Hail/Sleet (1d6x10 minutes, 50% chance of either)

3 Wind (2d6x10 min, 1d4x10 mph)

4 Fog (1d6 hours)

5 Thunderstorm (2d4x10 minutes)

6 Roll again, double duration

After nightfall, roll 1d8 on the following table:

1-2 Caravan Camp (varies). When encountered during the night, the caravan wagons are unhitched, the draft animals out to graze and the men bedded down. Use the Random Caravan Generator in Appendix 1: NPCs to create a caravan. Caravans in camp are very security oriented, and take an unfriendly attitude at the outset. They are not inclined to share their camp unless the visitors are similarly aligned and capable enough to not be a liability. If they do share camp and cook fire, rumors are readily available.

3-4 Wandering Monster. As above.

5 Occupied Camp. Unlike caravan camps, these camps are small and unobtrusive. Use the Frontiersmen entry from the table above to establish the occupants of this camp. After dark, their attitudes default to unfriendly.

6 Brigand Gang. As above.

7 Structure (varies). A building or man-made feature interrupts the monotony of the countryside. Roll a d4 on the table below to establish the nature of the encounter. Each encounter may involve one or more creatures associated with it, if the DM wishes. See below for general details, as well as a specific example of each.

- 1 **Bridge or Crossroads** (10% chance of 1d4 Com1)
 - 2 **Homestead** (with 1d4+2 Com1)
 - 3 **Waystation** (50% of 1d4 Exp2)
 - 4 **Ruin** (15% chance of Wandering Monster)
- 8 **Weather Change.** As above.

Locations on the Eamonvale Road

Along the road are waystations, semi-permanent camps, ruins, and homesteads both thriving and long-abandoned. Bridges of stone and wood span the tributaries of the River Eamon. These may all be encountered as frequently or infrequently as the DM desires. Examples of each of these categories are provided in the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website at:

http://www.necromancergames.com/prod_support.html

Location A: Bridges

The River Eamon is fed by dozens of creeks and streams running down from the melting glaciers of the Stoneheart Mountains and the sodden bogs of Eamonvale's highlands. Since the Eamonvale Trade Road runs near the river, it crosses these tributaries at the widest and fullest point, necessitating a variety of bridges.

These are built of wood, stone or a combination of the two, and in most cases are wide enough for only one wagon to pass. The longest is a three-span stone bridge, 20 feet high and 70 feet long, utilizing the most advanced architectural science known to the frontier. The smallest are often wider than they are long and cross gullies that flood with runoff during the spring and run with a trickle the rest of the year. Bridges may be deep in the wilderness, or they may be at the center of a small village, and can be found in various states of repair.

Regardless of the location, bridges are commonly used as meeting places, landmarks for navigation and message posts. Men and boys from nearby homesteads often meet in the evenings to fish, smoke and discuss harvest-time, calving-time or other agricultural matters. Lovers might choose a bridge for a midnight rendezvous. Smugglers, burglars and fences often meet on the banks beneath bridges to conduct illicit transactions under cover of night. Bridges are used as relay points for high-speed mounted messengers and couriers. Finally, remote bridges are popular in ill weather as camping spots for weary travelers and as lairs for humanoids.

For an example of an Eamonvale bridge encounter, refer to "Good 'ol Boys," in the web enhancement featuring additional Eamonvale locations and encounters, available on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html.

Location B: Crossroads

At even intervals along the miles of the Eamonvale Road, travelers cross smaller roads leading to farming communities, lumber camps, mines, hunting grounds, summer pastures and winter trapping streams. These roads can be as well established as the Trade Road itself in the case of villages, or little more than a single track in the case of seasonal use areas. Some are clearly

marked with wooden signposts or carved milestones, but others are merely mysterious paths winding off into the distance.

Above all, crossroads are gathering places. If a side road leads to a village, a caravan might stop for a few hours or even a day, taking on fresh supplies and selling some of their cargo if there is a potential for profit. During the winter, trappers often come to await a passing caravan, hoping to sell their furs and return to their trap lines without making the long trip to Dun Eamon or Broadwater. Homesteaders with an overabundance of produce or livestock might spend a day or more at a crossroads in hopes of selling their surplus to a passing caravan. Travelers needing a ride to their destination, either because of injury, exhaustion, excess baggage, a lost mount or other circumstances almost always seek out a crossroads to solicit a ride. Like bridges, crossroads are also used as meeting places and as navigational landmarks.

For an example of an Eamonvale crossroads encounter, refer to "The Gibbet Cage," in the web enhancement featuring additional Eamonvale locations and encounters, available on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html

Location C: Waystations

Spread out at twenty-mile intervals along Eamonvale are shelters for small groups of travelers. The Angus clan supports these waystations to encourage travel in a potentially dangerous region, and to provide hostels for soldiers, couriers and agents of their government.

In most cases the waystation is a simple stone shack with a shingle roof. The shack features a fireplace, a small cistern for water and a single window with a wooden shutter. Around the perimeter of the single room is a stone bench for sitting and sleeping; between the benches and the floor, most waystations can sleep a dozen people, nose-to-toes. A split rail fence surrounds the building and allows the travelers' mounts to be pastured for the night, but shepherds use it for their flock if they find themselves too far from home at nightfall. Local farmers and woodcutters are paid a monthly stipend to keep a cord of firewood and a fresh haystack under the overhanging roof on the lee side of the building.

Some waystations are uniquely constructed. Homesteads foreclosed or seized by the rulers of Eamonvale are often relegated to waystation service; these usually have two or more buildings and sometimes a stone wall or wooden stockade (see Trade Road Keyed Encounter: Shelter From The Storm in Chapter 5 for an example of such a waystation). Others are dugouts, visible above ground as only a small door in a hillside and a chimney pipe, but roomy and dry within. At least one is built in the base of a ruined tower that local legend claims was built by a hermit wizard. Other waystations in the valley occupy an abandoned windmill, a brick grain silo and a covered bridge that was abandoned when a stone replacement was erected nearby.

For an example of an Eamonvale waystation encounter, refer to "The Haunt," in the web enhancement featuring additional Eamonvale locations and encounters, available on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html.

Location D: Caravan Camps

Caravans of all sizes ply the Eamonvale Trade Road. Some are fast moving horses pulling light carts and precious loads, other

are cumbersome wagons drawn by teams of six or more draft animals hauling bulk goods. On the leg of the journey between Broadwater and Dun Eamon, every caravan, no matter how fast, must stop at least a few times. The slowest caravans may take ten days to make the trip. Even mounted messengers must switch horses in order to make the journey in one leg, or else risk lethal exhaustion of their mounts.

The results of these regular stops are semi-permanent caravan camps. A traveler may find evidence of these with little trouble (Search check DC 10 from the road), or an accomplished woodsman may extrapolate a likely location based on the features of a desirable camp (Survival DC 10). The camps are usually set several hundred yards back from the road and out of sight. Shelter from the wind, clean water and plentiful firewood are also common elements, although some camps are exposed and isolated due to unfavorable terrain.

In some cases, the camp may be occupied. The occupants tend to be large groups; smaller caravans often camp near larger ones for protection or the illusion thereof. It is not uncommon to find caravans from several trading interests, even from rival emporiums, sharing adjoining sites in the name of safety.

To populate your caravans, refer to the Random Caravan Generator in Appendix 1: NPCs. Consider using the Trade Road Keyed Encounter: Too Late for Salvation from Chapter 5 to present one of the plotlines of The Eamonvale Incursion.

Location E: Homesteads

Although few in number and widely scattered, homesteads are the most common site encountered on the Eamonvale Road. Their size, purpose and prosperity vary greatly. Some are home to individuals, others host small families and a few are home to several generations of extended family. Some may focus on a single agricultural endeavor, such as raising roots crops, tending orchards or pasturing sheep, but only the largest and wealthiest can afford to specialize. Most have several products, representing seasonal harvests and rotating crops, which keep the homesteaders busy and well provisioned year-round.

For an example of an Eamonvale homestead encounter, refer to “The MacLeod Homestead,” in the web enhancement featuring additional Eamonvale locations and encounters, available on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html.

Location F: Ruins

While Eamonvale is young in terms of its current population of human settlers, the valley has held numerous civilizations over the course of millennia. Their indelible mark on the landscape remains in the form of ruined structures, sacred sites, earthworks, tombs and standing stones. The ancient ring fort that now hosts Rath Rolant and the stone circle in the middle of the Bleak are two such examples (see Location E, Areas 2 and 3 in Chapter 6). But many of the echoes of ages past may be found within sight of the Eamonvale Road. Those that are convenient to the road are frequently used as navigational landmarks, meeting places and campsites, despite the superstitions and legends that cloud their past. Ruins are ideal adventure seeds, as any one of them might hide an underground passage, a lethal trap, a curse, a tormented soul or a magic portal.

Types of ruins vary by campaign history, geography and culture. Dolmens, stone circles and standing stones were common-

ly used in ancient ritual, and a character of a specific class or alignment or one in possession of a certain object might trigger the release of centuries-old messages, prophecies or magical effects. Burial mounds, passage tombs and sacrifice pits almost always have a great deal of ancient energy invested in them; while their potent emanations may be irresistible to adventurers, their long-dead occupants rarely welcome intruders. Signal towers, border keeps and other defensive constructions often remain long after the civilization that erected them. Such buildings might be useful if House Drenwal’s mercenary army pushes past Broadwater into Eamonvale (see Chapter 10), or if a hero’s service to the Lord of Eamonvale warrants a grant of land, a stronghold and a title.

For an example of an Eamonvale ruins encounter, refer to “Blackstone Broch,” in the web enhancement featuring additional Eamonvale locations and encounters, available on the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html.

Development

The winding roads, isolated communities and foreboding wilderness of Eamonvale are prime territory for adventure. Development potential on the Eamonvale Trade Road is limitless, and its diversity of terrain and population makes integration of other storylines uncomplicated. Consider increasing the length of the valley to put greater distances between Broadwater, Fagan’s Hollow and Dun Eamon. Additional communities can be added along the length of the valley and the territory upriver from the Grey Citadel can be expanded and developed to include border towers, humanoid camps and the passes of the Stoneheart Mountains as well.

Chapter Five: Trade Road Mystery Elements

This section contains Timed and Keyed Encounters needed to resolve the investigation of events on and near the Eamonvale Trade Road. As the heroes may travel the Trade Road several times, be sure to distribute these events evenly. Also included in this section are Rumors to aid in the presentation and development of the plot, both on the Trade Road and elsewhere in Eamonvale. The events presented here are connected to the greater plot of The Eamonvale Incursion; the previous chapter on the Trade Road presents locations and guidelines for using the Trade Road as a locale independent of this plot.

Rumors on the Trade Road

Most rumors gathered on the trade road are heard from other travelers, and so can include a variety of subjects. Any of the recent events in Eamonvale might surface here, but the subject of conversation tends to center on travelers' safety. Other traffic on the road and the region's economy are also common topics.

These rumors are categorized by subject for when the heroes are pursuing a particular topic, and the Gather Information DCs reflect the degree to which that rumor is common or rare. Be prepared to recycle and paraphrase the DC 5 and DC 10 rumors, because these represent the most commonly encountered subjects. Do not underestimate the significance of the rumor information, and be careful not to distribute too much at one time—limit one rumor per NPC unless otherwise indicated.

Unless the heroes are asking about a specific topic, roll 1d6:

1d6	Rumor Subject
1	the Trade Road
2	the Brigand Raids
3	the Elven Raids
4	the Economy
5	the Travelers
6	Other Rumors

Rumors about the Trade Road

DC Rumor

5 "It's odd to see travelers on the Trade Road these days; most folks are staying put until the brigand raids are resolved." (True. Fear is starting to keep people from traveling.)

5 "If you all are new to the valley, I'd recommend lodging in a waystation or village, rather than camping in the open. There's hazards aplenty, especially at night." (True. The man's words are even more valid after the recent brigand raids.)

10 "Be on your guard, especially when the mists roll across the road. There are sinister creatures in those mists, and you'll not see them 'til too late. (True. The creatures of Eamonvale have adapted to the valley's inclement weather; see the Mist Creature template in Appendix 3: Creatures and Templates.)

10 "There's plenty of places to camp 'round here. There public waystations, ye can join a camped caravan for security, and some folks will take ye into their homes." (All true. The locals are adamant about not being caught alone at night on the Trade Road.)

Rumors about the Brigand Raids

5 "Every day there are more raids by mounted brigands, waylaying caravans and robbing passengers." (Mostly True. The purpose of the raids is much more about seizing caravans than robbing passengers.)

5 "These brigands hit hard and fast, and none can track their comings and goings. (True. The brigands are fast, and tracking is difficult in the Bleak.)

15 "I've heard that the brigands strike from among the hills on the edge of the Bleak. Nobody's tracked them because those mists can swallow a man for good. (True. When the brigands are seen leaving the site of a raid, they head towards the hills on the edge of the Bleak.)

15 "I heard the brigands once overlooked a case of silver serving pieces... now what kind of highwayman doesn't know the value of such a thing?" (True. The brigands are more concerned with stockpiling weapons and foodstuffs.)

20 "I think Lord Angus' Outriders are in league with these brigands. They never seem to respond fast enough to an attack." (False. The Outriders are being deliberately distracted with the events in Fagan's Hollow.)

25 "These are no ordinary highwaymen. They fight in large groups, with flawless tactics, and they've got sorcerers among their number." (True. This is an unusually clear assessment.)

30 "I think it's the merchants down in Broadwater trying to drive up the value of their goods. Why else would the brigands be so selective in what they take?" (Partly True. This man's logic is flawed, but he has stumbled upon the correct culprit: House Drenwal of Broadwater.)

Rumors about the Elven Raids

5 "There's trouble over in Fagan's Hollow... I hear savage elves are raiding farms on the edge of the Elfwood." (True.)

10 "I haven't seen an Outrider cavalry patrol on the Trade Road since the wild elves started burning farms along the river." (True. Drenwal's goal is to divert attention away from the brigand raids.)

10 "These bastard elves have been burning farms for some time now, and so far there's been nothing done, by the valley's soldiers or the village militia." (Partly true. The corrupt magistrate Gurvan has kept the militia at home, and the traitorous guide, Starn, is leading the Outriders astray.)

15 "Not only are the elves burning farms, now they've ambushed a patrol of Lord Angus' mounted troops!" (True. The ambush of the Outriders is a catalytic event in Fagan's Hollow; see Fagan's Hollow Keyed Encounter: Scene of the Crime in the Elven Raids section of Chapter 8.)

15 "The savage elves are the oldest occupants of the valley, and they'll not stop until mankind has been chased out or annihilated!" (Partly True. The elves are the oldest occupants of the valley, but they are not the ones attacking the village.)

Rumors about the Economy

5 “Things are looking a bit slim for some of the settlers in the valley. With a fraction of the caravans passing through, there’s no one to sell their produce to, and no supplies to buy.” (True. This is exactly the kind of destabilization Drenwal had hoped would result from their raids.)

10 “I understand that some of the merchant houses have stopped sending caravans up the valley altogether, fearing for their safety and profitability.” (True. Most houses have been putting their efforts and resources towards other ventures.)

15 “We’ve seen quite a few mercenaries moving upriver of late. I guess there’s little market for sellswords in Broadwater, and they come looking for work as farm hands or headed for Dun Eamon to join the Mist Watch if they can.” (True. Mercenaries are leaving Broadwater for more lucrative markets due to the reduction in caravan traffic.)

20 “I wouldn’t be surprised to find that the brigand raids are motivated by Angus clan... ever since their shipments of weapons have been seized, the arms and armor that do get through have been fetching a higher price. (Mostly False. The Angus arms manufacturers have nothing to do with the raids, but their prices have increased due to increased security expense.)

Rumors about the Travelers

5 “I ran into Bennie Bundleback, the halfling peddler... offer him a meal and he’ll tell you stories all night!” (True. Bennie’s love for travel and trade are only exceeded by his love for food. Bennie is involved in Trade Road Keyed Encounter: Shelter From The Storm in this chapter.)

10 “There’s an odd sort of fellow camped in some ruins down the valley. He’s a scholar, but he wouldn’t say of what.” (True. This secretive fellow is Dunvir Dreugan, an introverted paladin and chronicler of dragons. Refer to the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website for a fully detailed encounter at:

http://www.necromancergames.com/prod_support.html

15 “Folks keep seeing a rider in a red and gold cape with a great plume in his hat. He’s looks for all the world like a foolish court dandy, but they say he rides like the wind.” (True. These locals have seen Timac Donne, the foppish troubleshooter in the employ of House Drenwal, running messages to Rolant’s brigands. Timac is involved in Trade Road Timed Encounter: Damsels in Distress in this chapter.

20 “I met a man from a foreign land in a waystation... he’s using them as shelters while he studies local plants or some such. What some folks do with their time is beyond me...” (This man met Rachman, one of House Drenwal’s hired troubleshooters and a killer in the guise of a botanist. Rachman is involved in Trade Road Keyed Encounter: Shelter From The Storm in this chapter.)

20 “I’ve heard a band of kobolds is wandering the valley looking for a lost relative... but I also hear they’re usually lost themselves!” (Mostly True. This is Ba’thumat and his Dragonkin Cult, and they actually seek Ghalzha, the elusive black dragon of the Bleak. Refer to the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html for a fully detailed encounter.)

Other Rumors

10 “There’s a man in the crossroads gibbet cage that they say is a devil worshipper!” (False. The man in the gibbet cage is actually vexed by a quazit. Refer to the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website for a fully detailed encounter at

http://www.necromancergames.com/prod_support.html

15 “I met a tradesman who says he was attacked by a band of giants at a bridge not too far from here. He had to pay to save his hide!” (Partly True. The tradesman actually ran afoul of four spriggan brothers who collect bridge tolls from travelers. Refer to the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html for a fully detailed encounter.)

25 “I met a man at market who said a goat-man came out of the woods one night and asked him to cook up a wild pig he’d killed. Sounds like the work of the devil to me!” (Partly True. The goat-man was Far’nui, a lazy satyr with a minotaur comrade. Refer to the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website for a fully detailed encounter at:

http://www.necromancergames.com/prod_support.html

Keyed Encounter: Shelter From The Storm (EL II)

This is a fairly complex Keyed Encounter for the Trade Road region, and takes place in a specific waystation along the road. After an unexpected death during a violent storm, the heroes must sort friend from foe and reveal the killer before they themselves fall victim.

The party should approach the waystation at the end of one of their travel days, either by plan or by coincidence. The day has been cold and blustery, with leaden skies and heavy-bottomed clouds building at the horizon. The first drops of rain begin to fall as the party approaches the waystation. The other pertinent players in this encounter have arrived prior to the heroes.

This waystation is larger than most; it was originally a homestead that was either abandoned by the builder or seized by the Lord of Eamonvale for administrative reasons. The fields around it lie fallow, but the walled farmyard, stable and farmhouse are maintained by the lord’s funds and kept stocked with hay and firewood to encourage trade along a potentially hazardous route. Several groups of travelers have sought shelter from inclement weather on this night, including an arms caravan, a family traveling by carriage and two travelers afoot.

A two-wagon caravan of trade goods has stopped here on their downriver trip with a cargo of arms from Dun Eamon’s legendary forges. The caravan master, Hans, decided to stop after losing a driver and two guards to a mysterious illness. Hans believes that the elves are responsible for the banditry along the Trade Road, and is highly suspicious of anyone of elven blood. He has dispatched his son on horseback to Broadwater to hire more mercenary guards while he and his remaining guards, Dietz and Oleg, wait in the defensible shelter of the waystation. Their wagons are covered with heavy tarpaulins in the courtyard, and their teams are in the stable.

Also in temporary residence is Drym Hamlin, a successful merchant and entrepreneur. He is on his way to Dun Eamon to hire guides to escort him over the Stoneheart Mountains, where a flourishing venture demands his personal attention. Along with him are his wife, Aillin, and his teenage daughter Sascha. Their driver, Norris, is an elderly man who looks like he'd never make the trip over the mountains, and indeed does not survive the events of this encounter. Their carriage is in the courtyard and their four horses are tethered outdoors under the stable's overhanging roof.

Bennie Bundleback is a halfling peddler of notable girth. He travels the valley on foot, trading small household goods and witty tales. He speaks often of settling down to farm or run a small shop, but his enormous appetite keeps him from saving his profits to do so. He wears outdated fashions worn thin by a life on the road, and bears on his back a huge pack bulging with cookware, spices and trinkets.

The other foot traveler is Rachman, a self-professed wandering naturalist and huntsman for hire. His story, as he tells it to travelers, is that he made a name for himself hunting the great grassy plains below the river valley, but has wearied of the distant horizons and sparse game. He intends to test his skill in the forests of Eamonvale and broaden his understanding of woodland creatures.

Rachman's story is not at all as he tells it. He is a naturalist, but is also a clever assassin in the employ of House Drenwal. His duty, for which he is paid a healthy retainer, is to travel the Eamonvale Road and survey caravans, selecting those whose cargoes compliment the needs of Rolant and his brigands. Using his particular talents, he is to intercept and slow down the caravans to grant time for the brigands to mount an efficient ambush or raid. Additionally, he is one of Drenwal's troubleshooters for their various gambits in this region, and may have already heard of the heroes if their interventions have successfully deterred one or more bandit actions.

Rachman's unique abilities set him apart from others in his line of work. In addition to being an assassin, he is a skilled alchemist and herbalist, and he works his lethal art primarily by means of incapacitating distillations. Also, he has recently perfected the breeding of slithering trackers (See Appendix 3: Creatures and Templates for complete stats), small oozes with paralytic secretions. Along with his acids, pyrotechnics and other alchemical concoctions, his juvenile oozes are stored in glass jars, ready to be smashed or thrown at opponents. Rachman is responsible for the deaths of Hans' guards, and had been hoping the brigands could make off with the arms shipment before reinforcements arrived. When Drym arrived at the onset of the storm, Rachman decided that his exceptional horses would also compliment the brigands' agendas and decided to enter the waystation openly to eliminate all of the travelers at once.

Rachman's goals are numerous in this encounter. He hopes to survive, of course, so he should not be thrown away as a disposable villain. He hopes to set the stage for the seizure of Hans' weapons and Drym's horses by Rolant's men. If the party has already made a nuisance of themselves by thwarting Drenwal's plans in Broadwater, Fagan's Hollow or on the Trade Road, Rachman's mandate from the House requires that he eliminate the heroes. All of these missions manifest themselves in his efforts, first passively and then actively, to kill everyone seeking shelter from the storm in the little waystation.

In this encounter, timing and flexibility are important. The party's arrival is almost immediately followed by the discovery of the death of Norris, Drym's aged manservant and driver. Suspicion is cast on the party, especially if there are elves among them. Once the scene has been set, it is up to the DM to administer each character's motivations according to the guidelines below. The result should be a chilling who-done-it with bodies piling up quickly by the time the climax approaches.

Shelter From The Storm Timeline

Use the following timeline to structure the encounter. Remember, these are only suggested guidelines. If the players are enjoying themselves and character interaction is developing strongly, Rachman's attack could be delayed all night or longer, possibly allowing him to escape and return at a later point.

-3 days Rachman systematically kills Hans' guards, compelling him to seek shelter and wait for reinforcements.

-1 day Hans dispatches his son to Broadwater and hastily heads to the nearest waystation.

-5 hours Hans, Dietz and Oleg arrive at midday to an empty waystation.

-3 hours Drym, Aillin, Sascha and Norris arrive and settle in.

-2 hours Rachman and Bennie arrive together, having met at a nearby crossroads.

-1 hour The rain begins. Rachman steps outside to bring in firewood, releasing several slithering trackers onto the roof.

0 hour The heroes arrive, settle in and make their introductions.

+5 hours Norris goes to the stable to check on the horses and does not return. His body is presumably found soon thereafter.

+1 hour The storm progresses and the roof begins to leak, allowing the slithering trackers to enter at random. Rachman begins looking for opportunities to eliminate other travelers.

+? hours Whenever the investigation begins to implicate him or the opposition is depleted sufficiently, Rachman reveals his purpose and mounts a frontal attack on the remaining travelers.

Hans Graf (male human Exp5; Appraise +8, Profession [merchant] +10; leather armor, masterwork dagger, pouch with 130 gp) is concerned about his cargo, first and foremost. He believes all of the wild rumors about barbaric elves and is quick to pin responsibility on any elves present. He attempts to keep himself and his men together in the farmhouse, or in pairs if it is necessary to venture out of the farmhouse. He is willing to equip people from his shipment of arms (50% chance of each martial and simple weapon listed in the PHB, quantity 2d6 pieces of each weapon), but only with a finished sale or a receipt for the return of the weapon, and he will not arm an elf or half-elf.

Dietz and Oleg (male human War3; Dodge, Rapid Reload; chain shirt, longsword, light crossbow, pouch with 20 sp) are mercenaries, but have developed a loyalty to Hans over several

seasons of regular work. The men who have died so far were their friends, and they fear for their lives as much as for the cargo. They resist any plan of action that requires them to split up, and generally respond only to their employer's commands, not those of any self-appointed leader during the crisis. They are also inclined to share Hans' distrust of elves.

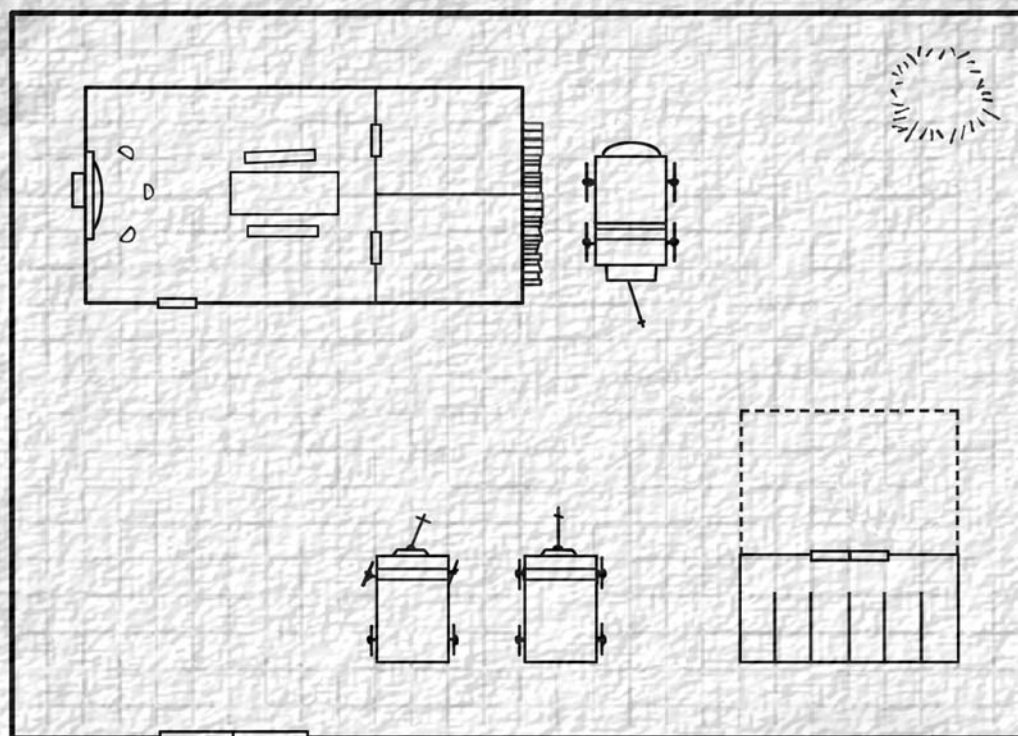
Drym Hamlin (male human Ari3/Exp3; Diplomacy +13, Sense Motive +11; Negotiator; padded armor, masterwork dagger, emerald ring worth 200 gp, pouch with 150 gp) is a hardy soul when it comes to high-risk mercantile ventures, but he isn't cut out for an adventurer's life. Early on in the crisis, his weakness shows itself; he breaks down, decries his decision to bring his family with him into the wilds and begs their forgiveness for exposing them to danger and death. He covers up his cowardice by treating everyone as if they exist only to serve him and bartering for preferential treatment and protection for his family. He only hesitantly agrees to participate in any investigation, using his family as an excuse to stay behind.

Aillin Hamlin (female human Ari4; Perform [sing] +9; Iron Will; hand crossbow, jewelry worth 40 gp) is cut from much sturdier cloth than her husband. It was she who insisted that the whole family travel together beyond the mountains, and Drym did not have the heart to resist her. She plays the part of the proper aristocratic wife and mother, but keeps a loaded hand crossbow in her skirts after the first sign of trouble. She loves her timid husband, but in light of his inadequacies she focuses all of her energy on protecting her daughter. This includes deflecting the advances of amorous adventurers, changing the subject of unpleasant conversations and putting herself in the way of any oncoming threat, as she suspects her spouse would be unable.

Sascha Hamlin (female human Ari2; Perform [dance] +5; masterwork dagger, jewelry worth 20 gp) is a typically spoiled and sheltered child of a lowland merchant. She has been educated in all the skills of a lady of the court, yet this is her first trip out of her native city. Her careful culturing is all that prevents her from shouting with joy at the prospect of adventure, and only when adventure is the subject of conversation does her noble composure slip a bit. When the crisis reveals itself, she is at once thrilled and terrified at the closeness of mortality and the thought of real adventurers in action. She relies on her mother for protection, but is easily drawn to a handsome adventurer if things get violent.

Norris (male human Exp1) is aged but robust, and is totally devoted to the Hamlins. He falls victim to a slithering tracker early and has little if any time to interact with the heroes.

Bennie Bundleback (male halfling Rog2/Exp2; Bluff +7, Perform [stringed inst., storytelling] +4, Profession [merchant] +8; leather armor, sling, dagger, fiddle, bundle of small trade goods, pouch of 14 gp) is interested in peddling his wares, but at the onset of the crisis, he proves to be a level-headed and loyal companion. He readily agrees to any reasonable plan of action and offers the contents of his pack (80% chance of any item weighing 10 pounds or less from the table titled Adventuring Gear under "Goods and Services" in Chapter 7 of the Player's handbook, 1d3 pieces of each item) to augment whatever scheme might develop. He keeps his judgment and suspicions to himself unless asked, but suspects both Drym and Rachman of acting suspiciously during the events of the evening. He feels that nobody could be as flimsy as Drym, and thinks Rachman knows too much about lowland city life to have been on his own in the vast grasslands for as long as he claims.



Trade Road Keyed Encounter

Shelter From The Storm

1 square = 5 feet

Rachman (male human Ftr10, see Appendix 1: NPCs for complete stats) is, of course, the instigator of the crisis. He stayed away from Hans' caravan lest he appear suspect, and had been camped just off the road a mile from the waystation. Seeing Drym's magnificent team and elegant carriage racing the storm and heading for the same destination, he chose to leave his camp and make contact with his intended victims. He encountered Bennie hurriedly packing his bundle at a crossroads just before the waystation.

After his arrival, he secured some firewood before the rain increased. While outside, he threw several slithering trackers on the roof of the farmhouse and stable, hoping that they would find their own way inside as the rain increased. It was one of these trackers that killed Norris in the stable.

With several slithering trackers running rogue and others applied cleverly to specific opponents, Rachman hopes to whittle down the opposition and finally make an open attack. He participates fully in the investigation, ascribing the deaths to some horrible woodland disease or hidden enemy and saying that he has seen nothing like it in his extensive travels in the lowlands. He demonstrates enough interest to support his cover as a traveling naturalist, but is also carefully conservative so as not to appear overconfident.

Tactics: With Norris dead and the game afoot, Rachman endeavors to avoid implication in the death while waiting for opportunities to kill. He hopes that one more person will fall victim to his rogue trackers, adding a wild card to the investigation. He also attempts to secretly slip a slithering tracker into any body of water that is likely to come into contact with another character: a puddle by the door, a water barrel under the eaves, or the horses' trough in the stable. If he can entice contact by dropping a coin or a scrap of parchment into the water, he does so. He may also attempt to pour a tracker directly onto someone, but only if the victim presents an irresistible opportunity, like turning their back and presenting an open collar.

Rachman acts overtly if the facts implicate him too strongly, or if four or more people are incapacitated and all the survivors are in one area. In this case, he suddenly stands and throws off his cloak, revealing bandoleers of glass vials and ceramic jars festooned across his torso and thighs. His first attacks consist of a tanglefoot bag thrown at the most capable fighter and a vial of acid directed at the most obvious spellcaster, with the balance being slithering trackers flung at the closest targets not already attacked. In following rounds, he continues to direct tanglefoot bags at the opponents he judges to have the greatest resistance to paralysis (classes with good Fortitude saves), acid to deal recurrent damage to spellcasters (and force Concentration checks), alchemist's fire at any large groups of people, and slithering trackers at the closest opponents. He uses his poisoned shuriken to compromise good Fortitude saves by impairing Constitution scores.

Rachman tries to keep anyone from entering melee with him, as his primary attack method is susceptible to Attacks of Opportunity. He holds his ground as best he can to maximize his attacks, but falls back if pressed, using a slithering tracker or vial of alchemist's fire to cover his withdrawal. If need be, he removes a bandoleer of slithering trackers and smashes it as he exits, leaving a large pool of the paralytic creatures blocking the exit. If he is killed or senses his death is imminent, he flings himself forward in a dramatic fashion, trying to place himself centrally to all sur-

viving characters. As his body crashes to the floor, all his remaining glassware shatters. The tanglefoot bags and slithering trackers are destroyed in the process, and the acid and alchemist's fire explode in a searing fireball. The fireball deals 1d6 points of damage per vial of acid or flask of alchemist's fire remaining, and has a diameter of 2 feet per container of each substance. Depending on the outcome, the party may have a number of injured and/or bereaved bystanders to deal with, as well as any slithering trackers still on the loose.

Timed Encounter: A Task of Casks (EL 11)

This Timed Encounter is set somewhere on the Trade Road. It provides an opportunity for the DM and players to experiment with the game mechanics presented in the Chase Resolution Appendix, if desired. As the party crests a saddle between a pair of low hills, they see a cart with a weary team making its way to the saddle from the other side. The old man leading the horses hails the heroes with a weak and winded voice. It is plain to see that the climb has been even harder on the two draft horses than on the old teamster. The cart is piled high with oak casks tied in with rope; a Search check (DC 10) suggests by the movement of the cart and load that most or all of the casks are empty.

MacElroy gladly stops his team for a breather, which they readily take. He is en route to an obscure distillery in the Eamonvale highlands with a load of used sherry casks, prized by highland distillers as they are both well seasoned and impart unique and subtle flavors to the contents during the long maturation period. MacElroy chose this particularly light cargo for the upriver leg of his trip to grant a respite to his haggard horses, Peter and Paul. The old man makes no secret of his concern for the horses and worries that they are better fit for pasture than for the steep valley road.

In the course of exchanging pleasantries, MacElroy passes a glass flask of fine single malt whisky. He can pass on a couple of common (DC 5 or 10) rumors from Broadwater or the Trade Road, but knows little of Fagan's Hollow or the rest of Eamonvale. If asked about brigands or elves, he appears unconcerned and jokes about the likelihood that his cargo will be 'spirited away'. Before the end of the conversation, however, the cargo is threatened by a group of Rolant's brigands who intend to use the casks for smuggling slaves into Broadwater.

If the party is specifically alert to developing threats, allow the customary Spot and Listen checks to notice the brigands preparing their attack. If the party seems to be engaged in conversation and oblivious to their surrounding, the brigands achieve surprise easily. Without warning, an arrow shatters MacElroy's flask. When the heroes scan the area, the tops of both hills are covered with kneeling bowmen with riders behind them. A man calls down, inviting MacElroy to surrender his cart and cargo peacefully in the hopes that the old man might live to work himself to death. The suggestion is followed by the curt order to drop weapons and reigns, and to make no sudden moves. If the caravan is saved through combat or clever negotiations, MacElroy tries to convey his gratitude by passing over a bottle of 25 year old single malt highland whisky.

MacElroy (LG male human Exp3; Handle Animal +6, Profession [teamster] +6; flask of whisky) is a lifetime Eamonvale teamster, and knows a thing or two about the Trade Road.

Brigand Saddlebacks, male human War4 (6): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (4): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Reaver, male human Ftr6 (1): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Tactics: If the heroes comply with the demand for surrender, half of the riders approach and hitch the cart to a fresh team of horses. Unless the party intervenes, they disappear down the road, leaving the bowmen to withdraw to their own horses and scatter after a few minutes of observation to deter pursuit. The casks are switched to mules for the trip to the ranch (Location B in Chapter 6), and the cart abandoned. The riders make their way via several different routes several hours apart, and a few of the oldest casks are abandoned in the woods as red herrings.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Cart (Hvy Horse)	Medium	35 ft.	70 ft.	140 ft.
Brigands (Lt. Horse)	Medium	40 ft.	80 ft.	160 ft.

The brigands have little patience and open fire unless all weapons are immediately dropped. They ignore the old man, who runs for cover at the outset of violence. They make a token effort to drive off any defenders, but given its relative worth, they are quick to abandon it, scatter and attempt to outrun any pursuers.

Timed Encounter: Damsels in Distress (EL 14)

This caravan is a Timed Encounter for the Trade Road, and is likely encountered on the move. If the heroes have already made a name for themselves by foiling brigands along the Trade Road, it represents a deliberate attempt on the part of House Drenwal and the brigand prince Rolant to draw out the would-be saviors of free trade. If the party has made no such interventions, the encounter may run as written, for the cargo of the caravan is important enough to the brigands to warrant the involvement of several elite villains.

The encounter is best used as the party approaches the road, perhaps after camping for the night or investigating a rumor. When the party spots the caravan, the drivers have already whipped their teams to full speed, and a number of masked brigands are in hot pursuit. The caravan consists of three wagons and a stately carriage. The wagons hold dry goods bound for Dun Eamon, each crewed by a driver and a guard with a crossbow.

The carriage has two drivers and two female passengers, though all that can initially be seen of the women is a handkerchief fluttering from the curtained carriage window. The caravan's mounted escorts have already been dispatched, and the pursuers have gained enough ground to be nearly abreast of the rearmost wagon.

Rolant's brigands need these supplies, both for themselves and to add to their stores for the invading army. House Drenwal went out of their way to book two female passengers in a carriage along with this caravan to ensure seizure of the supplies intact. The drivers and guards are loyal to their patron merchant house and wish to see the cargo through to its destination. The women are loyal to sinister House Drenwal and plan to intervene if the guards manage to resist the brigands' initial rush. If the caravan were to be successfully taken, they would play the horrified captives until they are safely in Rolant's camp. If the guards receive aid from an outside source, namely the party, the women use their guile, magic and combat skill to even the odds.

The two women in the carriage are members of a secretive cult obsessed with manipulation, seduction, debauchery and torture. Their all-female priesthood has corrupted the daughters of kings and caliphs across the known world, and many powerful merchant empires have one or more such cultists anonymously ensconced within their opulent households. These two cult-sisters are ladies-in-waiting from Drenwal's home emporium, and have traveled to Eamonvale with their mistress Ciaran (see Broadwater Keyed Encounter: Den of Depravity in Chapter 2). Cait is a sorceress infatuated with suffering, and Ella is her whip-wielding bodyguard; together they provide insurance that the caravans they ship out with are delivered to the highwaymen intact and with minimum fuss.

The raiding party is comprised of Rolant's veteran highwaymen, mostly triggers and saddlebacks, with two reavers for extra muscle. The raid is led by one of the most colorful characters of Drenwal's organization. Timac Donne is a freelance agent of House Drenwal who followed the caravan out of Broadwater and rendezvoused with Rolant's brigands to plan the attack. He carried with him the secret of the female passengers, but has only told the raiders that they are not to be harmed; if the raid goes well, nobody need know their true allegiance. Timac is a swordsman of the most flamboyant sort, and his elegant dress and courtly manner border on the absurd. Despite his foppishness, he is a master horseman and skilled warrior; his dual-wielding methods have been honed during his extensive travels and he is a worthy opponent even without the support of a band of raiders.



Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Wagons (Hvy Horse)	Heavy	35 ft.	70 ft.	105 ft.
Carriage (Hvy Horse)	Medium	35 ft.	70 ft.	150 ft.
Brigands (Lt. Horse)	Medium	40 ft.	80 ft.	160 ft.
Timac (Lt Horse)	Light	60 ft.	120 ft.	300 ft.

When the party spots the caravan, the teamsters are driving at their full speed of 105 feet per round (their draft animals are encumbered with heavy loads and limited to running at three times their reduced speed of 35 feet per round). The brigands are easily able to keep up by making run moves at 130 feet every other round to get slightly ahead of the caravan. Timac is holding back to see how the brigands fare and to watch for intervention from would-be heroes, but can join the combat at any time with his horse's unencumbered run move of 300 feet.

Brigand Saddlebacks, male human War4 (8): CR3; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (8): CR 3; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Reavers, male human Ftr6 (2): CR 6; hp 43; see Appendix 1: NPCs for complete stats.

Timac Donne, male human Rog4/Ftr4/Dst4: CR 12; hp 80; see Appendix 1: NPCs for complete stats.

Cait, female human Sor7: CR 7; hp 26; see Appendix 1: NPCs for complete stats.

Ella, female human Ftr7: CR 7; hp 52; see Appendix 1: NPCs for complete stats.

Tactics: The tactics below represent a general progression and should be modified based on the actions of the heroes and the motivations of the villains.

Rounds 1-3: The caravans move at 105; the drivers make Handle Animal checks for the run moves, and the guards fire crossbows from the wagon seats. The triggers fire at the wagon guards and reload their crossbows each round; since they must make a run move every other round to keep pace with the caravan, half these shots suffer a -4 penalty and half suffer a -8 penalty. The saddlebacks and reavers pace the combat on horseback, yelling for the caravan to surrender. Timac observes from well back and paces the combat. The women remain hidden. If the party intervenes, it should take them most of these rounds to

mount their steeds, prepare shields, weapons and items and position themselves alongside the chase.

Round 4: The saddlebacks position themselves in front of the caravans with a run move, distributing themselves 2 per vehicle. The reavers engage the party from horseback. As long as the party has presented themselves, Cait casts *mage armor* on Ella. All other elements continue to exchange missile fire.

Round 5: The saddlebacks hold actions and allow their mounts to fall back alongside their respective caravan vehicles. As they pass, they make Jump checks to leap aboard and draw their weapons. Cait casts *cat's grace* on Ella. Other elements continue as above.

Round 6: The saddlebacks engage the caravan guards atop the wagons and carriage. The triggers continue to pace the combat and direct their ranged attacks against the party. Timac Donne surges ahead to close the distance to the combat, his red cloak and plume billowing grandly. Cait casts *mage armor* on herself. All other elements continue as above.

Round 7: Timac Donne singles out his opponent, preferably a bard, ranger or rogue, or anyone not heavily armed and armored. If possible, he chooses the hero with the highest Charisma, hoping for an engagement worthy of epic retelling. He fights on horseback, but if heroes are boarding the vehicles, he uses his cloak to dimension door from his horse to an opponent of his choosing on one of the vehicles. Cait casts *spectral hand*. Ella exits the carriage through a panel in the roof and readies her whips. All other elements continue as above.

Round 8+: Ella engages any character within 15 feet of the carriage with her magic whips, using her Improved Trip feat in an effort to unhorse heroes or topple them from the carriage. Cait casts *agony*, *shocking grasp* and *vampiric touch* using her *spectral hand*, using her Improved Counterspell feat when appropriate. All others continue as above.

Resolution: Emboldened by their allies' prowess, Rolant's brigands fight on regardless of casualties until Timac Donne signals a retreat. If Timac is reduced to 1/3 of his maximum hit points, he uses his cloak to *dimension door* to the top of the carriage or back to his horse, as appropriate. Cait uses *grease* on saddles and weapons, *web* between trees and *touch of fatigue* on horses to discourage pursuit. Ella uses her fighting skills to eject heroes from the carriage if any are still aboard. If they manage a clean escape, they abandon the carriage and its shell-shocked drivers and make their way back to Rath Rolant or to Broadwater at the DM's discretion. If their escape is successful, they should resurface at a later time to continue to harass the heroes.



Keyed Encounter: Too Late For Salvation

This encounter gives the party a glimpse of the brigands' handiwork. It is set at a popular caravan camp on the Trade Road. The heroes can analyze the remnants of the caravan wagons and examine the dead to form a picture of the brigands' methods and motivations. It may be used anytime the heroes are passing near Fagan's Hollow, perhaps as part of their investigation of the brigand raids.

Tarvis Springs is a popular and fairly secure camp for caravans traveling the Eamonvale Road between Broadwater and The Grey Citadel of Dun Eamon. It is situated below the village of Fagan's Hollow, making an ideal spot to rest after the second day out of Broadwater. Tarvis Springs is commonly used to adjust loads, make minor repairs and secure supplies from Fagan's Hollow if needed. The camp is situated several hundred yards back from the Road behind a low hill. A stand of pines at the base of the hill shields the camp itself, and a broad grassy flat provides room to picket horses and maneuver wagons. A small brook runs past the hill to a stone culvert under the Trade Road, and then into the River Eamon. Currently there is a 10% chance of occupation, with most caravans pushing on instead to the security of Fagan's Hollow.

Travelers with an eye out for unusual occurrences probably notice the faint wagon track leading from the Trade Road towards the camp at Tarvis Springs (Search or Survival DC 10). A more attentive tracker might notice that the last large party to enter the camp did so several days ago, and consisted of 2 wagons and nearly 20 mounted men (Survival DC 15). Careful consideration of the tracks with a Survival check reveals that this arrival took place several nights ago (DC 20), the camp has not been occupied since (DC 18), and that most of the horsemen tracked a different sort of mud than the draft horses (DC 25; this is bog mud from the brigands' horses).

Once the trail from the Trade Road is discovered, it is easy to follow around the curve of the hill to the wooded camp. There the party discovers the wreckage of two of the wagons. The wagons have been burned, and much of their contents destroyed. A few shipping crates may still be examined, revealing a partial cargo of silks, porcelain and copper goods. The silks are badly charred, the flatware smashed and the copper kettles dented beyond repair. Examination of the rest of the camp requires more Survival checks to track the occupants. Flattened grass indicates that the caravan had camped here for at least part of one night (DC 15) before they were interrupted. The layering indicates that most of the horsemen arrived several hours later than the wagons (DC 20). Finally, a tracker might establish that the horsemen left in pairs and trios, sometimes with several men on foot accompanying them. This might lead the heroes to believe that the horsemen took captives from the caravan as well as goods.

One item of note is the lack of violence around the campsite. Only one man was killed in the seizure of goods: the caravan master. His body may be found with a Search check (DC 15) or by any creature with the scent ability. He lies face down in the brook and is already badly decomposed. The only pertinent feature is that his throat was clearly cut. This might indicate to the party that he was killed as an example and thus accounts for the general lack of bloodshed. He still wears a slim leather satchel inside his clothing that holds the manifest for the shipment. In

addition to the silks, porcelain and copperware, the caravan had been carrying weapons and armor from the forges of Dun Eamon, destined for Broadwater's Trade Grounds. Most notable here is the fact the heaviest goods with the least resale value were taken, leaving the valuable porcelain and the easily transacted silk yardage to burn. These clues may point to the ultimate goal of the brigands: to provision a war against Eamonvale.

Development

The Eamonvale Road should not be regarded merely as a means to get from point A to Point B, especially with the brigand activity and economic intrigue of The Eamonvale Incursion. Any number of additional brigand raids, caravan encounters or unrelated happenings might occur along this vital artery of commerce and travel. Use the Caravan Generator provided in Appendix 1: NPCs and the web enhancement featuring additional Eamonvale locations and encounters (available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html) to create further events and adventure along the Eamonvale Road.

As the events of the module unfold, a sense of peril should be integrated into Trade Road encounters. First, traffic simply becomes increasingly paranoid, caravans hire more guards, and travelers are less inclined to stop and talk. Then, as the consistency of the brigand success becomes apparent, trade on the road diminishes to a trickle, and finally stops altogether with the siege of Broadwater. Once the heroes have secured the road, either by defeating or altogether eliminating the brigands, trade resumes, first tentatively, and then with full force. The DM must continually consider the trends and rumors that govern trade in Eamonvale and carefully represent the interests of the merchant houses.

Chapter Six: A Brigand's Swamp Kingdom

Much of Eamonvale is dominated by low-lying swamps, empty moors and boggy highlands. Some of these regions, like the Trackless Mire and the Moorlands, are involved in The Grey Citadel. But the greatest of these dismal spaces, and that which pertains to The Eamonvale Incursion, is the Bleak, a vast network of leech-infested canals, blanket bogs, soggy hillocks and the occasional ruined watchtower or abandoned homestead. Aside from a few creature lairs, the hardest of giant-kin and a few hermits and seekers of solitude, the Bleak has been largely uninhabited until recently.

A major part of House Drenwal's efforts to destabilize Eamonvale's economy is their investment in a large band of highwaymen who they have charged with terrorizing local merchants, seizing essential supplies and drawing the attention of Eamonvale's soldiers away from their duties. Led by a rogue of particularly ill repute, the brigands have established a sizable stronghold in Eamonvale. For the heroes to have any hope of permanently curtailing the brigands' influence on commerce and safety on the Trade Road, they must travel to the heart of the bandit kingdom, an ancient ring-fort deep in the Bleak.

History

The Bleak has not always been uninhabited. Its remoteness and the difficulties of travel there have attracted several settlements of humanoids for the sake of security and defense, although no civilization has endured to the present day. A few ruins lie scattered about, as well as burial vaults, standing stones and strange earthworks.

When the Merchant House of Drenwal began planning its campaign against the Lord of Eamonvale, they saw the need for an operation aimed at crippling the valley's economy and restricting the flow of goods and troops into Broadwater. The Bleak had good access to the Eamonvale Trade Road at several points, was only provisionally mapped, was highly inhospitable and made tracking extremely difficult. Brigand scouts pushed deep into the Bleak and eventually happened upon the massive earthworks of a warlord's ring fort from a forgotten age, which their leader has dubbed Rath Rolant after himself. Upon its outer bastion they erected a wooden palisade, and within its protective arms they constructed their camp. They have also trapped the swamp along the approach, and crafted false trails leading into the most dangerous areas of the bog. At the time of The Eamonvale Incursion, the Bleak is fully the domain of House Drenwal and Rolant the Brigand Prince.



Geography

The Bleak was created during Eamonvale's last ice age, when a massive glacier descended from the Stoneheart Mountains. When it receded, it left in its place a vast hollow. This hollow now holds the Bleak, which butts up against the rolling hills of the Moorlands and the spurs of the Stonehearts on one side. On the opposite edge runs the Eamonvale Road and the River Eamon, which are separated from the Bleak by low hills and patchy forest. Above and below, thicker forests flank the Bleak; the Old Forest lies between it and Dun Eamon, and the Cnoc Coille covers the hills that descend towards Broadwater and the plains.

Terrain in the Bleak varies greatly. Much of it is blanket bog, a spongy bed of saturated vegetation many feet thick. Blanket bogs are not necessarily flat, and the Bleak incorporate many hills and small mounds. Numerous waterways ranging from gravelly streams to nearly stagnant canals bisect the landscape, feeding and draining small lochs and ponds. Patches of quicksand and massive sinkholes threaten travelers with each step.

Moving into the Bleak from the direction of the River Eamon and the Eamonvale Road begins with an upslope trek through grassy hills and small copses of deciduous woodland. A party might choose to follow a farm road or one of the tributaries of the river towards the Bleak, in which case they pass a handful of small homesteads as they go. Some of these pasture sheep or cattle, others tend small orchards, and many are little more than a trapper's shack and a tanning shed. Regardless of the purpose, the farms and cabins are fewer and further between as the heroes draw close to the edge of the Bleak. Finally, with the last homestead behind them, the party toils up a low ridgeline that separates the Bleak from the River Eamon and the inhabited regions along its banks.

Flora and Fauna

At first glance, the bog is a barren and inhospitable place, but behind a shroud of rain and fog it teems with life. Plant life abounds due to the moist conditions, but the thick peat beds that separate surface plants from the nutrient rich water table keep vegetation small. Heather, sphagnum moss, bog cotton and moor grass form most of the surface growth, with clumps of black bog rush, sedge grass and gorse adding a bit of contrast. Thistles, orchids, and other flowering plants provide a splash of color to a landscape of green, brown and grey. Carnivorous plants have accommodated the lack of soil nutrients by evolving mechanisms to ensnare prey ranging in size from insects to humanoids. Some sentient plants are present, typically shambling mounds, algoids and the like. Spirits or other energies may also animate plants or plant communities.

Mundane mammals in the Bleak are limited to foxes, small rodents, a handful of deer and the occasional misplaced cow. Aquatic life usually takes the form of turtles or frogs; fish cannot tolerate the acidity of the bog. Insects are mostly waterborne, including water spiders, water scorpions and dragonflies; many oversized versions of these insects have evolved as well. Birds include wading birds, waterfowl, songbirds and birds of prey. Bog-dwelling hazards include giant leeches, vapor rats, will o' wisps and moor trolls. Supernatural phenomena such as bog mummies are uncommon, but present nonetheless.

Bog Iron

Minerals in a blanket bog tend to gravitate downwards; plant life is thin on the surface because all the mineral nutrients are trapped below. Iron especially has a tendency to seep downward, collecting on the clay pan beneath the bog. Over long periods of time, these minerals can congeal and form ingots of bog iron, known for its high silica content and resistance to corrosion. Loaded with impurities, bog iron is inappropriate for smelting and refining, but can be heated, worked, hammered and folded into tools and weapons. Because of its resistance to corrosion, anchors and nautical fixtures are commonly made from it.

Since it is never melted, only heated, bog iron is effectively cold iron as described in the DMG, and has all the same properties regarding creatures with damage reduction. Additionally, it gains a +5 saving throw bonus against corrosive agents such as the acidic secretions of a grey ooze or the touch of a rust monster. These implements resist corrosion as if magical. Establish the save bonus using the craftsman's level in place of caster level as described in (see Special Materials under "Creating Magic Items" in Chapter 7 of the DMG). In cases where a corrosive agent does damage directly, bog iron is treated as having Hardness 15 and 30 hit points per inch. Bog iron increases by 5 the DC of any Craft checks made to work it, as it must be worked at cooler temperatures to preserve the silica content.

Travel

Blanket bog is horrendous terrain to travel across, and the Bleak is no exception. Footing is poor, visibility is limited, and clothing and footwear are clammy at best and soaked at worst. Equipment dropped is frequently lost. Firewood is scarce and damp, so meals tend to be cold, and fresh water is nonexistent. The bog offers no shelter, no dry place to sleep, no fish and very little game. Even after a short day of travel in the bog, morale is often tenuous.

Moving across open bog may be resolved as trackless swamp in Overland Movement under "Movement" in Chapter 9 of the Player's Handbook and Marsh Terrain under "Wilderness Adventures" in Chapter 3 of the DMG. At its most simple, this imposes a 1/2 movement penalty to Local and Overland movement rates and a x2 penalty to Tactical movement. While those guidelines may be used for the sake of simplicity, a more authentic representation of movement in a bog may be had with the following movement penalties.

Terrain Categories in the Bleak

Refer to the following terrain categories to resolve movement in the bog. The movement penalties have been reproduced here for convenience; for skill check modifiers, cover bonuses and other rules, refer to the Marsh Terrain under "Wilderness Adventures" in Chapter 3 of the DMG. The Survival DCs for tracking attempts are based on time and weather conditions described in the Tracking a Brigand section, below.

Terrain	Tactical	Local/Overland	Track DC
Turf	None	3/4	20
Shallow Bog	x2	1/2	15
Deep Bog	x4	1/4	25
Open Water	Swim	Special	N/A
Dry Growth	x2	3/4	20
Wet Growth	x4	1/2	15
Boardwalk	None	3/4	25

Turf is relatively open ground. It is damp, soft and covered with moss, grass and woody scrub. It has no effect on Tactical movement, but reduces Local and Overland movement rates like trackless moor (3/4 speed).

Shallow Bog is as described in Marsh Terrain under “Wilderness Adventures” in Chapter 3 of the DMG. It represents areas of shallow water or mud roughly 1 foot in depth. It costs 2 squares of Tactical movement per square of shallow bog, and reduces Local and Overland movement rates like trackless swamp (1/2 speed).

Deep Bog is as described in Marsh Terrain under “Wilderness Adventures” in Chapter 3 of the DMG. It represents areas of deeper water or mud roughly 4 feet in depth. It costs 4 squares of Tactical movement per square of deep bog, and reduces Local and Overland movement rates even more drastically than trackless swamp (1/4 speed), although long stretches of it can usually be avoided in favor of drier routes.

Open Water in the bog takes the form of lochs, ponds and deep canals. It cannot be crossed on foot, only by swimming, boat or bridge. All movement is resolved according to the rules for the Swim skill, the rules for boats in Transport under “Goods and Services” in Chapter 7 and in Overland Movement under “Movement” in PHB Chapter 9, or by DM discretion.

Dry Growth encompasses areas of the bog with thicker heather and other vegetation than open turf. It is effectively identical to undergrowth as described in Forest Terrain under “Wilderness Adventures” in DMG Chapter 3 and costs 2 squares of Tactical movement per square of dry growth. It reduces Local and Overland movement rates like trackless moor (3/4 speed).

Wet Growth includes areas of the bog that feature both standing water and plant growth, most commonly the stands of rushes and grasses that flank bodies of water. This terrain combines the effects of dry growth and shallow bog, and costs 4 squares of Tactical movement per square of wet growth. It reduces Local and Overland movement rates even more drastically than trackless swamp (1/4 speed), although long stretches of it can usually be avoided in favor of drier and less obstructed routes.

Boardwalk consists of sections of wooden roadway that link together sections of open turf and create a uniform travel surface. Like turf, it has no effect on Tactical movement and reduces Local and Overland movement rates like trackless moor (3/4 speed). Beasts of burden cannot navigate the wooden sections, and must wallow through the softer sections of bog with the appropriate movement penalties.

Conditions

The following conditions apply for as long as the heroes remain within the boundaries of the Bleak.

Visibility

As with much of upper Eamonvale, the Bleak is subject to relentless precipitation as weather fronts from the lowlands build up against the Stoneheart Mountains. Mist is ever-present; in addition, each hour spent in the Bleak offers a 50% chance of either fog or rain, and a 10% chance of both. Mist is continuous in the form of light drizzle or thin fog that only obscures vision at long range. Vision is unimpaired within a character’s Wisdom modifier x 10 feet. Everything beyond that has concealment miss chance of 20%, up to the normal max. spotting range for swamp



terrain (2d8 x 10 feet). Fog functions exactly as described in Weather under "Wilderness Adventures" in DMG Chapter 3, obscuring all vision beyond 5 feet and lasting 2d10 minutes at a time. Rain also functions as described in Weather under "Wilderness Adventures" in DMG Chapter 3, halving visibility, penalizing Search and Spot checks by 4 and lasting for 4d10 x 10 minutes at a time.

Footing

Bog is notoriously unstable; solid ground can yield to insubstantial muck in the space of a single stride. Walking under normal circumstances does not present a hazard, but once combat distracts a character there is a chance of slipping on the decaying vegetation. Following a result of "1" on an attack roll (critical failure), have the player roll a Reflex save (DC 15). If this save is failed, the character is flat-footed until their next initiative; they have slipped and recovered, but are not able to effectively dodge incoming blows. If they fail by more than 10, they fall, take 1d2 points of subdual damage and are prone until their next initiative.

Bog Hazards

Temperatures in the Bleak are frequently below the 40-degree threshold for cold dangers presented in Cold Dangers under "The Environment" in Chapter 8 of the DMG. An unprotected character must make a Fortitude save each hour (DC 15 +1 per previous check) or suffer 1d6 points of non-lethal damage. Proper clothing (cold weather outfit) and the Survival skill (DC 15 for a +2 save bonus) can improve a character's resistance to cold-based damage. However, cold weather clothing provides no advantage if it is wet due to immersion or precipitation. Normal clothing actually accelerates heat loss when wet; a wet character without winter clothing requires a Fortitude save every minute to resist damage.

When two consecutive Fortitude saves to resist non-lethal damage are failed, hypothermia sets in. The character's body temperature is lowered to the point that brain and muscle function are impaired. Symptoms include loss of fine motor skills, stumbling, violent shivering, slurred speech, apathy and confusion. When a character suffers hypothermia, apply 1d4 points of temporary ability damage to Dexterity, Wisdom or Intelligence, determined randomly. The character does not know they have been damaged, but other characters may attempt a Sense Motive or Heal check (DC 15) to detect the change in mental status. These lost ability points are recovered when the character recovers from all nonlethal damage due to cold, rather than at the normal rate of 1 per day. Treatment involves removing the patient from the cold environment and heating them externally (with a fire and dry clothes) and internally (hot liquids and a meal).

Immersion foot, also known as 'trench foot,' is a common hardship for bog travelers. It occurs when extensive contact with cold and moisture impairs the flow of oxygenated blood. Onset follows hours or days of exposure to cold and damp conditions. Symptoms include numbness, sensitivity and swelling resulting in 1d4 points of temporary ability damage to Dexterity. Treatment involves a thorough drying and warming of the effective area. Early treatment of immersion foot (a successful DC 15 Heal or Survival check) generally eliminates lasting effects, but if it is allowed to progress for more than 12 hours, blistering,

ulceration or gangrene may result, as well as neurological damage resulting in a permanent Dexterity penalty.

The parasites of the bog can collectively impair even the hardiest of adventurers. Leeches latch onto living creatures and drain fluids to sustain themselves while secreting an anti-coagulant to encourage blood flow. Water lice and fleas infest clothing, armor and hair to make life generally miserable for travelers. Footworms actually burrow painfully into the flesh of their host, where they multiply and eventually break forth again in an easily infected blister. Unless the party takes deliberate effort to keep themselves clean and dry, the net result of the biological hazards they encounter during their stay in the swamp may result (at the DM's discretion) in 1d4 points of non-lethal damage for each day beyond the first. This damage may be avoided with a successful Heal or Survival check (DC 15).

Bog Acids

Bog water is naturally acidic due to the volume of decaying organic matter, and blanket bogs like the Bleak have the highest acidity of any bog or swamp. Corrosion of metal items begins almost immediately, although this happens on such a microscopic level that the repercussions are not immediately obvious. It strikes first at areas where the metal has been worked after it was forged or cast; hinges, rivets, engravings, scratches and wear points all expose subsurface metal to the acidic bog water.

After several hours, the first visible chemical etchings and oxidation (rust) appears on the surface of the item, but with no effect on performance. After a full day of exposure without maintenance, armor checks are penalized by -1, slashing weapons receive a -1 damage modifier and tools suffer a -1 penalty to related skill checks. After three days in the bog without care, armor's maximum Dexterity bonuses drop by 1 and piercing weapons suffer a -1 to damage. A full week of exposure to bog water results in the loss of masterwork quality and all modifiers associated therewith; armor suffers an additional -1 armor check and -1 maximum Dexterity bonus.

Some metals, particularly gold and platinum are more resistant; silver and copper eventually deteriorate, although adventurers passing through a bog should notice no real loss in their investment. Mithril and adamantine are less susceptible as well, but only cold iron (and bog iron, see below) and enchanted metal items are immune to this corrosion.

Proper maintenance requires only a few simple tools and can stave off the deterioration of metal items almost indefinitely. This is not difficult, but it requires the removal of armor and weapon belts and the disassembly of tool and skill kits so that they may be cleaned, dried and oiled, making it impractical to do on the move and something of a liability in hostile territory.

An adventurer's maintenance kit costs 3 gp, weighs 2 lbs and includes several grades of whetstone, rags, oils, wire and leather, as well as specialty items such as spare mail rings, sinew for binding arrowheads, bowstrings, knives for shaping spear shafts and the like. This kit is only suitable for interim gear maintenance; adventuring equipment must be regularly overhauled (chain-mail rolled in barrels of sand to remove rust, weapon edges reground, hafted weapons remounted, arrowheads rebound, plate armor fitted with new rivets and straps, etc.). *Mending*, *make whole* or similar spells can substitute for a proper weapon cleaning session (although they are no substitute for the solidarity of warriors seated around a fire on the eve of battle).

Rolant's Brigands

Brigands are the uncontested masters of the Bleak. Whether on the boardwalk or in the open, brigands sighting interlopers give chase and do battle without question, as there is no viable reason for anyone to trespass their domain. Refer to the brigand party described in the Random Encounter section of this chapter, or create a brigand party of any size from Appendix 1: NPCs.

Brigand Tactics

The brigand's tactics for their swift mounted raids are detailed in individual encounters in the Trade Road chapter. When on their home turf in the Bleak, they function as follows.

Regardless of the composition of the group, their primary goal is to alert Rath Rolant to the intrusion. One of their group is dispatched immediately to carry word of the invaders, unless a spellfist is present and within range of his *whispering wind* spell. The content of the message includes party composition, apparent classes and other pertinent information. The rest of the group focuses on pursuing and eliminating the interlopers.

Reavers are generally present and lead the group into battle. Toughs take the fight to their opponent, using their polearms to keep foes at bay, while triggers supply supporting fire. Mounted saddlebacks, if any are present, use firm ground to charge a flank with their flails, and in unfavorable ground they act as mobile missile troops. Huntsmen release their war hounds and join in supporting the toughs with missile fire. Spellfists contribute *magic missiles* and *rays of enfeeblement* during the fight, and cover withdrawals with *obscuring mist*.

If a party flees, the brigands attempt to drive them towards known hazards (see the Traps section, below). Under no circumstances do the brigands allow themselves to be split up, and they avoid straying far from the boardwalk unless a huntsman accompanies them. They disengage if they suffer more than 50% casualties, or if all reavers and spellfists are slain.

If the heroes manage to avoid engaging the brigands in battle, they might have several options.

Shadowing a Brigand

No individual in Rolant's employ, or even within his sphere of influence, can bring themselves to betray the secrets of the brigand prince, so great is his reputation for unsavory acts of retribution. No brigand knowingly leads pursuers to any of their secret locations. If a brigand is aware of pursuit, he attempts to evade the pursuers, fight them, lure them into a trap or ambush, or lead them far away and take a vacation in the highlands.

Tracking a Brigand

Attempting a delayed and covert pursuit of one of Rolant's highwaymen is a possible way of learning the secrets of their swamp kingdom. If the brigand has any inclination that he is being followed, he goes to great lengths to protect his fellows and their lair.

Tracking a brigand through swamp terrain requires an extremely accomplished tracker, but the absence of traffic reduces the difficulty somewhat. Refer to the Terrain Categories for general Survival skill tracking DCs; some locations have specific DCs listed as well.

Tracking in the Bleak

Following tracks in the Bleak is a daunting challenge for any but a seasoned tracker. The spongy ground of the bog holds tracks poorly, and the numerous streams, canals and sinkholes further confuse a trail. Muddy footprints, crushed heather and skid marks on slippery terrain give an advantage to the tracker, but they are offset by the frequent rain that threatens to erase the tracks and fog that obscures the trail from view.

The most common DCs for tracking in the bog are 15 for firm ground and 20 for soft ground (DC 10 or 15 base; -2 for an average group of 6 brigands; +1 for an average delay of 24 hours; +3 for a minimum 3 hours of rain; +3 for the regular fog or precipitation). Make adjustments for shorter or longer time delays or variations in weather. At the points where the brigands actually try to cover their tracks, such as when they leave the boardwalk just before each trap, the difficulty increases to 20 or 25.

Interrogating a Brigand

There is no more terrible reputation than that of Rolant, the self-styled prince of brigands. His acts of depravity and torture are legendary, and he makes no effort to amend his standing with the men. Very much a subscriber to the philosophy that it is better to be feared than to be loved, his inner sanctum is festooned with the corpses of cutthroats and rogues who fell short of his expectations. Only in the rarest of circumstances will a brigand sacrifice information under duress, for they are of the well-founded opinion that a more terrible fate awaits them should Rolant discover their infidelity.

Masquerading as a Brigand

This may be the most effective method of gaining access to the marshy stronghold of the bandit prince, but is also the most challenging. Any characters attempting to pass themselves off as bandits must navigate the swamp alone, pass several checkpoints including the ranch, the forest camp and the gates of the ring fort, and deal with any bandits they encounter who might challenge their sincerity.

Random Encounters

Despite the inhospitable nature of the vast bog, it teems with both wandering monsters and brigands on various errands. Use these encounters (at the assigned frequency or at the DM's discretion) to keep the heroes on their toes, distract them from their mission or to reveal the brigand's activities to keep them on track.

Random Encounters in the Bleak

In the Bleak, all creatures tend to gravitate towards any sign of activity, and most of the predators and restless sprits have discovered the brigands' boardwalk. Traveling on this path and camping within a short distance of it double the probability of an encounter. If the heroes wander into the unexplored vastness of the Bleak, use 5% chance per hour on the following table.

If they stick to the route defined by the boardwalk and its immediate vicinity, assign a 10% chance per hour.

Roll 1d8 for a random encounter:

1-2 Outgoing Brigand Party: This band consists of 3 saddlebacks, 3 triggers and either a reaver or a spellfist (30% chance of both). All are afoot and leading light warhorses along the boardwalk. These brigands are healthy, well rested and without treasure. See Appendix 1: NPCs for complete stats.

3-4 Incoming Brigand Party: This party consists of 3 saddlebacks, 3 triggers and either a reaver or a spellfist (30% chance of both). All are afoot and leading light warhorses along the boardwalk. These brigands are returning from a raid (80% success rate). If the raid went successfully, they are joined by 4 toughs leading mules, and have with them plunder amounting to 5d4x100 gp value. Only 20% of this treasure is in the form of cash or gems; the other 80% is a combination of dry goods, weapons and armor for the stockpile at Rath Rolant. If the raid was a failure, the brigands are down to half of their maximum hit points and without the toughs, mules or plunder. See Appendix 1: NPCs for complete stats.

5 Mist Hounds (6): A terrible baying announces the approach of these pack hunters (vapor war dogs). They attempt to use their trip attack to separate and flank a single victim. See Appendix 3: Creatures and Templates for complete stats.

6 Fomor-kin (1): A solitary fomor-kin (vapor ogre) is drawn to the sounds, lights or movements of the party. It may shadow the party for a time before striking and attempting to make off into the mists with a victim. See Appendix 3: Creatures and Templates for complete stats.

7 Ooze Mephit (1): This small humanoid has a crop of bog grasses for hair and drips mud perpetually. Wherever it is encountered, it slumps about dejectedly, bemoaning whatever fate it feels cast it to the Prime Material plane, where the muck is simply substandard. It attacks only if provoked, and does not summon another mephit as that would curse another of its kind to a similar fate.

8 Shambling Mound (1): The shambler lurks in pools of water near the edge of the boardwalk, waiting for someone to pass too close. It attempts to grab and constrict while dragging the victim underwater to escape attacks from others on the surface; the victim is also subject to the rules for drowning described in Water Dangers under "Environment" in Chapter 8 of the DMG.

After nightfall, roll 1d8 for a random encounter:

1-2 Outgoing Brigand Party: As above.

3-4 Incoming Brigand Party: As above.

5-6 Dire Vapor Rats (10): These elusive scavengers descend upon the party to seize and make off with whatever food they can. Some engage the heroes while others ravage the party's stores. See Appendix 3: Creatures and Templates for complete stats.

7 Will o' wisp (3): These yellowish globes of light mimic a lantern-bearing party moving through the bog. They attempt to lure the heroes into a patch of quicksand (as described in Marsh Terrain under "Wilderness Adventures" in Chapter 3 of the DMG).

8 Stirges (10): The droning of mosquitoes precedes an assault by this cloud of bloodthirsty beasts. They rise up from a stand of reeds and swarm the party.

Locations

The following are specific locations and occurrences set in the Bleak during the events of The Eamonvale Incursion. While they are grouped in a rough order, many of them, especially the traps, may be rearranged, duplicated or deleted to suit the needs of the DM.

Location A: First View of The Bleak

At some point, either through surveillance, instinct, divination or some other means, the heroes gain some understanding that the brigands strike from and return to someplace in the Bleak. After preparations are made to some degree (or not, in the case of a foolish party), they strike out towards the edge of the vast bog. When the party reaches the highest point of the hills that separate the basin of the Bleak from the watershed of the River Eamon, read or paraphrase the following to impart a sense of the immensity and desolation that characterizes the region.

The crest of a ridgeline affords an improved view of the sunken terrain ahead. Stretching out from the base of the tree-studded slope is the Bleak, a land well deserving of its name. A gap in the mists that drift between the featureless hills provides a glimpse of tannin-stained water reflecting a leaden sky. Heather and hardy grasses carpet a monochromatic landscape. It is a place of heavy silence where no creature stirs, and no bird sings. Only drifting rain, fog and the incessant trickle of water bring movement to the dismal panorama.

Location B: The Ranch

This ranch complex is the first line of defense for the brigands who dwell in the Bleak. Located halfway down the slope from the ridge that borders the bog, it is high enough above the swamp to be on dry ground and located in a small wood. It consists of a cabin, a barn and stone walls that divide the property into pastures and corrals. Offering support to the ranchers' legitimacy are several dozen sheep and a few horses. If the heroes have done enough investigation to have a good idea of the brigand's common routes in and out of their lair, consider having the heroes spot the ranch as they begin their descent towards the swamp from First View of The Bleak (Location A). They might also notice the passage of the ranch's sheep and track them back to their point of origin.

As the outer perimeter in Rolant's defenses, security is tight. Highwaymen slip in and out in small groups, and only under cover of night. Great care is taken to cover the evidence of horse and foot traffic that passes through, and all evidence of the ranch's purpose is carefully hidden from casual observation.

Three agents in Rolant's employ staff the ranch. Lavro is an older man, no longer suited to a life of raiding, but his canny judgment and cool confidence make him ideal for such a charade. He organizes the incoming and outgoing parties, manages the mounts and bulky plunder and handles communications between Rolant's agents. Nidia is a cold-blooded killer with the apple-cheeked visage of a country wife, making her a perfect match for Lavro's aging rancher. Together they are as ruthlessly efficient as they are credible as a husband and wife. The third full-time resident is Gerald, a broad shouldered man who plays the role of the couple's son and manages security at the ranch. Gerald tours the ranch perimeter frequently and spends time

each day on the ridge looking out over the valley for approaching parties. At any given time the loft in the barn has a handful of brigands in hiding awaiting nightfall to move into or out of the Bleak.

Location B, Area 1: The Cabin (EL 8)

The cabin is typical of the remote homesteads of Eamonvale. The front door opens onto a common room for cooking, eating and daily chores; a short stair leads to a sleeping loft; and a back door opens onto a lean-to stocked with tools and firewood. Both Lavro and Nidia are likely to be encountered here, while Gerald and the other brigands are probably encountered in the barn.

The “ranchers” are quick to offer greetings to anyone arriving at the ranch, although a crossbow accompanies any such greeting (anything else would seem suspicious this deep in the wilds). Once perfunctory introductions have been made, visitors are invited in by Nidia for a cup of tea or some hot soup to ward off the swamp’s damp chill. This is the first of several security measures; every brigand on Rolant’s payroll knows not to enter the ranch cabin for any reason. If the party enters, Lavro continues the rancher act while Nidia throws a couple of chunks of dried peat on the fire. She subtly adds a chunk of damp moss, noticeable only with a DC 25 Spot check thanks to her remarkable knack with sleight-of-hand. The white smoke alerts the rogues in the barn and Gerald, who is probably elsewhere on the ranch.

If the heroes inquire about brigands, horsemen or any strange happenings, Lavro informs them of a group of travelers who camped near his pasture a few nights prior. This is to buy Gerald

the time he needs to organize the rogues in the loft of the barn into a suitable ambush. If asked about the barn, Lavro reports that it stores only tools and feed, but offers a tour if the party persists. Any other conversation produces the blithe remarks of an uneducated rancher with nothing more interesting to discuss than the weather.

Lavro, male human Rog6: CR 6; hp 35; see Appendix 1: NPCs for complete stats.

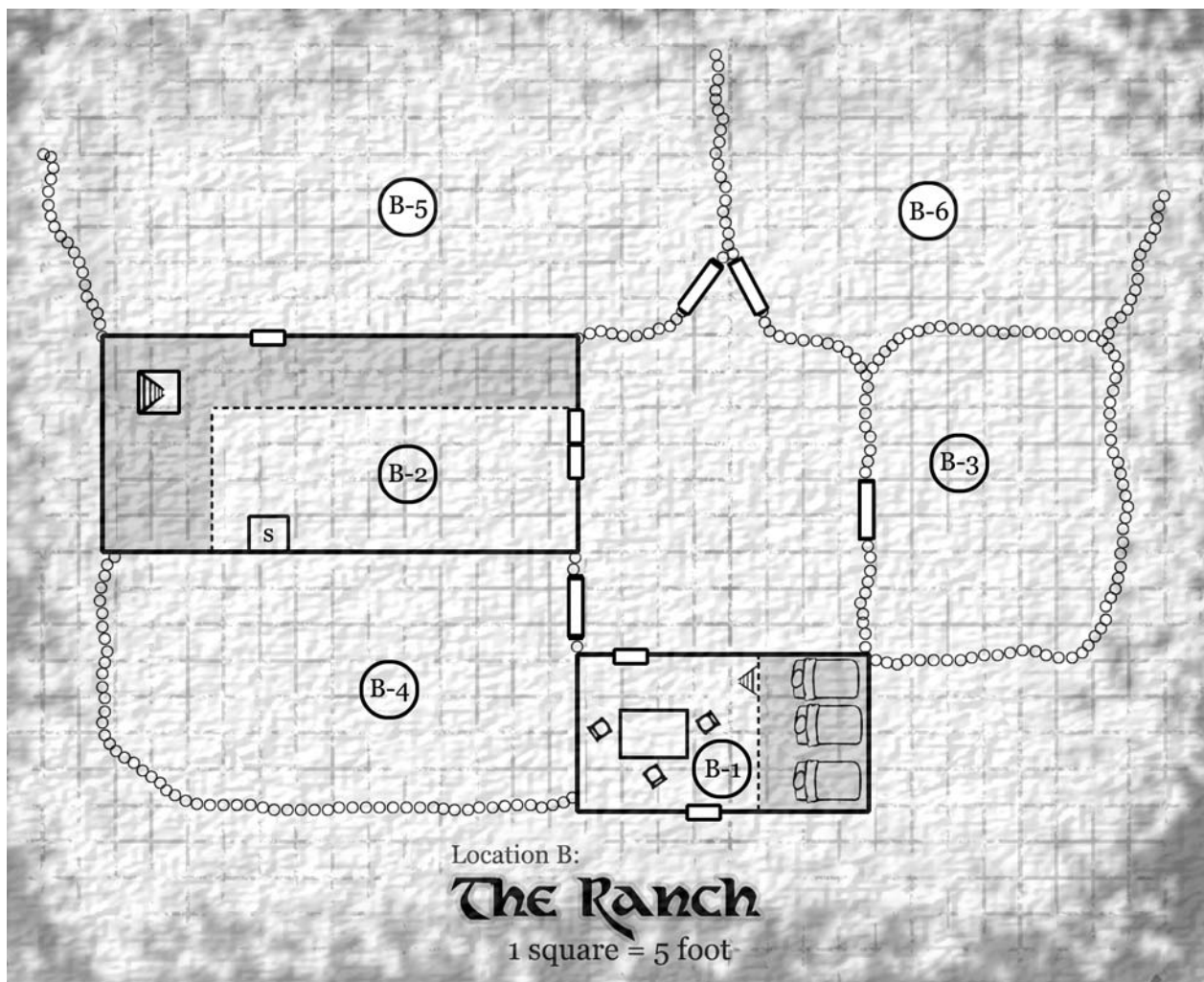
Nidia, female human Rog5/Asn1: CR 6; hp 25; see Appendix 1: NPCs for complete stats.

Tactics: Lavro and Nidia would rather lure the party into an ambush in the barn than confront them directly. If pressed, they keep up the spousal act; Lavro squares off against the heroes and tells Nidia to run for it. She heads immediately for the barn (Location B, Area 2) to warn the brigands there and alerts Gerald on the way if she can. If cornered, they fight to the death, fearing Rolant’s retribution above all else.

Location B, Area 2: The Barn (EL 11; 13 if Lavro and Nidia are included)

At first glance, the ranch’s barn is no different than any other. Through its open front doors, piles of hay, a wagon and a cart can be seen, as well as a ladder leading to what could only be a hayloft. However, hidden around the barn are the implements of thievery that ensure success for Rolant’s brigands.

A second wagon is disassembled and hidden under the hay (Search DC 12) for heists with a large yield. A hidden, locked trapdoor in the floor conceals a small armory of crossbows, short



swords, maces, daggers and javelins, as well as a few potions for emergency use. Upstairs, hidden under the hay (Search DC 18), is a cache of lamp oil and several lanterns, stores of food, water and wine for several people and a large detailed map of Eamonvale, with every road and farm detailed thereupon. These raiding supplies represent the treasure for this encounter. At any given time, a group of brigands awaiting their twilight departure occupy the hayloft. If he becomes aware that there are visitors on the property, Gerald rushes to the barn to join the ambush.

Regardless of when the heroes approach the barn, the brigands lying in wait ambush them. If Lavro and Nidia manage to steer the party to the upper pasture (Location, Area 5) first (where there is little of interest to be found), Gerald and the brigands are well prepared to receive them and automatically achieve surprise. If the party heads to the barn with no warning, the brigands are unprepared and awareness should be resolved using normal spotting distances and light conditions.

