

PER3-INT-01

Roodbergs Be Damned

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Mini Adventure

Version 1.0

Round 1

By Dean Bailey

In the small mountain village of Grünsenke the people are in trouble. The Karlsfurt River, lifeblood to the village has dried up. Without it the crops are withering and the livestock are dying. The people of Grünsenke are unable to trace the source of the problem as the river flows from Vossers land, and the Vossers have been turning away all of the Roodberg villagers. It is up to the players to discover what the Vossers are hiding and restore the river so the Roodberg village will not die.

This adventure can be run at APL 2-8. Favours/Enmities can be accessed whenever this Interactive is played. Spellbooks, Feats, and other Item access only available at the Interactive premiere (Special).

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to

know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It’s a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

By following these four steps, you will have determined the APL.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single

round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard One-round Regional mini adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Roodbergs be Damned is set after the events in *Pfalzgraf's Fury* where the majority of the 6th Auszug was destroyed due to the actions of a member of the Roodberg clan. One member of the 6th was Argen Drossen, the only son of the Kanteholz Hetmann Axel. Destroyed by grief, Axel has seized the opportunity to take his revenge on the Roodberg clan.

Adventure Summary

For many years the two villages of Kanteholz and Grünsenke have had a cordial relationship. Grünsenke, a Roodberg village, is situated in a sheltered mountain valley with a unique microclimate that allows the cultivation of crops that are not normally found this high in the Clatspurs. Kanteholz is a Vossler village, and while it can grow some crops in its sheltered fields, it does not have the favourable microclimate of Grünsenke. Mining and trapping are Kanteholz's main sources of income.

Recently the Karlsfurt, a small river that runs past the two villages, has dried up near Grünsenke. The river represents the major source of water for the village and without it crops and livestock are beginning to suffer. Besser Rooden, the hetmann of Grünsenke has tried to send men up the river to see what the source of the problem is. These men reached as far north as the bridge, only to be turned back by a Vossler patrol, stating that with recent events in the ranges, Roodbergs were not welcome in Vossler lands.

This patrol is acting on the orders of Axel Drossen, the hetmann of Kanteholz. Axel has engineered a landslide in a narrow part of the river valley, forming a dam. This has created a sizeable lake near Kanteholz. Already schools of mountain trout

are congregating there, bring with them predators that the Vossers hunt for pelts. The villagers are happy with the increased resources that the lake has brought and are not opposed to causing the Roodberg neighbours some hardships. It is Axel's hope that the lack of water will ruin the Roodbergs, so that he will be able to buy up the land through a priest of Zilchus and resettle Grünsenke with Vossers, annexing the village for his clan. Already he has contacted Dwarven and Gnomish engineers to design a gate system that can be used to release water down the river in a controlled fashion for when Grünsenke is in Vossler control. The motivation for Axel's actions is a vendetta he has against the Roodberg clan. His only son was a member of the 6th when it was destroyed, (See '*Pfalzgraf's Fury*'), and he is consumed by grief.

Encounter One. The party discovers the plight of Grünsenke and is asked by the hetman to investigate why the Karlsfurt has dried up.

Encounter Two. The drying up of the Karlsfurt has not only affected the villagers of Grünsenke, but also the animals living in the mountains. As the party travels up the road animals that have come down to the roadside looking for food and water attack them. The type and number of animals depends on the APL.

Encounter Three. A number of guards from the village of Kanteholz keep watch over the bridge that spans the dry riverbed that use to be the Karlsfurt. They have their orders not to let anyone associated with Grünsenke cross. The party must make their way across using diplomacy, stealth or force (diplomacy or stealth are the preferred methods)

Encounter Four. The party enters Kanteholz's and discovers the existence of a new lake that does not appear on their map. By investigating the tavern, the boarding house and Axel, the party may discover that Axel is buying the land in Grünsenke

Encounter Five. To guard against the possibility of spies approaching the dam by boat, Axel has arranged for a water elemental to be summoned to guard the area. When the boat approaches within 300 feet of the dam it appears and attempts to capsize the boat.

Encounter Six. Axel is not a stupid man. He fully expects Besser to eventually send someone up the riverbed who would be able to get passed his guards at the bridge. To stop this future spy, he has had a rockslide trap set about half a mile from

the dam. The trap has two purposes. The first is to warn the guards at the dam and the second is to kill or discourage the would-be spy from continuing. It is set up to look like a natural occurrence when it is set off.

Encounter Seven. To protect Kanteholz's new resource, Axel as set guards to protect the dam. The party must defeat the guards and restore the river. It will also be important for the party to discover a way to release the water so that Grünsenke will not be flooded.

Introduction

The sun is warm on you back as you travel the mountain road. It almost seems that Pelor himself has blessed your journey. This is a fine day indeed to be a live and travelling with such stout companions. While there is still some snow on the high peaks, the warm summer's day banishes the chilled mountain air.

As you walk down the sheltered valley into the village of Grünsenke, you begin to notice that many on the houses seem empty. The village itself also feels quiet, and while the road you are on once saw a great deal of traffic, it is now devoid of all other travellers except one.

You notice the man approaching you, as he is the only other person out on the street. He smiles cheerfully and bids you a good morning, as he places some papers into a small scroll case at his side. As he continues pass you see a small medallion around is neck signifying that he is a faithful of Zilchus.

Turning the corner you hear the sound of a heated discussion coming from up ahead.

At this time, get a description of each character and note if any are wearing clan colours or military uniforms.

Encounter One

Assuming the party investigates the discussion read or paraphrase the following text

As you draw closer you see a grey haired man dressed in fine cloths arguing with a younger man outside a cottage. Off to the side is a wagon filled with furniture and personal belongings. A young woman with a toddler on her lap sits and waits, her face is sad and she keeps looking back at the cottage.

"Its no use Besser, " the younger man says," we could not keep going. We had no choice but to sell up. My father-in-law as found me work on the dock in Clatsberg."

"But Aldan, you are a Hooglander, you belong in the mountains. This is you home."

"What can I do Besser, without the river, the crops are gone. I can't afford to feed my family. It does not matter now. The deeds have been sold, but I will miss you and the village. Take care of your self Besser."

With that the younger man climbs up onto the wagon and moves away. The man called Besser watches him go, then turns to walk away himself. At that point he notices you standing there. You see a though pass across his face and in a moment he starts towards you.

Besser will approach the party and introduce himself as Besser Rooden, the hetmann of Grünsenke, and ask their names.

If the party asks what the discussion with Aldan was about, he will explain the problem

"The village's sheltered microclimate allows for it to grow crops and livestock not normally found in the mountains, but as a result we are solely reliant on the water provided by the Karlsfurt River. A few weeks ago we noticed that the river level was dropping, and then it dried up altogether.

"I tried to send a party up stream to see what the problem was, but when they got to the bridge that crossed the riverbed, they were turned back by a patrol of Vossers. I am afraid that the tension between Grünsenke and our Vosser neighbours up river at Kanteholz are still very strained after the recent events near Kershane Pass.

"Without any way to solve the situation, the crops have died. Many people have been forced to sell their home. I am afraid that if the river ever started to flow again, the priests of Zilchus will make a tidy profit.

"Since you are strangers, you are neutral in the conflict between the Roodbergs and the Vossers, would you be willing to investigate the cause of the problem, maybe speak to Axel Drossen, he is the Hetman of Kanteholz. Hopefully you will have better luck gaining access into Vosser lands.

"I can offer a small sum as a token of gratitude, it is not much but at least it is something."

The party may ask some additional questions of Besser. Typical responses are:

Q. How are the relations between yourselves and the Vossers?

Up until recently things have been very cordial. Their Hetmann, Axel, is a good and sensible man. I have had the pleasure of dining with him and his son a few times.

Q. What has changed?

General tensions between the Roodbergs and the Vossers has become more strained of late since the incident with the Sixth. Usually we are sheltered somewhat from the politics due to our isolation, but this has spread to all the clan.

Q. What Incident?

A rogue sept of the Roodbergs was involved in an attack on the 6th Auszug.

Q. Have you tried to resolve this?

We sent people to investigate the river. They travelled up the riverbed but was turned back by Vossers guards.

We have also sent people to talk to Axel but they were turned away and warned not to come back. I can not understand what has gotten into Axel lately?

Q. What do you know of a priest of Zilchus?

There is a priest of Zilchus called Father Zaccle. He is buying up land from villagers that are desperate. I don't know who he is broking for, but if something is not done, they will soon own all of Grünsenke.

Q. When did the river stop flowing?

A little over two weeks ago.

If the Party does not enquire about the problem, Besser will ask them for assistance anyway. He is a desperate man and will look for help from any quarter

Besser Rooden: Male Human Ari4/Ftr2

Treasure: Besser can give each of the players 50 gp each for assisting the village.

All APLs – L: 0gp; **C:** 50gp; **M:** 0gp

Encounter Two

As you move further up the valley, the riverbed remains pitifully dry. With the sun reflecting off the rocks, you soon find yourself breaking a sweat.

The lack of water has not only been hard on the villagers of Grünsenke but also the surrounding animals. While some have migrated north to the newly formed lake, others have been unable to carve out a new territory for themselves and have remained. These animals are suffering from lack of food and water causing some of them to attack the party as they travel up the valley

Have the Party make a spot check (DC 10+APL) or be surprised.

