

PAL5M-01

The Accidental Anarchist

A One-Round D&D LIVING GREYHAWK[®]

Theocracy of the Pale Regional Mini-Mission

Version 1.0

by Dan Roisman

A spree of bizarre accidents have plagued the northeast quarter of Wintershiven for the last week. The city guard is looking for a connection between the uncanny coincidences. Adventurers, fortune seekers, and those interested in the unusual are drawn to the neighborhood to see what they can see. A Pale Mini-Mission for APL 2 to 8.

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 two things that the group 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 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 special one-round Regional mini-mission set in Theocracy of the Pale. Characters native to Theocracy of the Pale 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

	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

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 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*.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

Adventure Background

An Entropomancer

Several decades ago, there was a young orphan student by the name of Agnak Anchrikian in one of the parochial primary schools in Wintershiven. He was a terrible

student, picked a lot of fights with other students, stole from the teachers/priests, and, by the age of ten, was sent to a New Dawn Camp. Before he turned 11, he escaped from the New Dawn Camp and managed to beg and scrounge his way into the Bandit Kingdoms. He survived on the streets of Stoink and joined a cult of Tharizdun.

Agnak fought his way to the top of this little cult and participated in cults in Radigast City and Midmeadow.

When the Rex Artuk, alien worshipers of Tharizdun, invaded the Pale, Agnak returned to the Pale. He travelled to the eastern Pale, and helped recruit the Freelancers to the Rex Artuk cause.

As the Rex Artuk gained power and made sacrifices to a part of the exposed prison of Tharizdun, Agnak was able to divine the existence of a chaotic entity that would be found in the Pale in a couple years.

When the Prelatal army finally drove the Rex Artuk from the face of Oerth, Agnak fled to Wintershiven. From there he has been following the signs revealed in the divination at Tharizdun's prison, looking for the being of chaos.

Agnak has resigned himself to the eventual destruction of the universe. He knows that all of creation will ultimately become nothingness, and has concluded that Tharizdun, the god of destruction, is the only force worth serving. Unlike other followers of Tharizdun, he is not expecting Tharizdun to create a new world when the god destroys this one, so Agnak does not seek some special place in such a new world. He simply believes that the greatest work that can be done is the last work that will ever be done: the destruction of the world.

The Champion's Foes, Part I: Chaos

Two years ago signs portended that a Champion would be selected among the citizens of the Pale who would lead Pholtus' favored nation into a new age of prosperity and righteousness. Adventurers were employed by the church to recover the artifacts of the champion: the Shield of Faith and the Arms of Divine Might.

Conservative and Progressive elements within the Church vied for control of these artifacts and who would be selected as the new

Champion. Adventurers were called upon, propositioned by these two factions within the Church, to assure that their preferred representatives would be selected.

On the appointed day at the appointed time, the Progressive and Conservative champions presented themselves before the Theocrat for his decision. Before the Theocrat could announce his decision, Pholtus reached down from the heavens and selected the Champion himself, shining a stark ray of sunlight upon a 10-year-old boy playing among the crowd with a wooden sword and shield. The boy, Gareth, has since been sequestered by the Church for training and education as the Champion.

Unknown to the Church, before Gareth (now 12-years old) can ascend to his chosen position he will have to defeat the incarnate of each of Pholtus' nemeses: Chaos, Darkness, Evil, and Confusion. Each of these incarnates are themselves children.

Luggin is the incarnate of Chaos. He has grown up in Wintershiven, the son of peasants. Luggin had a normal childhood. Only in the past couple weeks have things gone awry. With the onset of puberty he didn't just become gangling. He grew long limbed and clumsy, but also took on a certain hastiness that makes one inclined to hit him upside the head and just yell "Be careful!" Several bizarre accidents occurred and the church militant came to investigate, but his status as only a boy, and the apparent dumb luck involved in the incidents prevented further inquiry. And luckily, the Church Militant didn't happen to detect Chaos.

Luggin's family was visited recently by Agnak, who knows that Luggin is the one he seeks. Agnak does not want to scare Luggin, so in order to gain his trust, he was very friendly with the family. He simply advised Luggin's family that such an accident-prone child might have difficulty living in the Pale. He offered Luggin succor near the Phostwood. Luggin's family wanted him to stay, and Agnak simply gave them directions to his cottage in case they change their minds.