Gerald, male human Ftr5: CR 5; hp 46; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (5): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (5): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Hidden, Locked Trapdoor: Search DC 18, Open Lock DC 25, Break DC 18, Hardness 5, hp 15.

Tactics: The brigands use Hide and Move Silently for all their movements in the hayloft, so these should oppose the heroes' Spot and Listen checks upon entry. If they have had any warning, the brigands attack with their initial volley as soon as the entire party seems to have entered the barn. With no notice, two armed sentries open fire as soon as they are aware of someone other than Lavro, Nidia or Gerald in the barn. If no warning is given, it takes the other brigands 1d2 rounds each to wake, ready their weapons and attack.

Once the attack is underway, the brigands fire crossbows from the hayloft and gain the advantage of cover. Once the first volley is fired, the saddlebacks (including Gerald if present) drop down to engage the interlopers. The triggers continue to fire with their Rapid Reload feat, targeting spellcasters, archers and healers. If Lavro, Nidia and Gerald are elsewhere at the time of the ambush, they arrive after 4 rounds and engage the rear ranks.

Treasure: 8 light crossbows, 60 bolts, 10 short swords, 2 heavy maces, 6 daggers, 6 javelins, 3 *potions of cure light wounds*, 10 flasks of lamp oil, 4 hooded lanterns, 20 days trail rations, 20 water skins, 5 jugs of cheap wine, map of Eamonvale, plus the possessions of the ranch staff and visiting brigands.

Location B, Area 3: Horse Corral

There are 2 draft horses and 10 riding horses kept here—far more than needed for a small sheep ranch, but not enough to stand out as exceptionally odd. What is odd is that the horses are of superior quality, a luxury that a sheep rancher should have neither the cause nor the means to enjoy. A covered stall shelters the water and food troughs and provides a bit of protection from the elements. Only a master tracker (Survival DC 30) could discern that more than just these horses have passed through this corral—in fact, nearly twice that number of high quality horses have been here in the past week.

Location B, Area 4: Sheep Paddock

The ranch's sixty head of sheep are kept here from dusk to dawn. The sheep provide meat for the brigands, especially when a large party passes through the ranch. They also serve as cover up for the movements of large numbers of horses, wagons or prisoners on foot—sixty sheep driven back and forth over a stretch of road, trail or open ground several times obscures just about any sign of the previous travelers. Only one clue here points to Lavro's deception—the sheep are overdue to be sheared. Any character with Profession: Farmer or a similar skill can see (DC 15) that the sheep are not being managed to their maximum potential for income.

Location B, Area 5: Upper Pasture

The upper pasture is enclosed with a low, moss-covered dry stone wall. Most of it is open land, with the grass clipped short by grazing sheep. In the corner furthest from the ranch is a dense stand of conifers that shield the end of the ranch closest to the Eamonvale Road; it is here that brigands stage themselves to come and go from that direction. The stone walls taper off a few feet into the trees, and in the gap between their ends evidence can be found of the passage of groups of horses. The pine needles obscure the tracks, but a difficult Survival check (DC 20) reveals that horsemen have used the tree-shrouded gap in the upper pasture wall to enter the ranch within the last few days.

Location B, Area 6: Lower Pasture

The lower pasture, like the one opposite it, is enclosed by an overgrown stone wall. Its entire back wall is overgrown by dense conifers, and there are several gaps in this wall as well. The tracks here are also obscured by pine needles, but a difficult Survival check (DC 20) yields evidence of both men and pack animals moving onto the ranch through these woods. It is harder to discern (DC 25), but the animals passing this way were actually donkeys, and heavily loaded ones at that. The brigands stage here for their departures into the Bleak. Survival checks (DC 20) are required to isolate tracks leaving the ranch from this point in the direction of the brigand's lair; in most cases, the departing brigands strike off in several directions and rendezvous at some point before the creekside camp (Location C).

Location C: The Creekside Camp (EL 9)

From the ranch, the route into the Bleak continues down the back slope of the ridge. The brigands have avoided establishing an obvious trail to the edge of the bog by descending the hill in dispersed formation. The brigands have created one last staging area before the descending hill gives way to the undulating blanket bog—the creekside camp. The camp is tucked into a rocky ravine in a rare stand of trees. Three tents stand in a row on a flat above the tumbling creek. Downed wood is stacked near a fire pit, and an iron pot is supported over the glowing coals. This camp is used to provide a lower security staging area for big outgoing jobs and a place to get a night's sleep before undertaking a full day of rigorous travel across the Bleak to Rath Rolant.

The camp manager is a man named Gamel who, like Lavro, is beyond his prime as a highwayman. He tends the camp, gathers wood and cooks meals for whoever is in camp at the time. He is always present along with a group of brigands, and the men often fish for their dinner along the wooded creek before setting out for the ranch (Location B) at dusk. Plunder is never kept

long here; the treasure for this area consists of the possessions of the men. The camp is seen as very safe and a welcome vacation from the strict diligence of working a heist or lodging in Rolant's camp, but the brigands are still suspicious by nature and a guard is posted at night.

Gamel, male human Rog5: CR 5; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Toughs, male human War4 (4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Tactics: If surprised in the camp, the occupants attempt to flee into the mists, splitting up in hopes of alerting both the ranch and Rath Rolant. The camp is a difficult location to defend, but Gamel fights to the death to hold off intruders so that sufficient numbers of brigands may escape with the news.

Location D: Bog's Edge

After topping the ridge and leaving the River Eamon behind, descending to the ranch and finally the creekside camp, the heroes reach the edge of the Bleak. The earth becomes sodden and spongy; there is more organic content underfoot than soil. Every step presses into the turf, raising a puddle of brown-tinted water to soak and chill to the ankle or even the knee. The air is heavy with moisture and the scent of decay. Fogbanks drift and swirl, revealing intermittent glimpses of unremarkable terrain. Tracking is almost an absurd option; a Survival check (DC 25) is required to establish a quarry's direction of travel, and even those tracks evaporate a few steps into the bog. A more realistic option is to extrapolate the general direction of travel the route has taken thus far and strike out into the swamp. Skirting the edge of the bog takes the party nowhere, but heading directly into it eventually brings them to the boardwalk (Location E).

Location E: The Boardwalk

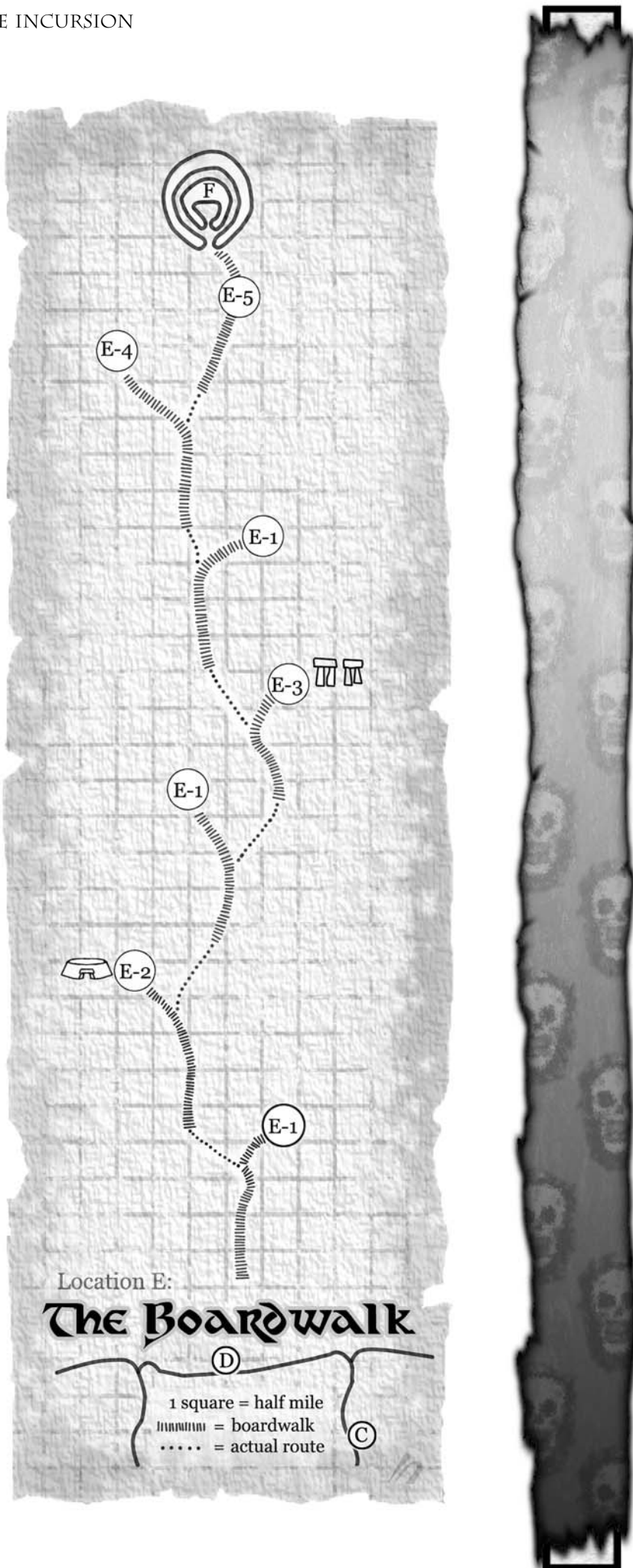
The brigands have constructed moveable sections of wooden roadway to create a useable trail through the bog. The sections do not link to form a complete road; they merely bridge the unstable areas to link islands of solid ground. The boardwalk starts one mile from the edge of the bog. Refer to the Travel section at the beginning of this chapter for rules on administrating movement on the boardwalk.

The boardwalk is the most efficient route to the brigand's lair at Rath Rolant. It qualifies as road or trail, resulting in a 3/4 overland movement penalty for swamp terrain. The network makes the 15 mile route to Rath Rolant passable in a long day of travel— approximately 10 hours with a speed of 20 (2 mph x 3/4 swamp road penalty = 1.5 mph; 15 miles / 1.5 mph = 10 hours); a character with a speed of 30 makes the trip in under 7 hours.

The mules used by the brigands to transport goods and plunder to the lair make the trip in 10 hours as well, even though they do not benefit from the boardwalk (3 mph x ? trackless swamp penalty = 1.5 mph; 15 miles / 1.5 mph = 10 hours; a light warhorse with a speed of 60 makes the trip in 5 hours). Note that a party with a speed of 20 due to character size or encumbrance or due to slower mounts moving alongside the boardwalk must make a forced march to complete the trek in one day... and that does not accommodate the obstacles in their way.

Traps

The route to Rath Rolant is approximately 15 miles long. The first mile crosses featureless bog, but once the boardwalk begins,



the going is easier. For the rest of the route, the road is trapped in some fashion every 2 miles. Prior to each trap, the route used by the brigands leaves the wooden boardwalk and proceeds over a stretch of vacant bog, while the road continues along, leading the unwary to peril. Noticing the departure of the road's major traffic requires a difficult Survival check (DC 22) to catch a glimpse of a track in the bog, or a Search check (DC 20) to note the change in wear and tear on the boardwalk. Somewhere in the next several hundred yards of boardwalk is the trap. After each trap, the road continues for a few hundred yards and ends abruptly, leaving the traveler staring into the Bleak with no choice but to backtrack.

Location E, Area 1: Pit Trap (EL 5)

There are three of these traps along the boardwalk route, aimed at heavily armored or encumbered individuals. The turf has been cut away beneath a section of boardwalk, leaving it capable of supporting only 400 lbs. Once this weight is applied, the section of plank roadway collapses, dumping travelers into a moss covered pool. The greatest danger of this trap is drowning, followed closely by exposure to the chill waters of the bog. Refer to the Bog Hazards section of this chapter for details on the cold dangers and the effect of bog water on metal items.

Collapsing Boardwalk Trap: CR 5; mechanical; location trigger; repair reset; DC 20 Reflex avoids; 20 ft. deep (water filled, victim subject to drowning, cold injuries and bog water corrosion); multiple targets (first 400 lbs of travelers); Search DC 20; Disable Device DC 20. Market Price: n/a.

Location E, Area 2: Barrow Mounds (EL 10)

At the site of this hazard, a series of low mounds are just visible through the mists as the party travels along the boardwalk. These are the burial vaults of barbarian clans that inhabited the valley millennia before the advent of the current civilization. Their leaders were buried at the toe of the receding glacier long before the great blanket bogs enveloped the Bleak. Only the tops of the great mound tombs remain visible above the surface. The spirits of the dead are restless, their tombs flooded with



stagnant water, their dolmens sunken and toppled. They rise as 3 ghosts to assault any who would trespass, regardless of intent. When they manifest, each barbarian ghost appears as a hollow-eyed male human clad only in rough trousers. Their hair is spiked as if with lime mud, and their bare chests are painted with blue clay in complex swirling patterns.

The contents of the tombs is the only treasure for this area, should a party be bold enough to take it. To find each item the characters must swim through a flooded passage tomb (Swim DC 15) and find them in the black muck (Search DC 20). Removing anything from the tomb without placating the restless spirits earns the graverobber the enmity of the ghostly trio. The only pacification lies in restoring their tombs to former glory — a massive undertaking whose development is left to the DM. Note that removing the battleaxes from the tomb denies the ghosts their ghostly melee weapons.

Ghosts, male human Bbn5: CR 7; hp 32; see Appendix 3: Creatures and Templates for complete stats.

Tactics: The ghosts manifest themselves when any living creature approaches the tomb entrance, although they remain hidden (Hide result 20) until an object from the tomb is disturbed. If the party leaves without touching the contents of the tomb, the ghosts emerge and voice their eternal agony in bone-chilling moans (using the frightful moan ability). If the party disturbs the tombs, the ghosts immediately attack, using their draining touch attacks, and their weapons (50% miss chance for ghost touch weapons). They reserve their malevolence ability for the individual that took an item from their tomb, if any. The dead are relentless in their assault, and rest at nothing to have their items returned and their tomb restored to its former glory.

Treasure: 3 +1 bog iron battleaxes, 1 gold wire circlet (worth 14 gp), 2 gold arm torques (worth 8 gp each), 1 gold neck torque (worth 11 gp); the jewelry may be worth up to 10 times its material value to a loremaster with appropriate areas of interest. Note: The axes were buried for thousands of years, and only the axe heads remain. A DC 15 Craft (weaponsmith) check is required to restore each axe to usefulness; failure by a craftsman who does not have the Craft Magical Arms and Armor feat damages the engravings and destroys the enchantment.

Location E, Area 3: Stone Circle (EL 6)

As the heroes proceed along the boardwalk, massive shapes rising up through the mist are sure to catch their attention, perhaps reducing even further their chances of spotting the actual path that leaves the boardwalk and skirts this particular hazard. The looming shapes are the menhirs of an extensive stone circle. Like the burial mounds, it dates to a prehistoric civilization of no particular significance. The circle is haunted by a bog mummy, a tormented undead created when a sacrificial victim's remains were rudely dumped in a nearby pool. The corpse was preserved by the airless bog and rose to activity at the first sign of the brigand's arrival. Rolant's men have since steered well clear of the site, and the mummy lurks around the place of its demise, hoping for a chance to avenge itself on the living. Near the sacrificial stone at the center is the mummy's only treasure, the gold dagger used in the ceremony.

Bog Mummy: CR 6; hp 60; from *The Tome of Horrors* from Necromancer Games, see Appendix 3: Creatures and Templates for complete stats.

Tactics: After any living creature explores the stone circle for a few minutes, the bog mummy rises from its watery grave and shamles over through the fog (Hide result 19). Once it nears the place of its demise, it begins moaning horribly, subjecting all who look in response to its despair special attack. Anyone paralyzed by this ability is the recipient of repeated slam attacks. The mummy redirects its slam attacks to whichever creature has dealt it the most effective damage (after resistance to blows and damage reduction is calculated). The mummy attacks until killed or the trespassers are driven off; it does not leave the vicinity of the stone circle.

Treasure: ceremonial gold dagger (worth 50 gp, or 250 to a collector or academic).

Location E, Area 4: Spell Trap (EL 8)

This trap was specially prepared by Velfort and Fiskin, Rolant's spell wielding henchmen. There is no indication that a trap awaits other than a few arcane etchings on the boards of the walk that trigger the trap, and the fact that the brigand's regular path split off some time earlier. When the glyphs are reached, a magical alarm triggers two spells. The first is *wall of ice*, cast at 8th level for an 11-foot diameter hemisphere. The second spell is *summon monster V*, using the 4th level table to summon 1d3 fiendish huge vipers. In the first round, the bog frosts over and the wall grows quickly from the ground up until the dome joins at the top. In the second round, writhing bodies begin to stir the slush of the icy bog and the vipers rise up, hiss and attack. This probably separates the party, depending on their distribution at the time the glyph is triggered.

Wall of Ice and Summon Monster IV Trap: CR 8; magic device; proximity trigger (*alarm*); no reset; multiple traps (one *wall of ice* trap and one *summon monster V* trap that summons 1d3 fiendish huge vipers); spell effect (*wall of ice*, 8th level sorcerer, DC 18 Reflex save interrupts wall formation, DC 21 Reflex save avoids imprisonment, imprisons all within 11 feet of triggered glyph); spell effect (*summon monster IV*, 9th level cleric, no save, summons 1d3 fiendish huge vipers); Search DC 30; Disable Device DC 30. Cost: 3,400 gp.

Fiendish Huge Vipers (1d3)

Tactics: The vipers attack immediately, regardless of whether or not the wall appears. If the wall is brought down, and if they lose 50% of their hit points, they flee into the Bleak. Otherwise, they fight to the death.

Location E, Area 5: Brigand Ambush

The final trap in the brigand's boardwalk defenses is near enough to the main camp to be staffed. The ambush party includes 3 toughs, 3 triggers, a spellfist for support and a huntsman with a leash of 3 war dogs. The ambush is set at a point where the boardwalk passes through a sunken stream channel with 10-foot banks (Climb DC 15) on either side. Unlike the other traps along the boardwalk, this one has no deviating path; all the brigands take this route into the lair. An *alarm* spell alerts the spellfist that someone is approaching the site. He then uses a *ghost sound* cantrip to create a clattering of stones behind the party (Listen DC 5). This is the prearranged signal for the brigands on the boardwalk to cross both arms over their chest. Only through highly successful interrogation or surveillance can the party discover this important signal; if it is not given, the ambush party attacks immediately.

Brigand Toughs, male human War4 (3): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

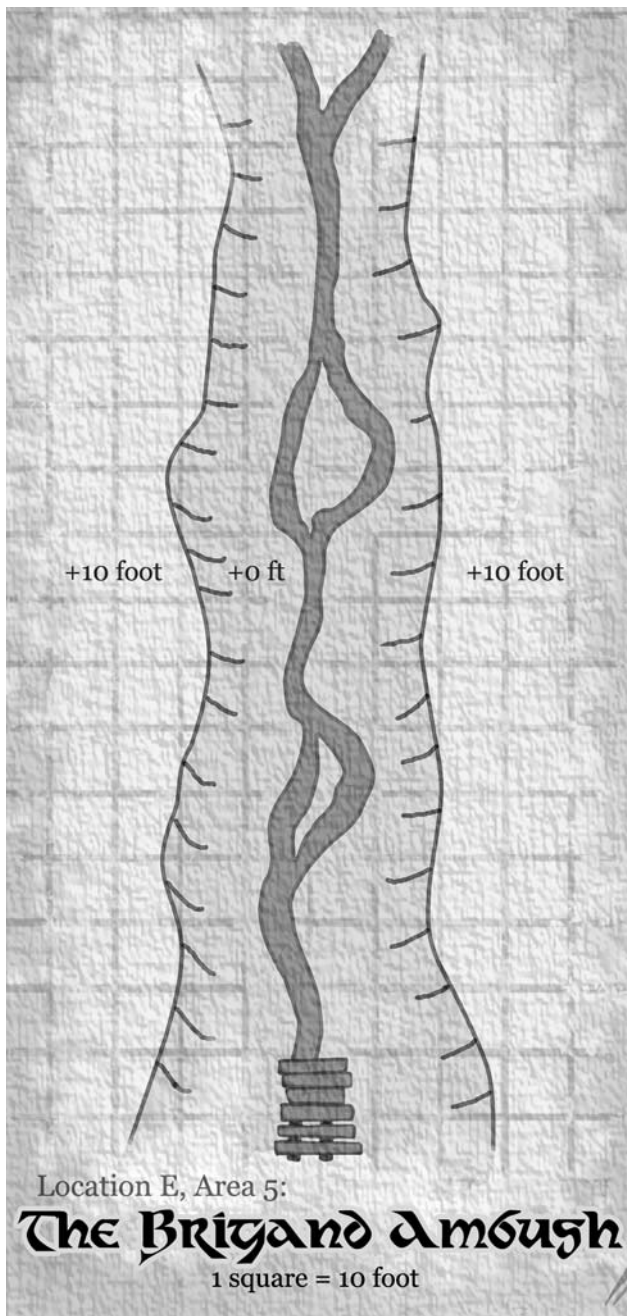
Brigand Triggers, male human War4 (3): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Spellfist, male human Sor5: CR 5; hp 22; see Appendix 1: NPCs for complete stats.

Brigand Huntsman, male human Rgr3: CR 3; hp 20; see Appendix 1: NPCs for complete stats.

War Dogs (3): CR 1; hp 15.

Tactics: The triggers in the party fire crossbows as the heroes approach the banks of the streambed. When a character does so, a tough wielding his guisarme meets him at the top of the bank. They attempt to keep the character at bay by alternating trip attacks with regular melee attacks. Heroes trying to scramble up the bank lose their Dexterity bonus to AC and must pass a Climb check (DC 15) to avoid falling 10 feet if they take damage. The triggers continue to fire crossbows, focusing on spellcasters and archers in the party to protect the toughs with polearms. If one



of the heroes successfully reaches the top of the bank, the huntsman sets the three war dogs on him.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Brigand Toughs	Medium	20 ft.	40 ft.	80 ft.
Brigand Triggers	Light	30 ft.	60 ft.	120 ft.
Brigand Spellfist	Light	30 ft.	60 ft.	120 ft.
Brigand Huntsmen	Light	30 ft.	60 ft.	120 ft.
War Dogs	Light	40 ft.	80 ft.	160 ft.

The spellfist begins by targeting an obvious caster with *acid arrow*, and follows up on successive rounds with *ray of enfeeblement*, *magic missile*, *grease*, *obscuring mist* and *web*, as appropriate. Early in the conflict, he casts *whispering wind*, sending a message to Velfort beginning with “we are engaged” and including the number, apparent classes and any obviously pertinent observations. The brigands’ goal in this ambush is not necessarily to defeat invaders, but to assess their power and alert the camp. The brigands disengage if the party withdraws, if they lose half their number, or when the spellcaster completes his message. With the aid of *web* and *obscuring mist*, they attempt to break off contact, split up and make their way back to Rath Rolant (Location F).

Location F: Rath Rolant: The Brigands’ Fortress-Lair

This is the seat of Rolant’s power, and one of House Drenwal’s greatest strongholds in Eamonvale. The fortress of Rath Rolant, as its egotistical master has dubbed it, occupies an ancient ring fort, taking advantage of its earthen defenses and elevated position above the bog. It is zealously guarded at all times; for the heroes to penetrate its defenses requires stealth, guile, force or a combination of the three. This should present a difficult challenge regardless of how they approach the task, but if they are successful, the rewards are great. Rolant’s raiding parties can be neutralized, allowing the soldiers of Eamonvale to return their attention to their duties. Stores laid in at Rath Rolant to provision the anticipated mercenary army may be seized and allocated to the defenders of Broadwater. Rolant’s personal treasury is not insubstantial, and its wealth compensates for the many hardships involved in crossing the Bleak.

The last paragraph of each area’s description details the number of brigands found there; this number varies depending on the state of alarm and time of day. In the truncated stat blocks in each area, parenthetical numbers indicate how many of each type of brigand is present at times of regular duty, heightened alarm and imminent attack. “Regular duty” indicates business as usual. “Heightened security” describes outgoing or incoming raiding parties and hunts, as well as all guard shift changes. “Imminent attack” is the level of alarm raised if a raiding party returns and believes they were pursued, or if the ambush party sends a *whispering wind* message. It takes 8 rounds for the camp to move from one security level to the next; if the heroes strike the gate by surprise, they have 8 rounds before the reinforcements arrive from elsewhere in the camp. For all other tactics and reactions, refer to the section on attacking the camp at the end of the chapter.

Location F, Area 1: Outer Gate

The gatehouse of Rath Rolant is likely the first thing an approaching party sees of the fortress, even before the raised hills, log palisade and watchtowers loom out of the fog behind it. The gatehouse consists of a pair of wooden towers flanking a double gate. The 20-foot tall towers sit on the ends of the 10-foot high earthwork wall, putting them 30 feet above ground level. At the base of each tower is a reinforced enclosure. Both the tower and the enclosure at its base provide firing positions to cover the approach and the gate itself. The barred gate and the palisade extending from the base of the towers are 10 feet high and topped with sharpened log ends.

Just inside the gate is a small flat area, roughly 20 feet on a side. From this landing, two steep wooden ladders climb the embankment to small gates in the log enclosures. A long narrow ramp leads across the moat to the gate of the inner ring. Both the ladders and the ramp may be retracted with sufficient notice, stranding intruders in the open on the small landing.

The enclosure at the base of each tower has a gate opening from the top of the ladder, which may be barred from inside. Another ladder leads up to the tower. Another gate leads out onto the earthen embankment (Location F, Area 2), which may be barred from either side. Firing points in the log wall of the enclosure allow 6 archers in each fortification to target the approach to the gatehouse; 2 of them may also target the area just inside the gate. A pair of longspear is kept on hand to defend the ladder. Should the lower enclosure be taken by force, the defenders exit onto the outer ring, bar the gate from outside and set fire to the structure.

The tower stands above the fortified enclosure and is open to the sky. A sharpened log 5 feet tall surrounds it. From firing points in the log wall, 4 archers in each tower may fire on the approach to the gate, as well as the area just within it. Positioned on the tower at all times are 2 heavy crossbows in addition to the personal arms of the men who man the tower. A pair of longspear is kept on hand to deter invaders from climbing the walls or the ladder.

Staffing of the gatehouse depends on the level of alarm. Usually there is 1 trigger in each of the towers to keep watch over the approach and 1 tough in each of the lower towers to monitor the gates, plus a reaver moving back and forth. At times of heightened security there are 2 triggers in each of the upper towers and 2 toughs in each of the lower enclosures, and a spellfist joins the reaver. If an attack is perceived imminent there are 4 triggers on each of the upper towers, 2 toughs and 2 saddlebacks in each lower enclosure, plus the reaver and spellfist.

Barred Strong Wooden Gate: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Brigand Toughs, male human War4 (2/4/4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (2/4/8): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (0/0/4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Spellfist, male human Sor5 (0/1/1): CR 5; hp 22; see Appendix 1: NPCs for complete stats.

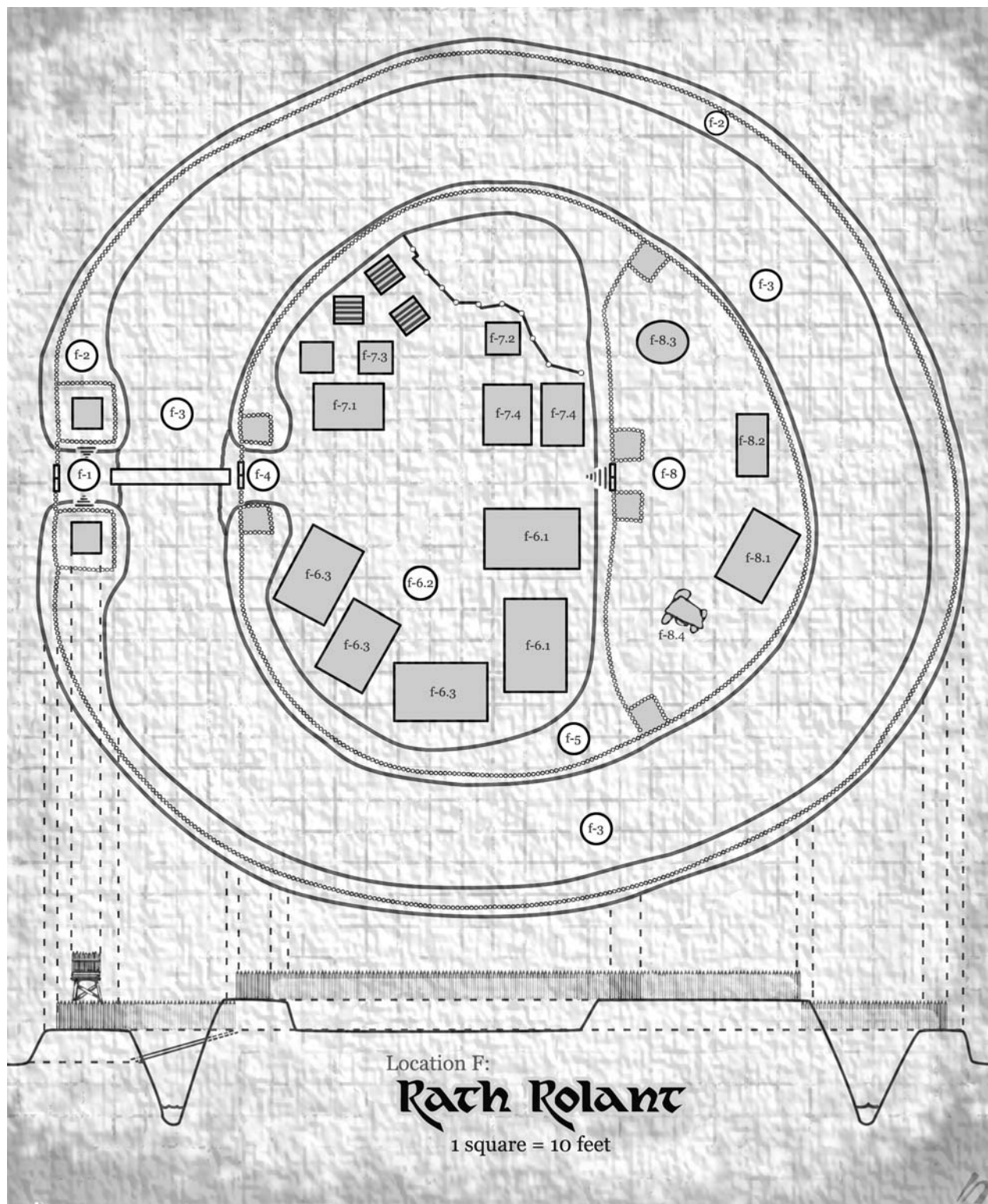
Brigand Reaver, male humal Ftr6 (1/1/1): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Location F, Area 2: Outer Ring

The massive outer ring of the earthworks is the legacy of a forgotten civilization. It rises 10 feet from the ground level around the fortress, and just inside it is a deep moat. The top of the ring is 10 feet wide, with a 10-foot high wooden palisade running along the outside edge. The fortification has an arrow slit every 10 feet; archers may make use of improvised firing positions between the logs with a -2 to hit. Climbing the outer ring requires a Climb check (DC 5) and exposes the attacker to missile fire and melee reach attacks from above; note that most

characters cannot climb the slope in 1 round without moving at their accelerated climbing rate.

Usually there are 2 triggers patrolling the outer ring, keeping a lookout for game as much as anything. At times of heightened security, the number is doubled to 4 and they are joined by a huntsman and 2 war dogs to scent for intruders. If an attack is perceived imminent, 6 triggers man the outer ring; 4 of them rush to the most advantageous firing position whenever an attacker presents itself, while the others keep up their patrol of the entire wall.



Brigand Triggers, male human War4 (2/4/6): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Huntsman, male human Rgr3 (0/1/1): CR 3; hp 20; see Appendix 1: NPCs for complete stats.

War Dogs (0/2/2): CR 1; hp 15.

Location F, Area 3: The Moat

The moat within the outer ring of earthworks is 20 feet below ground level, which puts its bottom 30 feet below the top of the outer ring. The inner ring is 10 feet higher than the outer ring (20 feet above ground level), making the top of the inner ring a steep 40 foot climb from the bottom of the moat. At any given time, there is 5 feet of water at the bottom of the moat, as well as discarded timbers, carcasses of slaughtered animals and heaps of waste. Entering the water exposes an injured character to filth fever as described in Disease under "Special Abilities" in Chapter 8 of the DMG. To account for the slope of the earthworks and the debris at the bottom, treat falls as 10 feet shorter than the actual height, but having only a 50% chance of dealing non-lethal damage despite the water.

Location F, Area 4: Inner Gate

The gatehouse of the inner ring of earthworks is similar to the outer one, but it lacks the towers of the main gate. Fortified enclosures give cover to archers and provide a view of the moat, the ramp and the outer gate. The top of the ramp is deliberately exposed to multiple firing positions.

The ramp is 5 feet wide and 40 feet long. It is permanently fixed at the top, but the bottom end may be disconnected and dropped into the moat by means of a release mechanism just inside the inner gate. Dropping the ramp is a move-equivalent action that provokes an attack of opportunity. It takes 4 rounds for 10 men to hoist the ramp back into position and secure it. Climbing the ramp once it has been dropped requires a Climb check (DC 10) and attracts fire from above. Anyone on the ramp when it is dropped must pass a DC 15 Reflex save to hold on; failure results in a fall into the moat.

At the top of the ramp is a double gate set in the 10-foot high palisade walls. The gate is barred from the inside, and opens onto the central avenue of the brigand's lair. On either side of the gate are steep embankments topped by fortified enclosures, roughly 10 feet square. Like the outer gate, a steep stair leads up to a small gate into the enclosure, which is barred from within. Another gate exits the enclosure onto the earthworks of the inner ring (Location F, Area 5). The enclosures may each hold 6 archers with good views of the bridge; by changing their position, all 6 may also fire upon the gate or into the camp.

Usually there is 1 tough manning each enclosure, watching over the ramp but also keeping a sharp eye out for theft or violence in the camp and reporting to a reaver. At times of heightened security, 2 toughs stand watch in each enclosure. If an attack is perceived imminent, 4 toughs man each enclosure, a spellfist joins the reaver and 2 saddlebacks stand ready to drop the ramp in case the outer gate is taken.

Barred Strong Wooden Gate: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Brigand Toughs, male human War4 (2/4/8): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (0/0/2): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Spellfist, male human Sor5 (0/0/1): CR 5; hp 22; see Appendix 1: NPCs for complete stats.

Brigand Reaver, male human Ftr6 (1/1/1): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Location F, Area 5: Inner Ring

The inner ring of earthworks is even higher than the outer one, putting it 20 feet above ground level and 40 feet above the bottom of the moat channel. The top of the ring is 10 feet wide, with a 10-foot high wooden palisade running along the outside edge. Halfway around the circumference of the inner ring, the earthworks widen and form a high plateau from which the commander of the fortress may look down upon his defenses. This area is walled off by a 10-foot high palisade flanked by 10-foot high fortified towers and is described fully in the Inner Sanctum section below (Location F, Area 8).

The fortifications on the inner ring feature arrow slits every 10 feet; archers may make use of improvised firing positions between the logs with a -2 to hit. Climbing the inner ring from the moat requires a Climb check (DC 5) and exposes the attacker to missile fire and melee reach attacks from above; note that most characters cannot climb the slope in 2 rounds, even if moving at their accelerated Climb rate.

Usually there are 2 triggers patrolling the inner ring, with most of their attention on the camp rather than the moat. At times of heightened security, the number is doubled to 4 triggers. If an attack is perceived imminent, 4 triggers man the inner ring and focus their attention on the slope rising from the moat, while 2 saddlebacks monitor the activity within the camp for signs of cowardice or betrayal.

Brigand Triggers, male human War4 (2/4/4): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (0/0/2): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Location F, Area 6: Main Camp

Occupying half of the space enclosed by the inner ring, the main camp houses the majority of the brigands. Three large canvas tents surround a central fire pit, and smaller tents house returning and departing raiding parties, injured brigands and the animals and their handlers.

Location F, Area 6.1: Lodging Tents

There are 3 of these large canvas shelters, which feature plank floors and open slate hearths. Each holds enough pallet beds for 15 men, and a peat fire burns night and day to ward of the damp chill of the bog. The only other features are a keg of water and a bucket serving as a chamber pot, situated at opposite ends of the tent.

The brigands no longer operate in terms of day and night, so darkness has little effect on their sleep patterns. Each of the brigands has 8 hours on duty, 8 hours of liberty and 8 hours of mandatory rest while in camp, as well as their duties as highwaymen that take them out of camp for days at a time.

At any given time, any tent may be occupied by an assortment of brigands who are either at rest or at liberty. During times of increased security the men at liberty are called to their stations. If an attack is perceived imminent, all of the tents are empty; the entire camp is called to the wall.

Brigand Saddlebacks, male human War4 (3/3/0): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Toughs, male human War4 (4/2/0): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Location F, Area 6.2: Camp Commons

This area is centrally located to the lodging tents. It forms the default gathering place for off-duty brigands. It consists of several peat fires surrounded by benches and tables. The tables have makeshift canvas awnings over them to shield the men from the drizzle. Most of the fires have a kettle of tea or thin broth sitting at the edge, from which the men may drink freely. The brigands spend their time roasting small game they acquire in the bog, whittling, gambling and maintaining their weapons and armor.

At most times, an assortment of brigands may be found here. At times of heightened security, the commons is emptied as the men grab their weapons and race to their stations. If an attack is perceived imminent, a lone reaver moves through the camp looking for shirkers and directing the movements of the men.

Brigand Saddlebacks, male human War4 (3/3/0): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Toughs, male human War4 (4/2/0): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (3/3/0): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Reaver, male humal Ftr6 (0/0/1): CR 6, hp 43; see Appendix 1: NPCs for complete stats.

Location F, Area 6.3: Raiders' Tents

These two tents are set aside for incoming and outgoing raiders. They each feature pallet beds for 10 men, a water keg, chamber pot and a small table with a lantern. The incoming tent allows the raiding party a chance to rest and clean up; it also keeps them sequestered until Rolant has heard their report. The outgoing tent gives raiding parties a place to review specific details of their upcoming mission and get a good night's sleep.

At most times, the tents combined hold 3 triggers and 6 saddlebacks. Incoming brigands are likely fatigued and may have minor injuries as well. Outgoing brigands are at full health. In the event of heightened security, these brigands are among the few who are exempt from extra duty; they may continue to sleep or prepare, as they will. If an attack is perceived imminent, they are obliged to report to the defenses like everyone else.

Brigand Saddlebacks, male human War4 (6/6/0): CR 4; hp 25; see Appendix 1: NPCs for complete stats.

Brigand Triggers, male human War4 (3/3/0): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Location F, Area 7: Supply Camp

The supply camp is located opposite the main camp within the inner ring of earthworks. It houses the supplies for the operation of the camp, as well as the plunder the brigands have been stockpiling. Both slaves and animals are kept here as well. Like the main camp, the supply camp is active night and day.

Location F, Area 7.1: Cook Shack

The log shack that provides food for the entire camp is crowded with work surfaces, barrels, boxes and men. Most of the cooking takes place outside over open peat fires and in two small beehive ovens, but the preparation of food is all done inside. With

the help of the least rebellious slaves, hired cooks oversee the round-the-clock preparation and distribution of meals. For materials, they have only what can be hunted or gathered in the bog or stolen on the Eamonvale Road, leading to a very eclectic menu. Every few hours, slaves carry completed meals to the commons (Location F, Area 6.2) in cauldrons and baskets.

At any given time, there is 1 cook, 2 toughs and 4 slaves in and around the cook shack; the other cook is off duty. During times of heightened security, there is little change in this area, as the food must be produced at regular intervals. If an attack is perceived imminent, the slaves are returned to the confinement area (Location F, Area 7.3) for security purposes, but the guards remain to watch for pilfering.

Cooks (1/1/1) (N male human Exp1; Profession [cook] +4; clever) are often aging brigands or those whose pre-criminal existence qualifies them for the position.

Brigand Toughs, male human War4 (2/2/2): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Slaves (4/4/0) (N male and female various War, Com and Exp) are the healthiest and most docile of Rolant's slave pens.

Location F, Area 7.2: Animal Handlers

This tent houses a group of skilled brigands who are charged with overseeing the camp's animal population. They handle horses, mules and dogs, judging which are most suited to raiding and patrolling and which are destined for the stew pot. Their tent is cramped and not particularly well ventilated; the odor of wet animals and dung is pervasive.

There are almost always 6 huntsmen in camp; 2 asleep in the tent, 2 at work with the animals and 2 in the camp commons, eating and socializing. Any others are hunting, at the ambush site or accompanying a patrol. There are 8 light warhorses here, as well as a string of 12 mules for hauling plunder across the swamp. The camp's 12 war dogs are kenneled here as well, minus those at the ambush site and any patrolling the outer wall. During times of heightened security, the stock is hobbled to prevent a stampede, and 1 huntsman and 2 war dogs report to the outer ring to scent for intruders. If an attack is perceived imminent, the remaining huntsmen leash the dogs and saddle the horses, ready to provide a high-speed response wherever needed.

Brigand Huntsman, male human Rgr3 (6/5/5): CR 3; hp 20; see Appendix 1: NPCs for complete stats.

War Dogs (12/10/10): CR 1; hp 15.

Light Warhorses (8/8/8): CR 1; hp 22.

Mules (12/12/12): CR 1; hp 22.

Location F, Area 7.3: Slave Confinement

Rolant has no qualms about keeping slaves. The three dozen downtrodden souls kept in confinement here come from all walks of life; they are merchants seized on the Trade Road, brigands who have fallen from favor, and even a few savage elves. They form the labor pool for the camp, cutting peat bricks for the fires, making food, repairing buildings, constructing defenses and servicing equipment.

The men in charge of the slave confinements are among the most heartless in Rolant's organization, tasked with determining what fate best suits a newly captured slave. The injured, ill and elderly are often dispatched on sight. Young women, especially those of exotic origins or rare talents, are immediately allocated

to Rolant and his inner circle to provide an outlet for their twisted passions. Older women are relegated to cooking and mending, and subjected to constant harassment. Elves are interrogated for information to help the brigands perpetuate their elven charades near Fagan's Hollow (see Chapter 8). Dwarves and some of the sturdiest men are shipped back out and infiltrated into Broadwater to be turned over to the Dravec the slave-master (see Chapter 3).

The slave pens are cramped, dank and miserable. Each of the 4 shacks holds 8 slaves. The low ceiling prevents anything but a crouched walk or a seated position, and the lack of a floor forces the slaves to endure sitting and sleeping on cold mud. The roof is of sod and leaks constantly, and the log walls do little to keep out the cold night wind. The slaves are always shackled hand and foot, and must share a single wooden box filled with the slops of the day's meals. Many of the slaves are in poor health, malnourished and diseased. Most of them are terribly dejected and resigned to their horrendous fate, but a few have maintained an optimistic outlook and await only a window of opportunity to attempt an escape.

Rolant has detailed 10 toughs to manage the slaves. This includes watching over them at work in the camp and monitoring them in the slave pens. At any given time, 2 toughs are standing guard over the slaves in the pens, waiting for any excuse to issue a reprimand and a beating. Another 4 are watching over slaves in other parts of the camp as they repair walls or perform other menial duties. The other 4 slavers are sleeping or eating in their cluttered tent near the slave pens. During times of heightened security, all 10 toughs are brought on duty to monitor their charges. If an attack is perceived imminent, the slaves are returned from wherever they are working to the confinement area for security purposes.

Brigand Toughs, male human War4 (10/10/10): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Slaves (28/32/36) (N male and female various War, Com and Exp) are suffering from disease, malnutrition and abuse; many are unable to move under their own power, but their fellows keep them going lest they be killed out of convenience.

Location F, Area 7.4: Supply Tents

These two unobtrusive tents house the collected spoils of dozens of raids along the Eamonvale Road. Rolant relies heavily on the success of his bold mounted raids to provision his own camp, but his greater duty is to lay in enough foodstuffs and weaponry to supply an army. The fast-moving mercenary force that House Drenwal has contracted to besiege Broadwater must arrive at night and at high speed, and therefore must carry minimum baggage. Rolant is expected to be poised at the edge of the Bleak when the time comes, ready to rendezvous with the mercenary army and deliver arms and provisions to sustain the siege. Behind the tents are a variety of slick-bottomed sleds intended to carry the supplies across the Bleak.

The first of the tents contains only food. Great sacks of wheat flour, rice and dry beans stand raised off the wet ground to preserve their contents. Crates of salted fish and meat stand alongside sacks of potatoes and apples. Cheeses, sausages, tea and spices are present, as are a few jugs of brandy and rum, but in much smaller proportions; the emphasis is on quantity of food, rather than quality, and little space is afforded to luxuries.

The second tent holds an arsenal worthy of a well-funded regiment or border tower. Wooden cases and fabric bundles hold swords, spears, crossbows, longbows, bolts, arrows and other common martial weapons, all carefully packaged and protected against the damp. Several ballistae and heavy crossbows are disassembled and packed away, along with the ammunition for them. Two light catapults have been seized and disassembled as well. Alongside the weapons are dozens of chain shirts, steel caps and shields, clearly of varying manufacture and style. Several smaller crates hold horseshoes, tack and harness. Several leather satchels hold metalworking, leatherworking and carpentry tools.

A team of 3 supply officers, one of whom is always present, supervises the supply camp. These men are agents from House Drenwal's organization dispatched to manage the flow of goods. They receive the plunder from the hands of the raiding party immediately upon their arrival in camp, and the goods are inspected, catalogued and re-packed for storage. Working alongside the supply officer are 2 toughs who guard against internal theft, and 4 slaves to help pack and maneuver the goods. During times of heightened security, the slaves are returned to their confinement areas and the guards focus on the security of the goods.

Supply Officers (2/2/2) (N male human Exp1) are men deployed from House Drenwal's merchant empire, usually as a punishment for wrongdoing. One of them has in his possession an empty envelope with a seal imprinted with the crest of House Drenwal (as described in Broadwater Timed Encounter: The Cash Flow in Chapter 2).

Brigand Toughs, male human War4 (2/2/2): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Slaves (4/0/0) (N male and female various War, Com and Exp) with more powerful physiques are usually allocated for this demanding task.

Treasure: 8 wooden sleds (worth 20 gp each), 3 wooden sledges (worth 35 gp each). A sled requires a single draft animal and may carry only 2/3 of the beast's maximum drag weight across the rough terrain of the swamp (2300 lbs. in the case of the brigands' mules); a sledge requires 2 draft animals and may carry only 2/3 of the beasts' maximum draft weight across the swamp terrain (4600 lbs. in the case of the brigands' mules).

Provisions Tent: 103 sacks of wheat flour (worth 1 gp each, 20 lbs. each), 72 sacks of rice (worth 1 gp each, 20 lbs. each), 88 sacks of dry beans (worth 1 gp each, 20 lbs. each), 97 sacks of potatoes (worth 2 gp each, 50 lbs. each), 18 boxes of salted fish (worth 6 gp each, 10 lbs. each), 21 barrels of salt pork (worth 6 gp each, 10 lbs. each), 2 jars of pickled herring (worth 5 gp each, 5 lbs. each), 10 sacks of salt (worth 10 gp each, 2 lbs. each), 10 bushels of apples (worth 4 gp each, 20 lbs. each), 21 wheels of cheese (worth 1 gp each, 5 lbs. each), 10 strings of 20 sausage links (worth 2 gp each, 10 lbs. each), 10 boxes of assorted spices (pepper, nutmeg, paprika, cinnamon, vanilla, garlic, etc.; worth 10 gp each, 1 lb. each.), 4 parcels of tea (worth 2 gp each, 10 lbs. each), 2 bales of leaf tobacco (worth 5 gp each, 10 lbs. each), 10 jugs of mediocre wine (worth 2 gp each, 10 lbs. each), 3 bottles of good wine (worth 5 gp each, 2 lbs. each), 6 jugs of rum (worth 5 gp each, 10 lbs. each), 4 bottles of good fruit brandy (worth 10 gp each, 2 lbs. each).

Equipment Tent: 30 longswords (worth 15 gp each, 4 lbs. each), 22 battleaxes (worth 10 gp each, 6 lbs. each), 45 spears

(worth 2 gp each, 6 lbs. each), 38 longspear (worth 5 gp each, 9 lbs. each), 30 light crossbows (worth 35 gp each, 4 lbs. each), 10 heavy crossbows (worth 50 gp each, 8 lbs. each), 400 crossbow bolts (worth 1 gp per 10, 1 lb per 10), 35 longbows (worth 75 gp each, 3 lbs. each), 400 arrows (worth 1 gp per 20, 3 lbs per 20), 7 ballistae (worth 500 gp each, 40 lbs. each), 60 ballista bolts (worth 2 gp each, 6 lbs. each), 4 light catapults (worth 550 gp, 300 lbs. each), 35 chain shirts (worth 100 gp each, 25 lbs. each), 53 suits of leather armor (worth 25 gp each, 20 lbs. each) 22 light steel shields (worth 9 gp each, 6 lbs. each), 1 crate of 50 horse-shoes (worth 5 gp total, weight 25 lbs. total), 1 box containing 10 bits and bridles (worth 20 gp total, 10 lbs. total), 4 military saddles (worth 20 gp each, 30 lbs. each) 10 leather satchels of artisans' tools (various disciplines, worth 5 gp each, 5 lbs. each), 30 50-ft. coils of hemp rope (worth 1 gp each, 10 lbs. each), 2 buckets with 50 ft. of chain (worth 150 gp each, 10 lbs. each), 10 shoulder axes (worth 6 gp each, 5 lbs. each) 10 spades (worth 2 gp each, 8 lbs. each), 200 square yards of canvas (worth 20 gp total, 200 lbs total), 8 9-gallon firkins of lamp oil (worth 10 gp each, 50 lbs. each).

Note: The brigands' treasure listed above has a retail value of more than 17,000 gp, but it weighs over 17,000 lbs. as well! Two obstacles stand in the way of the heroes should they try to capitalize on their windfall. First, the treasure must be removed from the swamp, which takes two time-consuming and hazardous trips by sled and mule, not to mention the danger of overturned or sunken sleds and the logistics of switching to wagons at the edge of the swamp to carry the goods onward. Second, the resale value of these goods, having been stored in a swamp for some time, may have fallen even further than the normal 50% markdown. While the party might still turn a good profit over time, selling this portion of the treasure in Broadwater is sure to raise some questions, as much of it was stolen from caravans traveling to or from that town. The most likely use for the treasure the brigands have collected is one the party might not yet consider: to use both the dry goods and the arms to provision a citizen militia in Broadwater during the siege that is by this time both unavoidable and imminent.

Location F, Area 8: Inner Sanctum

At the back of the inner ring (Location F, Area 4) the earthworks widen to form a flat-topped hill. The back side of the hill drops 30 feet down to the moat, and the front side sits 10 feet above the main camp and the supply camp. A single steep stair climbs the slope at the back of the camp to a barred gate flanked by a tower on either side. That gate is set in a 10-foot high wooden wall that stretches out in either direction to join the palisade of the inner ring at the edge of the hill. In addition to the towers on either side of the gate, a tower stands at the edge of the hill where the narrow earthworks of the inner ring join it. Also on the hill are the lodgings of the masters of the camp: Rolant's cabin, the tent of his bodyguards, a smaller tent belonging to Velfort, a mercenary sorcerer, and a dank pit that is home to Fiskin, a kobold cleric. These are described in detail below.

All 4 towers are 10 feet high and offer firing positions to a maximum of 6 men. Under normal circumstances, there is 1 trigger in each tower, their eyes scanning both the fog-covered bog and the camp below. In times of heightened security, there are 2 triggers in each tower to monitor reactions in the camp below. If an attack is perceived imminent, 2 triggers and 2 saddlebacks

occupy each tower, covering the inner and outer rings and the entire camp area.

Brigand Triggers, male human War4 (2/4/4): CR 4; hp 21; see Appendix 1: NPCs for complete stats.

Brigand Saddlebacks, male human War4 (0/0/4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Tactics: In the event that the inner sanctum of the brigand leaders is overrun, the triggers and saddlebacks focus their fire on the attackers, especially spellcasters, while their leaders respond to the arrival. All the villains, including Rolant and his henchmen, respond to this development as described in their respective areas, below.

Location F, Area 8.1: Rolant's Cabin

On the highest tier of the earthworks, Rolant the Brigand Prince holds court, not in a palace, but in a small wooden cabin. Despite its humble appearance, the cabin is the most luxurious structure in Rath Rolant. Thick log walls hold the damp the Bleak at bay. Its single room is spacious, and is kept warm and dry by a large fireplace. Rolant keeps a small bed draped in thick felt curtains, but spends most of his time on a wooden throne, one of the few items of artistic value in the swamp. A table holds food, drink and a large map of the Eamonvale Road. Rolant spends most of his waking hours here, accompanied by one of his huge bodyguards.

Rolant's personal treasure is large, befitting a man of his position and power, but unique in its composition. A series of locked, trapped chests brim with silver and gold coins, small gemstones and assorted trade bars. Unlike many treasure troves, there are few objects d'art to be found here... everything is practical, portable and easily liquidated.

Rolant, male human Ftr8/Ari5: CR 12; hp 100; see Appendix 1: NPCs for complete stats.

Bodyguard, male half-orc Bbn6 (1): CR 6; hp 58 (70 when raging); see Appendix 1: NPCs for complete stats.

Tactics: Rolant, the Brigand Prince, exits his cabin once his half-orc bodyguards are both present (presuming they still live). He allows them to precede him, even if it means sacrificing the element of surprise. Once he reveals himself, his swagger suggests that he is the lord of this domain and the leader of this brigand mob. He fights with his spiked chain from behind the bodyguards and skillfully balances damaging attacks with disarm, trip and other special attack forms that give advantages to the half-orcs. Rolant is a tenacious fighter, but he is a realist as well, and withdraws with the help of his brigands and loyal henchmen if things look grim. He relies on his spellcasters for evacuation aid if the entire camp falls into enemy hands.

Small Locked Trapped Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30. Mel's Acid Arrow Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +5 ranged touch; spell effect (Mel's acid arrow, 8th level sorcerer, 2d4 acid/round for 3 rounds); Search DC 28; Disable Device DC 28. Cost: 8,000 gp. Contains numerous and varied trade bars from local merchant houses, including the following: 12 silver bars bearing a crest with a tower and a wheel (House Oron, worth 10 gp each), 8 gold bars bearing a crest with a tower and a wheel (House Oron, worth 20 gp each), 4 gold bars bearing a mark of a rose and two crossed daggers (House Gastone, worth 20 gp each), 1 platinum bar bearing a mark of a rose and two crossed daggers (House Gastone, worth 35 gp), 10 silver bars

bearing a crest with a tree and a harp (House Elwood, worth 15 gp each), 2 gold bars bearing a crest with a tree and a harp (House Elwood, worth 25 gp each), 12 silver bars bearing a mark of a fleur de lis and a swam (House Wreldan, worth 5 gp each), 2 gold bars bearing the mark of a fleur de lis and a swan (House Wreldan, worth 25 gp each), 5 silver bars bearing a crest with a stag and lightning bolt (House Madoc, worth 5 gp each), 7 silver bars bearing the mark of a crow and a mailed fist (House Drenwal, worth 10 gp each) Note: The distribution of trade bars in various treasure hoards may hold clues to the identity of the usurpers; see Broadwater Timed Encounter: The Cash Flow in Chapter 2 for details. (Weight equivalent to 4593 coins or roughly 92 lbs.)

Large Locked Trapped Ironbound Chest: Hardness 10; hp 35; Break DC 28; Open Lock DC 40. Bestow Curse Trap: CR 3; magic device; touch trigger; no reset; spell effect (*bestow curse*, 9th level cleric, Willpower Save DC 16 negates); Search DC 28; Disable Device DC 28. Cost: 1,350 gp. Contains a sack of 27 pp, a sack of 212 gp, a sack of gold chips and small nuggets worth 103 gp, 1570 sp (loose), 76 gp (loose, mixed with silver coins) and a wooden strongbox (see below). (1988 coins, roughly 40 lbs.)

Locked Wooden Strongbox: Hardness 5; hp 10; Break DC 15; Open Lock DC 25. Contains an unset tourmaline (worth 100 gp), 20 unstrung coral beads (worth 200 gp in total), 3 moonstones (worth 40 gp each), 5 rectangular flat tiles of jade (worth 80 gp each) and a small velvet bag of 31 freshwater pearls (worth 12 gp each). (60 1-oz. gems, roughly 4 lbs.)

Small Locked Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. Contains a masterwork alchemical silver short sword with a turquoise and silver scabbard (worth 600 gp), a black silk doublet embroidered with silver thread and tiny lapis lazuli beads (worth 750 gp), and a meerschaum pipe in the shape of a dragon's head, with amber eyes (worth 175 gp).

Location F, Area 8.2: Bodyguards' Tent

This square canvas tent is home to Rolant's two half-orc bodyguards. Inside, the squalor is unspeakable, as is the stench of unwashed orcflesh. Two straw mattresses spill their ticking across the mud floor, and piles of filthy plundered clothing clutter the corners. Several tattered women's garments are mixed among the clothes, suggesting the two brutes have had their way with female slaves on more than one occasion. Only one of them is ever present here; the other is serving Rolant in some fashion. The bodyguards keep no treasure here; the brutality in their jobs is reward enough for their simple minds.

Bodyguard, male half-orc Bbn6 (1): CR 6; hp 58 (70 when raging); see Appendix 1: NPCs for complete stats.

Tactics: Rolant's bodyguards assemble just outside his cabin to escort him to meet the invaders head-on. They wield their greataxes with a passion that drives them quickly into barbarian rage. They attempt to engage the most powerful fighters in the party, but not if it results in leaving their master's side. They fight shoulder to shoulder in hopes of allowing Rolant to pick his own battles, and hold powerful combatants in such a way that Rolant may threaten them with his spiked chain. They fight tenaciously to the death.

Location F, Area 8.3: Velfort's Tent

The tent of Rolant's hireling sorcerer Velfort is a round felt cone supported by wooden ribs. The arcane designs painted on

the fabric are sufficient to keep the men well away from the tent, which is just what the occupant intended. One of the paintings, a large rune over the door flap, holds a magical trap for any who would enter unbidden. The living space within is small, simple and comfortable, consisting of a bed, pit fire and a small altar to the Goddess of Magic before which Velfort studies his art and mentors his apprentices. All of his valuables are kept on his person, and he only ever leaves the tent to attend to business in the camp. His is present in the tent 80% of the time, with a 20% chance of a brigand spellfist attending a lesson.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 8th level sorcerer, 8d6 electrical, Reflex save DC 16 for half); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 XP.

Velfort the Sorcerer, male human Sor8: CR 8; hp 31; see Appendix 1: NPCs for complete stats.

Brigand Spellfist, male human Sor5: CR 5; hp 22; see Appendix 1: NPCs for complete stats.

Tactics: Velfort prepares for battle by fortifying himself with *mage armor*. If the invaders have not yet breached the gate when he responds, he uses *obscuring mist*, *web* and *grease* to hamper their efforts, and reinforces the defense with *summon monster III*. Once the invading party is fully within the gate, Velfort goes on the offensive using his *wand of magic missile* and *wand of lightning bolt*. He reserves *wall of ice* to facilitate a withdrawal, but may use it in hemisphere configuration to sequester one of the enemy in an outmatched fight against Rolant or one of his bodyguards. In addition to *wall of ice*, he uses *obscuring mist* and *web*, in conjunction with the spells of his associate Fiskin, to enhance his master's chance of a clean escape. Velfort fights until he reaches 20% of his starting hit points or Rolant falls or flees the battle, at which point escape becomes the sorcerer's first priority.

Location F, Area 8.4: Fiskin's Cave

The original focal point of the flat-topped earthen mound at the center of the ring fort was a burial pit topped by a sloping dolmen. It is in this pit, which is actually a passage tomb, that Fiskin, a kobold cleric, makes his squalid home. A worshipper of the God of Decay, Fiskin revels in the slime and muck that collects in the bottom of the vault leading downwards into the tomb.

The entrance to the tomb is located beneath the dolmen; Small creatures may enter freely, but Medium creatures must succeed at a DC 15 Escape Artist check, and Large creatures cannot enter at all. The vertical shaft of the tomb requires a DC 5 Climb check to successful ascend or descend; failure results in a slippery fall and 1d6 points of damage. Fiskin has defiled the ancient tombs at the bottom of the vault, and makes his bed among the bones of the dead. Exploring the tomb exposes the curious to filth fever as described in Disease under "Special Abilities" in Chapter 8 of the DMG. Fiskin is present 80% of the time; otherwise he is ministering to the ill or injured in the camp (the men make an effort to stay healthy, thanks to Fiskin's foul aroma, pestilential deity and horrible bedside manner).

Fiskin, male kobold Clr9: CR 9; hp 45; see Appendix 1: NPCs for complete stats.

Tactics: Fiskin responds to any alert by rushing to the mouth of his hole and hiding (average result 20) to await the arrival of a threat. Once one becomes evident, such as when the heroes assault the gate of the inner sanctum, he prepares himself with

resistance, divine favor and divine power. His preferred offensive spells are *mass inflict light wounds*, and also touch spells such as *bestow curse*, *contagion*, *poison* and *slay living*, which benefit from his increased combat prowess due to *divine power* and *divine favor*. At the DM's discretion, he may replace *slay living* with *heal*, using it to reinvigorate Rolant or one of the bodyguards during the fight. Fiskin is quite madly devoted to Rolant and to his God of Decay, and willing gives his life for both during the battle as long as he can spread as much disease as possible before he meets his end. However, if Rolant withdraws, Fiskin facilitates it as best he can by using *summon monster III* and *spiritual weapon* to hamper pursuit.

Attacking Rath Rolant

An assault on Rath Rolant is an obvious end to this phase of the party's investigation, but it holds the potential for catastrophe if not carefully planned and perfectly executed. It is also a huge task for the DM to manage the dozens of brigands laired within the ring fort's walls. Consider inviting an assistant DM—perhaps a player whose character fell in the Bleak—to help manage the response time of widely scattered forces and to resolve the large number of attacks against the heroes. The party has several courses of action to consider.

By Force

Attacking the fortifications in open assault is foolhardy for a small party, and only the toughest and most powerful characters have a chance of survival, let alone success. However, even a small unit of troops to support the party can provide missile fire, a shield wall or, in all likelihood, some cannon fodder to reduce the number of incoming hits. Such soldiers might be raised from the Fagan's Hollow militia, or from Eamonvale's Outrider Cavalry unit stationed there. The might also be hirelings from the mercenaries of Broadwater's Warrior's Yard, or even the party's own followers from previous campaigns. If the heroes have already been to the Elfwood and developed allies there, the feral elves of Eamonvale might support the attack. For parties willing to invest the time, money and roleplaying effort into requisitioning allied troops, the rewards should be adequate to level the playing field.

By Stealth

Either with or without a supporting force, a party might try diversions to aid their infiltration of the fortress. Magic is almost a prerequisite, as there are two steep slopes, two log palisades and the filth-filled ditch to be crossed, all under the watchful eyes of the sentries. However, if such an infiltration were successful, it might allow the heroes to bypass the bulk of the opposition and proceed right to the commanders of the brigand gang in their Inner Sanctum (Location F, Area 8).

By Guile

Perhaps the most dangerous option is an attempt to infiltrate the brigands disguised as one of their own. While fraught with consequences too horrible to consider, it might also have the greatest yield: an insider's view of the defenses, insights into the men and their leaders, and a chance to sabotage their infrastructure in anticipation of another form of assault as described above. Such an effort should require a great deal of planning, preparation and extremely good roleplaying, and both the rewards and the cost of failure should be significant.

Development

The treasure of Rolant's brigand gang is unique in both content and proportion; the heroes may not have encountered one quite like it in their past adventures. Once the reality of war in Eamonvale becomes evident, it may behoove the heroes to move the foodstuffs and weapons out of the Bleak to provision the town of Broadwater against the imminent siege. To this end, that portion of the treasure lists weight as well as value. Using the mules in the animal handlers' area (provided they survive whatever events transpire at the camp) and the sleds behind the supply tents, the heroes must choose which items they will take and which they will leave for another trip. Once out of the Bleak, the goods can be transferred to wagons, such as the two hidden at Lavro's ranch (Location B), and possibly more requisitioned from Fagan's Hollow for the trip to Broadwater.

The structures and areas of the Bleak may be the party's rightful plunder as well, although they are a bit more difficult to fully exploit. The ranch could prove to be a useful place for escape, recuperation, spell research or a supply cache. Rath Rolant is easily defended and would be quite a prize for an aspiring warlord, but its remote location makes it difficult to integrate into an ongoing campaign. Still, for a charismatic warrior with a throng of followers, especially one who has won the favor of the local lord, it might provide a base of operations for a fledgling landlord. Undertakings such as draining and settling the Bleak offer possibilities for future campaign development.

Chapter Seven: Fagan's Hollow

Fagan's Hollow is a typical village of Eamonvale: predominantly human, with an agricultural subsistence method and a small travel service industry catering to the nearby trade road. The village is nestled on the banks of the River Eamon between the trade road and the water's edge. Several dozen dwellings of stone and wood make up the village proper, with more structures spreading out downstream. Altogether the village is home to 500 settlers, most of whom support themselves by farming the fertile flood plains, hunting in the forest, fishing in the summer and trapping in the winter. With the seat of Lord Arb Angus' government miles away in Dun Eamon, a magistrate oversees the collection of taxes and administration of justice. A small militia is maintained to keep the peace, supported by regular appearances of mounted soldiers from Dun Eamon. Life in the village is generally slow and peaceful, interrupted only by weekly markets and seasonal festivals.

In pursuit of their ambitions to dominate trade in Eamonvale, House Drenwal has conspired to replace the magistrate of Fagan's Hollow with a doppelganger. The impostor is charged with motivating a war with the feral elves of the deep woods, thus diverting the energies of Eamonvale's soldiery and facilitating the activities of Rolant and his brigands. Those events are described in Chapter 8, but the permanent locations are described separately here to facilitate the use of Fagan's Hollow as a setting for future development.

Fagan's Hollow

Fagan's Hollow (village): Conventional (currently Monstrous NG/NE); AL NG; 200-gp limit; Assets: 5,000 gp; Population: 514; Mixed (85% human, 3% dwarf, 5% gnome, 2% half-elf, 3% halfling, 1% elf, 1% half-orc).

Authority Figures: Gurvan, Magistrate (originally Ari4/Ftr4, currently doppelganger Rog4); Brother Garrat of the Hall of Fortitude (Ftr2/Cle5); Donal Bodh, Warden of Eamonvale (Ftr7).

Important Characters: Talus Starn (Rgr9), Red (Com4), Stefan (Com2), Chief Constable Hux (War3), Pete the Fishmonger (Com5), Fashod the Great (Rog4/Sor4), Uwe Ironfist (Exp5), Nelson Wainwright (Exp4), Wilamena (Wiz5), Mickel (Rgr2), Sven the Woodcutter (Com2), Hemly the Beekeeper (Dru9), Hogar Half-elven (Rgr3), MacFarlane (Exp4), Sean (War2), Nick (War2), Colin (War2), Goldyve (Adp5), Genevieve (Rog4/Brd3).

Others: Militia—War1 (24); Outriders—War4 (8); adventuring classes—Bbn3 (1), Bbn1 (2), Brd1 (2), Dru3 (2), Dru2 (2), Dru1 (2), Ftr3 (1), Ftr2 (2), Ftr1 (4), Rgr5 (1), Rgr3 (2), Rgr1 (4), Rog3 (1), Rog2 (2), Rog1 (4); mercenaries, merchants, commoners, laborers and peasants—Adp3 (2), Adp1 (2), Ari1 (2), Com9 (1), Com5 (2), Com3 (4), Com1 (370), Exp7 (1), Exp4 (2), Exp2 (4), Exp1 (12), War4 (2), War2 (4), War1 (20).

Random Encounters in Fagan's Hollow

These encounters should be used to provide action, inspire role-playing and develop the unique character of a typical village of Eamonvale. They can also be used to initiate a secondary storyline, introduce a new character or develop the plot with the delivery of an important rumor at the right moment. Fagan's Hollow is a quiet community, dreadfully so at times. Establish encounter frequency with a 15% chance per hour, or a 5% chance per hour at night.

Roll 1d8 for a random encounter:

1-3 Villager (male or female human Com1). The most common encounter in Fagan's Hollow is with a local resident on an errand around the village. Typical encounters could involve a milkmaid carrying yoked pails of milk to a neighboring farm, a boy leading an escaped goat back to its enclosure or a man on his way to the Two Coppers (Location A) for the day's news. Each of these simple frontier folk are friendly to the party and willing to share a single rumor if the heroes stop to chat.

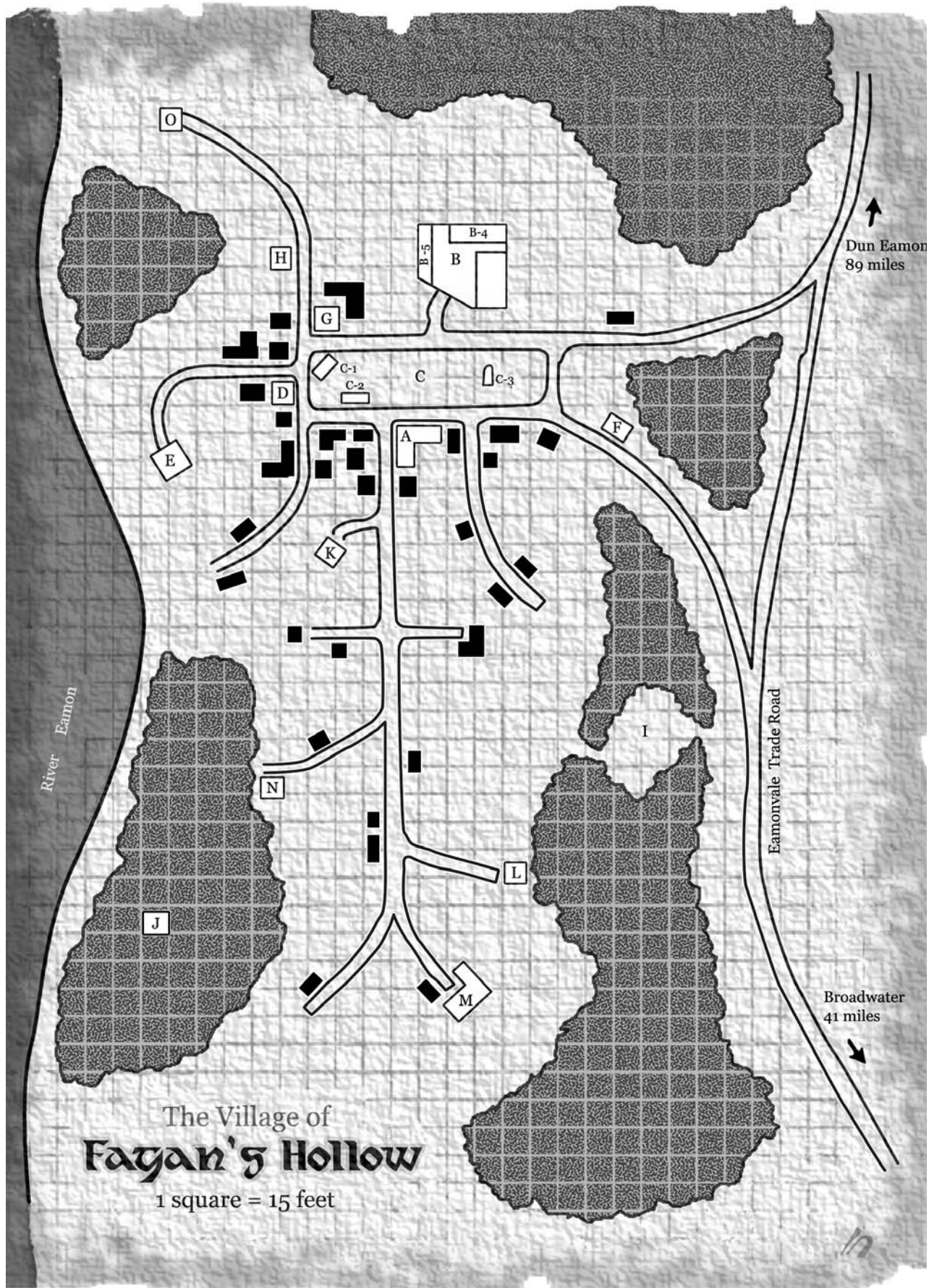
4 Militia Patrol (4 male human War1; CR 1/2; hp 9; see Appendix 1: NPCs for complete stats). The Fagan's Hollow Militia runs patrols of the village every few hours. This is more a matter of keeping the men busy than answering any real threats, but during the period of elven raids, their patrols are reassuring to the villagers. They have an indifferent attitude during the day, but do not generally engage in idle chat.

5 Personality (varies). This encounter involves one of the named NPCs of Fagan's Hollow. It could be one of the shopkeepers or craftspeople of the village, such as Wilamena, Goldyve or Red. It might also be one of the authorities, such as Magistrate Gurvan, Brother Garrat or Warden Bodh. In any case, they are indifferent to the party and willing to converse for a moment, but their business compels them elsewhere before long. Many of the personalities are tightlipped about rumors; refer to their descriptions in Appendix 1: NPCs or to their respective Timed Encounters in Chapter 8 for details.

6 Errant Farm Animal (varies). A local cow, sheep, pig or other animal has escaped its pen and wanders blithely through the village. Securing it and returning it to its owner warrants a helpful reaction and perhaps a +5 bonus to a single Gather Information roll. Refer to Chapter 2 of the MM for stats.

7 Disturbance (varies). A disturbance of some sort disrupts the peaceful pace of life in Fagan's Hollow. It might be a brawl in the Two Coppers, the arrival of a large caravan or a gravely ill child. During the events of The Eamonvale IncurSION, a disturbance might involve a report of another elven raid, the arrival of survivors from a caravan heist, or a scuffle involving Rolant's brigands on liberty in the village. Refer to Chapter 8 for other plot options.

8 Weather Change. With the open plains below and the Stoneheart Mountains above, Fagan's Hollow is subject to a



variety of weather patterns. Onset time is 1d4 hours, with a 10% chance of being as rapid as 3d20 minutes. Roll again on the following table with a d6 and apply the effects described in Weather under “Wilderness Adventures” in DMG Chapter 3.

- 1 **Rain** (1d6 hours, 20% chance of Fog)
- 2 **Hail/Sleet** (1d6x10 minutes, 50% chance of either)
- 3 **Wind** (2d6x10 minutes, 1d4x10 m.p.h.)
- 4 **Fog** (1d6 hours)
- 5 **Thunderstorm** (2d4x10 minutes)
- 6 **Roll again**, double duration

After nightfall, roll 1d8 for a random encounter:

1-2 **Errant Farm Animal.** As above.
 3-4 **Militia Patrol** (4 male human War1; CR 1/2; hp 9; see Appendix 1: NPCs for complete stats). As above, except that they have an unfriendly attitude during the night, and are especially suspicious of strangers. See Appendix 1: NPCs for stats.

5-6 **Wandering Monster.** A threatening creature enters the village. Roll on the following table with a d4.

1 **Wolf Pack** (1d8, CR 1, hp13). These pack hunters raid frequently looking for unsecured livestock. 20% chance of a Mist Hound pack of the same size; see Appendix 3: Creatures and Templates.

2 **Dire Rats** (2d4, CR 1/3, hp 5). These scavengers move through the village seeking refuse and small livestock under cover of night. 20% chance of Vapor Dire Rats; see Appendix 3: Creatures and Templates.

3 **Stirges** (10, CR 1/2, hp 5). These blood-sucking creatures rise from boggy hollows by the river and swarm the village at night.

4 **Ogre** (1, CR 3, hp 29). This hulking humanoid raids for pleasure and profit. During the events of The Eamonvale Incursion, he might have been displaced from his swamp lair by Rolant's brigands and be raiding out of necessity. 20% chance of Fomor-kin; see Appendix 3: Creatures and Templates.

7 **Disturbance.** As above.

8 **Weather Change.** As above.

Locations in Fagan's Hollow

Fagan's Hollow is a small but vital community. The following places and persons surround the heroes as they conduct their investigation of the elven raids and strange happenings around the village.

Location A: The Two Coppers Inn

The Two Coppers Inn is the village's only place of lodging. It is infrequently used for that purpose, since most travelers through Fagan's Hollow are caravanners who choose to sleep with their wagons. However, it also boasts the only public space in the village aside from the Hall of Fortitude, and serves as the local watering hole and rumor mill.

The Two Coppers is one long building divided into five rooms; four guest rooms and a large common room with a divided storeroom. For the night, one can rent one of the four beds or a spot on one of the four floors. The food here is plain, but hearty, and slightly overpriced due to a lack of competition. Patrons enjoy alcoholic windfalls thanks to Goldyve, a local

meadmaker who provides the Two Coppers with her fantastic beverage at rock-bottom prices, a savings that is then passed on to customers. The mead sells for 5 sp per bottle—one bottle being enough to befuddle all but the stoutest drinker—with a refund of 3 sp if the bottle is returned intact for reuse. As such, breaking or abandoning an empty amber mead bottle is tantamount to blasphemy in the Two Coppers.

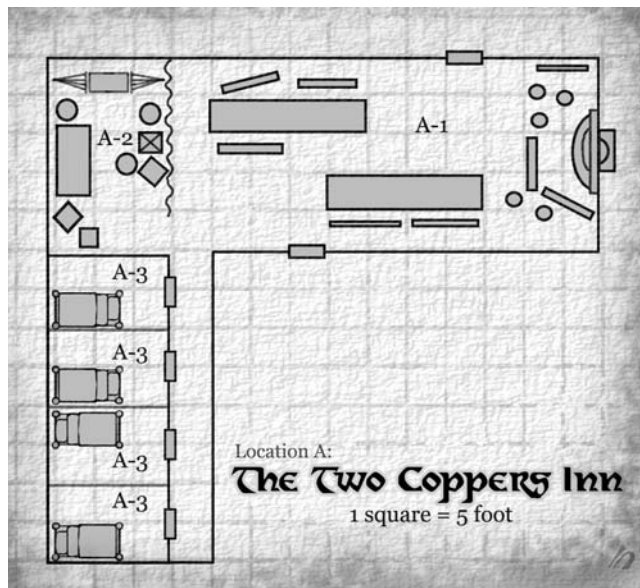
Services: bed, 5 sp; spot on the floor, 2 sp; fish stew, 3 sp; mutton stew with sharp cheese and sourdough bread, 6 sp; Duggins 80 Copper Ale (a brown ale), 5 cp per mug; Goldyve's Mead, 2 sp per bottle (assuming the bottle is returned).

Location A, Area 1: Common Room

The common room of The Two Coppers Inn is the default gathering place for the villagers. Despite its thin, drafty walls, creaky floor and dusty rafters, it regularly draws the attendance of anyone in the village with a few spare coins. News, gossip and farming banter are the topics of choice around the fire. Red is the publican and innkeeper of The Two Coppers. He laughs heartily at any request for clean bed linens, a fire in the room, a bath or any other amenity. While his inn is badly run-down, he does have a special talent with strong sourdough bread and thick, hearty stew. He does the cooking in the ample fireplace, weaving his way through patrons to add diced ingredients to the stewpot. A recently added partition wall sets off his food preparation area and storeroom of casks. Just out the back door of the inn is a small woodlot and vegetable garden.

Common patrons include a handful of farmers and the crew of whatever caravan might be passing through. One regular face at the Two Coppers is Stefan, a despondent farmer with a tale to tell. He can often be found in the tavern lamenting his decision to come to Fagan's Hollow. He claims that several oaks walked out of his woods and tossed him about for several minutes; they also broke most of his farm tools (mainly axes and saws). It was in fact the druid Hemly (see Location J) and a group of allied treants who staged the attack in hopes of frightening the would-be farmer away from the ancient grove (see Location L: Stefan's Farm for details).

Red (CG male human Com4; Profession [innkeeper] +4) is a robust man with a bushy red beard and a booming laugh.



Stefan (N male human Com2; Profession [farmer] +4) is downcast and drunken, seeking only to drown his troubles or tell them to a sympathetic listener.

Farmers (NG male human Com1) are roughly-dressed country folk with more gossip than drinking money.

Caravan Handlers (male human Com3; CR 2; hp 9; see Appendix 1: NPCs for complete stats) are often drunk, but after a long day of travel they generally lack the energy for all but making eyes at milkmaids.

Caravan Guards (male human War3; CR 2; hp 20; see Appendix 1: NPCs for complete stats), like the laborers, are often drunk, but sitting atop a wagon bench all days leave them plenty of energy for carousing and song.

Caravan Masters (male human Exp4; CR 3; hp 17; see Appendix 1: NPCs for complete stats) are conservative and guarded, often staying long enough to inquire about the next market day and then excusing themselves before their hirelings cause trouble.

Location A, Area 2: Storeroom

Red erected a partition in the common room in hopes of keeping patrons from helping themselves to the taps while his back was turned. The result is this rickety room in the corner with a curtained doorway. Within it he prepares food on the broad table and stores his inventory, a jumble of bales, boxes and sacks of dry goods and spices, plus a dozen casks of various ales, ciders and spirits. Above it all is his hammock with a pillow and woolen blankets. Inside a loose seam of the pillow is his personal treasure, mostly saved by overlooking needed repairs on the building.

Treasure: pouch of 85 gp, 20 sp.