Creatures: The dire mountain lion (APL 4) is a mountain variant of a regular Dire Lion. The only difference is cosmetic. The male does not have a bushy mane, and the fur is sleeker and lighter in colour.

The snow tiger (APL 6) and dire snow tiger (APL 8) are mountain variants of a regular tiger. The only difference from a regular tiger or Dire Tiger is that its coat is white with light grey stripes. Use the entries in the *monster manual* for all abilities and statistics.

APL 2 (EL 4)

Brown Bear: hp 51; see *Monster Manual* page 193.

Tactics: The bear will charge out of a small grove of trees at a randomly determined target. If it is reduce to less than a quarter of its original hitpoints it will attempt to flee.

APL 4 (EL 5)

Dire Mountain Lion: hp 60; see *Monster Manual* page 57

Tactics: The lion will use its first attack to pounce on party member that is at the rear. It will concentrate of taking them down before moving onto the next. If it is reduce to less than 15 hitpoints it will attempt to flee.

APL 6 (EL 6)

Snow Tigers (2): hp 46, 44; see *Monster Manual* page 203.

Tactics: The tigers will use their first attack to pounce on the party member that is at the rear and the one that is in the lead. They will concentrate of taking them down before moving

onto the next target. If they are reduced to less than a quarter of their original hitpoints then they will attempt to flee.

APL 8 (EL 8)

Dire Snow Tiger: hp 120; see *Monster Manual* page 58.

Tactics: The dire snow tiger will use its first attack to pounce on party member that is at the rear. It will concentrate on taking them down before moving onto the next. If it is reduced to less than a quarter of its original hitpoints then it will attempt to flee.

Encounter Three

The road continues alongside the dry riverbed for many miles until it turns slightly and crosses the river via a large stone bridge. The bridge is about 10ft wide and 35ft long and spans a point in the river where the banks have a near vertical drop of 25ft. on both sides.

Camped on the near side of the stone bridge are a number of guards. Each appears to be wearing the colours of the Vosser clan. Although armed and ready for battle they look bored and have not appeared to have noticed the party.

These men and women have been ordered to guard the bridge into Vosser lands. The guards are not evil and will not automatically attack anyone that approaches, their orders are to stop anyone attempting to cross and question them. If they have legitimate business then they are allowed to cross, if not they are turned back.

There are three options to resolve this encounter. The party can use stealth, diplomacy or force.

Stealth

If the party attempts to sneak past the guards:

The sides of the dry riverbed are steep and rocky with small trees and bushes scattered along the banks. There appears to be one path, about 30 ft. from the bridge that will allow easy access across.

To successfully cross the riverbed and enter Vosser lands a successful Move Silently (DC 15+APL) and Hide (DC 15+APL) is needed. If the crossing is attempted at night, the Hide DC is

decreased by 5, but the Move Silently DC is increased by 5 due to the stillness of the night.

A failed attempt means that they are spotted/heard and combat begins.

Diplomacy

If the party approaches the guards:

As you draw near the bridge, one of the guards, a woman dressed in black hunting leathers and wearing a Vosser badge, approaches you.

"Halt and come no further. You are entering Vosser lands. Please state your purpose and clan."

You notice that while the rest of the guards are still 15 ft. behind their leader, they have drawn their weapons and watch you carefully.

The guards are not evil people and are just following orders. If the party give a reasonable excuse for travelling to Kanteholz, a diplomacy check (DC 15+APL) will be sufficient for Arlana to allow them to pass. The following situations can modify the DC:

A Vosser present: DC decreased by 10.

A member of the Old Kerk present: DC decreased by 2.

A paladin present: DC decreased by 2 (stackable with Old Kerk).

A member of the military: DC decreased by 2.

If a Roodberg is present, the party is denied entry into Vosser lands with Arlana stating that her orders are that no Roodberg or their travelling companions are permitted passed this point.

If at any time the diplomatic approach fails, the remaining guards join Arlana and she asks the party to return the way they came. They draw their weapons ready to enforce the order if necessary.

If the party retreats and attempts to sneak across the bridge, the Hide and Move silently DCs are increased by 5.

Force

If the party attempts to force their way across, the guards will defend the bridge. At the beginning of the combat they will use subdual damage, but if any of the party uses lethal damage, they will respond in kind.

If any of the party are out of range for melee weapons, ranged weapons are used (thus no subdual damage).

If the party is defeated, the guards immediately attempts to stabilise those wounded with ranged weapons and in danger of dying. Any party members that are in the riverbed are reached two rounds after combat ends.

All survivors are taken to Kanteholz, where they are fined 200gp each (1000gp if they attempted to use deadly force while in melee) and then escorted to Clatsberg. The adventure ends here. Read Conclusion C

Creatures:

APL 2 (EL 3)

Arlana (Rgr1): hp 12; see Appendix One

Tressen (Ftr1): hp 12; see Appendix One

Gressa (Wiz1): hp 5; see Appendix One

APL 4 (EL 4)

Arlana (Rgr2): hp 20; see Appendix Two

Tressen (Ftr2): hp 20; see Appendix Two

Gressa (Wiz2): hp 9; see Appendix Two

APL 6 (EL 7)

Arlana (Rgr4): hp 36; see Appendix Three

Tressen (Ftr4): hp 36; see Appendix Three

Gressa (Wiz4): hp 17; see Appendix Three

APL 8 (EL 9)

Arlana (Rgr6): hp 52; see Appendix Four

Tressen (Ftr6): hp 52; see Appendix Four

Gressa (Wiz6): hp 25; see Appendix Four

Tactics: Tressen will use his Ransur to disarm opponents (attempting to throw weapons over the side of the bridge). At low APLs Gressa will use sleep spells to try to overcome the attackers. At APL 8 she will use the *subdual fireball* (see Appendix Five)

Treasure: Any treasure that the PCs can find during the encounter can not be kept. It is returned to the guards (or their family if killed) at the end of the adventure

Development: If the party attacks and are defeated, all survivors are taken to Kanteholz,

where they are fined 200gp each (1000gp if they attempted to use deadly force while in melee) and then escorted to Clatsberg. The adventure ends here. Read Conclusion C

Encounter Four

As you enter the village, the first thing you notice is a large lake that does not appear on your map. Over in the distance you see an Inn, the "Crowing Cockatrice" by the look of its sign. Near the middle of the village is the Hetmann's offices.

Many of the villagers look at you as they continue on their daily business.

The village represents a chance for the party to discover Axel's involvement in the situation and his plot for revenge. There is not a set structure for this encounter, but the major foreseeable destinations/actions have been described below. The GM is encouraged to use their improvisation skills.

Hetmann's offices:

You are informed by the young aid that the Hetmann is currently with someone, and if you will take a seat then he will be with you when he can.

After a few minutes the door opens and you hear voices.

"And you will have the contracts as soon as you can." The priest of Zilchus that you met in Grünsenke steps through the door smiles at you. "Why hello again." He then turns to a second man still in the office, "As soon as I have them they will be in your hands. May Zilchus's fortune smile down upon all your ventures." With a final nod he leaves, smiling once again at you as he goes.

The young aid stands and enters the office, returning moments later.

"The Hetmann will see you now." You enter the well-furnished office. You do not need to be in the military to recognise the banner of the 6th and various other military souvenirs.

"Greetings, I am Axel Drossen, please have a seat and how may I help you?"

Axel Drossen is a large man with grey, thinning hair. He will answer most of the party's questions in a polite manner as long as the party acts the same way. If the party starts to get demanding the

he will become angry reminding the characters that they have no authority and they are speaking to a Hetmann of the Vossier clan.

If the party attacks the Hetmann, he surrenders and demands that they escort him to Schwartzenbruin for an impartial hearing. If they agree the adventure ends. Read Conclusion C.

If they do not agree, they can either kill or subdue Axel (no combat is necessary as he is unarmed and unarmoured).

If they subdue him, they can either take him to the authorities (The adventure ends and read Conclusion C), or use him to get past the water elemental in encounter five.

If they kill the Hetmann, they are reviled by common Perrenlanders. Clan leaders attempt to distance themselves from the character (Rejection from any clan) and all Perrenland favours are voided.

Any Paladin who attacks Axel has committed an unlawful act and loses their abilities until they have atoned.

Axel keeps his seal of office on his desk when he is in the office or on his person when he is away from it. A pickpocket (DC 20+APL) is enough to 'borrow' it

Besser Rooden: Male Human Ari4/Ftr2

Possible questions that the party may ask Axel:

Q. We are investigating the blockage of the river. What can you tell us about it?

A landslide blocked the river.

Q. The people of Grünsenke are suffering, why is it still blocked?

I have had a team of Dwarven experts look at the site and it is their opinion that it is extremely unstable. Rushing the restoration of the river could cause the entire dam to collapse and destroy everything down river.

Q. So what are you doing?

I have engaged the services of a gnomish engineer to design and build a watergate that can be used to regulate the flow and release the water at a controlled rate.

Q. Won't that put you in control of the river?

Yes

Q. I see the banner of the Sixth. Did you serve?

No, my son was a member of the sixth. He was killed when it was almost destroyed by the Roodbergs.

Q. Can we see the dam?

No that is not possible at the moment as the area is extremely unstable.

