

NYR5-M02

Release the Dogs of War

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

Version 1.5

Round 1

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Against the background of a nation in the grips of civil war, a seeming paradox leads you to moment of birth a new power group in Nyronde. Just as the nation struggles with its identity and future, so do the factions within the labor room. This is an investigative scenario for fledgling heroes, written for APLs 2-6.

A direct sequel to the events of NYR5-S03 Swans of the Duntide. While it is not required to have played Swans of the Duntide prior to playing this scenario, characters that have already enjoyed the prequel will gain the greatest satisfaction from the events of this scenario.

Part 2 of the Swan Bore series (Part 1 is NYR5-S03 Swans of the Duntide).

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a one-round Regional Mini adventure, set in the region of Nyrond. Characters native to Nyrond 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

	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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Prior to Sewardt's return to Rel Mord in 595, a member of his entourage, named Flandrynt, was encouraging the breeding of fiendish lines of animals that could be useful in war. These included dogs and horses for use in Sewardt's army. One of these breeders was a halfling named Mertyun. While Mertyun's operation was shut down during Growfest, 595, other breeding operations were unaffected and have shifted into high gear in preparation for the presumed operational demands that will be placed upon the armies of the Nyrond Imperium; these are expected to grow within the upcoming years.

To this end, Flandrynt has supplied a number of breeders with assistance in the way of fiendish breeding stock and support with methods to control the animals using collars bearing arcane symbols. While the breeders are concentrated in the territories loyal to Sewardt, there are a few scattered in those provinces loyal to Lynwerd as well.

The breeders themselves are a mixed lot. Some have been recruited from long standing farms that have raised horses and dogs for generations, while others have entered into the line of work only recently. Many of them are working independently, while others are in communication, sharing various ideas about breeding lines and training for the outsider-tainted offspring of their new programs. While not a formal organization, they are on the verge of recognizing that there is something here that is bigger than

themselves, and conversations are starting to take place to seek Imperial recognition and rights for the group.

Those breeders who have been at their work for decades have a great deal of experience and knowledge to contribute to the effort. On the other hand, some of them have become somewhat fixed in their ways and may not have the flexibility to fully incorporate all of the implications of the new techniques and resources into their efforts. In contrast, the newer breeders bring synergistic skills and creativity to the fetal organization, as well as an open mind about the possible extensions of this new craft, albeit without the in-depth experience. One of these newer breeders has been extending the craft to include the breeding of celestial war-animals, while another has sought to determine how the system could be used to subvert the animals bred through the program. The latter could be useful in the event that the animals were to get out of control. There is a rumor that another has gone so far as to incorporate the same ideas into the breeding of goblinoids and monstrous humanoids.

For those breeders in the south and west, several have turned to Brantanner, a respected leatherworker near Swan Bore, to manufacture the collars. Following the demise of the Swans of the Duntide, Brantanner has realized that this line of work may be against the best interest of peace in Nyrond. She has therefore contacted the Heroes of Swan Bore, those who uncovered the cause of the swans' demise, with information that orders for other collars have been filled.

As a side plot to the above background, one of the breeders obtained a number of the Duntide Swans from the nesting site. These have since been sold to Flandrynt, whose wife has installed them as curiosities on the lawn. This means that there is at least the possibility that the remaining swans are in great enough quantity to reestablish the population at a future date.

Adventure Summary

Introduction: The PCs are asked to see Brantanner, as she has some information and some items for the party to examine.

Encounter One: A Word from Our Tanner The PCs meet with Brantanner, where they are presented with two work orders. One is a duplicate of Mertyun's order, which was described in NYR5-S03 Swans of the Duntide. The other is a similar order, yet the stamps are celestial in nature rather

than fiendish, and involve harness material for horses. If the party agrees to investigate, she will provide the names and locations of the two customers who have placed the orders.

Encounter Two: One of These Mares is Not Like the Others. The PCs investigate the celestial collar contact, where they find a successful breeding program for the breeding of celestial war-horse colts. The breeder has departed for an extended trip to Little Knob. The party also discovers signs that a number of the Swans of the Duntide have been caged here, having been obtained under the cover of the death of the swans at the fangs of Mertuun's fiend. They are no longer here.

Encounter Three: Vuja De! The PCs investigate the fiendish dog collar customer, where they find an unsuccessful program for the breeding of fiendish war dogs. The owner has left for an extended trip to Little Knob.

Encounter Four: Riders on the Storm. The party encounters a group of fiendish goblinoids near Little Knob. This is a combat encounter of EL (APL+2).

Encounter Five: Building Bridges. The party investigates Little Knob, where they find a meeting in progress between breeders from all over Nyronnd. Interacting with the various attendees, they discover that the breeders are there to discuss the formation of a professional guild and to petition Sewarndt for recognition and privileges. However, they are having difficulty due to the formation of various factions within the group regarding rank.

Encounter Six: Psst! Hey You! The party is approached by Corvus, seeking information about the breeders' meeting and what is taking place. Depending on the response and other factors, she asks the party to undermine the fledgling breeding organization before they can reconcile their differences by capturing key members and recovering instructional texts regarding the breeding techniques used.

Encounter Seven: Vuja De All Over Again. The party is approached by Praethond, an agent of Flandrynt, asking the party to undermine the breeders' organization in the interest of preventing a new political group from forming, in order to better dictate terms in the acquisition of the animals that are the product of the program. He asks that they capture, or kill if the party prefers, the key members of the organization and recover

instructional texts regarding breeding and training techniques for appropriate redistribution.

Encounter Eight: Safety In Numbers. This is a combat encounter EL (APL+3), with the key breeders and the associated animals that have been bred.

Conclusion: The Parties deliver prisoners and/or corpses to the agent of their choice, along with the books. They also have the opportunity to inform the merchant families of Swan Bore about the location of additional breeding swans near Swan Bore.

Preparation for Play

Maps have not been provided.

Little Knob and camp: Prepare or improvise a small town with a single large building (30x60) and no more than 5-8 houses. The camp should be near the main building and consists of 20-30 wagons drawn in a rough circle, approximately 120-150 feet in diameter. The temporary corral is adjacent.

Overland Nyronnd travel: Use the new online map that includes minor roads. Little Knob is too small to be included on the map, but is west of the town indicated on the road east from Arnford. The map is located at:

<http://www.nyronnd.org/turbine/page/gazetteer/geography.html#map>

This module shines with extensive role-playing, particularly with respect to interactions within the party about how to proceed after Encounter Seven. This often leads to the need for improvisation in response to plans concocted by the party. Be prepared for this eventuality.

The players will often feel frustrated about the lack of being able to identify clear motivations from Corvus and Praethond. This is intentional. There are sufficient clues offered in the precise language delivered by the agents for the party to decide to give the books to Corvus and thus obtain the small story reward. Be sure to give them sufficient opportunity, and encourage them, to discuss the matter in character.

Introduction

The mid-day noise of the main room in the Inn of the Black Feathers in Swan Bore surrounds you like a warm blanket, albeit one that has an inconvenient tear that lets in the chill on a cold

night. Perhaps this is your first journey to the famed trading city on the Duntide, or perhaps you've been here before, maybe to enjoy the Growfest festival now past. You or some of your companions that share your table may even be well known here.

This is an opportunity for the party to meet and greet. As the players introduce themselves, ask each to state whether they are Well Known in Swan Bore, charisma score, and languages spoken. The first two points will generally give the information to determine who Slandre will speak to. When they provide languages spoken, listen for Goblin, which will determine if they understand the communication between the fiendish goblins in Encounter Four.

The following block text is addressed to a single member of the party. The most appropriate recipient is, in order:

- One who has the AR characteristic "Well Known in Swan Bore" from NYR5-S03 Swans of the Duntide.
- The most charismatic
- A human
- Someone noticeably Oeridian
- A bard
- A cleric
- The luckiest (a die roll, if needed)

The sound of a bare foot on a wooden floor informs you that you have a visitor. If there is any doubt, the thought quickly vanishes in the childish, uncertain tones behind you. "Umm.. Hero, you are needed. Brantanner sent me to give you this message."

The wavering voice belongs to a young child, perhaps nine or ten years old. Her hair is matted, and the simple smock is encrusted with dirt. The grime on her bare arms tells you that she needs a bath, and her bare feet add that she could certainly use a common or two. Her outstretched hand holds a piece of finely tanned leather.