Location A, Area 3: Guest Rooms

The guest quarters in The Two Coppers are wholly unremarkable. It is not uncommon to book a bed for the going rate, and then arrive in the room to find that the floor has already been sold to another traveler. The rooms are cold, dusty and bug-infested, and are occupied only rarely. Each room has only a wooden bed frame, tattered mattress and chamber pot. The room on the right at the end of the corridor has the bed positioned over a poorly cleaned bloodstain from a forgotten incident. The first door on the left radiates mild abjuration energies from a wizard's magical wards placed there previously.

Location B: Militia Compound

As with other villages in Eamonvale, Fagan's Hollow began as a cluster of farm buildings protected from the varied hazards of frontier life by a sturdy stockade. The farms have long since spread beyond the original walls, but the Angus clan still maintains the palisade as a defensive precaution. The administration of the village takes place inside the wooden walls, in a series of newer building constructed for the purpose. The palisade is manned and equipped more diligently now with the threat of war with the elves (see the Elven Raids section of Chapter 8).

Location B, Area 1: Watchtower and Gate

A single watchtower of logs watches over the village of Fagan's Hollow and the approach to the militia compound. It is surrounded by sharpened logs with several gaps for firing bows and crossbows, and a rough roof of thatch deters some but not all of the frequent rain. Since the escalation of conflict with the elves,

there are always at least two men posted in the tower. Tower sentries typically have a crossbow and longsword, and a signal horn hangs on an iron hook in the tower.

Militia Sentries (male human War1; CR 1/2; hp 9; see Appendix 1: NPCs for complete stats) are quick to raise an alarm try to stay alert; far from professional soldiers, they do fall asleep from time to time (10% chance during the night watch).

Location B, Area 2: Courtyard

The gravel courtyard of the militia compound is fairly bare. A covered well and winch provide clean water for the garrisoned troops. Both the barracks and the jailhouse have a wide doors opening onto the courtyard, which serves as parade ground, training space and a field for games of broom-ball and mumblypeg.

Location B, Area 3: Jailhouse

The jailhouse is the largest building within the militia compound, and it holds not only the jail cells, but also the magistrate's office and residence. It is the most secure building in the village, and is intended to be the last sanctuary for the defenders should the compound be overrun. The imposing two-story building is made of thick oak beams. Arrow slits ring the upper level, allowing light into the building and providing a view of the bailey and the village. On the lower level, the only portal is a sturdy door that stands open during the day to admit petitioners and is barred every night.

Barred Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Location B, Area 3.1: Entry Foyer

A small antechamber receives entrants to the jailhouse and magistrate's court. It holds a chair and table for Chief Constable Hux, a man whose primary duty is to run interference for the magistrate and deal with would-be petitioners. He also makes appointments, accepts complaints and negotiates terms with caravan masters for the quartering of their wagons, animals and personnel in the village. The current constable is illiterate, so no paperwork is present on or around the desk. A single wooden door leads to the main court of the magistrate.

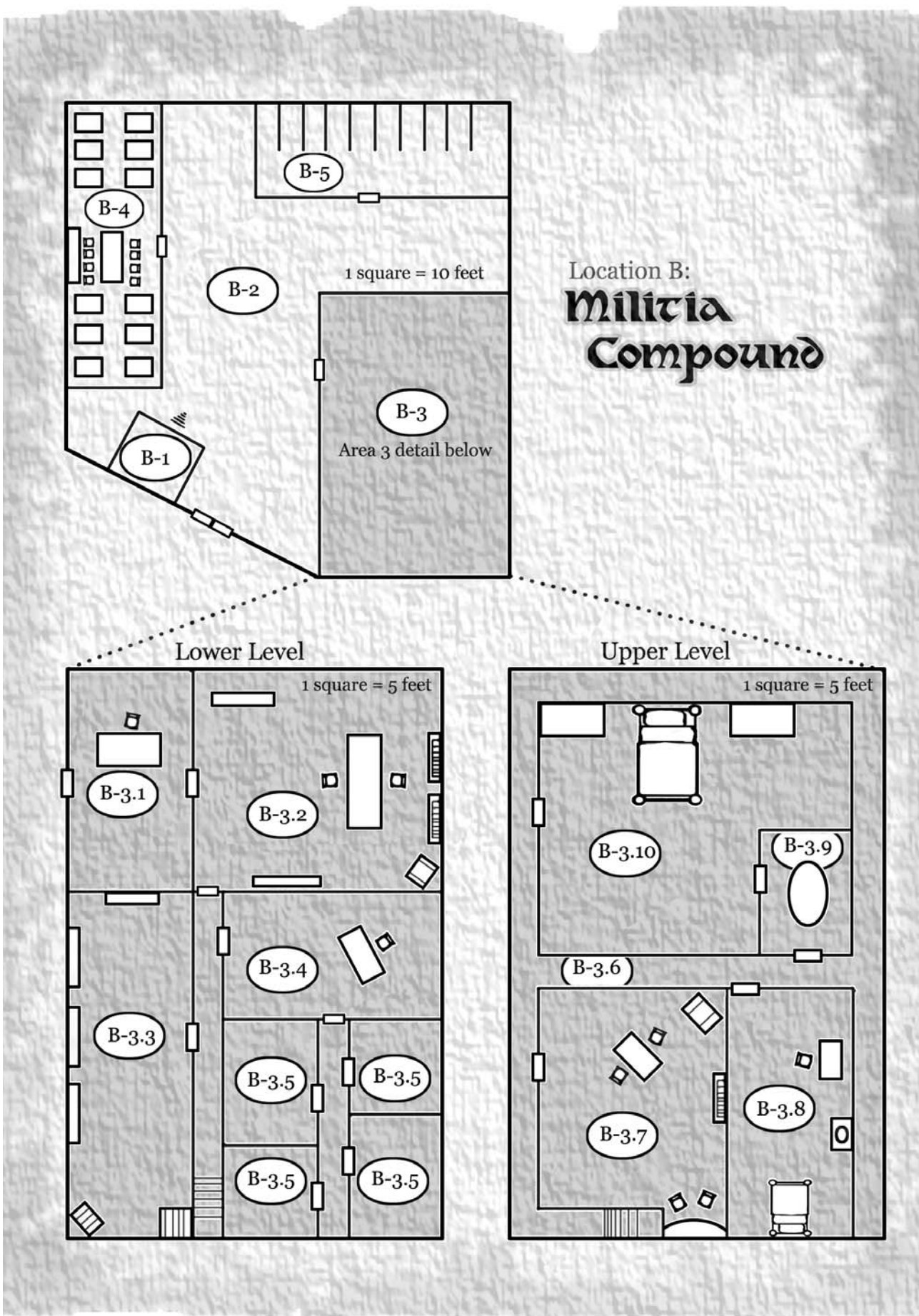
The chief constable is a veteran of the trade road, an experienced rider and qualified combatant. Despite his obvious qualifications, he is also rather dense, even to the point that his former employer's replacement with an imposter has escaped his notice.

Locked Good Wooden Door: 1.5 in. thick; Hardness 5; hp 15; Break DC 18; Open Lock DC 20.

Chief Constable Hux (LN male human War3; Intimidate +8; Persuasive; longsword) is an overweight, red-faced man with a short temper.

Location B, Area 3.2: Magistrate's Court

The central room of the lower level is large enough to accommodate a few dozen people at a time. It is the room where taxes are collected on a regular basis, and also the room in which a small jury trial might be conducted, should the magistrate see fit. A leather-appointed chair and broad oak table separate the magistrate from those he oversees. Before the table is a short-legged chair and two benches designed to put petitioners well below the level of the magistrate's gaze. Two small bookcases hold a few bound volumes of Eamonvale's charters and laws, as well as



books discussing principles and applications of law in general. A heavy oak trunk bound in leather and iron, itself of considerable value, holds the census, tax and land grant records for the village, as well as the room's only real treasure: writing supplies. In addition to the entry from the foyer, a hallway exits this room leading to the armory, the jail, and the stairs to the upper level.

Locked Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 25.

Ironbound Chest: Hardness 10; hp 35; Break DC 28; Open Lock DC 40.

Treasure: 100 sheets of paper (worth 40 gp), 2 vials of ink (worth 8 gp each), set of 2 ink pens with brass nibs worth 3 gp).

Location B, Area 3.3: Armory

The door to the armory is always closed and locked, and the only three keys are around the magistrate's neck, in the chief constable's pocket and locked in the vault upstairs. This room secures the weapons of the militia when not in use: longbows, crossbows and ammunition; longswords in scabbards; and an assortment of polearms, most of which are simple longswords. There are enough weapons to equip the able-bodied men of the village in time of need, but all but those required for the standing militia have fallen into disrepair. A chest holds the personal items of anyone being held in the cellblock next door; in this case, the only treasure items of value belong to Genevieve (see Fagan's Hollow Timed Encounter: In The Big House in the Allies section of Chapter 8).

Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25.

Treasure: mithril chain shirt, *ring of protection*+2, *+1 dagger of returning*, 4 daggers.

Location B, Area 3.4: Jailer's Chamber

The door leading into the cell block is one that most villagers hope never to pass through. The simple room has only a table and chair. When one or more of the cells are in use, either Hux or one of the militia is stationed here at all times.

Militia Jailer (male human War1; CR 1/2; hp 9; holds keys to all cells; see Appendix 1: NPCs for complete stats) is a desired post among the militiamen; it is out of the sun and rain and provides someone new to talk to, but the men are cautious lest Hux or Gurban discover them chatting.

Location B, Area 3.5: Cells

The militia compound boasts four small cells, which are normally empty in a quiet community like Fagan's Hollow. At most, one or two might hold a drunken caravan guard guilty of brawling in The Two Coppers, or a farm hand convicted of stealing a hen. At the time of The Eamonvale Incursion, however, the cellblock is nearly full; see Fagan's Hollow **Timed Encounter:** In The Big House in the Allies section of Chapter 8 for complete details on the occupants. At the back end of the cellblock is a locked door, behind which is a flight of stairs leads up to the second floor of the jailhouse.

Locked Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Location B, Area 3.6: Upper Corridor

At the top of the stairs is a long corridor which runs the circumference of the second story, offering free movement between

the arrow slits on the front and back wall of the jailhouse. Along the first stretch of the corridor are two doors and one short hall leading to the corridor on the back of the building; in the hallway are another two doors.

Locked Simple Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 15; Open Lock DC 20.

Location B, Area 3.7: Magistrate's Office

Magistrate Gurban's office is a simple affair, containing a desk and chair, a large trunk, a small bookcase and a fireplace with two comfortable cushioned chairs in front of it. The desk contains official correspondences and a journal containing records of which petitioners were seen on which day, and with what result. The content of the diary has no bearing on the charade taking place in Fagan's Hollow, but the dates do. The first entry in this volume is only a few weeks old, a time that coincides with the departure of Gurban's wife and his old assistant (see Fagan's Hollow Timed Encounter: The Many Faces of Evil in the Villains section of Chapter 8); previous volumes are absent.

The large trunk is trapped with a poison dart. It contains the only significant treasure, the magistrate's cashbox, which is light as payroll came and went a week ago and taxes are not yet due.

Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. **Poison Dart Trap:** CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d4 +poison, dart); poison (Large monstrous scorpion venom, DC 14 reflex save resists, 1d4 Con/ 1d4 Con); Search DC 19; Disable Device DC 19. Market Price: 2,900 gp.

Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30.

Treasure: cashbox with 85 gp and 200 sp (Note: these funds rightly belong to the village of Fagan's Hollow and have not been included in Gurban's treasure balance).

Location B, Area 3.8: Guest Chambers

A small room is kept for important visitors to the village. This room has only a bed, washstand, chamber pot, table and chair.

Location B, Area 3.9: Bath

This room is dominated by a large ornate bath. Once a week, Gurban has the militiamen heat a huge cauldron of water in the bailey and haul it upstairs bucket by bucket. This practice started recently, when the doppelganger Maughold adopted the guise of Gurban the Magistrate. The weekly baths help relieve his flesh from the discomfort of maintaining his form for so long. The bath is made of iron, is enormously heavy and is identical to the one in the living quarters of Galfridous, a member of Broadwater's Town Council and secret agent of House Drenwal (see Location JJ, Area 7 in Chapter 1). Both baths were given to the men by House Drenwal in payment for their betrayal of their respective communities.

Location B, Area 3.10: Magistrate's Quarters

A huge four-poster bed is central to this room. Wardrobes on either side have a cumbersome treasure of fine garments.

Treasure: assorted clothing and finery (worth 360 gp)

Location B, Area 4: Barracks

This low wooden building is home to the Fagan's Hollow militia. One member of the militia is on guard outside the barracks,

and allows entry only to militiamen or those accompanied by the Chief Constable or the Magistrate. The central area near the fire holds a table and chairs where the men eat, gamble and chat during their idle hours. Further from the door and the fire in each end of the building are six bunks, each with a hay mattress and a handful of woolen blankets. Since the escalation of the elven threat, all twelve bunks are not only filled but shared; the day guard sleeps in them during the night, and the night watch retires to the same beds each morning. There are few personal possessions here, since most men have family nearby.

Militiamen (male human War1; CR 1/2; hp 9; see Appendix 1: NPCs for complete stats) are either itinerant hirelings or local men with family in the village.

Tactics: The Fagan's Hollow Militia patrols the village in pairs, but responds to any situation in force. They have no sophisticated phalanx tactics, and are only marginally competent in formation combat. The fight in such a way as to protect each other's flanks from attack, but if half their number are injured or killed, they execute a fighting withdrawal that could easily be mistaken for a rout.

Location B, Area 5: Stable

The stable hold the 10 light horses of the militia. In the back in a separate stall is the magistrate's heavy warhorse. Two stable boys from the village tend to the horses.

Stable Boys (NG male human Com1; Handle Animal +4) have hopes of joining the militia, and even the Outrider cavalry.

Location C: The Village Green

Fagan's Hollow, like most villages of its size, has a grassy commons set aside for markets, festivals and gatherings. It sits central to the village, with the militia compound on one side and The Two Coppers Inn on the other. On market days or when a large caravan is passing through town, the green bustles with farmers selling produce, eggs, preserves and crafted items. An example of such a visiting homesteader, Silas MacLeod, may be found in the web enhancement featuring additional Eamonvale locations and encounters, available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html. However, on a normal day there are only two booths in the village green, one belonging to Pete the Fishmonger and the other to Fashod the Great.

Location C, Area 1: Pete's Cart

A ripe odor of fresh and not-so-fresh fish greets anyone downwind from this solitary market cart. Pete the Fishmonger is one of the most successful full-time merchants of Fagan's Hollow, but one wouldn't know it by his garb of canvas hip boots and a bloodstained leather smock. Pete buys fish from the fishermen, allowing them to get back to their chores without having to work to market their catch. He then sells to the farmers who are too busy with harvests, foaling and other farm chores to drop a line into the river. As the middleman between farmers and fishermen, Pete is very well informed on the village happenings. Anyone making a Gather Information check while talking with Pete gains a +5 circumstance bonus.

Services: fresh fish, 1 sp.

Pete the Fishmonger (LG male human Com5; Profession [merchant] +8) is a round, cheerful man who is seemingly oblivious to the pungent aroma of his trade.

Location C, Area 2: Fashod's Wagon (EL 8)

To hear him tell it, Fashod the Great is a traveling saint and brother to mankind, but in truth he is a crook. Using his spells and abilities, he convinces the villagers they are plagued by evil spirits, and then sells charms and potions to ward against them. If he hears anyone is heading toward the elven frontier he gladly supplies charms against the "demonic fey". He does brew his own potions, most of which are geared towards making a fast, clean escape. Hidden in the brightly painted wagon (Search DC 22) is his treasure, secured in an iron box. He has been in Fagan's Hollow for some time, playing on the superstitious nature of the population and being overlooked by a magistrate who has other than the citizen's well-being at heart.

Services: useless charms and potions, sometimes with *light* or *prestidigitation* for effect, 1-3 gp.

Fashod the Great, male human Rog4/Sor4: CR 8; hp 28; see Appendix 1: NPCs for complete stats.

Tactics: Fashod avoids combat at all costs, preferring to slip away under cover of night if his shady dealings are exposed. If he is engaged in combat, his actions focus on evasion and escape. He uses web and his *potions of invisibility* and *expeditious retreat* to escape to his wagon and flee as best he can.

Iron Strongbox: Hardness 10; hp 30; Break DC 28; Open Lock DC 30.

Treasure: 212 gp, 8 pp.

Location C, Area 3: Shrine to the Goddess of Bounty

A shrine to the Goddess of Bounty in the form of a great menhir sits at the center of the village green. Farmers and trappers leave gifts of fresh produce and animal skins for continued favor from the Goddess. A small token left at the shrine grants a +1 bonus to a single roll involving a Profession skill such as farmer, fisherman or trapper, or a similar check such as a Heal check to find a beneficial herb or a Survival check to locate edible wild plants.

Location D: Uwe's Forge

The village forge of Fagan's Hollow has benefited greatly from its association with Dun Eamon. After the retirement of the village's blacksmith, the villagers petitioned Lord Angus for a smith to take over the village forge. Uwe Ironfist, a distant relative and promising apprentice of master smith Ulf Ironfist of Dun Eamon's legendary Ironworks, was sent to fill the vacancy.

Uwe is very happy with the assignment. A forge to run the way he sees fit is a rare opportunity, and though he never tires of fixing ploughs and making horseshoes, he does miss the weapons and armor of his youth. He merrily repairs armor and sharpens blades for any adventurer, free of charge. He also has a small number of masterwork-quality simple and martial weapons that he forged to keep his skills in good standing. These are for sale for the standard prices, but Uwe drops the price as much as 30% to see his weapon carried off into adventure. A small cabin behind the forge holds Uwe's modest living quarters.

Uwe Ironfist (CG male dwarf Exp5; Str 16; Craft [blacksmithing] +10, Craft [weaponsmithing, armorsmithing] +8; mas-

terwork warhammer) is a grinning, muscle-bound dwarf who idealizes high adventure but contents himself with the needs of the village as his motivation.

Location E: Hall of Fortitude

Fagan's Hollow is home to simple folks who depend on their land, and as such the spiritual center of the village is the shrine to the Goddess of Bounty. However, because the village falls in the realm of Eamonvale, a cleric of the God of Strength has been sent to the village to establish a church (see Fagan's Hollow Timed Encounter: Brother in Arms in the Allies section of Chapter 8). The Hall of Fortitude is a well-built half-timbered building near the river. The large central room holds a shrine to the God of Strength and is sparsely furnished with tapestries and mounted weapons. A small apartment holds a bed, writing desk and the priest's meager personal effects.

Services: minor healing (*cure minor wounds*), free for villagers, 1 gp for others; other spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

Brother Garrat male human Ftr2/Cle5: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Location F: Wainwright's Shop

With the number of caravans that pass the village of Fagan's Hollow, the services of a wainwright are in high demand. Usually the most consistent enterprise in the village, the shop of Nelson the Wainwright is among the most heavily impacted by the reduced traffic on the Trade Road of late. His shop is a long building with a high peaked roof. The edges of the roof come nearly to the ground, and both ends are open to allow even the largest wagons to be drawn in for service. A variety of block and tackle hangs from sturdy roof beams to facilitate replacement of wheels and axels. An enclosed loft, heated by an iron stove and equipped with a bunk, serves as Nelson's living space.

Nelson worked from boyhood as a caravan wrangler until a panicked draft horse crushed his foot. He took his carefully saved earnings and a sympathy payment from his employer and opened a small shop in Fagan's Hollow to service the passing caravans and fix carts and wheelbarrows for the townsfolk. Nelson knows everything there is to know about caravans, including details on the supply and demand of Eamonvale, the politics of the merchant houses and the economics of caravan operation. He also knows the rumor regarding raiders from the Bleak (see Chapter 8). Nelson is a social man, and given his lack of business he is happy to answer the questions of passers-by.

Services: wagon repairs and general woodworking, 3 sp per day.

Nelson Wainwright (NG male human Exp4; Craft [wainwright] +6, Knowledge [local +8]) is a talkative man with a slight limp and a stout blackthorn walking stick.

Location G: Cobbler and Harness Maker

Many of the homesteaders in Eamonvale supplement their income by laying traps along the multitude of creeks that feed the River Eamon, and stock animals slaughtered for food yield hides as well. With the Trade Road at its doorstep, Fagan's Hollow has traditionally been an outlet for hides of all kinds, and a lucrative cobbling and harness making business is located just off the village green. Wilamena, the proprietress, turns a healthy

profit on her exported goods, but sells her goods to the villagers at the same inflated rate. In addition, she is known to dabble in the arcane, making her even more unpopular and gaining her the appellation "Willie the Witch" in the vernacular of the village children. Farmers would rather break a plough blade than a harness, so eager are they to avoid business dealings with Wilamena.

Wilamena is a shrewd businesswoman; she pays cut rate to the trappers and sells the finished goods at a substantial markup. She hopes to fund her departure from Fagan's Hollow and move to a more cosmopolitan area to further her arcane studies. She is unpleasant to nearly everyone except arcane spellcasters, over whom she fawns and grovels. Any arcanist entering her shop without adequate subtlety or disguise is likely to be offered tea, dinner, discounts, and anything else Wilamena can think of to gain access to their spellbooks. The wizardess protects her treasure and items in a locked, trapped chest.

The only locals who frequent her shop are the trappers, a group of rough men who bargain for what they hope is a fair price and then supply themselves on market day before heading back into the wilds to check their trap lines. Mickel is typical of Eamonvale's trappers; he or one of his contemporaries can usually be found on Wilamena's porch. The trappers are extremely well versed in the geography of Eamonvale, including areas less well known to the villagers, such as the Bleak (see Chapter 6) and the woods across the river (see Chapter 9). Gather Information checks about those regions benefit from a +5 bonus when speaking with a trapper, and rumors may be closer to the truth than usual. The also know the inner workings of the Guide's Camp of Broadwater (Location B in Chapter 1).

Services: leather goods, sold a a 10% increase over prices in the Player's Handbook; spellcasting services, see Spellcasting and Services under "Goods and Services" in Chapter 7 of the Player's Handbook.

Wilamena, female human Wiz5: CR 5; hp 12; see Appendix 1: NPCs for complete stats.

Mickel (N male human Rgr2; Spot +6, Survival +8; Self Sufficient, Track; longbow) is one of several leather-clad woodsmen who gravitate to Wilamena's porch on their periodic forays into civilization.

Wooden Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25. Mel's Acid Arrow Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (Mel's acid arrow, 5th level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. **Cost:** 5,000 gp.

Treasure: 207 gp.

Location H: Sven's Hut

A small hut on the edge of the village is home to Sven, the local woodcutter. In his youth he met Hemly the druid, and learned a great deal about the forest and its inhabitants. He knows which trees he can cut without angering Hemly, and often receives tips on diseased or overgrown stands of trees from his old friend. He had hoped to get some business from Stefan when the man announced his intent to clear his land, but Hemly threatened him with silence. Sven would like to see the issue resolved, but his livelihood depends on Hemly's favor.

Sven (N male human Com2; Profession [woodcutter] +5; masterwork axe) is a somber, sallow man with a countenance as sharp and angular as the axe he lives by.

Location I: Outrider Camp

Outside the village is a small camp that is frequently used by Outrider patrols on their way to and from Dun Eamon. It sits in a well-concealed gap in the trees near the edge of the Eamonvale Trade Road, allowing the men access to the road and the village with equal ease. When empty, it is little more than a flat clearing with a cache of firewood. When occupied, it includes a row of canvas tents and a cookfire. During the events of The Eamonvale Incursion, this area is the camp of Warden Bodh and his men.

Warden Bodh, male human Ftr7: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Outrider, male human War4 (8): CR 3; hp 29; see Appendix 1: NPCs for complete stats.

Location J: Hemly's Cottage (EL 9 if engaged)

Located on the fringes of the village is the home of Hemly the Beekeeper. Most villagers steer clear of the place to avoid the swarms of bees, which suits Hemly just fine. He prefers solitude, and it helps keep the villagers from discovering his true calling as a druid. He further ensures his solitude by encouraging the rumor that he is a madman; he does so by carrying on long conversations with his bees throughout the village, chatting with them much as he would a neighboring farmer or old friend. Only one person in the village knows his secret: Goldyve, the widowed brewmistress who sells Hemly's honey for him at market in exchange for a share to make into mead.

In most ways, Hemly is a harmless old man, but when his sworn duty as forest protector is at issue, he is a force to be reckoned with. His most recent undertaking is the protection of an ancient grove of oaks being threatened by the axe. The newly arrived property owner, Stefan (see Location A: The Two Coppers Inn) intends to clear-cut the grove for profit and make room for a walnut orchard. In opposition, Hemly's treant allies have hassled Stefan, and Hemly has sent a swarm of bees to occupy the abandoned farmhouse while the despondent owner drinks away his seed money at the Two Coppers.

If the conflict with Hemly can be resolved peacefully, he may be able to share some worthwhile information with the heroes. He is a half-breed elf, and his elven parent was one of the feral elves of Eamonvale (see the Elves of Eamonvale sidebar in Appendix 1: NPCs). He has never visited his elven kin, but he knows that their realm across the river is warded by powerful magic that is somehow tied to the trees (see The Boundary Grove in the Unique Plant Species sidebar of Chapter 9). He knows nothing of the elves' purpose or character, only that they dwell across the river.

Hemly, male 1/2 Eamonvale elf Drd9: CR 9; hp 63 (99); see Appendix 1: NPCs for complete stats.

Alain, male brown bear: CR 6; SZ M; HD 8d8+32; hp 67; see Appendix 1: NPCs for complete stats.

Bees, Swarm (3): CR 2; hp 17; see Appendix 3: Creatures and Templates for complete stats.

Tactics: Hemly prefers to let his bees defend his various domains around the village, but if pressed, he uses his spells and abilities. Combinations of *entangle* and *summon swarm* are his preferred approach, with *obscuring mist* to cloak his location, but if a destructive party responds with violence towards the forest,

they are met with *flame strike*, *call lightning* and a pair of angry brown bears.

Location K: Hogar's Homestead

If one villager has suffered more than others during the blight of elven paranoia, it is a half-elven farmer named Hogar. The villagers have dubbed him Hogar Half-Elven, lest he think himself human enough to mingle with the humans of the little hamlet. Red has turned him away from the Two Coppers since a destructive fight broke out (a fight that involved agents of Rolant the Brigand Prince, see Fagan's Hollow Timed Encounter: Disturbing the Peace in the Villains section of Chapter 8), and the sideways stares he received at the last market day compel him to distance himself from his neighbors.

Hogar's elven parent came from distant lands, and he was raised in human society. He knows little of elves, and nothing of those that dwell in Eamonvale's deep woods. These days he keeps to himself and weighs his options; he had initially hoped to wait out the panic, but he is leaning towards packing his few belongings and abandoning his cabin and trap lines, perhaps even to seek out his elven kin in some fashion. He might be drawn to a party of sympathetic adventurers as a hireling or henchman, given the cold treatment the village has offered recently.

Hogar Half-Elven (NG male half-elf Rgr3; Profession [trapper] +7; Endurance), a once-neighborly woodsman, is increasingly withdrawn from the village as the threat of elven raids mounts.

Location L: Stefan's Farm

This farmhouse on the fringes of Fagan's Hollow is the property of a man named Stefan, but he is more likely to be encountered at the Two Coppers Inn, drowning his sorrows. After inheriting the farmhouse and land from a relative, Stefan arrived and made plans to replace the gnarled oaks on his land with a productive walnut grove. He has since been deterred by harassment, attacks by treants and most recently, a swarm of bees, all of which were instigated by the druid Hemly. Stefan is convinced that evil forces are at work on his farm, but Hemly merely wants the oaks protected. If a party were to discover the impasse, a deal might be brokered that would allow Stefan to profit from his inheritance without disturbing the grove of oaks.

Bees, Swarm (2): CR 2; hp 17; see Appendix 3: Creatures and Templates for complete stats.

Location M: MacFarlane's Farm

This cluster of cottage, barn and corral is the farm of MacFarlane, one of the more successful landowners in the village. He breeds and sells sturdy Rhianna mountain horses, small of stature, yet powerful and sure-footed (see Appendix 3: Creatures and Templates). They sell well in upriver markets, where roads are notoriously bad and seasons unpredictable. As a result, MacFarlane and his family are among the wealthiest in the village, but they choose not to display it. They subscribe to the work ethic and value system of most of Eamonvale's frontiersmen, working diligently and saving what they can for hard times. MacFarlane is nearly as shrewd a bargainer as Wilamena, though far less abrasive. He has three grown boys to help him run his ranch, but his wife passed several years hence, and he has

a keen eye (and a wayward hand) for any young woman who visits his ranch.

MacFarlane also has a close connection to Gurvan—his son Collin is currently held in the Magistrate’s jail. The rancher is tight-lipped about the incident, but sympathetic heroes might attempt a Diplomacy check (DC 15) to coax the whole story out. Refer to Fagan’s Hollow Timed Encounter: In The Big House in the Allies section of Chapter 8 for further information on Collin and his crime.

Services: Rhianna mountain horses: light, 100 gp; light warhorse, 200 gp.

MacFarlane (CG male human Exp4; Profession [horse breeder] +8; masterwork crossbow) is a stocky man in canvas trousers who prefers the company of horses to people

Sean and Nick (CG male human War2; Handle Animal +6, Profession [horse breeder] +4) are broad-shouldered and healthy from life on the ranch, and tend to emulate their father in most situations.

Location N: Goldyve’s Cottage

A sign over the door of this tiny thatched cottage reads “The God of Revels has no spirit or sin, that can pleasure the soul like the mead brewed within.” The cottage’s lone occupant is Goldyve, several years a widow and incontestably the best mead-maker between Broadwater and Dun Eamon. She has been known to stagger visiting traders with its quality, then turn them away with a twinkle in her eye and sell the whole batch to Red for a fraction of its value. Her cottage has three rooms; a sitting room, a small bedroom and her cellar, crowded with the trappings of her trade. A sweet smell surrounds her cottage, and a few bees can always be seen tracing erratic, drunken patterns around her flower garden.

One of her secrets is Hemly’s honey; she knows that his bees benefit from better care than any others, and have been in the village growing accustomed to local pollens for many bee generations. She also benefits from her grandmother’s long-lived yeast culture, her ability to create water and purify food and drink, and protected storage in thick amber bottles. The bottles that leave the village never return, but those emptied at the Two Coppers make their way back to be filled again, allowing her to offer a better price to Red and his patrons.

Goldyve, female gnome Adp5: CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Location O: Faversham’s Farm

This farm is little more than skeletal walls, charred timbers and tumbled stones. Once composed of house, barn and shed, the ruin is all that is left of a farm burned by marauding feral elves... or so the story goes. The farm was burned by elves, but they were elves in the service of House Drenwal who razed the farm to spread panic and paranoia. Refer to Fagan’s Hollow Timed Encounter: Faversham’s Farm in the Elven Raids section of Chapter 8 for details on investigating the ruins of the homestead.

Development

Fagan’s Hollow is well suited for continued adventure beyond the events of The Eamonvale IncurSION. The village is typical of the communities that crouch along the banks of the River Eamon, and could prove to be the site of future adventures, a favorite layover for traveling between Broadwater and Dun Eamon, or a quiet retreat for characters seeking rest, recovery or such endeavors as spell research or item creation. The eccentricities of the rural village and its inhabitants are more than enough to seed future development of happenings in and around Fagan’s Hollow that might warrant the party’s involvement. Brother Garrat’s mentoring of his new flock could change their views on Fashod or Wilamena, two of the less scrupulous members of the community, and perhaps even act out against them.



Chapter Eight: Fagan's Hollow

Mystery Elements

This section contains the Timed and Keyed Encounters needed to resolve the investigation of the elven violence and suspicious activity in and around the village of Fagan's Hollow. Also included in this section are Rumors to aid in the presentation and development of the plot, specifically in Fagan's Hollow, but elsewhere in Eamonvale as well. The events presented here are connected to the greater plot of The Eamonvale Incursion; the previous chapter presents locations, inhabitants and guidelines for using Fagan's Hollow in the future or as a locale independent of this plot.

The details of the activities of House Drenwal and their agents are described below. Keyed and Timed encounters are arranged into categories by unifying themes: Elven Raids, Allies and Villains. Each encounter group represents a particular investigative thread, or a group of NPCs to be interacted with, and each is cross-referenced with other related encounters and with the appropriate locations in the village. As with the rest of the module, there is no strict timeline for these events.

The party may undertake them in any order or even decided to abandon their investigation in Fagan's Hollow and pursue other leads. The DM may choose to modify, delay or even delete some of these encounters. Several clues are present in these events that connect the plot elements here with those in Broadwater, on the Trade Road and in the Eamonvale wilderness.

Rumors in Fagan's Hollow

Fagan's Hollow is a small farming community, and information found here tends to be either fairly local or badly corrupted by many retellings en route to the village. Their concerns are primarily the recent conflict with the elves, and to a lesser degree the problems on the trade road. As with any small town, rumors regarding each other are also common among the villagers.

These rumors are categorized by subject for when the heroes are pursuing a particular topic, and the Gather Information DCs reflect the degree to which that rumor is common or rare. Be prepared to recycle and paraphrase the DC 5 and DC 10 rumors, because these represent the majority viewpoints of the community.

Do not underestimate the significance of the rumor information, and be careful not to distribute too much at one time—limit one rumor per NPC unless otherwise indicated.

Unless the heroes are asking about one of the specific topics, randomize the subject table below.

1d4	Rumor Subject
1	the Elves
2	the Villagers
3	the Trade Road
4	Other Rumors

Rumors about the Elves

DC Rumor

5 “The elves have been sacking the more remote homesteads and harassing travelers on the roads around the village. Folks are considerably scared these days, considerably scared.” (True. This is the dominant concern of the people of Fagan's Hollow.)

5 “Elves? They're evil barbarians that drink human blood! Someone's gotta burn 'em out of their holes before they kill us all!” (False. The elves are barbaric, but aren't evil. This sort of sensationalism is becoming common in the village.)

5 “We ain't never had too many elves here in town, mainly cause of all the folklore 'bout the evil elves of the wood. Hogar Half-Elven is 'bout the only elf-kin we got left round here.” (True. Hogar is the only person of elven blood living in the village, although there are others out on various farms. See Location K: Hogar's Homestead in Chapter 7.)

10 “They burned the Faversham farm a few days ago. Faversham and his family passed through town with their ox cart, headed downriver. They had hardly anything left but their lives.” (Mostly True. It was Starn's men, not the elves, who ran the Favershams out of town. See Location O: Faversham's Farm in Chapter 7.)

15 “Ol' Hemly has seen one of 'em running through the woods, silent as a ghost. He's crazy to stay out on his farm, if'n ye ask me.” (Mostly True. Hemly actually saw Starn making arrangements for the ambush described in Fagan's Hollow Timed Encounter: A Baited Trap in the Villains section.)

15 “Magistrate Gurvan had to calm down a bit of a panic the other day after a homesteader stopped at the Two Coppers tellin' stories of farm folk strung up by their guts by the elves.” (Mostly False. Gurvan did calm the panic, but it was also he, in altered form, who started it. Note that he arrived after the homesteader left.)

20 “I figure those elves have an army of thousands, and these skirmishes are just to test our weaknesses.” (False. Unbeknownst to this conspiracy theorist, the elves are also on the defensive. See Chapter 9).

25 “I heard once that the elves of the wood are cursed to live out there alone. They say even they don't remember why.” (True. Miraculously, this is the truth about the elves; how it made its way into the village in unknowable.)

Rumors about the Villagers

5 “Folks been talkin' that its Wilamena who's attracting the elves with her black magic... everyone knows she's a witch.” (Mostly False. The villagers have never been fond of Wilamena, and a magic user in their midst is an easy target for blame. See Location G: Cobbler and Harnessmaker in Chapter 7.)

10 “Hemly's nothing but an old crazy. They say he talks to bees, ye know.” (Mostly True. The villagers generally regard

Hemly as crazy, and he does talk to bees... he's a druid. See Location J: Hemly's Cottage in Chapter 7.)

15 "The Magistrate has had MacFarlane's oldest boy locked up for a good while now. Guess he had it comin' for fight-in' with out-of-towners like that, but it seems an awful long time." (True. Collin MacFarlane was attacked by brigands at Gurvan's request and locked up to silence his father's suspicions. See Fagan's Hollow Timed Encounter: Keyed Encounter: In The Big House in the Allies section.)

15 "I heard that Lord Angus is looking to replace Magistrate Gurvan if he don't get this elf problem under control. Maybe even if he does." (False. People are beginning to lose faith, but Angus had total confidence in the original Gurvan.)

25 "I heard Fashod the Great was givin' looks to the Magistrate's wife, an' that's why Gurvan sent her away." (False. Fashod did no such thing, but the doppelganger started this rumor to explain the woman's disappearance after he killed both the original Gurvan and his wife. More information about Gurvan's wife can be found in Fagan's Hollow Timed Encounter: The Many Faces of Evil in the Villains section.)

Rumors about the Trade Road

5 "Not that we haven't got enough trouble 'round here, but there's been talk of a lot of highway banditry lately, and there hasn't been near as much traffic as usual." (True. The villagers are aware of the bandits, but are more concerned about the elves.)

10 "A few folks have been suffering since traffic from the trade road started dropping, mainly Nelson and Wilamena. They're likely the most concerned with the bandit activity, but even they have concerns closer to home." (True. The above-mentioned artisans have indeed suffered from reduced merchant traffic, but are also concerned about the elves.)

25 "The Bleak is an inhospitable place, but it has been home to a few gangs of raiders in years past." (True. A few old timers in the village remember past campaigns to purge tribes of humanoid raiders from the Bleak.)

Other Rumors

10 "There's been a lot of brawling lately, in the Two Coppers and in the Green on market day. The Magistrate has started lockin' folks up fer a few nights as punishment, but the problem seems to be getting worse rather than better." (True. Rolant's brigands often drift through town, cause a bit of trouble and spend the night in jail. See Fagan's Hollow Timed Encounter: Disturbing the Peace in the Villains section for more information on the brawls.)

10 "There's some animosity between the village militia and those soldiers camped outside of town. The Outriders think they can just come in here and take over." (Mostly True. The militiamen do resent the Outriders' presence, but the Outriders are professional about their jurisdiction and have no intention of 'taking over'.)

15 "There's a haunt in them woods just upriver from town. There ain't no farms up that way, and the villagers don't go up there for nothin'." (False. The woods upriver from the village aren't haunted, but they do hold the secret of safe passage into the elven forest. See Fagan's Hollow Keyed Encounter: A Cryptic Elven Marker in the Elven Raids section.)

20 "The Lord of Eamonvale is corrupt and greedy. He will forsake us before this is over!" (False. Whatever drives this speaker's slander is up the DM. Arb Angus is true, and devoted, but Drenwal's infiltrators deceive him.)

Key Players in Fagan's Hollow

Several individuals in the village of Fagan's Hollow play pivotal roles in the events of The Eamonvale Incursion. As some of them are not full-time residents, and others may not survive the plot of the module, their roles are detailed here rather than in the location descriptions for the village; this is to streamline the playability of this adventure and to increase the viability of Fagan's Hollow as an ongoing campaign location.

Magistrate Gurvan is actually a doppelganger rogue named Maughold, hired by House Drenwal to disrupt order.

Talus Starn is a half-elven ranger with a bitter hatred for his elven heritage; he and his band of rangers are raiding farms in Fagan's Hollow at Gurvan's request.

Warden Donal Bodh is the commander of a unit of mounted Outriders drawn to Fagan's Hollow to investigate the elven raids.

Brother Garrat is the local cleric of the God of Strength who is doing his best to minister to the needs of his charges in a difficult time.

Hemly is a powerful but withdrawn druid whose knowledge may be of aid to the party.

Genevieve, a traveling performer; Ballik, a merchant house agent; and Collin MacFarlane, a local farm boy, are all held in the village jail by the corrupt magistrate.

Elven Raid Encounters

Most likely, it is the elven raids on frontier homesteads that draw the heroes to Fagan's Hollow. They may be independent do-gooders, agents of Lord Angus or happenstance travelers, but once in the village it is difficult to avoid exposure to and involvement in the trouble that grips the little community. Use the following encounters to develop the plot that revolves around the elven raids on Eamonvale's homesteaders.

Timed Encounter: Golden Coins and Elven Blades

This encounter is designed to introduce the party to the recent events of importance in Fagan's Hollow. Use this encounter on the day of the party's arrival in the village. It is designed for use in the Two Coppers Inn (Location A in Chapter 7), but may be modified to fit other locations. If you wish, the setting may be modified to represent a mandatory village meeting called by the magistrate.

The door swings open with a bang, permitting the entrance of a gust of cool evening air and three figures. One is a powerfully built man in armor wearing the livery of Dun Eamon. A shorter man with a moustache and a slight paunch wears a thick gold chain around his neck. The last figure is of slight build with a weather-stained cloak. The mustachioed figure speaks.

"I am Gurvan, Magistrate of Fagan's Hollow, for those travelers who are with us tonight. These men are

loyal servants of our Lord, Arb Angus of Eamonvale. We have news of the brewing conflict with the savage elves of the wood, news that concerns us all, but particularly those with an able sword arm.”

The larger man steps forward. “I am Donal Bodh, a Warden of Lord Angus’ Outriders. Yesterday an entire unit of my riders were ambushed and slain by the feral elves of the deep woods. My remaining men and I intend to put an end to this threat, but I will make this offer to you all. Twenty of Lord Angus’ gold ducats will be yours when you can prove the death of one of these savages at your hands. Starn here is an expert tracker and knows much of the elves.”

The slender man drops his hood for the first time, revealing the arched brows and pointed ears of a half-breed elf. He draws an odd-looking horn dagger from his belt as he speaks. “Every elf native to Eamonvale carries one of these blades. It will be your token of victory, redeemable for your sack of coin. Be warned: the wild elves are swift and silent. Their understanding of the woods is beyond our comprehension, and it is a more deadly weapon than this dagger. Hunt them at your own peril.”

Gurvan stays only long enough to ask the barman about travelers in the tavern; the party may see him glance in their direction. If the party does manage to speak with him, refer to Fagan’s Hollow Timed Encounter: The Many Faces of Evil in the Villains section below for his motivations and reactions. Bodh and Starn both stay for a drink, giving the heroes a better chance to approach them.

Bodh is willing to speak briefly with the heroes about the elves. Refer to Fagan’s Hollow Timed Encounter: An Officer Under Pressure in the Allies section below for his motivations and reactions. He does not mention his recent field promotion on the death of his commanding officer in the ‘elven’ ambush. He is convinced that the elves are the antagonists in the conflict and is willing to relate his intentions to find and destroy them, but he is tight-lipped about his tactics. A character with a military background or a Diplomacy check (DC 20) helps him lower his guard; he intends to patrol both the trade road and riverbanks, as he believes (correctly) that the elves dwell on the far side of the River Eamon.

Starn is in league with Gurvan, and any information the party gathers from him is deliberately false. Refer to Fagan’s Hollow Timed Encounter: An Elf of Ill Will in the Villains section below for his motivations and reactions. He willingly discusses the elves, their savage ways and their mastery of wilderness fighting. He is reserved about his own background, but shares that he has spent most of his life fighting elves for their transgressions against humanity. He was the one that led the Outrider patrol into the ambush; he is willing to discuss the dramatic battle and highlights the ferocity and inhumanity of the elves (see Fagan’s Hollow Keyed Encounter: Scene of the Crime in this section).

Gurvan (aka Maughold), male doppelganger Rog4: CR 14; hp 47; see Appendix 1: NPCs for complete stats.

Donal Bodh, Warden of the Outriders, male human Ftr7: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Talus Starn, male half-elf Rgr 9: CR 9; hp 81; see Appendix 1: NPCs for complete stats.

Keyed Encounter: Scene of the Crime

This encounter is an opportunity for the heroes to witness the destruction caused by the marauding ‘elves’ and possible interact with some of Fagan’s Hollow’s personalities. The ambush that decimated the Outrider cavalry took place just up the road from the village. The party might encounter it on their way into town, or perhaps after they have been offered the bounty and briefed on the situation (see Fagan’s Hollow Timed Encounter: Golden Coins and Elven Blades in this section). If the party has no connection to the events in Eamonvale, this encounter might compel them to linger in Fagan’s Hollow and learn more about the elven raids.

In a small clearing on the side of the trade road an area of scorched grass marks the site of the deadly ambush. A group of village laborers are working with a priest to bury dead soldiers while another man uses a team of shaggy oxen to drag horse carcasses into the woods. A few soldiers in blue and gray livery stand guard over the operation.

Present on site are Warden Bodh and Starn, the tracker, as well as Brother Garrat from the village temple (Location E in Chapter 7), a group of laborers and 4 Outriders. Any of the NPCs on site can fill the party in on the details of the ambush.

According to Starn’s report (the only report), a standard Outrider patrol of 8 men was being led by Harl Gram and accompanied by Starn. The elves attacked first from the trees with their longbows to lure the horsemen into an area saturated with lamp oil, which they then fired with flaming arrows. Several of the riders were thrown, the rest scattered. With the horsemen denied their charge, the elves cut them apart with relative ease. Starn says that he had called to the riders to flee rather than fight the elves on ground of their choosing. He attributes their fate to their headstrong bravery, saying that it is hard to get an Eamonvale soldier to flee from anything.

Starn’s story is completely fabricated. The ambush was prepared by Rolant’s brigands, using huntsmen and triggers, supported by spellfists and led by Velfort, Rolant’s sorcerer henchman (see Appendix 1: NPCs). The missile fire did come from the trees, baiting the Outriders into the danger zone, but it was magical fire that incinerated them before they were brutally cut down. A Spellcraft check (DC 23) reveals the scorch marks to be resultant from magical fire, and *detect magic* reveals a fading aura of evocation energies. A Search check (DC 10) reveals a broken cask of lamp oil (though not enough to burn the whole clearing); a more difficult Search check (DC 20) reveals a longsword of obviously elven design. The elven runes on the blade invoke the name of a well-known elven deity, but a Craft (Weaponsmithing) or a Wisdom check by an elf (both DC 18) suggests that the workmanship and materials are inferior to any elven standard. A Knowledge (Eamonvale) check (DC 20) reveals that the elves of Eamonvale are far different from any other elves, even in their weapons and deities. All of this points to the truth... the elves were not involved.

Donal Bodh, Warden of the Outriders, male human Ftr7: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Talus Starn, male half-elf Rgr 9: CR 9; hp 81; see Appendix 1: NPCs for complete stats.

Outrider Cavalryman, male human War4 (4): CR 3; hp 29; see Appendix 1: NPCs for complete stats.

Brother Garrat, male human Ftr2/Clr5 of Strength: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Laborers (N male human Com1) are locals hoping to earn a few extra coins from the Outriders and their commander.

Keyed Encounter: Faversham's Farm

This encounter gives the party an opportunity to investigate the handiwork of the false elves. The brigands' attack on the Faversham farm is typical of their crusade around Fagan's Hollow; in fact, this encounter may be recycled as time goes on to represent subsequent attacks.

All that remains of a once productive homestead is a few blackened walls and pile of rubble. The barn has been burned to its stone foundation, the livestock slaughtered and the garden trampled. The house is nothing but charred timbers and a collapsed chimney. A few personal items remain to remind onlookers of the people who left in the middle of the night as their whole world burned behind them: a knitting needle, a tobacco pipe, and a one-eyed doll.

Amid the destruction, alert heroes may find clues to the true nature of the culprits: Rolant's brigands, rather than forest elves. A Search check (DC 18) reveals that the foundation of the barn has been cratered in two locations with a force that goes beyond a mere structural fire. A Spellcraft check (DC 15) indicates that such explosive force is comparable to a *fireball* spell, and a *detect magic* spell reveals scant traces of evocation energy. Many of the tracks around the farm are of slender elven feet, but a Search check (DC 12) reveals a single track from a hobnailed boot, which is far from typical for elves. Finally, an extremely thorough Search check (DC 25) produces a coin from the ash. Dropped by one of the raiding brigands, it is a gate token used for passage by porters heading for Broadwater's market square (see the side box on Broadwater's Customs System in Chapter 1). As with the site of the Outrider ambush, wise heroes should begin to suspect that the elves are not behind this destruction.

Keyed Encounter: A Cryptic Elven Marker

This encounter offers the heroes a clue regarding the defenses of the elven nation across the river. Use this encounter anytime the heroes visit the stony bluffs on the river upstream from the village, whether they are drawn there by rumors or lured there for an ambush (see Fagan's Hollow Timed Encounter: A Baited Trap in the Villains section of this chapter).

Just upriver from Fagan's Hollow, the River Eamon slows momentarily in its plunging descent and flows swiftly through a 30-foot deep slot canyon. The cliffs above this canyon are dotted with rounded boulders polished by ages of glacial action and water erosion. These rocky outcrops are taboo to the villagers of Fagan's Hollow, and local legends speak of evil spirits and bad omens. Despite the stigma, the outcrops are not inherently dangerous (other than the possible ambush).

Among the polished boulders are a few that were polished by hand, rather than nature. These are not immediately evident. Any character with ranks in Craft (stonemasonry), Knowledge (geography) or with the stonecunning ability should receive a Search check (DC 20) to notice the slightly out-of-place stones. The same DC applies for characters actively searching the area (if they are investigating a rumor, for example). The stones bear

no marks on their visible surfaces; they must be overturned (requiring combined Strength modifiers of +6 or a DC 25 Strength check).

The undersides of the stones are carved in flowing script. The language is elven, but it is an ancient and foreign variation, and the handwriting is both antiquated in style and obscured by age. Revealing the message on the stones requires a Decipher Script check (DC 25), with a +5 bonus if the character speaks Elven. A character that speaks elven may attempt to read the carvings, but this requires a difficult Intelligence check (DC 25).

Once the message on the stone is deciphered, it must be interpreted. In ancient elven, the stone reads,

An emerald fortress with our lives defend,
until the age of elves comes to an end;
no beast, no thief, no ghost, no army strong,
may breach the walls without a journey song.

In the ancient lyric is hidden the key to entering the forest kingdom. The 'emerald fortress' is the Elfwood, and its 'walls' are the aspens on the banks of the River Eamon (see the Boundary Grove description in the Unique Plant Species sidebar in Chapter 9), which prohibits unauthorized entry by redirecting travelers at random. In order to pass without resistance, the entrant must sing continuously one of the elven 'journey songs.'

The elven journey song is a long-lost custom, and might only be known to a bard or an elf with ranks in Knowledge (history) or Knowledge (local) based in elven lands. A bardic knowledge check (DC 15) or a Knowledge check by an elf (DC 15) reveals that elves of old had certain songs always sung for good fortune on long journeys. Those Knowledge checks at DC 20 or a DC 20 Perform check actually results in a recollection of such a song. Hemly of Fagan's Hollow (Location J in Chapter 7) and Genevieve, a half-elven bard currently imprisoned in the Fagan's Hollow garrison (Location B, Area 3.5 in Chapter 7), both know of such songs. They may be of some use to the party (especially if the party lacks bards or elves).

Timed Encounter: Crossing the River Eamon

In this encounter, the heroes venture across the River Eamon and into the Elfwood, navigating hazards along the way. Use this encounter whenever the heroes make the decision to cross. This marks the end of their adventuring in Fagan's Hollow and the beginning of the events detailed in Chapter 9. There are two ways across the river. Most of these are rough and swift; the only calm stretch of the river is a fairly inaccessible channel near the elven marker described above.

Crossing anywhere but below the rocky outcrop requires strong swimming or exceptional leaps from rock to rock, and may not be attempted with horses. To swim the churning channel requires multiple DC 15 Swim checks; the channel averages 75 feet wide, meaning that a character with a speed of 30 feet per round must make full moves to cross with 5 skill checks. Failure results in 1d3 points of non-lethal damage and no progress; failure by more than 5 results in 1d6 points of lethal damage from being battered against boulders. Leaping from rock to rock requires a DC 20 Search check to choose a viable route; if this check is failed, increase half of the Jump DCs by +5. The aver-

age distance between boulders is 8 feet, for a standing long jump DC of 16. Based on the width of the channel, 10 Jump checks are required to cross safely. Failure by up to 5 results in 1d3 points of nonlethal damage from a bad landing; failure by more than 5 results in 1d6 points of lethal damage and the character is now swimming.

Crossing below the rocky outcrop is the only way to cross with horses, but the descent from the top of the 30-foot cliff is difficult. To descend on foot requires 3 Climb checks at DC 15; failure by more than 10 results in a fall. Descending on horseback requires 3 Ride checks at DC 20; failure by more than 10 results in a fall. Falling from the rocky canyon wall deals 1d6 points of damage from collision. If a rider and horse fall together, the rider must make a DC 15 Reflex save to avoid being crushed by the horse, which deals 2d6 points of damage. Once characters descend the bluff they may cross with no checks, as the water is slow and only a few feet deep.

After crossing the river in any fashion, the characters exit onto the Elfwood bank. There they are subject to the defenses, random encounters and plot events described in Chapter 9.

Villain Encounters

In Fagan's Hollow, the principle antagonists are not warlords or wizards in secluded keeps; they are members of the community living right under the heroes' noses, and in all likelihood interacting with the party on a regular basis. These villains are determined to lead the heroes away from the truth and towards harm, and while survival is of great importance, furtherance of House Drenwal's agendas in the region is equally critical. Use these encounters when the party comes across the villains.

Timed Encounter: Many Faces of Evil (EL 14)

This encounter brings the heroes into contact with Gurvan, magistrate of Fagan's Hollow. Instead of taking place at a certain time, this encounter may evolve over time; be prepared for changing attitudes as relationships develop. Refer to this encounter any time the party interacts with Gurvan.

Fagan's Hollow is slated to be a key staging point in House Drenwal's campaign in Eamonvale. Foremost, it will be a staging point for the mercenary army as it moves up the valley after taking Broadwater. However, the diversion of soldiers and a perceived war with the elves were required well in advance of the siege. The agent of House Drenwal so tasked is Maughold (a.k.a. Gurvan), a doppelganger rogue of some notoriety in distant lands, but wholly unknown to Eamonvale.

For several years, the Magistrate of Fagan's Hollow has been Gurvan, a strong-willed but mild-mannered veteran of Lord Arb Angus' trade courts in Dun Eamon. He had served loyally there and gained the respect of the Angus brothers, but the constant damp of the Grey Citadel troubled his young wife. When the opportunity arose, Gurvan and his wife moved to Fagan's Hollow, where he took over administrative duties. After nearly a decade in the village, the magistrate and his wife were well liked and broadly accepted, and she was expecting their first child.

The bodies of Gurvan and his wife now lie heavily weighted with stones at the bottom of a churning pool several miles downriver from the village. The doppelganger Maughold spent a few weeks observing life in the village before murdering Gurvan on a routine tour of the outlying farms. A few days later,

Gurvan's wife became suspicious of minor changes in her 'spouse', and a short drive in the country saw her delivered to her husband's side for eternity. Maughold fully embraced the mantle of Gurvan, explaining that his wife had gone to stay with family for the birth of their child. While a few members of the community harbor some suspicions, the new Gurvan is largely accepted, and those who speculate too loudly are dealt with quickly. Note: for the sake of clarity and to prevent DM slip-ups, Maughold the doppelganger is referred to as 'Gurvan' throughout the text.

Gurvan is a difficult character to play, since he must appear to the party as a conscientious official while keeping his subversive activities foremost in his mind. It is likely that the heroes confront him on one or more occasions with evidence or advice regarding the elven raids on the outlying farms. Since he is in fact the mastermind behind the raids, he must allow them to continue while appearing to act in the village's best interest.

Under no circumstances is he willing to commit military resources to the effort against the elves. The militia of Fagan's Hollow, he claims, is barely adequate to protect the heart of the village, let alone the most distant homesteads, and he refuses to dispatch troops to aid the party in any way. He insists that such maneuvers are the domain of Warden Bodh and his Outriders, for Gurvan wants nothing more than for the Warden, his Outriders and the party to perish in battle with the elves, either Starn's mercenary elves or the true savage elves of the wood. The same attitude holds true if the heroes attempt to rally support for an assault on the brigand fortress in the Bleak.

As the heroes make more progress in their investigation, Gurvan is more inclined to eliminate them any way he can. With the aid of his militia and the control he has over popular opinion, he attempts to foil the heroes, exile them from the village or lock them up for safekeeping. Use the Fagan's Hollow Timed Encounters: Disturbing the Peace and A Baited Trap in this section to represent his attempts to undermine the party's actions and secure the agendas of House Drenwal.

Gurvan (aka Maughold), male doppelganger Rog4: CR 14; hp 47; see Appendix 1: NPCs for complete stats.

Tactics: Gurvan is disinclined to fight his own battles, since engaging in open combat marks the end of his elaborate ruse. If he is pressed into battle, he uses the militia to insulate himself, and recruits the Outriders and even the villagers to join the fight on his side if possible. Once he has the largest possible battle underway, he looks for opportunities to alter his appearance to that of a militiaman, a villager or any other inconspicuous form in order to slip away. In dire straits he might assume the form of a party member, but this development is left to the discretion of the DM. In single combat he fights with his magical short sword, and uses his *potion of gaseous form* if things look unfavorable.

Timed Encounter: An Elf of Ill Will (EL 9)

This encounter details interactions with Starn, an elven ranger attached to the Outriders. Instead of taking place at a certain time, this encounter may evolve over time. Refer to it any time the heroes are in Starn's company.

Starn is a tracker on the payroll of House Drenwal. On a personal level, his half-elven heritage has manifested a deep-seated hatred of elvenkind, and he has dedicated his life to the hunting and destruction of their race. House Drenwal recognized in Starn a man with the skills, the knowledge and the motivation

to develop the diversionary clash between men and elves that they needed to facilitate their infiltration of the valley. Starn sees it as an opportunity to line his pockets while bringing pain and suffering to a nation of elves.

On the recommendation of the Council of Broadwater (itself corrupted by Drenwal's infiltrators; see Chapter 2), Starn is attached to the Outriders under the command of Warden Bodh. Through the Outriders' regular reports to Magistrate Gurvan's imposter, Starn coordinates his efforts with those of Rolant's highwaymen. Once the raid or ambush is underway, Starn is in a good position to avoid guilt by being alongside the embattled cavalrymen. By the time the heroes become involved, he has already led Lord Angus' soldiers into one ambush. Along with harrying the soldiers, the 'elves' raid homesteads, burn barns and slaughter livestock in an effort to unnerve the population. The net effect is just what the masters of House Drenwal want: the attentions of Eamonvale's military focused on something other than the increasing raids along the Trade Road (see Chapter 5).

Talus Starn, male half-elf Rgr 9: CR 9; hp 81; see Appendix 1: NPCs for complete stats.

Tactics: Starn would prefer to fight in the woods, with his band of elven hirelings if possible. To that end, any action he fights in the village is geared towards withdrawal. Once he has the cover of the woods, he focuses on out-maneuvering his pursuers, sniping at them from the trees and leading them towards his band. He uses entangle and pass without trace to escape cleanly, and may summon a small elemental to further slow pursuers. Once reunited with his band, he prefers melee to ranged combat, and fights to the death if cornered.

Timed Encounter: Disturbing the Peace (EL 7)

This encounter brings the party into contact with some of Gurvan's allies and contacts from outside the valley. It should be used in the tavern in the evening, on the Green during the day, or any place Gurvan and the militia are available to intervene.

The agents of Drenwal use a fairly simple and successful system of communications. When it is necessary to pass a message to Gurvan from Uthno, Rolant or one of the troubleshooters, they send one or more couriers into Fagan's Hollow. The courier pretends to become inebriated and starts a brawl, usually in the tavern. He is seized by the militia and delivered to Gurvan for sentencing. Gurvan orders them to spend a night in the lockup and expels them from the village the next day. This allows him time to read and respond to whatever message they bear. This happens once or twice each week, or as often as necessary to keep Gurvan informed about the activities of the highwaymen and the notable happenings in Broadwater.

For Rolant's brigands, a night of drinking and fighting followed by a hot meal and a dry bed is a desirable change of pace. Brigands sometimes take advantage of an aborted raid or a caravan slowed by weather to stop by Fagan's Hollow. They often demand more than the Two Coppers can provide in terms of services: strong spirits, rare foods and hot baths. In a town where they can do no wrong, drinking and bullying usually lands them in jail, regardless of whether or not they have a message to deliver. This concerns Gurvan very little, since he can often make use of Rolant's errant brigands to bully suspicious locals into silence; this is the case with at least one of the prisoners being held in the village jail (see Fagan's Hollow Keyed Encounter: In The Big House in the Allies section of this chapter).

The DM may choose to use brawling brigands in a number of ways. If the leads that await the party in the cellblock would be of use to the party, a fight might land one or more of the heroes in jail. If the brigands start a fight in the party's presence, Gurvan might take the opportunity to size up their capabilities. Simply monitoring the brigands upon their release might steer the heroes towards the brigand lair in the Bleak.

Regardless of the choice of target, the brigands initiate their act with several rounds of drinks. They identify an individual or group (probably an unarmored male, if one is present), begin with verbal abuse and progress quickly to physical violence.

The 6 militiamen respond 2d6+2 rounds after the fight begins. These men are the security force of Fagan's Hollow, and although they are under the command of Gurvan they know nothing of his true identity and traitorous ways. They break up the fight with minimal use of force, but they don't hesitate to get rough if one of their own is injured. There is a 50% chance that 4 unmounted Outriders are nearby and respond in 2d6+2 rounds as well; this causes some jurisdictional friction with the militia.

If the fight does not result in property damage or serious injury, the character or villager involved is given a warning and left standing in the street, while the instigator is led off into custody. If injury or damage is significant, both combatants are taken into custody until compensation has been paid to the injured parties. Gurvan may also imprison an involved party member if the heroes have been progressing well in their investigation. Depending on the party's level of involvement, they may ignore the events, become suspicious of the magistrate or even intercept one or both messages (which usually involved such issues as food supplies, fresh horses and caravan movements). If this is the case, they may discover one or more connections to the greater plot.

Brigand Toughs, male human War4 (4): CR 4; hp 24; see Appendix 1: NPCs for complete stats.

Fagan's Hollow Militiaman, male human War1 (6): CR 1/2; hp 9; see Appendix 1: NPCs for complete stats.

Outrider Cavalryman, male human War4 (4): CR 3; hp 29; see Appendix 1: NPCs for complete stats.

Tactics: The brigands avoid causing permanent harm with knives or weapons, as they are conscious of the liabilities. They instead fight with fists, bottles and weapons that deal non-lethal damage, and grapple opponents with an intent to pin.

Timed Encounter: A Baited Trap (EL 12, 13 with Starn)

In this encounter, Gurvan uses his alter self ability to interact with the party, dropping clues intended to lead them into an ambush at the hands of Starn's elven mercenaries. This encounter takes place only if the heroes are progressing well in their investigation, as it represents a deliberate attempt on the party rather than an opportunistic one. Remember, Gurvan can't be present in his magistrate guise during this encounter!

As the party goes about their business, a commoner signals for their attention and approaches. "Noble adventurers, please hear me. I have knowledge of the savage elves and their whereabouts. I was fishing yesterday on the River Eamon above the village when I happened upon a warband of elves, perhaps the same ones that slew the soldiers so horribly. They were on their way towards a high outcrop of rock, which we in the village believe to be inhabited by some dread creature. I ventured no closer for

fear of the elves and the creature, but perhaps such capable warriors as yourselves could seek them out and end this conflict.”

Gurvan has in fact contacted Starn’s band of 5 elven mercenaries for their support in an ambush. The intent is simple: eliminate the overly curious heroes! The elves wait in hiding among the bushes and trees at the top and along the slope of the rocky outcrop (average Hide result: 25). Starn is present as an adviser, but does not participate in the ambush unless pressed. His task is to fabricate evidence to lay guilt on the elves when the heroes’ bodies are discovered. If this comes to pass, his knowledge of the local elves is flawed and their ruse is imperfect, as was the case in the Outrider ambush. At the DM’s discretion, Rachman or Timac Dohn may be present as well, if they have survived earlier encounters with the heroes. The elven rangers carry with them the spoils of previous raids on homesteads; along with their weapons, this represents their only treasure.

While there are no elves to be encountered on this side of the river, the ambush does have one clue to yield. Starn and his men unwittingly set their trap near the carved stone slab described in Fagan’s Hollow Keyed Encounter: A Cryptic Elven Marker in the Eleven Raids section of this chapter. This stone yields clues about the defenses of the entrance to the elven forest nation.

Talus Starn, male half-elf Rgr 9: CR 9; hp 81; see Appendix 1: NPCs for complete stats.

Starn’s Elven Mercenaries, male elf Rng7 (5): CR 7; hp 37; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Elven Mercenaries	Light	30 ft.	60 ft.	120 ft.
Starn	Light	30 ft.	60 ft.	120 ft.

Tactics: Starn’s elven hirelings prefer ranged combat, especially ambushes from cover. If he participates, Starn uses the covering fire to flank and attack weaker elements of the party. The attack is timed to coincide with the heroes passing over difficult terrain, while scrambling up the steep slope or through the heavy brush. If the heroes gain too much ground, the elves disengage and move away using their advantageous Hide and Move Silently skills, reform and ambush again. If more than half are defeated or Starn is killed or retreats, they scatter and flee.

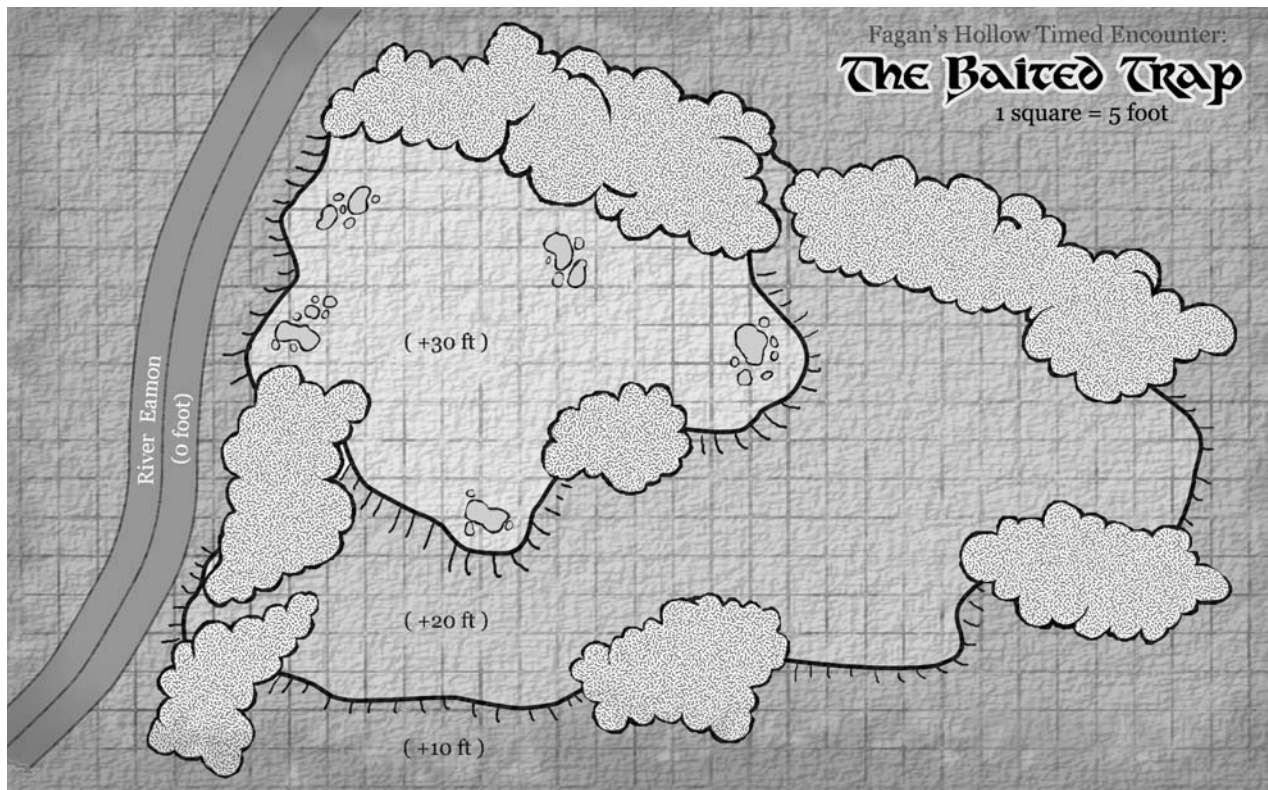
Treasure: 2 antique brass candlesticks (worth 30 gp), an ivory fan with silk tassel (with 18 gp), an enameled wooden box with a puzzle latch (worth 15 gp, Open Lock DC 8) holding 10 gp and 10 sp, a silver and lapis lazuli brooch (worth 60 gp), a small dagger with a cairngorm stone in the hilt (worth 35 gp) and a moth-eaten lace wedding veil embroidered with tiny pearls (worth 30 gp); these are the family treasures of the ‘elven’ raids victims and could be returned or surrendered to Brother Garrat.

Ally Encounters

Despite the fact that the primary power faction of Fagan’s Hollow has pitted itself against the heroes, several allies await discovery. Most of the NPCs in the Fagan’s Hollow village description could be seen as possible allies, but some have potential aid and information to offer that exceeds that of the village rumor mill. Use these encounters to bring the party into contact with potential allies or to resolve recurring encounters with some of the friendly inhabitants of Fagan’s Hollow.

Timed Encounter: An Officer Under Pressure

This encounter details interactions with Outrider Warden Donal Bodh, the officer in charge of the small cavalry unit camped near Fagan’s Hollow (Location I in Chapter 7). Instead of taking place at a certain time, this encounter may evolve over time; be prepared for changing attitudes as relationships develop. Use this as a guide when the heroes interact with Bodh.



When he received a field promotion upon the death of Harl Gram in an elven ambush, Bodh became the ranking cavalry officer in the neighborhood of Fagan's Hollow. Normally changed with patrolling the Trade Road between Broadwater and Dun Eamon, Warden Bodh and his men have rallied to the cry for help from the homesteaders of the village. Responding to the needs of the residents requires suspension of their patrols of the road, which is exactly the lapse of supervision that Drenwal needs for Rolant's brigands to prey upon select caravans. Bodh's primary duty is to the citizens of the valley rather than visiting merchants, and all of his resources are directed towards tracking the elves to their point of origin and forcing confrontation.

Bodh has already sent a request for infantry to be dispatched from Broadwater (again playing into the master plan of Drenwal to prepare the valley for invasion), and if the situation is not resolved soon, he plans to requisition elite troops from Dun Eamon. Until his reinforcements arrive, he intends to protect his remaining resources and discover the point of origin of the elven raids. With the deceitful Starn as his tracker and the imposter Magistrate Gurvan as his closest ally, Bodh has been looking in all the wrong places.

Donal Bodh, Warden of the Outriders, male human Ftr7: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Timed Encounter: Looking for Trouble

This encounter details the movements and attitudes of Warden Bodh's cavalry company. Rather than taking place at a specific time, this encounter may evolve over several meetings with the cavalymen. Use this information when the party attempts to intervene on behalf of the savage elves and alter the actions of the cavalry company. Also refer to this information if the heroes manage to contact a cavalry soldier directly instead of Warden Bodh (unlikely, but possible).

As soon as they are fit to fight and reinforced from Broadwater, Bodh intends to lead his men against the elves. If he proceeds across the river and into the elven woods, all of his men are sure to perish at the hands of the savage elves, who outnumber them at least ten to one. Only the party can suppress this campaign by presenting evidence that the savage elves are not behind the frontier raids.

Consider the timeline of the heroes' investigation to be parallel with Bodh's regardless of the actual elapsed time. At whatever point the heroes decided that the time has come to venture across the river and seek out the elves, that is the day that Warden Bodh receives his reinforcements from Broadwater and launches his campaign.

With pressure from Gurvan and encouragement from Starn to act against the elves, Bodh should be difficult to influence. Allow the party to roleplay the discussion if they wish, or use the Influencing NPC Attitudes table (see Diplomacy under "Skill Descriptions" in Chapter 4 of the Player's Handbook). If the heroes manage to draw his attention to the inconsistencies in the elven raids, he may change or at least delay his plans to invade the elven homeland. The adjustment could mean that he allows the party to reach out to the elves before he moves against them, or that the party is allowed to accompany the mission as diplomats. They are unlikely to suspend all actions against the elves unless the ruse is revealed in full and Gurvan or Starn exposed as a traitor.

If the heroes make contact with the elves and learn of their current plight (see Chapter 9 for complete details), a drastic reversal might be in the works. Since the elves are forced to rely on non-elven outsiders to oppose their forest predators, the cavalymen might be drafted to ride out not against the elves, but against their enemies. Note that this is a major turnaround from the men, who have lost comrades to the 'savage elves' and have sworn vengeance against them. Even if Bodh and his men are initially indifferent or even friendly to the party, they are hostile towards the elves. Allow the party a new Diplomacy check for each piece of evidence they present; this gives the heroes a chance to gradually improve the cavalymen's attitude towards the elves from hostile to helpful.

Donal Bodh, Warden of the Outriders, male human Ftr7: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Outrider Cavalryman, male human War4 (8): CR 3; hp 29; see Appendix 1: NPCs for complete stats.

Tactics: Although idealized for mounted combat, the Outriders must leave their horses when they cross the River Eamon. That makes them easy prey for the elves, who use the trees as elevated firing positions. On foot, the Outriders adopt a close order drill, with longswords in front and shortbows behind.

Timed Encounter: Brother in Arms

This encounter details the attitudes and motivations of Brother Garrat, the village cleric. Rather than taking place at a specific time, this encounter may evolve over several meetings with the cleric. Use this information when the party attends the Hall of Fortitude (Location E in Chapter 7) for healing or counsel, or when Garrat responds to an incident in the village.

Garrat has only recently taken over the duties of healer and counselor for the village, and his hard-nosed attitude on self-reliance and lack of pity for the downtrodden has driven a rift between him and some villagers. Still, most of them are no strangers to having to help themselves out of tough spots. Most of the villagers are slowly warming to his ways.

The arrival of a party of adventurers is a bittersweet event for Garrat. He doesn't want to see a group of would-be saviors swoop down to deliver the village from a threat it should manage on its own, but he cannot help but respect heroes who subscribe to his ethos of taking matters into one's own hands. If a party shows due respect to his faith and shows no weakness in their activities, Garrat allows them to go about their business, but if a party shows any condescension towards the village or implies an inability to adequately defend themselves, Garrat certainly objects, lest they undermine the strength he has been trying to build in his people. He provides healing if requested and warranted, but is unlikely to accompany the party beyond the village.

Brother Garrat, male human Ftr2/Clr5 of Strength: CR 7; hp 58; see Appendix 1: NPCs for complete stats.

Keyed Encounter: In the Big House

This encounter introduces the heroes to the contents of the cellblock in the militia compound. It takes place whenever the heroes have a chance to come into contact with the inmates of the garrison's tiny jail (Location B, Area 3.5 in Chapter 7).

The heroes might arrive after exposing the imposter and overthrown his control of the militia and the village, or they might arrive in irons after a bar brawl or other activity. If their investiga-

tion has been going well, Gurvan might even attempt to imprison one or more of the heroes on false pretenses by using his shapeshifting ability to incriminate them. Regardless of how they arrive at the jail, the occupants of the cells should be of significant interest, and have information to reveal about the happenings of recent weeks. There are three inmates in the cellblock.

Ballik, an agent of one of Broadwater's merchant houses, has served the longest sentence and now lies dead in his cell. He traveled to Fagan's Hollow on behalf of House Gastone, the merchant house whose local chief is Hereward, an unknowing puppet of House Drenwal (see Broadwater Timed Encounter: House Gastone in the Merchant Houses section and Broadwater Keyed Encounter: Den of Depravity in the Villains section, both in Chapter 2). He was investigating the brigand raids on his patron's caravans, and had suspicions about the brigands' point of origin lying somewhere in the Bleak. He stopped in Fagan's Hollow to inquire about the geography in that direction. Gurvan adopted the guise of a helpful ranger, lured Ballik out of town and had him seized by Starn's elven mercenaries. In the weeks following his capture, he became withdrawn, despondent and paranoid. He rallied briefly each time a new inmate was brought in, but eventually gave up on freedom and allowed himself to starve to death. His body gives the heroes evidence of Gurvan's lack of concern for the business of government. Before he died, he told his cellmates the following:

-Having given Gurvan no reason to detain him, he suspected that the magistrate was allied with the raiders or with one of the rival trade houses in Broadwater, both of which are accurate.

-He believed that some corruption grips the Council of Broadwater, which he was investigating for House Gastone.

-He had suspected that the brigands operated from a site somewhere over the hills that flank the Trade Road, an area known as the Bleak. This region is devoid of settlements and inhospitable to travelers.

The next longest stay in the jail has been that of Genevieve, a performer and pickpocket whose partner in crime fled the village after her capture. Their scam had worked in hamlets up and down Eamonvale. One performer entertained an audience on the village green on market day, while the other cut a few purses in the crowd. After the performance, they switched roles and repeated the process. Their high visibility as performers raised them above suspicion in the crimes. Then Genevieve chose the purse of Gurvan, who had infiltrated the market in altered form to listen to the rumors and suspicions of the people. She has been locked up for several days, with no word on her release; Gurvan plans to send her into the bog, where her musical talents and beauty will be well received by the brigands of Rath Rolant. During her time in the jail, she has observed things of potential interest to the heroes:

-On three occasions, men have been locked up for brawling in the green or at the tavern. They are brought in, given a meal of better quality than hers and released before dawn.

-One such brawl involved Collin, locked up with no explanation. His antagonists were released the following morning.

-Gurvan is abusive to his men, especially the dimwitted Chief Constable Hux. Some of her jailers seem to consider this a recent change in his personality.

The most recent arrival is Collin MacFarlane, the son of the village's resident horse breeder. Collin and his father suspect

(correctly) that this is due to his outspoken views on recent changes in the village leader. Not long after the elder MacFarlane expressed his concerns to Red at the Two Coppers, Collin was arrested for fighting on the green (with Rolant's brigands) and thrown in jail. Gurvan enlisted the aid of members of Rolant's brigand gang to target Collin in order to put pressure on his father, who has suspicions about Gurvan. Collin and Genevieve both watched his attackers released from jail before sunup the next day and have seen more groups of brawlers treated similarly. Both have strong doubts about Gurvan's sincerity, but can do little from within his jail. Collin knows the following:

-Gurvan's actions of late have raised the suspicions of Collin's father. Both father and son think the Magistrate has interests at heart other than those of the village.

-Collin was once gagged and taken to the jailer's office to hear his father in the courtroom arguing for his release. Gurvan was heard to say that the best thing was for him to stay on his farm and keep his mouth shut while Collin served his debt to society.

Ballik (N male human Exp5) is deceased at the time of his discovery, although magical communication may still be possible.

Collin (CG male human War2; Handle Animal +6, Profession [horse breeder] +4) is fatigued from malnourishment but in otherwise good health, and is eager to help the party once they reunite him with his family.

Genevieve, female 1/2-elf Rog4/Brd3: CR 7; hp 40; see Appendix 1: NPCs for complete stats.

Development

Fagan's Hollow is ground zero for House Drenwal's fabricated wilderness war with the elves. As such, conditions there deteriorate as time goes on unless the raids are prevented, the traitors are exposed or some other intervention takes place. More farms are burned, and people begin to stay closer to home. The weekly markets become very busy as people lay in stores, and then dwindle in attendance as the raids escalate. Eventually the village green is empty, and the streets as well. A few stouthearted farmers visit the Two Coppers during daylight hours to gather news, but remain home after dark. Eventually, there will be deaths as the brigands escalate the violence of the raids. These developments are not ascribed to any schedule, but rather are left to the DMs' judgment. For example, a party that throws all their resources into the investigation may be able to drive off the pillagers before the raids grow too bold. Conversely, a party that leaves the village to pursue other leads might return to find the bustling village more akin to a ghost town, with hollow-eyed homesteaders staying up nights with a crossbow at the ready.

Even after the events of The Eamonvale Incursion are resolved, Fagan's Hollow may feel the repercussions of them, necessitating the heroes' continued presence. If the savage elves of the Elfwood are coaxed into peace with the frontiersmen, it may prove to be a peace that requires careful monitoring. If Starn survives, he may continue to agitate both groups until hostilities resume, requiring political intervention from the party. The restless spirits of the murdered magistrate, his wife and their unborn child might return to haunt the village. Putting them to rest could require a vendetta to be carried out, either against the masters of House Drenwal in a foreign land, or against dopplegangers who sell their services to evil organizations.

Chapter Nine:

The Elven Forest Nation

The elves of the deep forests of Eamonvale are by far the most mysterious and enigmatic of the local humanoid races. They are unlike the elves of the civilized lowlands beyond the valley; elves of Eamonvale are savage and barbaric, unmatched in wild lore and ferocious in battle. Some of the human population believe them to be little more than a tale of fancy, and those who are sure of their existence know very little about it. The elves practice strict isolationism, preferring to avoid involvement in the politics and economics of the valley. The human settlers of the valley leave the elves to themselves and rarely if ever venture across the River Eamon.

In the events of The Eamonvale Incursion, the machinations of House Drenwal have set the secretive elves and the settlers of Eamonvale on a collision course. The merchant empire has created a conflict in order to draw Lord Angus' military resources away from safeguarding the trade road as part of their greater plan to overthrow the valley. By the time the heroes become involved, the soldiers of the valley are preparing to take the battle to the elves... a course of action that will cost them dearly.