Q. We insist that we see the dam?

Really! I remind you that this is Vossier land! I am the Hetmann of this village and you are just strangers who walked up off the street. You have no authority to demand anything. You will leave NOW!

Q. I am a member of the Auszug/Old Kerk. You will show us the dam.

That does not give you the authority to march in here and demand what you will. LEAVE NOW!

Q. We have evidence involving you directly with the dam.

I will remind you that this is Vossier land and you have no authority here. What we do is completely legal and if the Roodbergs suffer, then that is too bad. It is nothing less than they deserve after what they have done. You are more than welcome to take this up with the authorities in Schwartzenbruin.

Now I think you should leave. I expect you to be out of the village by tomorrow, and be warned, if you try anything, there will be guards watching you carefully.

Inn (The Crowing Cockatrice)

The quiet of the inn greets you as you walk through the door. At this time of the day it is fairly empty as most of the villagers are still finishing the days work

A large and portly barkeep slowly wipes down his bar with a bored look on his face. Two barmaids sit quietly in the corner gossiping, moving every now and again to serve three Dwarf miners sitting at a table

The only other patron at this time is a small gnome. He has a number of large sheets of parchment scattered on the table he is sitting at. They appear to have some drawings and diagrams on them.

The Gnome is Hurgish, an engineer from the Sepia. He has been hired by Axel to install a watergate to regulate water flow from the dammed

river. Hurgish is quite lonely and is desperate for good company. If any of the characters has Profession (Engineer) or succeeded a diplomacy check (DC 10+APL) he will proudly show them his work and ask for their thoughts and ideas

Hurgish can be a source of information to the party. Some possible questions and answers are:

Q. What are you working on?

A waterrate to regulate the water flow down the river. The Hetmann hired me a couple of weeks ago.

Q. Have you been to the dam?

Yes, I have been twice to inspect the site. The first time I went with Hetmann Drossen. We took a small boat across the lake. There at one time it got real rough and choppy. I thought we were in trouble, even the Hetmann was clutching his seal of office as if to ease his nerves, but it quieted down.

The second time I went with one of the Hetmann's guards. We went up the riverbed as he said that it looked like a storm was brewing and the lake crossing was too dangerous. It took a few days and at one point we had to be careful as I was told that the rocks were unstable. Strange, I am no geologist, but I do have some knowledge in the area and the rocks should have been quite stable.

Q. Have you seen the dam?

Yes I have. It seems to have been caused by a landslide but the area should have been quite stable. The river must of undercut the sides of the gorge. I would not have thought so through. Anyway the entire place is unstable now. I must be careful with the gate, if I remove the wrong rock or stone, the whole dam will go, destroying anything downstream.

Q. Is there any place to stay in the village?

Well there are two places, here at the Crowing Cockatrice or at the Boarding House

Q. Have to seen a priest of Zilchus about?

Yes, Father Zaccle. He has a room next to mine at the Boarding House. I believe he is doing some work for the Hetmann.

Following Father Zaccle

It is possible that a party member might follow Zaccle out of the Hetmann's office. If they simple

follow him, he will head to the Boarding House. If they stop and talk to him, they will find him very friendly.

If asked what his business was with Hetmann Drossen, Zaccle will tell them that he is not at liberty to say.

A bribe of 50gp and a diplomacy check (DC 20+APL) will get the response of ***"It's a property venture, that's all I can say"***

Boarding house

The Boarding House is a fine boarding establishment that is run by a Mrs Resek, a halfling matron with a stern look that suggests that she will take no shenanigans from anyone.

Like most of the people in the village, she is friendly but will not let the party into Father Zaccle's room without a good reason.

If the party comes up with a good reason (GMs discretion) and succeeds on a Diplomacy check (DC 18+APL) then she will allow then entry.

If the party decides to use subterfuge and hire rooms, then she will rent out a room for 5gp per night.

If asked where the party can find father Zaccle, they will be informed that he has gone south on church business, but will return in a couple of days.

Once the party has gained entry into Zaccle's room read the following

The room is small but conformably furnished. A bed sits in the corner and a small desk stands against a wall.

A search check (DC 20+APL) will reveal some contracts showing that Axel is purchasing property in Grünsenke and using Zaccle to broker the deal.

Development: If the party discovers the evidence and decides to take it to the authorities, then they succeed in forcing Axel to restore the river. By this time Axel has brought most of the property in Grünsenke and has transferred it to the Vossler clan. Unfortunately there is nothing that can be done to restore Grünsenke as a Roodberg village. The adventure ends here. Read Conclusion C.

Encounter Five

It is possible that the party may attempt to cross the lake and approach the dam from upstream. Should this occur they are able to 'acquire' a small rowboat that will hold six people.

The lake surface is like glass as you slowly make your way across it, then suddenly without warning it begins to swirl and heave.

Creatures: The party is attacked by a water elemental summoned to guard the dam from a lakeside approach. It attacks whenever someone approaches within 300 ft. of the dam who is not in the company of the Axel or wearing the hetmann seal of office.

If they are in the company of Axel or have 'borrowed' the Hetmann's seal the elemental will rise up briefly before sinking back down. The lake will once again become calm.

The elemental only attacks if the dam is approached by water. Flying across the lake will bypass the creature

APL 2 (EL 1)

Small Water Elemental (1): hp 11; see *Monster Manual* page 84.

APL 4, 6, 8 (EL 3)

Medium Water Elemental (1): hp 30; see *Monster Manual* page 84.

Tactics: The water elemental concentrates on trying to capsize the boat and drown the party.

Development: If the party encounters the water elemental and defeats it, then the guards (encounter seven) are warned of their approach.

If they manage to bypass the elemental, then the guards are not warned and the party may catch them unawares.

Encounter Six

The riverbed moves through a narrow valley that gets thinner as you move northwards. There appears to be a small trickle of water, but the dry ground soon soaks it up. The flow increases and you continue on, soon it is a foot wide and nearly 6 inches deep. Not the mighty river that carved this gorge, but a sure sign that you are getting closer to the source of the problem.

Axel is not a stupid man. He fully expects Besser to eventually send someone up the riverbed who would be able to get passed his guards at the bridge. To stop this future spy, he has had a rockslide trap set about half a mile from the dam.

The trap has two purposes. The first is to warn the guards at the dam and the second is to kill or discourage the would-be spy from continuing. It is set up to look like a natural occurrence is set off and will effect anyone 20 feet or less from the lead character. Any Dwarf can use their Search skill to locate this trap as it is stone based.

If the party states that they are actively searching the Area, then they can find the trap (DC 20). If the party is not searching as they walk up the valley then give them a chance to notice "something a bit odd with the rocks above them". (Spot DC 18 + APL)

Trap: Pressure and vibrations trigger the trap. If the party are not on the ground, (ie flying) then the trap is not triggered.

APL 2 (EL 1)

Landslide Trap: CR 1; mechanical; location trigger; Reflex save (DC 20) avoids; falling rocks (2d6, crush); multiple targets (20 ft. burst); Search (DC 20); Disable Device (DC 15).

APL 4, 6, 8 (EL 3)

Landslide Trap: CR 3; mechanical; location trigger; Reflex save (DC 25) avoids; falling rocks (4d6, crush); multiple targets (20 ft. burst); Search (DC 20); Disable Device (DC 15).

Development: If the party sets off the trap, then the guards (encounter seven) are warned of their approach.

If they manage to bypass the trap, then the guards are not warned and the party may catch them unawares.

Encounter Seven

Read the following if the party approaches from down stream

The sides of the gorge continue to become steeper and are soon over 50 feet high and almost vertical. As you round a corner you are greeted with the cause of the water problem. A large pile of rocks has blocked the gorge creating a natural dam. You are unable to tell if it a natural slide or is someone caused it to happen.

Read the following if the party approaches from the lake

The shore of the lake bends into a small bay and you are greeted with the cause of the water problem. A large pile of rocks has blocked the gorge below you, creating a natural dam. You are unable to tell if it a natural slide or is someone caused it to happen.

If the party did not trigger the landslide further down the valley or confront the water elemental, then they will notice a number of figures patrolling the top of the dam (about 15ft. apart).

If the landslide was triggered or the elemental fought, then the guards are aware that the party is on their way. They have taken cover behind the rocks (half cover) and a spot check (DC 20+APL) is required to avoid being surprised.

The dam forms a 45-degree slope. However it is unstable and movement is reduced to half. Characters that attempt to run can only do so at x3 their half-movement rate if they make a balance check (DC 15). Those that fail can only do a partial action. The distance to the guards is 140ft., and to the top is 200ft.

Those approaching from the boat are only able to take quarter cover in the vessel. Once they beach the boat on the top of the dam, they are only 10 feet from the guards. The speed of the boat is 5ft per round for every rower (Maximum of 30ft. per round).

If the guards are forewarned, they will start to attack when the party is 140ft. away is approached by land, or 100ft. away is they approach by lake.

If the guards are not forewarned, the party can approach to within 40ft. via land or 20ft. via the lake before being noticed (unless they draw attention to themselves by attacking from range).

Creatures:

APL 2 (EL 4)

Guard (Rgr1) (1): hp 11; see *Appendix One*.

Guard (Rog1) (1): hp 9; see *Appendix One*.

Guard (Ftr1) (1): hp 13; see *Appendix One*.