The girl is a street urchin named Slandre. Assuming the PC takes the leather, her hand remains outstretched, seeking a copper or two in return. She'll scurry away with her prize as soon as received.

Slandre: Female human (Oeridian) child, Com1.

The leather is finely cured, and contains a simple message, "I have more stamps. Please come see me." The note is signed Brantanner.

After reading, the party has the option of proceeding on to Encounter One. Any patron at the inn, or the innkeeper, Dryfyrd, can direct them to Brantanner's leatherworks. The PCs know the way themselves if they have played NYR5-S03 Swans of the Duntide. If party chooses to remain, Brantanner will find someone else and the adventure is at an end, proceed to the conclusion.

Dryfyrd: Male human (Oeridian) Com 3.

Encounter One: A Word from Our Tanner

The PCs meet with Brantanner, where they are presented with two work orders. One is a duplicate of Mertureun's order, which was described in NYR5-S03 Swans of the Duntide. The other is a similar order, yet the stamps are celestial in nature rather than fiendish, and involve harness material for horses. If the party agrees to investigate, she will provide the names and locations of the two customers who have placed the orders.

This encounter assumes that at least one of the party members has played NYR5-S03 Swans of the Duntide and has previously met Brantanner. If not, paraphrase the following text to accommodate the circumstances.

The shop of the leatherworker is set well away from the main portion of town. As you approach, it becomes clear why this is, as your olfactory senses are overcome with the stench of the tanning processes at work.

As you enter the shop, the tanner looks up from her work and cheerfully calls out, "Ah, Good! You're here. Slandre is quite reliable, I'm coming to think." Before you is a large woman who clearly reflects orcish blood somewhere in her ancestry.

"I just received two work orders that make me concerned. I'm hoping that you might look into these," She continues. Rummaging through her worktable for a few moments rewards the half-orc with the objects of her search, which she sets out where they can be viewed.

The objects are two sets of metal pieces. Each set has five pieces. "These stamps are used to emboss designs in leather. They

arrived separately along with two work orders yesterday. I've seen such objects before, and I don't like what I've been asked to do with them...it sounds too familiar.

"The first work order is to make leather collars embossed with these stamps with the red handles. The second is to make bridles for horses. Those are to be embossed with the stamps that have the silver handles."

If asked about the customers, she will provide names and locations for each customer. The orders both arrived yesterday, but came in different packages by messenger; the messengers were unknown to her, and she doesn't know where they are:

"These silver stamps and the work order for the bridles came from Equisita. She can be found at a ranch off the road leading east from Arnford called The Ursine Tripod. The red handled stamps and the order for the collar came from Canisard, who has a farm a bit farther east from there."

Regarding the familiarity of the work, she is referring to the events of NYR5-S03 Swans of the Duntide. If asked about this, she will confirm that this is the case, if the PC has played the prequel. If the player has not played it, she will explain that she has been asked to use such stamps before, and it didn't go well. The PCs need to know that these have been used before, but do not need details about the previous adventure.

As for the stamps themselves, they form two sets. The set with red handles is associated with binding evil outsiders, while the set with silver handles is associated with binding good outsiders. The symbols, in five different patterns for each set, are arcane in nature. A Knowledge (planes) check of DC 15 will show them as related to the respective outsiders, good or evil. She will not willingly give them to the PCs.

"I don't know about these. There can't be anything good about 'em, if you ask me. I don't know what to do, but something ain't right about 'em. Will you figure this out?"

Creatures: Brantanner is a half-orc and is quite proud of her craft. Rescued by adventures as a child from imminent death in the coils of a large snake in the Gnatmarsh, she was raised by foster parents in Swan Bore and is atypically refined for her race. She is talkative and ready to cite referrals to her work given any opportunity. During the conversation, she'll make steady

reference to goods that she has for sale. These statements are specific to various characters in the party, including holding belts out to try them for size, referring to pony tack or riding dog tack for gnomes or halflings, and otherwise customizing the conversation for the party at hand.

Brantanner: Female half-orc Exp 3; hp 18; see *Appendix Two*.

Development: If the party is willing to take on the job, they need the names and locations, as provided above. Make sure they have that, and then proceed on to Encounter Two (for the riding harness) or Encounter Three (for the collars). If they don't take the job, the adventure is over: proceed to the conclusion.

Encounter Two: One of These Mares is Not Like the Others

The PCs investigate the celestial collar contact, where they find a successful breeding program for the breeding of celestial war-horse colts. The breeder has departed for an extended trip to Little Knob. The party also discovers that a number of the Swans of the Duntide were caged here, having been obtained under the cover of the death of the swans at the fangs of Mertureun's fiend. The Swans are now gone.

The trip from Swan Bore to The Ursine Tripod is approximately sixty miles, or two and one-half days walking at 30 foot movement rate.

The trip south through the Duchy of Woodwych is relatively uneventful. South of the turn off to Adrean's Landing there are signs that the road has seen a tremendous amount of traffic within the past few months. The road itself here is narrower and is not maintained to the same degree to which you became accustomed. Debris, in the way of discarded packing material such as crates and barrels, broken weapons, straps, and buckles can be seen off to the side of the roadway. On more than one instance, you pass abandoned wagons with broken axles, victims of the combined forces of potholes and haste. In all, there is the suggestion that the road has seen the passage of a sizeable army.

Just before Arnford, you cross into the County of Brackenmoor. At Arnford, you obtain passage by ferry across the Duntide and into Korenfluss. Rolling plains stretch

before you, nearly treeless. The dark clouds above threaten rain; the accompanying humidity is oppressive.

The gate at the outskirts of the farm bears a signpost with the emblem of a bear standing on its head. This then, must be The Ursine Tripod, as mentioned by Brantanner. It is late afternoon upon arriving. The main buildings of the farm are one hundred yards distant, consisting of a large farmhouse, two large barns, outbuildings, and stables. A number of farm hands are at work with the animals and equipment; the farm appears to be a fairly new operation, but both prosperous and busy.

A Spot check of DC 20 will disclose the following:

Within one of the pasture areas are several young horse colts. Their light color flashes with a striking sheen in the afternoon sun, even at this distance. As one trots along the fence line, something startles it. In response, it jumps sidewise perhaps fifteen feet and then breaks into an extremely fast run away from the unseen, and perhaps imagined, danger.

The colts have been bred from a celestial horse mare that was already pregnant upon arrival. If it is not clear to the player, explain that the nature of the animal's movement is atypical, both in terms of the nature of the sidewise movement and the speed at which the animal ran. The colts are not intended as a combat encounter.

Celestial Colts (2): hp 19, 19; see *Appendix Two*.

Should the party seek to talk with Equisita or otherwise talk with the farm hands, they will speak with Gefule.

Gefule: Female human (Oeridian) Com1.

Gefule is a relatively non-descript individual with olive skin, brown hair, and about 30 years under her belt. She is not overly talkative except on the subject of birds. In general, she speaks in the shortest sentences possible.

The conversation itself is a freeform role-playing encounter, but should cover the following points to insure that the party is well informed:

- Equisita has gone to Little Knob, taking several prize mares with her, including the mare that threw the celestial colts.
- Directions to Little Knob, twenty-four miles to the east (eight hours at a 30 foot movement rate).

- Directions to Canisard's, if asked. It is six miles to the east (two hours at a 30 foot movement rate), in the direction of Little Knob
- Equisita is expected back from Little Knob in two days, weather allowing
- She knows nothing about Brantanner or the order for harnesses from her.
- There were several large swans here recently. Equisita brought them from Swan Bore about the time of Growfest. They have since been sold to a noble named Flandrynt in Rel Mord. His wife has installed them as curiosities in the garden of their estate.

Closer observation of the colts should not be a problem. Gefule will be happy to show them to the PCs, particularly if they mention that they saw one of the colts acting afraid. Doing so will trigger another Spot check (DC 15), as above, regarding agility and speed. Gefule will volunteer that they are certainly beautiful and spirited creatures.

The colts themselves have silvery coats. Knowledge (planes) check of DC 20 will disclose that they have some celestial component in their background. They are wearing leather harnesses bearing arcane symbols. On a Knowledge (arcana) check of DC 20 these will be recognized as being useful in binding good outsiders. Gefule does not realize that they are unusual, merely that they have been provided by Equisita with instructions to use them.