The savage elves, for reasons unknown to history and perhaps no better understood by the elves themselves, are sworn to dwell in the leafy forests of Eamonvale for eternity. Their charge is the care of a powerful and enigmatic energy source hidden deep in the forest. Unknown to the elves, the growth of the forest has begun to interfere with whatever wards once held this power at bay. The potent energy has seeped into the forest and influenced its creatures so that they now turn against their one-time allies, the elves. Worse, the elves are powerless to see or hear their new predators until it is too late. When the heroes make their way into the forest of the elves to resolve the fabricated conflict, they discover that the elves, despite having lived adequately in solitude for centuries, have need of outsiders to resolve a threat to their survival.

History

Although dwarves and gnomes also lay claim to the title, the elves are the original inhabitants of Eamonvale. To a few sages who presume to know something of their ways, their presence there is related in part to a long-forgotten curse that banished them to a then-remote corner of the elven world. Unknown to all outsiders, and becoming vague even to the elves is the truth—that the move to the forested valley was an honor rather than a curse, and involved the custodianship of a potent force lying imprisoned beneath the forest.

In the millennia that have passed since their arrival, the civilization that sent them forth has crumbled, and been replaced by modern elven societies. The elves of Eamonvale remained locked in a time capsule of sorts, never progressing in social mechanisms, spirituality or the arcane, and actually regressing in technology and culture in many ways. Nevertheless, enough shared awareness of their charge remains that they look upon themselves as the honored chosen, and all others as feeble and soft by comparison. Their attitudes towards the race of men have

changed little since the first frontiersmen began moving up from the lowlands. They have kept their distance from men, casting their lots alongside them only when a common enemy threatens the sanctity of the woods.

Elves and Elf-kin of Eamonvale

To an outsider, the elves of Eamonvale appear to be a primitive people at best, and downright savage at their worst. Their society is based on a patriarchal tribal structure. Their magics are unrefined and tied closely to earth and the elements. Their weapons are primarily of wood and stone and their subsistence is based on hunting and gathering rather than agriculture. Their dress is primitive, favoring worked leather clothing and iron-wood armor. Their faces are lean and angular, their bodies hard and wiry and their hair dredlocked and festooned with wooden beads and small stones.

Elves of Eamonvale Modifiers

The standard elf in the Player's Handbook can easily serve as the template for one of the wild elves of Eamonvale. For an even more accurate representation, consider the following modifiers:

Ability Modifiers: +2 Dexterity, -1 Constitution, -1 Intelligence. These elves are not so frail as their more populous cousins, but their society has a very small and elite academic class that prevents their race as a whole from becoming highly learned.

Weapon Proficiencies: Proficient with elven war club; proficient with shortbow, longbow, composite shortbow and composite longbow. The sword has been replaced as chosen melee weapon by the brutally efficient war club, described below. Bows remain the elves' ranged weapon of choice.

Skill Bonuses: +2 racial bonus on Listen, Search, Spot and Survival checks. Eamonvale's wild elves have no special ability to detect secret or hidden doors, but in a sylvan wilderness setting they may make a Search check if within 5 feet of a concealed trap or hazard as if they were actively looking for it.

Languages: Elven and Sylvan. Bonus languages: Common, Draconic, Orc, Gnome. Note that wild elves do not necessarily speak the language of men, a byproduct of their isolationist tendencies.

Favored Class: Barbarian. Most wild elves take their first class level in barbarian, representing their uncanny speed, ferocity in battle and survival instinct. Other preferred classes include ranger, druid and bard.

Half-elves have no ability modifiers, gain only +1 to the above mentioned skills and have no ability with concealed traps and hazards. All other elven and half-elven traits are unchanged from the Player's Handbook.

Outsider's views tend to label the elves as barbaric heathens, without refinement or morality. From the elves' point of view, the truth is quite the opposite. They view their culture as one free from corruption and unsullied by the politics of mercantilism and expansionism. They find their strong connection to the earth reassuring, and their forests provide for them everything they need. They are quite content in their stone-age existence and generally avoid contact with other cultures—especially humans—in hopes of preserving it.

Half-elves parented by Eamonvale's native elves are incredibly rare due to the nearly non-existent interaction between the races. Such half-breeds are sure to be exiled from the wild elves' tribal community. They rarely survive for long, hunted by their kin or driven into lands where their survival skills can no longer serve them. The few that do survive often become trackers or guides, although some withdraw from contact altogether to live as hermits. Half-elves of elven parentage from outside the valley

are not uncommon in Eamonvale's human cities, but anyone with elven blood carries a certain stigma.

The language of the elves of Eamonvale is an elven dialect so antiquated that even native speakers of elven find it to be cumbersome. A non-native speaker (such as a human or halfling who learned elven as a language of diplomacy or trade) should find it unintelligible at times, requiring a DC 15 Intelligence check to decipher idioms and slang. Elven magic users in the party might recognize that it is closer to the elven language used in arcane spellcasting than it is to the vocabulary of daily usage. Their customs are likewise antiquated; as a general rule, warrior prowess and spirituality are revered, weakness is shunned and respect must be earned. Honoring the natural world is of great importance, and wanton wastefulness is considered the mark of a fool.

Their pantheon is an ancient one as well. Unlike many druids, who revere the forces of nature in a general sense, the druids of Eamonvale's wild elves practice their faith much as a cleric would by paying homage to a nature-oriented pantheon of elven deities. Druids dominate the elven culture, although a few clerics remain active in each generation to maintain the administration of the faith. A character making a successful Knowledge (religion) check at DC 20 might note that the elves pay homage to gods that are considered "dead" in most elven circles, and have been replaced by newer, more progressive elven gods. If a character is diplomatic enough to initiate a religious discussion with their spiritual leaders, the paradox between old gods and new could provide a catalytic event in that character's career if the DM chooses to develop this aspect of campaign theology.

Just as the elves have been separated by time from modern languages and religious doctrines, so have they been separated from other races. Very few of the elves have ever seen a human, much less a dwarf or a halfling. Gnomes are not unfamiliar, but dealings are rare, and half-orcs are likely to be viewed as a monstrous humanoid like the orcs and goblins that periodically blunder into the forest. Elves from outside the forest are something of an oddity as well, especially in their dress, weapons and habits. When the heroes do pass into the elven community, they are almost certainly regarded with guarded suspicion by adults and thinly veiled curiosity by younger elves.

Elven Weapons

Elven War Club

This primitive yet highly effective weapon is carved from a single piece of hardwood that is grown specifically for the purpose. At the birth of a child an elven parent splits a sapling and embeds a sharpened stone in it, binding the limb around the stone. The tree grows with the child, and by the time the young elf is ready to undertake the rites of passage, the limb and its embedded stone are ready to cut and shape into a war club. The club has a slender shaft that widens in the last quarter of its length to a width of several inches and then tapers sharply down to a pointed wedge. This shape focuses force on the base of the wedge, where a 'killing blade' of stone or obsidian is set.

Elven War Club (Medium, Exotic):

Cost: unavailable for sale; Damage: 1d6; Critical: x3; Range: -; Weight: 5 lb.; Type: Piercing/Bludgeoning; Special Quality: Depending on how the club is wielded, the user may choose whether to inflict either piercing or bludgeoning damage.

Elven Horn Dagger

The elves of Eamonvale wield a unique dagger carved of the incredibly hard antler of a giant stag native to their deepest forests. The dagger is a token of the rites of adulthood that each elf must undertake. To gain the dagger, the elf must run down the stag on foot and dispatch it alone. The blade takes many hours to carve due to its hardness, which rivals that of fine steel. This type of dagger is used for most of the enchanted weapons of the wild elves. An especially large specimen may yield enough material for two daggers. This means that an elf wielding a perfectly matched pair of horn daggers is a swift and capable individual worthy of great respect; these elves often find their way into leadership positions within the nation's defenses.

Elven Horn Dagger (Tiny, Simple):

Cost: unavailable for sale; Damage: 1d4; Critical: 19-20/x2; Range: 10 ft.; Weight: 1 lb.; Type: Piercing; Special Quality: The elven horn dagger is a masterwork weapon (+1 to attack rolls; enchantment quality weapon).

Geography

The feral elves of Eamonvale dwell in the deepest and most ancient forest in the valley, perhaps even the oldest in the Stoneheart Mountains. It is bordered by the River Eamon on one side and by the foothills of the Stonehearts on the other. At its head are the Crumbling Cliffs near Dun Eamon, and the lower end of the forest eventually thins and gives way to the rolling plains near Broadwater. The forest has been known by various names over time, but the most common is the Elfwood.

Flora and Fauna

The Elfwood is a mixed deciduous forest composed of a variety of species. The edges are populated with aspen, willow and birch, but towards the center of the forest they give way to a massive and ancient species of tree whose living boughs form the multiple tiers of the elven nation, their pathways and home bowers. The understory is most dense at the fringe of the forest where sunlight reaches the ground; towards the center of the

Elfwood, the undergrowth gives way to sparse patches of ferns and mossy boulders.

Numerous creatures make their homes in the Elfwood, but the elven nation has made a policy that no other sentient race shall form a community in the forest. The exceptions to this rule are fey creatures, good or evil, which the elves view as essential to the balance of life. Mundane beasts include rodents, foxes, wolves, great cats, bears, serpents and birds of all sizes. More exotic creatures include girallons, dire animals, giant versions of birds and insects, smilodons (see Tome of Horrors II from Necromancer Games) and displacer beasts. Among the members of the fey community are dryads, sprites, oakmen (see Tome of Horrors II from Necromancer Games), brownies and buckawns (see Tome of Horrors from Necromancer Games).

Travel in the Elven Forest Nation

For adventurers moving through the Elfwood, travel conditions vary widely. It is important to impart the peculiarities of traveling in the woods to the players, because the forests provides several of the preliminary defenses for the elves. Reference the following area categories for the specifics of terrain, vision, footing and other travel conditions.

Perimeter Forest

The fringe of the elven forest features a thick understory that impairs all but the most able outdoorsmen. Beginning on the banks of the River Eamon and continuing into the band of aspens that border the wood, a wall made up of berry brambles and dogwoods must be cut away or burrowed through. As described in Forest Terrain under “Wilderness Adventures” in Chapter 3 of the DMG, this costs 4 squares of movement per 1 square to move through and provides Concealment with a 30% miss chance. Once the party moves off the banks and into the edge of the forest, the heavy undergrowth gives way to light undergrowth, which costs only 2 squares of movement. Spotting distance in the boundary grove is limited to 2d6 x 10 feet.

In addition, the enormous grove of aspen trees that border the forest are aware of the passing of outsiders across the boundary; the elves use speak with plants on a regular basis to learn of any new arrivals. The grove also functions to misdirect and confuse invaders (see the Unique Plant Species side box).

Inner Forest

Once past the boundary grove of aspens and its thick undergrowth, the vegetation begins to thin. As the trees grow taller and denser, less sun reaches the forest floor; plants here are more sparse and shade-tolerant. Ferns and mosses grow in the soft duff, and small ravines and drainages hold woody-stemmed scrub willow and currant bushes. The only game effect is that imposed by the trees, which may provide cover, save and AC bonuses as described in Forest Terrain under “Wilderness Adventures” in Chapter 3 of the DMG. Spotting distance in the inner forest is limited to 3d6 x 10 feet.

Tree Canopy

The elves of Eamonvale live most of their lives above ground; only the most seasoned warriors and hunters visit the forest floor on a regular basis. The boughs of the ancient and massive trees at the forest’s heart form the surface upon which they dwell. In a cooperative spirit that dates back many generations, the trees

Unique Plant Species

The Boundary Grove (EL 4)

The aspen trees that line the banks of the River Eamon and form the perimeter of the Elfwood are notable for their beauty and hardiness, but they distinguish themselves for one other reason. Aspen is a species with a shared root system from which all trees grow; it is the largest of organisms and among the most ancient living things. While fire, flood and humanoid intervention may decimate it from time to time, the root system lays below ground waiting for conditions to yet again favor its growth. The grove of aspens on the edge of the Elfwood stretches the entire length of Eamonvale and completely encircles the forest nation. The elven treespeakers and loresingers may speak with any of its trees and draw on the shared knowledge of the entire grove.

Centuries of kinship have fostered the loyalty of the trees, and they shield the borders of the elven nation with potent magic. The trees redirect anyone crossing the border into the Elfwood who fails to sing the ancient songs of passage. These songs are inscribed at only a few points along the banks of the River Eamon (see Fagan’s Hollow Keyed Encounters: A Cryptic Elven Marker in Chapter 8). With their fluttering leaves and swaying trunks, the trees weave a hypnotic dance that befuddles all but the most experienced wilderness navigator. This has the effect of a *maze* spell, without removing the traveler to an extradimensional space. After 10 minutes of wandering in the woods, travelers are forced out of the maze, not where they entered the grove, but at a random point on the bank of the River Eamon. A single failed check or careless attempt may strand party members miles from each other, often in uninhabited sylvan wilderness. An Intelligence check is not used, but a DC 25 Survival check or a *find the path* spell allows travelers to escape the maze and enter the Elfwood. Singing one of the elven journey songs referenced on the hidden stones across the river grants unhindered passage; simply singing in elven is enough to reduce the DC of the Survival check to 20.

Boundary Grove: Hazard; CR 4; maze effect plus alerting the elven nation to the presence of visitors.

The Creeping Brambles (EL 4)

The elves have another botanical defense against intruders, this one located at the base of any tree leading into their canopy communities. The creeping brambles manifest the effects of an *entangle* spell against anyone other than a pure-blooded elf or an elven guardian beast attempting to approach the base of the tree. Due to their thorny nature, the brambles inflict 1d6 points of damage each round to an entangled creature unless the creature does nothing but stand still. If an elven treespeaker is present, the brambles may be directed to cease or resume their entangling effects with a simple command (free action).

Creeping Brambles: Hazard; CR 4; 1d6 points of damage per round plus *entangle* effect.

favor the elves by knitting their limbs into somewhat contiguous pathways and platforms. On any of the three levels of the elven canopy, the following is applicable.

Movement is limited to normal, double and charge moves; characters moving across the network of tree limbs cannot run (this favors the increased movement rate of the barbarian elves). There is no movement penalty, but obstacles can be encountered at any time. An inequality in tree limb alignment can necessitate a short hop up or down (Jump or Balance DC 12), a significant jump up or down (Jump DC 18) or a scramble up or down a steeply sloping branch (Balance or Climb DC 15). Vine swings (short distance Climb DC 18; long distance Climb DC 25) are used to bridge larger gaps between limbs. Unusually narrow or irregular limbs can provide obstacles of any DC desired. Critical failure of any of these checks results in a Reflex save at the same DC to avoid a fall from the current height (100 feet for the lower canopy, 200 feet for the middle canopy and 300 feet for the upper canopy). Characters in may have cover or concealment from others above or below them, as described in Forest Terrain under “Wilderness Adventures” in Chapter 3 of the DMG. Spotting distance in the tree canopy is reduced to 3d6 x 10 feet.

Security

The elves take the security of their homeland very seriously. At each level of the elven tree nation, the party is viewed and opposed by different groups of elves. On the forest floor, the guardian beasts are the main defense against the unwanted, although parties of hunters or sentries may be encountered as well.

In the lower canopy, the hunters attack from the trees, attempting to assess opposition and escape to report. In the middle canopy, family units attempt to slay or impair intruders, but disengage if enough damage is dealt. In the upper canopy, guards fight to the death, and are reinforced by loresingers and treespeakers. See below for sample security details.

Elven Tactics

Eamonvale’s savage elves are masters of their forest home, and use every aspect of it to repel invaders. They usually strike in ambush from the trees, taking advantage of a superior field of fire and a position that is difficult to assault from the ground. In general, the elves fight withdrawal actions in order to lure a party into hazards and reinforcements. If the party breaks off the chase, the elves reform, flank and continue to hamper the party with arrows from the hunters and surgical strikes from the warriors. Loss of life is inconsequential compared to the security of their nation. At the outset of any conflict, a small guardian beast (see Appendix 3: Creatures and Templates) is found to carry word of the clash to the elven king.

Elven hunters and elite hunters make the most of their abilities with natural camouflage to hide and surprise invaders. Once they open fire, they break cover and move across the tree limbs, using their superior speed to aid in long leaps from limb to limb. They alternate rounds of full attack actions with double moves, taking turns to provide covering fire, while they lead pursuers into known hazards and traps (see Traps, below). If threatened, they spend several rounds increasing the distance between them and their pursuers before climbing to the next canopy level and leading their foes into the field of fire of the elven guard posts.

The elven warriors and elite warriors favor a more direct manner of combat. They immediately enter a berserker rage and attack with their two-weapon style, using war club and dagger. When warriors are present, hunters are more likely to hold a position in the trees for supporting fire. The warriors fight to the death once they are engaged. On rare occasions, warriors may elect to draw opponents into a chase in order to bring more of their numbers to bear; this is usually only the case when they are clearly outmatched by a larger creature or party.

Elven loresingers, the bards of the elven nation, often they support the defense when conflict erupts close to home. They recount elven battle hymns to inspire courage, use spells such as *blur* and *cat’s grace* to enhance a warrior heading into single combat, and support the fights with their magic bows.

Elven treespeakers are the druids of the community, and like the loresingers, they rarely venture beyond the boundaries of their arboreal communities. When they do, their abilities are a boon to the hunters or warriors they accompany. In addition to healing spells, their *barkskin* and *bull’s strength* enhance their brethren, while *entangle* and *call lightning* hamper powerful opponents. If pressed into melee, the treespeakers wild shape into black bear form and enter barbarian rage, as presented in their stats.

Random Encounters on The Forest Floor

The forest of the savage elves abounds with life; some creatures are aligned with the elves, while others remain independent. Use the following encounters to challenge the heroes, divert their attention from their task or deliver an important clue to help them along.

Note that these encounters may be used in the lower and middle levels of the canopy as well, but that the perspective of the party is changed considerably due to their height.

Roll 1d8 for a random encounter:

1 Elven Sentry Party. (EL 9) This party patrols the treetops for any threat to the elven nation, and includes an elite warrior and 3 hunters. A complete encounter is detailed below. See Appendix 1: NPCs for complete stats.

2 Elven Hunting Party. (EL 10) This group stalks both the treetops and the forest floor, and includes an elite hunter, 4 hunters and 3 warriors. A complete encounter is detailed below. See Appendix 1: NPCs for complete stats. At night, replace this encounter with an elven sentry party, as above.

3 Creeping Brambles. (EL 4) This sentient plant is in league with the savage elves and aids in the defense of their shared territory, reaching out to ensnare interlopers. See the Unique Plant Species sidebar above for complete details on this encounter.

4 Wandering Monster. One or more wild creatures meander through. Roll on the following table with 1d4.

1 Wolf Pack (1d8, CR 1, hp13). These pack hunters hunt for small mammals and the occasional deer, but aren’t above running down a humanoid for a quick meal.

2 Brown Bear (1; CR 4; hp 61). These omnivores are content to scavenge many of their meals, but attack if threatened or cornered. They are curious enough to investigate an adventurers’ camp as well. 20% chance of a Guardian Brown Bear; see Appendix 3: Creatures and Templates for stats.

3 Girallon (1; CR 6; hp 58). These massive primates are fiercely territorial and attack on sight; their presence in this part of the Elfwood is a sign that the elves have more pressing concerns.

4 Dire Boar (1 CR 4, hp 52). These vicious creatures are quick to charge, slashing with yellowed tusks.

5 Fey Creature. Numerous fey make their homes in the Elfwood. Subject to the same trying circumstances as the savage elves, they are exhibiting different behavior patterns during the events of The Eamonvale Incursion. Roll 1d4 on this table:

1 Dryad (1; CR 3; hp 14). This fey has been avoiding open travel due to recent attacks on her kind, but she risks emerging from her tree in order to suggest that one of the party seek out the elves.

2 Satyr (1; CR 4; hp 22). This normally prankish creature is subdued in mood, but if he can pipe the party to sleep, he delivers them to an elven sentry party in hopes that they can be of use.

3 Grig (6; CR 1; hp 2). The grigs have retained their prankish personality more than the other fey, but the recent attacks concern them as well. They use their ventriloquism ability to lure the heroes towards an elven sentry party, and the fiddle them into dancing until the elves arrive.

4 Other Fey. Select a fey creature of your own choosing, or use the Sun-Loving Sprite encounter below.

6 Guardian Beast. These creatures are bonded to the elves and contribute to the defense of their lands. Common guardian beasts include elk, brown bears and ravens; see Appendix 3: Creatures and Templates for complete stats. Several encounters with guardian beasts are described in the following section. After nightfall, replace this with a corrupted guardian beast encounter, below.

7 Corrupted Guardian Beast. These creatures are former guardian beasts held in the thrall of a dark power hidden in the Elfwood. They attempt to exploit their superiority over elves and fey whenever they can, but they readily attack anyone in the forest. Common corrupted guardian beasts include squirrels, panthers and boa constrictors; see Appendix 3: Creatures and Templates for complete stats. Several encounters with various corrupted guardian beasts are described in the following section.

8 Weather Change. With the open plains below and the Stoneheart Mountains above, the Elfwood is subject to a variety of weather patterns. Onset time is 1d4 hours, with a 10% chance of being as rapid as 3d20 minutes. Roll again on the following table with a d6 and apply the effects described in Weather under “Wilderness Adventures” in DMG Chapter 3.

- 1 Rain** (1d6 hours, 20% chance of Fog)
- 2 Hail/Sleet** (1d6x10 minutes, 50% chance of either)
- 3 Wind** (2d6x10 minutes, 1d4x10 m.p.h.)
- 4 Fog** (1d6 hours)
- 5 Thunderstorm** (2d4x10 minutes)
- 6 Roll again**, double duration

Encounters in the Elfwood

The following are specific encounters and occurrences set to take place in the realm of the savage elves during the events of The Eamonvale Incursion. Since no established routes exist for the Elfwood, most encounters there are not keyed to any specific

location, but grouped by the level of the forest they occur on (forest floor, lower canopy, etc.). Some are unconnected to the plot, while others may provide useful information to thoughtful heroes. They may be rearranged, duplicated or deleted to suit the needs of the DM.

Because there are only a couple of specific locations and a few general ones, the DM should be prepared to rely on the Random Encounters Table (either by rolling randomly or choosing) to generate encounters in the Elfwood.

Elven Guardian Raven (EL 1)

This encounter takes place after the party enters the forest, for the elves have many creatures in their service. The encounter may be modified with any creature with the guardian beast template, and all such beasts have a common mandate from the elves. If the party is entirely composed of non-elves, the raven avoids them and flies off to report to the elves. The raven confronts a party with at least one elf, half-elf or fey creature, arriving in a flutter of feathers and gazing upon the visitors with a curiously cocked head and a look of keen intelligence.

An elf or fey subject to the creature’s telepathic ability receives a simple inquiry: “who?” Regardless of how it is answered, the guardian raven takes its new information and departs to inform the elves. Guardian beasts are still largely unintelligent and do not undertake any negotiations on behalf of the elves.

Guardian Raven: CR 1; hp 2; see Appendix 3: Creatures and Templates for complete stats.



Tactics: The guardian raven does not provoke an attack unless a more powerful guardian beast is nearby. It avoids combat and is quick to flee to the safety of the elven treetop village.

Corrupted Guardian Squirrel Swarms (EL 8)

Corrupted guardian squirrels are former elven guardian beasts that have fallen under the sway of the power of the Black Vault. They arrive singly at first, and to the casual observer, they are just normal creatures going about their business. But before long, their numbers begin to increase and they begin to focus more on the heroes than on nut gathering. Of course, they are invisible and inaudible to party members with elven blood unless the appropriate save is made (DC 20 for elves, DC 15 for half-elves).

By the time the first swarm has massed (around the third round), it is clear that this is not normal squirrel behavior; dozens of them pace the party through the woods, gazing with cunning eyes and chattering amongst themselves (this is a perfect opportunity to put the fear into your elven characters!). Once two swarms are present (by about the fifth round), the squirrel swarms attack, surging forward in a wave of black fur and becoming fully audible. Since an attack causes the hide from elves ability to taper off with 1d4 rounds of improved invisibility, the heroes may suffer damage before the squirrels become visible climbing over them.

Dark Guardian Squirrel Swarm (4): CR 3; hp 22 each; see Appendix 3: Creatures and Templates from complete stats.

Tactics: The squirrels attack until only 1 swarm remains. Then they disperse and scamper off in all directions to go inform their dark master entity about the nature of the party.

Battling Guardians

In this encounter, the heroes get a chance to see the brutal efficiency with which the corrupted guardians have been hunting the elves and their allies. A guardian elk appears some distance off, gazing at the party and unaware of any danger. With no hint of its approach, a corrupted guardian panther drops from a tree onto the back of its prey. Be aware that this scene may appear differently to various members of the party. Make Willpower saves in secret for those who are entitled to them. If the viewer makes his save, the improved invisibility wears off as the panther makes contact. If they fail, the elk suddenly shudders under the weight of the attack, then bolts into the forest at a clumsy run, with long bloody slashes appearing in its flanks.

If the heroes give chase, they most likely come upon the body of the elk lying in a ravine, with the predator nowhere in sight. If the DM wishes, the elk might live long enough to use its telepathy with elves to speak to an elf or half-elf in the party, telling them to seek out the wild elves, or perhaps just to relate that it never saw the threat coming. Afterwards, it should expire of its injuries, leaving the party alone in the forest. Anyone making a successful DC 15 Knowledge: Nature check realizes that a predator hunting for survival would not leave its prize so easily; this attack was motivated by malice.

Whether or not the corrupted guardian panther stays in the area to harass elven characters is left to the DM's discretion. This encounter might reveal to the heroes some of the nuances of the corrupted guardian beasts' unique abilities and highlight the conflict between good and evil forces.

Guardian Elk: CR 4; hp 42; see Appendix 3: Creatures and Templates for complete stats.

Corrupted Guardian Panther (Mountain Lion): CR 4; hp 22; see Appendix 3: Creatures and Templates for complete stats.

Tactics: The combatants are exclusively focused on each other until the end. If the corrupted guardian panther remains in the area, he may strike in a similar manner at one of the heroes, especially if it becomes clear that one or more of the party is susceptible to its hide ability. The panther fights until it loses the advantage, whereupon it disengages and flees into the treetops.

Elven Hunting Party (EL 10)

If the heroes encounter elves on the forest floor, it is likely that it is a hunting party out for game. They have been traveling less frequently and in greater numbers since the troubling disappearances began. In the past, the parties have been composed of hunters only, but recently warriors have accompanied them in case the hunt is ambushed. The hunting party now includes 1 elite hunter, 4 hunters and 3 warriors. The group might be on the move following a game trail or hidden in a blind waiting for an animal to pass by. On the move they make two half-speed moves while Hiding (17) and Moving Silently (16), with arrows set to their bowstrings. In their blinds they gain a +10 circumstance bonus to their Hide rolls, for an average total of 27. Their Spot and Listen checks each round make it difficult to surprise an elven hunting party. Using the Aid Another rules to represent the multiple sets of eyes and ears, set the average result at 25.

Elven Elite Hunter, Bbn1/Rgr6: CR 7; hp 54; see Appendix 1: NPCs for complete stats.

Elven Hunters, Bbn1/Rgr3 (4): CR 4; hp 33; see Appendix 1: NPCs for complete stats.

Elven Warriors, Bbn2/Rgr2 (3): CR 4; hp 39; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Warriors / Hunters	Light	40 ft.	80 ft.	160 ft.

Tactics: If the hunting party spies other than a game animal, they freeze and Hide themselves where they stand. They are wary of interlopers or even inappropriate action from native creatures due to recent events. If they feel threatened, they attempt to withdraw into the trees. In this case, the hunters fire a volley of arrows while the warriors position themselves at the bases of the trees. Then the hunters climb up to provide covering fire for the warriors to join them. They scatter in pairs to evade their pursuers or lead them towards a larger group of elves (see Location B, Area 1: Elven Guard Post, Lower) or into a trap (see Location B, Areas 2, 3, 4 and 5).

Elven Sentry Party (EL 9)

Unlike the elven hunting party, which is most often encountered on the ground, these elves are in the trees when they are encountered; they have been included in the Forest Floor section because the heroes are most likely on the ground for this

engagement. This group typically consists of 1 elite warrior and 3 hunters, who remain aloft and shadow the party to assess the heroes' abilities and intentions. They make two half-speed moves per round, which are adequate to keep up with the heroes if they are on foot moving at normal speeds. They Hide (20) and Move Silently (15) as they follow the party.

Elven Elite Warrior, Bbn4/Ftr2/Rgr2: CR 8; hp 80; see Appendix 1: NPCs for complete stats.

Elven Hunters, Bbn1/Rgr3 (3): CR 4; hp 30, 32, 34; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Warriors / Hunters	Light	40 ft.	80 ft.	160 ft.

Tactics: The elves are deliberately evasive, and disengage immediately if discovered. They scatter in pairs to evade their pursuers or lead them into another group of elves (see Location B, Area 1: Eleven Guard Post, Lower).

Sun Loving Sprite (EL 4)

In this encounter, the heroes meet one of the fey creatures of the forest, a sun loving pixie named Hannalora. She is more concerned with seeking out the sun's rays than with the daily business of pixies, and she only resorts to the notorious pranks of her kind on overcast days. She wears short green leggings and a halter-top to maximize her exposure to the sun, and her skin is golden brown. She has a tremendous mane of curly hair lightened by the sun, and a tiny gem sparkles on the left side of her nose. Hannalora has all the pluck and energy associated with pixies, if not more, and tends to invent words when flustered or surprised.

She usually does her sunbathing in her invisible state, but an alert adventurer might notice the wispy shadow she casts on the forest floor (Spot DC 20) as they pass by a sunbeam. If confronted, Hannalora goes on the defensive (mostly out of the embarrassment of being surprised while sunbathing) until she has assessed the party's motives. She remains invisible and readies her sleep arrows until she has talked to the party, preferably to an elf, ranger or druid. Once she has used her *detect evil* ability, she becomes visible and talks openly with good-aligned heroes. She knows of the plight of the elves, and relates that some fey creatures have also fallen victim to the predators. Whatever hunts the forest is difficult to detect, which has led to the deaths of many innocent creatures.

Hannalora has information that may prove of use to the party. The mysterious creatures (such as the corrupted guardian panthers) have surprised her while sunbathing on several occasions, because the sunlight temporarily suppresses their hide from elves and fey ability. She describes this as being unable to see or hear them coming or going, but when they pass by her, she suddenly becomes aware of them with no time to do anything but freeze and hold her breath. She also knows all of the sunniest locations in the forest and at what time of day the sun is the strongest. This might also be useful to the party as they formulate a plan to deal with the invisible hunters, provided they make the connection between the creatures' abilities and the sunlight.

In addition to granting insight into the unseen predators that haunt the elves, Hannalora might be a useful envoy. Chances are that by the time the heroes encounter her, one of the guardian beasts has already alerted the elven king to their arrival. However, given their current state of distress, the elves are inclined to shoot first and ask questions later, so a pixie escort is a useful thing to have. With Hannalora acting as neutral envoy to the elves, the heroes have a chance of entering the elven forest and ascending into their tree kingdom without unnecessary skirmishes. At the DM's discretion, she could be attached to the party at the request of the elven king (one of the few things she might take seriously).

Hannalora Sunseeker, Pixie: CR 4; hp 5.

Tactics: Hannalora has no desire to cause harm to the party unless she feels they are responsible for the attacks on her people and the elves. In most cases, she flees into the trees, using sleep arrows to cover her escape.

Ravaged Remains

The heroes might encounter the remnants of one of the corrupted guardian beasts' victims. This could be anything from a flayed corpse to a severed hand still clutching the traditional elven horn dagger, or as little as a splatter of blood and scattered leaf litter. Divinatory magic may produce information relating to manner of death. The only commonality is that the victim saw and heard nothing, and never realized that they were in danger until the creature was on top of them.

Sticky Situation (EL 8)

With the reduction and distraction of elven patrols in the forest, an ettercap has taken up residence on one of the game trails and attempts to capture travelers for food. It keeps several monstrous spiders for companionship. Webbed into a nearby tree (Spot DC 22) is the group's treasure.

Ettercap: CR 3; hp 30.

Large Monstrous Spiders (6): CR 2; hp 22.

Tactics: The giant spider pets of the ettercap descend silently from the trees and attack with surprise unless someone in the party makes a DC 25 Spot or Listen check. They then run up the trail to where the ettercap's web is strung between two trees. Anyone following the spiders must make a Search check (DC 20) to see the trap, with a -4 penalty if night has fallen. Once the spiders are engaged and the web trap has taken one or more heroes out of the fight, the ettercap appears to attack an isolated party member with its web and make off into the woods with the captive. The monstrous spiders are of the web-spinning variety, and attempt to entangle victims before rushing in to poison them with their bite attacks.

Treasure: necklace of ancient gold coins (worth 25 gp, or 150 gp to an antiquarian), an elven horn dagger (which may have consequences if carried openly into the elven nation), 3 unrefined emeralds (worth 600, 750 and 900 gp if cut and polished, which costs 20% of their value).

Locations in the Elfwood

Although most of the encounters in the Elfwood are highly mobile and relatively unpredictable in nature, there are a few fixed locations. The locations on the map are merely guidelines to demonstrate the composition of the Elfwood. The actual locations may be redistributed to suit the needs of the DM.

Location A: The Forest Floor

The trees may be the domain of the elves, but the forest floor is shared by all. The heroes might encounter elves, forest creatures or miscellaneous clues here.

Location A, Area 1: Sunny Spot

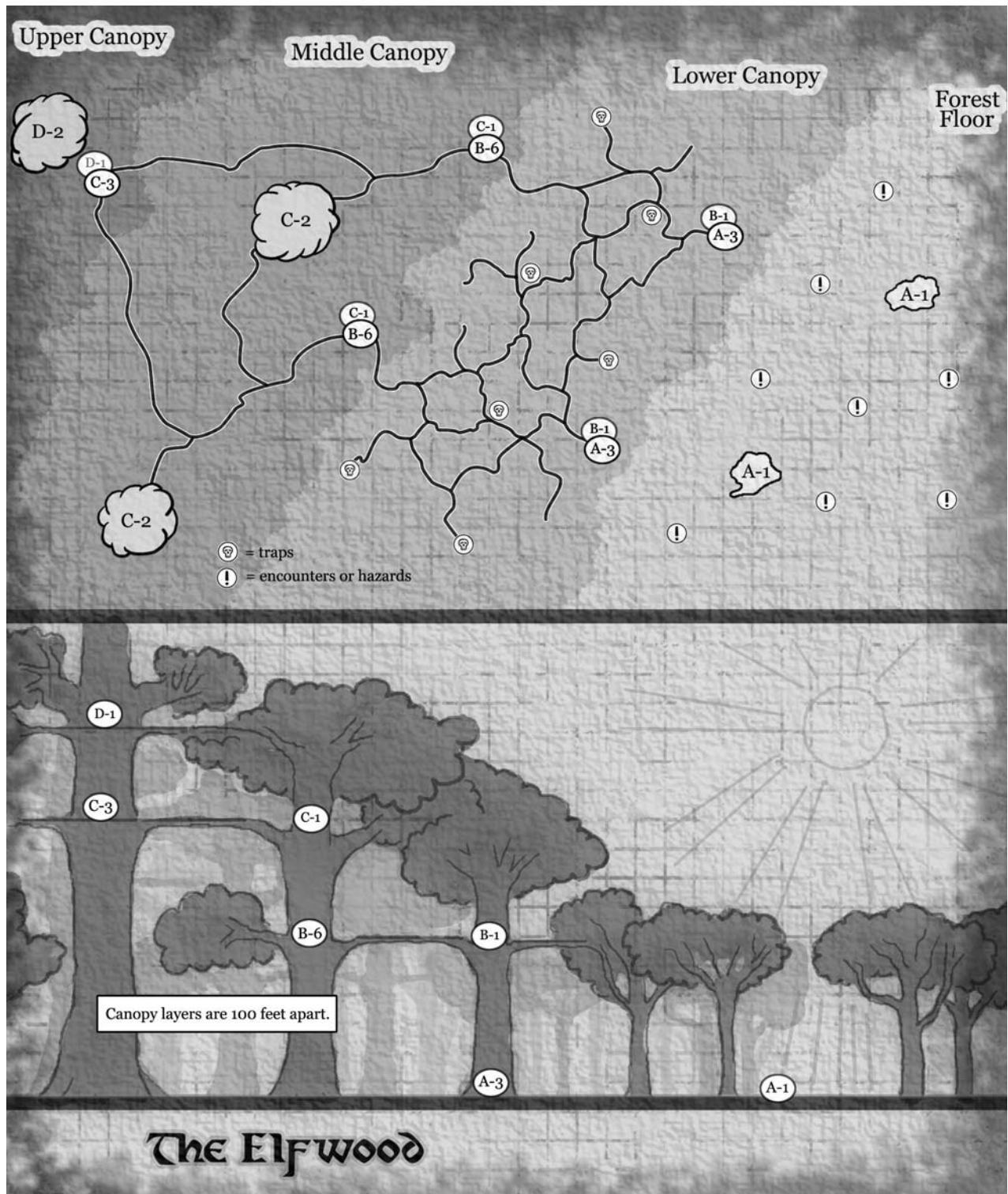
This patch of forest is bathed in golden sunlight, a distinct change from the cool shadiness of the forest floor. Several massive trees have fallen here, toppled by age, rot and each other. Among them, smaller saplings and shrubs have burst into existence, hungry for the sun's light. Green grass and wildflowers

carpet the ground, and the air is filled with butterflies and songbirds. Blue sky is visible through the tree canopy overhead.

There are no encounters of note here, but at the DM's discretion this could be the site for Elven Sentry Party or Sun Loving Sprite, above. The atmosphere of this particular site may trigger suspicions about the corrupted guardian beasts in the future.

Location A, Area 2: Forest Hazard

The terrain of the forest floor changes by the mile. Sometimes, it favors travel with soft duff and light undergrowth, but at times it is nigh impassable. Randomize one of the following conditions when the party encounters a forest hazard. Note that while unremarkable in and of itself, the hazardous condi-



tion might coexist with a random encounter, and may even be the favored hunting ground of one of the dangerous creatures of the forest.

Forest Hazards

Establish a random forest hazard by rolling 1d6 and referring to the following table.

Roll 1d6 for a forest hazard:

1 **Deadfall:** While standing tress are fairly navigable, a deadfall of fallen timber presents a jumble of trunks and limbs that must be carefully negotiated. Adventurers moving through a deadfall are limited to 1/4 of their normal movement rate (each grid square costs 4 squares of movement to enter). Every time a character moves, a Reflex save at DC 15 is required to avoid 1d6 points of nonlethal damage from slips, falls and head knocks. A deadfall provides cover.

2 **Quicksand:** The forest floor is dotted with small marshy meadows that remain saturated by runoff for most of the year. What may appear to be a sunlit meadow of wildflowers can actually be a deep patch of bog waiting to snare an unwary traveler or grazing beast. When this result is rolled, administrate the effects according to the quicksand rules presented in Marsh Terrain under “Wilderness Adventures” in DMG Chapter 3.

3 **Widowmaker:** Upper limbs of large trees may be hollowed by fire, rot or insect infestation, and may fall without warning. Treat a falling limb as a trap with the following profile: Falling Log Trap: CR 1; mechanical; proximity trigger; no reset; multiple target (1d3 targets standing in a 15-foot radius); Atk +5 melee, 4d6, log); Search DC 20; Disable Device DC 20. Market Price: 1,500 gp. Any character successfully making a Spot or Listen check (DC 20) hears or sees the branch giving way far above and may attempt a DC 20 Reflex save to avoid the effect altogether.

4 **Stream:** Small streams bisect the forest in a dizzying network of drainages. Streams may be crossed safely with a DC 15 Balance check, but failure by more than 5 results in 1d6 points of nonlethal damage from a minor fall. Critical failure results in 1d6 points of lethal damage from sprained ankles and the like.

5 **Creeping Bramble:** The elves take advantage of the creeping brambles (see the Unique Plant Species sidebar, above) to secure the approaches to their homeland, but the semi-sentient plants also abound in other areas of the forest.

6 **Thicket:** Soil, sunlight and water conditions favor heavy growth in this area. Movement is limited to 1/4 the normal movement rate (each grid square costs 4 squares of movement to enter), just like heavy undergrowth as described in Forest Terrain under “Wilderness Adventures” in DMG Chapter 3.

Location A, Area 3: Ascent to Lower Canopy

At some point, perhaps having encountered an elven hunting party in the trees or by speaking with forest locals, the heroes realize that their quest must take them into the forest canopy.

The difficulty in securing a city built among the tree canopies is that every tree is a possible entrance into the city. Some trees lead upward to the level of the canopy, but have no limbs that reach far enough to connect to the elves’ network of pathways. The creeping bramble secures those trees that do lead to the

pathways (see the Unique Plant Species side box in the Flora & Fauna section, above). Each covers a 30-foot radius at the bottom of each tree, in many cases taking the form of leafless or underground growth that blends perfectly with the forest floor. It attempts to entangle anyone attempting to pass through who is not of elven blood. If a guardian beast notices an infiltrator caught in the bramble, it alerts the elves as soon as possible. An elven treespeaker may direct the bramble at will.

Once past the creeping bramble, a simple Climb check (DC 15) allows the heroes to ascend to the next level of the canopy, although a fall means dealing with the thorny plants again. There is a 25% chance that the tree they choose deposits them in front of an elven guard post (see Location B, Area 1, below).

Once the heroes evade the creeping bramble and if there is no sentry party waiting for them in the trees, they may gain access to the next level of the elven forest nation. This first above-ground level is referred to as the lower canopy. It is not evident from ground level, where branches seem to radiate out from the trunks of the trees with no apparent pattern. However, once the heroes reach a height of 100 feet above the ground, they see that a network of branches forms a uniform, undulating plain of limbs that stretches off in all directions. As with the forest floor below, there is no established system of paths; the elves merely move to their destination across the network using instinct, memory and skill to guide them.

Location B: Lower Canopy

The first level of canopy above the forest floor is populated by elven sentries, hunters and forest animals. Encounters are rare, since this level of the canopy is used primarily for a security barrier. If more encounters are desired as the party travels across this level of the canopy, encounters from the forest floor may be used or reused, with adjustments made for the party’s new raised position and perspective. For example, the Sunny Spot might be encountered with the party now able to look down onto the meadow from the edge of the truncated network of boughs. From the improved position, they might witness a battle between guardian beasts and corrupted guardian beasts.

Also, travel across the lower canopy may be made more interesting with negotiating the hazards of treetop travel for the first time. All falls from the lower canopy are 100-foot falls. The players should become familiar with variations in the uniformity of the travel surface (drops in limb height, gaps in the path and other potential obstacles) and the skills required to negotiate them. Some party members may wish to adjust equipment distribution to reduce armor check penalties to Balance, Climb and Jump checks (remember that load class functions as armor category for establishing skill check penalties). Allowing the party to refine their travel technique and tactics on the relatively quiet lower canopy will facilitate smoother conflict resolution in future engagements.

Location B, Area 1: Elven Guard Posts, Lower (EL II)

The only elven structures on the lower canopy are their camouflaged guard posts, which also serve as hunting blinds, supply caches and overnight shelters. Each post is a combination of hidden positions, usually created in hollowed trees. They are located near every trunk that offers a means of ascent into the next level of the tree canopy, and are often isolated from the main

network of limb pathways by one or more mandatory skill checks. This might mean that the post is several feet higher or lower than the surrounding canopy, requiring Jump or Climb checks, or it may be an island of sorts supported by a cluster of mighty trees. Whether a single position or an array of blinds, the elven guard posts on all levels of the forest provide a commanding view of the trunks of the trees used to climb from one level to the next. The blinds feature arrow slits in the form of knot-holes, which are nearly undetectable (Search DC 22), and each has a hidden exit onto the network of limbs that spans the elven nation. Each post is typically staffed with 1 elite warrior leading a combination of 4 hunters and 3 warriors.

In general, the elves have a policy of shooting first and not asking questions at all. However, due to the developments of the corrupted guardian beasts, the elven king has mandated that they be marginally more tolerant of outsiders in hopes that some information may be gained. Without revealing themselves, and with attack actions readied, the leader of the guard post calls out in the elven tongue to stop and disarm. Interlopers are told that they are to be taken before the king without delay or conditions. If there is any objection, the order is repeated only once, with a swift death promised as an alternative. If any offensive actions are attempted, the elves attack immediately.

Several things may shift the elves' reactions in this encounter. If there are elves in the party, they are addressed first and with the least condescension (although the savage elves still regard them as inferior outsiders). If the party attempts to communicate in elven or sylvan, the elves' attitude improves slightly; Druidic is a language they recognize and immediately respect, but do not speak. A druid in the party instantly improves the elves' outlook towards the heroes. If the party has encountered and slain one or more corrupted guardian beasts, the elves may be aware of it through the messages of guardian ravens. This improves the elves' regard for the heroes best, as it identifies them as potentially holding a solution to the elves' unseen antagonists.

If the party concedes, the elves search them for hidden weapons, gather their possessions and begin to guide them towards the ascent to the middle canopy. They are taken by the most direct route through the family bowers of the middle, and they are joined by more warriors, treespeakers and loresingers. By the time they reach the ascent into the upper canopy, they

are well guarded and the elven king is prepared for their arrival. Refer to Elven Forest Timed Encounter: Meeting with the King of the Elves in this chapter for details on this encounter.

Secret Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 25; Search DC 20.

Elven Elite Warrior, Bbn4/Ftr2/Rgr2: CR 8; hp 76; see Appendix 1: NPCs for complete stats.

Elven Hunters, Bbn1/Rgr3 (4): CR 4; hp 33; see Appendix 1: NPCs for complete stats.

Elven Warriors, Bbn2/Rgr2 (3): CR 4; hp 39; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Warriors / Hunters	Light	40 ft.	80 ft.	160 ft.

Tactics: The elves prefer to engage with surprise from a distance, timing their attack to catch the party in the process of navigating obstacles (half the party in mid jump, lowering packs, etc.). They remain within their defenses, gaining a +8 improved cover bonus to their AC. The hunters direct missile fire against the closest opponent until a spellcaster reveals himself by casting with a visible effect or obvious component, after which they target the caster(s). Note that they do not have the experience to identify a spellcaster until he has manifested his powers in some way. The warriors stand by until the party approaches their position, at which point they initiate their rage ability and rush out in a berserk charge. The hunters rely on missile fire until opponents get past or defeat the warriors, at which time they rage and join the battle with their daggers.

Traps

In addition to their guard posts, the elves have trapped the lower canopy in several ways. If the heroes submit to the elves and are escorted through the tree nation, they encounter none of these, but should a running battle develop, one or more of these almost certainly comes into play. To implement an elven trap, choose one from the following list. Whenever damage from a trap exceeds double the target's Constitution modifier, the victim must succeed at a DC 15 Balance check to avoid falling; if they fall, a DC 20 Reflex save allows them to recover.

Location B, Area 2: Log Trap

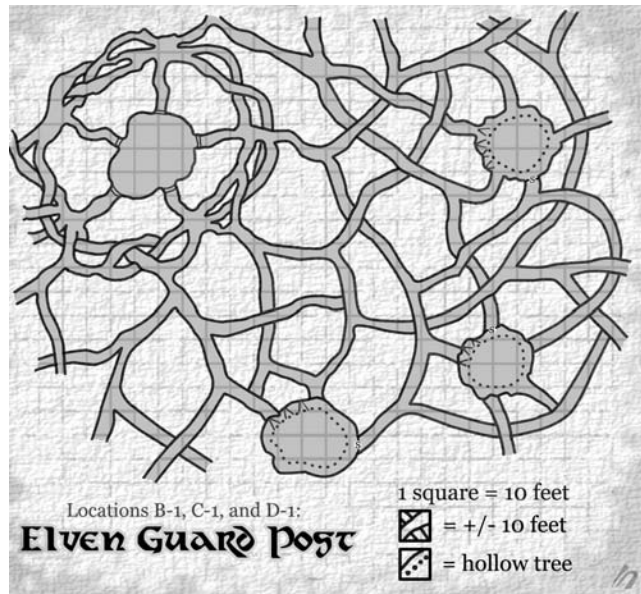
One or more logs have been rigged to swing from the treetops, smashing unwanted visitors and sweeping them from the pathways. Of these log traps, 50% of the logs have been studded with wooden spikes.

Swinging Log Trap: CR 1; mechanical; location trigger; manual reset; Atk +5 melee, 4d6, log; Search DC 20; Disable Device DC 20. Market Price: 1,500 gp.

Spiked Swinging Log Trap: CR 4; mechanical; location trigger; manual reset; +10 Atk (4d6+6, spiked log); Search DC 20; Disable Device DC 25. Market Price: 1,300 gp.

Location B, Area 3: Javelin Trap

Green limbs have been bent back and lashed in order for their natural elasticity to launch a javelin at an intruder crossing the network of branches. Of these javelin traps, 50% of them make use of multiple javelins.



Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. Market Price: 4,800 gp.

Hail of Javelins Trap: CR 5; mechanical; location trigger; manual reset; Atk +10 ranged (1d6, javelin); multiple targets (1d6 javelins per target in a 5 ft. by 20 ft. section of limb pathway); Search DC 20; Disable Device DC 25. Market Price: 1,200 gp.

Location B, Area 4: Entanglement Trap

Using counterweights and woven nets, these traps are intended to ensnare trespassers, pulling them from their perch and dangling them over fearsome falls. Of these traps, 50% of them utilize springy wooden catapults to launch weighted bolas to clear the branches.

Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +10 ranged touch (no damage, net); net (target is entangled, DC 15 Escape Artist check or DC 20 Strength check to escape, Reflex save DC 20 avoids); Search DC 25; Disable Device DC 20. Market Price: 1,200 gp.

Bola Catapult Trap: CR 8; mechanical; location trigger; manual reset; +15 Atk (ranged touch, bolas); requires Strength or Dexterity check opposed by trip attempt of 20, failure results in fall from lower canopy height of 100 ft. (10d6, fall); Search DC 20; Disable Device DC 25. Market Price: 1,400 gp.

Location B, Area 5: Magic Trap

In these locations the elves have used their potent magic to prepare a trap designed to snare the victim and dangle him over the significant drop. Of these spell traps, 50% instead summon an *insect plague*.

Snare Trap: CR 4; spell; spell trigger; no reset; spell effect (*snare*, 6th level druid, 1d6 plus victim is lifted off their feet and suspended over forest floor at the lower canopy height of 100 ft.); DC 23 Strength check or DC 23 Escape Artist check to escape; Search DC 28; Disable Device DC 28. Cost: 600 gp.

Insect Plague Trap: CR 6; magic device; location trigger; no reset; spell effect (*insect plague*, 12th level druid, summons 4 swarms of locusts for 12 minutes); Search DC 30; Disable Device DC 30. Market Price/Cost: 3,600 gp.

Location B, Area 6: Ascent to the Middle Canopy

As the heroes make progress towards the heart of the forest, it becomes clear that the forest is growing taller and older as they go. Soon, an entire second canopy of woven limbs can be seen above the first. At night, a lantern or cookfire may be seen; during the day, a song carried on the wind or the smell of cooking game might betray that the elves are near. The transition into the middle canopy is the same as climbing into the lower canopy, except that there are no creeping brambles and there is a 75% chance of a guard post at the top. The Climb DC is still 15, but after this climb, the fall distance is 200 feet, not 100.

Location C: Middle Canopy

The middle canopy is home to much of the population of the elven nation, and thus is zealously defended. In addition to the guard posts, which are similar to those in the lower canopy, the party may encounter the elven living environment, a series of interwoven boughs forming simple, but functional platforms far above the ground. Extended families live in clusters of dwelling

radiating from the patriarch's bower. The limbs of the great trees here are knit into level platforms; some surround a single tree's trunk while others span a gap between two or more trees. Different structures serve different roles in elven home life, as described below.

If more encounters are desired as the party travels across this level of the canopy, encounters from the forest floor may be used or reused, with adjustments made for the party's new raised position and perspective. As with the lower canopy, parties must negotiate the hazards of treetop travel. All falls from the lower canopy are 200-foot falls. Refer to the lower canopy description above for suggestions on how to handle canopy travel.

Location C, Area 1: Elven Guard Posts, Middle (EL II)

There is a 75% chance that a tree used to ascend from below is guarded by the elves. Since these posts are often located near a family bower, they are not as extensively equipped for long stays as the ones in the lower canopy. Each post is typically staffed with 1 elite warrior leading a combination of 4 hunters and 3 warriors.

With their families at risk, elves standing guard on the middle canopy would normally attack on sight. However, due to the developments of the corrupted guardian beasts, the elven king has mandated tolerance towards outsiders. Without revealing themselves, and with attack actions readied, the leader of the guard post calls out in the elven tongue to stop and disarm. Interlopers are told that they are to be taken before the king without delay or conditions. This order is repeated only once, with a swift death promised as an alternative. If any offensive actions are attempted, the elves attack immediately.

Several things may shift the reactions of the elves in this encounter. Elves in the party, attempts to communicate in elven or sylvan, or an indication of a druid in the party instantly improves the elves' outlook towards the heroes. If the elves are aware (through the actions of a guardian beast, for example) that the party has encountered and slain one or more corrupted guardian beasts, this identifies them as potentially holding a solution to the elves' unseen antagonists and improves the elves' regard significantly.

If the party concedes, the elves search them for hidden weapons, gather their possessions and begin to guide them towards the ascent to the upper canopy. They are taken by the most direct route through the family bowers of the middle canopy, and they are joined by several more warriors, as well as treespeakers and loresingers. By the time they reach the ascent into the upper canopy, they are well guarded and the elven king is prepared for their arrival. Refer to Elven Forest Timed Encounter: Meeting with the King of the Elves in this chapter for details on this encounter.

Elven Elite Warrior, Bbn4/Ftr2/Rgr2: CR 8; hp 76; see Appendix 1: NPCs for complete stats.

Elven Hunters, Bbn1/Rgr3 (4): CR 4; hp 33; see Appendix 1: NPCs for complete stats.

Elven Warriors, Bbn2/Rgr2 (3): CR 4; hp 39; see Appendix 1: NPCs for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Warriors / Hunters	Light	40 ft.	80 ft.	160 ft.

Tactics: The elves prefer to engage with surprise from a distance, timing their attack to catch the party in the process of navigating the obstacles that define their position (half the party in mid jump, lowering packs, etc.). They take cover among the trees, gaining a +4 cover bonus to their AC. The hunters direct missile fire against the closest opponent until a spellcaster reveals himself by casting with a visible effect or obvious component, after which they target the caster(s). Note that they do not have the experience to identify a spellcaster until he has manifested his powers in some way. The warriors stand by until the party approaches their position, at which point they rush out in a berserk charge and initiate their rage ability. The hunters rely on missile fire until opponents get past or defeat the warriors, at which time they rage and join the battle with their daggers. Reinforcements from nearby family bowers may arrive during the combat as well; see Appendix 1: NPCs for complete stats of typical elves.

Location C, Area 2: Family Dwelling Bower (EL 14)

The living spaces of Eamonvale's elves consist of broad bowers woven from the living trees as part of the ancient communion between elves and forest. The platforms of these bowers are slung between two or more trunks. Each trunk has grown a small flight of rough steps, allowing the occupants to ascend from the floor of the bower to the network of limb pathways that crosses the community. The bowers are floored with tightly woven limbs, walled with twisted branches and roofed in vines and intertwined vegetation, rendering them invisible from anywhere outside the community.

Location C, Area 2.1: Sleeping Bower

Being a communal society, the living areas of the individual family units with an extended family are small and simple. Each family consists of a bonded couple and any offspring they might have. The sleeping bower is well shielded against rain and is completely enclosed by a curtain of vegetation (these are often the only areas with such privacy). It has hammocks or padded cushions for each occupant, a small gourd of water and whatever clothing or weapons the adults do not keep with them.

These small structures are mainly used for the elven meditative period that takes the place of a sleep cycle, or for private encounters away from the rest of the clan. The patriarch's dwelling is usually located most centrally, and senior families dwell closer to the common areas than the younger families that have just moved from their parents' dwellings.

Location C, Area 2.2: Family Works Bower

Every extended family unit has one bower that is used for the production of finished goods for the family. Tools and weapons are made and maintained, leather and wood are worked into armor and containers, clothing and blankets are stitched, rope is woven, wine is fermented and food is dried and preserved. A tanning tent is located on a high branch, some distance from the rest of the bower where game is butchered and hides are prepared. A garden of edible plants and medicinal herbs surrounds

the bower, growing in every nook and cranny. This area is busy all day and many nights with the business of subsistence.

Location C, Area 2.3: Gathering Bowers

Each clan has a gathering bower located centrally to the dwellings of the individual families. It is usually the largest platform in the clan bower, since all members of the clan take their meals and leisure hours there. It is the common area used for food preparation, eating, childcare, and relaxation. In the evenings, the gathering bower is a place for children to listen to the songs of their revered elders, for skins of wine and tobacco pipes to be passed, and for philosophical reflection and discussion. This is where the senior members of the family meet to make decisions, or to host an emissary from another clan or from the king. It is also where marriages and sacred ceremonies are performed. In case of an attack, it is where the extended family gathers to defend their young and mount a coordinated defense.

Senior Patriarch (NG male elf Bbn1/War5) is the title bestowed upon the most ancient elf in his family bower; his responsibilities include performing family ceremonies, mentoring younger patriarchs and sitting on the king's councils.

Senior Matriarch (NG female elf Bbn1/Exp6) is the role assumed by the senior patriarch's life partner, even if she is not the oldest female in the family.

Patriarchs (10) (NG male elf Bbn1/War1) remain in the family bower after they marry until they are ready to relocate and form their own family bower.

Matriarchs (10) (NG female Elf Bbn1/Exp1) relocate to the bower of their husbands, and in many cases sever all ties with their own families.

Children (20) (NG male and female elf Bbn1) stay with the family until adolescence, when they begin several years of moving through various training appointments and apprenticeships, learning the arts of war, song, the hunt and the forest.

Tactics: In case of a warning from the guard post (Location C, Area 1) everyone in the family assembles at the gathering bower. Any guards from the upper canopy (Location D) who are nearby either climb down or fire down to defend the family. Any survivors from the other guard posts assist with arrows from the trees and gather support from other extended families. On this ground, battles are hard fought, often to the death, as the elves are running out of places to fall back to.

Location C, Area 2.4: Community Caches

Somewhere near the gathering bower is the clan's cache of emergency foods, weapons and treasured items. Spirits are stored here to age, and the clan's totems, trophies and ceremonial trappings are kept safely hidden here. The cache usually takes the form of a well-concealed hollow requiring a Search check (DC 23) to locate. The elves have no cause to lock or trap items.

Location C, Area 3: Ascent to Upper Canopy

Once inside the elven nation proper, the access to the next level is more regimented. From each of the gathering bowers it is possible to ascend to the upper canopy by a route that is under constant guard. The guard unit at the top includes a loresinger and a treespeaker, usually in the form of a trainee from each discipline. All of the trees involved in supporting the structures of the upper canopy may be climbed (and are guarded at the top), but one other means of ascension exists.

The largest and most central tree to the upper canopy is under the effect of a permanent *tree stride* spell. Most users entering the tree from the middle canopy are expelled moments later in the presence of the guards on the upper canopy, right on the edge of the elf king's sanctuary. Users with access to the *tree stride* spell may attempt a caster level check at DC 20 to use the spell to its fullest potential. This tree allows the treespeakers of the circle to travel anywhere in the elven kingdom (although not anywhere in forest, as its vastness is beyond the spell's range) without using one of their own high-level spells. All users have a fleeting understanding of the spell before they are expelled at the top, allowing them to momentarily glimpse the enormity of the elven realm and its massive trees. For this reason, anyone without access to the spell must make a DC 20 Willpower save or be shaken (-2 to skill checks, saving throws, attack rolls and ability checks) for 1d3 rounds after exiting the tree. If the elves have someone they suspect of being able to use the *tree stride* spell to its fullest affect who they would rather not—a druid prisoner being brought in for questioning, for example—they use other methods to ascend to the upper canopy.

Location D: Upper Canopy

The upper canopy is the seat of elven rule. The elf king dwells here, along with his councils of treespeakers and loresingers and the most elite warriors of the nation. The upper canopy is 300 feet above the ground. There are numerous gaps in the vegetation at this height, allow breathtaking vistas of the Stoneheart Mountains, the rolling plains beyond Broadwater and the silvery ribbon of the River Eamon winding its course down the valley. There is little chance that the heroes arrive here without the elves awareness. No character is allowed to wander freely, regard-

less of the party's rapport with the elves. Instead, they are escorted as a group to and from the king's chambers at Tree Home (Location D, Area 2.4) or whatever other calling concerns them in the upper canopy.

Location D, Area 1: Elven Guard Posts, Upper (EL 14)

All trees leading to the structures of the upper canopy are guarded. Each post is typically staffed with 1 elite warrior leading a combination of 4 hunters and 5 warriors. Additionally, a treespeaker and a loresinger always accompany the guard units tasked with protecting Tree Home and the king. These elves are the finest products of their respective training traditions, and with the safety of the king, the nation and their clan honor at stake, these elves stop at nothing to do their duty. Anyone discovered in the upper canopy without the king's sanction is attacked immediately, and the elves fight to the death. If the party is foolish enough to infiltrate the upper canopy without the permission of the elves, a hasty explanation, a genuine apology and utter subservience might halt the guard's attacks.

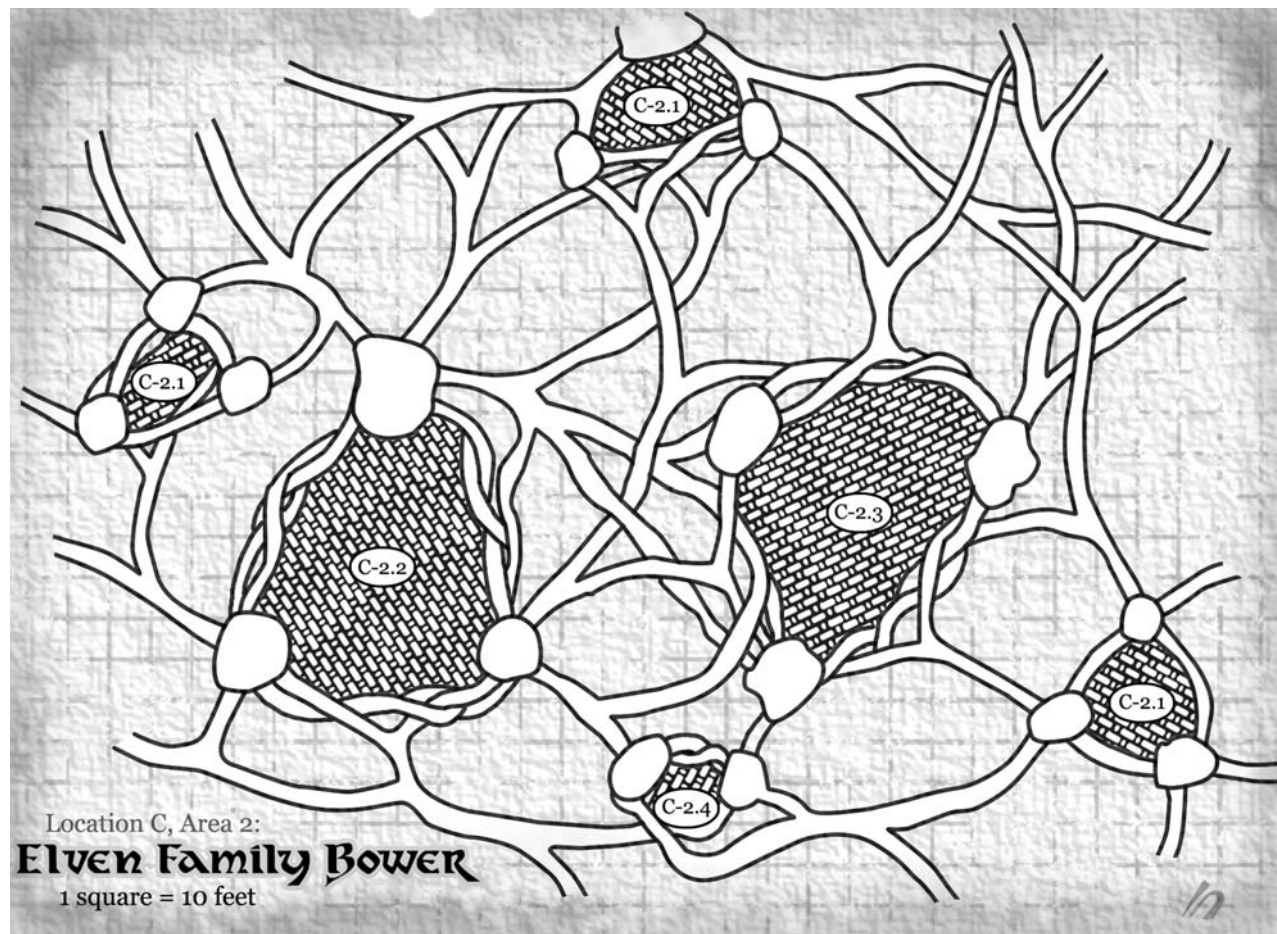
Elven Elite Warrior, Bbn4/Ftr2/Rgr2: CR 8; hp 80; see Appendix 1: NPCs for complete stats.

Elven Hunters, Bbn1/Rgr3 (4): CR 4; hp 30, 32, 33, 34; see Appendix 1: NPCs for complete stats.

Elven Warriors, Bbn2/Rgr2 (5): CR 4; hp 38, 39, 40; see Appendix 1: NPCs for complete stats.

Elven Loresinger, Brd6: CR 6; hp 28; see Appendix 1: NPCs for complete stats.

Elven Treespeaker, Bbn1/Dru6: CR 7; hp 38; see Appendix 1: NPCs for complete stats.



Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Warriors / Hunters	Light	40 ft.	80 ft.	160 ft.
Loresinger	Light	30 ft.	60 ft.	120 ft.
Treespeaker	Light	40 ft.	80 ft.	160 ft.
Wild Shape Bear	Light	50 ft.	100 ft.	200 ft.

Tactics: Unlike the guards of the lower and middle canopies, these guards attack openly and without hesitation. The hunters direct missile fire against the closest opponent until a spellcaster reveals himself by casting with a visible effect or obvious component, after which they target the caster(s). Note that they do not have the experience to identify a spellcaster until he has manifested his powers in some way. The warriors rush out in a berserk charge and initiate their rage ability. If time permits, the loresinger casts *heroism* on the elite warrior leading the guards and *cat's grace* on herself. Then she inspires courage in her allies while attacking with her bow until her spells are needed again. If time permits, the treespeaker casts *bull's strength* on the elite warrior leading the guards and *greater magic fang* on himself. Then he casts *call lightning* on an evident spellcaster, assumes black bear form and goes into a barbarian rage. If there is any indication that the battle does not favor the elves, the chief loresinger, the high treespeaker and the king's personal guards may join in after 4 rounds.

Location D, Area 2: Tree Home

The largest and most ancient tree in the forest rises far above the rest of the canopy. Among its limbs are structures housing the ruling faction of the savage elves of Eamonvale: the elf king, his high druid and chief bard, and the meeting chambers of the clan patriarchs. These buildings were grown from the living tree that supports them. While the family bowers of the middle canopy are rough and natural in their finish, Tree Home is exquisitely detailed with spiraling braids of wood and flowering vines arching over the walkways.

Location D, Area 2.1: The Patriarchs' Forum

Just as each clan has a gathering place at the center of their bower for the discussion of clan affairs, so does the elven nation keep a venue for convocations of the clan heads. This platform was grown at the side of the great tree, forming a crescent shape. Where trunk rises from its inside edge sit three chairs of living vines, for the king, the high treespeaker and the chief loresinger. Radiating out from these chairs are several concentric rings of wooden benches, also formed of living limbs sprouting from the floor of the platform. These seat the patriarchs of the elven clans when the king sees fit to call a council. From the edges of the platform, three massive trunks rise to the height of the tree, and each is formed into a winding stair. These lead to the chambers of the three ruling elements: the king, the druidic circle and the enclave of the bards.

Location D, Area 2.2: Treespeaker Temple (EL 13)

The left stair ascends from the patriarchs' forum into a open-topped chamber. The floor is the entire circumference of the tree, and the gracefully curving wall is the hollowed trunk. Halfway up the wall, the solid wood gives way to intertwined

limbs laden with emerald leaves. These limbs curve slightly inward, not quite meeting overhead and allowing sunlight and blue sky to peek through. There are no furnishings to speak of, although on closer inspection there are many small alcoves suitable for the meditative trance of the elves.

The treespeakers of the elves of Eamonvale fill the role of environmental councilor, healer and spiritualist. The high treespeaker is a master of the natural way and a friend to every living organism in the forest. During their waking hours, the druids hone their skills by holding discourses with both plant and animal, by wandering the forest afoot or through magical travel, or simply pass the hours perched hundreds of feet above the forest floor on a limb grown specifically to hold an elven form in perfect comfort.

It is the charge of the high treespeaker to select and guide potential candidates to keep the druidic circle whole and diverse. Hopefuls among the group busy themselves tending plants and preparing herbal medicines and treatments. The treespeakers mentor them in their work and guide their meditations. The high treespeaker works alongside her counterparts as if the hierarchy were meaningless, rolling up her sleeves to help transplant a sapling or mend a torn stem.

Semuin, High Treespeaker, female elf Bbn1/Drd12: CR 13; hp 63; see Appendix 1: NPCs for stats.

Jaguar: CR 4; hp 81; see Appendix 1: NPCs for stats.

Location D, Area 2.3: Loresinger's Vault (EL 12)

The right stair ascends only a few steps before entering the shadowy core of a hollowed limb. There it ascends in a tight, dark tunnel before emerging into a tall, ovoid chamber. Unlike the open-air temple of the druidic circle, the loresingers' vault is enclosed in the heart of the tree. The resulting acoustics are beyond compare, adding depth and resonance to the already enviable elven singing voices. Small hollows, burls and crevices abound, allowing for isolation and meditation. The floor of the chamber is ringed with smooth round limbs, providing benches for when bards come together to combine their vocal talents.

In the elven tradition, the creation of written histories is tantamount to treason, since it puts the secrets of the race into the hands of those who would misuse it. As a result, the elves of Eamonvale rely on a strong oral tradition and preserve their history in stories and songs. The chief loresinger is the definitive authority on elven lore, as well as being the most knowledgeable in matters outside the elven world. He takes it upon himself to select from each generation those young elves that best demonstrate the powers of memory and recollection required. Several years of intensive training then follow as the neophyte bards learn the epic songs of elven history and become loresingers to the clans. Many more years are spent moving from clan to clan, recording individual family histories and genealogy. From day to day, the loresingers may linger about the vault comparing interpretations of ancient lyrics, or might instead choose to wander the woods listening to the songs of the birds and answering back with one of their own devising.

Altast, Chief Loresinger, elf Brd12: CR 12; hp 58; see Appendix 1: NPCs for complete stats.

Location D, Area 2.4: Elf King's Treetop Tower (EL 15)

The central stair leading up from the patriarchs' forum extends further than the other two, and it reaches its end at the highest point of the elven forest nation. The chambers of the elf king, like the others of the upper canopy, are shaped of living wood, every rail, stair and portal an organic work of art. Where many kings might favor opulence, the elf king chooses minimalism. A comfortable couch of springy tree limbs provides a place to reflect on rulership of his nation. Limbs from fruit-bearing trees magically grafted to walls of Tree Home provide an ever-ready feast, and songbirds from the Elfwood linger outside the knothole windows.

The elf king regularly entertains the petitions of his clan patriarchs in the patriarch's forum below. He is judge, jury and executioner when it comes to unrest or villainy in the canopy community. He has been known to resolve conflict with trials of combat, endurance, survival skill or tolerance of pain. Expulsion from the forest is rare but not unheard of for elves that display extreme antisocial behavior. Treason or betrayal of the elven people is an offense punishable by immediate death. For all this, he is known as a gentle and just ruler, and no elves of the forest nation would challenge his rule.

The elf king leans heavily on his two principle advisors, the high treespeaker and the chief loresinger. While he is steeped in elven lore himself, only the finely honed memories and songs on the highest-ranking elven bard grant the breadth of knowledge he needs to rule. Most issues that arise have been encountered and dealt with more than once in the history of the elves, and it is the loresinger's task to recall and recite pertinent examples to aid the king's judgment. The high treespeaker plays a similar role as advisor to the king. She acts as an intelligence bureau of sorts, bringing the elf king news of the furthest reaches of his forest by

conferring with birds, beasts and plant life. She monitors the harmony of the elves relationship with the forest, is the keeper of elven spirituality, and ministers to the king's needs for healing and spiritual guidance.

The elf king is accompanied at all times by his elite guard, a cadre of the most seasoned warriors. This elite guard is responsible for keeping Tree Home and the elven king secure. They do not respond to any threat but those launched at Tree Home, where they fight to the death.

King's Elite Guard, elf Bbn4/Rgr2/Ftr2 (10): CR 8; hp 76 (92); see Appendix 1: NPCs for complete stats.

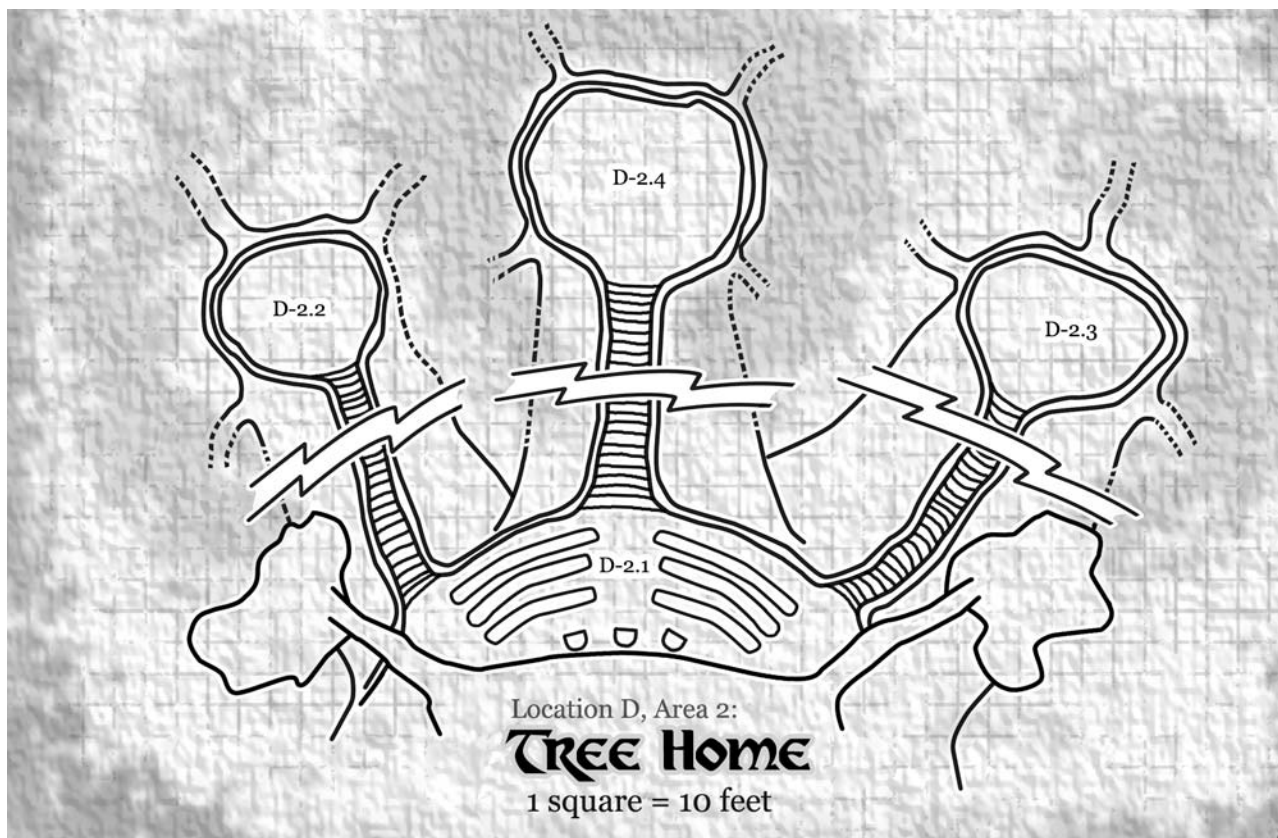
The Elf King, male elf War4/Exp4/Ari4: CR 11; hp 62; see Appendix 1: NPCs for complete stats.

Elven Forest Timed Encounter: Meeting with the King of the Elves (EL 17)

From the moment the heroes set foot in the Elfwood, a meeting with the elf king is assured. In the most favorable scenario, they meet the elves on neutral terms and are escorted to the king. The information the heroes have to relate has a great deal of bearing on the outcome of the conversation. Obviously, this encounter must be handled with some care.

Regardless of the eventual atmosphere of the meeting, it begins as follows. The heroes are escorted to Tree Home, arriving with no less than the compliment of guards described in the upper canopy guard post. Upon reaching the patriarchs' forum, that guard is supplemented with half of the king's personal guard, who position themselves behind the party. At no point are the heroes required to submit to a search or surrender any weapons, as the elves would never dishonor any warrior by disarming him other than in battle.

Once the stage is set, the king's advisors arrive, descending the winding wooden stairs from their respective havens. The high



treespeaker, Semuin, with her jaguar companion and the chief loresinger, Altast, with his ever-present harp seat themselves on either side of the throne. Once they are seated, the elf king, bare-chested and decorated with darkwood, agate and bloodstone, descends with the remainder of his personal guard, who arrange themselves behind his throne when he sits.

The king has only a shaky grasp of Common; the chief loresinger (and any loresinger for that matter) is far more comfortable with the language. If the party wishes, the proceedings may be conducted in the elven tongue, although as mentioned above, the antiquated dialect of the savage elves can be difficult to comprehend, even for fluent speakers of modern elven. Also, the king knows little of races and creatures from beyond the forest. Despite his regal composure, he is intensely curious as to the nature of races foreign to him, such as dwarves and halflings. The chief loresinger frequently leans over with bits of clarification for the king, primarily when the heroes mention a subject with which the king is unfamiliar (highway banditry, market day festivals or other contextual references to non-elven communities and cultures, for example). The high treespeaker remains more aloof from the conversation, absorbing information to be discussed in private council. The party is informed that the elf king's name is known only to the king himself, and that they heroes may address him as "Master" in the Common tongue.

If the heroes managed to contact the elves and initiate discussions without elven bloodshed, then they are most likely present as guests, although guests in the elven nation are not honored guests until they prove themselves worthy of honor. They are instead regarded with cool indifference and a touch of disdain that grows from centuries of self-sufficiency. If the party killed savage elves as they moved through the forest the king regards the party as more threatening, but he does not take the deaths personally as he has faith that his men fought and died in an honorable manner. If any elven families came to harm at the party's hands, he is not so forgiving, and any requests he makes for the heroes' assistance are likely to be phrased as demands.

Beyond the initial introductions, the direction the meeting takes is largely reliant on what the heroes know or presume to know. If they begin with accusations of elven wrongdoings against the settlers of Eamonvale, the elf king and his court are gravely insulted. If any human was killed on elven lands, then it was the prerogative of the elves to do so, they say, and they do not cross the river for any reason. If the party presses the issue, they are met with vehement denials and demands for proof.

More than likely, the heroes have some idea of the charade that was perpetrated by "Magistrate" Gurvan and his henchmen. If the heroes present their suspicions to the elf king, he listens attentively, eager for more insight into the workings of human society. Regardless of how elaborate the heroes suppose or rightly know the plot to be, the elves are only concerned with their role in it. If the heroes inform them of military movements against their nation by the people of Eamonvale, then they are likely (after some private deliberation) to inquire about the heroes' positions of authority and their willingness to mediate peaceful proceedings. They make it clear that any military foray into their lands will be met with swift and brutal retaliation.

The last component is the elf king's difficulty with unknown and invisible predators in his realm. This is not something that the king brings up voluntarily unless he has reason to believe the heroes have an advantage over those creatures (as would be

the case if the heroes fought one or more in the forest while being observed by elves or their allies). If the heroes broach the subject, the elves may press for more information. Only if the heroes are forthright in all proceedings do the elves relate the danger their community faces if the threat is not neutralized.

If the heroes have evidence that there is a connection between race and the ability to view the mysterious predators, then the elf king is a bit more forthcoming with information and authorizes the high treespeaker to relate what they know. She reveals the minor details of their bond with the creatures of the forest, including the telepathic link with the elves. She informs them that within the past moon cycle, very few elves who leave the treetops on hunts or other business have returned, and those that did return had been badly mauled by something they could not see or detect. Many of the creatures that have been traditional companions and allies of the elves—squirrels and great cats among them—have been strangely absent since the first disappearances and attacks. If the heroes speculate that the invisibility is tied to shadow and vulnerable in sunlight, she reveals that the only survivors of the mysterious attacks were found on the edge of clearings or near sunny spaces. The elves have considered that sunlight is a weakness, but it is a difficult one to exploit given the vastness of the forest and the thick canopy.

At this point, if the heroes have given freely of their information and have not taken actions or made comments that would arouse the elves' suspicions, the elf king makes a decision to reveal a critical piece of information. He does not reveal this information without a period of reflection with his councilors; the heroes are taken elsewhere and given food and wine before the king summons them once more. He then authorizes the high loresinger to relate the reasons for the elves presence in the forest. This may be as detailed or as brief as the DM wishes, for the elves themselves may have lost the specifics of their charge over time. As a significant plot element, yet one that does not pertain specifically to the events of the module, the DM may wish to modify these details to suit future development of the campaign.