Guard (Wiz1) (1): hp 5; see *Appendix One*.

APL 4 (EL 6)

Guard (Rgr2) (1): hp 18; see *Appendix Two*.

Guard (Rog2) (1): hp 15; see *Appendix Two*.

Guard (Ftr2) (1): hp 22; see *Appendix Two*.

Guard (Wiz2) (1): hp 9; see *Appendix Two*.

APL 6 (EL 8)

Guard (Rgr5) (1): hp 39; see *Appendix Three*.

Guard (Rog3) (1): hp 21; see *Appendix Three*.

Guard (Ftr4) (1): hp 40; see *Appendix Three*.

Guard (Wiz3) (1): hp 13; see *Appendix Three*.

Guard (Clr3) (1): hp 21; see *Appendix Three*.

APL 8 (EL 10)

Guard (Rgr7) (1): hp 53; see *Appendix Four*.

Guard (Rog5) (1): hp 33; see *Appendix Four*.

Guard (Ftr6) (1): hp 58; see *Appendix Four*.

Guard (Wiz5) (1): hp 21; see *Appendix Four*.

Guard (Clr5) (1): hp 33; see *Appendix Four*.

Tactics: If the party have not tripped the landslide and encountered the water elemental, the guards are caught unprepared. Their first action will be to take cover behind the rocks. This will give them half cover. They will use ranged attacks, concentrating on anyone who starts to move into melee, spellcasters or speciality archers.

If the party did trip the landslide or encounter the water elemental, the guards will have already taken cover. Their first attack will be on the strongest looking opponents, following that any obvious spellcasters.

The Wizard will have precast *Mage Armor*, and at APL 6&8, *Invisibility* on the Rogue.

The Cleric will have precast *Bull Strength* on the Fighter at APLs 6&8.

Treasure:

APL 2– L: 246.4gp; C: 1.6gp; M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [1st Lv] (2.1gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [1st Lv] (2.1gp each), *Wand of Magic Missile* [1st Lv 50 CH] (62.1gp).

APL 4– L: 217.2gp; C: 1.6gp; M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [1st Lv] (2.1gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [1st Lv] (2.1gp each), 2x *Potions of True Strike* [1st Lv] (4.2gp each), *Wand of Magic Missile* [1st Lv 50 CH]

(62.1gp), Chainshirt+1 (104.2gp), Banded Mail+1 (116.6gp).

APL 6— L: 255.8gp; C: 2.5gp; M: 8x Potions of Cure Light Wounds [1st Lv] (4.2gp each), Scroll of Magic Missile [1st Lv] (2.1gp each), Scroll of Shield [1st Lv] (2.1gp each), Scroll of Lesser Acid Orb [1st Lv] (2.1gp each), 2x Potions of True Strike [1st Lv] (4.2gp each), Wand of Magic Missile [1st Lv 50 CH] (62.1gp), Wand of Cure Light Wounds [1st Lv 50 CH] (62.1gp), Chainshirt+1 (104.2gp), Banded Mail+1 (116.6gp), Studded Leather+1 (98.4gp).

APL 8— L: 233.3gp; C: 2.5gp; M: 8x Potions of Cure Light Wounds [1st Lv] (4.2gp each), Scroll of Magic Missile [3rd Lv] (6.3gp each), Scroll of Shield [1st Lv] (2.1gp each), Scroll of Lesser Acid Orb [3rd Lv] (6.3gp each), 2x Potions of True Strike [1st Lv] (4.2gp each), Wand of Magic Missile [1st Lv 50 CH] (62.1gp), Wand of Cure Light Wounds [1st Lv 50 CH] (62.1gp), Chainshirt+1[Fortification, light] (354.2gp), 2x Banded Mail+1 (116.6gp each), Studded Leather+1 (98.4gp), Large Steel Shield +1 (97.5gp).

Development: A character with the appropriate skill, Knowledge (Engineering) etc., or with stonecunning (DC 12+APL) has a chance to tell that the landslide was not a natural occurrence but was purposely caused by someone to dam the Karlsfurt.

The dam itself can be destroyed. Any character with the appropriate skill, Knowledge (Engineering) etc. (DC 5), with stonecunning (DC 5) or an intelligence check (DC 10) will be able to determine that the removal of a number of key stones will cause the dam to collapse, freeing the river.

This will have the unfortunate consequence of a wall of water sweeping down the mountain pass onto the unsuspecting village of Grünsenke, killing the majority of villagers and their livestock. This would not be a good thing for the party. Read Conclusion B

If the players beat the skill DC by 10 or specifically state that they are looking for a way to release the river without releasing all the water at once, they discover a number of key stones that when removed, will open a gap releasing a steady stream of water. If they do this, then the Karlsfurt will flow once again, but the newly formed Lake Karlsfurt will remain (although slightly smaller) and Grünsenke is not destroyed. Read Conclusion A

Conclusion

Conclusion A (River restored)

The river has been restored and the dam is still intact, so both villages are content.

Via pressure from the Vossler Pfalzgraf, Axel restores the property he brought to the Roodbergs, minus the Zilchus commission.

Recognising his grief, the Voormann and the Vossler Pfalzgraf are not inclined to punish Axel, instead they send him on a yearlong diplomatic mission to the wolf nomads.

Axel swears revenge.

The party receives the favour of Grünsenke and the Roodberg clan. They also receive the animosity of Axel Drossen, but not clan Vossler.

Conclusion B (River restored, dam destroyed)

Removing the stone, you hear a satisfying rumble and water is released from the dam. To your horror the rumbling gets louder and you only just make the safety of a overhanging boulder as the dam completely gives way sending a wall of water hurtling down the gorge towards Grünsenke.

Once the water has cleared you slowly make your way down the now restored river to where Grünsenke once stood. All that now remains is a few broken houses and smashed buildings.

The river is restored, but in the process the dam collapses and also destroys Grünsenke. The party are tracked down and charged. They have a choice of either paying 1000gp each in damages or three months public service (13TUs) to the Roodbergs. Any of the party who belongs to the Roodberg clan is stricken from the clan, losing all privileges and benefits.

Conclusion C (Party Delayed)

Eventually, through your efforts the river is restored by a number of ingenious watergates. Unfortunately the delay has enabled Zaccle to buy the majority of Grünsenke and for Axel to legally protect it. It appears that Grünsenke is now a Vossler village

The End

Experience Point Summary

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

Encounter Two

Experience objective Defeat hungry animals

APL2 120 xp; APL4 150 xp; APL6 180 xp;

APL8 240 xp;

Encounter Three

Experience objective Cross bridge

APL2 90 xp; APL4 120 xp; APL6 210 xp;

APL8 270 xp;

Encounter Five

Experience objective Cross lake

APL2 30 xp; APL4 90 xp; APL6 90 xp;

APL8 90 xp;

OR

Encounter Six

Experience objective Pass Rockslide trap

APL2 30 xp; APL4 90 xp; APL6 90 xp;

APL8 90 xp;

Encounter Seven

Experience objective Defeat dam guards

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp;

Story Award

Objective met: Discover Axel's involvement

APL2 45 xp; APL4 90 xp; APL6 135 xp;

APL8 180 xp;

Discretionary roleplaying award

APL2 45 xp; APL4 45 xp; APL6 45 xp;

APL8 45 xp;

Total possible experience (halved for Mini Module):

APL2 450xp (225xp)

APL4 675xp (337xp)

APL6 900xp (450xp)

APL8 1125xp (562xp)

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional

scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

Encounter One: Introduction

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Seven:

APL 2– L: 246.4gp, C: 1.6gp, M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [1st Lv] (2.1gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [1st Lv] (2.1gp each), *Wand of Magic Missile* [1st Lv 50 CH] (62.1gp).

APL 4– L: 217.2gp, C: 1.6gp, M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [1st Lv] (2.1gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [1st Lv] (2.1gp each), 2x *Potions of True Strike* [1st Lv] (4.2gp each), *Wand of Magic Missile* [1st Lv 50 CH] (62.1gp), *Chainshirt+1* (104.2gp), *Banded Mail+1* (116.6gp).

APL 6– L: 255.8gp, C: 2.5gp, M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [1st Lv] (2.1gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [1st Lv] (2.1gp each), 2x *Potions of True Strike* [1st Lv] (4.2gp each), *Wand of Magic Missile* [1st Lv 50 CH] (62.1gp), *Wand of Cure Light Wounds* [1st Lv 50 CH] (62.1gp), *Chainshirt+1* (104.2gp), *Banded Mail+1* (116.6gp), *Studded Leather+1* (98.4gp).

APL 8– L: 233.3gp, C: 2.5gp, M: 8x *Potions of Cure Light Wounds* [1st Lv] (4.2gp each), *Scroll of Magic Missile* [3rd Lv] (6.3gp each), *Scroll of Shield* [1st Lv] (2.1gp each), *Scroll of Lesser Acid Orb* [3rd Lv] (6.3gp each), 2x *Potions of True Strike* [1st Lv] (4.2gp each), *Wand of Magic Missile* [1st Lv 50 CH] (62.1gp), *Wand of Cure Light Wounds* [1st Lv 50 CH] (62.1gp), *Chainshirt+1* [Fortification, light] (354.2gp), 2x *Banded Mail+1* (116.6gp each), *Studded Leather+1* (98.4gp), *Large Steel Shield +1* (97.5gp).