Development: The primary purpose of the encounter is to direct the party to Little Knob. Should the party seek to try anything else, such as releasing the colts, sneaking into the farmhouse, etc., allow any reasonable plans against a DC check of APL+14 vs. appropriate skills. Should the colts be released, they will run off at tremendous speed. If the house is investigated, they will find paperwork confirming the order to Brantanner and the conference in Little Knob. If approached in a martial manner, the commoners will be indignant, but primarily afraid, seeking to remain alive rather than confront a party of armed adventurers. It is not possible for the PCs to obtain these colts – either as mounts or as part of the treasure collected.

Encounter Three: Vuja De!

The PCs investigate the fiendish dog collar customer, where they find a successful program

for the breeding of fiendish war dogs. The owner has left for an extended trip to Little Knob.

Approaching Canisard's farm, the signpost bears an emblem of a dog with its front paws against the trunk of a tree. This must be the home of the well-established dog breeder that Brantanner told you about. It is twilight upon your arrival.

The main buildings of the farm are one hundred yards distant, consisting of a large farmhouse, outbuildings, and kennels. A number of farm hands are at work with the animals and equipment; the farm appears to be well maintained for an older facility, prosperous and busy.

The kennels themselves house only everyday dogs; there are no fiendish animals here.

Should the party seek to talk with Canisard or otherwise talk with the farm hands, they will speak with Torfus.

Torfus: Male human (Suel) Com1.

Torfus is a relatively non-descript individual with predominantly Suel features, blond hair, and about 40 years under his belt. He is not particularly talkative by nature.

This is another freeform role-playing session and needs to cover the following points:

- Canisard has gone to Little Knob, taking several dogs with him.
- There is a meeting tomorrow.
- Little Knob is eighteen miles to the east, a six hour trip at a 30 foot movement rate.
- If spoken with carefully or overtly harshly (Diplomacy check, DC 12 or Intimidate check, DC 12), Torfus will also mention that Canisard received a note just prior to his arrival, and that it left him in a foul mood. He hopes that whatever business Canisard has at this "meeting" will be successful, *"otherwise things is gonna be mighty unhappy 'bout these parts when he returns."*
- The farm raises several lines of dogs, including lap dogs, hunting dogs, and war dogs. These have been bred at the site for generations. He will begrudgingly show the PCs the Kennels.
- If asked about the dogs that Canisard has taken with him, he will volunteer that they are

vicious animals that recently arrived, and that he hates working with them. He will show scars on his forearm where the dogs attacked him once in the past. They have been on the farm for several months, but Canisard has been unable to breed them with his existing stock to date.

- If asked about staying at the farm, he will not permit this, but will refer them to a campsite nearby that is sometimes used by travelers.

Development: The primary purpose of the encounter is to direct the party to Little Knob. Should the party seek to try anything else, such as releasing the dogs, sneaking into the farmhouse, etc., allow any reasonable plans against a DC check of APL+14 vs. appropriate skills. If the house is investigated, the only location of any interest will be Canisard's study, and the desk it contains. Feel free to use a random house design for the map.

Trap: The only encounter within the farmhouse is the trap located on the main desk drawer. The trap is a simple poisoned needle, set to poison anyone attempting to open the apparently unlocked drawer. In reality, the drawer is locked with a simple key currently in Canisard's possession.

APL 2 (EL 3)

Poisoned Needle Trap: mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 20); Atk +12 melee (1 plus poison, needle); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. Market Price: 3,600 gp.

APL 4 (EL 5)

Poisoned Needle Trap: mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 23); Atk +14 melee (1d2 plus poison, needle); poison (Enhanced large monstrous scorpion venom, DC 17 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 22; Disable Device DC 19. Market Price: 3,600 gp.

APL 6 (EL 7)

Poisoned Needle Trap: mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 25); Atk +16 melee (1d4 plus poison, needle); poison (Enhanced large monstrous scorpion venom, DC 19 Fortitude save resists, 1d8 Con/1d8

Con); Search DC 25; Disable Device DC 23. Market Price: 3,600 gp.

Once the party has opened the drawer, they will find paperwork confirming the order to Brantanner and the conference in Little Knob. They will also find correspondence with Worjjus that discusses arrangements for the meeting, and the need to “keep the guild’s leadership within the family.” The communication with Worjjus will ask about “the little monsters” and that he hopes to make use of Worjjus’s success with wolves.

Outside the information in the farmhouse, there are only commoners working the farm and kennels. If approached in a martial manner, the commoners will be indignant, but primarily afraid, seeking to remain alive rather than confront a party of armed adventurers.

Encounter Four: Riders on the Storm

This encounter will take place after either or both of Encounters Two and/or Three, depending on the party’s choice of actions, while on the way to Little Knob. The party at this point will have spent several nights on the road, and find themselves between towns on the way to Little Knob.

Upon setting, or using a prior defined, watch and nighttime routine, determine which watch will be on guard when the encounter is triggered, at approximately 4am at APL4 and APL6, or at 5am for APL2. Note that sleeping in medium or heavy armor may result in fatigue (*Player’s Handbook*, p. 122).

The encounter is with a party of fiendish goblins and either wolves or worgs, depending on the APL. The encounter is slightly rolling plains. Determine something that is appropriate and includes at least a few areas of cover or rough going to provide interest.

The encounter itself may prove somewhat frustrating, and time intensive. If prior events have taken longer than anticipated to reach this point, feel free to accelerate the schedule of the final charge, and/or permit the goblins to retreat if faced with an impossible victory. Likewise, at APL2, start the first attack at 5am to shorten the encounter.

Creatures:

APL 2 (EL 4)

Fiendish Goblin Wolf Riders (3): hp 7, 7, 7; see *Appendix One*.

Fiendish Wolves (3): hp 16, 16, 16; see *Appendix One*.

APL 4 (EL 6)

Fiendish Goblin Worg Riders (3) War2/Rog1: hp 19, 19, 19; see *Appendix One*.

Worgs (3): hp 35, 35, 35; see *Monster Manual* page 257.

APL 6 (EL 8)

Fiendish Goblin Worg Riders (3) War2/Rog1: hp 19, 19, 19; *Appendix One*.

Advanced Large Worgs (3): hp 74, 74, 74; see *Appendix One*.

Tactics: The goblins are without spellcasters and are on their way to the convention at Little Knob. Their general attacking pattern is to make use of hit and run tactics, taking advantage of the dark, cloudy night. They will attack by archery from the maximum range that can be achieved at –4 to the attack roll given their Darkvision and the light of any campfire. This is 150-180 feet if there is a campfire or other light in the area of their targets. They will concentrate fire on the PCs on watch, firing for three rounds or until a watch member is felled. If unsuccessful after three rounds, they will retreat using the 50-foot speed of their mounts, returning hourly to repeat until 7am.

If, at any point, they have knocked out the watch, they will attack by charge (see below for tactics on charge). They will also charge after the 7am arrow barrage if they have not done so before.

The goblins will continue hit and run tactics during the charge as well. The charge will consist of mounted archery as they close, followed by melee against what is presumed to be weakened or unaware opponents. The goblins charge aboard wolves or worgs, using spears. The goblin riders are familiar with the capability of their mounts. They will seek to follow the wolf bite and trip attacks with feints to bypass dexterity. A successful feint will provide sneak attack damage at APL4 and APL6. They will use mounted combat to prevent attacks on the wolves or worgs.

The goblins are reasonably intelligent and will use coordinated attacks vs. a downed or isolated opponent. If an opponent is tripped, the rider will call, in goblin, for partners to attack the downed opponent. If no opponent is downed on the initial charge, they will retreat, and charge again from

the darkness following an additional round of arrow fire.

The goblins are seeking to isolate opponents. If the party pursues in a manner that isolates a combatant, either by running ahead during the initial phases, or seeking to pursue a retreat, use the opportunity to attack in mass against the presented target.

Treasure:

APL 2: Loot – 14 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 265 gp, Coin – 0 gp, Magic – 0 gp.

APL 6: Loot – 265 gp, Coin – 0 gp, Magic – 0 gp.

Development: Surviving the night, the party will need to proceed on to Little Knob without delay in order to engage in the events of Encounters Five through Eight. This time pressure has been clued by information about the schedule during Encounters Two and Three.

If the encounter involved three or more separate skirmishes then characters have the possibility of being fatigued. All PCs who were not on watch during the entire encounter must succeed at a Fortitude saving throw (DC 12) to avoid Fatigue.