Luggin's parents have seen to it that Luggin got a job outside the neighborhood in the event that more accidents occurred. They are hoping a change of location will alleviate the scrutiny of the Church Militant. Perhaps a little less idleness will keep Luggin from having the accidents.

Some notes about making this work:

Use Luggin's accidents as needed. Be creative. Think Rube Goldberg or "The City of Lost Children." The accidents can both help and hinder the party but can also be used for slapstick.

Make Luggin sympathetic. He's only 13 and afraid of the accidents and of what the Church might do to him if they figure out he's causing the accidents. As the judge, you should try to make it clear that his fears about what the Church will do are appropriate.

Agnak Finds Luggin

Agnak followed the signs and visited Luggin's family. He disguised himself as a displaced Lord named Lucius and stayed in their tenement house for a week, attempting to convince Luggin and his parents to let Agnak take Luggin away from Wintershiven for Luggin's own protection and well-being.

Luggin's parents worry about Luggin's well-being in the Pholtan nation but love him enough that they were not ready to send him away. Agnak went on his way with his offer standing should Luggin's parents change their minds.

Agnak has grown impatient waiting though, so he has hired a group of evil adventurers to kidnap Luggin. Agnak will then 'rescue' Luggin from these adventurers.

Adventure Summary

Encounter One

The PCs meet Luggin in a tavern. Luggin is a waiter and draws the PCs' attention when he causes a chain-reaction of accidents that result in a runaway cart in front of the tavern. At the suggestion of Tagret, the keeper of the tavern, Luggin runs home. The PCs can chase Luggin, stop the cat from scaring the horses, or stop the horses before they injure the girl in the back of the cart. They can also speak with Tagret to find out that Luggin has been causing dire accidents lately, and they can find out from Tagret where Luggin lives in the event Luggin got away.

Encounter Two

The PCs meet Luggin's parents at their home. They explain that he recently started causing accidents, and they are worried for him. They will beg the PCs to escort Luggin to the home of their friend, Lucius, who lives near Hatherleigh. Lucius has volunteered to be Luggin's

benefactor, and life on Lucius' estate would keep the boy from drawing so much attention that the Church would notice him.

Encounter Three

If the PCs are adamant about turning Luggin in to the Church, the only authority with any real interest is the Church Militant. The Church Militant recognizes the PCs' devotion to the Pale and asks the PCs to guard their prisoner wagon as it transports Luggin to Hatherleigh where Prelate Carindrell, one of the staunchest enemies of Chaos, will take charge of Luggin's 'rehabilitation'.

Encounter Four

Kidnappers, hired by Agnak, attempt to capture Luggin. They will either attack as the PCs are trying to turn Luggin in, or once the PCs have been on the road for two days.

Encounter Five

The PCs pass a caravan of covered wagons travelling from Hatherleigh to Wintershiven. If Luggin is free, he will accidentally set fire to one of the wagons. If he is in the prison wagon, he will attract the attention of the caravan drivers, who will question the PCs' ill treatment of such a young boy.

Encounter Six

A small wood sits just south of the road and just north of Agnak's estate. As the PCs approach the wood, a herd of cattle grazing nearby stampedes when a beast of Chaos attacks a steer or two. If Luggin is bound, he is freed and attempts to escape south into the woods.

Encounter Seven

Travelling through the woods, the PCs discover plant and animal mutations caused either by the beast or by some sort of Chaos magic.

Encounter Eight

At Agnak's house, an outsider ally of Agnak's attacks the PCs. Agnak aids the PCs and then takes custody of Luggin, hopefully with the PCs' blessing.

Encounter Nine

If, after Encounter Six, the PCs continue on to Hatherleigh without entering the wood, Agnak teleports to the road with his outsider ally and again tries to endear himself to the PCs by

aiding them against the Outsider. If the PCs still won't give up Luggin to Agnak, he will attack.

Preparation for Play

The PCs are attacked at least once, possibly twice by invisible opponents.

- Get Spot and Listen bonuses or a couple pre-rolled Spot and Listen checks from each PC.
- Keep careful track of any abilities or items the PCs have that will make *invisibility* useless.

At APL 8+, get Will and Fortitude saves or bonuses for the numerous effects the PCs will likely endure.

Remember, there is basically no way the PCs should find out that Lucius is Agnak until after the adventure.