Total Possible Treasure (halved for Mini Module)

APL 2: - Total: 400gp (200gp)

APL 4: - Total: 600gp (300gp)

APL 6: - Total: 800gp (400gp)

APL 8: - Total: 1250gp (625gp)

Special

Favour of Clan Roodberg: The character has gained the favour of Clan Roodberg. This favour can be used for advancement in the military or provided a +1 circumstance bonus to Diplomacy & Gather Information when dealing with Roodbergs and half price adventurer standard lifestyle costs while in Roodberg controlled lands.

Enmity of Axel Drossen: Using his influence in the Military circles, Axel sabotages the character's next promotion in the Auszug. This Enmity voids one favour used for the next promotion. If the next rank requires no favour for promotion, then it will require one favour.

APL2 Spellbook: 0—[Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Charm Person, Identify, Lesser Acid Orb Mage Armor, Magic Missile, Magic Weapon, Reduce, Shield, Sleep].

APL 4 Spellbook: 0—[Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Burning Hands, Charm Person, Identify, Lesser Acid Orb Mage Armor, Magic Missile, Magic Weapon, Reduce, Shield, Sleep, True Strike].

APL 6 Spellbook: 0—[Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Burning Hands, Charm Person, Identify, Lesser Acid Orb

Mage Armor, Magic Missile, Magic Weapon, Reduce, Shield, Sleep, True Strike]; 2nd—[Invisibility, Melf's Acid Arrow].

Access to the Subdual Substitution feat (T&B)

Access to the Greater Spell Focus feat (T&B)

APL 8 *Spellbook*: 0—[Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Burning Hands, Charm Person, Identify, Lesser Acid Orb Mage Armor, Magic Missile, Magic Weapon, Reduce, Shield, Sleep, True Strike]; 2nd—[Invisibility, Melf's Acid Arrow, Scare, Spectral Hand]; 3rd—[Fireball, Vampiric Touch].

Items for the Adventure Record

Item Access

APL 2:

Access to the spell *Lesser Acid Orb* (T&B)

Scroll of *Lesser Acid Orb* (caster level 1)
[Adventure] – 25gp

Scroll of *Magic Missile* (caster level 1)
[Adventure] – 25gp

Wand of *Magic Missile* (caster level 1)
[Adventure] – 750gp

APL 4:

APL 2 Items

Potion of *True Strike* (caster level 1)
[Adventure] – 25gp

APL 6:

APL 2&4 Items

Wand of *Cure Light Wounds* (caster level 1)
[Adventure] – 750gp

APL 8:

APL 2, 4 & 6 Items

Scroll of *Lesser Acid Orb* (caster level 3)
[Adventure] – 150gp

Scroll of *Magic Missile* (caster level 3)
[Adventure] – 150gp

Chain shirt +1 (Fortification, Light) [Adventure]
– 4250gp

Access to the Pin Shield feat (S&F)

Appendix One

(APL 2)

Encounter Three

Arlana: Female Half-Elf Rgr1; CR 1; Medium Humanoid (Elven); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 Chain Shirt]; Atk +4 melee [(1d6+1 19-20/x2 Shortsword)] or +4 ranged [(1d8 x3, Longbow)]; SA: Favoured Enemy (Orc); AL LN; SV Fort +4, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +3, Hide +5, Listen +4, Search +2, Spot +4, Wilderness Lore +5; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword)

Possessions: Chain Shirt, 2x Shortswords, Longbow, Arrows (20), *Potion of Cure Light Wounds* (caster level 1).

Tressen: Male Human Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 Banded mail]; Atk +5 melee [(2d4+4 x3, Ranseur)] or Atk +4 melee [(2d6+4 19-20/x2, Greatsword)] or +2 ranged [(1d8 x3, Longbow)]; Face/Reach 5 ft. by 5 ft./10 ft (Ranseur); AL LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +7, Ride +3, Swim +7; Cleave, Power attack, Weapon Focus (Ranseur)

Possessions: Banded Mail, Ranseur, Greatsword, Longbow, 20 Arrows, Dagger, *Potion of Cure Light Wounds* (caster level 1).

Gressa: Male Human Wiz1; CR 1; Medium Humanoid (Human); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +0 melee [(1d4 19-20/x2, dagger)] or +2 ranged [(1d8 19-20/x2, light crossbow)]; AL NG; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +5, Concentration +5, Heal +3, Hide +3, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +5, Spellcraft +7; Combat Casting, Scribe Scroll, Spell Focus (Enchantment)

Spells Prepared (3/2; base DC = 13 + spell level): 0—[*Daze, Flare, Ray of Frost*]; 1st—[*Mage Armor, Sleep*].

Spellbook: 0—[*Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance*]; 1st—[*Charm Person, Comprehend Languages, Hypnotism, Identify, Mage Armor, Magic Missile, Magic Weapon, Shield, Sleep*].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll of Magic Missile* (caster level 1), *Scroll of Shield* (caster level 1), *Scroll of Sleep* (caster level 1), *Potion of Cure Light Wounds* (caster level 1).

Encounter Seven

Guard: Male Elven Rgr1; CR 1; Medium Humanoid (Elven); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 Chain Shirt]; Atk +6 melee [(1d6+1 19-20/x2 Masterwork Shortsword)] or +5 ranged [(1d8+1 x3, Mighty Composite Longbow+1)]; SA: Favoured Enemy (Orc); AL LN; SV Fort +3, Ref +4, Will +1; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +3, Hide +5, Listen +4, Search +2, Spot +4, Wilderness Lore +5; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword)

Possessions: Chain Shirt, 2x Masterwork Shortswords, Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds*, 9.5 gp.

Guard: Female Human Rog1; CR 1 Medium Humanoid (Human); HD 1d8+1; hp 9; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 Masterwork Studded Leather Armor]; Atk +2 melee [(1d6+1 18-20/x2 Masterwork Rapier)] or +4 ranged [(1d8+1 x3 Masterwork Mighty Composite Longbow [1])]; SA Sneak attack (+1d6); AL LE; SV Fort +1, Ref +5, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +4, Bluff +4, Decipher Script +1, Diplomacy +1, Disable Device +2, Disguise +2, Escape Artist +5, Forgery +2, Hide +7, Listen +4, Move Silently +7, Read Lips +2, Search +5, Spot +5, Tumble +7, Use Magic Device +3; Dodge, Improved Initiative.

Possessions: Masterwork Studded Leather, Masterwork Rapier, Masterwork Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds*.

Guard: Male Dwarf Ftr1; CR 1; Medium Humanoid (Dwarf); HD 1d10+3; hp 13; Init +1; Spd 20 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 Banded mail, +2 Shield]; Atk +6 melee [(1d10+3 x3, Masterwork Dwarven Waraxe)] or +2 ranged [(1d8+3 x3, Mighty Composite Longbow [3])]; AL N; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +7, Ride +3, Swim +7; Exotic Weapon (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe)

Possessions: Banded Mail, Masterwork Dwarven Waraxe, Large Metal Shield, Mighty Composite Longbow [3], 20 Arrows, 2x *Potion of Cure Light Wounds* (caster level 1).

Guard: Male Halfling Wiz1; CR 1; 1 Small Humanoid (Halfling); HD 1d4+1; hp 5; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 Size]; Atk +0 melee [(1d4-1 19-20/x2, dagger)] or +5 ranged [(1d4-1 19-20/x2, dagger)] or +4 ranged [(1d8 19-20/x2, light crossbow)]; AL N; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +5, Concentration +5, Heal +3, Hide +3, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +5, Spellcraft +7; Improved Initiative, Scribe Scroll.

Spells Prepared (3/2; base DC = 13 + spell level): 0—[*Daze*, *Flare*, *Ray of Frost*]; 1st—[*Mage Armor*, *Lesser Acid Orb*] 2nd—[*second*].

Spellbook: 0—[*Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Resistance*]; 1st—[*Charm Person*, *Identify*, *Lesser Acid Orb*, *Mage Armor*,

Magic Missile, *Magic Weapon*, *Reduce*, *Shield*, *Sleep*].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll Magic Missile* (caster level 1), *Scroll Shield* (caster level 1), *Scroll Lesser Acid Orb* (caster level 1), 2x *Potion of Cure Light Wounds* (caster level 1), *Wand of Magic Missile* (caster level 1).

Appendix Two

(APL 4)

Encounter Three

Arlana: Female Half-Elf Rgr2; CR 2; Medium Humanoid (Elven); HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 Chain Shirt]; Atk +6 melee [(1d6+1 19-20/x2 Shortsword)] or +5 ranged [(1d8 x3, Longbow)]; SA: Favoured Enemy (Orc); AL LN; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +4, Hide +6, Listen +5, Search +2, Spot +5, Wilderness Lore +6; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword)

Possessions: Chain Shirt, 2x Masterwork Shortswords, Longbow, Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1).

Tressen: Male Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 Banded mail]; Atk +7 melee [(2d4+4 x3, Masterwork Ranseur)] or Atk +6 melee [(2d6+4 19-20/x2, Greatsword)] or +3 ranged [(1d8 x3, Longbow)]; Face/Reach 5 ft. by 5 ft./10 ft (Ranseur); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +8, Ride +4, Swim +7; Cleave, Power attack, Weapon Focus (Ranseur), Weapon Focus (Ranseur)

Possessions: Banded Mail, Masterwork Ranseur, Greatsword, Longbow, 20 Arrows, Dagger, 2x *Potion of Cure Light Wounds* (caster level 1).