The party may seek to avoid additional attacks by relocating the camp, pressing on to Little Knob, or similar tactics. These are reasonable responses to the conditions of the attack. In this event, improvise the continued attack, making reasonable decisions about the goblin's attacks, but continue to press the attack. If they move on through the night, use forced march conditions as appropriate.

There may be some suspicion that Torfus lead them into a trap, as he recommended the camp location. Torfus had nothing to do with the camp, and the camp is, indeed, regularly used by travelers.

Should a goblin be captured and interrogated, it can be determined that they are on the way to Little Knob at the request of "the all-father, Worijus."

Encounter Five: Building Bridges

Little Knob is appropriately named. This small settlement is set upon a low hill just off the road. The track that leads off of the road to approach the town is merely a pair of wheel

ruts separated by a strip of green grass and weeds. The day's rain has left the small street resembling more of a muddy stream than a proper road.

The predominant building is clearly a small public structure of some sort, whether an inn, tavern, temple, or meeting hall is unclear. Perhaps it serves as all of the above. However, the activity surrounding it seems out of place for such a small thorp. A temporary corral has been set up with at least thirty horses contained within, while fully a dozen wagons surround a small encampment of tents, cooking fires, and cages.

The smell of the cooking fires wafting over you is a note of civilization after the lingering odor of humid dampness that has been predominant for the past several days. More rain appears likely this evening.

Within the circular formation of wagons, several figures move from cage to cage, pausing to look at the creatures within. One extends a stick through the bars. This results in a growl, a sharp snap, and high-pitched nervous laughter as the man withdraws a much shorter stick.

Elsewhere, a young lad moves from cage to cage, slinging slabs of meat through the bars from a safe distance, while staring in awe at what takes place in response.

A ringing bell calls the figures to the building, laughing and talking in small groups as they go. They pass through the doorway, which remains invitingly open in their wake.

A Sense Motive check of DC 15 reveals something about the nature of the interaction between the figures. The figures were usually in small groups, and there was some movement and interaction between the groups. However, the groups were divided into two distinct cliques, across which there was no movement or communication.

If the party has a goblin captive, they may seek to turn him over to authorities. The town itself is small, without a central authority. If pressed, a family leader, Mardren, will take responsibility, but the goblin(s) will quickly escape in that case.

Mardren: Male human (Oeridian) Com1.

If the party chooses to investigate the encampment, there are several grooms and other animal handlers left behind. These folks will be

happy to show the animals that are in the cages. Many of the animals show telltale signs of fiendish blood, which PCs who played NYR5-S03 Swans of the Duntide should be able to recognize. Feel free to elaborate on the diversity of the animals found here. There are certainly dogs, wolves, and horses. A celestial mare is in the corral, and will be known as such if the PCs have learned of the celestial colts at Equisita's ranch, else it will be recognized on a Knowledge (planes) check of DC 15.

Some of the breeders have set out placards with ranch emblems, including Equisita's Ursine Tripod and Canisard's Dog and Tree.

If the party seeks to investigate what is taking place within the building, this can be done either by entering the building or merely listening from outside. There is no guard posted and there will be no objection to their entry; it will be assumed that they are part of the meeting unless they do something to indicate otherwise.

Within the building, the meeting is amongst breeders who are seeking to form a guild – one that could obtain recognition from Sewarndt, along with concessions regarding rights and monopoly status in the breeding of certain types of animals, such as those including outsider blood. The meeting is at an impasse over the subject of internal organizational structure.

The meeting within is amongst a group of breeders who are seeking to form a professional guild. There is a substantial amount of disagreement about the form that the guild will take, particularly with reference to stature and prestige. A faction of more experienced breeders, under the leadership of an individual named Canisard, seek a structure in which they will have a permanently elevated status as senior members.

The opposing faction, appropriately represented by their young leader, Equisita, seeks an equal status, or at least the opportunity to reach the elevated status via apprenticeship.

There is a regular reference to the benefits that will be derived from all, in the way of better prices that they will obtain from Rel Mord, the Emperor's coffers, and from Flandrynt.

In addition to the faction leaders, speakers throughout the room contribute to the conversation. As food and drinks are

distributed, one of the servers adds a joking comment at the expense of a breeder who left the proceedings, "If Worjjus had been any angrier when he left, his bellowing would have awoken Tharizdun!" The joke is greeted by laughter from many of those present, and serves to lubricate the conversation for a few minutes.

This conversation can be paraphrased or role-played at the judge's option, and based upon the time available. Make sure to indicate that it is not merely between the two representatives, but also includes input from the other breeders and even obvious observers, such as staff serving drinks and refreshments.

Note that there may be a tendency on the part of the PCs to place the factionalism along Celestial vs. Infernal lines. This is not the case. The factionalism is along lines of prestige and stature, and none of the breeders involved is of good alignment. The misunderstanding is natural, and should be neither discouraged, nor encouraged; make a point of using language associated with stature rather than the outsiders being bred. If anything, the misunderstanding may lead to a focus about how the party should proceed.

In particular, the well-established breeders, coming from families that have bred animals for generations, seek to have an elevated status within the organization. They are represented by Canisard.

Those that are relatively new to breeding seek a structure of equality, or at least one that insures mobility, such as an apprenticeship. They are represented by Equisita.

If the party asks about Worjjus, they will learn nothing further than that he stormed out that morning in anger over the impasse and has not returned. In truth, he has gone looking for his missing goblins and cannot be tracked (Trackless Step).

The PCs may seek to listen only or influence the conversation itself. If they seek to influence the conversation via Diplomacy, they may improve their view by the two groups from what is currently an Unfriendly attitude, per *Player's Handbook*, p. 72. Provide reasonable circumstance bonuses for good suggestions, arguments, etc, up to a maximum of +10 in +2 increments. Under no condition can the PCs influence the conversation to the point of provoking hostility between the representatives.

Should the PCs attempt diplomacy, use additional Diplomacy checks to see if the attitudes of Canisard or Equisita have changed with respect to the PCs, as this will be important in Encounter Eight. The two NPCs start by viewing the PCs with suspicion, an Unfriendly attitude. The PCs can gain a +10 circumstance bonus on their checks with the two leaders if they originally steered the conversation to improve the relations between the two leaders.

Development: After about an hour of conversation (with or without the PCs), there will be an extended meal break, with a further, and final, meeting to take place after. Proceed to Encounter Six. If the PCs have changed the attitudes of Canisard and Equisita toward each other or toward the PCs, record this for use during Encounter Eight.

Breeders (30): mixed gender and race; Exp3; hp 13.

Encounter Six: Psst! Hey You!

Following the party's observations and/or interactions with the breeders in Encounter Five, a slightly built half-elf female approaches them at a discrete moment.

As you catch a quick break between conversations, a slightly built half-elf woman approaches you, "My name is Corvus. Quite a scene in there isn't it?" she begins. "I stopped in this morning to get out of the rain, and have listened in a bit on this meeting. I've caught the gist about what those breeders are up to, and I don't like it one bit. What do you think of all this?"

Corvus: Female half-elf Rog11.

Corvus is friendly, confidant, and seeking information. At the same time, she is checking to see if the party can be trusted to carry out an assignment for her. She is aware of the breeder's activity with incorporating outsider breeding stock, as well as the actions being taken to form a breeding guild.

She has also been watching the actions of the party, and has a sense of their capabilities. This conversation is to confirm that the party does not agree with the goal of the breeders to breed fiendish stock. If the party does not volunteer the information, she will ask open questions seeking to get them to commit to a statement of opinion.

Upon receiving such an indication, she will continue:

"Well, I think there is something that you can do about this that will help us all. Certainly, we have enough vicious creatures running around without these breeders looking to add to the problem."

"It seems to me that Canisard and Equisita are two of the more vocal members of this little group. If you should capture them, and secure any instructional texts on how they have been going about this, I will get them into the hands of those who seek to do good for Nyrond."

Corvus is an independent agent. She will not disclose to whom she will bring the prisoners and materials. She will provide manacles and saps if the party wants them. She will not provide a reward, bounty, or similar recompense, and will view a request for such as self-serving and suspicious. It should be clear to the party that they did not reference any instructional texts in their description of events.

If the party will not commit to a statement about their response to the breeders, she will not make the offer, ending the conversation merely:

"Well, I certainly hope this works out well in the end."

If the party agrees to take on the capture, she will instruct the party to take them out of town, and she will find them to take the transfer.