In millennia past, the elves of the world discovered a dangerous phenomenon located in a deep sinkhole in the forest. A legion of elven warriors was dispatched, along with their families, to safeguard the site from the outside world. Over time, the elves lost track of the details of their charge; while they knew that it was of paramount importance that the forest stay whole and untraveled, the truth about what it was they guarded was forgotten. Likewise, the elves do not know if their position as the chosen guardians was a blessing or a curse, but they embrace it with tenacity. This revelation is not taken lightly by the elves; they must be convinced of the heroes' good intentions and ability to make a change before they yield the information.

In the end, it is a request (or a mandate, if the party is in the debt of the elves) that comes forth from the king. He wishes the party to travel across the forest to the site of the Black Vault, something several groups of veteran warriors and spellcasters have attempted without success. Assuming the heroes, with their advantage over the creatures who have decimated the elves, arrive safely at the site, they must ascertain the connection between it and the evil that has seeped into the forest and turned its inhabitants against each other. This he feels must be undertaken if his people are to survive.

He plans to dispatch an escort consisting of one or two elves that speak Common. Tadgh is a young warrior whose curiosity has led him to the brink of human civilization where he takes pleasure in shadowing humans as they trundle along in oblivion; he looks upon it as a test of his hunting skills. Niamh is a huntress whose friendship with numerous fey creatures in her childhood resulted in her mastery of the Common tongue. At the DM's discretion, one or both of these elves may accompany the party to provide extra combat capabilities or tracking skills, although their elven blood puts them at a disadvantage. If they are to be used as henchmen, use the warrior or hunter profiles; if they are meant to fill in for a missing character or perhaps join the party permanently, use the elite warrior or elite hunter profile from Appendix 1: NPCs.

The heroes are probably aware of Warden Bodh and his gathering assault force, and may attempt to coordinate the non-elven military force with their quest to resolve the troubles of the elves. This development is potentially complex, since the elves are wary of human interlopers and the humans have long been coached to hate and fear the elves. Still, a cooperative truce at this point in the plot might lead to a reversal of loyalties and some elven assistance when Broadwater comes under siege by House Drenwal's mercenary armies. See Chapter 10 for more on developing this tenuous alliance.

Before setting off, the heroes are fed and given a place to rest, and healing if it is needed. Elven weapons are primitive and exotic, and most likely of no use to the party. Potions are available, but the elves live in a cashless barter-based society, and the

heroes must be willing to offer goods in exchange if they buy directly from the elves. Magical resources should not be offered unless the party is in dire need, since the elves are putting their faith the party's inherent strengths.

Traveling to the Black Vault

In order to relieve the elves from the onslaught of predators they face, the heroes must travel to the source of the problem; a gigantic sinkhole located deep in the forest. The true nature of the sinkhole is left to the DM; it could be a portal to another plane of existence, the prison of a powerful evil entity or a breeding pit of evil spirits. If they are on good terms with the elves, the elf king might give them the location of the sinkhole they seek, or even provide a guide (see Elven Forest Timed Encounter: Meeting with the King of the Elves, above). If the elves are uncooperative or confrontational, the heroes can arrive at the same conclusions via divinatory magic or random chance, or perhaps by backtracking corrupted guardian beasts to the source of their taint.

As the heroes near the Black Vault and the source of the elves' troubles, the concentration of corrupted guardian beasts grows greater, and they begin to work in concert. This journey can be as long and perilous as the DM wishes; by using the corrupted guardian beast template in Appendix 3: Creatures and Templates, a variety of demented forest creatures may be pitted against the heroes. Several encounters are provided below with which to vex the heroes on their approach to the Black Vault.



The Cat Pack (EL 7)

In the encounter, the party runs afoul of a number of corrupted guardian panthers. These animals are normally solitary; the fact that they have formed a pack is a good indicator that something is amiss. Great cats have always been favored guardian beasts among the elves, and the corrupting influence of the Black Vault has claimed all but those who are bonded to treespeakers as animal companions. Now the panthers are some of the most potent predators in the forest, especially when elves and fey creatures are the prey. This strange pack has been assembled specifically to patrol the region surrounding the Black Vault and to intercept whatever force the elves see fit to send.

Corrupted Guardian Panther (3): CR 4; hp 23; see Appendix 3: Creatures and Templates for complete stats.

Chase Profile

This chart is provided for use with the optional rules presented in Appendix 4: Chase Resolution Mechanics.

Element	Category	Speed	Double	Run
Panthers	Light	40 ft.	80 ft.	160 ft.

Tactics: The cats use their speed and stealth to surround and surprise their victims. They keep to the trees as they approach, making two half-speed movements each round (total move of 50 ft.) while Hiding (33) and Moving Silently (27). Remember that some party members may be unable to see or detect the cats regardless of the Spot or Listen checks. Once in position, they use their pounce attack, raking larger opponents and seizing the throats of smaller ones. These cats are tasked to bring down any intruders in their territory and fight to the death, although if the pack is reduced to half strength, each panther may make a DC 20 Willpower save to shrug off the Black Vault's directive and move off into the woods.

Limestone Slab Collapse (EL 6)

As the party makes their way across the deepest recesses of the Elfwood, the trees change over time. The massive trees that support the elven tree communities still dominate, but they grow thin at points, replaced by shorter varieties with meandering root systems. The ground changes in these places as well, from soft forest duff to pockmarked slabs of limestone. Any character succeeding at a DC 15 Knowledge (geology) or Knowledge (nature) check can relate the two occurrences; the forest thins because the limestone prohibits extensive root development. Another successful Knowledge (geology) or Knowledge (nature) check at DC 20 indicates that surface and subsurface limestone in moist climates like Eamonvale's are inherently unstable. Erosion, chemical deterioration and pressure changes in the aquifer can create massive pits and caverns in the limestone bed. These are subject to collapse, often after minor seismic events (such as explosions or falls).

Should one of these events occur, apply and resolve a 15% chance that it triggers a collapse. If it does, the forest floor in a 25-foot radius suddenly groans and gives way with a roar. Center this area on the site of the triggering event (someone who fell out of a tree, for example, the point of origin of a sonic attack, or even the party coming together for a discussion). Characters in the radius fall 30 feet into icy water and receive 2d3 points of nonlethal falling damage, with a chance of being pinned by

falling rubble. Treat these characters as being in the slide zone of a collapse, as described in Cave-Ins and Collapses under "Dungeon Terrain" in Chapter 3 of the DMG. Characters in the slide zone suffer 3d6 points of collapse damage and are pinned unless they successfully pass a DC 15 Reflex save. If pinned, they suffer 1d6 points of nonlethal damage each round and are subject to the rules for drowning found in Water Dangers under "The Environment" in Chapter 8 of the DMG. Freeing a pinned character requires leaping into the sinkhole (2d3 points of nonlethal damage), swimming down to the character (Swim DC 15) and digging them out of the rubble (as described in Cave-Ins and Collapses under "Dungeon Terrain" in Chapter 3 of the DMG). The pinned character must hold their breath, making Constitution checks as necessary, until their comrades free them.

Forest Serpents (EL 8)

This encounter forces the heroes to confront some of the largest corrupted guardian beasts in the forest: the giant constrictor snakes. Some specimens actually lived in and around the Black Vault; these were among the first to be corrupted and are certainly the most thoroughly possessed by evil. As some of the most advanced creatures under the thrall of the pool, their Damage Reduction is not subject to magical weapons, and the Spell Resistance is considerable. They lay their ambush as the party nears the Black Vault.

Corrupted Guardian Boa Constrictor (Constrictor Snake, Giant) (2): CR 6; hp 76; see Appendix 3: Creatures and Templates for complete stats.

Tactics: Using their considerable stealth, which is enhanced by the favor of the dark energies of the pool, they drape themselves on tree limbs until the party passes underneath (Hide 28). They attempt to snatch two members of the party with Improved Grab, draw them up into the trees (making one or more 20 ft. Climb moves to distance themselves) and then constrict their prey. They ignore minor damage as they constrict their prey, but if attacks are regularly exceeding their damage threshold, they release their victim and attack the greatest threat instead.

The Black Vault

Thanks perhaps to elven guidance, and after facing the hazards of the forest, the heroes finally arrive at the source of the evil influence. No enemy fortress awaits their arrival, nor are there vast armies or crackling magical energies, only a curious silence in the forest. Pushing through the last stand of ferns, the heroes find themselves on the edge of the Black Vault. It is a massive sinkhole more than 200 feet across. Some 70 feet below, ink-black water floats dead leaves and reflects the underside of the tree canopy that leans in over the sinkhole to block the sky.

Braced as they might be for a final confrontation, the heroes have already run the gauntlet of defending creatures (although a few more corrupted guardians might show up if the DM wishes). All that remains is to puzzle out the nature of the evil pool, and more importantly, how to suppress it.

Neutralizing the Powers of the Black Vault

Whatever force drives the guardian beasts of the forest to corruption and betrayal lies in the depths of the sinkhole. When the sinkhole was formed, many of the trees around it toppled

and the clear, cold spring water that filled it was flooded with sunlight. During this time, many elven generations ago and long before the arrival of humans in Eamonvale, the elves recognized the potential hazards of the sinkhole and its contents (whether portal, prison or something of the DM's own devising). The band of elves that was left to guard it has evolved into the nation of savage elves, and over time has forgotten or suppressed their true understanding of what lies beneath Eamonvale, if they had been given that knowledge in the first place.

As the forest grew, the tree canopy began to grow inward, healing the scar caused by the collapse. Many trees could not handle the weight of their extended limbs and toppled into the sinkhole, but over millennia, enough trees took root on the lip of the sinkhole and reached out across the pool that they were able to touch each other. As the canopy closed in, the waters of the sinkhole were plunged into darkness. With the sun held at bay, evil began to bubble up from the depths, eventually tainting the entire pool and seeping into the forest beyond. As forest animals drank from pools and streams nearby, they fell under the spell of the Black Vault, becoming slaves to its malign will and turning on their former allies. While the Black Vault is steeped in evil, positive energies (such as bless or consecrate) and abjurations (such as dispel magic) have no effect... the energies of these spells are simply absorbed by the depths. Only one source has enough positive energy to banish the taint from the pool: the sun. To return the forest to its normal state of balance, all the heroes must do is allow sunlight to light the sinkhole once again.

The trees that encircle the Black Vault and eclipse its waters are ancient and strong; opening a gap in the canopy is no small task. The elven treespeakers could reshape the boughs that over-arch the pool, an undertaking that would require time and protection from the corrupted guardian beasts while the rituals are performed. This requires 50 castings of *wood shape* or an equivalent spell; difficult for an individual, but reasonable for a group.

Destroying a section of the canopy could be done with oil and fire, or with magical fire; this course is not as favored by the elves, but is an acceptable means to an end. The canopy can sustain 500 points of fire damage before parting adequately.

Removing several of the trees is also an option. Each tree requires 1200 point of slashing damage, equivalent to several hours of chopping. Like the magical approach, this is epic for an individual, but reasonable for a group. The elves are unlikely to sanction the removal of trees, but summoning aid from Fagan's Hollow would satisfy the manpower needs of such a solution. Involving human settlers and military forces to provide labor or security during the task is a feat of diplomacy in itself; the humans are poised to invade the Elfwood, and the elves are extremely wary of interlopers.

Regardless of the means by which the heroes achieve it, allowing sunlight to reach the surface of the pool in the sinkhole has a dramatic effect. As the first beam of sunlight penetrates the surface, the inky blackness that has obscured all detail immediately begins to withdraw in great clouds that collapse upon themselves and disappear quickly into the depths. The water becomes clear again, and even a slender beam of sunlight is enough to light it with a brilliant blue glow. As the darkness withdraws, so does the corrupting taint upon the forest animals. Panthers, squirrels and other guardian beasts materialize in the forest, no longer able to hide from elves and fey. Once released from their evil mandates, they turn and make their way into the

woods in slight bewilderment, leaving the party alone on the edge of the shimmering pool.

Development

For the purposes of this adventure module, venturing into the sinkhole serves no useful purpose. If the party does so, they must face the hazards of drowning, cold and extreme pressure, as well as corrupted guardian beasts of an aquatic nature if they do not first neutralize the powerful influence of the Black Vault. What actually lies at the bottom, if there is a bottom, is left to the DM for future development. Even if the party's curiosity is piqued, they should realize that events in Eamonvale require their immediate attention. In the future, however, once the Battle of Broadwater is resolved and The Eamonvale Incursion suppressed, the DM may find that the Black Vault provides a useful adventure hook or a gateway to interplanar travel for the party.

As for the elven nation, they may now owe the heroes a significant debt. They do not swallow their pride easily, for they are a fiercely independent and insular people, but they recognize the service that has been rendered. Upon return to the elven tree communities, every family bower showers the party with gifts of trinkets and crafts. An elf in the party, particularly a full-blooded elf or one who showed interest savage elves and their way of life, might receive one of the all-important horn daggers as a gift. A bard or druid might be gifted with an invitation to commune with the elven masters of their crafts. The elf king humbly offers his thanks... the heroes now have the gratitude of a powerful martial nation that could be parlayed into support when the Battle of Broadwater appears on the horizon.



Chapter Ten: The Battle for Broadwater

This chapter details the definitive event of this module: the siege of Broadwater by the mercenary army of House Drenwal. The heroes may suspect this development as a result of their adventures up and down the length of the valley of the River Eamon, or they may believe that their adventures have been a series of unrelated events. Regardless of their understanding of the imminent conflict, one fact is critical: the party cannot stop the battle from taking place. The mercenaries have been paid, the plans devised and revised and the army has been mobilized.

Still, the party can influence the outcome in two ways. Their first is their performance in the various undertakings described in this module. Making peace with the feral elves, suppressing the highway banditry and preventing Broadwater's traitors from weakening the city's infrastructure all contribute to a successful defense of the valley. Their second contribution may be made during the battle. The characters may decide to ride out against the invaders, support the defenses with their spells, attack the mercenary artillery company or seek out the field commanders for single combat, all of which can sway the results of the battle. All of these possibilities and more have been plotted in this chapter, along with the degree to which each helps ensure victory for the defenders.

Triumph Points

Each of the events that the party is faced with in this module yields one or more Triumph Points. These points are tallied at the outset of the Battle of Broadwater, and a few more may be earned during the battle itself. These Triumph Points, when totaled at the end of the battle, determine the final outcome. Each region in which the characters might adventure has the possibility of yielding three Triumph Points. These points are cumulative; if the heroes succeed in all aspects of their intervention, they win all three Triumph Points and are that much closer to victory on the field of battle.

Fagan's Hollow

Despite the fact that Fagan's Hollow is but a tiny rural community, it figures into House Drenwal's sinister plans in a big way. Their agents have replaced the village magistrate with a doppelganger whose sole purpose is to distract the valley's military forces. Triumph Points are awarded if:

The party exposes the doppelganger/magistrate and restores order in and around Fagan's Hollow. This allows Warden Bodh and his men to turn their attention to their jobs: protecting the caravans on the trade road from brigands. +1 Triumph Point.

The party proves to both elves and men that they are not the source of one another's grief. This eliminates elven retaliation, averts an armed conflict and preserves Eamonvale's military resources for the coming battle at the mouth of the valley. +1 Triumph Point.

The party resolves the unexplained attacks on elven lands and wins a debt of gratitude from the elves. In order to con-

tribute to the defense of the valley, Elven archers and berserkers appear without preamble during the battle. +1 Triumph Point.

The Trade Road

The Eamonvale Trade Road is the major route by which men and goods move up and down the valley. Rolant's brigands are a significant impediment to reinforcements and a distraction for the troops already patrolling the valley. Also, their stockpile of supplies is intended to provision the mercenary force when they march on Dun Eamon after the fall of Broadwater. Triumph Points are awarded if:

The party does not defeat the highwaymen, but intervenes with adequate protection for caravans on the Trade Road. Critical supplies are permitted to reach their destinations, and the brigands are no longer able to seize slaves and provisions to fuel their own war efforts. +1 Triumph Point.

The party crushes the brigand band, ending their influence on trade and their diversion of Eamonvale's soldiers. All of Eamonvale's military resources may now be directed towards the valley's defense. +1 Triumph Point.

The party not only defeats the bandits, but also storms their hidden lair in the Bleak and manages to seize their cache of supplies. These provisions can reach Broadwater twice as quickly as supplies routed from Dun Eamon, allowing them to replenish their stores before the siege begins. +1 Triumph Point.

In the Town of Broadwater

House Drenwal's agents have been busy preparing Broadwater for invasion. They have systematically depleted the city's stores, have allowed saboteurs to enter the city and have begun undermining the city's walls using slave labor. Triumph Points are awarded if:

The party discovers and suppresses the slave operation beneath the river bluffs. The public steels themselves for foul play and the Plainsgate remains intact to guard the town. +1 Triumph Point.

The party exposes and suppresses the saboteurs among the river pirates. The mercenary army will be denied their supplies and the intact bridge will provide a route for escape and provisions. +1 Triumph Point.

The party discovers the depth of corruption within the town Council. By either restoring vitality to the Council or seizing control themselves, they manage to provide leadership for the community as the siege begins. +1 Triumph Point.

During the Battle of Broadwater

Even if the odds appear daunting at the beginning of the siege, the party may yet be able to turn the tide of battle in favor of the defenders. The well-financed merchant empire has brought in a devastatingly accurate artillery company, a highly skilled band of plains horsemen and the best military commanders money can buy. If the party is able to counter any or all

of these advantages, it can only help to ensure Broadwater's survival.

The party manages to destroy the invaders' artillery or slay their crews. By removing the mercenary artillery company from the equation, the city's walls may hold through the battle. +1 Triumph Point.

The party manages to hamstring the merchant army's cavalry. Through subterfuge, by force or with the aid of magic, the heroes eliminate the possibility of a cavalry countercharge, allowing the defenders to go on the offensive if an opportunity presents itself. +1 Triumph Point.

The party strikes directly against the seasoned mercenary captains in command of the merchant's invading force. By removing those in command and seizing the payroll wagons, the heroes may be able to discourage some or all of the attackers from continuing the siege. +1 Triumph Point.

In addition to the Broadwater Guard, there are several factions of fighting men available to the defense if the right appeals are made. Each of these forces, if recruited in total, warrants an additional Triumph Point. The rangers who dwell outside the gates might be compelled financially to lend their archery skills to the defense, especially if it looks like the caravan trade will be falling off soon. They can target commanders, engineers and other critical individuals with their longbows, disrupting the enemy's plans. If they are stopped before they depart for the plains, the Grass Sailors tribe might be convinced to stay and fight against their nemesis, the Quick Knives tribe, or to depart and return with reinforcements. This is especially likely if the heroes facilitate Marcomir's reunion with his daughter Vadamerca (see Broadwater Keyed Encounter: Horse Trader's Daughter in Chapter 2). The enslaved dwarven diggers, provided that they are freed from Underbluff (Location E in Chapter 3), are eager to take up axes and strike out against their oppressors, as a dwarf's grudge knows no limits. Finally, the people of Broadwater, from mercenaries to shopkeepers to craftsmen, could potentially be organized into a fighting body, if they could be properly armed and equipped. If the heroes have been gathering weapons and armor from their battles with the agents of Drenwal, they might have amassed a considerable armory; the brigands have a great store of excess weapons and armor, plus the arms of their own fighting men; the pirates have dozens more. It is plausible that by the time the siege begins, the party is in a position to equip more than 100 fighting men and effectively expand the number of the Broadwater Guard, but only if they have overcome the difficulties of toting hundreds of pounds of cumbersome goods around with them. Note that the feral elves of Eamonvale might send a detachment of hunters and warriors to aid in the defense, but this Triumph Point is included with the rewards for Fagan's Hollow, above.

In addition, the party should be rewarded for exceptionally clever schemes during the battle. Savvy use of magic, brilliant leadership of the defenders and sharp tactics may warrant the awarding of one or more additional Triumph Points. Especially cinematic or heroic acts, such as a moving speech atop the crumbling gatehouse, should not automatically warrant a Triumph Point unless the results greatly contribute to victory, as would be the case if the gatehouse speech inspires a peasant countercharge with pitchforks and stones.

Triumph Point Tally Sheet

Award 1 Triumph Point for each of the following:

Fagan's Hollow

Order Restored in Fagan's Hollow
Threat of Elven War Averted
Alliance with the Elves

Eamonvale Trade Road

Trade Road Secured
Brigands Defeated
Fortress and Goods Seized

Broadwater

Slavers Defeated and Gate Preserved
Saboteurs Suppressed and Bridge Saved
Corrupt Council Exposed

During the Battle

Artillery Neutralized
Cavalry Neutralized
Command Neutralized
Each Local Ally Recruited
Each Heroic Battle Action

Total Outcome

1-3 Annihilation: House Drenwal seizes the city with minimal effort. Their campaign against Eamonvale can begin immediately.

4-6 Defeat: Broadwater falls, but the defenders inflict significant damages upon the mercenary force. House Drenwal must supplement their army before they can continue their march on Dun Eamon.

7-9 Survival: The town is saved and the mercenary army abandons the siege. The infrastructure is devastated, however, and any surviving agents of Drenwal continue their subversive efforts during reconstruction.

10-12 Victory: Broadwater is saved and the invaders dispersed with minimal damage to the defenders or the town. Agents of Broadwater flee the town and order is restored easily.

13+ Epic Victory: The Battle of Broadwater is the stuff of legend. The heroes are lauded as the saviors of the town, garnering the thanks and favor of the people of Eamonvale and their lords.

Beginning the Battle for Broadwater

For maximum emotional impact and cinematic effect, the timeline should be carefully controlled by the DM. Allow the heroes to carry out their investigations until they are on the brink of exposing the whole truth about House Drenwal and their evil plans (assuming that they make the necessary connection; if they are totally oblivious, the siege should catch them off guard). Once they have revealed as much as they are capable of discovering on their own, or have exhausted all of their leads and resources, reveal the imminent attack. The immediacy of war coupled with the instability that has been created in Broadwater should give the heroes a sense of impending doom and a call to action.

The first objective evidence of the siege (other than what the heroes can discern on their own) is a breathless rider who enters the city through the Plainsgate. His nature is immaterial—hunter, messenger or homesteader—but his message is urgent. He stumbled upon a large body of armed men breaking camp and moving towards Broadwater. They are a fast-moving operation, with hordes of infantry, a small cavalry company, and numerous wagons of food, arms and lumber for the construction of war machines. The rider reports directly to the Council Chambers, where he is admitted and received by the Council. The reactions of the Council are predictable: Alfgar and Galfridous stall any decisions pending more information, Hereward vacillates on decisive action, Drust advocates immediate martial law and conscription and Thorald stands in awe of the apparent breakdown of the Council. Soon thereafter, the Council returns to their home quarters to consider the issue and await further intelligence from their scouts.

Coincident with these events, the people of Broadwater discover that war is on the horizon (courtesy of House Drenwal's agents in town). The citizens panic; some begin packing their things to flee, others barricade themselves in their homes, and many clamor at the locked doors of the Council Chambers. Hundreds flee through the gates, seeking safety in Eamonvale or exodus along the Foothill Road. Any watercraft ready to get underway does so, drifting away downriver. Drust commands the Broadwater Guard to full alert and positions all available resources on the walls.

Many of the mercenaries await a call to arms, but those who suspect that Broadwater is outmatched make for the gates along with the rest of the citizens. The merchant houses seal their emporiums and begin frantically packing their most valuable goods, their ledgers and the contents of their vaults into armored wagons. The horse traders of the plains tribes break camp at the Plainsgate and prepare to drive their herd back into the grasslands. The rangers of the Guides' Camp also strike their camp, package their provisions and load their horses and mules; half of them drift into the wilderness, but many linger to see what fate awaits Broadwater.

Several hours after the initial shock of discovery, the first scouts of the mercenary force appear on the plains. Soon thereafter, clouds of dust are visible behind them, and finally a dark horde appears on the horizon. The army arrives and positions itself late in the day as the sun sets behind them, making it difficult to accurately gauge their strength. The cookfires at dusk betray the strength of the enemy, twinkling in the darkness as far as can be seen from the walls of Broadwater. During the

night, the hired artillery company assembles prefabricated siege weapons. Battle lines are drawn, focusing on the Plainsgate as the primary target. By dawn, the mercenary force is ready to begin their attack.

Dawn also marks the zero hour for the saboteurs. As the sun begins to lighten the sky, any sabotage efforts that have not been interrupted by the heroes are resolved. The grain barges are cast adrift by Odair's river pirates, carrying vital supplies away from the city and into the waiting hands of the invaders. The huge jugs of alchemist's fire are positioned under the pontoon bridge and set alight; the resulting explosion destroys the bridge and cuts off the town from relief or escape. The timbers in the excavated space beneath the Plainsgate are lit, and as they weaken the gatehouse crumbles into the earth with a mighty roar. When the dust settles, only a field of broken rubble guards the entrance to the city. The heroes may have prevented some of these acts of sabotage, but any that went undiscovered are now resolved in favor of the mercenary army.

During the Battle for Broadwater

Finally, the siege begins. This is perhaps the most volatile scene in the entire module for the DM. Some parties may react simply by taking their place among the defenders to hew away at the throngs of relatively low-level mercenaries. While they are certain to accumulate an admirable body count, the thousands of troops in House Drenwal's army are simply too numerous. Thus, characters that merely chip away at the masses do nothing to actually shift the odds in the defenders' favor, and earn no additional Triumph Points.

Another foreseeable reaction from the party is to let the battle progress naturally while they continue to pursue their own agenda. In this case, they receive no additional Triumph Points for actions relating to the battle, but may be in time to secure one or more Triumph Points by confronting slavers, saboteurs or the corrupted Council as the siege begins. Chances are, however, that by the time the siege begins, the heroes have either completed their interventions against House Drenwal's agents, or they are still oblivious to the subterfuge below their noses and far too late to stop it. In this case, there is nothing to be done but join the battle, perhaps gaining additional Triumph Points as described above.

Tactics: Regardless of the heroes' actions, the mercenary forces tactics have been set. The artilleryists focus on the defenders of the walls, particularly those with a field of fire over the approach to the Plainsgate. Their devastating accuracy allows them to destroy Broadwater's ballistae and light catapults with their own, as well as smashing the crenellations that give cover to defending archers. They also fling burning missiles into the town in an effort to throw the population into a panic and provoke surrender. Their small group of cavalry—actually the Quick Knives tribe of the plains horsemen—stands by to countercharge any party venturing forth from the town.

The main body of the force positions itself to charge through the remains of the Plainsgate if it has been brought down, or to bring a battering ram into play if it still stands. This formation has as its spearhead a group of giants, led by a giant mercenary of particular renown. Their goal is to climb over the walls (an easy reach for them) and drive back the defenders while the gate is smashed open with a ram (if the Plainsgate stands) or while a bridge is built across the crater (if the gate has fallen).

The commander of the mercenary army refrains from entering the battle unless it appears the assault will falter without his presence. If desired, agents of Drenwal that slipped through the party's grasp (anyone from Fiskin to Starn to Ciaran, and certainly any of the Troubleshooters) may have rendezvoused with the mercenary army and act as bodyguards to the general, enhancing his position if the party elects to seek him out in single combat.

As an alternative, surviving NPC adversaries may be made into unit commanders, giving the heroes a chance to test their mettle against more than a mercenary hireling. This also offers enemies the heroes may already hold a grudge against, and could lead to a dramatic showdown, either on the crumbling walls of Broadwater or in the middle of the mercenaries' command post. The villainous mastermind, Uthno, if he survived the module, may appear at the DM's discretion during the battle, or remain hidden to return at a future time.

The following profiles are provided in the mercenaries section of the NPC appendix to accommodate any of the above eventualities, although the DM should consider planning a break between sessions after the party has formulated their plans but before the combat is joined. If the party does opt for battle en masse, consideration could be given to using one of several mass-combat mechanics available for the d20 system. This might be a good time to consider a co-DM, especially if one or more players have had their characters killed or compromised.

General Masrik, male human Ftr13/Ari3: CR 15; hp 173; see Appendix 1: NPCs for complete stats.

Mercenary Infantryman, male human War3: CR 2; hp 23; see Appendix 1: NPCs for complete stats.

Mercenary Veteran, male human Ftr5: CR 5; hp 42; see Appendix 1: NPCs for complete stats.

Mercenary Bowman, male human War4: CR 3; hp 22; see Appendix 1: NPCs for complete stats.

Mercenary Cavalry, male human War4: CR 3; hp 26; see Appendix 1: NPCs for complete stats.

Siege Engineers (N male human Exp5; Int 14; Special hit roll +5; Craft [siege weapons] +10, Knowledge [architecture and engineering] +10, Profession [siege engineer] +10).

Catapult, Heavy (6): Atk +5 (+2 per previous miss), 6d6, range 200 ft.

Catapult, Light (14): Atk +5 (+2 per previous miss), 4d6, range 150 ft.

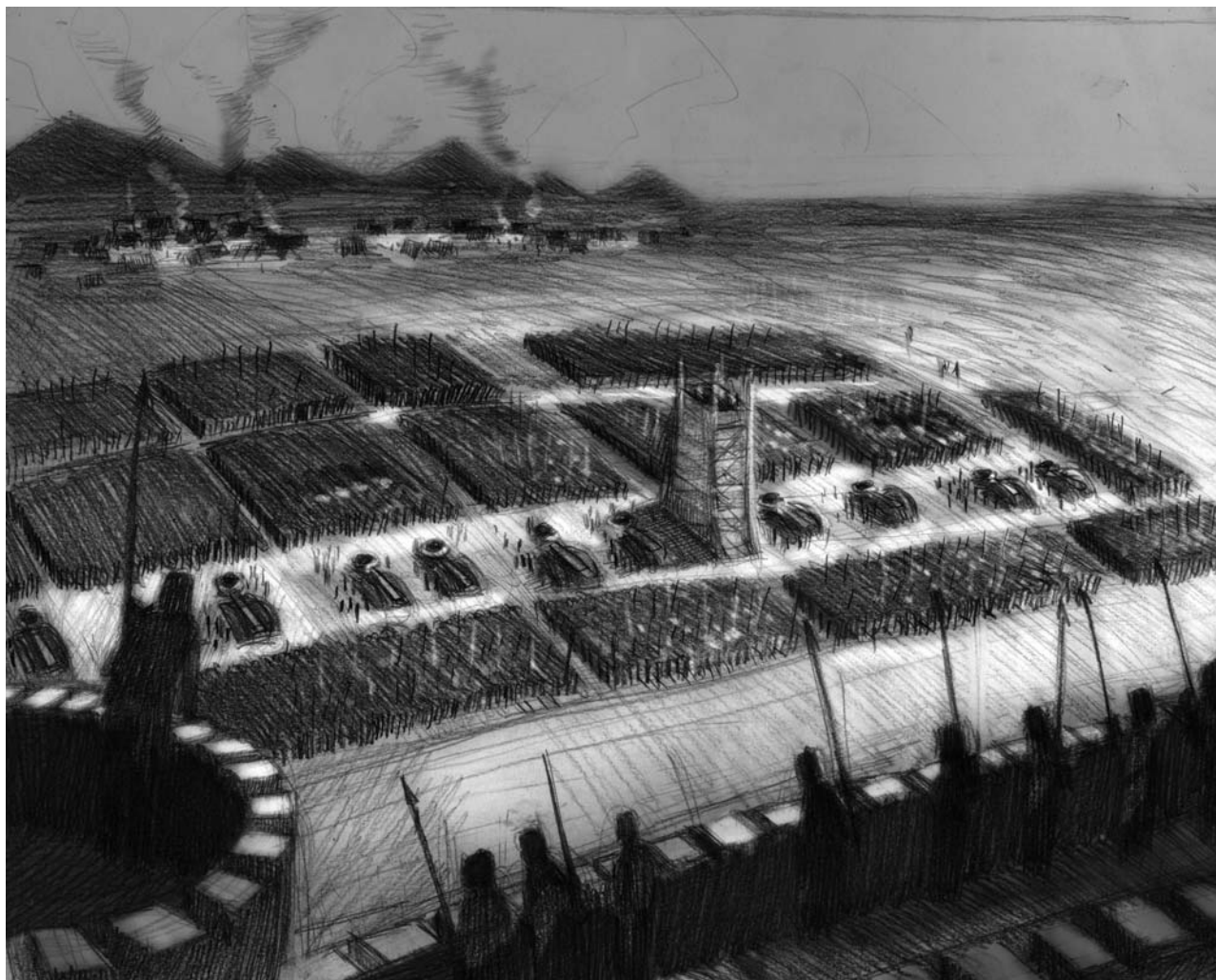
Siege Tower: used as an armored firing position if the gatehouse is collapsed, or to breach the wall if the gatehouse stands.

Huurkth, Stone Giant Mercenary Warlord, male stone giant Brb2: CR 20; hp 176 (208); see Appendix 1: NPCs for complete stats.

Stone Giants (4): CR 8, hp 119.

Resolving the Battle for Broadwater

Remember, the fate of Broadwater is largely decided before the mercenary army even marches onto the field of battle. Allow the players to enjoy the cataclysmic battle and immerse their characters in the action, but regardless of the number of mercenaries



they kill on the walls, they cannot individually affect the outcome of the battle. The defenders are outmatched, but despite the corruption within Broadwater's leadership, the town still mounts a defense. Drust commands the Guard from the top of the wall, with Thorald anxiously standing by to do what he can. Galfridous and Hereward disappear to their respective safehouses to await the outcome. Alfgar is either slain or otherwise disabled by Uthno so that the wizard may flee if necessary, but with the battle underway he does not reveal himself unless threatened. After as much or as little as the party is inclined to involve themselves in, the battle comes to an end, either with the capitulation and occupation of the town, or with the departure of a battered and ill-supported mercenary force. Refer to the Triumph Point Tally Sheet above to resolve the outcome of the battle, and then establish the future of Broadwater using the guidelines below.

After the battle, development of Broadwater is largely dependent on the victor. If the siege was broken with minimal damage to Broadwater's infrastructure (with a result of Victory or Epic Victory), life can continue in much the same fashion as it has been. Repairs must be made, of course, and the city's reserves are no doubt depleted, but with the threat of upheaval eliminated, free trade will soon begin to fill the town's coffers once again. The distant Lord Angus may reconsider rule by council, and either he or one of his brothers is likely to declare the Council disbanded and personally take control for a time. In the long run, return to self-government is a strong possibility.

If Broadwater was devastated by the conflict on its doorstep (a Survival result), more drastic measures may be necessary. Merchant houses whose operations were ruined by the double blow of economic sabotage followed by warfare may abandon their remaining interests and depart for healthier markets. On the opposite end of the spectrum, war profiteers are sure to arrive within weeks of the battle to benefit from the reconstruction. The newly homeless and the scores of injured must be dealt with, and the town's humanitarian groups and churches are only marginally equipped for the task. Occupation of the town by Lord Angus and his brothers is a surety until order is restored and town is declared self-sufficient once again.

An unlikely but conceivable outcome of the battle is the total overthrow of Angus rule in Broadwater (a result of Defeat or Annihilation). In this scenario, the mercenary army takes control of the city, the Council is disbanded and House Drenwal takes control of the city. Uthno declares Galfridous the head of a new Council that inevitably favors Drenwal's agendas over all others. Once order is restored, the Council closes off the valley of the River Eamon to trade, denying supplies to the settlers of Eamonvale. House Drenwal begins to increase the size of the mercenary army in anticipation of a push upriver towards the Grey Citadel of Dun Eamon. Their first objective is to link up with Rolant's brigands, adding their numbers and their provisions to the effort. They also secure Fagan's Hollow as a forward staging point for the campaign. In this scenario, any heroes still in the town should find it difficult to work openly against House Drenwal, although a resistance movement is a possibility. More likely, however, those loyal to the Angus clan abandon the city and retreat to their mountainous stronghold at Dun Eamon to plan the defense of the valley. This presents the possibility of a new campaign theme: an epic struggle in a war-torn land to preserve the rights of the Angus clan and the freedoms of the fron-

tiersmen in the face of economic and military onslaught by House Drenwal. This is a drastic course of events beyond the scope of this module, and such development is left to the DM.

Assuming Broadwater survives, the town could certainly benefit from the continued presence of the heroes. If the defense was successful and damage minimal, the party is sure to be held in high regard. That, combined with a possibility a reward in the form of House Drenwal's seized operation, Odair's fleet of riverboats or perhaps even lucrative trade contract in the valley, might compel them to a merchant venture as described in the Resolution section of Chapter 2. Likewise, their military reputation might lead to a small command, either of a mercenary force or a unit of the depleted but victorious Broadwater Guard. Characters with some political acumen might find themselves approached by the Angus clan with an offer of a Council seat. In an extreme case, such as with an Epic Victory, the party might even be favored as the new rulers of Broadwater as thanes of Lord Angus of Eamonvale. This is certainly a major deviation from the course of a classic fantasy campaign, but an exciting option nevertheless.

The tools provided in this chapter should aid in the resolution of the Battle for Broadwater, but ultimately the final chapter of the module is written as much by the players, their heroes and the DM as by the author of this book.

Appendix I: NPCs

The Eamonvale Incursion features a complex storyline and encompasses several regions. Allies and villains are broadly distributed along the length of the valley in several communities and enclaves, and many of them may be encountered in multiple locations under various conditions. Many of them have the resiliency, motivation and depth to have potential as recurring characters in an ongoing campaign. For these reasons, they have been placed in this appendix for ease of reference, organized loosely by common themes (lawmen, caravan crews, villains and so on). To facilitate in-game references, this appendix is also available as a web enhancement from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html.

All major named NPCs have complete stat blocks, as well as descriptive text divided into four sections: a physical description, a short history, a summary of their role in The Eamonvale Incursion, and a list of possible encounter areas. Many of the lesser NPCs in this book are generic, numerous and encountered in multiple areas. These may be modified as necessary to represent multiple individuals. Unlike the major NPCs, these characters have only a single paragraph of descriptive text describing their role in Eamonvale.

Key Players of Broadwater

Broadwater is the hub of House Drenwal's subversive efforts in Eamonvale. The following section includes Uthno, Drenwal's ringleader and a powerful wizard; Ciaran, his henchwoman and a talented manipulator; Odair, a river pirate and pawn of Drenwal; and Juren, a local crimelord who is largely neutral. Villainous NPC henchmen like the Pain Cultists and River Pirates are included following their principle patron.

Uthno Abecar, male human Wiz14: CR 14; SZ M; HD 14d4 +28; hp 66; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex), touch 11, flat footed 10; BAB/Grp +7/+7; Atk +7 melee (1d4, dagger, crit 19-20); Atk +8 ranged (1d8, light crossbow, crit 19-20, 80 ft.); SA spells; AL LE; SV Fort +6, Ref +5, Will +11; Str 10, Dex 12, Con 14, Int 20, Wis 15, Cha 18.

Skills: Appraise +8, Bluff +9, Concentration +10, Decipher Script +8, Diplomacy +15, Gather Information +9, Intimidate +7, Knowledge (arcana) +20, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Listen +8, Sense Motive +7, Sleight of Hand +3, Spellcraft +22, Spot +7. Feats: Eschew Materials, Extend Spell, Craft Ring, Craft Wondrous Item, Heighten Spell, Improved Counterspell, Improved Familiar.

Arcane Spells Prepared (4/6/5/5/5/4/3/2; save DC 14 plus spell level): 0—*acid splash, detect poison, detect magic, read magic*; 1st—*alarm, comprehend languages, hold person, mage armor, unseen servant, ventriloquism*; 2nd—*eagle's splendor, invisibility, ray of enfeeblement, shatter* (extended); 3rd—*charm person, hold person, fireball, suggestion* (2); 4th—*confusion, dimension door, greater invisibility, hold person* (heightened), *ray of enfeeblement* (heightened); 5th—*dominate person, lesser geas* (heightened), *prying eyes*; 6th—*chain lightning, dominate person* (extended), *flesh to stone*; 7th—*greater teleport, mass suggestion* (heightened).

Possessions: dagger

Spell book: Includes all 0 level spells and *alarm, charm person, comprehend languages, confusion, contingency, dimension door, dominate person, eagle's splendor, fireball, flesh to stone, greater dispel magic, greater hold person, greater scrying, greater teleport, hold person, invisibility, lesser geas, limited wish, mage armor, mass suggestion, prying eyes, ray of enfeeblement, shatter, shield, stone to flesh, suggestion, symbol of pain, symbol of stunning, symbol of sleep, symbol of weakness, teleport, unseen servant, ventriloquism*.

Description: Potent wizard that he is, Uthno can appear in many guises. His true form is that of middle-aged man with a lean frame. His skin is pale and prematurely dotted with age spots, and his black hair is streaked with silver at the temples. He favors a neatly trimmed pointed goatee and has blue eyes of disconcerting depth.

Uthno has family ties to House Drenwal, but it counted for very little until he reached manhood. He came up through the ranks of a prominent wizard's college in a great and distant city. The reward for his aptitude was an immediate offer from the masters of House Drenwal, who suddenly embraced the talented student like a long-lost son. He was placed as a personal advisor to the head of the trading empire and rendered many years of service. He grew in favor with the merchant family, through talent and dedication, and perhaps through manipulation as well. When it came time for House Drenwal to assert their claims in Eamonvale, Uthno was the obvious choice; perhaps a wizard could succeed where diplomats and armies had failed. Uthno sees his triumph in Eamonvale as the first step towards his ultimate goal: total control of House Drenwal.

Even before his arrival in Broadwater, Uthno meticulously planned the preparations for the siege. He picked his associates (Dravec, Ciaran, Maughold, Rolant and the Troubleshooters) and outlined the plan. Since they infiltrated the town and surrounding area, he has been manipulating the Council to accommodate the actions of his cohorts, ranging from sabotage to kidnapping to highway robbery. His primary task is the ongoing magical domination of Alfgar, the Chairman of the Broadwater Council.

Uthno is the premier villain and mastermind of The Eamonvale Incursion. He is never in public and is very difficult to encounter. Unless the party warrants personal attention, he can only be encountered in Alfgar's quarters at the Council Chambers (Location L in Chapter 1), where he sequesters himself to maintain the domination effect.

Familiar: Hermy male imp (outsider): CR 2; SZ T; HD 7; hp 33; Init +3 (Dex); Spd 20 ft., fly 50 ft. (perfect); AC 27 (+2 size, +3 Dex, +12 natural), touch 15, flat-footed 24; BAB/Grp +7/-1; Atk +12 melee (1d4 plus poison, sting); Full Atk +12/+7 melee (1d4 plus poison, sting); SA poison, spell-like abilities; SQ alertness, alternate form, damage reduction (5/silver or good), darkvision (60 ft.), deliver touch spells, empathic link, fast healing (2), immunity to poison, improved evasion, resistance to fire (10), scry on familiar, share spells, speak with master, spell resistance (19); AL LE; SV Fort +4, Ref +7, Will +10; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills: Appraise +4, Bluff +8, Concentration +8, Decipher Script +4, Diplomacy +13, Gather Information +7, Hide +17, Intimidate +6, Knowledge (arcana) +16, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Listen +7, Move Silently +9, Search +6, Sense Motive +6, Sleight of Hand +3, Spellcraft +18, Spot +7, Survival +1. Feats: Dodge, Weapon Finesse (sting).

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will — *detect good*, *detect magic* and *invisibility* (self only); 1/day *suggestion* (Caster level 6th, save DC 12); 1/week *commune* (Caster level 12th, 6 questions)

Ciaran, female human Clr9 of Pain: CR 9; SZ M; HD 9d8 +36; hp 82; Init +2 (Dex); Spd 30 ft.; AC 17 (+5 armor, +2 Dex), touch 12, flat footed 15; BAB/Grp +6/+7; Atk +8 melee (1d4 +2, dagger, 19-20); Atk +7 melee (1d3 +1, whip); Atk +9 ranged (1d4 +1, dagger, 19-20, 10 ft.); Full Atk +8/+3 melee (1d4 +3, dagger, 19-20); Atk +9/+4 ranged (1d4, dagger, 19-20, 10 ft.); Full Atk +7/+2 melee (1d3 +1, whip); SA rebuke undead, spells; SQ +1 to caster level for evil spells; AL NE; SV Fort +10, Ref +5, Will +9; Str 13, Dex 14, Con 18, Int 15, Wis 17, Cha 14.

Skills: Concentration +8, Diplomacy +6, Escape Artist +4, Gather Information +3, Heal +10, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (nobility and royalty) +4, Knowledge (religion) +7, Sense Motive +8, Sleight of Hand +4, Spellcraft +6, Use Rope +7. Feats: Deft Hands, Dodge, Heighten Spell, Exotic Weapon Proficiency (whip), Improved Unarmed Strike.

Divine Spells Prepared (6/5/5/4/2/1; save DC 13 plus spell level): 0—*detect magic*, *detect poison*, *guidance* (2), *mending*, *resistance*; 1st—*bane*, *command* (2), *divine favor*, *doom*; 2nd—*bear's strength*, *cure light wounds*, *death knell*, *desecrate*, *spiritual weapon*; 3rd—*bestow curse*, *cure serious wounds*, *blindness*, *dispel magic*; 4th—*agony* (heightened), *command* (heightened); 5th—*greater command*.

Domain Spells (Pain/Evil): 1st—*protection from good*; 2nd—*gaze of torment*; 3rd—*agony*; 4th—*painful effigy*; 5th—*symbol of pain*.

Possessions: +1 dagger, 6 daggers, +1 chain shirt.

Description: Ciaran is a lovely woman with ideal proportions, flawless skin and cascades of auburn hair offsetting her green eyes. She wears the finest gowns and most tasteful trinkets when in her role as courtier and concubine. In public, she is only seen in the company of Hereward, and always assumes the role of submissive to him. In their private engagements however, the roles are reversed, and she manifests a powerful personality worthy of the cult priestess that she is. During these ceremonial bacchanals she wears flowing black lace trousers, a matching leather corset, a mask of silver wire and black velvet gloves with decorative metal talons.

Ciaran is the youngest daughter of a well-to-do merchant family from a distant land. With her elder brothers ready to inherit the family's holdings and her older sisters married to powerful statesmen and academics, her father decided that a life of service to the church would suit his daughter and free him from unnecessary scrutiny by the clergy. This suited Ciaran not at all, but she accepted her lot and went willingly to the nun-

ner. The beatings and abuse she suffered built the foundation for a lifelong obsession with pain, and her constant state of supplication inspired her experimental manipulation of powerful individuals. Before long, she had a small group of acolytes in her thrall. They embraced the tenets of the Goddess of Vice and founded the Cult of Pain. A church inquisition drove them into the streets, but they soon found patronage among the decadent rich. It was in this circle that Ciaran first encountered the powerful scion of House Drenwal, Uthno Abecar.

Ciaran's role in The Eamonvale Incursion is a subtle but important one. While Uthno magically influences the Council's actions through Alfgar, Ciaran supports House Drenwal's agendas with Hereward's Council vote. Instead of magical charms, she manipulates Hereward with her feminine wiles and exploits his aristocratic predisposition to debauchery. She sways his opinions when she is able, and distracts him from issues on which his vote cannot be influenced. Through psychological control supported by her clerical magic, she manipulates the merchant to add weight to Alfgar's decisions.

Ciaran is encountered in only two areas: Hereward's audience chamber at House Gastone's emporium (Location M, Area 4.8 in Chapter 1), and in the temple of the pain cult she has created in the catacombs below it (described in Broadwater Keyed Encounter: Den of Depravity in the Villains section of Chapter 2). The only time Hereward can be encountered without Ciaran is at the Council Chambers on official business, in which case his immediate goal is to return to her side as soon as possible. It should be very difficult for the heroes to encounter Ciaran or Hereward without encountering them both.

Cait, female human Sor7: CR 7; SZ M; HD 7d4+7; hp 26; Init +6 (Improved Initiative, +2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat footed 10; BAB/Grp +3/+2; Atk +2 melee (1d4-1, dagger, 19-20); Atk +6 ranged (1d8, light crossbow, 19-20, 80ft); SA spells; AL NE; SV Fort +3, Ref +4, Will +5; Str 9, Dex 14, Con 12, Int 12, Wis 11, Cha 18.

Skills: Bluff +11, Concentration +8, Disguise +8, Knowledge (arcana) +6, Ride +3, Sense Motive +2, Spellcraft +10. Feats: Brew Potion, Improved Counterspell, Improved Initiative, Spell Focus (necromancy).

Sorcerer Spells Known (Cast Per Day: 6/7/7/5; save DC 15 + spell level): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *light*, *ray of frost*, *touch of fatigue*; 1st—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd—*cat's grace*, *spectral hand*, *web*; 3rd—*agony**, *vampiric touch*.

*New spell; see Appendix 2: Magic Items and Spells.

Possessions: *cloak of charisma* +2, dagger, masterwork light crossbow, 20 bolts.

Description: Cait is a pain cultist of the highest rank and devoted servant to Ciaran. She is a delicately beautiful woman with brown curls, china-doll features and ivory skin. She wears gowns of the finest imported fabric and uses the high lace collars to hide a network of scars that stand out starkly against her pale torso. She carries a dainty pocketbook and a parasol that hides her stiletto. She remains quiet and reserved until she is injured in battle or ritual; then her demure façade and clipped diction give way to blissful writhing and mewling. She makes an appearance in Trade Road Timed Encounter: Damsels in Distress in Chapter 5, and may be encountered in Ciaran's hid-

den lair in Broadwater (Broadwater Keyed Encounter: Den of Depravity in Chapter 2) as well.

Ella, female human Ftr7: CR 7; SZ M; HD 7d10+7; hp 52; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 deflection), touch 13, flat footed 12; BAB/Grp +7/+9; Atk +12 melee (1d3+2 nonlethal +1 Con, whip of wounding) or; Full Atk +10/+5 melee (1d3+2 nonlethal +1 Con, whip of wounding) and +10/+5 melee (1d3+2 nonlethal +1d6 electrical, shock whip); AL NE; SV Fort +6, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 10, Cha 12.

Skills: Balance +7, Bluff +6, Climb +7, Disguise +5, Jump +7, Sense Motive +1. Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Trip, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse (whip), Weapon Focus (whip).

Possessions: +1 shock whip, +1 whip of wounding, silken blouse of deflection +2.

Description: Another of Ciaran's servants, Ella is a lean, healthy woman with sun-bronzed hair and deeply tanned skin. She favors form-fitting silk blouses with plunging necklines that accentuate her toned figure. She wears a braided leather belt that appears to be composed of strands of varying thickness—the belt holds two magical bullwhips used to inflict both pleasure and pain. She is a brazen, provocative woman given to feasting and revelry as preludes to cult bacchanals. She makes an appearance in Trade Road Timed Encounter: Damsels in Distress in Chapter 5, and may be encountered in Ciaran's hidden lair in Broadwater (Broadwater Keyed Encounter: Den of Depravity in Chapter 2) as well.

Pain Initiate, male human Ari2: CR 1; SZ M; HD 2d8; hp 12; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 armor), touch 11, flat footed 14; BAB/Grp +1/+0; Atk +4 melee (1d6-1, rapier, 18-20); AL NE; SV Fort +0, Ref +1, Will +4; Str 9, Dex 13, Con 11, Int 10, Wis 12, Cha 8.

Skills: Bluff +2, Diplomacy +1, Intimidate +1, Knowledge (history) +3, Knowledge (local) +2, Knowledge (nobility and royalty) +4, Knowledge (religion) +2, Listen +5, Sense Motive +5, Spot +5. Feats: Weapon Finesse (rapier), Weapon Focus (rapier).

Possession: masterwork rapier, scale mail.

Description: Initiates to the Cult of Pain are either new aspirants to the cult or older members who lacked the strength of will to endure the rituals of ascension. They are relegated to minor roles in cult ceremonies and are always looking for a chance to prove themselves worthy of their mistresses' attention. They are all minor nobles, merchants and aristocrats, or the sons and daughters of such figures. They wear the finery of their social station, but during cult rituals they don elaborate costumes of leather, chains, gorgets and masked helms equivalent to scale mail, and carry slender rapiers.

Pain Cultist, male human Ari5: CR 4; SZ M; HD 4d8 +4; hp 30; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor), touch 13, flat footed 14; BAB/Grp +3/+3; Atk +8 melee (1d6, rapier, 15-20); Full Atk +6 melee (1d6, rapier, 15-20) and +1 melee (1d6 +1, armor spikes); AL NE; SV Fort +2, Ref +4, Will +6; Str 10, Dex 15, Con 13, Int 12, Wis 14, Cha 8.

Skills: Bluff +4, Diplomacy +9, Gather Information +4, Intimidate +1, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nobility and royalty) +7, Knowledge (religion) +3, Listen +8, Sense Motive +7, Spot +8. Feats: Two Weapon Fighting, Weapon Finesse (rapier), Weapon Focus (rapier).

Possession: masterwork rapier, spiked scale mail.

Description: Fully inducted cultists in Ciaran's depraved order are wealthy merchants, powerful statesmen or bored nobles. All have money and social status, but above all they have the substance to withstand ritual humiliation and sadistic torture. Most are men, but several strong-willed and decadent noblewomen are among their number. When they attend cult gatherings, they don suits of studded leather, barbed chain and spiked plates equivalent to spiked scale mail. These individuals, once people of grace and composure, have degenerated into wanton hedonists under Ciaran's influence.

Okas, Chief Steward of House Drenwal, male human Ftr8: CR 8; SZ M; HD 8d10+16; hp 62; Init +4 (Dex); Spd 30 ft.; AC 20 (+4 Dex, +5 armor, +1 Two-Weapon Defense), touch 15, flat-footed 15; BAB/Grp +10/+10; Atk +16 melee (1d6+4 plus 1d6 electrical, +1 shock dagger, crit 17-20); Full Atk +14/+9 melee 1d6+4 plus 1d6 electrical [x2], +1 shock dagger, crit 17-20 and +14/+9 melee (1d6+4 plus 1d6 electrical [x2], +1 shock dagger, crit 17-20); AL LE; SV Fort +8, Ref +6, Will +3; Str 15, Dex 18, Con 14, Int 12, Wis 13, Cha 12.

Skills: Bluff +6, Diplomacy +6, Handle Animal +3, Intimidate +5, Listen +4, Ride +5. Feats: Dodge, Improved Critical, Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse (dagger), Weapon Focus (dagger), Weapon Specialization (dagger).

Possessions: +1 shock daggers (x2), +2 studded leather, signet

Description: Okas is lean, muscular and nondescript in both visage and manner. He always carries his matched daggers at the small of his back. He wears leather armor under a tabard bearing House Drenwal's crest, but exchanges the tabard for a shabby cloak and cowl for his frequent forays into Broadwater to meet with and coordinate activities between various members of Uthno's carefully assembled team.

Okas was among numerous foundlings taken in by House Drenwal's magnates in hopes that at least some of them might someday serve a useful purpose. Okas was one that did not disappoint. He grew up tough, resourceful and completely devoted to his foster family. He never minded being something of a black sheep, and while Drenwal's blood heirs enjoyed the comforts of their station, Okas became one of the empire's most notorious behind-the-scenes operators. He was often dispatched to obscure destinations to lay the groundwork for schemes that only sometimes came to fruition. But the inconstancy of his lot was never a frustration to Okas, so complete was his devotion to his House.

House Drenwal eventually dispatched Okas to the frontier town of Broadwater, where the House had a small emporium and grand aspirations. For months Okas studied the town and its surroundings, identified threats and allies to the plan and escalated himself in the view of the local Master. When Uthno contacted him with the news that the time had come, Okas moved forward with the plan as though his life had no other purpose. He received the agents of Drenwal one by one, launched them on

their respective missions and continues to coordinate their efforts through his secretive meetings.

Okas can be encountered in his role as chief steward at House Drenwal's emporium (Location M, Area 2 in Chapter 1), or nearly anywhere in the town on Uthno's business; his regular meetings with various factions are detailed in Broadwater Timed Encounter: Master of the House in the Villains section of Chapter 2.

Odair the River-Pirate, male human Rog8: CR 8; SZ M; HD 8d6 +5; hp 36; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 13; BAB/Grp +6/+6; Atk +10 melee (1d6 +1, short sword, 19-20 x2); Atk +10 ranged (1d8, light crossbow, 19-20 x2, 30 ft.); Full Atk +10/+5 melee (1d6 +1, short sword, 19-20 x2); SA sneak attack (Atk +4, damage +4d6 +4); SQ evasion, improved uncanny dodge, uncanny dodge, river pirate special abilities (see below), trap sense; AL NE; SV Fort +3, Ref +9, Will +3; Str 10, Dex 17, Con 11, Int 13, Wis 12, Cha 14.

Skills: Balance +11, Bluff +7, Climb +5, Disable Device +7, Disguise +4, Escape Artist +9, Forgery +7, Gather Information +10, Hide +11, Intimidate +12, Jump +7, Knowledge (local) +7, Listen +8, Move Silently +11, Open Lock +8, Search +8, Sleight of Hand +11, Spot +7, Tumble +11. Feats: Dodge, Mobility, Spring Attack, Weapon Finesse (short sword).

Possessions: *sword of subtlety*, masterwork light crossbow, 20 bolts, black pearl pendant on silk cord worth 300 gp, ring of brass keys (to the manacles on board the Salvation [Location E, Area 8 in Chapter 1] and the Cinnamon Tryst [Location E, Area 7 in Chapter 1]).

Description: Odair is a man of small stature, strong build and fierce countenance. His lean face, hooked nose and tight-set eyes give him a rat-like appearance, and his greasy hair only contributes to the impression. He wears knee-length breeches, a leather vest and a knotted bandanna, and he is usually barefoot.

Odair has aspired to his position of power over time. Never a man of particularly high morals, he came to Broadwater over a decade before the events of The Eamonvale IncurSION as a merchant boatman. Almost immediately he found his profit margins challenged by the emergence of House Headwater, a cooperative of independent river traders. He was unwelcome in their charter due to his questionable trade practices, and to survive against them he began to gradually turn to smuggling, slavery and piracy. Ten years later, his transformation to criminal is complete, and Broadwater has become his stronghold. He preys upon the river trade, particularly the vessels of House Headwater, and also competes for black market interests against Juren, the crime boss of Broadwater's Low Town.

Most recently, an alliance with House Drenwal has given him new tasks that distract from his previous endeavors, something that both Juren and House Headwater have noticed. He continues to traffic in narcotics and smuggled goods, but only enough to keep Juren from utterly usurping the market. He also targets House Headwater's ships, but only those that come near Broadwater, and with far less aggression than in the past. His most pressing tasks these days are supplying slaves to Dravec's gang in Underbluff (see Broadwater Keyed Encounters: Imported Labor in the Slavers section of Chapter 2), preparing for the sabotage of the river bridge (see Broadwater Keyed Encounters: Bridge Over the River Eamon in the Sabotage section of Chapter 2) and bleeding the town's granaries dry (see

Broadwater Keyed Encounters: Flour Power in the Sabotage section of Chapter 2).

Odair rarely ventures beyond the Long Dock (Location E in Chapter 1), preferring to stay beyond the reach of Broadwater's lawmen. He can be encountered on the Long Dock, but doing so by arrangement is difficult due to paranoia and high security. Most likely, Odair is encountered during a raid or infiltration of his floating domain.

River Pirate Mariner, male half-orc Ftr4: CR 4; SZ M; HD 4d10 +4; hp 31; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 armor) touch 12, flat-footed 13; BAB/Grp +4/+7; Atk +9 melee (1d6 +5, cutlass [as scimitar], 18-20/x2); Atk +7 melee (1d10 +3, boat hook [as glaive], x3) Atk +6 ranged (1d8, light crossbow, 19-20); SQ darkvision (60 ft.), orc blood, river pirate special abilities (see below); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 15, Con 13, Int 8, Wis 12, Cha 8.

Skills: Balance +3, Climb +7, Jump +4, Swim +7. Feats: Athletic, Improved Bull Rush, Power Attack, Weapon Focus (cutlass), Weapon Specialization (cutlass).

Possessions: Masterwork cutlass (as scimitar), masterwork studded leather, light crossbow, 20 bolts, pouch with 8 gp, 18 sp, 20 cp (or any other combination of coin amounting to 10 gp value).

Description: The half-orc members of Odair's crew were recruited for their brute strength, but they are surprisingly agile for members of their race. They rarely go aloft, but rather provide the power for the raising and lowering of sails and anchors, as well as the rowing and poling of the rivercraft when required. They are usually barefoot, clad in heavy leather trousers and vests, and their cutlasses are never far from their sides. These half-breed pirates work hard, play hard and fight hard, and submit unwavering loyalty to their pirate captain.

River Pirate Topman, male 1/2-elf Rog4: CR 4; SZ M; HD 4d6 +4; hp 21; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 armor, +3 Dex), touch 13, flat-footed 12; BAB/Grp +3/+4; Atk +4 melee (1d6 +1, short sword, 19-20); Atk +7 ranged (1d8, masterwork light crossbow, 19-20); Atk +3 ranged (3d8, masterwork shipboard ballista, 19-20/x2, range 120 ft.); SQ evasion, immunity to *sleep* spells and similar spells, low light vision, river pirate special abilities (see below), saving throw bonus against enchantments (+2), trap finding (+1), trap sense, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +0; Str 13, Dex 15, Con 12, Int 14, Wis 8, Cha 10.

Skills: Balance +12, Climb +8, Diplomacy +2, Gather Information +2, Hide +6, Jump +9, Knowledge (geography) +4, Listen +7, Move Silently +6, Search +10, Spot +7, Swim +8, Tumble +10, Use Rope +10. Feats: Dodge, Mobility.

Possessions: Masterwork studded leather armor, short sword, masterwork light crossbow, 20 bolts, pouch with 8 gp, 18 sp, 20 cp (or any other combination of coin amounting to 10 gp value).

Description: Odair's half-elven topmen provide all the agility and lightness aloft that their half-orc counterparts lack, making them ideal crew for the dangerous tasks of climbing masts and rigging to secure lines, keeping watch and providing covering fire during boarding actions. Like their larger crewmates, they are leather-clad, sunburned and barefoot. They keep a

shorter blade at their side for ease of use in the jungle of rigging, and their crossbows are kept strapped to their backs in case a tempting freshwater eel or waterfowl presents itself.

River Pirate Captain, male halfling Rog3/ Ftr4: CR 7; SZ M; HD 3d6 + 4d10 +7; hp 40; Init +5 (Dex); Spd 30 ft.; AC 19 (+5 Dex, +3 armor, +1 size), touch 16, flat-footed 14; BAB/Grp +6/+2; Atk +13 melee (1d6-1, short sword, 19-20); Atk +13 ranged (1d8 +1, light crossbow, 19-20, 80 ft.); Full Atk +13/+8 melee (1d6-1, short sword, 19-20); Atk +11/+11/+6 ranged (1d8 +1, light crossbow, 19-20, 80 ft.); SA sneak attack (+2d6); SQ evasion, morale bonus versus fear (+2), river pirate special abilities (see below), trap finding, trap sense; AL NE; SV Fort +7, Ref +10, Will +5; Str 9, Dex 20, Con 12, Int 13, Wis 14, Cha 15.

Skills: Balance +12, Climb +10, Diplomacy +7, Hide +9, Jump +11, Knowledge (geography) +3, Listen +9, Move Silently +7, Search +5, Sense Motive +7, Spot +8, Swim +8, Tumble +12, Use Rope +8. Feats: Leadership, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Finesse (short sword).

Possessions: masterwork studded leather, masterwork short sword, +1 light crossbow, pouch with 2 pp, 8 gp, 20 sp (or any other combination of coin amounting to 30 gp value).

Description: Halflings have a strong tradition on the River Eamon. Always considered good luck among human crews, they eventually emerged as canny and capable captains in their own right. Odair demands nothing but the best, and the commanders of all of his raiding vessels are recruited from halfling stock. A few rivergoing halflings make an effort to dress practically, but most favor brightly colored clothing and plumed hats; in Odair's organization, this helps to compensate for the height difference between the halfling captains and the larger crews they command. With a sword on their hip and a crossbow on their back, the halfling captains are ready to lead a boarding party at any time.

Juren, Crime Lord of Low Town, male human Rog8: CR 8; SZ M; HD 8d6; hp 33; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 13; BAB/Grp +6/+6; Atk +7 melee (1d6, short sword, 19-20 x2); Atk +10 ranged (1d4, hand crossbow, 19-20 x2, 30 ft.); Full Atk +7/+2 melee (1d6, short sword, 19-20 x2); Full Atk +8/+8/+3 ranged (1d4, hand crossbow, 19-20 x2, 30 ft.); SA sneak attack (+4d6); SQ evasion, improved uncanny dodge, uncanny dodge, trap sense; AL NE; SV Fort +2, Ref +9, Will +3; Str 10, Dex 16, Con 11, Int 13, Wis 12, Cha 18.

Skills: Appraise +7, Balance +12, Bluff +8, Climb +4, Decipher Script +5, Diplomacy +13, Disable Device +5, Escape Artist +6, Forgery +5, Gather Information +12, Hide +7, Intimidate +10, Jump +7, Knowledge (local) +6, Listen +7, Move Silently +5, Open Lock +6, Search +4, Sense Motive +8, Sleight of Hand +9, Spot +7, Tumble +10, Use Magical Device +6, Use Rope +5. Feats: Leadership, Point Blank Shot, Rapid Reload (hand crossbow), Rapid Shot.

Possessions: Hand crossbow of speed, masterwork short sword.

Description: Juren is a middle-aged man of medium height and solid build, like a fighter past his prime who keeps himself in good shape. Furthering the impression of a fighting man are several facial scars, an oft-broken nose and a torn ear. His appear-

ance bespeaks a lower-class existence and a hard life, but to hear Juren speak is to listen to a man of education and etiquette. Juren wears unornamented clothing of high quality and impeccable fit, typically simple breeches, soft shoes and a belted jerkin and vest.

Juren did have a rough life, first as an orphan on a field of battle, then as a servant to an officer in the victorious army, and finally as a resistance fighter in an underground rebellion. Even after a successful uprising, his memories drove him from his war-torn homeland. He worked to educate himself and diversify his skills as best he could while drifting from kingdom to kingdom. Mercenary work brought him to Broadwater, where he saw an opportunity for profit to be made through information gathering and market manipulation. That endeavor grew into a small empire of sanctioned beggars, burglars and black marketeers, and over time he has secured several more business interests with varying degrees of legality. A decade after his arrival, he is the number one criminal enterprise in Broadwater.

Juren currently focuses on smuggling, gambling and pleasure houses, information sales, commercial espionage and procurement. He has noted the changes in Broadwater's economic climate since House Drenwal began their campaign of destabilization. Until it affects his business directly, he refrains from overt action, but he continues to keep tabs on Odair, Maehil and Menwaed, the Council and other assorted factions. He could prove to be either friend or foe to the heroes as they conduct their investigation, depending on how he is approached and the attitudes of the party.

Juren is unlikely to be encountered randomly. The easiest way to encounter him is to ask by name at the Drifter's Den (Location LL in Chapter 1), where an elaborate security measure awaits petitioners (see Broadwater Keyed Encounters: Honor Among Thieves in the Allies section of Chapter 2). Heroes inquiring at Sharp's gambling house (Location NN in Chapter 1, also operated by Juren) are referred to the Drifter's Den.

The Council of Broadwater

The town of Broadwater is ruled in the name of Lord Angus of Eamonvale by the five-member Council of Broadwater, most of whom are influenced in some fashion by Drenwal. The Chairman, Alfgar, is an elderly but able gentleman under the magical influence of Uthno. Drust is a career military man with more leadership instinct than political acumen, and is the representative from the Militant Quarter. Hereward, the portly representative from the Mercantile Quarter, is currently seduced and manipulated by Ciaran, another of House Drenwal's agents. Thorald, a well-meaning but underqualified craftsman-turned-politician, represents the Artisans' Quarter. Galfridous, a charlatan whose pockets are lined with House Drenwal's gold, represents the Paupers' Quarter.

Alfgar, Chairman of the Broadwater Council, male human Ari5: CR 4; SZ M; HD 5d8 +5; hp 24; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +3/+2; Atk +2 melee (1d3-1, unarmed); AL LN; SV Fort +2, Ref +1, Will +5; Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 16.

Skills: Appraise +6, Diplomacy +14, Gather Information +12, Handle Animal +7, Intimidate +8, Knowledge (history) +7, Knowledge (local) +10, Knowledge (nobility and royalty) +7, Listen +5, Ride +1, Search +6, Sense Motive +8, Spot +3. Feats: Investigator, Negotiator, Skill Focus (knowledge: local).

Description: Alfgar is an older man, well into his sixth decade. He sports a drooping moustache and thinning white hair, and his face is dark and creased from many seasons under the sun working merchant caravans. He wears finely embroidered clothing and a sash with five slim steel chains; one of the chains is plated in gold, signifying his position as Chairman of the Broadwater Council.

Alfgar is a lifelong entrepreneur whose skills as a financier and economic analyst could have found him a place on the staff of any merchant magnate he chose. Instead, he chose to make his career in Eamonvale, first as economic advisor to the previous Lord Angus. After many years of loyal service, Lord Angus installed him as Chairman of the Broadwater Council, a decision that met with the approval of all three of his sons, who now rule the valley. They have had no cause to replace Alfgar despite his age, and he is determined to continue to serve his new lords until the end of his days.

Alfgar normally presides over Council meetings, calls special sessions, hears petitions from citizens and generally supervises the economic stability of the region. More recently, however, he has been deceived and magically dominated by Uthno, the ruthless wizard dispatched by House Drenwal to usurp control of Eamonvale. Since then he has been feeding information about caravan contents to Rolant's brigands, turning a blind eye to the sabotage of the town's infrastructure and covering up the few incidents that threaten to reveal the new fate of Broadwater. All of this is quite against his will, of course, but weakened by Uthno's magic he has little chance of resisting. If the heroes pursue a meeting, he proves to be vague and elusive (see Broadwater Timed Encounters: Alfgar in the Council section of Chapter 2).

River Pirate Special Abilities

To represent the fact that Odair's rivermen have spent most of their lives on or around the water and to give them an edge against land-bound PC parties, consider applying one or both of the following rules to his entire organization. Either one gives a significant advantage to the pirates, so consider the ease or lack of ease the party has experienced in dealing with massed combats before implementing these rules.

Swim Like a Fish: A river pirate succeeding at a DC 15 Swim check may act as though he were under the influence of a freedom of movement effect until his next initiative. This allows them to move their full speed and deal normal damage with weapons when fighting underwater.

Sure-Footed Aboard: Sailors have multiple means of moving between boats and docks, often taking the short route in the name of efficiency. A river pirate may use gangplanks, bow and stern lines, booms, cargo cranes and rigging to run, leap or swing across small gaps between a boat and the dock or between 2 boats. In game terms, a pirate may cross up to 10 feet of open water without a Jump check. This is not considered difficult ground, so the pirate may charge, run or take any number of other actions normally forbidden by the presence of obstacles. Likewise, with a DC 15 Profession: Sailor check, the deck of a ship is no longer considered difficult terrain for a river pirate.

Alfgar can only be encountered at the Council Chambers (Location L in Chapter 1) and as a random encounter in Broadwater. The Council Chambers are far more likely, since appointments may be made openly. Uthno does not allow Alfgar to accept visitors at the town house, since that is where he dwells in order to better control the aging Chairman.

Drust, Militant Quarter Representative, male human
Ftr9

CR 9; SZ M; HD 9d10 +12; hp 58; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 10; BAB/Grp +9/+12; Atk +16 melee (1d8 +7, longsword, 19-20 x2); Full Atk +16/+11 melee (1d8 +7, longsword, 19-20 x2); AL NG; SV Fort +9, Ref +3, Will +2; Str 16, Dex 10, Con 13, Int 12, Wis 9, Cha 14.

Skills: Climb +7, Diplomacy +6, Handle Animal +9, Intimidate +8, Jump +8, Knowledge (local) +2, Listen +1, Ride +7, Spot +2, Swim +4. Feats: Cleave, Great Cleave, Great Fortitude, Greater Weapon Focus (longsword), Improved Shield Bash, Leadership, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chain shirt, +2 longsword.

Description: Drust is a broad shouldered man just beginning to show the paunch of a comfortable life in politics. His weathered face and scarred knuckles bespeak a warrior's life, and the grey streaks in his beard are more a sign of hardship than age. Unable to fully depart from the life of a mercenary, he wears a simple chain shirt and carries a sword on his hip. He also wears the sash of his office with five steel chains, one of which is silver-plated.

Drust is a veteran of many campaigns, all of which were fought with no allegiance, only a mercenary contract. Perhaps it was a desire for allegiance, then, or merely a place to call home, that led him to Broadwater. He discovered that his experience and natural charisma made him a contender for the leadership of one of the mercenary guilds he had fought for, a position he held for several seasons. A previous Council under Alfgar appointed him as Commander of the Broadwater Guard, and during his third year in that position, the Council seat for the Militant Quarter came up for election. His experience, connections and general popularity among the fighting men of Broadwater ensured him an easy victory.

Since he joined the Council, he has done his best to satisfy the requirements of the position, but politics do not come as naturally to him as the arts of war. This leads him to rely on the more experienced members of the Council, particularly Alfgar, for guidance and insight into matters of government. Since both Alfgar and Drust are men of honor, it was a highly satisfactory situation for the town. When House Drenwal began their campaign of subversion, however, Drust was in a perfect position to be manipulated by Uthno by way of Alfgar's guidance. Drust has seen a deterioration of stability in Broadwater and the surrounding region, but his attempts to act with initiative have been met with resistance from the rest of the Council. With Alfgar, Hereward and Galfridous voting against him, he was unable to send aid to Fagan's Hollow or ride out against Rolant's brigands when those disturbances first came to light. Now he waits and watches the political landscape change as revenues plummet, merchants abandon hope and mercenaries drift to other markets, wondering if he could oppose the Council single-handedly if necessary.

Drust can be encountered in the Council Chambers (Location L in Chapter 1), either after a meeting or by appointment. He also receives visitors at the Old Keep (Location R in Chapter 1), where he holds court in a fashion reminiscent of his days as a mercenary captain.

Hereward, Mercantile Quarter Representative, male human
Ari5: CR 4; SZ M; HD 5d8-5; hp 18; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex), touch 13, flat-footed 10; BAB/Grp +3/+3; Atk +3 melee (1d3, unarmed); AL LN; SV Fort +0, Ref +4, Will +5; Str 10, Dex 16, Con 8, Int 14, Wis 12, Cha 13.

Skills: Appraise +5, Bluff +8, Diplomacy +14, Gather Information +10, Intimidate +8, Knowledge (local) +7, Knowledge (nobility and royalty) +7, Listen +5, Profession (merchant) +8, Sense Motive +9, Spot +6. Feats: Negotiator, Persuasive, Skill Focus (profession: merchant).

Description: Hereward is a rotund and boisterous man with a balding pate and heavy jowls. What hair he does have left is wispy and ill groomed, and his triple chin is often marked with the remnants of a recent meal. His slovenly physique and unkempt appearance are a sharp counterpoint to the finery he wears: all the latest fashions, in the most expensive fabrics. He is usually accompanied by at least one servant, a young woman with exceptional features.

Hereward rose through the ranks of House Gastone through the favor of his uncle, a successful trading partner. Originally located at their distant center of operations, it soon became clear to the masters of Gastone that Hereward was tempestuous and unreliable. Tired of his clamoring for more prestigious assignments, they dispatched him to Broadwater to manage a fledgling emporium there. With little investment at risk, they hoped he would not negatively impact their frontier interests, and they were more than a bit surprised when he was elected to the Council (mainly due to the rival houses' efforts to keep a more competent and less corruptible representative from controlling the Mercantile Quarter). House Gastone had initially hoped to exploit the new windfall, but it soon became obvious that Hereward was inadequate for the opportunity. Now House Gastone waits and focuses on other markets, hoping that Hereward doesn't undermine their Broadwater emporium too badly before the end of his term.

In the interim, however, Hereward attracted the attention of a lovely and talented courtesan named Ciaran—who was secretly an agent of House Drenwal and a devotee of an evil cult. Ciaran easily exploited Hereward's penchant for naughtiness and soon wrapped the representative around her little finger. Now he goes no further than necessary without her, and her suggestions find their way into more than a few Council meetings. Whenever a significant development requires drastic deviation from Hereward's political instincts, Ciaran uses her divine influence to nudge him in the right direction. Hereward still receives petitioners with concerns about the Mercantile Quarter, but their concerns are usually forgotten as soon as he returns to Ciaran's embrace.

Hereward can be sought at the Council Chambers (Location L in Chapter 1) after a meeting, but unlike most representatives, he only schedules private petitions at his home at the House Gastone emporium (Location M, Area 4 in Chapter 1). There he can receive visitors in his preferred surroundings, with every luxury at his fingertips and Ciaran at his side.

Thorald, Artisans' Quarter Representative, male human
Exp9: CR 8; SZ M; HD 8d6; hp 25; Init +2 (Dex); Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB/Grp +7/+6; Atk +7 melee (1d3 +1, unarmed); AL LG; SV Fort +3, Ref +5, Will +6; Str 12, Dex 15, Con 10, Int 13, Wis 10, Cha 14.

Skills: Appraise +7, Craft (woodworking) +15, Diplomacy +14, Gather Information +11, Knowledge (architecture and engineering) +7, Knowledge (local) +9, Profession (artisan) +9, Search +10, Sense Motive +9, Use Rope +8. Feats: Dodge, Mobility, Skill Focus (craft: woodworking).

Description: Thorald is a man of thick build with long brown hair and a neatly trimmed beard. His hands are rough from years of woodworking, and his blue eyes will twinkle at a densely grained bit of imported hardwood or a particularly well-crafted wooden item. A practical man above all, he wears sturdy leather trousers and a coarse linen shirt, and only removes his leather apron and tool belt for Council meetings. He usually has sawdust and wood chips in his hair and beard, and the scent of freshly sawn lumber follows him.

Thorald has lived and worked in Broadwater his entire life. He was apprenticed to a woodshop from the orphanage at the Builder's Temple and showed an immediate aptitude for his craft. After he completed his apprenticeship, his share of the fees for his custom pieces allowed him to save enough money to buy out one of the owners of the woodshop upon his retirement, and he has since bought out the other owners as well. He runs an honest shop, and always takes on as many apprentices from the Temple as he can afford. Even before his term on the Council he was well known for having the best interests of the Artisans' Quarter at heart, and Council meetings were very familiar to him by the time he moved to the other side of the bench.

Thorald's view of the Council is a bit naïve, and he believes them capable of dealing with the developments of The Eamonvale Incursion. Occasionally his opinions are at odds with the rest of the Council, an example being a relief fund for craftsmen whose business relies on merchant traffic in Eamonvale, but when he is outvoted, he deems it to be a legitimate action of the Council within the bounds of the law. Thorald might be coaxed to speak out against or even work secretly against the Council, but only if he can be assured of their inadequacy or betrayal.

Thorald can be encountered at the Council Chambers (Location LL in Chapter 1) after a meeting, or in his woodshop in the Low Town (Location DD in Chapter 1) at any other time. He staunchly refuses to do business of any kind after dark, maintaining that a workman's day is sacred.

Galfridous, Paupers' Quarter Representative, male human
Rog7: CR 7; SZ M; HD 7d6 +7; hp 41; Init +3 (Dex); Spd 30 ft.; AC 13, touch 13, flat-footed 13; BAB/Grp +5/+4; Atk +9 melee (1d4, dagger, 19-20 x2); SA sneak attack (+4d6); SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 8, Dex 16, Con 12, Int 13, Wis 10, Cha 14.

Skills: Appraise +5, Balance +10, Bluff +12, Climb +1, Decipher Script +6, Diplomacy +10, Disable Device +5, Disguise +6 (+8 to act in character), Escape Artist +7, Forgery +4, Gather Information +10, Hide +7, Intimidate +9, Jump +6, Knowledge (local) +7, Listen +3, Move Silently +6, Open Lock +6, Search +4, Sense Motive +6, Sleight of Hand +11, Spot +3. Feats: Dodge, Mobility, Persuasive, Weapon Finesse (dagger).

Possessions: +1 dagger.

Description: Galfridous is tall and slim, with tanned skin and an effervescent smile. His straw-blond hair is swept back from his temples with aromatic oils, and rings adorn every finger. His clothing is a more conspicuous display of wealth than of good taste, and tends to encompass more colors, textures and styles than a good tailor would sanction.

Galfridous came to the town of Broadwater as a nameless rogue, making ends meet with shell games and legerdemain in the Trade Grounds. He soon escalated to open confidence games, discovering his knack for double-dealing and betrayal. From there he dabbled in smuggled goods, counterfeit jewelry and pawn scams until he ran afoul of Juren, Low Town's more scrupulous reprobate. It was in moneylending, extortion and protection rackets that he eventually made his fortune. By the time the Council seat for the Paupers' Quarter was up for reelection, enough of the neighborhood was in debt to Galfridous that the ballot choice was an easy one.

The final feather in Galfridous' cap, however, is the patronage of the powerful and secretive House Drenwal. When their subversive plot comes to fruition, it promises to undermine the power of the Council, and Galfridous has been assured that Broadwater will need a figurehead leader. Rather than compromise House Drenwal's neutrality by putting one of their own at the head of the new government, they have provisionally offered the rule of Broadwater to Galfridous. To those ends, he has used his influence in Low Town, especially with Maehil and Menwaed, the corrupt constables, to foster the agendas of House Drenwal. At the same time, he uses his seat on the Council to mire the loyal lawmakers in procedure and irrelevant tasks, distracting them from the numerous threats to the town's infrastructure.