Gressa: Male Human Wiz2; CR 2; Medium Humanoid (Human); HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee [(1d4 19-20/x2, dagger)] or +3 ranged [(1d8 19-20/x2, light crossbow)]; AL NG; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +6, Concentration +6, Heal +3, Hide +3, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge

(Perrenland) +4, Scry +8, Spellcraft +8; Combat casting, Scribe Scroll, Spell Focus (Enchantment)

Spells Prepared (4/3; base DC = 13 + spell level): 0—[*Daze* (2), *Flare*, *Ray of Frost*]; 1st—[*Mage Armor*, *Sleep*, *Shield*].

Spellbook: 0—[*Arcane Mark*, *Burning Hand*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Grease*, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Resistance*]; 1st—[*Charm Person*, , *Comprehend Languages*, *Hypnotism*, *Identify*, *Mage Armor*, *Magic Missile*, *Magic Weapon*, *Shield*, *Sleep*].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll Magic Missile* (caster level 1), *Scroll Shield* (caster level 1), *Scroll Sleep* (caster level 1), *Potion of Cure Light Wounds* (caster level 1), *Wand of Sleep*.

Encounter Seven

Guard: Male Elven Rgr2; CR 2; Medium Humanoid (Elven); HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +4 Chain Shirt+1]; Atk +7 melee [(1d6+1 19-20/x2 Masterwork Shortsword)] or +6 ranged [(1d8+1 x3, Mighty Composite Longbow [1])]; SA: Favoured Enemy (Orc); AL LN; SV Fort +4, Ref +4, Will +1; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +4, Hide +6, Listen +5, Search +2, Spot +4, Wilderness Lore +6; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword)

Possessions: *Chain Shirt*+1, 2x Masterwork Shortswords, Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1), 9.5 gp.

Guard: Female Human Rog2; CR 2; Medium Humanoid (Human); HD 1d8+2; hp 15; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 masterwork Studded Leather Armor];

Atk +3 melee [(1d6+1 18-20/x2 Masterwork Rapier)] or +5 ranged [(1d8+1 x3 Masterwork Mighty Composite Longbow [1])]; SA Sneak attack (+1d6); SQ Evasion; AL LE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +4, Bluff +4, Decipher Script +1, Diplomacy +1, Disable Device +3, Disguise +3, Escape Artist +6, Forgery +2, Hide +8, Listen +6, Move Silently +8, Read Lips +2, Search +5, Spot +6, Tumble +8, Use Magic Device +5; Dodge, Improved Initiative.

Possessions: Possessions: Masterwork Studded Leather, Masterwork Rapier, Masterwork Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds*.

Guard: Male Dwarf Ftr2; CR 2; Medium Humanoid (Dwarf); HD 2d10+6; hp 22; Init +1; Spd 20 ft; AC 20 (touch 11, flat-footed 18) [+1 Dex, +7 Banded mail+1, +2 Shield]; Atk +7 melee [(1d10+3 x3, Masterwork Dwarven Waraxe)] or +3 ranged [(1d8+3 x3, Mighty Composite Longbow [3])]; AL N; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +7, Ride +3, Swim +7; Exotic Weapon (Dwarven Waraxe), Power Attack, Weapon Focus (Dwarven Waraxe)

Possessions: *Banded Mail*+1, Masterwork Dwarven Waraxe, Large Metal Shield, Mighty Composite Longbow [3], 20 Arrows, 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1).

Guard: Male Halfling Wiz2; CR 2; Small Humanoid (Halfling); HD 2d4+2; hp 9; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 Size]; Atk +1 melee [(1d4-1 19-20/x2, dagger)] or +6 ranged [(1d4-1 19-20/x2, dagger)] or +4 ranged [(1d8 19-20/x2, light crossbow)]; AL N; SV Fort +2, Ref +5, Will +5; Str 8, Dex 16, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +5, Concentration +6, Heal +3, Hide +3, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +8, Spellcraft +8; Improved Initiative, Scribe Scroll.

Spells Prepared (4/3; base DC = 13 + spell level): 0—[*Daze*, *Flare*, *Ray of Frost* (2)]; 1st—

[*Mage Armor*, *Lesser Acid Orb*, *Shield*], 2nd—[*second*].

Spellbook: 0—[*Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Resistance*]; 1st—[*Burning Hands*, *Charm Person*, *Identify*, *Lesser Acid Orb*, *Mage Armor*, *Magic Missile*, *Magic Weapon*, *Reduce*, *Shield*, *Sleep*, *True Strike*].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll Magic Missile* (caster level 1), *Scroll Shield* (caster level 1), *Scroll Lesser Acid Orb* (caster level 1), 2x *Potion Cure Light Wounds* (caster level 1), *Wand of Magic Missile* (caster level 1).

Appendix Three

(APL 6)

Encounter Three

Arlana: Female Half-Elf Rgr4; CR 4; Medium Humanoid (Elven); HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 Chain Shirt+1]; Atk +9 melee [(1d6+1 19-20/x2 Shortsword)] or +8 ranged [(1d8+1 x3, Masterwork Mighty Composite Longbow [3])]; SA: Favoured Enemy (Orc); AL LN; SV Fort +6, Ref +4, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +6, Hide +7 Listen +6, Search +3, Spot +6, Wilderness Lore +8; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword), Weapon Focus (Sword)

Spells Prepared (1; base DC = 11 + spell level): 1st—[Entangle].

Possessions: Chain Shirt+1, 2x Masterwork Shortswords, Masterwork Mighty Composite Longbow [3], Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of Cats Grace* (caster level 3)

Tressen: Male Human Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 Banded mail+1]; Atk +9 melee [(2d4+6 x3, Masterwork Ranseur)] or Atk +9 melee [(2d6+4 19-20/x2, Masterwork Greatsword)] or +6 ranged [(1d8+3 x3, Masterwork Mighty Composite Longbow [4])]; Face/Reach 5 ft. by 5 ft./10 ft (Ranseur); AL LN; SV Fort +6, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +9, Ride +6, Swim +8; Cleave, Great Cleave, Power attack, Weapon Focus (Greatsword), Weapon Focus (Ranseur), Weapon Specialisation (Ranseur)

Possessions: Banded Mail+1, Masterwork Ranseur, Masterwork Greatsword, Masterwork Mighty Composite Longbow [4], 20 Arrows, Dagger, 2x *Potion Cure Light Wounds* (caster level 1), *Potion of Bull Strength* (caster level 3).

Gressa: Male Human Wiz4; CR 4; Medium Humanoid (Human); HD 4d4+4; hp 17; Init +2 (+7); Spd 30 ft.; AC 12 (13) (touch 12 (13), flat-footed 10) [+2 Dex]; Atk +2 melee [(1d4 19-20/x2, dagger)] or +4 (+5) ranged [(1d8 19-20/x2, light crossbow)]; AL NG; SV Fort +2, Ref +3 (+4), Will +4; Str 10, Dex 14 (16), Con 12, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +8, Concentration +8, Heal +4, Hide +4, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +10, Spellcraft +10; Combat Casting, Silent Spell, Scribe Scroll, Spell Focus (Enchantment)

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—[Daze (2), Flare, Ray of Frost]; 1st—[Colour Spray, Mage Armor, Sleep, Shield] 2nd—[Flaming Sphere, Tasha's Hideous Laughter, Web].

Spellbook: 0—[Arcane Mark, Burning Hand, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Grease, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Charm Person, , Comprehend Languages, Hypnotism, Identify, Mage Armor, Magic Missile, Magic Weapon, Shield, Sleep]; 2nd—[Flaming Sphere, Tasha's Hideous Laughter, Web, Whispering Wind].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll Magic Missile* (caster level 1), *Scroll Shield* (caster level 1), *Scroll Sleep* (caster level 1), *Potion Cure Light Wounds* (caster level 1), *Wand of Sleep*, *Wand of Magic Missiles* (caster level 3), *Gloves of Dexterity*+2.

Encounter Seven

Guard: Male Elven Rgr5; CR 5; Medium Humanoid (Elven); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 Chain Shirt+1]; Atk +11 melee [(1d6+1 19-20/x2 Masterwork Shortsword)] or +9 ranged [(1d8+1 x3, Mighty Composite Longbow [1])]; SA: 1st Favoured Enemy (Orc), 2nd Favoured Enemy (Magical Beasts);AL LN; SV Fort +5, Ref +5, Will +2; Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Heal +6, Hide +7, Listen +7, Search +4, Spot +6, Wilderness Lore +9; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Shortsword), Weapon Focus (Shortsword)

Spells Prepared (1; base DC = 11 + spell level): 1st—[*Summon Natures Ally* I].

Possessions: *Chain Shirt*+1, 2x Masterwork Shortswords, Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1), 15 gp.