Encounter Seven: Vuja De All Over Again

Shortly after the conversation with Corvus, yet another stranger seeking to talk about the breeders will approach the party. This is Praethond, an Oeridian male. He speaks with a deep growling voice and rubs his neck often, in some discomfort. Producing his opening gambit, he begins:

With hardly enough time to digest what Corvus has said, you are soon approached by another stranger, this time an Oeridian male with a facial tic. In a deep but low voice he says, "Hmmm. Looks like a motley group in there. What are they all doing here?"

As with Corvus, he is seeking information, but also trying to establish where the PCs stand on the issue. He is a minor agent working for Flandrynt,

with the goal of undermining the breeder's attempt at organization.

Praethond: Male human (Oeridian) Brd5; hp25; see *Appendix Two*.

Should the PCs respond with a negative response to the breeders, as well as a general description of what's going on regarding the efforts to organize the guild, he will volunteer:

"Well, you gotta give 'em credit for trying to work out a way to help themselves. I mean, everyone should try to do that, right? Here's the thing, though: I don't think that what they're doing is in the interest of Nyrond right now, ya know? I mean, have you seen those animals that they've got here." He waves toward the cages in the encampment.

If the party shows any sign of agreeing, even if just being polite, he will make the further offer:

"I think you could stop 'em. You folks look pretty capable. If you'll stop Canisard and Equisita, and bring me their books, I'll pay you a handsome price. One hundred gold nobles, say?"

Again, it should be clear to the party that they have not provided information about the books. If the party asks what he would do with the books, he explains:

"I think the best place for them would be in the trusted hands of the University, in Rel Mord. They're knowledgeable about this stuff, and won't let it get into meddling hands."

If the party either doesn't agree, or declines the offer, he'll conclude with:

"Well, I hope someone stops 'em."

If the party agrees to take on the job, he'll instruct them to bring the captives or their heads, he doesn't care which, along with the books, to him at a large easily visible tree a couple of miles west of town.

Development: Praethond is not present as a combat encounter, but given his role as an agent of Flandrynt, and therefore of Sewarndt, it is possible that the PCs will treat him as such. A full stat block is provided in *Appendix Two*. In the event that the PCs defeat him in combat, there is no XP or treasure reward for the encounter.

Encounter Eight: Safety in Numbers

After the role-playing encounters with Corvus and Praethond, there will likely be some discussion about a course of action. While the motives of the agents will not be fully known, they can be deduced from the nature of the requests, at least to some degree. The party may choose to attempt to persuade the Breeders to give up the material, warn them, take the material by theft or violence, or leave altogether. In addition, the actions of the party in Encounter Five may have provided some additional unity to the Breeders that can influence the encounter.

If the party attempts to steal the books from the camp, a reasonable plan should be adjudicated using skill checks against DC based on the skills of the NPCs. Also recall that the animals around the camps have scent. A likely plan would involve a distraction, move silently, hide, and search. If failure results in discovery, this will trigger the encounter. If successful, the party will have the books, but will not receive experience or treasure reward that may be derived from the encounter.

Based upon the PCs action, this encounter can take place during the meal break, after the final meeting session (which will be closed to outsiders and will not change the relationship between Canisard and Equisita), or once the breeders get back on the road in the morning. If the encounter takes place during the evening, a storm will be in the making, and this will result in Equisita being able to make use of *call lightning* to a greater degree.

This encounter can be successfully resolved completely through Diplomacy if the PCs wish to pursue this route, but they will not obtain the treasure for the encounter. The NPC's initial attitude is Unfriendly unless this has been modified in Encounter Five.

If the party attempts to warn the breeders about the agents, this may modify the NPCs' attitude if it is done honestly (or such that Sense Motive does not disclose a lie). Improvement is treated as a Diplomacy check, and may modify either or both NPCs' attitude toward the party. If warning the breeders prior to persuading them to give up the material, the two checks can be used in sequence to achieve a diplomatic solution.

If the party attempts to persuade the breeders to give up the material, this is also a Diplomacy check to change both NPCs' attitude to Helpful (*Player's Handbook* p. 72).

If the party is able to achieve a Helpful attitude in response from both NPCs, the NPCs will view the situation as a near fatal disaster, and that they have been saved by the party. They will turn over the material as persuaded, which the party can then do with as they choose. Read or paraphrase the following:

Both Canisard and Equisita are shocked at the attention that their actions have drawn from various quarters. Understanding that they have uncovered forces that they cannot deal with on their own, they accept your assistance, and readily turn over the materials as requested.

If the party is able to achieve a Friendly attitude in response from both NPCs, they appreciate the advice, but are not willing to give up the material. Read or paraphrase the following:

The breeders are happy to have your friendly advice, but will manage their own affairs. While you have made friends with the breeders, this is insufficient for them to give up their hard work in the matter.

Of course, thereafter attacking the friendly breeders should be viewed as an evil act. If the PCs discuss the possibility of attacking the friendly breeders, warn them that this will constitute an evil act. Should they persist, record the evil tendency on the PCs' ARs and notify the Triad.

Attitudes of Indifferent or Unfriendly will be resolved by the actions of the PCs, while an attitude of Hostile will result in immediate attack precipitated by the NPCs.

Should combat result in this encounter, the nature of the battle will depend upon the relationship between the two breeders. If their attitudes toward each other have been positively modified by the actions of the PCs in Encounter Five, they immediately assist each other if combat takes place. In this event, the combat is a difficult combat against both breeders and all animals from the beginning.

Otherwise, if the party attacks one of the breeders, the other will not lend immediate aid. The second breeder with associated animal(s) waits three rounds to assist after the initial combat is joined. This has the effect of isolating the

breeders, where they can be defeated (or at least, heavily damaged first) in detail.

Creatures:

APL 2 (EL 3 and EL3) or (EL5)

Canisard: Male human Rgr2; hp 15; see *Appendix One*.

Fiendish Dog (1): hp: 18; see *Appendix One*.

Equisita: Female human Drd 3; hp 23; see *Appendix One*.

Red Thunder, Horse: hp: 38; see *Appendix One*.

APL 4 (EL 5 and EL5) or (EL7)

Canisard: Male human Rgr2/Ftr2; hp 33; see *Appendix One*.

Fiendish Dogs (2): hp: 18 ea; see *Appendix One*.

Equisita: Female human Drd 5; hp 38; see *Appendix One*.

Red Thunder, Horse: hp: 38; see *Appendix One*.

APL 6 (EL 7 and EL7) or (EL9)

Canisard: Male human Rgr2/Ftr2/Rog2; hp 45; see *Appendix One*.

Fiendish Dogs (4): hp: 18 ea; see *Appendix One*.

Equisita: Female human Drd 7; hp 38; see *Appendix One*.

Red Thunder, Horse: hp: 52; see *Appendix One*.

Tactics: Combat can start against Canisard and the Dogs, or against Equisita and Red Thunder, or against the combined group. If the combat starts against only one of the breeders with animals, the other will join the combat after three rounds. If the PCs have decided to attack them on the road the next day, they can organize the encounter such that the two breeders can be encountered separately. If the encounter takes place during the evening in Little Knob, the storm will be active, and Equisita will be able to make better use of *call lightning* at APL6.

Development: When the encounter is over, the party may be in a position to obtain the instructional texts from the breeders' tents. If so, they need to decide what to do with them before proceeding to the conclusion.

Treasure:

APL 2: Loot – 135 gp, Coin – 20 gp, cloak of resistance +1 (150 gp), potion of Cure Moderate Wounds (x2) (45 gp each), potion of Protection from Arrows (45 gp), potion of Cat's Grace (45 gp), wand of Cure Light Wounds (10 charges) (22 gp).

APL 4: Loot – 124 gp, Coin – 20 gp, +1 chain shirt (210 gp), cloak of resistance +1 (150 gp), +1 hide armor (198 gp), potion of Cure Moderate Wounds (x2) (45 gp each), potion of Protection from Arrows (45 gp), potion of Cat's Grace (45 gp), wand of Cure Light Wounds (10 charges) (22 gp).

APL 6: Loot – 63 gp, Coin – 20 gp, +1 chain shirt (210 gp), cloak of resistance +1 (150 gp), +1 hide armor (198 gp), potion of Cure Moderate Wounds (x2) (45 gp each), potion of Protection from Arrows (45 gp), potion of Cat's Grace (45 gp), +1 scimitar (346 gp), wand of Cure Light Wounds (10 charges) (22 gp), +1 whip (345 gp).