Galfridous can be encountered at the Council Chambers (Location L in Chapter 1) following a meeting or by appointment through the formal approach at the Chambers. If he is approached at his townhouse in the Low Town (Location JJ in Chapter 1), he refuses to do Council business. He can be encountered at various drinking holes and pleasure dens, but he never enters Sharp's, the Drifter's Den or the Broadwater Gentlemen's Club—the establishments of his nemesis Juren.

Lawmen of Broadwater

Two factions of civil servants watch over the people and property of Broadwater. The Broadwater Guard is a standing military force garrisoned at the Old Keep. These guardsmen, under command of sergeants and captains, are charged with safeguarding the town from external threats, a duty which includes manning the walls and gates, patrolling the immediate vicinity and responding to any apparent threat in the small communities immediately outside the gates. As the largest armed body of troops in the city, they may also be called upon to respond to any large disturbance within the walls, but they do not operate regular patrols in the town.

The Broadwater Constabulary takes responsibility for enforcing the laws of the town within its walls. Constables usually operate in pairs playing a mixed role of enforcer and detective. They quell barroom brawls and street fights, investigate citizen complaints and attempt to suppress illegal trade activities ranging from smuggling to counterfeiting. They operate out of two stations, one in High Town, and one in Low Town. Two constables

in particular, the thoroughly corrupt Maehil and Menwaed play important roles in the events of The Eamonvale Incursion and are described in detail below.

Guardsman, male human Ftr3: CR 3; SZ M; HD 3d10 +3; hp 24; Init +0; Spd 30 ft.; AC 15 (armor), touch 10, flat footed 15; BAB/Grp +3/ +4; Atk +5 melee (1d10 +1, halberd, x3); Atk +4 melee (1d8 +1, longsword, 19-20); Atk +3 ranged (1d10, heavy crossbow, 19-20, 120 ft.); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 11, Wis 9, Cha 8.

Skills: Climb -1, Intimidate +4, Listen +3, Ride +2, Spot +3. Feats: Alertness, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Weapon Focus (halberd).

Possessions: chainmail, halberd, longsword, heavy crossbow, 20 bolts.

Description: Guardsmen are the lowest of the enlisted ranks. Clad in chain and bearing polearms, swords and heavy crossbows, they form the wall and gate guards of Broadwater. Most of them are local men with families in town; others are mercenaries who found the caravan business either too fickle or too demanding.

Sergeant of the Guard, male human Ftr5: CR 5; SZ M; HD 5d10 +10; hp 42; Init +1 (Dex); Spd 20 ft.; AC 17 (+1 Dex, +6 armor), touch 11, flat footed 16; BAB/Grp +5/ +8; Atk +10 melee (1d10 +6, halberd, x3); Atk +8melee (1d8 +3, longsword, 19-20); Atk +6 ranged (1d10, heavy crossbow, 19-20, 120 ft.); AL LN; SV Fort +6, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +2, Intimidate +6, Jump -1, Listen +5, Ride +7, Spot +5. Feats: Alertness, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: banded mail, masterwork halberd, longsword, heavy crossbow, 20 bolts.

Description: Sergeants of the Guard are chosen from the ranks of the enlisted or promoted after numerous displays of heroism, dedication and resourcefulness. They stand out among the men due to their banded mail and a strong aura of command. They are the true leaders of the Guard, and without exception have the deep respect of their men.

Captain of the Guards, male human Ari8: CR 7; SZ M; HD 8d8; hp 40; Init +1 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +4 armor, +1 shield), touch 13, flat footed 15; BAB/Grp +6/ +7; Atk +8 melee (1d8 +1, longsword, 19-20); Full Atk +8/ +3 melee (1d8 +1, longsword, 19-20); AL NE; SV Fort +2, Ref +3, Will +7; Str 13, Dex 12, Con 10, Int 15, Wis 13, Cha 14.

Skills: Diplomacy +11, Gather Information +9, Handle Animal +7, Intimidate +8, Knowledge (architecture and engineering) +10, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +7, Knowledge (royalty and nobility) +9, Listen +10, Ride +6, Sense Motive +7, Spot +11. Feats: Alertness, Combat Expertise, Leadership, Weapon Focus (longsword).

Possessions: masterwork longsword, masterwork banded mail, light steel shield.

Description: The captains of the Broadwater Guard are most often chosen from the ranks of the nobles and merchants, espe-

cially the from among the sons of the wealthy and powerful. They are learned in the arts of war, from an academic standpoint, but they have seen little battlefield action. There is some resentment among the lower ranked guardsmen, but Broadwater sees little enough conflict that the animosity rarely emerges. On rare occasions, a captain might be a sergeant who gained the promotion through exceptional service, in which case his bond with his command is incredibly strong. Captains usually forego their poleaxes for the more heroic longsword and shield.

Constable, male human War2/Exp2: CR 3; SZ M; HD 2d8 + 2d6; hp 20; Init +0; Spd 30 ft.; AC 15 (+5 armor), touch 10, flat-footed 15; BAB/Grp +3/+5; Atk +5 melee (1d6 +2, club); Atk +5 melee (1d6 +2, short sword); Atk +3 ranged (1d6, club, 10 ft.); Atk +3 ranged (1d8, crossbow, 19-20, 80 ft.); AL LN; SV Fort +3, Ref +0, Will +2; Str 14, Dex 11, Con 10, Int 9, Wis 8, Cha 12.

Skills: Climb +1, Diplomacy +9, Gather Information +10, Intimidate +8, Knowledge (local) +4, Listen +5, Search +4, Sense Motive +4, Spot +4. **Feats:** Alertness, Investigator, Negotiator.

Possessions: chainmail, club, short sword, light crossbow, 20 bolts, tanglefoot bag, thunderstone, 2 smokesticks.

Description: Broadwater is a town marked by criminal acts of subtlety and secrecy as much as by violent crime, and Broadwater's constables are a cut above the average lawman. They are men of keen insight and judgment capable of handling both investigation and intervention on their own, but they never hesitate to summon larger units of the Broadwater Guard if things look volatile. They equip themselves with a variety of items to deal with unusual situations. Many of them are slightly advanced in age, accounting for their wealth of investigative experience, and all keep themselves in prime physical condition. They wear chainmail, a broad utility belt with several pouches, and usually conceal it all with a long cloak.

Constable Maehil, male human Rog3/ Ftr3: CR 6; SZ M; HD 3d6 + 3d10 +6; hp 45; Init +4 (Dex); Spd 30 ft.; AC 19 (+4 Dex, +5 armor), touch 14, flat-footed 15; BAB/Grp +5/+5; Atk +10 melee (1d6, short sword, 19-20); Atk +10 ranged (1d4, hand crossbow, 19-20, 30 ft.); SA sneak attack (+2d6); SQ evasion, trap finding, trap sense; AL NE; SV Fort +5, Ref +8, Will +4; Str 11, Dex 18, Con 12, Int 13, Wis 14, Cha 15.

Skills: Balance +9, Bluff +7, Climb +5, Diplomacy +8, Disguise +4 (+6 to act in character), Gather Information +9, Intimidate +10, Jump +8, Knowledge (local) +6, Listen +8, Move Silently +6, Search +4, Sense Motive +7, Sleight of Hand +8, Spot +9, Tumble +12. **Feats:** Alertness, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse (short sword).

Possessions: masterwork chainmail, masterwork short sword, light crossbow, 20 bolts, 2 smokesticks, 2 sunrods, 2 thunderstones, 5 Rivergate tokens, pouch with 3 silver bars with the embossed emblem gouged out (worth 10 gp each), 3 pp, 35 gp, 10 sp and an unset moonstone worth 70 gp.

Description: Maehil is lean and light on his feet, with a deep tan and bleached hair from Broadwater's sun. He wears the chainmail and cloak of the constabulary, but often wears the cloak open to conspicuously display the decorated handle of his short sword. His manner is aloof and imperious, as one who con-

siders himself above the law. Brusqueness and condescension typify his dealings with the people of Broadwater, and he has a reputation for challenging Guardsmen whom he feels have overstepped their jurisdiction. He is more persuasive than his partner, and usually does most of the talking. Maehil and Menwaed are usually encountered together; they may appear in a number of locations and circumstances, and likely encounters are described in Broadwater Timed Encounter: Crooked Constables in Chapter 2.

Constable Menwaed, male human Rog3/Ftr3: CR 6; SZ M; HD 3d6 + 3d10 +12; hp 51; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +5 armor, +1 shield), touch 12, flat-footed 16; BAB/Grp +5/+9; Atk +11 melee (1d8 +3, longsword, 19-20); SA sneak attack (+2d6); SQ evasion, trap finding, trap sense; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 14, Con 14, Int 11, Wis 12, Cha 15.

Skills: Balance +6, Bluff +7, Climb +4, Diplomacy +8, Gather Information +8, Intimidate +10, Jump +10, Knowledge (local) +5, Listen +4, Move Silently +3, Search +3, Sense Motive +6, Sleight of Hand +5, Spot +5, Tumble +7. **Feats:** Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Possessions: masterwork chainmail, masterwork longsword, light wooden shield, 2 smokesticks, 2 sunrods, 2 thunderstones, pouch with 60 gp, 10 sp, 2 silver bars with the emblem gouged out (worth 10 gp each) and an unset tourmaline worth 90 gp.

Description: Menwaed is as dark as Maehil is fair, and every bit as corrupt. He wears the same uniform as the rest of his fellows, but he carries a longsword, a weapon of war almost never seen among the constables, as a means of intimidation. He allows Maehil to handle most of the discussions, but when the time for fists or worse violence comes, Menwaed takes charge. He is slow of speech and slightly dull, but he has a knack for investigation and rarely has to ask questions twice. Maehil and Menwaed are usually encountered together; they may appear in a number of locations and circumstances, and likely encounters are described in Broadwater Timed Encounter: Crooked Constables in Chapter 2.

Notable Persons of Broadwater

This category includes those characters whose backgrounds, professions or cultures are unique to Eamonvale, but are not integral to the plot. In some cases, a generic example of the faction follows a named NPC.

Farlon, male elf Wiz9: CR 9; SZ M; HD 9d4+9; hp 36; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex), touch 11, flat footed 10; BAB/Grp +4/+4; Atk +4 melee (1d4, dagger, crit 19-20); Atk +5ranged (1d8, light crossbow, crit 19-20, 80ft); SA spells; SQ elven traits; AL LG; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 13, Int 17, Wis 14, Cha 8.

Skills: Appraise +5, Concentration +4, Craft (alchemy) +15, Decipher Script +9, Gather Information +1, Knowledge (arcana) +11, Knowledge (architecture and engineering) +7, Knowledge (history) +6, Knowledge (local) +8, Listen +4, Move Silently +4, Search +4, Spellcraft +14, Spot +4, Use Magical Device +2. **Feats:** Brew Potion, Craft Construct, Craft Magical

Arms and Armor, Craft Wondrous Item, Magical Aptitude, Scribe Scroll.

Arcane Spells Prepared (4/5/5/4/2/1, save DC 13 plus spell level): 0—*acid splash, detect poison, detect magic, read magic*; 1st—*animate rope, alarm, comprehend languages, hold person, shield*; 2nd—*continual flame, detect thoughts, knock, locate object*; 3rd—*illusory script, keen edge, lightning bolt, secret page*; 4th—*dimension door, wall of ice*; 5th—*fabricate*.

Possessions: dagger

Spell Book: Includes all 0 level spells and *alarm, animate rope, charm monster, comprehend languages, continual flame, detect thoughts, dimension door, fabricate, hold person, identify, illusory script, keen edge, knock, lightning bolt, locate object, magic missile, permanency, secret page, shield, shout, wall of ice*.

Description: Farlon is an elderly man with erratic white hair, a shapeless smock and a pair of wooden shoes. He is notoriously absent-minded, frequently forgets ongoing experiments and misplaces vital components. He has been known to overlook visitors to his shop for several minutes when managing a difficult alchemical process. He is almost certain to be found in his apothecary shop in Broadwater's Low Town (Location Y in Chapter 1).

Horus, cat familiar: CR —; SZ T; HD 9; hp 18; Init +2 (Dex); Spd 30 ft.; AC 19 (+2 size, +2 Dex, +5 natural), touch 14, flat-footed 17; BAB/Grp +4/-8; Atk +8 melee (1d2-4, claw); Full Atk +8/+8 melee (1d2-4, claw) and +3 melee (1d3-4, bite); SQ alertness, deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with animals of its kind, speak with master; AL N; SV Fort +3, Ref +5, Will +7; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7.

Skills: Appraise +2, Balance +10, Climb +6, Concentration +3, Craft (alchemy) +12, Decipher Script +6, Gather Information +0, Hide +14 (+18 in areas of tall grass or heavy undergrowth), Jump +10, Knowledge (arcana) +8, Knowledge (architecture and engineering) +4, Knowledge (history) +3, Knowledge (local) +5, Listen +3, Move Silently +6, Spellcraft +9, Spot +3, Use Magical Device -1. Feats: Weapon Finesse (claw).

Cubbin, male human Rgr 9: CR 9; SZ M; HD 9d8+18; hp 60; Init +3 (Dex); Spd 30 ft.; AC 18 (+5 armor, +3 Dex), touch 13, flat footed 15; BAB/Grp +9/+10; Atk +10 melee (1d8+1, longsword, 19-20); Atk +14 ranged (1d8+3, composite longbow, x3, 110 ft.); Full Atk +10/+5 melee (1d8+1, longsword, 19-20); Full Atk +12/+12/+7 ranged (1d8+3, composite longbow, x3, 110 ft.); SQ archery combat style, favored enemy: humanoid (goblinoid), favored enemy: humanoid (orc), wild empathy (+11); AL NG; SV Fort +9, Ref +8, Will +7; Abilities Str 12, Dex 16, Con 14, Int 13, Wis 18, Cha 14.

Skills: Diplomacy +5, Gather information +5, Handle animal +8, Heal +10, Hide +9, Knowledge: Geography +11, Knowledge: Local +4, Knowledge: Nature +10, Listen +11, Move silently +9, Ride +10, Search +7, Spot +11, Survival +15, Use rope +6. Feats: Dodge, Endurance, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy, Track.

Ranger Spells Prepared (2/1, save DC 14 plus spell level): 1st—*entangle, pass without trace*; 2nd—*summon nature's ally II*.

Possessions: +2 composite longbow (SR1), arrows (x12), +1 chain shirt, waterskin, whetstone, trail rations (5 days), *potion of*

cure moderate wounds (2), potion of cure serious wounds, bedroll, saddlebags, military saddle, bit and bridle, heavy war horse.

Description: Cubbin is a wiry figure, strong and quick despite his advanced age. His face is craggy and brown from decades of exposure to wind and sun. Bristly grey hair covers his head and chin, and piercing blue eyes dart back and forth, always inspecting his surroundings for danger. He wears woodsman's leathers and an oilskin cloak, topped off with a battered felt cap. Cubbin is almost always found in the Guide's Camp outside the Valleygate of Broadwater (Location B in Chapter 1).

Sage, War Dog: CR 1; SZ M Animal; HD 4d8+8; hp 26; Init +2; Spd 40 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; BAB/Grp +3/+6; Atk +6 melee (1d6 +4, bite); Full Atk +6 melee (1d6+4, bite); SA trip; SQ link, share spells, evasion, tricks (come, defend, down, guard, heel, seek, stay, track); AL NG; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +8, Listen +6, Spot +5, Swim +3, Survival +2 Feats: Alertness, Track.

Description: Sage is a shepherd mix, a breed popular in the forests and highlands Eamonvale for herding and hunting. She has a broad chest and a thick, tawny coat, and though she bears the scars of several trials, she is in the prime of her life. Her sensitive, pointed ears respond to the slightest noise, and her intelligent green eyes give her an almost human quality.

Typical Eamonvale Guide, male human Rng5: CR 5; SZ M; HD 5d8; hp 32; Init +3 (Dex); Spd 20 ft.; AC 17 (+3 armor, +4 Dex), touch 14, flat footed 13; BAB/Grp +5/+5; Atk +5 melee (1d8, longsword, 19-20); Atk +9 ranged (1d8, longbow, x3, 100ft); Full Atk +7/+7 ranged (1d8, long bow, x3, 100ft); SQ archery combat style, favored enemy: animals, favored enemy: humanoid (orc), wild empathy (+6); AL CG; SV Fort +6, Ref +7, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 13.

Skills: Handle Animal+6, Heal +5, Hide +9, Knowledge (geography) +6, Knowledge (nature) +9, Listen +8, Move Silently +7, Ride +9, Search +4, Spot +4, Survival+8, Use Rope +6. Feats: Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy, Track.

Ranger Spells Prepared (1, save DC 11 plus spell level): 1st — *detect snares and pits*.

Possessions: masterwork studded leather, masterwork longbow, long sword, 20 arrows.

Description: The caravan guides who roam the length and breadth of Eamonvale are frequently hunters and trappers born and raised in the valley, although some are veteran woodsmen of other realms. They are lightly armed and armored, favor practical equipment over cumbersome trinkets and trade goods and tend to overlook the standards of grooming and etiquette that their merchant employers observe. Some keep sturdy horses or pack mules, but most travel on foot.

Marcomir, Headsman of the Grass Sailors, human Bbn9: CR 9; SZ M; HD 9d12+9 (+27)*; hp 75 (93)*; Init +2 (Dex); Spd 30 ft.; AC 15 (13)* (+2 Dex, +3 armor), touch 12, flat-footed 15; BAB/Grp +9/+12 (+14)*; Atk +15 (+17)* melee (1d12+6 [+9]*, greataxe, x3); Atk +13 (+15)* melee (1d4+3 [1d4+5]*, kukri, 18-20 x2); Full Atk +15/+10 (+17/+12)* melee

(1d12+6 [+9]*, greataxe, x3); SQ damage reduction (1), fast movement, improved uncanny dodge, rage 3/day (6 rounds), trap sense, uncanny dodge; AL N; SV Fort +9 (+11)*, Ref +5, Will +4 (+6)*; Str 16 (20)*, Dex 14, Con 12 (16)*, Int 10, Wis 8, Cha 14.

Skills: Appraise +2, Climb +4, Diplomacy +10, Handle Animal +8, Intimidate +3, Listen +1, Ride +9, Sense Motive +6, Survival +4. Feats: Cleave, Dodge, Power Attack, Negotiator, Weapon Focus (great axe).

* While raging.

Possessions: masterwork hide armor, +2 great axe, masterwork kukri.

Description: Marcomir is short of stature, but grand in his carriage and presence. He is dark skinned, with his brow shaven back to a long jet-black topknot. He wears leather leggings and soft boots, and over his hardened leather breastplate he wears a felt vest embroidered with beads of brass and jade. His features are broad and smooth, and his teeth brilliantly white. He walks with impeccable posture and fluid grace, as well as with an air of authority that is uncontested within his tribe. He can be found at the Horse Trader's Camp (Location C in Chapter 1).

Vadamerca, female human Clr7: CR 7; SZ M; HD 7d8+7; hp 41; Init +4 (Improved Initiative); Spd 30 ft.; AC 10, touch 10, flat footed 10; BAB/Grp +5/+4; Atk +5 melee (1d4-1, kukri, 18-20 x2); SQ freedom of movement (7 rounds per day), greater undead turning, spells, spontaneous casting, turn undead (4 times per day, +1 turning check); AL CG; SV Fort +6, Ref +2, Will +8; Str 8, Dex 10, Con 12, Int 14, Wis 16, Cha 13.

Skills: Appraise +3, Concentration +3 Decipher Script +4, Diplomacy +6, Handle Animal +2, Heal +8, Knowledge (arcana) +3, Knowledge (history) +7, Knowledge (religion) +7, Listen +5, Ride +3, Sense Motive +6, Spellcraft +5. Feats: Brew Potion, Improved Initiative, Improved Turning, Spell Focus (divination).

Divine Spells Prepared (6/5/4/3/1, save DC 13 plus spell level): 0—*detect magic, detect poison, guidance, mending, read magic, resistance*; 1st—*bane, command, divine favor, doom, remove fear*; 2nd—*augury, calm emotions, owl's wisdom, zone of truth*; 3rd—*bestow curse, daylight, wind wall*; 4th—*divination*.

Domain Spells (Sun/Travel): 1st—*longstrider*; 2nd—*locate object*; 3rd—*searing light*; 4th—*fire shield*.

Possessions: masterwork kukri.

Description: The daughter of the headsman of the Grass Sailors as well as their seer, Vadamerca is a darkly exotic beauty. Her flawless skin and almond shaped eyes are accentuated with barely-visible henna tattoos. She wears a swirling dress, a sash and a headscarf, all dyed silks in shades of blue, purple and maroon. Her manner is calm and subtle, withdrawn much of the time, but during a reading she takes on a very strong persona characterized by a powerful voice, piercing eyes and rigid posture. During the events of The Eamonvale Incursion, she has taken up residence in Broadwater, much to her father's dismay, and may be encountered in Low Town (Location KK in Chapter 1)

Typical Plainsman, human Bbn6: CR 6; SZ M; HD 6d12+6 (+18)*; hp 50 (62)*; Init +3 (Dex); Spd 30 ft.; AC 17 (15)* (+3 Dex, +3 armor, +1 shield), touch 13, flat-footed 14; BAB/Grp

+6/+8 (+10)*; Atk +9 (+11)* melee (1d6+2 [+4]*, scimitar, 18-20); Atk +9 (+11)* melee (1d4+2 [+4]*, kukri, 18-20 x2); Atk +10 ranged (1d6+3, shortbow, x3, 60 ft.); Full Atk +9/+4 (+11/+6)* melee (1d6+2 [+4]*, scimitar, 18-20); Atk +9/+4 (+11/+6)* melee (1d4+2 [+4]*, kukri, 18-20 x2); Atk +8/+8/+3 ranged (1d6+3, shortbow, x3, 60 ft.); SQ fast movement, improved uncanny dodge, rage (2 times/day, 6 rounds), trap sense, uncanny dodge; AL N; SV Fort +8 (+10)*, Ref +5, Will +5 (+7)*; Str 14 (18)*, Dex 15, Con 13 (17)*, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +4, Intimidate +4, Jump +4, Listen +6, Ride +12, Survival +6. Feats: Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot.

* While raging.

Possessions: masterwork hide armor, wooden buckler, +1 composite short bow (SR 2), masterwork kukri, masterwork scimitar.

Description: The horsemen of the plains are of dark complexion and tend to wear their hair in elaborate topknots. The men, who often go shirtless, favor soft boots and trousers; women wear skirts or trousers with long blouses or shawls. Ornamentation varies from tribe to tribe, but usually includes pierced ears, gold necklaces, armbands or bangles and beaded belts and baldrics.

Kalil, male human Rgr6/Asn4: CR 10; SZ M; HD 6d8+4d6+20; hp 67; Init +8; Spd 30 ft.; AC 18 (+4 Dex, +4 armor), touch 14, flat-footed 14; BAB/Grp +13/+13; Atk +15 ranged (1d8+1 plus poison, +2 composite longbow, crit x3); Full Atk +13/+13/+8 ranged with Rapid Shot (1d8+1 plus poison [x3], +2 composite longbow, crit x3); Full Atk +11/+11/+11/+11 ranged with Manyshot (1d8+1 plus poison [x4], +2 composite longbow, crit x3); SA death attack, sneak attack +2d6; SQ 1st favored enemy (men, +4), 2nd favored enemy (elves, +2), poison, spells, uncanny dodge, wild empathy; AL NE; SV Fort +7 (+9 against poison), Ref +12, Will +5; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +10, Climb +1, Disguise +4, Escape Artist +11, Gather Information +2, Hide +18, Intimidate +4, Jump +9, Listen +9, Move Silently +18, Ride +8, Spot +9, Tumble +13. Feats: Endurance, Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy, Track

Possessions: +2 composite longbow, +1 studded leather, 2 arrows coated with deathblade poison, 10 arrows coated with Medium spider venom.

Ranger Spells Prepared (2; save DC 11 plus spell level): 1st—*longstrider, jump*.

Assassin Spells Prepared (4/2; save DC 12 plus spell level): 1st—*feather fall, obscuring mist, true strike* (x2); 2nd—*cat's grace, invisibility*.

Description: A member of the elusive Circle of Twelve, Kalil is a relatively young assassin. He is slim with light brown hair, a dimpled chin and empty eyes. He once made his living as a mercenary sniper, selling himself to warring kingdoms and picking off generals and heroes from across the battlefield. After he began experimenting with poisons, he was drawn into the Circle of Twelve. After so many kills in battle, he found it easy to take the life required to win the title of assassin, and has since been guided by the Circle in the arts of poisoning, spellcraft and

stealth. Lately Kalil has found employment in Broadwater with House Drenwal, and may be encountered in Broadwater Keyed Encounter: Fit for Framing in the Villains section of Chapter 2.

Slavers

The catacombs of Underbluff are home to the most evil and savage of House Drenwal's allies in their subversion plot: a gang of werewolverine slavers. They are driving dwarven slaves to undermine the town walls, forcing captives to brew highly volatile alchemist's fire and offering a dumping ground for anyone who stands in the way of Drenwal's agenda.

Dravec is the boss of the slaver gang, a terribly powerful werewolverine bent on building his own lycanthrope empire. Wrack is a duergar cleric infected with Dravec's lycanthropy, which he sees as a means to advance his own power once House Drenwal's plots have run their course. Many of the slavers are human thugs, evil men only capable of tyranny and greed. Some of the humans have embraced the slavers' true mission and subjected themselves to the bite of their lycanthropic leader; these werewolverine slavers are the ones who truly keep the slaves in line with the terror they inspire. Werewolverine slavemasters are the kings of Underbluff, answerable only to their leader. They supervise the slaves at work in critical endeavors and dole out punishments to slave and slaver alike. A pair of hireling alchemists also serves Drenwal's evil purpose.

Dravec, Werewolverine Slaver Boss, male human shapeshifter Ftr6: **Human form:** CR 12; SZ M; HD 6d10 +9 + 3d8 +15; hp 78; Init +3 (+3 Dex); Spd 20 ft.; AC 17 (+3 Dex, +3 natural, +1 two weapon defense), touch 14, flat footed 14; BAB/Grp +8/+10; Atk +13 melee (1d6 +6, heavy pick, x4); Atk +11 ranged (1d8, light crossbow, x3, 80 ft.); Full Atk +11/+6 melee (1d6 +6, heavy pick, x4) and +9/+4 melee (1d4 +1, light pick, x4); SQ alternate form, low light vision, scent, wolverine empathy; AL LE; SV Fort +9, Ref +8, Will +6; Str 15, Dex 17, Con 13, Int 10, Wis 13, Cha 11.

Skills: Control Shape +7, Climb +8, Handle Animal +2, Intimidate +7, Jump +6, Listen +4, Ride +4, Spot +4, Survival +4, Swim +4. Feats: Alertness, Improved Natural Armor, Improved Sunder, Improved Two Weapon Fighting, Iron Will, Power Attack, Toughness, Track, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Wolverine form: CR 12; SZ M; HD 6d10 +9 + 3d8 +15 (24)*; hp 78 (87)*; Init +5 (+5 Dex); Spd 30 ft. (burrow 10 ft., climb 10 ft.); AC 18 (16)* (+3 natural, +5 Dex), touch 15 (13)*, flat footed 13 (11)*; BAB/Grp +8/+12 (+14)*; Atk +12 (+14)* melee (1d4 +4 (+6)*, claw); Full Atk +12 (+14)*/+12 (+14)* melee (1d4 +4 (+6)*, claw) and +7 (+9)* melee (1d6 +3 (+5)*, bite); SA curse of lycanthropy, rage; SQ alternate form, damage reduction 10/silver, low light vision, scent, wolverine empathy; AL LE; SV Fort +13 (+15)*, Ref +10, Will +6; Str 19 (23)*, Dex 21, Con 21 (25)*, Int 10, Wis 11, Cha 8.

Skills: Control Shape +7, Climb +18, Handle Animal +2, Intimidate +7, Jump +8, Listen +4, Ride +6, Spot +4, Survival +4, Swim +6. Feats: same as human form.

Hybrid form: CR 12; SZ M; HD 6d10 +9 + 3d8 +15; hp 78; Init +5 (+5 Dex); Spd 30 ft.; AC 19 (+3 natural, +5 Dex, +1 two weapon defense), touch 16, flat footed 14; BAB/Grp +8/+12; Atk +15 melee (1d6 +8, heavy pick, x4); Full Atk +13/+8

melee (1d6 +8, heavy pick, x4) and +9/+4 melee (1d4 +1, light pick, x4) and +7 melee (1d6 +3, bite); SA curse of lycanthropy; SQ alternate form, damage reduction 10/silver, low light vision, scent, wolverine empathy; AL LE; SV Fort +13, Ref +10, Will +6; Str 19, Dex 21, Con 21, Int 10, Wis 11, Cha 8.

Skills: Control Shape +7, Climb +18, Handle Animal +2, Intimidate +7, Jump +8, Listen +4, Ride +6, Spot +4, Survival +4, Swim +6. Feats: same as human form.

Possessions: +2 heavy pick, masterwork light pick, light crossbow, 20 bolts.

Description: Dravec is easily the biggest of the slaver gang, in any form. He is also notable in his two weapon fighting style, which utilizes a pair of vicious mining picks. His transformation has much the same appearance of those listed in the basic slavers' descriptions.

Dravec is evil to the core, but most of his work has been in the name of tyrants and cruel overlords, rather than as an independent slaver. He fell from the favor of his previous liege after a slave seduced him with the offer of limitless power and nigh-invulnerability in exchange for escape. Dravec agreed to the bargain and received the gift: a lycanthrope's tainted bite. When his lord discovered the betrayal, Dravec fled the kingdom, bound for distant lands.

He gravitated to the service of House Drenwal as a keeper of beasts in the private menagerie, but his true talents were well known to the merchant house. When the time came to implement their plans in Eamonvale, they drafted Dravec as the perfect sort of ruthless and subtle operator who could ignore the deplorable living conditions of Underbluff and get the job done. He provided the tunnel for Odair's grain thieves (see Broadwater Keyed Encounter: Flour Power in the Sabotage section of Chapter 2), and now focuses on two tasks: undermining the Plainsgate from below (see Broadwater Keyed Encounter: Burning Down the House in the Sabotage section of Chapter 2), and overseeing the slave production of alchemist's fire to destroy the bridge (see Broadwater Keyed Encounter: Bridge Over the River Eamon in the Sabotage section of Chapter 2). He is bound by oaths to House Drenwal, and he takes his service seriously.

Dravec can be encountered anywhere in Underbluff; if no alarm is raised, he is most likely encountered in his quarters (Location D, Area 6 in Chapter 3).

Wrack, male duergar shapeshifter Clr7: **Humanoid form:** CR 13; SZ M; HD 7d8 +24 + 3d8 +21; hp 102; Init +0; Spd 15 ft.; AC 23 (+10 armor, +3 natural), touch 10, flat footed 23; BAB/Grp +7/+10; Atk +11 melee (1d6 +4, heavy pick, x4); Atk +7 ranged (1d8, light crossbow, x3, 80 ft.); Full Atk +11/+6 melee (1d6 +4, heavy pick, x4); SA rebuke undead (1 time per day), spell like abilities (1/day *enlarge person*, *invisibility*, caster level 14), spells; SQ alternate form, darkvision (120 ft.), duergar traits, immunity (paralysis, phantasms and poison), light sensitivity, scent, spontaneous casting, wolverine empathy; AL LE; SV Fort +11, Ref +5, Will +10; Str 16, Dex 10, Con 17, Int 12, Wis 19, Cha 6.

Skills: Concentration +8, Control Shape +7, Climb -3, Heal +9, Knowledge (religion) +6, Listen +11, Move Silently -3, Spellcraft +6, Spot +10. Feats: Alertness, Improved Natural Armor, Improved Summoning, Spell Focus (conjuration), Toughness, Track.

Wolverine form: CR 13; SZ M; HD 7d8 +24 + 3d8 +21 (41)*; hp 102 (122)*; Init +2 (Dex); Spd 30 ft. (burrow 10 ft., climb 10 ft.); AC 15 (13)* (+3 natural, +2 Dex), touch 12 (10)*, flat footed 13 (11)*; BAB/Grp +7/+12 (+14)*; Atk +12 (+14)* melee (1d4 +5 (+7)*, claw); Full Atk +12 (+14)*/+12 (+14)* melee (1d4 +5 (+6)*, claw) and +7 (+9)* melee (1d6 +4 (+6)*, bite); SA curse of lycanthropy, rage, rebuke undead (1 time per day), spell like abilities (1/day *enlarge person*, *invisibility*, caster level 14), spells; SQ alternate form, damage reduction 10/silver, darkvision (120 ft.), duergar traits, immunity (paralysis, phantasms and poison), light sensitivity, scent, wolverine empathy; AL LE; SV Fort +15 (+17)*, Ref +7, Will +10; Str 20 (24)*, Dex 14, Con 25 (29)*, Int 12, Wis 19, Cha 6.

Skills: Concentration +12, Control Shape +7, Climb +14, Heal +9, Knowledge (religion) +6, Listen +11, Move Silently +6, Spellcraft +6, Spot +10. Feats: same as human form.

Hybrid form: CR 13; SZ M; HD 7d8 +24 + 3d8 +21 (41)*; hp 102 (122)*; Init +2 (Dex); Spd 20 ft.; AC 17 (+3 natural, +2 Dex, +2 shield), touch 12, flat footed 15; BAB/Grp +7/+12; Atk +13melee (1d6 +6, heavy pick, x4); Full Atk +13/+8 melee (1d6 +6, heavy pick, x4) and +7 melee (1d6 +4, bite); SA curse of lycanthropy, rage, rebuke undead (1 time per day), spell like abilities (1/day *enlarge person*, *invisibility*, caster level 14), spells; SQ alternate form, damage reduction 10/silver, darkvision (120 ft.), duergar traits, immunity (paralysis, phantasms and poison), light sensitivity, scent, wolverine empathy; AL LE; SV Fort +15, Ref +7, Will +10; Str 20, Dex 14, Con 25, Int 12, Wis 19, Cha 6.

Skills: Concentration +12, Control Shape +7, Climb +14, Heal +9, Knowledge (religion) +6, Listen +11, Move Silently +6, Spellcraft +6, Spot +10. Feats: same as human form.

Divine Spells Prepared (6/5/4/3/2, save DC 14 plus spell level): 0—*detect magic*, *cure minor wounds*, *guidance*, *mending*, *resistance*, *virtue*; 1st—*bane*, *command*, *divine favor*, *magic stone*, *summon monster I*; 2nd—*bull's strength* (x2), *hold person*, *spiritual weapon*. 3rd—*cure serious wounds* (x2), *summon monster III*; 4th—*cure critical wounds*, *divine power*.

Domain Spells (Earth/Evil): 1st—*protection from good*; 2nd—*soften earth and stone*; 3rd—*stone shape*; 4th—*spike stones*.

Possessions: +1 heavy pick, masterwork heavy steel shield, +1 half-plate, light crossbow, 20 bolts.

Description: Wrack is the most unique of Dravec's slavers: a duergar lycanthrope. His frame is that of a dwarf, small and powerful, and he has dark grey skin covered in blackened plate mail. He hoists a heavy pick and large shield in battle, and his shield bears the icon of his deity: a god of the earth and the evil creatures that dwell deep beneath it. His transition to his animal forms is not so drastic as the other slavers, as he is already built more solidly and lower to the ground than any of them.

Wrack fled his duergar clan after an unholy crusade purged the followers of his god. He tried unsuccessfully for a time to gather a resistance movement, but the faithful were too widely scattered. He also tried to convert established bands of humanoids, but the volatility of their faith proved dangerous. Eventually he came upon Dravec, who had just learned of his new task for House Drenwal. Wrack readily joined the slaver gang and shipped out for Broadwater. His eagerness for the power to reinstate his religion drove him to accept Dravec's lycanthropic curse; it, combined with his racial abilities and clerical magic,

render him powerful enough to rival Dravec for control of the gang.

Wrack serves Drenwal only in as much as it benefits his personal goals. His new abilities combined with the gold he will collect should be enough for him to return with a small crusade and overthrow the rival faith in his home caverns. He may even try to take the slavers with him, since they are well suited to subterranean life and have become willing (if not avid) followers of his god. He provides healing, divination and magical security to the gang, in exchange for the occasional sacrifice and a receptive flock.

Wrack may be encountered anywhere in Underbluff, but if no alarm has been raised, he is most likely in his personal quarters (Location D, Area 8 in Chapter 3).

Slavers, male human, War3: CR 2; SZ M; HD 3d8 +3; hp 22; Init +4 (Improved Initiative); Spd 20 ft.; AC 16 (armor), touch 10, flat footed 16; BAB/Grp +3/+5; Atk +5 melee (1d6 +2, heavy pick, x4); Atk +3 ranged (1d8, light crossbow, x3, 80 ft.); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills: Climb -2, Handle Animal +1, Intimidate +4, Ride +1, Survival +3, Swim -8. Feats: Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: chainmail, light wooden shield, heavy pick, light crossbow, 20 bolts.

Description: The human slavers of Dravec's organization were chosen for their potential as werewolverines; all have markedly savage traits already. They are often large men with short tempers, violent pasts and a greedy nature. They wear chainmail and carry the heavy picks that they once used to dig their tunnels before the slaves arrived.

Werewolverine Slaver, male human shapeshifter War3:
Human form: CR 7; SZ M; HD 3d8 +6 + 3d8 +15; hp 53; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (+6 armor, +2 natural), touch 10, flat footed 17; BAB/Grp +5/+7; Atk +8 melee (1d6 +2, heavy pick, x4); Atk +5 ranged (1d8, light crossbow, x3, 80 ft.); SQ alternate form, low light vision, scent, wolverine empathy; AL LE; SV Fort +7, Ref +4, Will +2; Str 14, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb -1, Handle Animal +1, Intimidate +4, Listen +3, Ride +1, Spot +3, Survival +3, Swim -8. Feats: Alertness, Improved Bull Rush, Improved Initiative, Improved Natural Attack (claw), Power Attack, Toughness, Track.

Wolverine form: CR 7; SZ M; HD 3d8 +6 + 3d8 +15 (21)*; hp 53 (59)*; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (burrow 10 ft., climb 10 ft.); AC 14 (12)* (+2 natural, +2 Dex), touch 12 (10)*, flat footed 12 (10)*; BAB/Grp +5/+9 (+11)*; Atk +9 (+11)* melee (1d6 +4 (+6)*, claw); Full Atk +9 (+11)*/+9 (+11)* melee (1d6 +4 (+6)*, claw) and +4 (+6)* melee (1d6 +3 (+5)*, bite); SA curse of lycanthropy, rage; SQ alternate form, damage reduction (5/silver), low light vision, scent, wolverine empathy; AL LE; SV Fort +11 (+13)*, Ref +6, Will +2; Str 18 (22)*, Dex 15, Con 20 (24)*, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb +15, Handle Animal +1, Intimidate +4, Listen +3, Ride +3, Spot +3, Survival +3, Swim +6. Feats: same as human form.

Hybrid form: CR 7; SZ M; HD 3d8 +6 + 3d8 +15; hp 53; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 natural, +2 Dex), touch 12, flat footed 12; BAB/Grp +5/+9; Atk +9 melee (1d6 +4, claw); Atk +10 melee (1d6 +4, heavy pick, x4); Full Atk +9/+9 melee (1d6 +4, claw) and +4 melee (1d6 +3, bite); SA curse of lycanthropy; SQ alternate form, damage reduction (5/silver), low light vision, scent, wolverine empathy; AL LE; SV Fort +11, Ref +6, Will +2; Str 18, Dex 15, Con 20, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb +15, Handle Animal +1, Intimidate +4, Listen +3, Ride +3, Spot +3, Survival +3, Swim +6. Feats: same as human form.

Possessions: chainmail, light wooden shield, masterwork heavy pick, light crossbow, 20 bolts.

Description: The werewolverine slavers are unusually large, hairy men in their human form. They look very similar to the human slavers, but even before their transformation, elongated canines and a glint of animal passion in their eyes might give away their curse. In hybrid form, the snout elongates, the brow flattens, shoulders widen, bristly fur sprouts all over the muscular body and wicked claws burst forth from the hands. In wolverine form, the slavers take on the appearance of a huge, powerful wolverine.

Werewolverine Slavemaster, male human shapeshifter
Ftr5: Human form: CR 10; SZ M; HD 5d10 +8 + 3d8 +15; hp 69; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+1 Dex, +7 armor, +2 natural), touch 11, flat footed 19; BAB/Grp +7/+9; Atk +11 melee (1d6 +5, heavy pick, x4); Atk +8 ranged (1d8, light crossbow, x3, 80 ft.); SQ alternate form, low light vision, scent, wolverine empathy; AL LE; SV Fort +8, Ref +5, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb +3, Handle Animal +1, Intimidate +5, Jump +1, Listen +3, Ride +2, Spot +3, Survival +3, Swim -4. Feats: Alertness, Improved Bull Rush, Improved Initiative, Improved Natural Attack (claw), Iron will, Power Attack, Toughness, Track, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Wolverine form: CR 10; SZ M; HD 5d10 +8 + 3d8 +15 (23)*; hp 69 (77)*; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (burrow 10 ft., climb 10 ft.); AC 15 (13)* (+2 natural, +3 Dex), touch 13 (11)*, flat footed 12 (10)*; BAB/Grp +7/+11 (+13)*; Atk +11 (+13)* melee (1d6 +4 (+6)*, claw); Full Atk +11 (+13)*/+11 (+13)* melee (1d6 +4 (+6)*, claw) and +6 (+8)* melee (1d6 +3 (+5)*, bite); SA curse of lycanthropy, rage; SQ alternate form, damage reduction (5/silver), low light vision, scent, wolverine empathy; AL LE; SV Fort +12 (+14)*, Ref +7, Will +4; Str 18 (22)*, Dex 16, Con 20 (24)*, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb +17, Handle Animal +1, Intimidate +5, Jump +7, Listen +3, Ride +4, Spot +3, Survival +3, Swim +6. Feats: same as human form.

Hybrid form: CR 10; SZ M; HD 5d10 +8 + 3d8 +15; hp 69; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 natural, +3 Dex), touch 13, flat footed 12; BAB/Grp +7/+11; Atk +13 melee (1d6 +7, heavy pick, x4); Atk +11 melee (1d6 +4, claw); Full Atk +13/+8melee (1d6 +7, heavy pick, x4) and +6 melee (1d6 +3, bite); Full Atk +11/+11 melee (1d6 +4,

claw) and +6 melee (1d6 +3, bite); SA curse of lycanthropy; SQ alternate form, damage reduction (5/silver), low light vision, scent, wolverine empathy; AL LE; SV Fort +12, Ref +7, Will +4; Str 18, Dex 16, Con 20, Int 10, Wis 11, Cha 8.

Skills: Control Shape +6, Climb +17, Handle Animal +1, Intimidate +5, Jump +7, Listen +3, Ride +4, Spot +3, Survival +3, Swim +6. Feats: same as human form.

Possessions: +1 chainmail, +1 heavy pick, masterwork light steel shield, light crossbow, 20 bolts.

Description: These lycanthropes have an appearance similar to their lesser brethren above. In general, they are bigger, more savage and have a more complete understanding of their curse; many of these slavers were the ones who leapt at the chance to suffer Dravec's bite and join the organization. In human form, they sport a small shield in addition to the pick. Their transformation to hybrid form is more horrifying, as their increasing mass causes their flesh to tear and their bones to groan in the traumatic process. Their animal form is similar to the others.

Alchemist, male human Exp 5: CR 4; SZ M; HD 5d6+10; hp 28; Init +2 (dex); Spd 30 ft.; AC 12 (Dex), touch 12, flat footed 10; BAB/Grp +3/+3; Atk +3 melee (1d3, unarmed); AL NG; SV Fort +3, Ref +5, Will +3; Str 10, Dex 14, Con 14, Int 15, Wis 8, Cha 12.

Skills: Appraise +10, Craft (alchemy) +10, Decipher Script +10, Forgery +8, Knowledge (arcana) +7, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Knowledge (history) +6, Listen +2, Spot +2, Use Rope +2. Feats: Diligent, Dodge, Lightning Reflexes.

Possessions: the alchemists' personal items are stored in their quarters in Location D, Area 7.

Description: These men are sallow and frail, the byproduct of an academic life. Their manner is meek and analytical; paradoxically, they are easily influenced by physical violence but utterly inflexible in matters of intellectual debate. They may be encountered in Underbluff, particularly in Location C, Area 2 and Location D, Area 7 in Chapter 3.

Mercenaries

Broadwater is a fighter's town. With the volume of trade goods passing through its gates and the perils of the frontier just beyond the walls, it is a town to which mercenaries are drawn from many lands in search of adventure and fortune. Many of these mercenaries remain independent, but some organize themselves into guilds to better manipulate the market in their favor. Two such guilds, the White Dragon Company and the Steel Brigade, are described in the Warrior's Yard section of the Broadwater chapter and presented below, along with their commanders. Also listed below are certain personalities related to the Battle for Broadwater at the end of this module, including the army's commander, General Masrik, and Huurkth, a giant mercenary. Following the descriptions of these specific bands and persons are several generic mercenaries, including bowmen, cavalry and veterans to serve as guards, hirelings and security forces.

Kristoff of Kleve, General of the White Dragon Company, male human Ftr9: CR 9; SZ M; HD 9d10+27; hp 88; Init +1

(Dex); Spd 20 ft.; AC 17 (+7 armor, +1 Dex), touch 11, flat-footed 16; BAB/Grp +9/+11; Atk +15 melee (1d8+7, spear, x3); Atk +14 ranged (1d8+7, spear, x3, 20ft); Full Atk +15/+10 melee (1d8+7, spear, x3); AL LN; SV Fort +9, Ref +4, Will +5; Str 14, Dex 12, Con 16, Int 12, Wis 11, Cha 15.

Skills: Bluff +4, Climb +2, Diplomacy +6, Handle Animal +7, Intimidate +6, Jump +3, Ride +8, Sense Motive +4, Swim -2. Feats: Cleave, Great Cleave, Greater Weapon Focus (spear), Iron Will, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (spear), Weapon Specialization (spear).

Possessions: +2 *longspear*, +1 *banded mail*, light warhorse, bit and bridle, military saddle, saddlebags.

Description: Kristoff of Kleve is sturdily built, yet swift and agile. He keeps his hair cropped close and his jaw cleanly shaven except for a small chin goatee. As with all men of the aristocracy in his homeland, Kristoff served a time in his liege's military, but for him, it proved to be a compelling lifestyle. After he refused an arranged marriage and forsook his inheritance, he joined a mercenary guild and began to travel from one battlefield to the next. Over time he rose in the ranks until he inherited leadership of what was to become the White Dragon Company. He recognized the marketability of specialized tactics and adopted the spear hedge as the White Dragon's favored deployment. Since then, they have risen to prominence and gained an international reputation as skilled and dedicated mercenaries. He is easily found in the Warriors' Yard (Location S in Chapter 1).

White Dragon Spearman, male human War3: CR 2; SZ M; HD 3d8 +3; hp 23; Init +0; Spd 20 ft.; AC 19 (chainmail, shield), touch 10, flat footed 19; BAB/Grp +3/+4; Atk +2 melee (1d8 +2, longspear, x3) or Atk +2 melee (1d8 +1, longsword, 19-20); SA spear hedge formation; AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 8, Wis 9, Cha 11.

Skills: Intimidate +1, Listen +1, Ride +3, Spot +3, Survival +1. Feats: Endurance, Power Attack, Toughness.

SA—Spear Hedge Formation: The men of the White Dragon Company have trained extensively with their tower shields and longspears. When the Company fights in formation and uses their shields for cover rather than an AC bonus, each mercenary may make a single attack against a charging opponent if they have braced their spears. This is an exception to the rules for tower shields, which normally disallows attacks while the shields are used for cover.

Possessions: chainmail, tower shield, longspear, longsword, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: The White Dragon Company is a renowned mercenary outfit with many campaigns to their credit. The men wear heavy mail with iron helms and bear longspears and longswords. Each man also carries a massive tower shield, each of which bears the icon of the company: a white serpent coiled around a vertical spear. Many of the mercenaries bear the scars of numerous battles, and all are fanatically proud of their regiment.

Franco the Dark, Commander of the Steel Brigade, male human Ftr9: CR 9; SZ M; HD 9d10+18; hp 79; Init +3 (Dex); Spd 20 ft.; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 15;

BAB/Grp +9/+9; Atk +15 melee (1d6, short sword, 19-20); Atk +16 ranged (1d8+2, crossbow, 19-20, 120ft); Full Atk +14/+14/+9 ranged (1d8+2, crossbow, 19-20, 120ft); AL LN; SV Fort +8, Ref +6, Will +3; Str 11, Dex 17, Con 15, Int 12, Wis 11, Cha 14.

Skills: Climb +3, Diplomacy +6, Handle Animal +4, Intimidate +6, Jump +2, Ride +6, Sense Motive +4, Spot +2, Swim +0. Feats: Dodge, Far Shot, Greater Weapon Focus (light crossbow), Leadership, Mobility, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow).

Possessions: +2 *light crossbow*, +1 *scale mail*, 40 bolts, short sword, light warhorse, bit and bridle, military saddle, saddlebags.

Description: Franco the Dark is tall, black-haired and of dark complexion. Like all of his men, he hails from a distant desert kingdom. Technological advancements in those lands have rendered them the pinnacle of crossbow refinement, and mercenaries specialized in crossbow tactics have risen in prominence among the kingdom's exports. Franco's Steel Brigade are known far and wide as some of the best missile troops money can buy, and the commander never hesitates to boast about the devotion and prowess of his men, the superior craftsmanship of the crossbows or his own talent as a commander. Despite his pompous presentation he is ruthless in his tactics and skilled in both battlefield operations and contract negotiations. He and his men linger around the Warriors' Yard (Location S in Chapter 1).

Steel Brigade Crossbowman, male human War4: CR 3; SZ M; HD 4d8; hp 22; Init +2 (Dex); Spd 20 ft.; AC 18 (+2 Dex, +5 chainmail, +1 shield), touch 12, flat footed 16; BAB/Grp +4/+4; Atk +4 melee (1d6, short sword, 19-20/x2); Atk +7 ranged (1d8, light crossbow, 19-20, 120 ft.); Full Atk +5/+5 ranged (1d8, light crossbow, 19-20, 120 ft.); SA—ranked firing drill; AL LE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 9.

Skills: Climb -2, Craft (bowyer) +2, Craft (fletcher) +2, Intimidate +3, Jump -3, Ride +3, Swim -7. Feats: Point Blank Shot, Rapid Shot, Rapid Reload (light crossbow).

SA—Ranked Firing Drill: The men of the Steel Brigand have trained extensively with their crossbows. While arranged in ranks and armed with crossbows, they may stand up from prone as a free action (as opposed to a move-equivalent action). This allows them to fall prone after firing in order to present a smaller target to the enemy and to gain an AC bonus while reloading. This allows each man to stand up from prone, fire, reload, fire again and then fall prone in a single round, where they spend the next round reloading and preparing a second bolt in his teeth. The Steel Brigade usually presents two ranks to actively fire, with more men standing behind to move up and take the positions of the fallen. With two ranks performing this drill, the standing rank fires twice every round.

Possessions: chainmail, buckler, short sword, masterwork light crossbow and 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: The men of the Steel Brigade are armored in chain with conical steel caps. They wear a broad belt supporting their short swords on one hip and their bolt cases on the other. They carry their signature crossbows at all times. The symbol of the Brigade is a buckler worn on the left forearm bearing a bolt

for each season of service; many of the men have several bolts displayed in a radiating pattern like a spoked wheel.

General Masrik, male human Ftr13/Ari3: CR 15; SZ M; HD 13d10 + 3d8 + 48; hp 173; Init +1 (Dex); Spd 20 ft.; AC 23 (+1 Dex, +12 armor), touch 11, flat footed 22; BAB/Grp +15/+18; Atk +22 melee (1d8+9, longsword, 19-20); Full Atk +22/+17/+12 melee (1d8+9, longsword, 19-20); AL LE; SV Fort +14, Ref +8, Will +11; Str 17, Dex 13, Con 16, Int 17, Wis 15, Cha 14.

Skills: Appraise +5, Bluff +6, Climb +0, Diplomacy +12, Gather Information +8, Handle Animal +4, Intimidate +15, Jump -1, Knowledge (architecture and engineering) +7, Knowledge (geography) +7, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +6, Knowledge (royalty and nobility) +5, Listen +8, Ride +10, Search +4, Sense Motive +9, Sleight of Hand -4, Spot +12, Survival +7. Feats: Combat Reflexes, Combat Expertise, Dodge, Great Fortitude, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Iron Will, Leadership, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Possessions: +2 *banded mail*, +2 *longsword*, +2 *large steel shield*.

Description: General Masrik commands the army of House Drenwal and does not appear until the climactic battle described in Chapter 10. He is the consummate professional: a strict disciplinarian, a master tactician and a ruthless opponent. He appears on the battlefield in glorious mail, bearing a massive shield and gleaming longsword.

Huurkth, Stone Giant Mercenary Warlord, male stone giant Brb2: CR 20; SZ L; HD 14d8 + 2d12 + 112; hp 176 (208)*; Init +3 (Dex); Spd 50 ft.; AC 30 (+3 Dex, +9 armor, +12 natural, -4 size) (28)*, touch 9, flat-footed 30; BAB/Grp +12/+27; Atk +24 (26)* melee (3d8+18 [21]*, greatclub); Atk +22 (24)* melee (1d4+11 [13]*, slam); Atk +14 ranged (2d8+16 [19]*, rock); Full Atk +24/+19/+14 (+26/+21/+16)* melee (3d8+18 [21]*, greatclub); Full Atk +22/+22 (+24/+24)* melee (1d4+11 [13]*, slam); SA rock throwing; SQ darkvision 60ft, fast movement, low-light vision, rage (1/day, 12 rounds), rock catching, uncanny dodge; AL NE; SV Fort +21 (+23)*, Ref +7, Will +8 (+10)*; Str 30 (34)*, Dex 17, Con 24 (28)*, Int 9, Wis 12, Cha 13.

* While raging.

Skills: Climb +9, Hide -3 (+5 in rocky terrain), Intimidate +3, Listen +6, Spot +7. Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Armor, Power Attack.

Possessions: +2 *large greatclub*, +2 *large breastplate*, large wooden shield.

Description: Huurkth is a massively powerful and unusually cunning representative of his race. His remarkable mental capacity gave him an advantage over other giants and he rose to lead a small band. Despite his intellect, he is given to bouts of berserk fury, during which there is no reasoning, only frenzied bloodletting. The giants that accompany him are the most powerful and hardy remnants of his clan. Huurkth and his giant mer-

cenaries do not appear until the climactic battle described in Chapter 10.

Typical Mercenary, male human War3: CR 2; SZ M; HD 3d8 +3; hp 23; Init +0; Spd 20 ft.; AC 16 (chainmail, shield), touch 10, flat footed 16; BAB/Grp +3/+4; Atk +4 melee (1d8 +1, longsword, 19-20); or Atk +4 melee (1d8 +2, longspear, x3); or Atk +4 melee (1d10 +2, heavy flail, 19-20); or Atk +4 melee (1d8 +1, warhammer, x3); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 8, Wis 9, Cha 11.

Skills: Intimidate +1, Listen +1, Ride +3, Spot +3, Survival +1. Feats: Endurance, Power Attack, Toughness.

Possessions: chainmail, light steel shield, longsword (or heavy flail or warhammer), longspear, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: These typical mercenaries are a widely diverse lot. Some of them were village bullies unwelcome at home, some are criminals avoiding lengthy sentences, and others are the youngest sons of impoverished landowners seeking a fortune on the road. All of them are hardened by a life of travel and battle. They are powerfully built, well armed, unwashed and eclectically equipped.

Typical Mercenary Veteran, male human Ftr5: CR 5; SZ M; HD 5d10 +10; hp 42; Init +1 (Dex); Spd 20 ft.; AC 19 (+1 Dex, +6 armor, +2 shield), touch 11, flat footed 16; BAB/Grp +5/+8; Atk +10 melee (1d8 +4, masterwork longsword, 19-20); Atk +8 melee (2d4 +2, guisarme, x3); Atk +6 ranged (1d10, heavy crossbow, 19-20, 120 ft.); AL LN; SV Fort +6, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +2, Intimidate +6, Jump -1, Listen +5, Ride +7, Spot +5. Feats: Alertness, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Banded mail, heavy steel shield, masterwork longsword, guisarme, heavy crossbow, 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: Veteran mercenaries have survived more than their share of campaigns. Many of them fill minor command positions when the time comes to structure a unit of troops. They are both feared and respected by their fellows, and their tales of adventure are legendary. A disproportionate number of them have served in state armies, and many of them come from noble houses or other educated backgrounds.

Typical Mercenary Bowman, male human War4: CR 3; SZ M; HD 4d8; hp 22; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat footed 15; BAB/Grp +4/+4; Atk +4melee (1d6, short sword, 19-20/x2); Atk +7 ranged (1d10, heavy crossbow, 19-20, 120 ft.) or Atk +7 ranged (1d8, longbow, x3, 165 ft.); Full Atk +5/+5 ranged (either 1d10, heavy crossbow, 19-20, 120 ft. or 1d8, longbow, x3, 165 ft.); AL LE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 9.

Skills: Climb -2, Craft (bowyer) +2, Craft (fletcher) +2, Intimidate +3, Jump -3, Ride +3, Swim -7. Feats: Point Blank

Shot, Rapid Shot, Rapid Reload (light crossbow) or Far Shot (in the case of longbow archers).

Possessions: chainmail, short sword, masterwork light crossbow and 20 bolts or masterwork longbow with 20 arrows, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: Mercenary bowmen are slight of build and keen of eye compared to the average mercenary soldier. They take a support role on the battlefield, providing ranged fire to cover advancing infantry. In non-battlefield roles such as caravan work and domestic guard duties, they trade longbows for crossbows in favor of more penetration power.

Typical Mercenary Cavalry, male human War4: CR 3; SZ M; HD 4d8 +4; hp 26; Init +0; Spd 20 ft.; AC 16 (+5 chainmail, +1 light wooden shield), touch 10, flat footed 16; BAB/Grp +4/+5; Atk +6 melee (1d8 +1, masterwork mace); Atk +5 melee (1d6 +1, short sword, 19-20/x2); Atk +4 ranged (1d8, light crossbow, 19-20/x2, 80 ft.); SA double damage when charging on horseback; AL LE; SV Fort +5, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 10.

Skills: Climb -3, Handle Animal +5, Intimidate +2, Jump +0, Ride +7, Swim -9. Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Possessions: chainmail, small wooden shield, short sword, masterwork mace, light crossbow, 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value), light warhorse, bit and bridle, military saddle, saddlebags.

Description: The cavalymen are among the highest paid and the most desired of mercenary forces, but as often as not, they fall into this category merely by owning a mount. This allows them to command more coin and makes them eligible for certain types of work, namely escort duty and reconnaissance work. An elitist attitude is common among mercenary cavalry, and they frequently come from either a pastoral or an aristocratic background.

The Troubleshooters

House Drenwal retains three highly skilled adventurers in Eamonvale whose entire duty is to support the efforts of the various highwaymen, saboteurs and slavers working to facilitate the ultimate goal of seizing the town in siege. Their mission mandates them to run interference for the other agents, especially if an investigation of Drenwal's activities begins to bear fruit, and the heroes will almost certainly run afoul of one or more of them if they make headway in revealing Drenwal's intentions. Each has been written into at least one encounter, but they are designed to be used as DM utilities in any setting, at any time. The following section includes Rachman, an assassin with a unique approach to his art; Harm, an evasive rooftop skulker; and Timac Donne, a flashy horseman and swashbuckler.

Rachman, Male Human Ftr10: CR 10; SZ M; HD 10d10 +20; hp 98; Init +9; Spd 30 ft.; AC 22 (+5 Dex, +5 armor, +2 ring), touch 17, flat-footed 17; BAB/Grp +10/+12; Atk +13 melee (1d4 +2, masterwork dagger, 19-20/x2); Atk +17 ranged (thrown item); Full Atk +13/+8 melee (1d4 +2 [x2], masterwork dagger, 19-20/x2); Full Atk +13/+13/+13/+8/+8 ranged

(thrown weapons/splash weapons); AL N; SV Fort +9, Ref +8, Will +7; Str 14, Dex 20, Con 14, Int 12, Wis 10, Cha 11.

Skills: Bluff +2, Craft (alchemy) +15, Gather Information +2, Knowledge (nature) +4, Move Silently +7, Ride +8, Sleight of Hand +7, Tumble +7. Feats: Dodge, Exotic Weapon Proficiency: Shuriken, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Point Blank Shot, Quick Draw, Rapid Shot, Shot On The Run, Two-Weapon Fighting.

Possessions: +1 mithril chain shirt, +2 ring of protection, gloves of hurling (see Appendix 2: Magic Items and Spells), Rachman's Laboratory (see Appendix 2: Magic Items and Spells), 20 poisoned masterwork shuriken (refined plant poisons, injury DC 17, 1 Con/1d3 Con), 10 vials of juvenile slithering trackers (see Appendix 3: Creatures and Templates), 5 vials of acid, 5 flasks of alchemist's fire, 5 tanglefoot bags, little-used longbow, quiver of 20 arrows, waterskin, pouch with 43 gp, 10 sp and 4 gold bars worth 25 gp each, with the embossed crest gouged out.

Description: Rachman is an unusually tall man with long arms and legs, hollow cheeks and wispy blonde hair. His face is pitted as if by a childhood pox, and his hands are leathery and scarred. He wears comfortable traveling clothes in dark colors, a black rain cloak and a wide hat.

Rachman was born to a farmer in a backwater village. He was a champion rock-thrower—he could smash a bottle on a fence post with a rock from a hundred feet away—but he had no prospects but to follow in his father's footsteps. He devoted his extra time to studying with the village priest to better his chances, but his father reproached him for his efforts, driving the boy into a sullen rebellion. In the end, he left under cover of night and escaped the village with a traveling herbalist. The herbalist mentored Rachman, but while he superficially sold herbal remedies in rural villages, his chosen business was refining toxic plants into potent poisons for sale in the city. Rachman acted as a lookout while the herbalist made his deliveries to black marketeers and thieves guilds. One night a unit of guardsmen interrupted the transaction, killed the herbalist and forced Rachman to defend himself. For the first time, he used acids and thrown poisons as weapons, using his uncanny aim to aid his escape. With a few precious references from the wagon, he made the business his own. Over time, more clients began paying him to deliver poisons, not to the buyer, but to the victim, and an assassin was born.

Rachman was originally approached by House Drenwal in their home city. He was desirable as a hired killer because he was untroubled by the politics of assassin's guilds, but that also made him a rogue assassin and a wanted man. When the offer came to support Drenwal's objectives in Eamonvale, he was glad for a chance to escape the bounties in the city and explore a frontier filled with exotic botanical life. He works closely with Rolant's brigands, helping them select targets on the Trade Road by getting close to the caravans in camp and evaluating their cargo and guard capabilities. He has also dealt with incorruptible constables and other do-gooders in Broadwater. He touches base with Rolant, Gurvan, Uthno, Harm and Timac Donne at regular intervals, and is ready to relocate as Uthno sees fit.

Rachman has one written encounter, Trade Road Keyed Encounter: Shelter From The Storm in Chapter 5. If he survives that encounter, he can be encountered anywhere on the Trade Road, in waystations along it or in a village such as Fagan's Hollow. If the brigands are neutralized, Rachman joins Drenwal's

efforts in Broadwater. There he may be encountered during an act of sabotage or a kidnapping, running interference for Drenwal's other agents. He might also take a place at the side of one of Drenwal's primary players, such as Uthno or Odair, as a bodyguard.

Timac Donne, male human Rog4/Ftr4/Dst4: CR 12; SZ M; HD 4d6 + 8d10 +12; hp 80; Init +6 (+4 Dex, +2 Improved Reaction); Spd 30 ft.; AC 20 (+4 Dex, +2 Int, +2 armor, +2 insight), touch 18, flat-footed 20; BAB/Grp +11/+11; Atk +16 melee (1d6 +3, rapier, 15-20 x2); Full Attack +14/+9/+4 melee (1d6 +3, rapier, 15-20 x2) and +12/+7 melee (1d4 +2, masterwork dagger, 19-20 x2); SA sneak attack (+2d6); SQ canny defense, enhanced mobility, evasion, grace, uncanny dodge; AL CN; SV Fort +7, Ref +15, Will +3; Str 16, Dex 18, Con 12, Int 14, Wis 10, Cha 12.

Skills: Balance +15, Bluff +9, Climb +9, Diplomacy +5, Disguise +4 (+6 to act in character), Escape Artist +7, Gather Information +7, Handle Animal +4, Hide +8, Intimidate +8, Jump +14, Knowledge (local) +7, Listen +4, Move Silently +7, Perform (singing) +5, Ride +14, Search +4, Sense Motive +7, Sleight of Hand +8, Spot +6, Tumble +14, Use Rope +9. Feats: Dodge, Improved Critical (rapier), Improved Two-Weapon Fighting, Mobility, Mounted Combat, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse (rapier).

Possessions: +1 rapier, masterwork dagger, greater cape of the mountebanke, +2 bracers of armor, +2 gaudy hat of defensive insight.

Description: Timac Donne is a man of refined taste and practiced elegance. His hair is impeccably groomed and his moustache trimmed in the most gallant fashion. His wardrobe of suede and bright velvet, while at the height of fashion in the lowlands, is terribly outlandish for the wilderness of Eamonvale. His gold-trimmed cape and plumed hat compliment his dashing composition, but also bear enchantments that assist him in keeping him unarmored body (and fine clothing) out of harm's way. He is bold, charming and excitable, and his allegiances are second in importance to high-visibility adventure.

Timac Donne was once a page and groom to a noble knight, but he was excused from the retinue for upstaging his liege's courtly entrances and usurping one too many of the knight's romantic conquests. Penniless, he was determined to maintain the courtly life the knight had introduced him to. He put his charms to work for him and seduced, cajoled and bluffed his way into high society. His favorite pastimes involve displays of horsemanship, because he can use the skills he acquired during his time in knightly service to supplement his social graces. He has humiliated countless aristocrats at polo, in steeplechases and on the hunt. While his manners and dress are thoroughly upper class, he rides like a man born to the saddle.

Always the social butterfly, Timac Donne has friends and enemies in every land. He would prefer to be in the city, but there are few cities left where he does not owe money or blood to one noble faction or another. When House Drenwal began seeking a master horseman to support a gang of wilderness highwaymen, he reluctantly took the opportunity to avoid his creditors for a time. He has since used his social skills to get close to merchants and caravan guards, gathering information about the contents and schedules of caravans headed upriver from Broadwater.

Unable to resist the prospect of adventure or the call of the saddle, he usually involves himself with great bravado in the caravan raids he helps to plan for Rolant's brigands.

Timac Donne is written into one encounter: Trade Road Timed Encounter: Damsels in Distress. If he survives this encounter, or if it is not used or he is not involved, he may be encountered elsewhere. He may be attached to any encounter involving horseback caravan raids by Rolant's brigands. If the brigands are neutralized, he is unlikely to stay in the wilderness, as Broadwater holds much more potential for him. He can be encountered at the Broadwater Gentlemen's Club (Location P), Sharp's gambling house (Location NN), in the Trade Grounds (Location G) or anywhere else House Drenwal's interests are at stake. At the DM's discretion, he could even be tasked by Uthno to use his natural charm to get close to the party to gather intelligence and sow misinformation.

Harm, male human Mnk8/Shd4: CR 12; SZ M; HD 12d8 +24; hp 90; Init +3 (+3 Dex); Spd 50 ft.; AC 16 (+3 Dex, +2 Wis, +1 AC bonus), touch 16, flat-footed 16; BAB/Grp +9/+12; Atk +12 ranged (1d4 +4, sling, 50 ft.); Atk +13 melee (1d10 +4, improved unarmed); Full Atk +13/+8 ranged (1d4 +1, sling, 50 ft.); Full Atk +14/+9 [+9/+4 BAB +4 Str, +1 quarterstaff] melee (1d6 +5 [+4 Str, +1 quarterstaff], quarterstaff); Flurry of Blows +12/+12/+7 melee (1d10 +4, improved unarmed); SQ darkvision, evasion, flurry of blows, fast movement, hide in plain sight, Ki strike, purity of body, shadow illusion, shadow jump (20 ft.), slow fall (40 ft.), still mind, summon shadow, wholeness of body; AL LE; SV Fort +9, Ref +13, Will +9; Str 19, Dex 17, Con 14, Int 12, Wis 14, Cha 10.

Skills: Balance +13, Bluff +3, Climb +15, Decipher Script +3, Diplomacy +2, Disguise +3, Escape Artist +6, Hide +15, Jump +16, Listen +9, Move Silently +13, Perform (dance) +6, Search +2, Spot +9, Tumble +13, Use Rope +8. Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Run, Spring Attack, Stunning Fist.

Possessions: *traveling stick* (see Appendix 2: Magic Items and Spells), masterwork sling, 10 +1 *seeking bullets*, 10 +1 *flaming bullets*.

Description: Harm is slim, agile and muscular, although it is obvious only from his movements since his clothing always obscures his form. He wears loose, billowing trousers and shirt of grey and black, belted at the waist and wrapped with cloth strips at the ankles and forearms. He wears a silk cloak that flows like a black wind around him, rendering his outline indistinct at best. If he ever reveals his features, he has smooth olive skin, a shaven scalp and a look of patience and cunning.

Harm was abandoned in the streets of his home city and saved by a monastic order. As he grew and the monks recognized his physical aptitude, he was taken to a remote monastery to better focus on his training. His skills advanced quickly, but he discovered an obscure discipline inclined to subterfuge, confrontation and the night, and began investigation the intersections of his world and the realm of shadow. Fascinated, and much to the dismay of his mentors, he embraced the shadow realm fully, delving into its secrets and combining its advantages with his monk training. He abandoned the order and left the monastery, taking with him a deadly combination of secrets. In doing so, he lost the devotion he had relied upon for structure in his life, and found himself lost in a world of shadows, both physically and

philosophically. He constantly seeks to adopt new goals, loyalties and motivations to replace those he abandoned, but borrowing the ideals of others inevitably leads him down a dark road of espionage, secrecy and crime.

House Drenwal adopted the forlorn ex-monk as a saboteur and spy against their economic rivals. Given his abilities with stealth, observation and self-defense, he was a perfect complement to their plans for Eamonvale. He was sent to the Broadwater to gather information, observe meddlesome dogooders and to protect the agendas of the House. In most cases, this means luring constables away from crime scenes, keeping tabs on those who have suspicions of foul play and in some cases, directly opposing those who would act overtly against Drenwal or its agents. Most of his actions take place at night, although he is just as comfortable in daylight, and he prefers the rooftops that are reminiscent of the open-air training grounds of his far-off monastery.

Harm has one encounter described in Broadwater Timed Encounter: In Harm's Way in the Villains section of Chapter 2, and it may be used at the DM's discretion in connection any one of several House Drenwal activities. Harm's actions usually serve to either distract the party from their investigation or inform upon them to his masters. Thus he may be encountered anywhere in Broadwater under any circumstances. In general, he is encountered only at night and only on the rooftops, although the DM may revise the encounter to suit the best interests of House Drenwal.

Caravans

The Eamonvale Trade Road is a lifeline to much of Eamonvale, and as such the events of The Eamonvale Incursion involve it directly. Use the Random Caravan Generator provided below to populate this vital trade corridor with merchant enterprises of all sizes, types and origins. Eamonvale's caravans often carry luxury goods and imported staples on their upriver trips, and weapons, armor and furs on the downriver leg. Profiles of the caravan masters, guards, handlers and scouts of an Average caravan, the most common result in Eamonvale, are provided to flesh out your caravans, as well as a mediocre guard for a Poor or Struggling caravan.

Caravan Generator

This series of tables originally appeared in The Mother of All Encounter Tables, available from Necromancer Games. It has been modified to reflect the economy of Eamonvale.

1. Roll on Table CG-1 to determine the general value of the merchandise being transported.

2. Roll on Table CG-2 and subtables A, B and C to determine the specific goods being transported. For large caravans, you may wish to roll several times, taking only 10% or 20% of the caravan's value each time to represent the diversity and buying power of a large merchant operation.

3. On table CG-3 choose a combination of transport options and calculate the number of vehicles needed based on cargo weight.

4. On tables CG-4 and CG-5 determine the composition and size of the caravan crew.

Table CG-1: Caravan Size and Value

Roll	Value
01-15	0-25 gp - Poor
15-30	26-250 gp - Struggling
31-80	250-2,500 gp - Average
81-96	2,500-25,000 gp - Valuable
97-00	25,000 + gp - Exotic

Table CG-2: Caravan Goods

Use	Poor	Struggling	Average	Valuable	Exotic
Table CG-2A	01-36	01-30	01-35	01-30	01-59
Table CG-2B	37-52	31-65	36-72	31-59	60-63
Table CG-2C	53-00	66-00	73-00	60-00	64-00

Table CG-2A

Cargo	(gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Adamantine	800					01-04
Ale	0.5	01-08	01-10	01-12	01-02	
Amber	80				03	05-10
Animals, Wild	1.25			13-14	04-05	
Armor	3.75			15-16	06-20	11-26
Artwork	700					27
Books	3			17-18	21-22	28
Bronze	2.5			19-30	23-24	
Chalk	0.13	09-23	11-20	31-32		
Cheese	0.3	24-48	21-30	33-34		
Cloth	1.25		31	35-47	25-26	
Clothing	2.25			48-55	27-55	
Coal	0.125	49-73	32-44	56-58		
Coffee	0.75	74-77	45-53	59-60	56-57	
Copper	0.5		54-61	61-70	58-59	
Cosmetics	150				60	29-30
Cotton	0.1	78-88	62-77	71-73		
Dyes	125				61-62	31-56
Fruit	0.75	89-96	78-93	74-80	63	
Furs	2	97-00	94-99	81-98	64-88	
Gems	7000					57-64
Glass	0.625		00	99-00	89-90	
Gold	50				91-00	65-00

Table CG-2B

Cargo	(gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Grain	0.3	01-35	01-17	01-08		
Hardwood	1		18	09	01-03	
Herbs	3.25			10-22	04-47	
Horses	PHB		19-28	23-35	48-50	
Incense	3.5			36	51-60	01-60
Ink	2.75			37-38	61-70	
Iron	1.25		29	39-51	71-80	
Ivory	1.75			52	81	61-64
Jade	2.25			53	82-85	65-68
Jewelry	1500					69-72
Lead	0.875		30-33	54-55		
Leather	0.625	36-41	34-43	56-68	86-87	
Livestock	0.375	42-76	44-60	69-76		
Magic Items	DMG				88	73-75
Marble	2		61	77-78	89	
Meat Foods	0.45	77-88	62-71	79-86		
Medicine	175				90	76-84
Mirrors	4				91	85-88
Mithril	500				92-94	89-00
Nuts	0.375	89-00	72-75	87-88		
Obsidian	1.5			89	95	
Oil, Lamp	0.5		76-92	90-97	96-98	
Oil, Olive	0.75		93-96	98-99	99	
Oil, Whale	0.75		97-00	00	00	

Table CG-2C

Cargo	(gp/lb)	Poor	Valuc Struggling	Average	Valuable	Exotic
Paper	1.125			01	01-02	
Pipe Tobacco	1.85			02	03-04	01-04
Platinum	500				05	05-15
Rice	0.325	01-07	01-05	03		
Rope, Hemp	0.1	08-38	06-10	04		
Rope, Silk	0.5		11-13	05-14	06-07	
Salt	0.35	39-47	14-18	15		
Seafood	0.4	48-54	19-43	16		
Silks	0.75		44-47	17	08-09	
Silver	5				10-20	16-26
Slaves	0.5			18	21	27
Spell Comp.	10				22-23	28-34
Spice	5				24-45	35-70
Stone	0.125	55-62	48-52	19-22		
Sugar	0.4	63-71	53-56	23-24		
Tea	0.45	72-79	57-59	25-34	46-47	
Timber	0.15	80-86	60-64	35		
Tin	0.5		65-67	36	48	
Tools	2			37-46	49-58	
Vegetables	0.25	87-93	68-92	47		
Wax	0.625		93-95	48	59	
Weapons	3.5			49	60-73	71-96
Wheat	3			50-74	74-75	
Wine	2.5			75-99	76-00	97-00
Wool	0.36	94-00	96-00	00		

Table CG-3: Means of Transport

Transport	(in pounds)
Pack beast	150
Cart	200
Wagon	400

Table CG-4: Caravan Crew Type

Value	Master	Handlers	Guards	Scouts
Poor	Com1	Com1	None	None
Struggling	Com3	Com 2	War1	None
Average	Exp4	Com3	War3	War4
Valuable	Exp6	Com3	War3	Rgr5
Exotic	Exp9	Com3	Ftr4	Classed NPCs of level 4-8

Table CG-5: Caravan Crew Size

Transport	Master	Handlers	Guards	Scouts
Pack Beast	1 overall	1 per 5 beasts	by value	by value
Cart	1 overall	1 per wagon	1 per 2 carts	1 per 3 carts
Wagon	1 overall	1 per wagon	1 per wagon	1 per 3 wagons

Caravan Master, male human Exp4: CR 3; SZ M; HD 4d6; hp 17; Init -1 (Dex); Spd 20 ft.; AC 13 (-1 Dex, +4 armor), touch 9, flat footed 13; BAB/Grp +3/+3; Atk +3 melee (1d8, longsword, 19-20); Atk +2 ranged (1d8, light crossbow, 19-20, 80 ft.); AL LG; SV Fort +1, Ref +0, Will +4; Str 10, Dex 8, Con 10, Int 13, Wis 11, Cha 12.

Skills: Appraise +6, Diplomacy +12, Gather Information +3, Handle Animal +7, Knowledge (geography) +8, Knowledge (local) +6, Listen +6, Ride +4, Sense Motive +6, Spot +6, Survival +5. Feats: Endurance, Persuasive, Point Blank Shot.

Possessions: Scale mail, longsword.

Description: Caravan masters are usually merchants, although from time to time they may be veteran guards or other

loyal retainers of a merchant house. They dress for travel, wear slightly heavier armor than most guards, and often (but not always) take care to disguise their personal wealth. While their dress does not mark them as members of the merchant class, their eloquent speech, neat grooming and air of condescension might do so. They usually occupy the guard's seat on the first wagon, ready to advise the driver or confer with the mounted scouts. When dealing with other travelers, the security of their goods is their primary concern, and the never hesitate to summon their guards or drive off mid-sentence if they suspect foul play.

Caravan Guard, male human War3: CR 2; SZ M; HD 3d8 +3; hp 20; Init +0; Spd 20 ft.; AC 14 (chain shirt), touch 10, flat footed 14; BAB/Grp +3/+4; Atk +3 ranged (1d10, heavy crossbow, 19-20, 120 ft.); Atk +4 melee (1d8 +1, longsword, 19-20); or Atk +4 melee (1d8 +2, longsword, x3); or Atk +4 melee (1d10 +2, heavy flail, 19-20); or Atk +4 melee (1d8 +1, warhammer, x3); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 8, Wis 9, Cha 11.

Skills: Intimidate +1, Listen +1, Ride +3, Spot +3, Survival +1. Feats: Alertness, Endurance, Power Attack.

Possessions: chainmail, heavy crossbow, 20 bolts, longsword (or longsword, heavy flail or warhammer).

Description: Caravan guards come from all walks of life, but most are career mercenaries. Those contracted by a merchant house often wear the colored livery of that house. Freelance guards wear only the armor and clothing they own. They are equipped for long-distance travel in a variety of weather conditions, and many possess a small arsenal of weapons. Grooming and hygiene are never a high priority among such men. They ride on the wagons during the day and sleep in shifts at night.

Caravan Handler, male human Com3: CR 2; SZ M; HD 3d4; hp 9; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 shield), touch 11, flat footed 11; BAB/Grp +1/+0; Atk +0 melee (1d6, club, x2); Atk +2 ranged (1d8, light crossbow, 19-20, 80 ft.); AL NG; SV Fort +1, Ref +2, Will +0; Str 9, Dex 12, Con 10, Int 11, Wis 8, Cha 13.

Skills: Climb +2, Handle Animal +8, Listen +3, Ride +5, Spot +2, Use Rope +4. Feats: Animal Empathy, Armor Proficiency (light), Simple Weapon Proficiency.

Possessions: buckler, club, light crossbow, 20 bolts.

Description: Caravan handlers serve primarily as drivers, but inherit other tasks as well. They hitch, unhitch and feed the horses, mend harnesses and may find themselves charged with cooking and cleaning as well. They are most often peasants who have lost their land, younger sons with no inheritance or men trying to escape the ills of city life. They are rough, simple folks, dressed in leather and wool and permeated with the stink of horses.

Caravan Scout, male human War4: CR 3; SZ M; HD 4d8 +4; hp 26; Init +0; Spd 20 ft.; AC 16 (+5 chainmail, +1 light wooden shield), touch 10, flat footed 16; BAB/Grp +4/+5; Atk +6 melee (1d8 +1, masterwork heavy mace); Atk +5 melee (1d6 +1, short sword, 19-20/x2); Atk +4 ranged (1d8, light crossbow, 19-20/x2, 80 ft.); SA double damage when charging on horse-

back; AL LE; SV Fort +5, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 10.