Guard: Female Human Rog3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 Studded Leather+1]; Atk +6 melee [(1d6+1 18-20/x2 Rapier)] or +6 ranged [(1d8+1 x3 Masterwork Mighty Composite Longbow [1])]; SA Sneak attack (+2d6); SQ Evasion, Uncanny Dodge (Dex); AL LE; SV Fort +2, Ref +6, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +4, Bluff +5, Decipher Script +1, Diplomacy +1, Disable Device +3, Disguise +3, Escape Artist +7, Forgery +2, Hide +9, Listen +7, Move Silently +9, Read Lips +2, Search +7, Spot +7, Tumble +9, Use Magic Device +6; Dodge, Improved Initiative, Weapon Finesse (Rapier)

Possessions: *Studded Leather* +1, Masterwork Rapier, Masterwork Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds*.

Guard: Male Dwarf Ftr4; CR 4; Medium Humanoid (Dwarf); HD 4d10+12; hp 40; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +7 Banded mail+1, +2 Shield]; Atk +9 melee [(1d10+5 x3, Masterwork Dwarven Waraxe)] or +5 ranged [(1d8+3 x3, Mighty Composite Longbow [3])]; AL N; SV Fort +7, Ref +2, Will +2; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +8, Ride +5, Swim +8; Cleave, Exotic Weapon (Dwarven Waraxe), Power Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialisation (Dwarven Waraxe)

Possessions: *Banded Mail*+1, Masterwork Dwarven Waraxe, Large Metal Shield, Mighty Composite Longbow [3], 20 Arrows, 2x *Potion Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1).

Guard: Male Halfling Wiz3; CR 3; Small Humanoid (Halfling); HD 3d4+3; hp 13; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 Size]; Atk +1 melee [(1d4-1 19-20/x2, dagger)] or +6 ranged [(1d4-1 19-20/x2, dagger)] or +5 ranged [(1d8 19-20/x2, light crossbow)]; AL N; SV Fort +3, Ref +6, Will +5; Str 8, Dex 16, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +6, Concentration +7, Heal +4, Hide +3, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +8, Spellcraft +9; Combat Casting, Improved Initiative, Scribe Scroll.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—[*Daze*, *Flare*, *Ray of Frost* (2)]; 1st—[*Mage Armor*, *Lesser Acid Orb*, *Shield*], 2nd—[*Invisibility*, *Melf's Acid Arrow*].

Spellbook: 0—[*Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Resistance*]; 1st—[*Burning Hands*, *Charm Person*, *Identify*, *Lesser Acid Orb*, *Mage Armor*, *Magic Missile*, *Magic Weapon*, *Reduce*, *Shield*, *Sleep*, *True Strike*]; 2nd—[*Invisibility*, *Melf's Acid Arrow*].

Possessions: Dagger, Light Crossbow, Bolts (10), *Scroll Magic Missile* (caster level 1), *Scroll Shield* (caster level 1), *Scroll Lesser Acid Orb* (caster level 1), 2x *Potion Cure Light Wounds* (caster level 1), *Wand of Magic Missile* (caster level 1).

Guard: Female Half Elf Clr3 (Hextor); CR 3; [Medium Humanoid (Elven)]; HD 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 Banded mail, +2 Shield]; Atk +5 melee [(1d8+1 x2, Masterwork Flail)] or +3 ranged [(1d8 19-20/x2, Light Crossbow)]; AL LN; SV Fort +4, Ref +2, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +4, Diplomacy +3, Healing +4, Knowledge (Religion) +2,

Spellcraft +2; Combat Casting, Scribe Scroll, Weapon Focus (Flail)

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—[*Cure Minor Wounds*, *Cure Minor Wounds*, *Guidance*, *Guidance*]; 1st—[*Magic Weapon**, *Cure Light Wounds*, *Sanctuary*, *Shield of Faith*]; 2nd—[*Spiritual Weapon**, *Bull Strength*, *Cure Moderate Wounds*].

*Domain spell. *Domains*: [Destruction (Smite 1/day); War].

Possessions: Banded mail, Masterwork Light Flail, Large Metal Shield, Light Crossbow, Bolts (10), Silver Holy Symbol, *Wand Cure Light Wounds* (caster level 1).

Appendix Four

(APL8)

Encounter Three

Arlana: Female Half-Elf Rgr6; CR 6; Medium Humanoid (Elven); HD 6d10+12; hp 52; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 Chain Shirt+1]; Atk +11/+6 melee [(1d6+2 19-20/x2 Shortsword+1)] or +11/+6 ranged [(1d8+1 x3, Masterwork Mighty Composite Longbow [3])]; SA: 1st Favoured Enemy (Orc), 2nd Favoured Enemy (Aberrations); AL LN; SV Fort +7, Ref +5, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +8, Hide +8 Listen +7, Search +4, Spot +7, Wilderness Lore +10; Ambidexterity, Two Weapon Fighting, Track, Weapon Finesse (Sword), Weapon Focus (Composite Longbow), Weapon Focus (Sword)

Spells Prepared (2; base DC = 11 + spell level): 1st—[Entangle, Summon Natures Ally I].

Possessions: Chain Shirt+1, 2x Shortswords+1, Masterwork Mighty Composite Longbow [3], Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of Cats Grace* (caster level 3)

Tressen: Male Human Ftr6; CR 6; Medium Humanoid (Human); HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 Banded mail+1]; Atk +11/+6 (+12/+7) melee [(2d4+7 (+9) x3, Masterwork Ranseur)] or Atk +11/+6 (+12/+7) melee [(2d6+6 (+8) 19-20/x2, Masterwork Greatsword)] or +7/+2 ranged [(1d8+3 (+4) x3, Masterwork Mighty Composite Longbow [4])]; Face/Reach 5 ft. by 5 ft./10 ft (Ranseur); AL LN; SV Fort +7, Ref +4, Will +4; Str 17 (19), Dex 12, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +11, Ride +8, Swim +10; Cleave, Great Cleave, Power Attack, Quick Draw, Weapon Focus (Greatsword), Weapon Focus (Ranseur), Weapon Specialisation (Greatsword), Weapon Specialisation (Ranseur)

Possessions: Banded Mail+1, Ranseur +1, Masterwork Greatsword, Masterwork Mighty

Composite Longbow [4], 20 Arrows, Dagger, 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of Bull Strength* (caster level 3), *Gauntlets of Ogre Strength* +2.

Gressa: Male Human Wiz6; CR 6; Medium Humanoid (Human); HD 6d4+6; hp 25; Init +2 (+7); Spd 30 ft.; AC 12 (13) (touch 12 (13), flat-footed 10) [+2 Dex]; Atk +3 melee [(1d4 19-20/x2, dagger)] or +6 (+7) ranged [(1d8+1 19-20/x2, light crossbow)]; AL NG; SV Fort +3, Ref +4 (+5), Will +5; Str 10, Dex 14 (16), Con 12, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +10, Concentration +10, Heal +6, Hide +6, Knowledge (Arcana) +9, Knowledge (Nobility) +6, Knowledge (Perrenland) +6, Scry +12, Spellcraft +12; Combat Casting, Silent Spell, Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment), Subdual Substitution (Fire)

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—[Daze (2), Flare, Ray of Frost]; 1st—[Colour Spray, Mage Armor, Sleep, Shield]; 2nd—[Subdual Flaming Sphere, Tasha's Hideous Laughter, Web]; 3rd—[Subdual Fireball, Hold Person].

Spellbook: 0—[Arcane Mark, Burning Hand, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Grease, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of frost, Read magic, Resistance]; 1st—[Charm Person, , Comprehend Languages, Hypnotism, Identify, Mage Armor, Magic Missile, Magic Weapon, Shield, Sleep]; 2nd—[Flaming Sphere, Tasha's Hideous Laughter, Web, Whispering Wind]; 3rd—[Dispel Magic, Fireball, Hold Person, Invisibility Sphere].

Possessions: Dagger, Light Crossbow+1, Bolts (10), Scroll Magic Missile (caster level 1), Scroll Shield (caster level 1), Scroll Sleep (caster level 1), Scroll Dispel Magic (caster level 6), *Potion of Cure Light Wounds* (caster level 1), *Wand of Sleep*, *Wand of Magic Missiles* (caster level 3), *Gloves of Dexterity*+2.

Encounter Seven

Guard: Male Elven Rgr7; CR 7; Medium Humanoid (Elven); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 Chain Shirt+1]; Atk +13/+8 melee [(1d6+1 19-20/x2 Masterwork Shortsword)] or +11/+6 ranged [(1d8+1 x3, Mighty Composite Longbow [1])]; SA: 1st Favoured Enemy (Orc), 2nd Favoured Enemy (Magical Beasts); AL LN; SV Fort +6, Ref +6, Will +3; Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Heal +8, Hide +8, Listen +8, Search +5, Spot +7, Wilderness Lore +11; Ambidexterity, Shield Pin, Two Weapon Fighting, Track, Weapon Finesse (Sword), Weapon Focus (Sword)

Spells Prepared (2; base DC = 11 + spell level): 1st—[*Entangle*, *Summon Natures Ally* I].

Possessions: *Chain Shirt*+1 [*Fortification*, *Light*], 2x Masterwork Shortswords, Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1), 15 gp.