Introduction

The players start out in Wintershiven, the capital of the Pale and of the Prelacy of Light. The population is about 48,000, and much of the city is devoted to the operation of the business of the capital. The city is incredibly well planned, with 4 major streets dividing the city into eighths, and 3 major streets creating concentric circles that connect the dividing streets. At the center of the city is the Basilica where the Theocrat, the Prelate of Wintershiven, and most of the major Pale organizations maintain their homes and headquarters. This adventure starts in the northeast quarter, and Luggin's parents live in the northwest quarter. Very few non-Pholtans live in Wintershiven. The past couple of years have been a time of exuberant confirmation of faith. A solar visited Wintershiven a little over 2 years ago when the former prelate of Ogburg was slain in defense of the Pale, and Pholtus himself selected the new Champion of the Pale from among the cities peasant children. Read or paraphrase the following:

The last couple of days in Wintershiven have been remarkable. A series of bizarre accidents have occurred in the northeast quarter. Talk has spread throughout the city about the possibility that Pholtus has stopped favoring the city. Yesterday, one such accident killed a woman when the roof

of her house 'spontaneously' caved in. Adventurers in the city have been drawn to the northeast quarter along with the city guard to find what is causing the accidents. Perhaps this would lead to adventure for your party as well.

Here in the northeast quarter, the locals know that the death was caused when two oxen were spooked and charged through a badly dry-rotted wall. When the wall collapsed, a woman inside the building was killed.

A few blocks from the collapsed building, many adventurers are gathering at the Platinum Glory Tavern, to grab some lunch, or just a glass of water, or maybe just to find some leads. Perhaps you could do the same.

At this point, allow the party to introduce their characters as they enter the tavern and order some lunch or a drink, which is paid for in standard upkeep, make some Gather Information checks, or whatever else they desire at this time. The accidents are being caused by Luggin, who is employed at the Platinum Glory as a serving boy.

There are a couple of other guests when the PCs enter. The guests know nothing. The barkeeper Tagret will initially claim that he knows nothing, but a Sense Motive against his Bluff check (Tagret has a +8 Bluff modifier) will indicate that the barkeeper is lying. A Diplomacy check (DC 25) or Intimidate check (vs Tagret's level check: d20 + 5) against Tagret will convince him to reveal that he knows what's causing the accidents, but before he can say much else, Encounter One occurs.

Encounter One: Here Comes Luggin

The serving boy, a tall gangly kid of about 13, comes out of the kitchen with three lunch plates and two drinks balanced between his hands, forearms, and shoulders.

"Dernit, Luggin!" exclaims Tagret. "I told you to use the platter."

Luggin seems to be only barely up to the task of balancing all the precarious objects, and quickly it becomes clear that he is, in fact, not up to the task.

Luggin catches his foot on the leg of a chair, stumbles forward, and falls face first onto the floor..

Luggin's fall is considered a surprise round. A DC 15 Sense Motive check will allow the PCs to avoid being flat-footed, and they can catch plates or glasses if they go toward the PCs. He throws the two glasses in random directions as he is falling. One of the glasses should be directed at a PC. If the PC is not flat-footed and has a free hand, she can catch the glass with a Reflex save equal to the attack roll. The attack roll has no bonus. The glass does 1 point of non-lethal damage if it hits and gets beer on the PC. If the glass succeeds on a touch attack against the PC, but not a normal attack, it still gets beer on the PC but does not cause any damage.

Along with the flying glasses, one of the plates rolls across a table. As it falls off the far side, the plate hits a stray fork hanging off the edge of a chair. The fork flies across the room and hits a cat sitting by the door.

The PCs should roll initiative. Luggin's initiative is 20. On his initiative, he will stand up and brush himself off.

The cat gets its own initiative. For PC-cat interaction, see Encounter One-B: Chasing the cat.

On initiative 1 in the first round, Tagret will yell to Luggin that he should run home to his parents. On Luggin's next turn, he will run out the back of the tavern, down an alley away from the street the tavern is on, toward home, unless he is stopped.

Chasing Luggin: If the PC's do not stop (like by casting hold person) or catch Luggin in the first turn but do chase him, each turn he moves away, something should interpose itself between the PCs and Luggin. A cart could pull up from a side street and stop, or Luggin might accidentally knock over a fruit stand or a scaffolding as he flees. If he turns down a back alley, maybe someone just happens to open a door, blocking the way. The interposer should come into position on Init 20, just after Luggin. Treat this as if it is Chaos's readied action to block PCs chasing Luggin on Initiative 19+.