Skills: Climb -3, Handle Animal +5, Intimidate +2, Jump +0, Ride +7, Swim -9. Feats: Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: chainmail, small wooden shield, short sword, masterwork heavy mace, light crossbow, 20 bolts, light warhorse.

Description: Caravan scouts are mounted outriders charged with surveying the road ahead, monitoring the road behind, assessing hazards and provisioning the caravan with fresh game. Since they are often the first to encounter danger, they wear armor as the guards do and carry an assortment of arms.

Mediocre Caravan Guard, male human War1: CR 1/2; SZ M; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 12 (armor), touch 10, flat footed 12; BAB/Grp +1/+2; Atk +2 melee (1d6+1, short sword, 19-20); Atk +1 ranged (1d8, light crossbow, x3, 80ft); AL LN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Skills: Climb+3, Handle Animal+3, Intimidate+3, Jump+3. Feats: Point Blank Shot, Run.

Possessions: leather armor, short sword, light crossbow, 20 bolts.

Description: Not all caravan crews are capable fighters. These guards are the worst that money can buy, and can only be found on the most impoverished of caravans. They are typically lazy, often out of shape and frequently drunk.

Rolant's Brigands

House Drenwal's sponsored brigands form a large and diverse organization based in the bogland of the Bleak. Rolant, a dangerous fighter and a vindictive opponent, is their grim and charismatic leader. Ludolf and Cobb are Rolant's devoted bodyguards, half-orc brothers who have fought together for a lifetime. Velfort is one of Rolant's longtime henchmen, a sorcerer of great power and a skilled teacher in the arcane arts. Fiskin is another henchman, a kobold cleric of a wretched god well suited to a life among robbers and murderers.

Rolant's brigand band is composed of cutthroats, spies, deserters, slavers and others of low morals and predictably materialistic motivation. Despite their despicable nature, or perhaps because of it, they are some of the hardest, most capable highwaymen ever to cross the law. All are powerful fighters, many are adequate marksmen and the majority are capable horsemen as well. For ease of play, they are divided into generic groups according to their strengths and roles in the organization. Toughs are the footmen of the brigand organization. Most of them are career criminals, outcast mercenaries or hired bullies. They serve as gate guards, slavers, lookouts and escorts for the transfer of plunder. Triggers are the ablest marksmen of the brigand gang. They favor crossbows for their stopping power, their compactness and the ability to fire them one-handed in a pinch. They provide tower lookouts for the ring fort and covering fire for heists on the Trade Road. Saddlebacks are the mounted raiders, and form the core of Rolant's highwaymen. These men are made up of mercenary cavalry, highway robbers, couriers and horse thieves. They favor the light flail for its advantage in unhorsing opponents, and are highly skilled riders. Huntsmen serve as animal handlers and game hunters for the band. They are experienced woodsmen,

trackers and trainers, and prefer a longbow and a leash of powerful hounds as their weapons. Reavers are the lieutenants that lead small groups of brigands on most raids. These are men who have proved both martial prowess and loyalty to Rolant. They are very fond of reminding the men what wretched punishments and tortures await failure or embezzlement. Spellfists are the sorcerers who accompany raiding parties from time to time, when the situation warrants. These are the apprentices of Velfort, Rolant's arcanist henchman. They aspire to great power, and bear into battle a magic wand crafted by their master.

A few other NPCs serve Rolant's band by guarding the entrances to the brigand's swamp lair. These are Lavro and Nidia, who masquerade and a ranching couple living with their son Gerald, who is also a brigand. Gamel manages an intermediate camp on the approach to the lair.

Rolant, male human Ftr8/Ari5: CR 12; SZ M; HD 8d10 +8 plus 5d8 +5; hp 100; Init +3 (Dex); Spd 20 ft.; AC 19 (+3 Dex, +6 armor), touch 13, flat footed 16; BAB/Grp +11/+14; Atk +17 melee (2d4 +7, spiked chain); Full Atk +17/+12/+7 melee (2d4 +7, spiked chain); Full Atk +15/+10/+5 melee (2d4 +7, spiked chain) and +15/+10 melee (2d4 +6, spiked chain); AL LE; SV Fort +8, Ref +6, Will +8; Str 16, Dex 17, Con 13, Int 12, Wis 10, Cha 14.

Skills: Appraise +3, Bluff +7, Climb +2, Diplomacy +12, Gather Information +7, Intimidate +16, Jump +0, Knowledge (geography) +3, Knowledge (history) +2, Knowledge (local) +4, Knowledge (nature) +4, Knowledge (nobility and royalty) +5, Listen +2, Ride +9, Search +2, Sense Motive +7, Sleight of Hand +2, Spot +5, Survival +5. Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Two Weapon Fighting, Iron Will, Leadership, Skill Focus (intimidate), Two Weapon Fighting, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 scale mail, +2 spiked chain.

Description: Rolant is of dark complexion, with a shock of straight black hair and even white teeth. His armor is crafted from hundreds of steel scales coated in iridescent enamel, creating a shimmering multihued coat and leggings offset with a polished black leather belt, boots and gloves. His mouth always takes the hard lines of a scowl, and his short temper is legendary. Even more notorious are his brutal vengeance against those who have (or are perceived to have) wronged him.

Rolant was born to luxury in an aristocratic family. As a child, no desire was denied him, which may have fostered his tyrannical attitudes. As he grew, he was drawn into the life of decadence and debauchery that ensnares so many young noblemen. Unlike his fellows, however, Rolant was also touched with a sadistic madness. As a wealthy, handsome and well-bred young man, he found that he had access to the finest gatherings and most exclusive offices. At those galas and forums he presented himself as an object of worthy of envy and desire, but in secret he began a crusade of rape, blackmail, extortion and savage murder. Before long, he was fleeing a new metropolis every month, leaving in his wake a sensational legacy of unspeakably violent crimes, ruined empires and tormented survivors. It was not until Rolant encountered the merchant princes of House Drenwal that he met his equal in ruthless and methodical evil. After a few shared exploits against rival houses, the lords of Drenwal took the young

monster into their house as they would a nephew from a distant relation. They groomed him in secret as their pawn, someone with the skills to pass unnoticed in high society and the dearth of conscience to perpetrate the most hideous acts of violence. In recent times, Rolant has struck down a number of House Drenwal's high-profile enemies in such grisly fashion that it became necessary for him to flee the public eye and go into hiding. Coincident with his need to disappear was Uthno's undertaking of House Drenwal's new initiatives in the valley of the River Eamon.

Uthno convinced Rolant to lead a vicious force of highwaymen and cutthroats into the Eamonvale wilderness, there to strike at trade caravans, harry merchants and seize goods complimentary to Drenwal's cause. Cut off from the courtly comforts he had known, Rolant has become increasingly sour, short-tempered and violent. He rules his criminal empire with an iron fist, redressing his distaste for the swamp and his rabble of murderers in an endless series of raids on Trade Road traffic. The goods he stores at the newly renovated ring fort will serve to provision House Drenwal's army when they begin the march up Eamonvale.

Rolant may be encountered anywhere in Rath Rolant (Location F in Chapter 6), but is most likely found in his inner sanctum (Location F, Area 8).

Ludolf and Cobb, male half-orc Bbn6: CR 6; SZ M; HD 6d12 +6 (+18)*; hp 58 (70)*; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 armor) (15)* touch 12 (10)*, flat-footed 17 (15)*; BAB/Grp +6/+9 (+11)*; Atk +11 (+13)* melee (1d12 +5 (+8)*, greataxe, crit x3); Full Atk +11/+6 (+13/+8)* melee (1d12 +5 (+8)*, greataxe, crit x3); SQ fast movement, improved uncanny dodge, rage (2 times per day, for 6 rounds), uncanny dodge; AL LN; SV Fort +6 (+8)*, Ref +4, Will +2 (+4)*; Str 17 (21)*, Dex 14, Con 12 (16)*, Int 7, Wis 11, Cha 9.

* While raging

Skills: Climb +2, Handle Animal +1, Intimidate +1, Jump +2, Listen +2, Ride +4, Survival +6. Feats: Combat Reflexes, Power Attack, Weapon Focus (greataxe).

Possessions: +1 breastplate, masterwork greataxe.

Description: Rolant's two half-orc bodyguards look almost identical. Both Ludolf and Cobb are huge, but lack the spark of intelligence found in most people. Rolant acquired them as slaves from an orc tribe as part of a weapons deal, but through acts of favor and perceived kindness he bent them to his will and eventually earned their devotion. He granted them the positions of authority over their inferiors that they craved, for which they are ready to fight to the death to protect their master.

Velfort the Sorcerer, male human Sor8: CR 8; SZ M; HD 8d4 +8; hp 31; Init +5 (+4 Improved Initiative, +1 Dex); Spd 30 ft.; AC 11 (Dex), touch 11, flat footed 10; BAB/Grp +4/+3; Atk +3 melee (1d4-1, dagger, crit 19-20); Atk +5 ranged (1d8, light crossbow, crit 19-20, 80 ft.); SA spells; AL NE; SV Fort +3, Ref +3, Will +6; Str 9, Dex 12, Con 13, Int 11, Wis 10, Cha 16.

Skills: Concentration +12, Diplomacy +4, Knowledge (arcana) +6, Ride +4, Spellcraft +7, Spot +2. Feats: Craft Wand, Eschew Materials, Improved Initiative, Skill Focus (concentration).

Arcane Spells Known (Cast per Day 7/7/7/5/3; save DC 13 plus spell level): 0—*daze, detect magic, ghost sound, light, mesage, ray of frost, read magic, resistance*; 1st—*grease, mage armor, magic missile, obscuring mist, ray of enfeeblement*; 2nd—*Mel's acid arrow, whispering wind, web*; 3rd—*lightning bolt, summon monster III*; 4th—*wall of ice*.

Possessions: dagger, light crossbow, 20 bolts, *wand of magic missile* (10 charges, 7th level), *wand of lightning bolt* (10 charges, 8th level).

Description: Velfort is a foreigner, dark in color, with thin greasy hair and amber eyes. He wears an ochre robe to the ground, with shortened sleeves for free movement of his arms. A leather belt at his waist holds a number of pouches and conical leather sleeves for his wands, and he wears tall leather boots. His most unique item of dress is a strange leather headdress consisting of a temple band with rectangular leather scales hanging to his cheeks and the tip of his nose, leaving only his curiously colored eyes visible in the shadows.

Velfort hails from one of the distant lands that House Drenwal occupied in their quest to open new trade routes. The tribesmen of the land were primitive, but had inherent magical prowess that rendered them a force to be reckoned with, even in the minds of House Drenwal's savvy and well-armed diplomatic forces. The solution was to corrupt the inner circle of spellcasters with offers of wealth and power. Velfort was one of those sorcerers who betrayed his tribe for a heavy coffer of gold coins. He accompanied the diplomatic mission and eventually returned to House Drenwal's main emporium, but the masters of the house feared that betrayal was in his blood. Only Rolant, the cold-blooded young nobleman, had the strength of will to guarantee the sorcerer's loyalties to House Drenwal, so the caster was attached to Uthno's mission and accompanied the brigands into the Bleak.

Since that time, Velfort has recruited several young apprentices with sorcerous potential and has guided them in unlocking their magical birthright. His underlings, the spellfists of the brigand organization, often accompany mounted raiding parties on their sorties. Velfort himself remains at Rath Rolant, providing magical intimidation, communications and defenses.

Velfort may be encountered anywhere in Rath Rolant (Location F in Chapter 6), but is most likely found around the inner sanctum (Location F, Area 8).

Fiskin, male kobold Clr9: CR 9; SZ S; HD 9d6 +9; hp 45; Init +4 (Dex); Spd 30 ft.; AC 21 (+5 armor, +4 Dex, +1 size, +1 natural), touch 15, flat footed 17; BAB/Grp +6/+2; Atk +8 melee (1d3 +2 [+2d6 vs. good], +1 unholy dagger, 19-20); Atk +11 ranged (1d3, dagger, 19-20, 10 ft.); Full Atk +8/+3 melee (1d3 +2 [+2d6 vs. good], +1 unholy dagger, 19-20); Atk +11/+6 ranged (1d3, dagger, 19-20, 10 ft.); SA rebuke undead, smite (+4 Atk, +9 dmg, 1/day), spells; SQ dark vision 60 ft., light sensitivity; AL NE; SV Fort +8, Ref +7, Will +9; Str 10, Dex 18, Con 11, Int 12, Wis 16, Cha 9.

Skills: Concentration +7, Craft (trapmaking) +6, Craft (alchemist) +3, Escape Artist +4, Heal +5, Hide +8, Knowledge (religion) +4, Listen +5, Profession (miner) +6, Search +5, Sense Motive +4, Spellcraft +5. Feats: Brew Potion, Great Fortitude, Quick Draw, Silent Spell.

Divine Spells Prepared (6/5/5/4/2/1; save DC 13 plus spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*bane*, *command*, *divine favor*, *doom*, *magic stone*; 2nd—*death knell*, *desecrate*, *sound burst*, *spiritual weapon* (2); 3rd—*bestow curse*, *blindness*, *cure moderate wounds*, *summon monster III*; 4th—*divine power*, *poison*; 5th—*slay living*.

Domain Spells (Destruction/Evil): 1st—*protection from good*; 2nd—*shatter*; 3rd—*contagion*; 4th—*unholy blight*; 5th—*inflict light wounds*, *mass*.

Possessions: +1 *unholy dagger*, 6 daggers, +1 *chain shirt*.

Description: Fiskin is a hunched, wiry little kobold, utterly devoted to his God of Decay and constantly covered in the filth and slime that he worships. His robes are tattered and matted with mud and other unspeakable nastiness. He wears a string of dead insects, rodents and small birds around his neck, all in various stages of decomposition. A brace of daggers, encrusted with blood and muck, adorns his narrow waist. Fiskin mutters constantly to himself, picks at his filthy robes and periodically flings fistfuls of foulness at passers-by before cackling with glee and running off.

Fiskin had been drawn to the worship of the God of Decay in his youth after his underground community was destroyed by marauding sahuagin. In the aftermath of the battle, rot and ruin overtook the shattered kobold village, and the few survivors fell under the sway of a visiting cleric of the deity whose portfolio included rot, decay and atrophy. In time, a nearby kobold band under the banner of the patron deity of kobolds retook the village and drove out the worshippers of Decay. It was at this time that Fiskin abandoned the cult and made his way to the surface. He drifted from place to place, sometimes attracting a few disciples for a time, but never really finding a place to establish himself. He eventually stumbled into the Bleak, where he happened upon the ruined ring fort. When the brigand prince arrived on the edge of the great swamp, it was Fiskin who contacted him and revealed the location of the brigand's future home in exchange for a place in the organization.

Rolant took the kobold on as a source of healing, divination and magical potions. Fiskin terrorizes the brigands with his filthy religious crusade, and is unrelenting in his promotion of the God of Decay. He serves his master faithfully; he is optimistic about eventually subverting the faith of the men, although Rolant is confident that he can keep his thralls focused on their task.

Fiskin may be encountered anywhere in Rath Rolant (Location F in Chapter 6), but is most likely found in his cave in the inner sanctum (Location F, Area 8).

Brigand Toughs, male human War4: CR 3; SZ M; HD 4d8; hp 24; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (+5 chainmail), touch 10, flat footed 15; BAB/Grp +4/+5; Atk +6 melee (2d4 +2, guisarme, 20/x3); Atk +5 melee (1d6 +1, short sword, 19-20/x2); Atk +4 ranged (1d8, light crossbow, 19-20/x2, 80 ft.); AL LE; SV Fort +4, Ref +1, Will +0; Str 13, Dex 10, Con 11, Int 10, Wis 9, Cha 10.

Skills: Climb +0, Handle Animal +4, Intimidate +5, Jump -2, Ride +3, Swim -6. Feats: Improved Initiative, Quick Draw, Toughness.

Possessions: chainmail, short sword, masterwork guisarme, light crossbow, 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: Brigand toughs are more favored by strength and hardiness than by skill or finesse. Many of them come close to six feet tall and two hundred pounds. They tend to be unconcerned with physical hygiene, sporting patchy beards, greasy hair and tattered rags for clothing. Their armor and weapons, however, are in surprisingly good condition for their swamp environment, due to the plentiful supply of stolen arms.

Brigand Triggers, male human War4: CR 3; SZ M; HD 4d8; hp 21; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat footed 15; BAB/Grp +4/+4; Atk +4 melee (1d6, short sword, 19-20/x2); Atk +7 ranged (1d8, light crossbow, 19-20/x2, 120 ft.); AL LE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 9.

Skills: Climb -2, Handle Animal +4, Intimidate +2, Jump -3, Ride +9, Swim -7. Feats: Mounted Archery, Mounted Combat, Rapid Reload (light crossbow).

Possessions: chainmail, short sword, masterwork light crossbow, 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value). When on raids, include light horse, bit and bridle, riding saddle, saddlebags.

Description: Unlike the toughs, the triggers are men of smaller build, surprising speed and great manual dexterity. They are no more civilized than their brethren, though; their hair and beards are unkempt, their bodies unwashed and their clothes unmended. Their bows and blades are in good condition, and their chain armor has been darkened to favor their ambush techniques.

Brigand Saddlebacks, male human War4: CR 3; SZ M; HD 4d8 +4; hp 25; Init +0; Spd 20 ft.; AC 16 (+5 chainmail, +1 light wooden shield), touch 10, flat footed 16; BAB/Grp +4/+5; Atk +6 melee (1d8 +1, flail); Atk +5 melee (1d6 +1, short sword, 19-20/x2); Atk +4 ranged (1d8, light crossbow, 19-20/x2, 80 ft.); SA double damage when charging on horseback; AL LE; SV Fort +5, Ref +1, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 9, Cha 10.

Skills: Climb -3, Handle Animal +5, Intimidate +2, Jump +0, Ride +7, Swim -9. Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Possessions: chainmail, small wooden shield, short sword, masterwork flail, light crossbow, 20 bolts, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value). When on raids, include light warhorse, bit and bridle, military saddle, saddlebags.

Description: The brigand saddlebacks are rarely unmounted outside of Rath Rolant, and when they do camp, their horses are nearby. They are men of smaller stature and considerable strength, making them ideally suited for mounted combat. A variety of backgrounds give the saddlebacks a diversity of dress, coloration and accoutrements; some are heavily pierced and tattooed, others wear clothing and jewelry considered outlandish by locals. As with the other brigands, their weapons and armor are in superior condition.

Brigand Huntsmen, male human Rng3: CR 3; SZ M; HD 3d8 +3; hp 20; Init +2 (Dex); Spd 20 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat footed 13; BAB/Grp +3/+3; Atk +3 melee (1d8, longsword, 19-20/x2); Atk +6 ranged (1d8, long bow, 20/x3, 100 ft.); Full Atk +4/+4 ranged (1d8, long bow, 20/x3, 100 ft.); SQ archery combat style, favored enemy: vermin,

wild empathy +4; AL LE; SV Fort +4, Ref +5, Will +3; Str 11, Dex 15, Con 12, Int 10, Wis 14, Cha 12.

Skills: Climb +1, Handle Animal +7, Heal +3, Hide +2, Jump +0, Knowledge (geography) +6, Knowledge (nature) +3, Ride +8, Search +2, Spot +6, Survival +6, Use Rope +3. Feats: Animal Empathy, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: studded leather, longsword, masterwork longbow, 20 arrows, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value).

Description: The huntsmen of the brigands are a savage lot. They typically have long, braided hair, shaggy beards (often braided as well) and a look of animal instinct in their wild eyes. They wear clothing and armor dyed to the colors of the bog and its vegetation. They are close-mouthed and isolated from the other brigands, and even prefer the company of Rolant's war dogs in some cases.

Brigand Reavers, male human Ftr6: CR 6; SZ M; HD 6d10 +6; hp 43; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat footed 18; BAB/Grp +6/+9; Atk +11 melee (1d8 +6, +1 longsword, 17-20/x2); Atk +6 ranged (1d8, light crossbow, 20/x3, 80 ft.); Full Atk +11/+6 melee (1d8 +6, +1 longsword, 17-20/x2); SA double damage when charging on horseback; AL LE; SV Fort +6, Ref +2, Will +5; Str 16, Dex 10, Con 12, Int 10, Wis 13, Cha 12.

Skills: Handle Animal +6, Intimidate +5, Jump-2, Ride +6, Spot +4, Survival +3. Feats: Improved Critical (longsword), Improved Initiative, Iron Will, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Splint mail, heavy wooden shield, +1 longsword, light crossbow, 20 bolts, pouch with 8 gp, 18 sp and 20 cp plus 1 trade gem worth 10 gp (or any other combination of coin and trade gems amounting to 20 gp value). When on raids, include light warhorse, bit and bridle, military saddle, saddlebags.

Description: The reavers are the most socially advanced of the brigands, as well as being among the strongest and most skilled in the art of war. Many of them have adventured extensively in civilized lands, and display the cropped hair, trimmed beards and general upkeep that is favored in urban areas. Similarly, they have finer clothing and more personal effects than the common brigands, and these are kept in a better state of repair as well. Many are even superior in speech and education, although that distinction requires very little among the brigands.

Brigand Spellfists, male human Sor5: CR 5; SZ M; HD 5d4 +5; hp 22; Init +4 (Improved Initiative); Spd 30 ft.; AC 10, touch 10, flat footed 10; BAB/Grp +2/+1; Atk +1 melee (1d4-1, dagger, 19-20/x2); Atk +2 ranged (1d8, light crossbow, 19-20/x2, 80 ft.); SA spells; AL NE; SV Fort +2, Ref +1, Will +4; Str 9, Dex 11, Con 13, Int 11, Wis 10, Cha 15.

Skills: Concentration +11, Handle Animal +3, Knowledge (arcana) +5, Ride +3, SpellCraft +6. Feats: Improved Initiative, Skill Focus (concentration), Toughness.

Sorcerer Spells Known (Cast Per Day 7/7/4; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, message, ray*

of frost; 1st—grease, magic missile, obscuring mist, ray of enfeeblement; 2nd—whispering wind, web.

Possessions: dagger, light crossbow, 20 bolts, wand of *Mel's acid arrow* (15 charges). When on raids, include light horse, bit and bridle, riding saddle, saddlebags.

Description: Rolant's henchman Velfort has recruited numerous sorcerous underlings, the spellfists of the organization. The spellfists dress in the manner of their master, in dark ochre robes with shortened sleeves, tall boots and leather headdresses. They come from all walks of life and have widely varied hairstyles, coloration and personal objects, but an uncanny sense of self-assuredness is universal among them. Each of them wields a wand granted by the master.

Lavro, male human Rog6: CR 6; SZ M; HD 6d6+12; hp 35; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 15; BAB/Grp +4/+4; Atk +8 melee (1d6, masterwork sickle); Atk +4 melee (1d3, unarmed); SA sneak attack (+3d6); SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 16, Con 13, Int 14, Wis 11, Cha 13.

Skills: Appraise +5, Balance +6, Bluff +7, Climb +1, Decipher Script +3, Diplomacy +6, Disable Device +5, Disguise +6 (+8 to act in character), Escape Artist +5, Forgery +4, Gather Information +6, Hide +6, Intimidate +8, Knowledge (geography) +6, Listen +5, Move Silently +9, Open Lock +5, Profession (rancher) +2, Ride +5, Search +5, Sense Motive +5, Spot +3, Survival +4, Tumble +5, Use Magical Device +3, Use Rope +5. Feats: Combat Expertise, Improved Feint, Persuasive, Weapon Finesse (sickle).

Possessions: masterwork sickle, +2 *amulet of natural armor*.

Description: Lavro is a middle-aged man who looks accustomed to hard work but by no means displeased with it. On the surface he is a man with a cordial manner and a simple outlook, but within he is clever and opportunistic. Lavro grew up on a ranch similar to the one he now runs for Rolant, and was an easy choice for this assignment. He favors the ranch life and plans to propose that he run the ranch as a safehouse once Rolant leaves to support the attack on Broadwater. Living on mutton stew has enhanced his girth and sagging jowls, and his leather breeches and woolen cap look very much the part of the wilderness homesteader. He is only encountered in Location B, Area 1 in Chapter 6.

Nidia, female human Rog5/Asn1: CR 6; SZ M; HD 6d6+6; hp 25; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 13; BAB/Grp +3/+3; Atk +7 melee (1d4, dagger, 19-20/x2); Atk +7 ranged (1d4, dagger, 19-20/x2, 10ft); Full Atk +5/+5 melee (1d4, dagger, 19-20/x2); SA sneak attack (+4d6), death attack, poison use, spells; SQ evasion, uncanny dodge; AL NE; SV Fort +2, Ref +9, Will +0; Str 10, Dex 16, Con 12, Int 12, Wis 9, Cha 13.

Skills: Appraise +4, Balance +11, Bluff +7, Climb +3, Decipher Script +3, Diplomacy +4, Disable Device +3, Disguise +7 (+9 to act in character), Escape Artist +6, Gather Information +2, Hide +12, Intimidate +4, Jump +7, Listen +1, Move Silently +12, Open Lock +5, Search +3, Sense Motive +1, Sleight of Hand +11, Spot +3, Tumble +11, Use Magical Device +3, Use Rope +6. Feats: Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse (dagger).

Assassin Spells Known (Cast Per Day: 1; save DC 11 + spell level): 1st—*obscuring mist, true strike*.

Possessions: 2 masterwork daggers with medium spider venom applied, 2 masterwork daggers with blue whinnis poison applied.

Description: Nidia is a recent addition to Rolant's organization, and her age and pleasant appearance make her a subtle killer. She has aspirations for power, and knows that if Lavro has his way she'll be stuck as his "wife" for some time to come. In truth, she hates the wilds, the constant cooking and chores and the husbandly affections of her acting partner. Once the ranch front outlives its usefulness, she plans to murder Lavro and move up in Rolant's organization any way she can. She is only encountered in Location B, Area 1 in Chapter 6.

Gerald, male human Ftr5: CR 5; SZ M; HD 5d10+10; hp 46; Init +0; Spd 30 ft.; AC 16 (+6 armor), touch 10, flat-footed 16; BAB/Grp +5/+7; Atk +9 melee (1d8+5, spear, x3); Atk +7 ranged (1d8+5, spear, x3, 20 ft.); AL NE; SV Fort +6, Ref +1, Will +3; Str 15, Dex 11, Con 15, Int 12, Wis 11, Cha 15.

Skills: Bluff +4, Climb +3, Disguise +4, Handle Animal +7, Intimidate +6, Jump +3, Ride +7, Swim +2. Feats: Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (spear), Weapon Specialization (spear).

Possessions: +2 chain shirt, +1 spear.

Description: Gerald is a tall man whose face would be handsome if it weren't stuck in a permanent snarl. He wears a thick woolen sweater at all times, with his chain shirt underneath. Gerald once had a very promising career in the Dun Eamon militia. He rose quickly from Watchman to Outrider, but his natural greed and lack of concern for civilians lead to his eventual court-martial. He has enjoyed working for an organization that plans to bring down Dun Eamon's ruling family, and is looking forward to grander things after they leave the swamp. He is encountered in Location B, Area 2 in Chapter 6.

Gamel, male human Rog5: CR 5; SZ M; HD 5d6; hp 24; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 16; BAB/Grp +3/+3; Atk +6 ranged (1d8, masterwork light crossbow, 19-20/x2, 80ft); Atk +3 melee (1d6, short sword, 19-20/x2); Full Atk +4/+4 ranged (1d8, masterwork light crossbow, 19-20/x2, 80ft) or; SA sneak attack (+3d6); SQ evasion, uncanny dodge; AL LE; SV Fort +1, Ref +7, Will +3; Str 11, Dex 16, Con 10, Int 15, Wis 14, Cha 13.

Skills: Balance +8, Climb +2, Decipher Script +3, Diplomacy +4, Disable Device +5, Escape Artist +5, Gather Information +5, Handle Animal +4 [3 ranks, +1 Cha], Hide +8, Jump +6, Knowledge (geography) +6, Listen +4, Move Silently +5, Open Lock +5, Ride +5, Search +4, Sense Motive +7, Spot +7, Survival +6, Swim +3, Tumble +9, Use Rope +6. Feats: Point Blank Shot, Rapid Reload (light crossbow), Rapid Shot.

Possessions: Short sword, studded leather armor, masterwork light crossbow, 20 bolts, flint and steel.

Description: Gamel is a short man with a wind-burned face that ages him beyond his years. He is equipped with a very old suit of studded leather armor and a light crossbow on his back. He feels that his employer doubts his abilities, and hopes that some situation will arise where he might prove his worth to

Rolant, such as stopping a group of raiders. He is most likely encountered in Location C in Chapter 6.

Key Players of Fagan's Hollow

The village of Fagan's Hollow is a hotbed of intrigue for heroes investigating the elven raids along the River Eamon. This section includes descriptions and stats for Gurvan (a.k.a. Maughold), a doppelganger acting as magistrate; Talus Starn, his secret ally; Warden Donal Bodh, one of Lord Angus' Outriders; and Brother Garrat, the village's cleric. Generic characters for Fagan's Hollow include Starn's elven mercenaries.

Gurvan (aka Maughold), male doppelganger Rog4: CR 14; SZ M; HD 4d8 + 4d6 +8; hp 47; Init +4 (Dex); Spd 30 ft.; AC 19 (+4 Dex, +5 natural), touch 14, flat-footed 19; BAB/Grp +7/+9; Atk +13 melee (1d6 +2 + 1d6, short sword, 19-20 x2 + 1d10); Atk +8 melee (1d6 +2, slam)*; Full Atk +13/+8 melee (1d6 +2 + 1d6, short sword, 19-20 x2 + 1d10); Full Atk +8/+3 melee (1d6 +2, slam)*; SA sneak attack (+3d6), detect thoughts (Will DC 13, continuously, +4 bluff and disguise); SQ change shape (+10 disguise), dark vision (60 ft.), evasion, uncanny dodge; AL NE; SV Fort +4, Ref +12, Will +8; Str 15, Dex 18, Con 14, Int 16, Wis 16, Cha 14.

Skills: Appraise +4, Balance +8, Bluff +15, Diplomacy +10, Disable Device +9, Disguise +15 (+18 to act in character), Gather Information +6, Hide +8, Intimidate +8, Jump +6, Knowledge (local) +7, Listen +9, Move Silently +8, Search +6, Sense Motive +9, Sleight of Hand +6, Spot +8, Tumble +8. Feats: Combat Expertise, Improved Natural Armor, Weapon Finesse (rapier).

Possessions: *Short sword of shocking burst, potion of cure serious wounds, potion of gaseous form.*

* In natural form.

Description: For the purposes of this module, Maughold is Gurvan, Magistrate of Fagan's Hollow. He appears as a mustachioed man with a middle-aged paunch, a thick gold chain representing his office and an air of superiority. As suits the need of the DM, he may appear in many other guises.

The creature now known as Gurvan has had a long career as an infiltrator and spy. He had an established reputation in the larger cities of the lowlands, almost to the point that his notoriety made it difficult to find work. When the merchant house of Drenwal approached him with a long-term task on the frontier, he took the opportunity to distance himself from his normal working environment. The real Gurvan was killed a few weeks ago, after Maughold had observed him for several days (see Fagan's Hollow Timed Encounter: The Many Faces of Evil in the Villains section of Chapter 8).

As an agent of House Drenwal, his primary purpose in Fagan's Hollow is to fabricate a conflict between the feral elves of Eamonvale and the military of Dun Eamon. The mounted patrols of Outriders must be distracted if the caravan raids of Rolant and his highwaymen are to succeed, and occupying them at Fagan's Hollow keeps them away from Uthno's activities in Broadwater. Gurvan communicates regularly with Uthno, Rolant and the Troubleshooters, sharing intelligence, manpower and resources.

Gurvan spends most of his time within the walls of the militia compound (Location B in Chapter 7), often in his office or bath

chamber. He does venture out from time to time, sometimes as Gurvan, sometimes as an unremarkable commoner or traveling merchant, to spy on his community. He may be encountered almost anywhere in Fagan's Hollow.

Donal Bodh, Warden of the Outriders, male human Ftr7: CR 7; SZ M; HD 7d10 +14; hp 58; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft. (armor); AC 19 (+6 armor, +2 shield, +1 Dex), touch 11, flat footed 18; BAB/Grp +7/+11; Atk +13 melee (1d8 +7, +1 battleaxe, x3); Atk +11 melee (1d8 +6, lance, x3); Full Atk +13/+8melee (1d8 +7, +1 battleaxe, x3); SQ triple damage with lance on a mounted charge, double damage with all other weapons; AL LN; SV Fort +7, Ref +3, Will +3; Abilities Str 18, Dex 12, Con 15, Int 10, Wis 12, Cha 15.

Skills: Climb +1, Handle Animal +7, Intimidate +7, Jump +1, Listen +2, Ride +11, Sense Motive +2, Spot +2. Feats: Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (ride), Spirited Charge, Trample, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 battle axe, lance, heavy steel shield, banded mail, saddlebags, bedroll, waterskin, whetstone, trail rations (5 days), *potion of cure moderate wounds* (2), *potion of cure serious wounds*, military saddle, bit and bridle, chain barding, heavy war horse.

Description: Donal Bodh is a tall, broad-shouldered man, made even larger by the banded mail of his office. His thick red beard and long hair frame a face that is often cheerful, but when there is a problem his scowl is enough to scatter bystanders and send his men running for their horses.

Donal Bodh was raised in a Dun Eamon orphanage. In his adolescent years he learned horsemanship as a stable boy for the Mist Watch, and every spare moment was spent pestering the enlisted men for lessons in basic swordplay. His natural ability, work ethic and rudimentary training allowed him to join the Mist Watch when he came of age. His first campaign against a humanoid raiding tribe began with an ambush that left a handful of survivors fighting for their lives near the mouth of the valley. Donal led these men on daring guerrilla raids, and befriended the horse tribes of the grasslands to aid in the fight. For his gallantry Donal was commissioned and attached to Harl Gram's unit, where he served as second in command until the death of his commander (see Fagan's Hollow Timed Encounter: An Officer Under Pressure in Chapter 8). Due to his time with the horse tribes of the plains, his skill in mounted combat is considerable; even before his field promotion he pushed his unit hard in order to create a horse cavalry for Dun Eamon that rivals the riders of the plains.

Bodh is a recent authority in the Outriders of Eamonvale; he took command of the unit upon the death of his commanding officer. He maintains control of the unit with a mix of brotherly familiarity and professional detachment. His men respect him, but his disciplinary examples have caused some friction with men who used to call him a close friend and equal. Under normal circumstances, he would have been promoted and given a new command, rather than lead those he once fought alongside, but hard times in Fagan's Hollow have forced him into an awkward position. His loyalty to his lord is unwavering, and he is ready to fight and kill anyone who stands as an enemy of the Grey Citadel.

Bodh and his men are camped in an established site just outside Fagan's Hollow (Location I in Chapter 7). They can be encountered anywhere along the Trade Road between Broadwater and Dun Eamon, although the focus of their investigation is in the immediate vicinity of the village. Bodh can also be encountered singly or with one or two other Outriders in the village, particularly coming and going from the militia compound.

Talus Starn, male half-elf Rgr 9: CR 9; SZ M; HD 9d8 +36; hp 81; Init +4 (Dex); Spd 30 ft.; AC 19 (+5 armor, +4 Dex), touch 14, flat footed 15; BAB/Grp +9/+12; Atk +15 melee (1d8 +5, +2 morningstar); Atk +13 ranged (1d8 +2, comp longbow, x3, range 110 ft.); Full Atk +13/+8 melee (1d8 +5, +2 morningstar) and +10/+5 melee (1d6 +1, hand axe, x3), +13/+8 ranged (1d8 +2, comp longbow, x3, range 110 ft.); SQ: favored enemy (elves: +4 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage; and humans: +2 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage), wild empathy (+9) AL NE; SV Fort +10, Ref +10, Will +5; Abilities Str 16, Dex 18, Con 18, Int 14, Wis 14, Cha 10.

Skills: Bluff +3, Climb +8, Gather Information +2, Handle Animal +8, Heal +8, Hide +10, Intimidate +3, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +10, Listen +9, Move Silently +9, Ride +12, Search +3, Spot +9, Use Rope +10. Feats: Improved Two-Weapon Fighting, Dodge, Mobility, Spring Attack, Track, Two-Weapon Fighting, Weapon Focus (morningstar).

Ranger Spells Prepared (2/1, save DC 12 + spell level): 1st—*entangle*, *pass without trace*; 2nd—*summon nature's ally II*.

Possessions: +2 morningstar, +1 chain shirt, composite longbow (Str 14), arrows (20), *potion of cure moderate wounds* (2), *potion of cure serious wounds*, bedroll, saddlebags, handaxe, waterskin, whetstone, trail rations (5 days), military saddle, bit and bridle, heavy war horse.

Description: Talus Starn is an embittered half-elven frontiersman. He favors loose leather garments, a hooded cloak and soft boots, and wears a spiked morningstar and a hand axe at his belt. His elven features are usually kept hidden beneath a cowl.

Starn spent most of his life in the wild, trapping and hunting. He established a good reputation as a backwoods guide who would lead any expedition if the price were right, regardless of ethics or intentions. He has no investment in the politics of Eamonvale, but his hatred of elves, rooted in the trials of a half-breed, know no bounds. Helping to fabricate a false conflict between men and elves is, in his mind, a vengeful strike against the parent societies that have spurned him. He worked a season guiding caravans for House Wreldan out of Broadwater before being approached by the Council to serve with Eamonvale's Outriders in the valley.

Starn is nominally attached to the Outriders under the command of Warden Bodh. He is secretly in league with House Drenwal, and is actively facilitating the overthrow of the valley. House Wreldan knew of his grudge against his parent races, and through Uthno's manipulation of the Council of Broadwater, Starn was assigned to the Outriders as a tracker and advisor. He has already guided them into one ambush, the one that took the life of their commander, and continues to misdirect them in their investigation. He looks forward to when the fight between

the men and elves grows to full-scale war, when he plans to sit back and enjoy the carnage.

Starn can be located in the Outriders' camp (Location I in Chapter 7), in the militia compound (Location B), or in the Two Coppers (Location A). He is often in the company of Bodh or Gurvan, but at the tavern he is usually alone. He can also be found from time to time at Wilamena's (Location G), talking with local hunters, or stalking the woods along the river alone.

Starn's Elven Mercenaries, male elf Rng7: CR 7; SZ M; HD 7d8; hp 37; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 armor, +4 Dex), touch 14, flat footed 13; BAB/Grp +7/+9; Atk +9 melee (1d8+2, longsword, 19-20); Atk +12 ranged (1d8+2, longbow, x3, 100ft); Full Atk +10/+10/+5 ranged (1d8+2, long bow, crit x3, 100ft); SQ archery combat style, elven traits, favored enemy: human, favored enemy: vermin, wild empathy (+9); AL LE; SV Fort +5, Ref +9, Will +3; Str 14, Dex 18, Con 10, Int 10, Wis 13, Cha 10.

Skills: Climb +7, Handle Animal+5, Heal +2, Hide +12, Jump +3, Knowledge (geography) +4, Knowledge (nature) +5, Listen +9, Move Silently +12, Ride +9, Search +5, Spot +9, Survival+8. Feats: Endurance, Far Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: masterwork studded leather, masterwork composite longbow (SR 2), longsword, 20 arrows, silver bar with an embossed crest gouged out (originally worth 10 gp, but most of these have had corners hacked off; average value is 8 gp each).

Description: The elven mercenaries hired by Starn with House Drenwal's money have made an effort to appear savage and barbaric. They have adopted wild hairstyles, wear leather garments in earth tones and paint their faces with clay. However, beneath their feeble disguise, they are a motley crew of hireling huntsmen from all over, sporting diverse tattoos, piercings, jewelry and styles of native dress. The weapons are of elven design, but are nothing like the weapons used by the elves of Eamonvale. Starn's mercenaries appear in Fagan's Hollow Timed Encounter: A Baited Trap in Chapter 8, but may appear in the village at other times as well.

Brother Garrat, male human Ftr2/Clr5 of Strength: CR 7; SZ M; HD 2d10 + 5d8 +14; hp 58; Init +3 (Dex); Spd 20 ft.; AC 18 (+5 armor, +3 Dex), touch 13, flat footed 15; BAB/Grp +5/+8; Atk +6 melee (1d4 +3, spiked gauntlet, x2 +1d8); Full Atk +4melee (1d4 +3, spiked gauntlet, x2 +1d8) and +4 melee (1d4 +3, spiked gauntlet, x2 +1d8); SA rebuke undead, spells; SQ +1 caster level on good spells, strength enhancement (+5 to Str, 1 round, once per day); AL NG; SV Fort +9, Ref +4, Will +6; Str 16, Dex 16, Con 14, Int 10, Wis 14, Cha 12.

Skills: Climb +2, Concentration +5, Diplomacy +5, Handle Animal +3, Heal +5, Intimidate +6, Jump +2, Knowledge (religion) +5, Listen +5, Ride +5, Swim -1. Feats: Brew Potion, Dodge, Improved Bull Rush, Mobility, Power Attack, Two Weapon Fighting.

Divine Spells (5/4/3/1, save DC 12 plus spell level): 0—*detect magic, guidance (2), resistance, virtue*; 1st— *Bless, command, divine favor, shield of faith*; 2nd—*bull's strength, sound burst, spiritual weapon (2)*; 3rd—*remove disease*.

Domain Spells (Good/Strength): 1st—*protection from evil*; 2nd—*aid*; 3rd—*magic vestment*.

Possessions: +1 scale mail, +1 thundering spiked gauntlets, amulet of health, scroll with 2 cure critical wounds.

Description: Garrat is a mountain of a man, with a thick neck, bulging biceps and fists like hams. He keeps a cleanly shaven head and face, and wears the simple robes of his order. When he leaves the village in times of trouble, he dons a suit of bare-armed scale mail and glistening gauntlets embossed with the symbols of his faith.

A lifelong member of the Temple of Fortitude, Garrat joined the temple as an acolyte just before Cael Angus took over and has seen the church flourish under youthful leadership. Despite being several years older than Cael, Garrat led the other clergy in accepting the younger man's changes to church doctrine. Cael knows him to be versatile and trustworthy, and he was an easy choice to carry the mission of the God of Strength to the village. Garrat was dispatched by his masters at the Temple to found a place of worship in Fagan's Hollow, where he serves as healer, mentor and defender to varying degrees and is generally well liked by the locals.

Garrat has had some difficulty establishing a rapport with his congregation. He interprets the teachings of the God of Strength to mean that those who would receive help must first help themselves. He has no patience to listen to people complain about their problems. He expects them to work to solve their problems and is willing to work alongside them, but not in their stead.

Garrat is usually found at the Hall of Fortitude (Location E in Chapter 7), although he often heeds the call of a homesteader in need of anything from a poultice to removal of a fallen tree. Brother Garrat is also involved in some of the Timed Encounters found in Chapter 8.

Lawmen of Fagan's Hollow

Fagan's Hollow keeps a small militia for the security of the village. With the advent of elven barn-burnings, the size of the militia has been increased, and the corrupt magistrate Gurvan uses them as a buffer between himself and those who would expose him. During the events of The Eamonvale Incursion, a unit of Lord Angus' Outriders is camped near the village as well, under the command of Warden Donal Bodh. Normally, they would patrol the Trade Road, but in keeping with House Drenwal's design, the elven conflict has drawn them from their duties.

Fagan's Hollow Militiaman, male human War1: CR 1/2; SZ M; HD 1d8 +1; hp 9; Init +0; Spd 30 ft.; AC 12 (armor), touch 10, flat footed 12; BAB/Grp +1/ +2; Atk +2 melee (1d6 +1, short sword, 19-20); Atk +1 ranged (1d8, light crossbow, x3, 80 ft.); AL LN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Skills: Climb +3, Handle Animal +3, Intimidate +3, Jump +3. Feats: Point Blank Shot, Quick Draw.

Possessions: leather armor, short sword, light crossbow, 20 bolts.

Description: The militia of Fagan's Hollow is composed of the sons of farmers looking for extra coin, drifters who found the village to their liking and locals whose brain and brawn suit them for little else. Their peasant dress and provincial education are evident beneath the façade of a soldier.

Outrider Cavalryman, male human War4: CR 3; SZ M; HD 4d8 +8; hp 29; Init +1; Spd 20 ft.; AC 15 or 17 (+1 Dex, +4 scale mail, +2 large steel shield), touch 11, flat footed 14; BAB/Grp +4/+5; Atk +7 melee (1d8 +2, longsword); Atk +6 melee (1d8 +2, heavy lance, x3); Atk +5 ranged (1d6, shortbow, x3, 60 ft.); SA double damage when charging on horseback, triple damage with lance; AL LG; SV Fort +6, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Skills: Climb -3, Handle Animal +5, Intimidate +2, Jump +0, Ride +7, Swim -9. Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

Possessions: scale mail, large steel shield, masterwork longsword, heavy lance, shortbow, quiver of 20 arrows, pouch with 9 gp, 8 sp and 20 cp (or any other combination of coin amounting to 10 gp value), light warhorse, bit and bridle, military saddle, saddlebags.

Description: The Outriders wear the colors of the Angus clan, blue and grey, on the tabards that cover their mail, and blue banners stream from their lance tips. They are men accustomed to the hard life of a cavalry soldier, and tend to be tall, robust and stoic. The stock of the Eamonvale frontiersmen is evident in their heritage, as many of the men have light complexions and red-brown hair, although a number of darker foreign-born riders may be found in their ranks. They share the bond of battle-brothers that is common to all members of the Mist Watch of Dun Eamon, perhaps made stronger by the constant danger of life beyond the walls of the valley's fortified communities.

Notable Persons of Fagan's Hollow

While the following characters are not central to the plot of The Eamonvale Incursion, the party is likely to encounter them due to the small size of the community.

Fashod the Great, male human Rog4/Sor4: CR 8; SZ M; HD 4d6 + 4d4; hp 28; Init +1 (Dex); Spd 30 ft.; AC 14 (+3 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grp +5/+4; Atk +6 melee (1d4+2, dagger, 19-20 x2); Atk +6 ranged (1d4, hand crossbow, 19-20 x2, 30ft); SA sneak attack (+2d6); SQ evasion, spells, trap finding (+1), trap sense, uncanny dodge; AL LE; SV Fort +2, Ref +6, Will +6; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 17.

Skills: Appraise +7, Balance +4, Bluff +12, Climb +3, Decipher Script +4, Diplomacy +12, Disable Device +5, Disguise +6, Escape Artist +5, Gather Information +8, Hide +3, Intimidate +12, Jump +2, Knowledge (arcana) +7, Knowledge (local) +7, Listen +2, Move Silently +4, Open Lock +5, Search +5, Sense Motive +6, Sleight of Hand +10, Spellcraft +9, Tumble +3, Use Magical Device +6. Feats: Brew Potion, Combat Expertise, Improved Trip, Persuasive.

Arcane Spells Known (Cast Per Day 6/7/3, save DC 13 plus spell level): 0—*acid orb, dancing lights, detect magic, flare, ghost sound, prestidigitation*; 1st—*magic missile, Nystal's magical aura, shield*; 2nd—*web*.

Possessions: masterwork dagger, hand crossbow, *bracers of armor* +3, *potion of invisibility, potion of expeditious retreat, wand of slow* (10 charges), wagon, worthless charms, two heavy horses.

Description: Fashod is slim and fit (as behooves a man who often leaves town quickly), and he speaks quickly enough that some of the simpler locals have a hard time keeping up. He is always clothed in top quality goods, and although his clothes are a few seasons out of dates, he wears them as if they were at the pinnacle of fashion. He can be found at his wagon in the village green (Location C, Area 2 in Chapter 7).

Wilamena, female human Wiz5: CR 5; SZ M; HD 5d4; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat footed 10; BAB/Grp +2/+1; Atk +1 melee (1d4-1, dagger, crit 19-20); Atk +2 ranged (1d8, light crossbow, crit 19-20, 80ft); SA spells; AL NE; SV Fort +1, Ref +0, Will +4; Str 8, Dex 9, Con 10, Int 14, Wis 11, Cha 12.

Skills: Bluff +3, Concentration +2, Decipher Script +6, Diplomacy +3, Craft (leatherworking) +3, Intimidate +3, Knowledge (arcana) +7, Knowledge (local) +3, Profession (merchant) +4, Sense Motive +3, Spellcraft +7. Feats: Eschew Materials, Negotiator, Persuasive, Quicken Spell, Scribe Scroll.

Wizard Spells Prepared (4/4/3/1, save DC 12 plus spell level): 0—*detect poison, detect magic, ray of frost, read magic*; 1st—*alarm, cause fear, reduce person, unseen servant*; 2nd—*levitate, Mel's acid arrow, pyrotechnics*; 3rd—*arcane sight*.

Possessions: dagger, *wand of magic missile* (10 charges, 7th level), spellbook (includes all 0th level spells and *alarm, arcane sight, cause fear, disguise self, erase, levitate, mage armor, magic missile, Mel's acid arrow, pyrotechnics, reduce person, sleet storm, unseen servant, ventriloquism, web*).

Description: Wilamena is not ill favored in her physical attributes; she might even be considered attractive were it not for her iron glare and condescending demeanor. She wears a simple woolen skirt and linen blouse under a leather apron; only her well-made, brass-buckled shoes suggest she is other than a pauper. She spends most of her time at her shop (Location G in Chapter 7).

Hemly, male 1/2 Eamonvale elf Drd9: CR 9; SZ M; HD 9d8 (+36)*; hp 63 (99)*; Init +1 (+1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 armor) (15)*, touch 11, flat-footed 15; BAB/Grp +6/+6 (18)*; Full Atk +5 melee (1d6-1, quarterstaff); (Atk +14 melee [1d8+8, claw]; Full Atk +14/+14 melee [1d8+8, claw] and +8 melee [2d6+4, bite])*; SQ lowlight vision, immunity to sleep spells and similar spells, resist nature's lure, saving throw bonus against enchantments (+2), trackless step, venom immunity, wild empathy (+12), wild shape (3 times per day, large), woodland stride; AL N; SV Fort +6, Ref +4, Will +8; Str 10 (27)*, Dex 13, Con 10 (19)*, Int 12, Wis 15, Cha 17.

Skills: Concentration +5, Diplomacy +8, Gather information +5, Handle Animal +8, Heal +10, Hide -2, Knowledge (nature) +11, Listen +4, Move Silently +1, Profession (beekeeper) +5, Ride +4, Search +2, Spot +7, Survival +10, Swim -9. Feats: Brew Potion, Natural Spell, Self-Sufficient.

* While in Brown Bear wild shape.

Divine Spells Prepared (6/5/5/4/2/1, save DC 13 plus spell level): 0—*cure minor wounds, flare, guidance, know direction, read magic, resistance*; 1st—*cure light wounds, entangle, faerie fire, obscuring mist, produce flame*; 2nd—*bull's strength, flame blade, owl's wisdom, spider climb, summon swarm*; 3rd—*call lightning*.

cure moderate wounds, greater magic fang, neutralize poison; 4th—*cure serious wounds, flame strike*; 5th—*commune with nature*.

Possessions: *Boots of elvenkind, cloak of elvenkind, quarterstaff, ironwood chainmail.*

Description: Hemly is bearded and grey, with cool blue eyes and a wry smile as if laughing at a private joke. The smile and eyes change quickly, however, when he takes affront to anyone's mistreatment of nature's bounty or their failure to acknowledge her power. He usually wears practical traveller's robes and a broad hat, and his stride is long and comfortable. He keeps to himself and is probably encountered in the woods around Fagan's Hollow or at his home (Location J in Chapter 7).

Animal Companion: Alain, male brown bear: CR 6; SZ M; HD 8d8+32; hp 67; Init +1 (Dex); Spd 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; BAB/Grp +6/+18; Atk +15 melee (1d8+8, claw); Full Atk +15/+15 melee (1d8+9, claw) and +9 melee (2d6+5, bite); SA improved grab; SQ evasion, link, low light vision, scent, share spells; AL N; SV Fort +10, Ref +7, Will +3; Str 29, Dex 14, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +8, Swim +13. Feats: Endurance, Run, Track.

Goldeyve, female gnome Adp5: CR 4; SZ S; HD 5d6+5; hp 24; Init -1 (Dex); Spd 20 ft.; AC 10 (-1 Dex, +1 size), touch 10, flat-footed 10; BAB/Grp +2/-4; Atk +1 melee (1d4-2, dagger, 19-20 x2); Atk +2 ranged (1d4-2, dagger, 19-20 x2, 10ft.); SQ DC bonus for saving throws against illusions cast (+1), dodge bonus to AC against giants (+4), racial bonus to attack against kobolds and goblinoids (+1), saving throw bonus against illusions (+2), spells, spell like abilities; AL CN; SV Fort +2, Ref +0, Will +6; Str 6, Dex 9, Con 12, Int 12, Wis 14, Cha 11.

Skills: Craft (alchemy) +6, Craft (brewing) +9, Handle Animal +1, Heal +6, Knowledge (arcana) +3, Knowledge: Nature +3, Listen +4, Spellcraft +4, Survival +7. Feats: Brew Potion, Self-Sufficient.

Adept Spells Prepared (3/3/2, save DC 12 plus spell level): 0—*create water, light, mending*; 1st—*bles, comprehend languages, endure elements*; 2nd—*bear's endurance, bull's strength*.

Description: Goldyve is every bit the provincial matron, from her starched apron to her neat braids. Her wide smile and rosy cheeks are as welcoming to visitors as her freshly baked sticky buns, and although her hips have widened in her dotage she remains spry and energetic as she bustles about in her mead making and gardening. Other than the occasional visit to Hemly or Red, she stays at her cottage (Location N in Chapter 7).

Genevieve, female 1/2-elf Rog4/Brd3: CR 7; SZ M; HD 7d6+7; hp 40; Init +3 (Dex); Spd 30 ft.; AC 19 (13)* (+4 armor, +3 Dex, *ring of protection*+2), touch 15 (13)*, flat-footed 19 (13)*; BAB/Grp +5/+5; Atk +6 melee (1d4+1, dagger, 19-20 x2); Atk +9 ranged (1d4+1, dagger, 19-20 x2, 10ft.); (Atk +5 melee [1d3, unarmed])*; SA sneak attack (+2d6); SQ bardic music, bardic knowledge, countersong, evasion, fascinate, immunity to sleep spells and similar spells, inspire competence, inspire courage (+1), saving throw bonus against enchantments (+2), spells, trap finding (+1), trap sense, uncanny dodge; AL CN; SV Fort +3, Ref +10, Will +4; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 15.

Skills: Appraise +3, Balance +13, Bluff +8, Climb +8, Decipher Script +5, Diplomacy +8, Disable Device +5, Disguise +9 (+11 to act in character), Escape Artist +8, Gather Information +8, Hide +8, Intimidate +8, Jump +10, Knowledge (local) +4, Listen +4, Move Silently +8, Open Lock +5, Perform (sing) +10, Search +5, Sense Motive +2, Sleight of Hand +12, Spot +1, Tumble +13, Use Magical Device +5. Feats: Point Blank Shot, Precise Shot, Quick Draw.

Bard Spells Known (Cast Per Day 3/2, save DC 12 plus spell level): 0—*daze, detect magic, flare, ghost sound, lullaby, read magic*; 1st—*charm person, cure light wounds, sleep*.

Possessions: mithril chain shirt, *ring of protection +2, +1 dagger of returning*, 4 daggers. (none)*.

Description: Genevieve has just enough of the traits her elven ancestors to give her an exotic appearance. She has used her features, and a beautiful singing voice, to her advantage throughout her life. During the events of The Eamonvale Incursion, she is serving a sentence in the village jail at Fagan's Hollow (Location C, Area 3.5 in Chapter 7).

* While imprisoned, she has no items; they can be found in area Location B, Area 3.3: The Armory, in Chapter 7.

The Savage Elves of Eamonvale

The feral elves of Eamonvale are a distinct culture, even by elven standards. Their population is numerous and varied, and representative elves have been gathered here for ease of reference. Several racial variant rules have been used to differentiate the savage elves from the common elves of the civilized world; these rules may be found in Chapter 9. Elven citizens form the bulk of the population, representing everything from a pre-adolescent elfling to a wizened elder. They spend their days gathering the natural bounty of the forest and crafting simple goods. Patriarchs are the clan leaders. They oversee the activities of their extended families and act as liaisons to the elven king and his council. Warriors and elite warriors ensure the security of the elven nation. They guard against external and internal threats, holding their barbarian rage at bay until an interloper warrants destruction. Hunters and elite hunters provision the nation with game and keep the treetop communities safe from harm. Mixed patrols of warriors and hunters stalk the tree canopy and the ground, always on the lookout for hidden threats to their people. Loresingers are the bards of the elves, responsible for maintaining and passing on the oral tradition and cultural wealth of the elven nation. They preside over most clan ceremonies, dispense counsel and provide musical accompaniment for labor, rest, battle, celebration and mourning. Treespeakers are the elven druids, masters of nature's lore and protectors of balance. They guide the elves in the hunt, in their harvest of roots, plants and fungi and in the building of their home bowers.

Elven Citizen, elf War2/Exp2: CR 3; SZ M; HD 2d8 + 2d6; hp 19; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +3/+2; Atk +2 melee (1d4-1, flint knife); Atk +5 ranged (1d8, longbow, x3, 100 ft.); SQ elves of Eamonvale racial abilities; AL N; SV Fort +3, Ref +2, Will +3; Str 8, Dex 15, Con 10, Int 11, Wis 11, Cha 9.

Skills: Climb +2, Craft (leatherworking) +2, Craft (weapon-smithing) +2, Diplomacy +0, Handle Animal +2, Intimidate +1, Jump +3, Knowledge (geography) +1, Knowledge (nature) +1,

Listen +2, Search +2, Spot +2, Survival +4. Feats: Point Blank Shot, Precise Shot.

Possessions: flint knife, longbow, quiver of 20 arrows, beaded pouch (worth 2 gp) with charms and wild edibles.

Description: The feral elves of Eamonvale wear leather leggings and vests, and often strip down to loincloths for hard labor and to nothing at all for the hunt. Their flint knives and a pouch they wear on leather belts, with their bows over their shoulder or near at hand. Their hair is long, either braided or dreadlocked, and festooned with twigs, small stones and beads of animal bone. Without exception they are lean, muscular and tanned.

Elven Patriarch, male elf War4/Exp4: CR 7; SZ M; HD 4d8 + 4d6; hp 38; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +7/+6; Atk +7; Atk +9 ranged (1d8, longbow, x3, 100 ft.); Full Atk +7/+2; Full Atk +9/+4 ranged (1d8, longbow, x3, 100 ft.); SQ elves of Eamonvale racial abilities; AL N; SV Fort +5, Ref +4, Will +7; Str 8, Dex 15, Con 10, Int 11, Wis 15, Cha 14.

Skills: Climb +3, Craft (leatherworking) +4, Craft (weapon-smithing) +4, Diplomacy +2, Handle Animal +7, Intimidate +7, Jump +3, Knowledge (geography) +2, Knowledge (nature) +2, Listen +4, Ride +4, Search +2, Sense Motive +4, Spot +6, Survival +8. Feats: Point Blank Shot, Precise Shot.

Possessions: elven horn dagger, totem staff, beaded pouch (worth 2 gp) with charms, wild edibles and unset semi-precious stones (worth 20 gp).

Description: The heads of each elven family unit are usually of advanced age, but in the elven tradition their faces retain the look of youth. Their hair is more carefully braided than most citizens, and they often wear a robe or cloak of animal skins in addition to their other clothing. They have beads, feathers and elaborately carved bones in their hair, and may carry a totem stick carved with the clan's spiritual icons.

Elven Warrior, elf Bbn2/Rgr2: CR 4; SZ M; HD 2d12 + 2d8 +4 (+12)*; hp 39 (47)*; Init +7 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (14)* (+3 Dex, +3 armor), touch 13, flat-footed 16; BAB/Grp +4/+7 (+9)*; Atk +8 (+10)* melee (1d6 +4 [1d6 +6]*, war club, x3); Atk +8 (+10)* melee (1d4 +3 [1d4 +5]*, horn dagger, 19-20, 10 ft.); Full Atk +6 (+8)* melee (1d6 +4 [1d6 +6]*, war club, x3) and +6 (+8)* melee (1d4 +2 [1d4 +3]*, horn dagger, 19-20, 10 ft.); SQ elves of Eamonvale racial abilities, fast movement, rage 1/day (6 rounds), uncanny dodge (Dex bonus to AC), favored enemy (animals; +2 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage), wild empathy (+1); AL N; SV Fort +7 (+9)*, Ref +6, Will +0 (+2)*; Str 16 (20)*, Dex 16, Con 12 (16)*, Int 10, Wis 10, Cha 8.

Skills: Climb +7, Handle Animal +1, Hide +5, Intimidate +1, Jump +7, Knowledge (geography) +2, Knowledge (nature) +4, Listen +5, Move Silently +5, Search +3, Spot +3, Survival +8, Swim +4. Feats: Improved Initiative, Track, Two-Weapon Fighting, Two-Weapon Defense.

* While raging.

Possessions: +1 elven war club, masterwork studded leather armor, masterwork elven bone dagger, beaded pouch (worth 2 gp) with charms and wild edibles.

Description: Elven warriors are among the most savage of their kind. They rarely don more than a simple loincloth, although light leather armor may be added if battle is expected, or during times of heightened guard. Their hair is always wild and untamed, and they make extensive use of tattoos, ritual scarification and body paint. Their horn daggers are belted at their waists, and their war clubs carried on a sling across their backs.

Elven Elite Warrior, elf Bbn4/Rgr2/Ftr2: CR 8; SZ M; HD 4d12 + 2d8 + 2d10 +8 (+24)*; hp 76 (92)*; Init +7 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 (15)* (+3 Dex, armor), touch 13, flat-footed 17; BAB/Grp +8/+11 (+13)*; Atk +14 (+16)* melee (1d6 +5 [1d6 +7]*, war club, x3); Atk +13 (+14)* melee (1d4 +4 [1d4 +6]*, horn dagger, 17-20, 10 ft.); Full Atk +12/+7 (+14/+9)* melee (1d6 +5 [1d6 +7]*, war club, x3) and +11 (+13)* melee (1d4 +3 [1d4 +4]*, horn dagger, 17-20, 10 ft.); Full Atk +14/+9 (+16/11)* melee (1d6 +5 [1d6 +7]*, war club, x3); SQ elves of Eamonvale racial abilities, fast movement, rage 1/day (6 rounds), uncanny dodge (Dex bonus to AC), favored enemy (animals; +2 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage), wild empathy (+1); AL N; SV Fort +11 (+13)*, Ref +7, Will +1 (+3)*; Str 16 (20)*, Dex 16, Con 13 (17)*, Int 10, Wis 10, Cha 8.

Skills: Climb +10, Handle Animal +2, Hide +5, Intimidate +3, Jump +9, Knowledge (geography) +2, Knowledge (nature) +4, Listen +6, Move Silently +5, Search +3, Spot +3, Survival +9, Swim +6. Feats: Improved Critical (elven horn dagger), Improved Initiative, Track, Two Weapon Fighting, Two Weapon Defense, Weapon Focus (elven horn dagger, elven war club).

* While raging.

Possessions: +1 studded leather, +2 elven war club, +1 elven horn dagger, masterwork elven horn dagger, beaded pouch (worth 2 gp) with charms and wild edibles, as well as tokens of defeated foes.

Description: The elite warriors appear much as the other warriors do. They may be heavily scarred from battle; many such scars are obviously inflicted by animal claws rather than humanoid weapons. They almost always wear some form of armor, and may have two horn daggers at their waist, a mark of extreme prowess.

Elven Hunter, elf Bbn1/Rgr3: CR 4; SZ M; HD 1d12 + 3d8 +4; (+12)*; hp 33 (41)*; Init +4 (+4 Dex); Spd 40 ft.; AC 16 (14)* (+4 Dex, +2 armor), touch 14, flat-footed 12; BAB/Grp +4/+6 (+8)*; Atk +7 (+9)* melee (1d4 +2 [1d4 +4]*, masterwork elven horn dagger, 19-20, 10 ft.); Atk +9 ranged (1d8 +3, composite longbow, x3, 110 ft.); Full Atk +7/+7 ranged (1d8 +3, composite longbow, x3, 110 ft.); SQ elves of Eamonvale racial abilities, fast movement, rage 1/day (6 rounds), favored enemy (animals; +2 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage), wild empathy (+2); AL N; SV Fort +6 (+8)*, Ref +7, Will +1 (+3)*; Str 14 (18)*, Dex 18, Con 12 (16)*, Int 10, Wis 10, Cha 8.

Skills: Climb +5, Handle Animal +1, Hide +7, Intimidate +1, Jump +6, Knowledge (geography) +2, Knowledge (nature)

+4, Listen +5, Move Silently +6, Search +3, Spot +5, Survival +8, Swim +3. Feats: Point Blank Shot, Precise Shot, Rapid Shot.

* While raging.

Possessions: +1 composite longbow (SR2), 20 arrows, leather armor, masterwork elven bone dagger, beaded pouch (worth 2 gp) with charms and wild edibles.

Description: Hunters prefer a more neutral approach to dress. The ornaments in their hair are almost always bits of bark and twigs, some of which continue to grow leaves. Their leather armor is dyed in erratic feathery patterns to help break up their outline. When body paint is used, it invariably takes on shades of green, brown and grey. Their horn daggers are belted at the waist, but their longbows almost never leave their hands.

Elven Elite Hunter, elf Bbn1/Rgr6: CR 7; SZ M; HD 1d12 + 6d8 +7; (+21)*; hp 54 (68)*; Init +4 (+4 Dex); Spd 40 ft.; AC 18 (16)* (+4 Dex, +4 armor), touch 14, flat-footed 16; BAB/Grp +7/+9 (+11)*; Atk +10 (+12)* melee (1d4 +2 [1d4 +4]*, masterwork elven horn dagger, 19-20, 10 ft.); Atk +13 ranged (1d8 +4, composite longbow, x3, 110 ft.); Full Atk +11/+11/+6 ranged (1d8 +4, composite longbow, x3, 110 ft.); Full Atk +6/1 (8/3)* melee (1d4 +3 [1d4 +5]*, horn dagger, 19-20) and +2 (+4)* melee (1d4 +1 [1d4 +3]*, horn dagger, 17-20, 10 ft.) SQ elves of Eamonvale racial abilities, fast movement, rage 1/day (6 rounds), favored enemy (animals; +4 bonus to Bluff, Listen, Sense Motive, Spot, Survival and weapon damage and magical beasts; +2 bonus to Bluff, Listen, Sense motive, Spot, Survival and weapon damage), wild empathy (+5); AL N; SV Fort +9 (+11)*, Ref +8, Will +2 (+4)*; Str 14 (18)*, Dex 18, Con 12 (16)*, Int 10, Wis 11, Cha 8.

Skills: Climb +7, Handle Animal +1, Heal +3, Hide +8, Intimidate +1, Jump +8, Knowledge (geography) +3, Knowledge (nature) +5, Listen +7, Move Silently +7, Search +4, Spot +7, Survival +10, Swim +3, Tumble +6. Feats: Point Blank Shot, Precise Shot, Rapid Shot.

* While raging.

Divine Spells Prepared (0/1): 1st—*magic fang*.

Possessions: +1 composite longbow (SR2), 20 arrows, +1 *studied leather armor*, +1 *elven horn dagger*, masterwork elven horn dagger, beaded pouch (worth 2 gp) with charms and wild edibles, as well as tokens of defeated foes.

Description: The elite hunters of the savage elves differ very little from the other hunters. If anything, their camouflage is more advanced, their step lighter and their gaze sharper. Their ornaments may include fangs, talons, vertebrae, scalps and other trophies of victorious hunts. Like the elite warriors, they often carry a pair of horn daggers as a testament to their prowess.

Loresinger, elf Brd6: CR 6; SZ M; HD 6d6 +6; hp 28; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; BAB/Grp +4/+5; Atk +6 melee (1d4 +1, masterwork elven horn dagger, 19-20, 10 ft.); Atk +9 ranged (1d8 +3, composite longbow, x3, 110 ft.); SQ bardic music, bardic knowledge, countersong, elves of Eamonvale racial abilities, fascinate, inspire competence, inspire courage (+1), spells, suggestion (DC 15); AL N; SV Fort +3, Ref +8, Will +5; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 15.

Skills: Balance +8, Climb +6, Escape Artist +4, Gather Information +3, Hide +7, Jump +5, Knowledge (geography) +3,

Knowledge (nature) +3, Listen +6, Move Silently +7, Perform (sing) +10, Search +2, Spot +4, Survival +5, Swim +3, Tumble +5. Feats: Point Blank Shot, Precise Shot.

Arcane Spells Known (Cast Per Day 3/4/3, save DC 13 plus spell level): 0th—*daze, flare, lullaby, message, read magic, resistance*; 1st—*cure light wounds, feather fall, grease, ventriloquism*; 2nd—*blur, cat's grace, heroism*.

Possessions: +2 composite longbow (SR1), 20 arrows, +1 *leather armor*, masterwork elven bone dagger, beaded pouch (worth 2 gp) with charms and wild edibles.

Description: In dress, the loresingers are perhaps the most civilized of the elves. Their leather pants and hemp jerkins are almost human in cut and style, but their ornamentation of bone necklaces is all elven. Their hair is usually immaculately plaited down their backs, and the tattoos and scarification of the other elves is absent to allow full view of facial expressions and body language. They speak in a voice like satin that soothes the listener, even if a language barrier prevents comprehension.

Altast, Chief Loresinger, elf Brd12: CR 12; SZ M; HD 12d6 +12; hp 58; Init +3 (+3 Dex); Spd 40 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +9/+10; Atk +11 melee (1d4+1, horn dagger, 19-20, 10ft.); Atk +14 ranged (1d8+3, composite longbow, x3, 110 ft.); Full Atk +12/+7 [+9/+4 BAB, +3 Dex, +2 bow, -2 rapid shot] ranged (1d8+3, composite longbow, x3, 110 ft.); SQ bardic music, bardic knowledge, countersong, elves of Eamonvale racial abilities, fascinate, inspire competence, inspire courage (+2), inspire greatness, song of freedom, spells, suggestion (DC 19); AL N; SV Fort +5, Ref +11, Will +8; Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 16.

Skills: Balance +12, Climb +8, Escape Artist +5, Gather Information +6, Hide +10, Jump +10, Knowledge (geography) +5, Knowledge (nature) +5, Listen +8, Move Silently +9, Perform (sing) +16, Search +2, Spot +5, Survival +6, Swim +3, Tumble +10. Feats: Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot.

Bard Spells Known (Cast Per Day: 3/4/4/2; save DC 13 + spell level): 0—*daze, flare, lullaby, message, read magic, resistance*; 1st—*cure light wounds, feather fall, grease, ventriloquism*; 2nd—*blur, cat's grace, heroism, tongues*; 3rd—*confusion, cure serious wounds, good hope, speak with animals*; 4th—*legend lore, speak with plants*.

Possessions: +2 composite longbow (SR1), 20 arrows, masterwork elven bone dagger.

Description: The pinnacle of the elven bardic tradition and keeper of all knowledge, Altast wears leather breeches and a tunic of hemp embroidered with tiny knots in maroon thread. His hair is long and neatly braided, unlike the shaggy manes of most of the wild elves, and he bears a harp of dark polished wood in the crook of his arm. Of all the elves, his dress is the most similar to human cultures, and he is one of the only speakers of Common in the nation. He can only be encountered in Tree Home (Location D in Chapter 9).

Treespeaker, female elf Bbn1/Drd6: CR 7; SZ M; HD 1d12 + 6d8 (+28)*; hp 38 (66)*; Init +2 (+2 Dex); Spd 40 ft. (50 ft.)*; AC 12 (+2 Dex) (13 [+1 Dex, +2 natural])*; touch 12 (11)*, flat-footed 10 (12)*; BAB/Grp +5/+5 (+11)*; Atk +6 melee (1d4, masterwork elven horn dagger, 19-20, 10 ft.); (Atk

+11 melee [1d4 +6, claw]; Full Atk +11/ +11 melee [1d4 +6, claw] and +6 melee [1d6 +4, bite]*; SQ elves of Eamonvale racial abilities, fast movement, nature sense, rage 1/day (6 rounds), resist nature's lure, trackless step, wild empathy (+8), wild shape (2 times per day), woodland stride; AL N; SV Fort +7 (+11)*, Ref +4 (+3)*, Will +7 (+9)*; Str 10 (23)*, Dex 15 (13)*, Con 10 (19)*, Int 10, Wis 14, Cha 14.

Skills: Climb +3, Concentration +5, Diplomacy +4, Handle Animal +7, Heal +5, Hide +4, Jump +3, Knowledge (nature) +5, Listen +6, Ride +4, Search +2, Spot +7, Survival +10, Swim +1. Feats: Dodge, Mobility, Natural spell.

* While raging in Black Bear wild shape.

Divine Spells Prepared (5/4/4/2, save DC 12 plus spell level): 0th—*flare, guidance, know direction, read magic, resistance*; 1st—*cure light wounds, entangle, faerie fire, produce flame*; 2nd—*barkskin, bull's strength, flame blade, spider climb*; 3rd—*call lightning, greater magic fang*.

Animal Companion: Jaguar: CR 2; SZ M; HD 5d8 +12; hp 37; Init +5 (+5 Dex); Spd 40 ft.; AC 18 (+5 Dex, +3 natural), touch 15, flat-footed 13; BAB/Grp +3/+6; Atk +8 melee (1d6 +3, bite); Full Atk +8 melee (1d6 +3, bite) and +3/+3 melee (1d3 +1, claw); SA improved grab, pounce, rake (1d3 +1); SQ evasion, link, low light vision, scent, share spells; AL N; SV Fort +7, Ref +9, Will +2; Str 17, Dex 20, Con 16, Int 2, Wis 12, Cha 6.

Skills: Balance +13, Climb +12, Hide +9, Jump +11, Listen +7. Feats: Alertness, Weapon Finesse.

Possessions: masterwork elven bone dagger, beaded pouch (worth 2 gp) with charms, wild edibles and herbal remedies.

Description: Treespeakers are the druids of the wild elves, and are the most in touch with nature of their people. This clothing takes the form of long gowns or robes of tiny interwoven leaves that change with the seasonal colors of the forest. The leaves retain their freshness and stay so tightly knit that the garment could only be a living, growing thing. Crowns of flowers, leaves or polished wood adorn their brows as a mark of status. Their faces are noticeably ageless and their eyes are kind, but a bestial rage lurks behind this gentle façade. A great forest cat pads silently behind them wherever they go.

Semuin, High Treespeaker, female elf Bbn1/Drd12: CR 13; SZ M; HD 1d12 + 12d8; hp 63; Init +2 (+2 Dex); Spd 40 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +10/+9; Atk +10/+5 melee (1d4-1, masterwork elven horn dagger, 19-20, 10ft.); SQ elves of Eamonvale racial abilities, fast movement, nature sense, rage 1/day (6 rounds), resist nature's lure, trackless step, venom immunity, wild empathy (+15), wild shape (4 times per day, large, tiny, plant), woodland stride; AL N; SV Fort +10, Ref +6, Will +10; Str 9, Dex 14, Con 10, Int 11, Wis 15, Cha 16.

Skills: Climb +2, Concentration +8, Diplomacy +9, Handle Animal +11, Heal +8, Hide +6, Jump +2, Knowledge (nature) +10, Listen +6, Ride +4, Search +2, Spot +9, Survival +10, Swim +1. Feats: Brew Potion, Craft Magic Arms and Armor, Dodge, Mobility, Natural Spell.

Druid Spells Prepared (6/6/5/5/3/3/2; save DC 12 + spell level): 0—*cure minor wounds, flare, guidance, know direction, read magic, resistance*; 1st—*cure light wounds, entangle, faerie fire, magic stone, obscuring mist, produce flame*; 2nd—*barkskin, bull's*

strength, flame blade, owl's wisdom, spider climb; 3rd—*call lightning, cure moderate wounds, greater magic fang, neutralize poison, sleet storm*; 4th—*cure serious wounds, flame strike, freedom of movement*; 5th—*commune with nature, cure critical wounds, tree stride*; 6th—*mass bull's strength, mass cure light wounds*.

Possessions: masterwork elven bone dagger.

Description: The leader of the elven druidic circle, Semuin dresses in flowing garments of leafy green, but whether it is fabric or flora is impossible to discern. Tiny flowers are woven throughout her hair as if they had grown there, which they very well may have done, and a lean, muscular jaguar sits silently at her side. Her only material weapon is a horn dagger belted at her narrow waist, but her most potent weapon is her mastery of the natural world. She will only be encountered in Tree Home (Location D in Chapter 9).

Animal Companion: Jaguar: CR 4; SZ M; HD 9d8+24; hp 81; Init +6 (+6 Dex); Spd 40 ft.; AC 24 (+6 Dex, +8 natural), touch 16, flat-footed 18; BAB/Grp +6/+10; Atk +12 melee (1d8+4, bite); Full Atk +12 melee (1d8+4, bite) and +10/+10 melee (1d3+2, claw); SA improved grab, pounce, rake (1d3+2); SQ devotion, evasion, link, low light vision, scent, share spells; AL N; SV Fort +9, Ref +12, Will +4; Str 19, Dex 22, Con 16, Int 2, Wis 13, Cha 6.

Skills: Balance +14, Climb +14, Hide +11, Jump +13, Listen +8. Feats: Alertness, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Weapon Finesse (bite).

The Elf King, male elf War4/Exp4/Ari4: CR 11; SZ M; HD 8d8 + 4d6; hp 62; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +10/+9; Atk +10; Atk +13 ranged (1d8, longbow, x3, 200 ft.); Full Atk +10/+5; Full Atk +13/+8 ranged (1d8, longbow, x3, 200 ft.); SQ elves of Eamonvale racial abilities; AL N; SV Fort +6, Ref +6, Will +11; Str 8, Dex 16, Con 10, Int 11, Wis 16, Cha 14.

Skills: Bluff 5, Climb +3, Craft (leatherworking) +4, Craft (weaponsmithing) +4, Diplomacy +11, Handle Animal +7, Intimidate +10, Jump +3, Knowledge (geography) +3, Knowledge (nature) +5, Listen +5, Ride +5, Search +2, Sense Motive +11, Spot +6, Survival +10. Feats: Negotiator, Persuasive, Point Blank Shot, Precise Shot.

Possessions: +1 horn daggers (2), agate and bloodstone choker (worth 250 gp), darkwood and bloodstone circlet (worth 400 gp).

Description: The king wears leather trousers, but his chest is bare, as are his feet. A dark belt of carved wooden chain links holds a pair of the distinctive elven horn daggers. His neck is girded with a choker of polished agate and bloodstone, and a crown of flawlessly grained hardwood bearing a single bloodstone rests so neatly on his head it could only have been grown for the purpose. The king is tanned but not weathered, and his body is tightly corded with muscle, leaving little doubt that despite his demands of rulership he remains in peak fighting form. He, like his advisors and even his guards, has a look of keen awareness, calculated judgment and cool self-adequacy about him. He never leaves his court in Tree Home (Location D in Chapter 9).

King's Elite Guard, elf Bbn4/Rgr2/Ftr2: CR 8; SZ M; HD 4d12 + 2d8 + 2d10 + 8 (+24)*; hp 76 (92)*; Init +7 (+3 Dex, +4 improved initiative); Spd 40 ft.; AC 20 (18)* (+3 Dex, +7 armor), touch 13, flat-footed 17; BAB/Grp +8/+11 (+13)*; Atk +14 (+16)* melee (1d6+5 [1d6+7]*, +2 elven war club, x3); Atk +13 (+14)* melee (1d4+4 [1d4+6]*, horn dagger, 17-20, 10ft.); Full Atk +12/+7 (+14/+9)* melee (1d6+5 [1d6+7]*, war club, x3) and +11 (+13)* melee (1d4+3 [1d4+4]*, horn dagger, 17-20, 10ft.); Full Atk +14/+9 (+16/11)* melee (1d6+5 [1d6+7]*, war club, x3); SQ elves of Eamonvale racial abilities, fast movement, rage 1/day (6 rounds), uncanny dodge (Dex bonus to AC), favored enemy (animals; +2 bonus to Bluff, Listen, Sense motive, Spot, Survival and weapon damage), wild empathy (+1); AL N; SV Fort +11 (+13)*, Ref +7, Will +1 (+3)*; Str 16 (20)*, Dex 16, Con 13 (17)*, Int 10, Wis 10, Cha 8.

Skills: Climb +10, Handle Animal +2, Hide +5, Intimidate +3, Jump +9, Knowledge (geography) +2, Knowledge (nature) +4, Listen +6, Move Silently +5, Search +3, Spot +3, Survival +9, Swim +6. **Feats:** Improved Critical (elven bone dagger), Improved Initiative, Track, Two Weapon Fighting, Two Weapon Defense, Weapon Focus (elven bone dagger, elven war club).

* While raging.

Possessions: +2 ironwood breastplate, +2 elven war club, +1 elven horn dagger, masterwork elven horn dagger.

Description: The king's elite guards are much like the elite hunters, but they wear ironwood breastplates and display no trinkets. Their breastplates bear a bloodstone set into the collar for each decade of service; many of these warriors have collected enough to begin a second row below the first.