Conclusion

Read the appropriate paragraphs below. Several may apply, depending on the actions of the party.

The Party's Response to Brantanner's Request for Help:

If the party never went to see Brantanner, then read the following.

After the inconsiderate interruption of the young girl, you finish your lunch and enjoy the Inn's noontime entertainment of a small singing troupe before continuing on with your life of adventure at another time, in another place.

If the party visits Brantanner, but doesn't take on the mission, then read the following.

Hunting down an artisan's worries didn't seem to appeal to you. Not heroic enough, or didn't seem rewarding enough? Maybe you just don't like half-orcs. Whatever the reason, that job wasn't for you. Certainly the stories that you start to hear over the next few weeks, about seemingly normal animals: dogs, horses, ponies and such, possessing odd powers and vicious tempers, surely those had nothing to do with this.

If the party takes on the assignment from Brantanner, regardless of the outcome, or indeed whether or not they follow through with it:

Brantanner's words on departure from her stick with you in the upcoming days: "I may not have done right in the past, but only the insane try the same things and expect a different result. At least this time I tried to help."

The Party's Interaction with the Breeders

If the party defeats the breeders (killed or captured), read the next paragraph and one of the two that follow as appropriate.

The opportunity for friendship with these animal breeders is past, and throughout Nyrond you are now known as a Breeder Guild Destroyer. While the fledgling guild is certainly set back by the events of the day, it is not clear if this means an end to their efforts to breed Outsider animals, or merely a detour.

Additionally, if the breeders fought together:

The fight itself was tough. By fighting together, despite their differences, your opponents showed that there is strength in numbers.

Or, if the breeders did not support each other until it was too late:

If the breeders had supported each other, despite their differences, perhaps they may have put up a tougher resistance and saved their small organization instead of fighting amongst themselves.

If the party befriends the breeders:

For your actions in befriending the breeders, you are now known as a Breeder Guild Protector. While their motives may be questionable, there may be some benefit to be derived from their actions.

Disposition of the Books

If the party gives the books to Corvus:

Corvus is pleased to receive the books. Glancing quickly through them, she announces, "They had higher aspirations than I thought. It is good that you stopped them

when you did. I will put in a good word for you with the King and his gray friend when I deliver these. You have done well." She secures the materials carefully before fading into the night and away into the trees.

If the party gives the books to Praethond:

Praethond greets you quickly. "You got it, huh? Good work. Here's your reward, and I'll be sure to mention that you can be counted on." He secures the materials before grinning once and then walks purposefully away, into the night, and out of sight.

If the party seeks to give the books to someone else of authority or to Brantanner, they will have to travel toward that destination. If so:

You safely deliver the books and spend the evening relaxing. It's actually somewhat of a relief to be rid of them after all. However, with the morning comes the news that the books remained safe for only a short period. Sometime during the night they seem to have vanished without a trace.

If the party keeps the books:

You kept the books for motives known only to yourself and your compatriots. Maybe you didn't know whom you could trust. Perhaps you sought to make use of the information yourself. Profit might be a motive for your actions as well. Regardless, after several days of peace and quiet, you return from a short errand to find them gone from their resting place. A thorough search gleans no clues as to their disappearance.

If the books stay with the Breeders:

The Breeders library is intact and will serve as a source of innovation in the future, most assuredly. Whether this will bring hardship or horror to war-torn Nyrond will remain to be discovered.

If the party destroys the books (paraphrase if they don't burn them):

The wisps of smoke curl into the damp air as the books burn in the fire. Your choice to destroy the books was due to reasons known only to you and your party. Perhaps you didn't know who to trust. While it is certain that the books could be used for weal, perhaps someone could have made use of them to stop the fiendish beasts that are growing in number. As the smoke dissipates, you are

keenly aware that such an opportunity has vanished as well.

Treasure:

APL 2: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

APL 4: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

APL 6: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

The End

Experience Point Summary

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

Encounter Three

Remove or bypass the trap on Canisard's desk drawer:

APL2 45 xp; APL4 75 xp; APL6 105 xp

Encounter Four

Defeat Goblins or Survive the Night:

APL2 60 xp; APL4 90 xp; APL6 120 xp

Encounter Eight

Defeat Canisard and Equisita by force or Diplomacy:

APL2 75 xp; APL4 105 xp; APL6 135 xp

Story Award

Deliver the books to Corvus:

APL2 22 xp; APL4 34 xp; APL6 45 xp

Assist in the formation of the Breeders' Guild (penalty):

APL2 -30 xp; APL4 -45 xp; APL6 -60 xp

Discretionary roleplaying award

APL2 23 xp; APL4 34 xp; APL6 45 xp

Total possible experience:

APL2 225 xp; APL4 338 xp; APL6 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description,

giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 2: L: 14 gp; C: 0 gp; M: 0 gp

APL 4: L: 265 gp; C: 0 gp; M: 0 gp

APL 6: L: 265 gp; C: 0 gp; M: 0 gp

Encounter Eight:

APL 2: L: 135 gp; C: 20 gp; M: 352 gp

APL 4: L: 124 gp; C: 20 gp; M: 760 gp

APL 6: L: 63 gp; C: 20 gp; M: 1451 gp

Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL A: L: 149 gp; C: 120 gp; M: 352 gp -
Total: 621 gp

APL B: L: 389 gp; C: 120 gp; M: 760 gp -
Total: 1269 gp

APL C: L: 328 gp; C: 120 gp; M: 1451 gp -
Total: 1899 gp

Items for the Adventure Record

Favor of Corvus: For assisting Corvus in the recovery of materials and treatises associated with rearing animals bred with Outsider creatures, you have gained the favor of Corvus. While the nature of this benefit is not immediately apparent, friends in high places are always useful, particularly if those friends stay in high places.

Favor of Flandrynt: For your role in the recovery of materials and treatises associated with rearing animals bred with Outsider creatures, you have gained the favor of Flandrynt, a Nyronese noble. The nature of this favor will not be certain until the current political turmoil is brought to an end.

Breeders' Guild Destroyer: For your role in the repression of the fledgling Breeders' Guild, you have gained the reputation of Breeders' Guild Destroyer. This reputation results in a -2 circumstance penalty to any interactions with members of the Breeders' Guild.

Breeders' Guild Protector: For your role in the successful formation of the fledgling Breeders' Guild you have gained the reputation of Breeders' Guild Protector. This reputation results in a +2 circumstance bonus to any interaction with members of the Breeders' Guild.

Favor of Brantanner: For accepting and completing the commission from Brantanner to investigate the Arcane Marked Collars, you have gained the favor of Brantanner, a skilled leather worker in Swan Bore.

Appendix One - Combat Encounters

APL 2

Encounter 4: Riders on the Storm

Fiendish Goblin Wolf Riders (3): CR 1/3; Small Humanoid (goblinoid); HD 1d8+1; hp 7; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +1 melee (1d6/x3 spear) or +2 ranged (1d4/x3 shortbow); Full Atk as attack; Space/Reach 5ft./5ft.; SA smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Mounted Combat.

Possessions: leather armor, light wooden shield, shortbow w/20 arrows, spear

Smite Good (Su): Once per day, the fiendish goblin can make a normal melee attack to deal an extra damage of 1 against a good foe.

Fiendish Wolves (3): CR 1; Medium Magical Beast; HD 2d8+4; hp 16; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6 +1 bite); Full Attack as Attack; Space/Reach 5ft./5ft.; SA trip attack, smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 6, low light vision, scent; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+4 to track via scent); Track, Weapon Focus (bite)

Trip (Ex): A fiendish wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish wolf.

Smite Good (Su): Once per day, the fiendish wolf can make a normal melee attack to deal an extra damage of 2 against a good foe.

Encounter 8: Safety in Numbers

Canisard: Male Human (Oeridian) Rgr2; CR2; medium humanoid (human); HD 2d8+4; hp 15; Init +2; Spd 30; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; Base Atk +2; Grp +4; Atk +5 (1d3+2 (non-lethal) masterwork whip) or

+4 ranged (1d6+2 javelin); Full Atk +3 (1d3+2 (non-lethal) masterwork whip) and +3 (1d6+1/x3 masterwork hand axe) or +4 ranged (1d6+2 javelin); Space/Reach 5ft/15ft (w/whip); SA +2 damage vs. favored enemy Animal; SQ wild empathy; AL NE; SV Fort +5, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: (40/3) Hide +7, Handle Animal +4, Knowledge (nature) +7, Listen +6, Move Silently +7, Profession (animal breeder) +6, Survival +6, Spot +6; Combat Reflexes, Exotic Weapon Proficiency (whip), Two-Weapon Fighting

Possessions: Chain shirt, masterwork whip, masterwork hand axe, longsword, 3 javelins, wand of Cure Light Wounds (10 charges), potion of Protection from Arrows 10/magic, potion of Cat's Grace, 100 gp.