Guard: Female Human Rog5; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 33; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 Studded Leather +1]; Atk +7 melee [(1d6+1 18-20/x2 Rapier)] or +7 ranged [(1d8+1 x3 Masterwork Mighty Composite Longbow [1])]; SA Sneak attack (+3d6); SQ Evasion, Uncanny Dodge (Dex); AL LE; SV Fort +2, Ref +7, Will +2; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +4, Bluff +7, Decipher Script +1, Diplomacy +1, Disable Device +3, Disguise +4, Escape Artist +9, Forgery +2, Hide +11, Listen +9, Move Silently +11, Read Lips +3, Search +9, Spot +9, Tumble +11, Use Magic Device +8; Dodge, Improved Initiative, Weapon Finesse (Rapier)

Possessions: *Studded Leather* +1, Masterwork Rapier, Masterwork Mighty Composite Longbow [1], Arrows (20), 2x *Potion of Cure Light Wounds*.

Guard: Male Dwarf Ftr6; CR 6; Medium Humanoid (Dwarf); HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+1 Dex, +7 Banded Mail+1, +3 Shield+1]; Atk

+11/+6 melee [(1d10+5 x3, Masterwork Dwarven Waraxe)] or +7/+2 ranged [(1d8+3 x3, Mighty Composite Longbow [3])]; AL N; SV Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +8, Ride +5, Swim +8; Cleave, Exotic Weapon (Dwarven Waraxe), Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialisation (Dwarven Waraxe)

Possessions: *Banded Mail*+1, Masterwork Dwarven Waraxe, *Large Metal Shield*+1, Mighty Composite Longbow [3], 20 Arrows, 2x *Potion of Cure Light Wounds* (caster level 1), *Potion of True Strike* (caster level 1).

Guard: Male Halfling Wiz5; CR 5; Small Humanoid (Halfling); HD 5d4+5; hp 21; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 Size]; Atk +3 melee [(1d4-1 19-20/x2, dagger)] or +7 ranged [(1d4-1 19-20/x2, dagger)] or +6 ranged [(1d8 19-20/x2, light crossbow)]; AL N; SV Fort +3, Ref +6, Will +6; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +8, Concentration +9, Heal +4, Hide +4, Knowledge (Arcana) +7, Knowledge (Nobility) +4, Knowledge (Perrenland) +4, Scry +10, Spellcraft +11; Combat Casting, Create Wondrous Device, Improved Initiative, Scribe Scroll.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—[*Daze*, *Flare*, *Ray of Frost* (2)]; 1st—[*Mage Armor*, *Lesser Acid Orb*, *Magic Missile*, *Shield*], 2nd—[*Invisibility*, *Melf's Acid Arrow*, *Spectral Hand*], 3rd—[*Fireball*, *Vampiric Touch*].

Spellbook: 0—[*Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Resistance*]; 1st—[*Burning Hands*, *Charm Person*, *Identify*, *Lesser Acid Orb*, *Mage Armor*, *Magic Missile*, *Magic Weapon*, *Reduce*, *Shield*, *Sleep*, *True Strike*]; 2nd—[*Invisibility*, *Melf's Acid Arrow*, *Scare*, *Spectral Hand*]; 3rd—[*Fireball*, *Vampiric Touch*].

Possessions: *Dagger*, *Light Crossbow*, *Bolts* (10), *Scroll Magic Missile* (caster level 3), *Scroll Shield* (caster level 1), *Scroll Lesser Acid Orb* (caster level 3), 2x *Potion of Cure Light Wounds*

(caster level 1), *Wand of Magic Missile* (caster level 1).

Guard: Female Half Elf Clr5 (Hextor); CR 5; [Medium Humanoid (Elven); HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +7 Banded Mail+1, +2 Shield]; Atk +6 melee [(1d8+1 x2, Masterwork Flail)] or +4 ranged [(1d8 19-20/x2, Light Crossbow)]; AL LN; SV Fort +5, Ref +2, Will +7; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +3, Healing +5, Knowledge (Religion) +2, Spellcraft +3; Combat Casting, Scribe Scroll, Weapon Focus (Flail)

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—[*Cure Minor Wounds*, *Cure Minor Wounds*, *Detect magic*, *Guidance*, *Guidance*]; 1st—[*Magic Weapon**, *Bless*, *Cure Light Wounds*, *Sanctuary*, *Shield of Faith*]; 2nd—[*Spiritual Weapon**, *Bull Strength*, *Cure Moderate Wounds*, *Silence*]; 3rd—[*Contagion**, *Cure Serious Wounds*, *Prayer*]..

*Domain spell. *Domains:* [Destruction (Smite 1/day); War].

Possessions: *Banded Mail*+1, Masterwork Light Flail, Large Metal Shield, Light Crossbow, Bolts (10), Silver Holy Symbol, *Wand Cure Light Wounds* (caster level 1).

Appendix Five

New Rules

Greater Spell Focus [General]

Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you selected to focus on. This supersedes (does not stack with) the bonus from Spell Focus

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new school of magic.

Source: Tome and Blood, Pg 40

Pin Shield [General]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Base attack bonus +4, Two Weapon Fighting

Benefit: This feat can only be used against an opponent who is using a shield and who is within one size category of you. Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon (see the *Players Handbook*, Chapter 8). If your attack roll is successful, you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus. Your foe gains no AC benefits for her shield for this attack. You can not use this feat if you are fighting with only one weapon.

Source: Sword and Fist, Pg 8

Subdual Substitution [Metamagic]

You can modify a spell that uses energy to do damage to do subdual damage instead.

Prerequisites: Any other metamagic feat, 5 ranks in knowledge (arcana)

Benefit: Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a *subdual fireball*, spell works in the normal way but the *subdual fireball*, deals subdual damage instead of normal damage.

A subdual spell uses a spell slot of the spells normal level, modified by any other metamagic feats.

Source: Tome and Blood, Pg 42

Lesser Acid Orb

Evocation [Acid]

Prerequisites: Sor/Wiz1

Components: V,S

Casting Time: 1 action

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

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

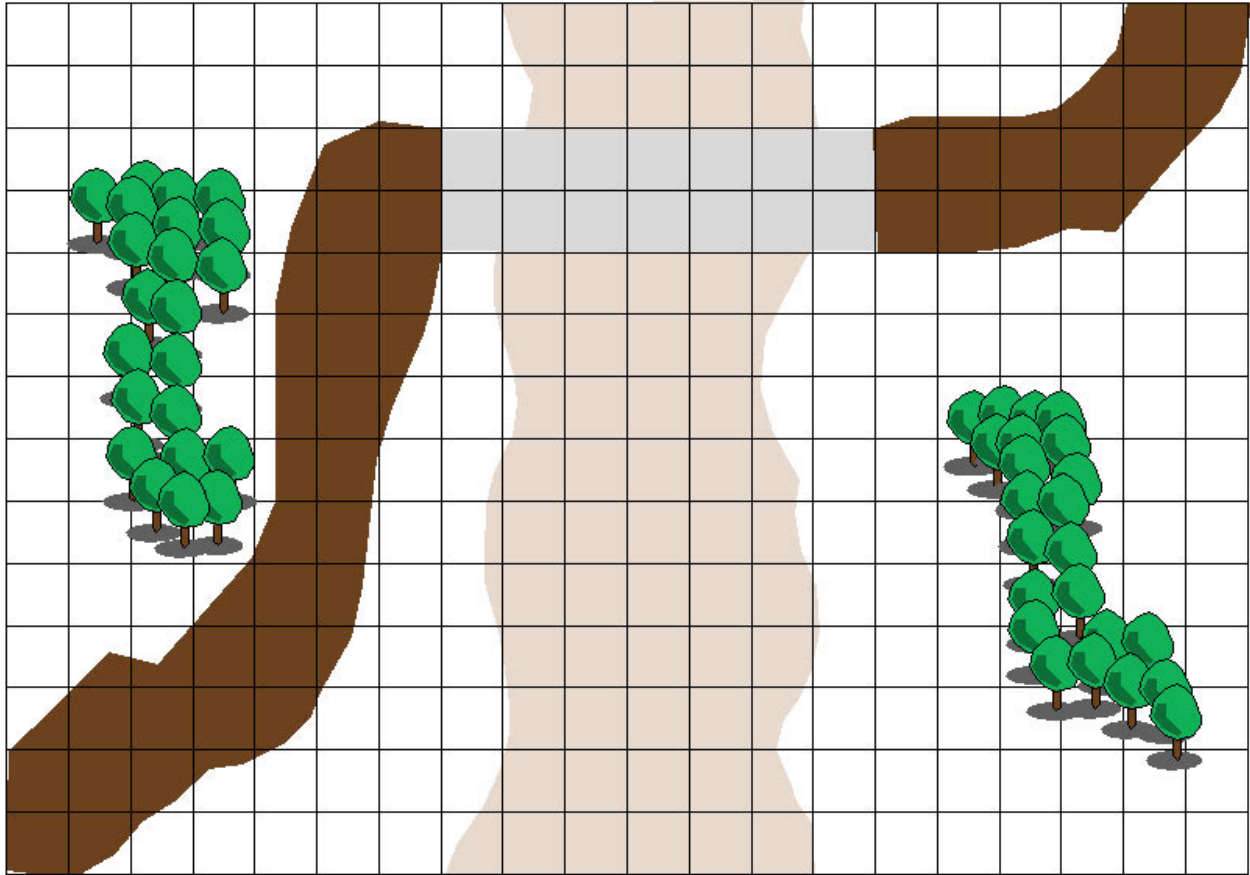
Spell Resistance: Yes

An Orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

DM Map

The Bridge



DM Map

Overview



Player Handout #1 – Overview map