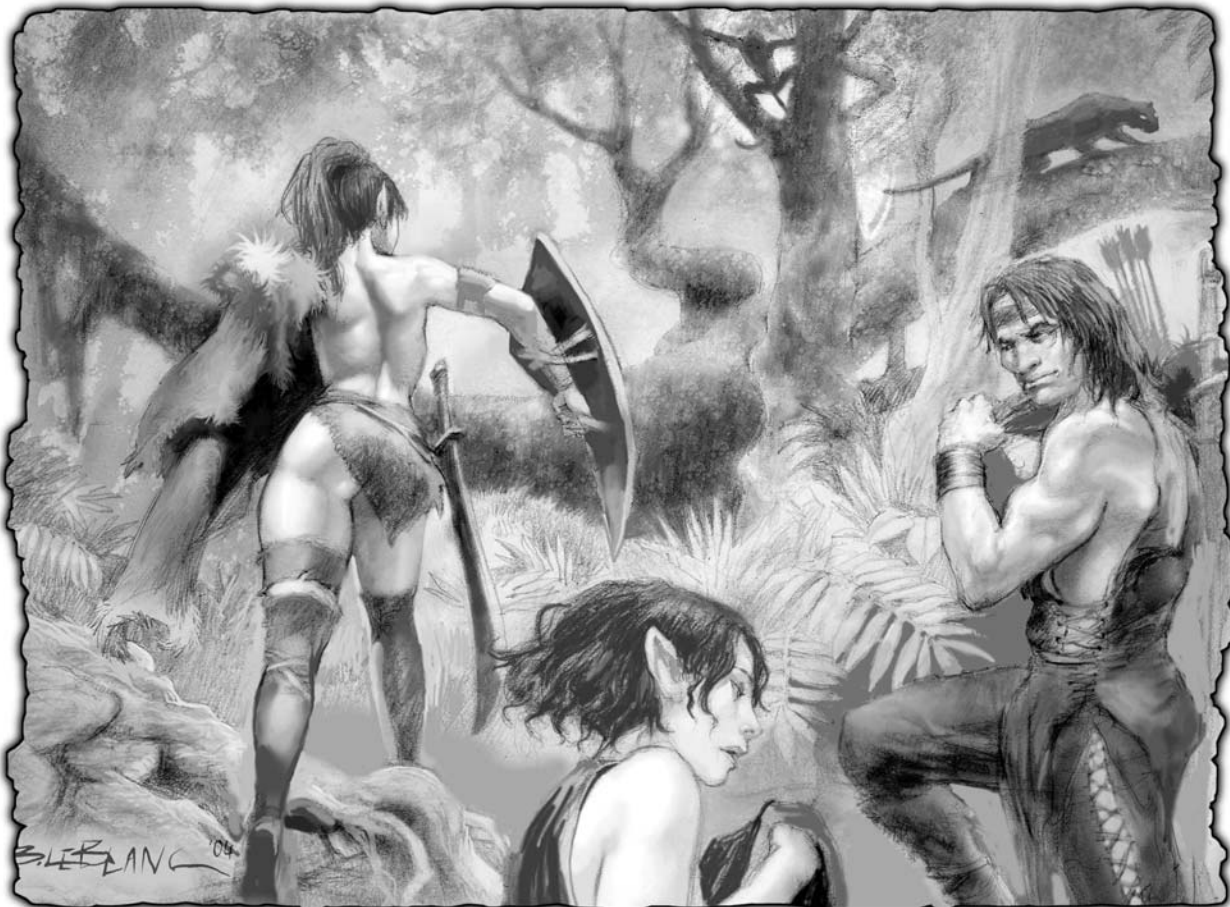
Surrogate PCs

The Eamonvale Incursion pits the heroes against some extremely dangerous and highly motivated individuals and groups; character death is, as always, a strong possibility. While some adventure modules include a group of characters of the appropriate levels to serve as replacement party members, this book has integrated a number of characters in the storyline whose roles are integrated in but not essential to the plot. Once they have served their basic purpose, they may be allocated to the party as a temporary or permanent replacement. This may require slight changes to their role or background. The following characters are between levels 7 and 9. A disproportionate number of them are found in Fagan's Hollow, since a backwater village can be a difficult place to introduce a replacement adventurer.

Donal Bodh, Warden of Eamonvale: Bodh (Ftr7) commands a small unit of Outriders based near Fagan's Hollow. He has a simple role to play in the introduction of the plot around Fagan's Hollow, but as soon as the party begins to discover foul play, he becomes available as a supplemental or substitute character.

Brother Garrat: As spiritual leader of Fagan's Hollow, Garrat (Ftr2/Cle5) has a vested interest in the village's well being. His role is primarily advisory, but he could easily join the party to supplement additional healing and combat ability for the foray into the Elfwood.

Genevieve: Gen (Rog4/Brd3) is a prisoner and a victim of foul play at the hands of the corrupted magistrate in Fagan's Hollow. Once freed, she has no particular agendas for the future and may find herself compelled to join a powerful party for protection and



advancement. See Fagan's Hollow Keyed Encounter: In The Big House in the Allies section of Chapter 8.

Fashod the Great: Fashod (Rog4/Sor4) is a huckster living temporarily in Fagan's Hollow, but events there might compel him to head for fresh markets, preferably in the company of a powerful party. His skills as a rogue and arcane caster might supplement a party's shortcomings for a time. Note that Fashod is listed as a Lawful Evil character. See Location C, Area 2 in Chapter 7.

Tadgh and Niamh: These savage elves are merely named incarnations of the Elite Warrior (Bbn4/Rgr2/Ftr2) and Elite Hunter (Bbn1/Rgr6) profiles in this appendix, with additional language skills in Common. They might serve as escorts or emissaries to the party before joining play. If desired, the lower level Warrior (Bbn2/Rgr2) and Hunter (Bbn1/Rgr3) profiles could be used, making them appropriate for cohorts.

Cubbin: As grizzled veteran of the caravan trade, Cubbin (Rgr9) spends his days mentoring younger rangers and guides. However, the call of adventure is an irresistible one, and after interacting with the party, he might be compelled to strike his camp and undertake an adventurer's life once more. See Location B in Chapter 1.

Vadamerca: The daughter of a powerful plains chieftain, Vadamerca (Cle7) is part of a small side plot in Broadwater and may deliver valuable information to the party. Once she has served this purpose, however, she is available as a supplemental healer, and might even be assigned to the party as punishment by her father. See Location KK in Chapter 1.

Marcomir: Marcomir (Bbn9) is the chief of one of the horse tribes of the plains and offers a small side plot if the heroes encounter him. If the heroes serve him well, he might place himself temporarily in their debt. See Location C in Chapter 1.

Farlon: Farlon (Wiz9), the doddering apothecary from Broadwater is a potent wizard despite his eccentricities. If the party lacks magical resources, he could be of great use to them during their investigation, although he is not well-equipped for the adventuring life. See Location Y in Chapter 1.

Various Prisoners: In several places the heroes are likely to rescue some of those imprisoned as a result of House Drenwal's evil plot. The dwarven and mixed humanoid slaves from the Slave Warrens of Underbluff, the prisoners from Rath Rolant, additional inmates in the jail in Fagan's Hollow, additional occupants of Broadwater's pillories and slaves on board Odair's pirate fleet all have the potential of being adventurers of nearly any race and class combination.

Appendix 2: Magic Items and Spells

The magic items below are unique to their bearer. They have been included to add character to the villains and to remunerate the heroes who defeat them. The clerical domain and spells that follow are associated with one of the module's principle villains. Ciaran, found in the town of Broadwater, is the leader of a small but fanatical cult dedicated to the worship of pain and vice.

Silken Blouse of Deflection

This white silk blouse billows in such a way that incoming attacks are tangled, deflected or otherwise rendered inaccurate, granting the wearer a deflection bonus of +2. The blouse is distinctly feminine in cut and doesn't adapt itself to a new wearer.

Faint abjuration; CL 5th; Craft Wondrous Item, *shield of faith*, creator's caster level must be at least three times greater than the bonus of the blouse; Price 8,000 gp; Cost 4,000 gp; Weight 1 lb.

Greater Cape of the Mountebank

This flowing red cape is trimmed with gold thread and bears a golden clasp shaped like a rapier piercing a heart. It functions exactly like the *cape of mountebanke*, except the wearer may *dimension door* twice per day.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 25,920 gp; Cost 12,960 gp.

Hat of Defensive Insight

This broad-brimmed hat is decidedly oversized (and remains so regardless of the wearer). The loose fit promotes a rakish angle even when one is not desired. In the fashion of the court dandy, it bears a large purple ostrich feather in its band. The slightest motion of air pressure around the feather is evident to the wearer, allowing him to detect the movements of those he cannot see and granting a +2 insight bonus to Armor Class. However, all persons and most animals consider the style of the hat utterly comical, which imposes a -2 penalty to all Charisma based skill checks. This penalty does not apply to Perform checks or intentionally comical uses of Charisma skills, nor does it apply in the most progressive fashion venues, such as the aristocratic neighborhoods of large cities, where such costumes are commonplace.

Moderate divination, CL 4th level, Craft Wondrous Item, *detect thoughts*, *locate object*; Price 10,000 gp; Cost 5,000 gp; Weight 1 lb.

Gloves of Hurling

Only the last two fingers of these enchanted gloves are completely covered; the thumb, index and middle fingers are exposed at the tips. Otherwise, they appear to be black leather gloves of quality materials and fine workmanship. For weapons with no listed range increment (those not designed for throwing), or improvised thrown weapons (such as horseshoes and chamber pots), the gloves eliminate the -4 penalty, provided the items are considered light or one-handed by the thrower (like a human throwing a light mace or scimitar, but not a greataxe). For thrown weapons with a listed range increment and splash weapons, *gloves*

of hurling grant a +2 bonus to attack rolls. Both gloves must be worn in order to function.

Moderate transmutation; CL 5th; Craft Wondrous Item, *magic weapon*, *true strike*; Price 8,000 gp, Cost 4,000 gp.

Rachman's Laboratory

This variant *bag of holding* holds a compact laboratory with cauldrons, beakers, scales, a still, presses, mortars and a maze of glass and copper piping around a narrow stool and cramped workspace. A hand-bellows, ventilation snorkel and exhaust chimney allow the lab to be occupied and used with the bag closed, but the air intake and chimney protrude quite obviously from the mouth of the bag. Rachman's Laboratory combines the effects of an alchemist's lab and masterwork artisan's tools, for a Craft (alchemy) bonus of +4. The bag functions as a *bag of holding type III*, except that the contents may not be dumped out... in fact, removing the lab from the bag requires a Craft (alchemy) check (DC 20) to do so without ruining the lab equipment. Enough space remains for a Medium Humanoid, or 15 cubic feet (150 lbs.) of other items if nobody intends to enter or use the lab.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 8,000 gp, Cost 4,000 gp.

Traveling Stick

This slender stick is 8 feet long, slightly longer than a quarter-staff. It is wrapped with leather along most of its length, with accents of dark silk cord. It may be used in combat as a +1 *quarterstaff*. It may also be used to vault across obstacles such as water or walls, and it increases the height and distance result of Jump checks by 50%. Its other magical enchantments allow it to function as both an immovable rod and a returning weapon. The practicality of the immovable rod is extremely well suited for the traveler, serving as everything from a tent ridgepole to a climbing aid in times of danger.

The immovable rod function can also be used to stabilize the bar halfway through a jump. This stops the descent of the jumper and gives a point from which to swing upward again (in the manner of gymnastic uneven bars), effectively doubling maximum jump distances (but not height). To be used in this fashion the jump must have enough ground clearance for the jumper to swing fully extended (6 to 8 feet in most cases).

As a returning weapon, it can be called to the owner's hand at will rather than returning only when thrown. The range from which it can be called is equivalent to the wielder's Charisma score x 10, measured in feet. It responds to the call with such force that only a DC 30 Strength check can oppose it, as described in the immovable rod entry in Rods under "Magic Item Descriptions" in Chapter 7 of the DMG. This allows it to be left behind when entering an unpredictable situation, also a useful feature for the traveler.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, Craft Rod, *levitate*, *telekinesis*; Price 13,000 gp, Cost 6,500 gp.

New Clerical Domain: Pain

Deities: Goddess of Vice

Granted Power: You may inflict a pain touch once per day. This supernatural effect inflicts non-lethal damage. You must succeed on a melee touch attack against a living and sentient creature (using the rules for touch spells). A successful touch inflicts 1d6 points of non-lethal damage per caster level. If the total equals or exceeds the subject's remaining hit points, the subject suffers a moment of blinding pain and falls unconscious as per the rules for non-lethal damage. If the total doesn't exceed the subject's remaining hit points, the residual pain lasts for a number of rounds equal to your caster level, but inflicts no additional game effects. Non-lethal damage returns at the normal rate.

Pain Domain Spells

- 1 Shocking Grasp
- 2 Gaze of Torment*
- 3 Agony*
- 4 Painful Effigy*
- 5 Symbol of Pain
- 6 Harm
- 7 Symbol of Weakness
- 8 Inflict Critical Wounds, Mass
- 9 Implosion

Gaze of Torment

Necromancy

Level: Sor/Wiz 2, Pain 2

Components: V, S

Casting Time: 1 standard action

Range: 5 feet per caster level

Targets: 1d6 HD plus 1 per caster level of targeted viewers; see spell description.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can strike those you gaze upon with fear, rapture, and disabling pain. For the spell's duration, the caster gains a supernatural gaze ability (see MM Chapter 7) that affects Hit Dice equal to 1d6 plus 1 per caster level. The spell may affect up to the maximum HD in a single viewer targeted as a standard action on the caster's initiative. The caster need not target anyone on their initiative (perhaps taking another standard action instead, for example), but the effect remains potent for the spell's duration regardless. Targets may attempt to avoid the gaze as described in the MM. The effect of this gaze causes the subject to become the caster's choice of frightened or fascinated by the caster or shaken by distracting pain. The effect remains for the duration or until the caster targets a new opponent. This effect may be changed from round to round, although the target may attempt a new save each time the effect is revised. The caster may also target a different opponent, but doing so allows each previous target a single additional save to shake off the effect.

Agony

Necromancy

Level: Sor/Wiz 3, Pain 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

This spell subjects a single target to horrendous pain that distracts them from their endeavors. This pain should be explicitly described in terms of snapped tendons, crushed eyeballs, shattered molars and extracted fingernails, among other colorful injuries. For the duration of the spell, the subject suffers a -4 penalty on all attack rolls, skill checks and ability checks, a -2 penalty to Willpower saves and a -8 penalty to Concentration checks. Each round, a successful Willpower save at the spell's DC allows the victim to overcome the penalty and instead receive non-lethal damage equal to the caster's level, resulting from the strain of acting despite the perceived pain.

Painful Effigy

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 4, Pain 4

Components: V, S, M

Casting Time: see text

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 day per caster level, or one use per caster level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an effigy of the target creature through which painful sensations may be delivered. Subjecting the effigy to heat, cold, piercing and bludgeoning attacks and other torments cause the victim to feel the equivalent sensations, but the effect does not deal damage. The pain may be focused to affect the target's body, mind or spirit, as the caster chooses. While the effigy is being tormented, the victim suffers penalties in three categories: attack and damage rolls, skill and ability checks, and Willpower saves. Each round the effigy is in use, the caster may assign a total penalty equal to her caster level in any proportion among the three categories. For example, a 9th level caster could apply a -3 penalty to all three categories, or focus a -9 penalty on the victim's skill and ability checks. These penalties may be reassigned from round to round. The effigy functions until *remove curse* is cast on the victim, *dispel magic* is successfully cast upon the effigy, the possessor of the effigy ends the use period (see below), or the spell duration ends. Destroying the effigy causes the victim to suffer full effects for 10 minutes.

Creating the effigy requires one hour and costs 30 gp, in addition to requiring a strand of hair from the intended victim. Once the effigy is ready, the casting of the spell takes only a single round. The effigy remains viable for a number of days equal to the caster's level, or a number of uses equal to the casters level. For this purpose, a single use consists of any application of pain with a duration ranging from a single round up to a number of minutes equal to the caster's level. Thus, the effect can range from a few minutes of debilitating pain each day for several days to a prolonged barrage of painful stimuli that lasts for many minutes and exhausts the effigy in one use. A 9th-level caster could subject his victim to 9 minutes of pain each day for 9 days running, or 81 minutes of pain in one sitting, or any combination thereof. Once created, the effigy may be used by anyone of the caster's alignment.

Material Component: Effigy stuffed with the hair of the victim.

Appendix 3: New Creatures and Templates

The valley of the River Eamon is a unique ecosystem, populated with creatures that are rarely or never seen beyond the mouth of the valley. Some of them are born of the thick, ever-present mist that characterizes the upper valley; other are unique to the deep woods of the secretive elven nation; still others have evolutionary traits that suit them to the rigors of life in Eamonvale. They are provided here for ease of reference and further development.

Rhianna Horses of Eamonvale

The original settlers of Eamonvale shared their valley with herds of wild mountain horses, and over time, the frontiersmen tamed and bred them for work and travel. The breed came to be called the Rhianna, after a folk heroine whose horse could outdistance any other without breaking from a walk. Eamonvale's domesticated Rhiannas retain the notable traits of their wild ancestors: small size, endurance and sure-footedness.

They are especially popular with Eamonvale's woodsmen—those who opt for mounted travels—due to their hardiness, dexterity and companionship. Most homesteaders, such as those in Fagan's Hollow (see Chapter 7) choose the Rhianna breed as well, as they are equally suited to long-distance rides over varied terrain and drawing a market cart over Eamonvale's rutted roads. Only the heaviest farm labors, such as breaking sod, spring plowing and pulling stumps, are reserved for larger draft horses, and many of the farmers of the valley make do with Rhiannas alone.

Rhianna horses differ from the light warhorse stats presented in the MM in several ways. Although they use they are similar in build to warhorses, they cannot fight with a rider. Physically, they are shorter, shaggier and less elegantly muscled than many riding breeds. While their speed is the same, they do not perform as well when heavily loaded. Due to their evolution in a valley littered with obstacles such as trees, streams, boulders and scrub growth, they are extremely agile and adept at negotiating obstacles. They are resistant to damage incurred by fatigue, and may be pushed harder and for longer periods of time without the risk of injury.

Because of their intolerance for encumbrance, Rhiannas make ideal mounts for lightly armed and armored heroes. Even encumbered, their ability to increase their speed for short distances gives them an advantage over common riding horses. This is especially useful when difficult terrain disallows run and charge moves.

A lightly encumbered Rhianna can only run 240 feet per round and is easily outdistanced by a lightly encumbered riding horse making run moves at 300 feet per round. However, the same horses on difficult terrain lose the ability to make run moves. In this case a rider can push a Rhianna to cover 140 feet per round with a good chance of avoiding harm to his horse for at least a few rounds, while the other rider must immediately subject his horse to increasing damage to move more than 120 feet

per round. Local and Overland movement are likewise modified; with average rolls, a Rhianna horse can be force-marched for 4 hours longer than a common riding horse before it is likely to suffer damage, making it an ideal long-distance mount.

Rhianna Riding Horse of Eamonvale: CR 1; SZ Large Animal; HD 3d8+9; hp 23; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; BAB/Grp +2/+9; Atk +4 melee (1d4+3, hoof); Full Atk +4/+4 melee (1d4+3 [x2], hoof) and -1 melee (1d3+1, bite); SQ Low-light vision, scent, encumbrance penalty (loses Run feat), dexterous (+4 Balance, +2 Ride), hardy (Fortitude save DC 10 + damage to resist fatigue); AL N; SV Fort +6 (+10), Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Balance +5, Listen +4, Spot +4. Feats: Endurance, Run.

Encumbrance Penalty (Ex): Rhiannas lose the benefits of the Run feat whenever they are encumbered. They may still run at 4x their speed with light encumbrance (up to 228 lbs.), and 3x their speed with medium (459 lbs.) or heavy (690 lbs.) encumbrance.

Dexterous (Ex): Rhiannas gain a +4 racial bonus to Balance checks due to their inherited sure-footedness. They also convey a +2 bonus to their riders' Ride checks to avoid obstacles.

Hardy (Ex): Rhiannas are extremely durable creatures. Anytime a hustle, forced march or spurred movement would do damage to these horses, they may attempt a Fortitude save (DC 10 + potential damage) to negate the damage. The horse's Fortitude save is +10 thanks to the Endurance feat. When they do begin to take damage, the cumulative damages are no lower than normal.



Bee Swarm

Bees were one of the first moneymakers for the fledgling community of Fagan's Hollow, and there has been a beekeeper in the village for as long as anyone can remember. The villagers have gotten used to the presence of bees in their pea patches and the gentle drone of the hives, and unpleasant incidents are rare.

At the moment, the beekeeper is Hemly, also a rather dedicated druid (see Location J in Chapter 7). He uses his bees to further his goals of protecting the natural stands of trees that flank the village. As such, the heroes or one of the townspeople might come in contact with one of Hemly's swarms if they make a nuisance of themselves in the eyes of the druid.

Bee Swarm: CR 2; SZ Fine Vermin (Swarm); HD 5d8-5; hp 17; Init +4; Spd fly 30 ft. (good); AC 22 (+8 size, +4 Dex), touch 22, flat-footed 18; BAB/Grp +3/-; Atk swarm (1d6+ poison); Full Atk swarm (1d6+ poison); Space/Reach: 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft, immune to weapon damage, swarm traits, vermin traits; AL -; SV Fort +3, Ref +5, Will +1; Str 1, Dex 18, Con 9, Int -, Wis 10, Cha 1.

Skills: Spot +4.

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex. The save DC is Constitution based.

Vermin Traits (Ex): No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Tactics: Bees attack by injecting poison with their painful sting. Most types of bees die after stinging, since the act of stinging removes a large part of their internal organs. Certain wasps, such as yellow jackets, do not have a barbed sting and can thus sting repeatedly. Hemly's bees are largely benevolent; unless directed by the druid's influence, they only attack if provoked or threatened.

Rachman's Juvenile Slithering Trackers

Rachman, the botanist/biologist/assassin in the employ of House Drenwal, is encountered in Trade Road Keyed Encounter: Shelter From The Storm in Chapter 5. He has invested many months in the study of slithering trackers, and has finally succeeded in breeding them. His juvenile trackers lack the potent paralytic secretions of the full-grown trackers, but are of a size that allows Rachman to conceal several beneath his clothing to be used as missile weapons. Rachman's juvenile trackers are stored in glass jars with wax seals, and have the following stats:

Juvenile Slithering Tracker: CR 2; SZ T Ooze; HD 2d10+6; hp 18; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 7 (+2 size, -5 Dex), touch 7, flat-footed 7; BAB/Grp +2/+4; Atk +Slam +4 melee (1 plus paralysis); SA paralysis, plasma drain; SQ ooze, blindsight 60 ft., sealed mind, transparent; AL N; SV Fort +2, Ref -4, Will -4; Str 10, Dex 1, Con 12, Int -, Wis 1, Cha 1.

Skills: Climb +13, Hide +8, Listen +5, Move Silently +10, Spot +5. Feats: Alertness, Skill Focus (Move Silently)

SA—Paralysis: Juvenile slithering trackers secrete an anesthetizing slime, although it is weaker than in adult specimens. A target hit by the tracker's slam attack must succeed at a Fortitude

save (DC 13) or be paralyzed for 2d10 minutes. A second Fortitude save (DC 15) after half of this duration allows the target to shake off the paralysis and act normally.

SA—Plasma Drain: A juvenile slithering tracker deals 1 point of Con damage per minute to a paralyzed creature it is in contact with; a mobile target is enough of a distraction as they shriek and scrape to keep the tracker from feeding. A victim reduced to Constitution 0 dies and is partially consumed by the tracker. Note that juvenile slithering trackers lack the body volume to engulf their targets.

A tracker that successfully paralyzes their target typically moves to spread itself over an exposed extremity or burrow beneath clothing to perform the plasma drain; any residual damage due to ability loss is likely to be concentrated to this limited area.

SQ—Sealed Mind (Ex): Even though a slithering tracker has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

SQ—Transparent (Ex): A slithering tracker is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a slithering tracker and walk into it are automatically hit with a melee attack for slam damage and subjected to the creature's paralysis attack.

Eamonvale's Undead

The valley of the River Eamon was populated long before it received its current name, and indeed long before its namesake's ancestors were born. Those bygone cultures were largely barbaric in nature, and their remains dot the countryside in the form of burial mounds, passage tombs and unmarked gravesites. Wherever the frontiersmen are aware of such ancient sites, they give them a wide berth, often leaving an unplowed margin around a dolmen or other marker.

Still, from time to time, one of the modern generations of Eamonvale's settlers disturbs one of their forbearers, frequently with dire consequences. As a result, most of the classed undead encountered in Eamonvale are based on barbarians, as in the following example intended for use with Location E, Area 2 in Chapter 6.

Ghosts, male human Bbn5: CR 7; SZ M Undead [Augmented Humanoid]; HD 5d12; hp 32; Init +2; Spd 40 ft. (8 squares), fly 30 ft. (perfect); AC 12 (10)* (+1 Dex, +1 deflection), touch 12, flat-footed 11; BAB/Grp +5/+8 (+10)*; Atk +10 (+12)* melee (1d8+5 [1d8+8]*, +1 battleaxe, crit x3) or +7 melee touch (1d4 ability drain, draining touch); SA draining touch (1d4 ability drain, ghost's choice, ghost gains 5 hp), frightful moan (30 ft. radius, panic for 2d4 rounds, DC 13 Will save resists), malevolence (DC 16 Will save resists), manifestation, rage (2/day, +4 Str, +2 Will save); SQ fast movement, improved uncanny dodge (Dex bonus to AC, cannot be flanked), rejuvenation, trap sense (+1), turn resistance (+4); SV Fort +4, Ref +3, Will +2 (+4)*; Str 16 (20)*, Dex 14, Con —, Int 10, Wis 12, Cha 12.

Skills: Climb +9, Hide +10, Intimidate +9, Jump +10, Listen +15, Search +8, Spot +8, Survival +8, Swim +9. Feats: Combat Reflexes, Power Attack, Weapon Focus (greataxe).

*While raging. Having no Con score, these ghosts do not receive the usual benefit of bonus hit points from increased Con while enraged.

Creatures From Other Sources

The following creatures appear in other than the MM, and are presented here for ease of use.

Bog Mummy: CR 6; SZ M Undead; HD 8d12+3; hp 55; Init +4; Spd 20 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; BAB/Grp +4/+7; Atk +7 melee (slam, 1d6+4 plus bog rot); Full Atk +7 melee (slam, 1d6+4 plus bog rot); SA bog rot, despair, create spawn; SQ DR 5/-, darkvision 60 ft., marsh move, resistance to fire 10, undead traits, vulnerability to cold; AL CE; SV Fort +2, Ref +2, Will +8; Str 17, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +5, Listen +8, Move Silently +6, Spot +7. Feats: Alertness, Improved Initiative, Toughness.

SA—Bog Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 day; damage 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4), secondary damage 1d6 from the same ability score. The save DC is Charisma-based. Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

SA—Create Spawn (Su): Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (raise dead is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

SA—Despair (Su): At the mere sight of a bog mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same bog mummy's despair ability for one day. The save DC is Charisma-based.

SQ—Marsh Move (Ex): Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

Credit: The Bog Mummy appeared in *The Tome of Horrors* from Necromancer Games and is used by permission. Author Scott Greene, based on original material by Bruce Cordell.

Strangleweed: CR 3; SZ L Plant (Aquatic); HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+11; Atk +7 melee (slam, 1d6+6); Full Atk +7 melee (slam, 1d6+6); Space/Reach 10 ft./10 ft. (20 ft. with frond); SA constrict 1d6+6, improved grab; SQ blindsight 30 ft., camouflage, plant traits, resistance to fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 18, Dex 10, Con 16, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Move Silently +3. Feats: Power Attack, Weapon Focus (slam).

SA—Constrict (Ex): A strangleweed deals 1d6+6 points of damage with a successful grapple check.

SA—Improved Grab (Ex): To use this ability, a strangleweed must hit with its slam attack. It can then attempt to start a grapple check without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

SQ—Camouflage (Ex): Since a strangleweed looks like normal seaweed when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of spot to notice the plant.

Credit: The Strangleweed appeared in *The Tome of Horrors* from Necromancer Games and is used by permission. Author Scott Greene, based on original material by Gary Gygax.

Vapor Creature Template

Along the border between the elemental planes of water and air lies a chill realm of rain and mist. Eamonvale legends speak widely of this realm, which the locals believe borders on their own lands. Mainly they speak of the creatures of this plane, wispy, grey-blue versions of worldly beasts that slip in from the fog to prey on the weak and unwary, then fade back into the mists without a trace. The monsters that these myths refer to are the vapor creatures, inhabitants of the foggy planar fringe and regular visitors to any land plagued by mist and rain.

These creatures have adapted to reap the greatest benefit from the heavy precipitation that always shrouds their forested home. Vapor creatures are indiscernible from their normal counterparts and are often mistaken for such creatures. These creatures are highly intelligent (compared to the normal creatures they resemble) and their cunning and wits often show themselves in battle or interaction with other creatures. Vapor creatures are no more or less aggressive than the creatures they resemble. These creatures are common on the random encounter tables for all areas of Eamonvale.

Creating a Vapor Creature

“Vapor Creature” is an inherited template that can be applied to any corporeal animal, fey, giant, magical beast or vermin (hereafter referred to as the “base creature”). It retains any elemental type modifiers except “Cold” and loses any resistances to cold it may have. A vapor creature uses the base creature's statistics and special abilities except as noted below.

Size and Type: Animals and vermin become magical beasts, but otherwise the creature's type is unchanged. Animals and vermin gain the augmented subtype because their type changes.

Hit Dice and Hit Points: Increase to d10.

Speed: Same as base creature.

Armor Class: Same as base creature.

Base Attack/Grapple: Same as base creature.

Attacks: Same as base creature.

Damage: Same as base creature.

Special Attacks: A vapor creature retains all the special attacks of the base creature and also gains the special attack listed below.

Death Throes (Ex): When a vapor creature is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This cloud acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a successful Fortitude save (DC 10 + 1/2 the vaporous creature's HD + the vapor creature's Constitution modifier) or be nauseated as long as they

remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round.

Special Qualities: A vapor creature retains all the special qualities of the base creature and also gains the following. If the base creature already has one or more of these special qualities, use the better value.

Cold Susceptibility (Ex): Vapor creatures are sensitive to low temperatures that affect the evaporated state of vapor in the air around them. A cold-based effect or attack freezes the vapor creature's form causing it to function as if affected by a *slow* spell. The effects last for 3 rounds. This only affects a vapor creature in vaporous form.

Fast Healing (Ex): As they are composed in part of water vapor, vapor creatures may use it to knit their wounds and gain fast healing 2. They heal only if in a body of mist or fog large enough to completely engulf their body, or if touching a body of water.

If the base creature already has fast healing, they do not stack. They overlap. For example, a base creature with fast healing 5 that takes this template now has fast healing 5 and fast healing 2. It follows the normal rules for its fast healing 5 ability and follows the rules above for fast healing gained from this template (that is, it would still only heal 2 points of damage when touching fog or water, not 7 points of damage).

Fire Resistance (Ex): Due to their watery nature and the thin layer of vapor that shrouds them at all times, vapor creatures have fire resistance 5. If the base creature already has fire resistance, use its original value or this one, whichever is higher.

Vaporous Form (Su): As a standard action, once per day, a vapor creature can assume a grayish, misty form. Its general body shape and size remains the same and it takes on a wispy, translucent appearance. This functions as the *gaseous form* spell (caster level equal to the base creature's HD). The vapor creature can use this ability for one hour per day and the time used does not have to be continuous.

Abilities: Same as base creature. Vapor creatures have a +1 per Hit Die bonus to Intelligence due to their planar origins and superior learning ability, and a +1 bonus to Charisma due to their stoic self-sufficiency.

Skills: Same as the base creature. Vapor creatures have a +8 racial bonus on Hide checks in areas of smoke, fog, mist, or vapor.

Environment: Same as the base creature.

Organization: Same as the base creature. Vapor creatures are frequently encountered singly, due to their frosty personalities and preference for inhospitable lair locations. A vapor creature may also be found leading a group of its base creature.

Challenge Rating: Same as the base creature's +1.

Treasure: Same as base creature.

Alignment: Same as base creature, or Neutral; through their ties to the ebb and flow of weather patterns and the shapelessness of the vapors that comprise them, enigmatic vapor creatures tend towards neutrality, asceticism and abstention from the affairs of their fellows.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +2.

Mist Hounds

Mist Hounds are sometimes kenneled by cloud and storm giants and by other powerful creatures residing in marshes, moorlands or mountainous regions. They also form independent, wide-ranging packs that may include a combination of mist hounds and regular wild dogs. Appearances of these packs are often seasonal, during the time of year when the mists are the thickest in a particular area. Homesteaders of Eamonvale know that on days when the mist is thick it is better to travel in groups, and on foggy nights a lost sheep can be written off as prey to the mist hounds.

Mist Hound (Vapor Riding Dog): CR 2; SZ M Magical Beast (Augmented Animal); HD 2d10 +4; hp 15; Init +2; Spd 40 ft., swim 20 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +1/+3; Atk +3 melee (bite, 1d6+3); Full Atk +3 melee (bite, 1d6+3); SA Death throes, trip; SQ cold susceptibility, fast healing 2, fire resistance 5, low-light vision, scent, vaporous form; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 4, Wis 12, Cha 7.

Skills: Hide +2*, Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Feats: Alertness, Track. *Mist hounds have a +4 racial bonus to Jump checks. Mist hounds gain a +4 racial bonus on Survival checks when tracking by scent. Mist hounds gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the mist hound's death throes has a DC of 13.

Tactics: Mist Hounds are notorious pack hunters. They move in a group, staying within the thickest part of a body of mist, following it as it drifts slowly down a mountain gully or rises up from a swampy hollow. If stalking especially sensitive prey, they may use their gaseous form ability to blend with the mist and further conceal their approach. Once in position, they burst forth from the fog with a horrible baying and attempt to bring down their prey with trip attacks. They prefer to focus their number on a single victim if possible.

Fomor-kin

The fomor-kin are oversized humanoid marauders of wind-swept moors and boggy highlands. Their reign over extensive and inhospitable terrain is often uncontested by other creatures due to the limited visibility. They raid for food along the edges of the moors, striking out at humanoid settlements and disappearing back into the drifting mist and rain. Fomor-kin can be sighted loping along through the fog with a long, uneven gait, providing ample bed-time story material for willful children.

Fomor-kin (Vapor Ogre): CR 4; SZ L Giant; HD 4d10+11; hp 33; Init -1; Spd 40 ft.; AC 15 (-1 size, -1 Dex, +5 natural, +2 leather armor), touch 8, flat-footed 15; BAB/Grp +3/+12; Atk +8 melee (greatclub, 2d8+7); Full Atk +8 melee (greatclub, 2d8+7), Atk +1 ranged (javelin, 1d8+5); SA Death throes; Space/Reach 10 ft./10 ft.; SQ cold susceptibility, darkvision 60 ft., fast healing 2, fire resistance 5, low-light vision, vaporous form; AL NE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 8.

Skills: Climb +5, Hide -1*, Listen +2, Spot +2, Swim +5. Feats: Toughness, Weapon Focus (greatclub). *Fomor-kin gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the fomor-kin's death throes has a DC of 14.

Tactics: In combat, fomor-kin focus on anyone separated from a group or flock in the fog and attempt to grapple and silence their victim before retreating. Their combination of fast healing and plentiful hit points make them potent combatants, and their resistance to fire allows them to ignore a weapon that is commonly brought to bear against them by fearful villagers and homesteaders.

Vapor Dire Rat

Vapor dire rats resemble normal dire rats in all respects. Though more intelligent than dire rats, they seem to possess the same traits and conduct themselves in much the same way as normal dire rats. They seldom keep company with their normal counterparts and often quarrel and fight with dire rats. Vapor dire rats are found just about anywhere save the coldest of climates. Common encounters occur in swamps and bogs, underground or in ruined structures. Regardless of where these creatures construct their nest, a source of water is always found nearby.

Vapor dire rats understand Common but cannot speak.

Vapor Dire Rat: CR 1; SZ S Magical Beast (Augmented Animal); HD 1d10+1; hp 6; Init +3; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +1/-3; Atk +5 melee (bite, 1d4 + disease); Full Atk +5 melee (bite, 1d4 + disease); SA Death throes, disease; SQ cold susceptibility, fast healing 2, fire resistance 5, low-light vision, scent, vaporous form; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 6, Wis 12, Cha 10.

Skills: Climb +11, Hide +3*, Listen +4, Move Silently +4, Spot +4. Feats: Weapon Finesse. *A vapor dire rat has a +8 racial bonus to Climb checks and can always choose to take 10 Climb checks, even if rushed or threatened. A vapor dire rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. Vapor dire rats gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the vapor dire rat's death throes has a DC of 11.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Tactics: Vapor dire rats attack with their bite. A pack uses ambush tactics against potential prey, and when attacking, they often attempt to flank their foe, sending several rats against the creature's flank while the rest hit from the front or sides. Injured vapor dire rats drop back where they can use their fast healing ability (if they are near a source of water, fog, steam, or mist) while the holes in their ranks are filled by other vapor dire rats. Vapor dire rats usually assume vapor form and attempt to escape if they lose more than half their numbers.

Guardian Beast Template

The elves of the thick Eamonvale forests have been in the valley for longer than even they can recall. Their long-time presence, stewardship of the land and druidic connections have brought them into close contact with the animals of the forest—so close in fact, that many of the animals now serve the elves as a free-willed act. These creatures are bound to the elven com-

munity by mystic energies generated by the living forest, and can communicate telepathically with elves and fey creatures. This makes them ideal sentries and messengers, and they help secure the elven forest nation against outside threats.

The background above and the examples given below assume use of this template with the elven race, within the plot of The Eamonvale Incursion (see Chapter 9). Following the examples are guidelines for integrating guardian beasts and corrupted guardian beasts in other campaign applications, as thralls to other races.

Creating a Guardian Beast

“Guardian Beast” is an acquired template that can be added to any animal (referred to hereafter as the “base animal”). A guardian beast uses the base animal's statistics and special abilities, except as noted here.

Size and Type: Animals with this template have their type changed to Magical Beast. Do not recalculate base attack, saves, or skill points.

Hit Dice and Hit Points: Increase to d10.

Speed: Same as base animal.

Armor Class: Same as base animal.

Base Attack/Grapple: Same as base animal.

Attacks: Same as base animal.

Damage: Same as base animal.

Special Attacks: A guardian beast retains all the special attacks of the base animal.

Special Qualities: A guardian beast retains all the special qualities of the base animal and also gains the following.

Damage Reduction: 1-5 HD: 5/cold iron, magic; 6-10 HD: 5/cold iron; 10 or more HD: 10/cold iron

Spell Resistance: Equal to the base animal's HD + 5.

Telepathy (Sp): A guardian beast can communicate telepathically with any Humanoid with the Elf subtype and creatures of the fey type at will. Full-blooded elves, native to Eamonvale or otherwise, as well as fey creatures, can understand the creature to the full extent of its intelligence. Half-elves can only receive empathic sensations (fear, hunger, curiosity, etc.) regardless of the creature's intellect.

Base Save Bonuses: Racial save bonuses from the patron race, such as the elves' bonus against enchantments, are applied to the guardian beast.

Abilities: Intelligence +1 per Hit Die.

Skills: Same as base animal.

Environment: Same as base animal or as proscribed by the community or race the guardian beast serves.

Organization: Same as base animal or as proscribed by the community or race the guardian beast serves.

Challenge Rating: Same as base animal +1 or 1 (if the base CR is less than 1).

Treasure: Usually none; animals rarely have treasures as it is, and guardian beasts have priorities other than hoarding goods.

Alignment: Usually neutral.

Advancement: Same as base animal

Level Adjustment: Same as base animal.

Guardian Elk

The elk is a sacred animal to the elves, and they admire it for its vast domain and knowledge of the forest. The guardian elk know every mile of the forest intimately, and their constant wanderings bring information to the elves about the state of affairs in the farthest reaches of the wood. Guardian elk often appear without warning to lend their strength to a wounded warrior trying to make his way home. In elven tradition, deceased clan patriarchs, heroes and druids are often bound to the back of an aged bull elk whose end is near, and together the dead and dying travel deep into the forest to an unknown resting place.

Guardian elk are slightly, larger, more powerfully muscled and majestic of stature than their normal cousins. When encountered, they stand motionless, gazing with bright black eyes at the visitor as if to assess their intent and character. If unmolested, they eventually withdraw into the woods.

Guardian Elk: CR 4; SZ L Magical Beast (Augmented Animal); HD 5d10+15; hp 42; Init +1; Spd 30 ft.; AC 14 (+1 Dex, -1 size +4 natural), touch 10, flat-footed 13; BAB/Grp +3/+7; Atk +7 melee (hoof [x2], 1d6+4), or +7 melee (butt, 1d8+4); Size/Reach 5 ft. by 10 ft./ 5 ft.; SQ Damage reduction 5/cold iron or magic, scent, spell resistance 8, telepathy with elves and fey, +2 save bonus against enchantment; AL CG; SV Fort +7, Ref +5, Will +1; Str 18, Dex 12, Con 16, Int 6, Wis 11, Cha 6.

Skills: Hide +1, Listen +3, Move Silently +2, Swim +8. Feats: Dodge, Run.

Tactics: If they are engaged, they bolt initially, but if it is clear that they cannot outdistance their pursuers they turn and charge with antlers lowered. In combat, the guardian elk charges with a butt attack before trampling its opponents with full hoof attack each round. Elk do not necessarily fight until their opponents are dead; once a combatant goes limp or loses consciousness, a guardian elk is likely to back off, watch from a distance, and then disappear into the forest.

Credit: The Guardian Elk is based on the Moose, which originally appeared in *The Tome of Horrors* from Necromancer Games and is used by permission. Author Scott Greene.

Guardian Bear

The strength, speed and guile of the brown bear are traits that elf warriors of Eamonvale admire and emulate. Thus the bear is a totem animal for them, and elven druids favor its form when altering their own shape for meditation, travel or battle. Many brown bears manifest the telepathic link and become guardian creatures after witnessing the ferocity of elven berserkers in battle. An interloper venturing into the elven forest nation is likely to be met by a guardian bear whose task is to assess the vitality of the foreigner and report the worth of their opponent to elven scouts nearby. On the rare occasions that raiders appear en masse, the guardian bear is favored as combat support of the elves, accompanying their berserkers into confrontation.

Guardian bears look no different than regular brown bears, except that the look of bemused curiosity that so many bears have is replaced by one of keen intelligence. When encountered, they merely watch until the outsider moves on or the bear grows bored.

Guardian Bear (Brown): CR 5; SZ L Magical Beast (Augmented Animal); HD 6d10+24; hp 57; Init +1; Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp +4/+16; Atk +11 melee (claw, 1d8+8); Full Atk ++11/+11 melee (claw [x2], 1d8+8) and +6 melee (bite, 2d6+4); SA Improved Grab; SQ Damage reduction 5/cold iron, low-light vision, scent, spell resistance 11, telepathy with elves and fey, +2 save bonus against enchantment; AL CG; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 8, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +12. Feats: Endurance, Run, Track.

Tactics: If provoked, guardian bears bluff charge once or twice before engaging their opponent with a ferocious charge. Once embroiled in combat, these bears attempt to pin their victims under their enormous weight and rip at them with claws and teeth, eventually dragging the carcass off to be buried.

Guardian Raven

Birds of all manner populate the woods of Eamonvale, but it is the ravens who have the greatest kinship with the feral elves. They act as messengers for the elven nation, bearing simple messages across great distances to the far-flung clans and druidic retreats. They also serve as sentries, flying high above the churning River Eamon to report of parties of hunters, adventurers or raiders intent on crossing.

Guardian ravens lack the erratic movements that characterize some birds. Their movements are always fluid and calculated, and the feathered coats are always full and glossy. They are content to view new arrivals to the forest until molested, when they take wing and return to the nearest elven sentry to pass on their findings.

Guardian Raven: CR 1; SZ T Magical Beast (Augmented Animal); HD 1/4 d10; hp 2; Init +2; Spd 10 ft., fly 40 ft. (average); AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/-13; Atk +4 melee (claws, 1d2-5); Full Atk +4 melee (claws, 1d2-5); Space/Reach 2 1/2 ft./ 0 ft.; SQ Damage reduction 5/cold iron or magic, low-light vision, spell resistance 6, telepathy with elves and fey, +2 save bonus against enchantment; AL CG SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 3, Wis 14, Cha 6.

Skills: Listen +3, Spot +5. Feats: Weapon Finesse.

Tactics: Guardian ravens are disinclined to combat, fighting only to protect themselves by scratching with their talons. At first opportunity, they take wing to evade their oppressors and report to the elves.

Corrupted Guardian Beast Template

The Black Vault in the elven forest has been leaching its foul magic into the wood and its inhabitants for generations. Over time, it gained control of those creatures sworn to serve the elves, and it has twisted their special abilities to favor its own dark cause. Just as loyal guardian beasts may communicate at will with the elves and their fey allies, the corrupted guardians made hide from elves and fey at will, making them brutally effective hunters and turning the elves' forest home into a killing ground.

The background above and the examples given below assume use of this template with the elven race, within the plot of *The Eamonvale Incursion*. Following the examples are guidelines for

integrating guardian beasts and corrupted guardian beasts in other campaign applications, as thralls to other races.

Creating a Corrupted Guardian Beast

“Corrupted Guardian Beast” is an acquired template that can be added to any animal (referred to hereafter as the “base animal”). A corrupted guardian beast uses the base animal’s statistics and special abilities, except as noted here.

Size and Type: Animals with this template have their type changed to Magical Beast. Do not recalculate base attack, saves, or skill points.

Hit Dice and Hit Points: Increase to d10.

Speed: Same as base animal.

Armor Class: Same as base animal.

Base Attack/Grapple: Same as base animal.

Attacks: Same as base animal.

Damage: Same as base animal.

Special Attacks: A corrupted guardian beast retains all the special attacks of the base animal.

Special Qualities: A corrupted guardian beast retains all the special qualities of the base animal and also gains the following.

Damage Reduction: 1-5 HD: 5/cold iron, magic; 6-10 HD: 5/cold iron; 10 or more HD: 10/cold iron

Spell Resistance: Equal to the base animal’s HD + 10.

Hide from Elves and Fey (Sp): Elves and fey cannot see, hear, or smell a corrupted guardian beast. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate the corrupted guardian beast. Elves of Eamonvale receive no save, since the ability is based on the corruption of the telepathic link they once shared. Elves from outside Eamonvale receive a DC 20 Willpower save to see, hear or sense the creatures. Due to their mixed blood, half-elves must only pass a DC 15 Willpower save to see, hear or sense the creatures. Even if this save is passed, the creature appears insubstantial or is only visible intermittently, and is treated as having Concealment (20% miss chance). This ability is compromised by direct sunlight (not magical or otherwise synthesized light). In sunlight, a corrupted guardian beast is wholly visible to all viewers, elven or otherwise. If a corrupted guardian beast touches or attacks an elf or fey, the corrupted guardian beast is treated as if it had improved invisibility for 1d4 rounds before appearing permanently. During those rounds, the elf or fey can attempt Listen checks to locate the corrupted guardian beast, and may make attacks against it in accordance with the rules for invisibility (50% miss chance).

Sunlight Vulnerability: In natural sunlight, but not a *daylight* spell, a corrupted guardian beast loses its damage reduction and its hide from elves and fey ability. A corrupted guardian beast has a -2 penalty to skill checks, saves, and attack rolls while in natural sunlight.

Base Save Bonuses: Racial save bonuses from the former patron race, such as the elves’ bonus against enchantments, are applied to the corrupted guardian beast.

Abilities: Intelligence +1 per Hit Die.

Skills: Corrupted guardian beasts have a +8 racial bonus on Hide and Move Silently checks.

Environment: Same as base animal or as proscribed by the faction the corrupted guardian beast serves.

Organization: Same as base animal or as proscribed by the faction the guardian beast serves.

Challenge Rating: Same as base creature +2 or 1 (if the base CR is less than 1).

Treasure: Usually none; animals rarely have treasures as it is, and corrupted guardian beasts have priorities other than hoarding goods.

Alignment: Usually neutral.

Advancement: Same as base animal

Level Adjustment: Same as base animal.

Corrupted Guardian Squirrel Swarm

The rodents of the elven wood are diverse and numerous, but squirrels are perhaps the most prevalent. Elven parents welcome squirrels into their home bowers, and elven children have fond memories of chasing them and gathering nuts for them in an endless childhood game. Since the emergence of the dark powers of the Black Vault, however, squirrels have all but disappeared from the home bowers, and those that do linger are viewed with mistrust and suspicion, something that troubles them greatly. Most of them are now corrupted, and serve the dark power as a network of spies and informants. When pressed, they gather together in masses, presenting a united front of sinister, seething rodents.

Corrupted guardian squirrels are darker than their pure cousins, and their red-tinted eyes are lit with a dim but malicious intelligence. While corrupted guardian squirrels can be encountered singly or in small groups, they do not attack until a swarm is present; in fact, the appearance of one is likely to be followed by an increasing number of others. They perch at a distance, chattering among themselves until they are adequately massed for an attack. Some squirrels always disengage immediately and scatter into the forest to return with the news to the Black Vault.

Corrupted Guardian Squirrel Swarm: CR 3; SZ T Magical Beast Swarm (Augmented Animals); HD 4d10; hp 22; Init +2; Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +3/-; Atk swarm (1d6); Full Atk swarm (1d6); Space/Reach 10 ft./ 0 ft.; SA distraction; SQ Damage reduction 5/ cold iron or magic, half damage from piercing or slashing weapons, hide from elves and fey, low-light vision, +2 save bonus against enchantments, scent, spell resistance 14, sunlight vulnerability, swarm traits; AL LE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills: Balance +10, Climb +10, Hide +22, Listen +6, Move Silently +10, Spot +7. Feats: Alertness, Weapon Finesse.

Tactics: Guardian squirrels on their own fight only until the opportunity to escape presents itself. In swarms, they bide their time until hundreds have assembled before charging from all sides. Once in a swarming frenzy, the squirrels do not relent until their hit points are consumed, at which point the swarm disperses and the injured stragglers scatter into the woods.

Corrupted Guardian Panther

The panther is one of the fastest and stealthiest creatures in the forest, and like the brown bear it is admired for its prowess. Unlike the bear, however, the great cats are notoriously independent, and rarely if ever enlist themselves in service to the elves. Those few panthers who do take up the mantle of the guardian beasts see themselves more as mentors and commentators, remaining aloof and detached and feeling no special obliga-

tion to their charges. Only the tainted influence of the Black Vault could align these felines against the elves, and the corrupted guardian panthers serve the evil energy of the forest as trackers, couriers and rapid response combatants.

Like all panthers, the corrupted guardian panther is sleek and black; only the red glint of its eyes betray its debasement. These panthers roam silently through the forest, often nesting above a familiar trail or watering place to seize a meal of animal, elf or fey. Occasionally, notably when they are well-fed or simply gathering information, they shadow their prey from the cover of the forest, revealing only minor evidence of their presence and allowing fear to grow.

Corrupted Guardian Panther (Mountain Lion): CR 4; SZ M Magical Beast (Augmented Animal); HD 3d10+6; hp 22; Init +4; Spd 50 ft.; AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12; BAB/Grp +2/+5; Atk +6 melee (bite, 1d6+3); Full Atk +6 melee (bite, 1d6+3) and +1/+1 melee (claws [x2], 1d3+1); SA Improved grab, pounce, rake 1d3+1[x2]; SQ Damage reduction 5/cold iron or magic, hide from elves and fey, low-light vision, +2 save bonus against enchantments, scent, spell resistance 13, sunlight vulnerability; AL LE; SV Fort +5, Ref +7, Will +2; Str 16, Dex 18, Con 15, Int 5, Wis 12, Cha 6.

Skills: Balance +8, Hide +15*, Jump +18, Listen +5, Move Silently +17*, Spot +5. **Feats:** Alertness, Spirited Runner, Weapon Finesse. *In areas of heavy underbrush, the corrupted guardian panther's Hide bonus increases to +23.

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

Pounce (Ex): If a panther charges an opponent, it can make a full attack including two rake attacks.

Alternately, the panther can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 points of damage each. If the panther pounces on an opponent, it can also rake.

Tactics: Ambushes are the panthers' preferred attack method, dropping from above or springing from cover. If possible, they use their charge to grapple their victims and seize them by the throat in an effort to suffocate them as described above. If the throat hold is broken, the panther bites and rakes its opponent. If outnumbered or badly wounded, they disengage as best they can to stalk their prey more cautiously from a distance.

Credit: The Corrupted Guardian Panther is based on the Mountain Lion, which originally appeared in *The Tome of Horrors II* from Necromancer Games and is used by permission. Author Scott Greene.

Corrupted Guardian Boa Constrictor

Even in their normal state, constrictor snakes are among the most subtle and powerful predators in the forest. Corrupted by



Variant Guardian Beasts

The concept of a mundane creature in service to a community or race need not be limited to the elves of Eamonvale. Any race might broker pacts with the animals that share their homelands, and their enemies might just as well try to exploit that relationship. Consider variations on the concept by adjusting the Special Qualities of the template. Instead of telepathy with elves and fey and hide from elves and fey, use abilities appropriate to the race and locale. Vulnerabilities and skill modifiers can also be adjusted to reflect the changes. Some examples to extend the use of the guardian beast and corrupted guardian beast are presented below.

Dwarves: Bats have always favored the dwarves of the under-mountain, and have evolved abilities that make them ideal for scouting dark tunnels. Guardian bats in league with the dwarves have the ability to project images into a receptive dwarven mind based on their own sonar. This allows the dwarf to view a darkvision view of the bat's field of vision, as long as the bat is within hearing range. The drow, ancient enemies of the dwarves, have found that by capturing these creatures, they may force them to betray their allies. The result is a corrupted guardian bat, a creature that can instinctively locate dwarves, regardless of intervening terrain, which gives the drow a failsafe dwarf-detector.

Halflings: Halflings are noted for their bonds with animals, specifically those with tight-knit social groups that mimic those of the halflings. Rabbits are one such animal, and like the halfling, they are blessed with quick reflexes, sharp hearing and a self-preservatory instinct. Guardian rabbits provide halflings with numerous sentries. A halfling who has raised a guardian rabbit can always sense when that rabbit bolts in fear, regardless of the distance that separates them. The halflings' enemies use corrupted guardian rabbits; when one of these rabbits runs in fear, its fear clouds the minds of all halflings in the area in the same manner as a *fear* spell. A humanoid raiding band driving a mass of panicked corrupted guardian rabbits before it has little trouble overwhelming a halfling village, despite their legendary watchfulness and honed reactions.

the dark power, they are even more fearsome, more resilient and more massive than their lesser kin. They are the closest to the Black Vault, even swimming in its waters from time to time—this proximity sustains their considerable resistance to magic and their pure evil intent. The corrupted guardian boa constrictors are the last line of defense for the Black Vault, although they might be sent out individually or even in groups to deal with a persistent band of interlopers.

Corrupted guardian boa constrictors are impossibly long bands of black-scaled muscle. They creep with equal ease through forest undergrowth, overhead canopy or bodies of water to strike at their prey and attempt to seize and encircle them in an instant. They take their time crushing the life from their prey, allowing the victim's fear to flow freely before ingesting the meal and returning to the evil source of their corruption.

Corrupted Guardian Boa Constrictor (Constrictor Snake, Giant): CR 6; SZ H Magical Beast (Augmented Animal); HD 11d10+14; hp 74; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; BAB/Grp +8/+23; Atk +13 melee (bite, 1d8+10); Full Atk +13 melee (bite, 1d8+10); SA Constrict 1d8+10, improved grab; SQ Damage reduction 10/ cold iron, hide from elves and fey, +2 save bonus against enchantments, scent, spell resistance 21, sunlight vulnerability; AL LE; SV Fort +8, Ref +18, Will +4; Str 25, Dex 17, Con 13, Int 12, Wis 12, Cha 2.

Skills: Balance +11, Climb +17, Hide +18, Listen +9, Move Silently +11, Spot +9, Swim +16. Feats: Alertness, Endurance, Skill Focus (hide), Toughness.

Tactics: The corrupted guardian boa uses its incredible natural camouflage to position itself for an ambush. It attempts to seize a single party member, grapple them and withdraw into hiding before the party realizes one of their number is missing. To these ends, it also favors striking against a lone sentry or hunter separated from their band. If outnumbered, it uses its climb and swim speeds to separate itself from combat.

Werewolverine Template

In the events of The Eamonvale Incursion, House Drenwal is funding a slaver's band that operates out of the catacombed river bluffs on which Broadwater's High Town is built (see Chapter 3). The slavers' leader, Dravec, has systematically afflicted most of his organization. Diggers by nature and instinctively brutal, werewolverines make the ideal strong-arms for a slaver gang. Several different examples of werewolverines are presented in Appendix 1: NPCs; the template is provided below for continuing plot development and the resolution of player character affliction.

Creating a Werewolverine

"Werewolverine" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The werewolverine template can be inherited (for natural werewolverines) or acquired (for afflicted werewolverines). Becoming a werewolverine is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The werewolverine takes on the characteristics of a wolverine.

Werewolverines can also adopt a hybrid shape that combines features of the base creature and a wolverine. A werewolverine's hybrid form is the same size as a wolverine, or the base creature, whichever is larger.

A werewolverine uses either the base creature's or the wolverine's statistics and special abilities in addition to those here.

Hit Dice and Hit Points: Same as the base creature plus 3d8+15 (for the wolverine). To calculate total hit points, apply Constitution modifiers according to the score the werewolverine has in each form.

Speed: Same as the base creature or a wolverine, depending on which form the werewolverine is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form the werewolverine's

natural armor bonus is equal to the natural armor bonus of the base creature, or +2 (that of a wolverine), whichever is better.

Base Attack/Grapple: Add +2 to the base attack bonus (that of a wolverine) to the base attack bonus for the base creature. The werewolverine's grapple bonus uses its attack bonus and modifiers for Strength and size depending on the werewolverine's form.

Attacks: Same as the base creature or a wolverine, depending on which form the werewolverine is using. A werewolverine in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or a wolverine, depending on which form the werewolverine is in.

Special Attacks: A werewolverine retains the special attacks of the base creature or a wolverine, depending on which form it is using, and also gains the special attacks described below.

A werewolverine's hybrid form does not gain any special attacks of a wolverine. A werewolverine spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural werewolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the werewolverine the victim cannot contract lycanthropy from that werewolverine. Afflicted werewolverines cannot pass on the curse of lycanthropy.

Special Qualities: A werewolverine retains all the special qualities of the base creature and a wolverine, and also gains those described below.

Alternate Form (Su): A werewolverine can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form. It does not assume the ability scores of a wolverine, but instead adds the animal's physical ability score modifiers to its own ability scores. A werewolverine also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain werewolverine reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted werewolverines find this ability difficult to control (see Lycanthropy as an Affliction, in the Lycanthrope entry of the MM), but natural werewolverines have full control over this power.

Damage Reduction (Ex): An afflicted werewolverine in animal or hybrid form has damage reduction 5/silver. A natural

werewolverine in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, werewolverines can communicate and empathize with normal or dire wolverines. This gives them a +4 racial bonus on checks when influencing a wolverine's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A werewolverine has low-light vision in any form.

Scent (Ex): A werewolverine has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of a wolverine (Fort +3, Ref +3, Will +1) to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal or hybrid form, a werewolverine gains the following increases to its physical ability scores: Strength +4, Dexterity +4, Constitution +8.

In addition, a werewolverine may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A werewolverine gains skill points equal to 3 x (2 + Int modifier [min 1]) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Climb, Listen, and Spot are class skills for the werewolverine's animal levels. In any form, a werewolverine also has any racial skill bonuses of the base creature and a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Conditional skill bonuses only apply in the associated form.

Feats: Add a wolverine's feats to those of the base creature: Alertness, Toughness, Track. If this results in a werewolverine having the same feat twice, the werewolverine gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the werewolverine more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a werewolverine cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the werewolverine still has the feats, but cannot use them when in humanoid form. A werewolverine receives Iron Will as a bonus feat.

Environment: Same as either the base creature or a wolverine.

Organization: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature +3.

Treasure: Standard.

Alignment: Same as base creature, or Evil; like their animal counterparts, werewolverines are ornery, confrontational and inhospitable, nearly without exception.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a werewolverine's character level is increased by 3 — the number of racial Hit Dice a wolverine has.

Appendix 4: Optional Chase Resolution Mechanics

Adventurers train for years to engage and defeat their foes on the field of battle, in dungeon passages and frequently in taverns and markets as well. Often, one side or the other flees from combat and a running battle ensues. Events develop quickly in this form of engagement and only the most confident and capable combatants can expect to pursue and defeat a fleeing enemy, or escape from a foe to fight another day. In *The Eamonvale Incurion*, high-speed pursuits are a frequent possibility, whether the heroes are engaging mounted brigands on the Trade Road, dashing through the twisting, narrow streets of Broadwater or fleeing from unseen predators through the lush canopy of the elves' forest home. Use these chase resolution mechanics to streamline your high-speed pursuits and add excitement and cinematic flair to your game.

These rules are optional, of course, but the module has been written with their implementation in mind, and encounters with a high probability of pursuit include a small box containing the movement profiles of involved parties. A sample of this box is provided at the end of this appendix, as well as a blank one to be photocopied for use as an easy reference of the party's movement profile. If these rules are to be used, it is recommended that the DM familiarize himself with them in advance. Players should be familiar with the penalties and limitations of mounted combat as well. With a few trial runs and some basic preparation, these mechanics can simplify, speed up and greatly enhance high-speed pursuits in the game.

These rules are also available as a web enhancement, available from the Product Support page of the Necromancer Games website at http://www.necromancergames.com/prod_support.html. That document includes several additional examples of how these rules can be implemented in your game.

Placement

A grid or battlemat with 1-inch subdivisions is ideal for these chase resolution mechanics; a 1-inch to 5-foot ratio is adequate for the scale of most pursuits. If an ungridded tabletop is used, a ruler or a string with knots or other indicators at the appropriate intervals may be used. Graph paper and smaller markers (map pins and a cork board work well) may be useful if a grid or table is unavailable.

As soon as a chase begins, identify the various roles: one party is evading, the other is pursuing. The evading party is placed at the center of the table or grid. If more than one model is evading, place the largest model or the slowest rider at the center of the grid, with other models placed relative to the central model. All pursuing models are placed on the grid according to their positions when the chase commences.

Movement

All movement is relative to the evading party in the center of the table or grid. The number of feet moved by the central model on a given turn is the Displacement, that is, the distance the entire combat moves. The Displacement is subtracted from every

movement rate involved in the chase—they must move this far just to stay in pursuit. The pursuing models are then moved in relation to the center model based on their remaining movement rate. A model's total movement must exceed the Displacement in order to be declared as a charge.

Initiative is rolled as normal. All move actions are declared and resolved simultaneously at the beginning of the round and initiative is used to resolve combat and other events. This simplifies the movement process and supports the idea of several rapidly moving creatures headed in roughly the same direction at similar speeds. Using slips of scrap paper to declare movement intentions has the effect of committing to actions without awareness of other combatants' intent. This replicates the reality that high-speed chases are unpredictable and erratic, as when one combatant attempts to pull alongside another just as his target pulls abruptly ahead. Note that while every character or model moves simultaneously at the beginning of the round, their total movement might be amended later in the round based on the outcome of skill checks, attacks or acts of nature.

This creates a small paradox in the case of full-round actions like running or charging. In this case, treat the full-round action as beginning at the beginning of the round and ending on the character's initiative, with the intervening time represented by a half-completed movement. The result is that when a character declares a charge but rolls a low initiative, he moves along with the entire combat at the beginning of the round, lets everyone before him take their actions (including any attacks against him) based only on the movement he has already made, and on his initiative makes the rest of his movement, completes the charge and rolls the attack. Conversely, if a fleeing rider chose to make a full-round run move while his pursuers continue to make normal movements and shoot arrows, He would be at the closer range for any shots before his initiative, and at the new, longer range for any shots taken after his initiative.

Combat

These rules work best when the evading party is intent on fleeing rather than engaging their pursuers. However, there will be occasions when they evading party chooses to engage, as when a melee-equipped fighter tires of being peppered by arrows from a pursuer. In this case, decision must be made. A combatant may choose to fall back alongside his pursuer to engage in melee combat, or wheel and charge.

In the case of a combatant falling back, resolve the round as if the player had declared a movement less than the total displacement and resolve the movement at the beginning of the round accordingly. On the character's initiative, resolve combat as usual, but do not apply bonuses for charging. Movements from the rear or from the side that exceed the target's movement or the base displacement may be declared as a charge as described above, but falling back and matching speed do not allow such an impact. Since initiative order is maintained for non-movement

actions, some characters may be more able than others to change weapons, ready shields and so forth.

In the event of a wheel-and-charge, it is best to remove the charging model and his target from the chase and resolve their combat separately. In many cases, one may be unhorsed or otherwise rendered prone; often, their combat will continue in place as the chase carries on without them. One or both combatants may later rejoin the chase at an increased pursuit distance, although the passage of more than a few rounds in place may separate them from the chase by an unrecoverable distance.

Vehicles

Movement rates and load limits are easily established for foot and mounted chases, but the matter of drawn vehicles warrants special mention. A beast of burden pulling a vehicle ignores normal load limits. Instead, treat up to 1/3 of their drag limit as a light load, up to 2/3 as medium and up to the maximum drag limit as heavy. A beast of burden may make a single move while pulling a vehicle with little effort from the driver, but a double move or run move is a full-round action for the driver and requires a Handle Animal check (DC 10 for double move, DC 15 for run).

Skills and Abilities: Mounted Chases

In mounted chases, the Ride skill is used for any maneuver or action more difficult than simply riding in a straight line, such as avoiding an obstacle or firing a missile weapon. The Handle Animal skill is used when driving any drawn vehicle. Use Jump to move from a fixed object to a moving object or from one moving object to another. Use Tumble to avoid damage from a fall or to move from a moving object to the ground. The Use Rope skill is used to manipulate ropes, tethers, reigns, harnesses or lariats during a mounted chase.

Skills and Abilities: Foot Chases

On foot, a runner may benefit equally from uncanny power, fleetness of foot or great endurance; participants in a foot chase may choose Strength, Dexterity or Constitution as their pertinent ability. This ability is used to navigate obstacles and difficult terrain, and is the default for whenever an action is not cov-

ered by an existing skill. Use Jump to leap over an obstacle on foot. The Tumble skill may be used to avoid damage from a fall or collision.

Feats in Chase Resolution

The Run feat, either for a mount or character, allows movements of up to five times the normal rate, provided the terrain is not classified as difficult (having a movement penalty) and is free from obstacles. The Endurance feat serves mounts and runners well by extending the time they can run without suffering the effects of fatigue. Spring Attack and Ride-By Attack allow a character to make an attack even if he does not end the movement phase of the round adjacent to his opponent, as long as he is adjacent to his opponent at some point during the movement. Mounted Archery halves modifiers for shooting from any moving platform in a pursuit. Trample may be used to crush obstacles one size category or more smaller than the mount, instead of avoiding them.

Terrain Effects and Obstacles

Movement rates are modified by terrain as described in "Movement" in Chapter 9 of the Player's Handbook. These can be as various as slopes, uneven surfaces, vegetation, mud, ice and more. Any difficult terrain (that is, any terrain classification that penalizes movement rates) is sufficient to disallow Run moves. In general, the terrain for a chase is established at the outset and remains constant for the duration, although decisions made by the participants in the chase may cause the terrain to change several times. With a few exceptions, difficult terrain costs two squares of movement to enter, also listed as 'x2' or 'double.'

Terrain presents other difficulties as well— low-hanging branches, large stones, rodent holes, and pedestrians can also affect riders and vehicles. These are classified as obstacles. Obstacles cost 2 squares of movement to enter, but unlike terrain, they can be avoided with a successful Ride, Handle Animal or pertinent ability check. They can take many forms and appear with varying frequency depending on the location of the chase. Each round 1d6 is rolled on Table 3: Chance of Obstacle for each model in the chase to determine the chance of a random terrain effect. If an effect is generated, consult Table 4: Obstacle Categories for the result. If an obstacle is generated and the dis-

Table 1: Common Movement Rates and Encumbrance

Load Class	Max Dex	Armor Check	-----Speed-----					
			20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	Run
Light	N/A	N/A	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	x4
Medium +3	-3	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	x4	
Heavy	+1	-6	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	x3

Table 2: Common Terrain Penalties

Base	-----Terrain Penalty-----		
Speed	x2	x4	x8
20 ft.	10 ft.	5 ft.	5 ft.*
30 ft.	15 ft.	5 ft.+	5 ft.*
40 ft.	20 ft.	10 ft.	5 ft.
50 ft.	25 ft.	10 ft.+	5 ft.+
60 ft.	30 ft.	15 ft.	5 ft.+

*Requires a full-round action; not a five-foot step.
+Remainder grants additional spaces on a double move.

tribution of chase participants is fairly linear, use the same obstacle for each person involved that rolled an obstacle result. If the chase party is widely distributed, consider using a different obstacle for various elements of the chase party. Some discretion is required; it is more likely that everyone involved in a chase must cross the same fence than they all step in the same gopher hole! This format can be used to develop more comprehensive tables specific to your campaign; Table 5a contains terrain effects for general use, while Table 5b presents terrain specific to The Eamonvale IncurSION. Alternatively, obstacles may be pre-selected and placed in a specific order, rather than randomly generated.

A Ride check, Handle Animal check or pertinent ability check is required to avoid any of these obstacles, either by leaping over it or swerving around it. This DC is cumulative with any other checks due to special maneuvers; if a pursuer wants to guide his horse with his knees while maneuvering around a peasant (a mobile medium obstacle) his DC is 20 (DC 5 to guide, DC 10+5 to avoid).

If the check is successful, there is no effect on movement. Failure by less than 5 doubles the cost in squares of the movement for that round. If an obstacle occurs in difficult terrain, the existing penalty is doubled to x4 (costing 4 squares of movement per square); if the obstacle is encountered on open ground, it costs only 2 squares of movement per square. (Note: because these mechanics do not plot an actual space for an obstacle to occupy, movement penalties are applied to the movement for the entire round, rather than only a few squares; obstacles can therefore have a dramatic affect on chase outcomes!) Failing the check by more than 5 results in the mount or runner's hesitation at running full-tilt into danger; in addition to the doubled movement penalty, the obstacle is not crossed and must be attempted again the following round.

A failure by more than 10 results in a fall or collision, and no forward progress is made. A fall usually results in 1d6 points of damage, although surface conditions (stony ground, soft mud, etc.) may increase or decrease the damage. Speed also increases the damage; add 1d6 points of nonlethal damage per 100 feet of movement in the round of the fall. Collisions also result in 1d6 points of damage, but are potentially more devastating. Increase the damage by 1d6 points for each of the following conditions: collision involves unyielding structure (a building or tree), collision involves something moving in the opposite direction (a head-on), and per 100 feet of movement in the round of the collision. All parties involved in the collision, including mounts and beasts of burden, suffer collision damage. Depending on which party suffers which of these effects, it may mean the end of the chase.

Table 3: Chance of Obstacle (d6 roll)

No Terrain (Open Plain, Dessert)	6
Light Terrain (Chaparral, Scrublands, Village Streets)	5-6
Heavy Terrain (Rocky Badlands, Forest, City Streets)	4-6

Table 4: Obstacle Categories

Roll	Effect	Example
1-2	Small Obstacle (DC 5)	Rat hole, root, loose cobble
3-4	Medium Obstacle (DC 10)	Barrel, hedge, tree limb
5	Large Obstacle (DC 15)	Ditch, stall, fence, wall
6	Huge Obstacle (DC 25)	Wagon, fallen tree, mill race
7	Mobile/Animate Obstacle	re-roll w/1d6, +5 to DC
8	Multiple Obstacles	re-roll twice with 1d8

Size Modifiers and Obstacles

These obstacle DCs are calculated for horses, but a warhorse has an easier time leaping over a barrel than does a halfling's riding dog, and a hydra hardly notices it. For each size category smaller than Large, add 5 to the DC to avoid an obstacle; for each size category over Large, reduce the DC by 5.

Creating Obstacles

These tables may also be used to resolve the effects of obstacles generated by the participants of the chase, such as barrels tumbled from wagons, hay bales slashed open and tents lines severed. First establish the potential obstacle (a barrel is a mobile medium obstacle, DC 15), either arbitrarily or by rolling on Table 5a or 5b. The character intent on creating the obstacle must then make an attack roll, skill check or ability check to leave the obstacle in the path of his pursuers. For example, freeing a lashed load of empty kegs might require a Use Rope check; bringing down a chandelier might require an attack roll with a dagger, and tumbling a statuette down a flight of stairs calls for a Strength check. In each case, the AC or DC for the attempt is equal to the DC to avoid the newly created obstacle; the more effective the barricade, the tougher it is to create it on the run!

An attempt to create an obstacle during a chase is a free action, provided the character has a +2 BAB and proficiency with the weapon used to create the obstacle, or has at least 2 ranks in the skill used to create the obstacle, or has at least a +2 ability modifier from the ability to used to create the obstacle. If the character does not meet these requirements, then creating the obstacle is a standard action for them. This means that while any character with a dagger may free a tapestry from its tether, but only a character skilled with the weapon may do it as a free action. Strong characters likewise have a better chance than weaker ones of tumbling heavy items into their path without slowing down, and a character with several ranks in Profession (sailor) would certainly know better how to quickly swing a boom into his pursuer's face than would an unskilled landlubber.

Movement penalties resulting from obstacles generated during an initiative round are retroactive; any pursuer whose initiative falls later in the round than the creation of the obstacle must pass a check on their initiative or suffer the movement penalty.

Ending the Chase: the Evade/Pursue Full Round Action

Every chase must reach an end: either the quarry is run down and dispatched, or the hunters lose sight of their target. At the beginning of a round, the fleeing party may declare a full-round attempt to Evade. This represents bursts of speed, abrupt direction changes and use of terrain and deception in an attempt to lose the pursuer.

The pursuer must declare a full-round Pursue action in order to stay hot on the heels of their target. Neither party may attack, as they will have to be completely focused on their riding or running. The two parties make opposed Ride or ability checks, with any applicable modifiers from the Table 6 below applied to the evading party only. If the pursuer wins the opposed roll or if the opposed roll is tied, then he is able to keep up with the target and the distance separating them is modified normally as if both parties has made a double move. If the evading party wins the opposed roll, then he has lost pursuit briefly and the normal ini-

Table 5a: Sample Obstacles

d20	Effect (DC)			
roll	Urban	Rural	Wild	Mobile
1-2	pothole (5)	puddle (5)	tree root (5)	cat or rabbit (8)
3-4	dung (5)	dung (5)	stone cairn (5)	fox or dog (10)
5-6	small midden heap (8)	hay bale (8)	deep burrow (8)	rolling cart wheel (13)
7-8	crate (8)	hedge (8)	animal snare (8)	running dog (13)
9-10	cask or barrel (10)	rail fence (10)	animal carcass (10)	small child (15)
11	street drain (10)	handcart or plow (10)	fallen limb (10)	fair damsel (15)
12	large midden heap (12)	roadside ditch (12)	tree stump (12)	rolling barrel (18)
13	stacked lumber (12)	cord of firewood (12)	large squash (12)	hefty merchant (18)
14	stacked crates (15)	haystack (15)	hunter's deadfall (15)	wandering mule (20)
15	cart of fresh fish (15)	picketed pony (15)	small pool/ spring (15)	boys playing tag (20)
16	merchant's blanket (18)	tanning frame w/hides (18)	thick vine curtain (18)	pair of drunkards (23)
17	boiling laundry kettle (18)	jerky smoking tent (18)	deep ravine (18)	large bull (23)
18	hitched cart (20)	placid cow (20)	fallen tree (20)	team of horses (25)
19	merchant's table (25)	irrigation ditch (25)	babbling brook (25)	wedding party (30)
20	pile of watermelons (25)	wagonload of manure (25)	quicksand patch (25)	religious zealots (30)

Table 5b: Specific Obstacles for The Eamonvale IncurSION

d20	Effect (DC)			
roll	Trade Road	The Bleak	Broadwater's Rooftops	Forest Canopy
1-2	pothole (5)	pool (5)	loose tile (5)	knothole (5)
3-4	dung (5)	pool (5)	bird's nest (5)	small branch (5)
5-6	small washout (8)	small creek (8)	chimney pots (8)	thick foliage (8)
7-8	smashed crate (8)	animal snare (8)	loose thatch (8)	sharp broken limb (8)
9-10	empty barrel (10)	grass hummocks (10)	rooftop garden (10)	tangle of limbs (10)
11	tree limb (10)	tangle of plant growth (10)	gabled window (10)	small gap (10)
12	fallen load of ore (12)	patch of scrub (12)	short drop down (12)	short hop down (12)
13	fallen load of wood (12)	deep sinkhole (12)	narrow alley (12)	short hop up (12)
14	large washout (15)	animal carcass (15)	short hop up (15)	steep slope up (15)
15	wild game (15)	steam vent (15)	laundry line (15)	steep slope down (15)
16	stray cow (18)	running stream (18)	open roof beams (18)	short vine swing (18)
17	horse carcass (18)	steep embankment (18)	broad alley (18)	long drop down (18)
18	fallen tree (20)	fallen bog oak (20)	long drop down (20)	long hop up (20)
19	shattered wagon (25)	wide canal (25)	narrow wall top (25)	narrow foot limb (25)
20	collapsed bridge (25)	patch of quicksand (25)	wide street (25)	long vine swing (25)

tiative round resumes. The evading party may now attempt Hide or Move Silently checks to get cleanly away, opposed by the pursuer's Spot check. If the Spot check succeeds, the chase may begin again.

An evading party may begin making Evade checks on the first round of a chase, but it is in their better interest to spend a few rounds establishing positive modifiers to their roll by increasing the distance, heading for dense terrain and slowing their pursuers by generating obstacles. In addition to a successful Evade check, the chase also ends when the fleeing party has surrendered or been killed, the pursuers give up the chase or are killed or the evading party outdistances the pursuers by five times the pursuers' base movement.

Table 6: Evade Check Modifiers

Condition	DC Modifier (for evading party)
No terrain (open plain)	-5
Light Terrain (scrubland, village)	0
Heavy Terrain (city, dense forest)	+10
Other Concealment (i.e.: darkness, fog, etc)	+5
Pursuer within 20 ft.	-5
Pursuer between 20 ft. and 40 ft.	0
Separation over 40 ft.	+5
Separation over 100 ft.	+10

Sample Chase Profiles

This chart lists the most common movement rates and encumbrance categories to provide a head-start of profiling the PC party and as a reference for spontaneous chases.

Element	Category	Speed	Double	Run
Med. Humanoid	Light	30 ft.	60 ft.	120 ft.
Med. Humanoid	Medium	20 ft.	40 ft.	80 ft.
Med Humanoid	Heavy	20 ft.	40 ft.	60 ft.
Small Humanoid	Light	20 ft.	40 ft.	80 ft.
Small Humanoid	Medium	15 ft.	30 ft.	60 ft.
Small Humanoid	Heavy	15 ft.	30 ft.	45 ft.
Med Barbarian	Light	40 ft.	80 ft.	160 ft.
Human w/ Run feat	Light	30 ft.	60 ft.	150 ft.
Dwarf	Any	20 ft.	40 ft.	80 ft.
Light Horse	Light	60 ft.	120 ft.	300 ft.
Light Horse	Medium	40 ft.	80 ft.	160 ft.
Light Horse	Heavy	40 ft.	80 ft.	120 ft.
Heavy Horse	Light	50 ft.	100 ft.	250 ft.
Heavy Horse	Medium	35 ft.	70 ft.	140 ft.
Heavy Horse	Heavy	35 ft.	70 ft.	105 ft.
Chariot (Lt. Horse)	Light	60 ft.	120 ft.	300 ft.
Coach (Hvy. Horse)	Medium	35 ft.	70 ft.	150 ft.
Wagon (Hvy. Horse)	Heavy	35 ft.	70 ft.	105 ft.

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THE EAMONVALE INCURSION

Adventures in the Valley of the River Eamon

Hard times have fallen on the frontier realm of Eamonvale. Economic hardship, inexplicable kidnappings, strange politics, raids by feral elves and rising brigand activity on the Trade Road combine to spell trouble for the people of the valley. Can the heroes sort fact from fiction and unearth the connections before uncertainty gives way to fear and panic?

Far worse things than dragons draw their shadows over Eamonvale

The Eamonvale Incursion is a mini-campaign of urban investigation and wilderness exploration designed for 4 or more characters of at least 7th level. Finding the connections between recent disturbances takes the heroes from the bustling market town of Broadwater to the sleepy rural village of Fagan's Hollow, from the boggy wasteland of the Bleak to the shaded depths of the Elfwood, and into the hearts and minds of the people whose whole world is Eamonvale. Expanding on the setting of the author's first book *The Grey Citadel* (but fully useable without it), *The Eamonvale Incursion* features challenging parallel plot threads, a richly developed setting, vibrant NPCs and numerous secondary plot hooks to foster ongoing adventures in Eamonvale.

Designed for use with the Third Edition Revised rules.

Fantasy—Swords and Sorcery
Adventure (Dungeon)
Core D20 System



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