Fiendish Dog (1): CR 1; Medium Magical Beast; HD 2d8+4; hp 18; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Full Atk +3 melee (1d6+3 bite); Space/Reach 5ft./5ft.; SA trip attack, smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 7, low light vision, scent; AL LE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Smite Good (Su): Once per day, the fiendish dog can make a normal melee attack to deal an extra damage of 2 against a good foe.

Equisita: Female Human (Oeridian/Flan) Drd3; CR3; medium humanoid (human); HD 3d8+6; hp 23; Init +2; Spd 20; AC 17 (+2 Dex, +3 Hide Armor, +2 Heavy Wooden Shield), touch 12, flat-footed 15; Base Atk +2; Grp +2; Atk +3 (1d6/18-20 masterwork scimitar) or +5 ranged (1d4 masterwork sling); Full Atk as attack; Space/Reach 5ft/5ft; SA nil; SQ wild empathy, nature sense, woodland stride, trackless step;

AL CN; SV Fort +6, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 11.

Skills and Feats: (36/3) Concentration +8, Handle Animal +8, Knowledge (nature) +7, Knowledge (planes) +6, Spellcraft +7, Survival +8; Skill Focus (handle animal), Skill Focus (knowledge planes)

Possessions: Hide Armor, heavy wooden shield, masterwork scimitar, masterwork sling, +1 *cloak of resistance*, *potion of Cure Moderate Wounds* (x2)

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*Flare*, *Guidance*, *Resistance*, *Virtue*]; 1st—[*Cure Light Wounds*, *Entanglement*, *Obscuring Mist*]; 2nd—[*Barkskin*, *Heat Metal*].

Red Thunder: Horse, Heavy; CR: 1; large animal; HD 5d8+10; hp 38; Init +2; Spd 50; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +3; Grp +10; Atk +0 melee (1d6+1 hoof); full attack +0/+0 (1d6+1 hooves); space/reach: 10ft/5ft5; SA nil; SQ: evasion, link, low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 17, Dex 14, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5; Endurance, Run

APL 4

Encounter 4: Riders on the Storm

Fiendish Goblin Worg Riders (3) War2/Rog1: CR 1; Small Humanoid (goblinoid); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 17 (+1 size, +1 Dex, +4 masterwork chain shirt, +1 light shield), touch 12, flat-footed 16; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3 masterwork spear) or +4 ranged (1d4/x3 masterwork shortbow); Full Atk as attack; Space/Reach 5ft./5ft.; SA smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 8; AL NE; SV Fort +4, Ref +3, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +1, Move Silently +6, Ride+7, Spot +3; Mounted Combat, Mounted Archery.

Possessions: masterwork chain shirt, light wooden shield, masterwork shortbow w/20 arrows, masterwork spear

Smite Good (Su): Once per day, the fiendish goblin can make a normal melee attack to deal an extra damage of 3 against a good foe.

Worgs (3): CR 2; HP: 35, 35, 35, see *Monster Manual* p. 257.

Encounter 8: Safety in Numbers

Canisard: Male Human (Oeridian) Rgr2/Ftr2; CR4; medium humanoid (human); HD 2d10+2d8+8; hp 33; Init +2; Spd 30; AC 17 (+2 Dex, +5 chain shirt), touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +7 (1d3+2 (non-lethal) masterwork whip) or +6 ranged (1d6+2 javelin); Full Atk +5 (1d3+2 (non-lethal) masterwork whip) and +5 (1d6+1/x3 masterwork hand axe) or +6 ranged (1d6+2 javelin); Space/Reach 5ft/15ft (w/whip); SA +2 damage vs. favored enemy Animal; SQ wild empathy; AL NE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: (48/6) Hide +7, Handle Animal +7, Knowledge (nature) +7, Listen +7, Move Silently +8, Profession (animal breeder) +8, Survival +6, Spot +8; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Disarm, Improved Trip, Two-Weapon Fighting

Possessions: +1 chain shirt, masterwork whip, masterwork hand axe, longsword, 3 javelins, wand of Cure Light Wounds (10

charges), *Potion of Protection from Arrows* 10/magic, *Potion of Cat's Grace*, 100 gp.

Fiendish Dogs (2): CR 1; Medium Magical Beast; HD 2d8+4; hp 18 ea; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Full Atk +3 melee (1d6+3 bite); Space/Reach 5ft./5ft.; SA trip attack, smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 7, low light vision, scent; AL LE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Smite Good (Su): Once per day, the fiendish dog can make a normal melee attack to deal an extra damage of 2 against a good foe.

Equisita: Female Human (Oeridian/Flan) Drd5; CR5; medium humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 20; AC 18 (+2 Dex, +4 Hide Armor, +2 Heavy Wooden Shield), touch 12, flat-footed 16; Base Atk +3; Grp +3; Atk +4 (1d6/18-20 masterwork scimitar) or +6 ranged (1d4 masterwork sling); Full Atk as attack; Space/Reach 5ft/5ft; SA nil; SQ wild empathy, nature sense, woodland stride, trackless step, resist nature's lure, wild shape 1x/day; AL CN; SV Fort +7, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 12.

Skills and Feats: (48/3) Concentration +10, Handle Animal +11, Knowledge (nature) +9, Knowledge (planes) +7, Spellcraft +9, Survival +10; Defensive Casting, Skill Focus (handle animal), Skill Focus (knowledge planes)

Possessions: +1 hide armor, heavy wooden shield, masterwork scimitar, masterwork sling, +1 cloak of resistance, *Potion of Cure Moderate Wounds* (x2)

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[*Flare*(x2), *Guidance*, *Resistance*, *Virtue*]; 1st—[*Cure Light Wounds*, *Entanglement*, *Obscuring Mist*, *Produce Flame*]; 2nd—[*Barkskin*, *Heat Metal*, *Warp Wood*] 3rd—[*Protection from Energy*].

Red Thunder: Horse, Heavy; CR: 1; large animal; HD 5d8+10; hp 38; Init +2; Spd 50; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +3; Grp +10; Atk +0 melee (1d6+1 hoof); full attack +0/+0 (1d6+1 hooves); space/reach: 10ft/5ft; SA nil; SQ: evasion, link, low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 17, Dex 14, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5; Endurance, Run

APL 6

Encounter 4: Riders on the Storm

Fiendish Goblin Worg Riders (3) War2/Rog1: CR 1; Small Humanoid (goblinoid); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 17 (+1 size, +1 Dex, +4 masterwork chain shirt, +1 light shield), touch 12, flat-footed 16; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3 masterwork spear) or +4 ranged (1d4/x3 masterwork shortbow); Full Atk as attack; Space/Reach 5ft./5ft.; SA smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 8; AL NE; SV Fort +4, Ref +3, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +1, Move Silently +6, Ride +7, Spot +3; Mounted Combat, Mounted Archery.

Possessions: masterwork chain shirt, light wooden shield, masterwork shortbow w/20 arrows, masterwork spear

Smite Good (Su): Once per day, the fiendish goblin can make a normal melee attack to deal an extra damage of 3 against a good foe.

Advanced Large Worgs (3): CR 4; Large Magical Beast; HD 7d10+28; hp 74; Init +1; Spd 50 ft.; AC 15 (+1 Dex, +4 Nat), touch 11, flat-footed 14; Base Atk +7; Grp +18; Atk +14 melee (2d6 +8 bite); Full Attack as Attack; Space/Reach 10ft./5ft.; SA trip attack; SQ dark vision 60', low light vision, scent; AL NE; SV Fort +11, Ref +8, Will +4; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +7, Survival +2 (+4 to track via scent); Track, Improved Natural Attack

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Encounter 8: Safety in Numbers

Canisard: Male Human (Oeridian) Rgr2/Ftr2/Rog2; CR6; medium humanoid (human); HD 2d10+2d8+2d6+12; hp 45; Init +2; Spd 30; AC 17 (+2 Dex, +5 chain shirt), touch 12, flat-footed 15; Base Atk +5; Grp +7; Atk +8 (1d3+3 (non-lethal) +1 whip) or +7 ranged (1d6+2 javelin); Full Atk +6 (1d3+3 (non-lethal) +1 whip) and +6 (1d6+1/x3 masterwork hand

axe) or +7 ranged (1d6+2 javelin); Space/Reach 5ft/15ft (w/whip); SA +2 damage vs. favored enemy Animal, Sneak Attack 1d6; SQ wild empathy, trapfinding, evasion; AL NE; SV Fort +8, Ref +8, Will +2; Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: (68/6) Bluff +9, Hide +7, Handle Animal +7, Knowledge (nature) +7, Listen +7, Move Silently +8, Profession (animal breeder) +10, Sense Motive +10, Survival +6, Spot +8; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Disarm, Improved Feint, Improved Trip, Two-Weapon Fighting

Possessions: +1 chain shirt, +1 whip, masterwork hand axe, longsword, 3 javelins, *Wand of Cure Light Wounds* (10 charges), *Potion of Protection from Arrows* 10/magic, *Potion of Cat's Grace*, 100 gp.

Fiendish Dog (4): CR 1; Medium Magical Beast; HD 2d8+4; hp 18 ea; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Full Atk +3 melee (1d6+3 bite); Space/Reach 5ft./5ft.; SA trip attack, smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 7, low light vision, scent; AL LE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Smite Good (Su): Once per day, the fiendish dog can make a normal melee attack to deal an extra damage of 2 against a good foe.

Equisita: Female Human (Oeridian/Flan) Drd7; CR7; medium humanoid (human); HD 7d8+14; hp 52; Init +2; Spd 20; AC 18 (+2 Dex, +4 Hide Armor, +2 Heavy Wooden Shield), touch 12, flat-footed 16; Base Atk +5; Grp +5; Atk +7 (1d6+1/18-20 +1 scimitar) or +8 ranged (1d4 masterwork sling); Full Atk as attack; Space/Reach 5ft/5ft; SA nil; SQ wild empathy, nature sense, woodland stride, trackless step, resist nature's lure, wild shape 3x/day; AL CN;

SV Fort +8, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 12.

Skills and Feats: (60/4) Concentration +12, Handle Animal +13, Knowledge (nature) +11, Knowledge (planes) +9, Spellcraft +11, Survival +12; Defensive Casting, Skill Focus (handle animal), Skill Focus (knowledge planes), Weapon Focus (scimitar).

Possessions: +1 *hide armor*, heavy wooden shield, +1 *scimitar*, masterwork sling, *cloak of resistance* +1, *potion of Cure Moderate Wounds* (x2).

Spells Prepared (6/4/3/2/1; base DC = 12 + spell level): 0—[*Flare*(x2), *Guidance*, *Resistance* (x2), *Virtue*]; 1st—[*Cure Light Wounds*, *Entanglement*, *Obscuring Mist*, *Produce Flame*]; 2nd—[*Barkskin*, *Heat Metal*, *Warp Wood*] 3rd — [*Call Lightning*, *Protection from Energy*]; 4th — [*Rusting Grasp*].

Red Thunder: Horse, heavy; CR: 2; large animal; HD 7d8+14; hp 52; Init +2; Spd 50; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 14; Base Atk +5; Grp +13; Atk +3 melee (1d8+2 hoof); full attack +3/+3 (1d8+2 hooves); space/reach: 10ft/5ft5; SA nil; SQ: devotion, evasion, link, low-light vision, scent; AL N; SV Fort +7, Ref +7, Will +3; Str 18, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +6; Endurance, Improved Natural Attack, Run

Appendix Two – Non-Combatant NPCs

Brantanner female half-orc Exp 3; CR 2; Medium Humanoid; HD 3d6+6; hp 18; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Attack +2, Grp +4; Atk +4 melee (1d6+2/x2 club); Full Atk as attack; SA none; SQ: half-orc abilities; AL CG; SV Fort +3 Ref +2 Will +2; Str 14 Dex 12 Con 14 Int 10 Wis 8 Cha 8

Skills and Feats: (36/2) Appraise +9, Bluff +5, Craft (leatherworking) +9, Diplomacy +7, Knowledge (local Nyrond meta-region) +5, Sense Motive +5; Skill Focus (craft leatherworking); Skill Focus (appraise).

Languages Spoken: Common, Orcish, Nyrondese.

Brantanner is quite proud of her craft. Rescued by adventures as a child from imminent death in the coils of a large snake in the Gnatmarsh, she was raised by foster parents in Swan Bore and is atypically refined for her race. She is talkative and ready to cite referrals to her work given any opportunity. She is well known in the Duchy of Woodwych as a manufacturer of masterwork quality leather and hide armor.

Physical Description: Brantanner is a large woman of obvious orcish descent (6'6", 240 lbs, 25 years old). She has a grayish cast to her skin and wears her coarse black hair hacked crudely across the brow with a single pony tail down the back, bound by a crusty leather thong. She will often be found wearing a reeking leather apron, all too often when she is in town as well as when at work. Her large teeth are starting to break and chip from decay and are blackened at the gum line.

Personality: Brantanner is atypical in her level of refinement for her race, and generally has a good heart. Her willingness to speak with strangers is offset by a lack of understanding about social nuances, however, and she has never quite gotten the grasp of the finer points of human culture; as a result, she has a tendency to miss jokes, but find inappropriate humor at odd moments.

Celestial Colt: CR 1; Large magical beast (extraplanar); HD 3d8+6; hp 19; Init +1; Spd 60 ft.; AC 13, touch 10, flat-footed 12; Base Attack +2, Grp +8; Atk -2 melee (1d4+1/x2 hoof); Full Atk -2 (1d4+1/x2 2 hooves); SA smite evil; SQ: darkvision 60 feet, low light vision, resistance to acid, cold, electricity 5, scent, SR 8; AL NG; SV

Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Smite Evil (Su): Once per day, a celestial colt can make a normal melee attack to deal extra damage equal to 3 points against an evil foe.

Dryfyrd Male Human (Oeridian) Com 3; HD 3d4; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Attack +1, Grp +2; Atk +2 melee (1d4+1/x2 dagger); Full Atk as attack; SA none; SQ: none; AL LN; SV Fort +1 Ref +1 Will +0; Str 12 Dex 10 Con 11 Int 13 Wis 8 Cha 13

Skills and Feats: Bluff +4, Craft (brewing) +4, Diplomacy +5, Knowledge (local Nyrond meta-region) +3, Profession (innkeeper) +10, Spot +2, Sense Motive +6; Negotiator, Skill Focus (profession innkeeper), Skill Focus (knowledge local Nyrond meta-region).

Physical Description: Dryfyrd is a large, heavyset Oeridian man of middle years (6'2", 240 lbs, 50 years old). He possesses a main of reddish brown hair and a thick beard. You can count on him to have a stained apron over whatever else he may be wearing, at least while at the Inn, which is often. He has a surprisingly high and clear voice for his build and is known to sing a passable tenor in community activities and as entertainment for the patrons of the inn.

Personality: Dryfyrd is likeable and reasonably knowledgeable about Swan Bore. He has a tendency toward telling jokes at serious moments, whether this is to break the tension or because he doesn't realize it is a serious time is unclear.

Praethond: male human (Oeridian) Brd 5; CR 5; Medium Humanoid; HD 5d6+5; hp 25; Init +2; Spd 30 ft.; AC 15, touch 11, flat-footed 13; Base Attack +4, Grp +4; Atk +6 melee (1d6+19-20 x3 masterwork rapier) or +6 ranged (1d8/19-20 masterwork light crossbow); Full Atk as attack; SA none; SQ: bardic music; AL CN; SV Fort +2 Ref +5 Will +3; Str 10 Dex 13 Con 12 Int 14 Wis 8 Cha 16

Skills and Feats: (56/3) Bluff +14, Diplomacy +18, Knowledge (local Nyrond meta-region) +10, Knowledge (arcana) +10, Knowledge (local core) +10, Perform (drums) +11, Sense Motive

+7; Skill Focus (bluff), Skill Focus (diplomacy),
Weapon Finesse.

Languages Spoken: Common, Nyrondese,
Old Oeridian, Elven.

Possessions: Masterwork studded leather,
amulet of natural armor +1, masterwork rapier,
masterwork light crossbow.