If the chase goes on long enough to get to the next major street, read the following:

As you pursue the boy down the street, your luck seems to run incredibly bad. The boy

manages to slip easily between the busy folk bustling about the street. One after the other of these commoners and tradespeople stop and look after the boy, standing right in your way.

On any major street, the PCs treat the terrain as difficult because of the crowds standing in the way; Luggin slips easily past. Make an exception for any PC that can charge over difficult terrain or through friendly characters.

If the PCs strike Luggin (grappling is not striking) in view of significant on-lookers, even for non-lethal damage, they should be warned that such action is considered assault in the Pale and can be punished by time in a New Dawn Camp.

If Luggin is caught by the PCs, he will plead with them to let him go home to his parents. He repeatedly apologizes for the harm he caused, also repeating that it was an accident, which it was. If the PCs take Luggin home or chase him there, they can proceed directly to Encounter Two: Luggin's Parents. The distance from the Platinum Glory Tavern to Luggin's home is about three quarters of a mile, which Luggin can cover with a combination of double moves and sprints, keeping to alleyways, in approximately six minutes. He will be exhausted when he gets home.

Creatures:

Luggin: Male Human Commoner 1; See Appendix I.

Encounter One-B: Chasing the cat

On the cat's initiative, it will try to run outside. The PCs can potentially stop it, but it will resist being grappled. The Wild Empathy check to keep the cat from running outside must take it from hostile to helpful, which is DC 50, but because it must be fast it goes up to DC 60. *Charm animal* does not work, because that only makes the cat friendly; it will still flee. The same thing is true in the case of *calm animal*.

If the cat is not stopped, on its turn it will cross the street and jump onto a fence, looking for a favorite hiding place. Along the top of the

fence and the edge of the roof of the building facing the tavern is a flock of birds. The birds on the fence are startled by the cat and take flight. The rest of the birds follow, including the one perched on the bronze finial at the top of the gabled roof opposite the tavern. As it takes flight in the next round, on initiative 20, now two rounds after Luggin fell, the finial, which is shaped like a crescent moon, and is terribly loose, falls approximately 30 feet where it imbeds the crescent point into the rump of a horse standing across the street from the tavern. The horse gets its own initiative. The horse is paired with another and harnessed to a cart. When it is stabbed in its rump, it bolts forward with its companion, pulling the cart with it. Thus begins Encounter One-C: Chasing the Horses.

One round after the cat runs from the tavern, whether PCs are chasing it or not, PCs in the tavern as well as anyone on the street in front of the tavern, hear the bray of the horse, the scream of the 6-year-old girl in the back of the cart, and the cries of her mother and father as they see their daughter being carried off by their run-away horses.

Creatures:

Cat: See Monster Manual page 270.

Encounter One-C: Chasing the horses

These horses are standard heavy horses from the *Monster Manual*, have a move of 40, and will make triple moves every round. The street traffic is fairly heavy. The amount of time it takes the horses to be stopped affects the amount of time it takes the city guard to arrive and start asking questions:

10+ rounds: A squad of city guardsmen spots the runaway horses and stops the animals themselves, possibly killing the little girl in the process. The city guards come running to find the girl's parents and discover the cause of the runaway cart. They are in front of the tavern two minutes after the horses start running and will be in the house across the street investigating the broken finial 1 minute later.

5-9 rounds: News of the runaway cart quickly reaches city guardsmen investigating in the quarter. They will be in front of the tavern in five

minutes and will be examining the final two minutes later.

2-5 rounds: The word of the runaway cart drifts slowly through the street. City guardsmen find out about it 10 minutes later as an unconfirmed rumor, and they drift slowly toward the tavern to follow-up on the rumor, getting in front of the tavern 15 minutes after the horses start running. Five minutes later they will be examining the final.

1 round: The city guard doesn't even find out about the cart and makes their way to the tavern an hour later on their general canvas.

Creatures:

Heavy Horses (2): See Monster Manual.

Peasant Girl, female human Commoner 1, 3 hp.

Tactics: Stopping the cart: If the horse that was injured by the final is calmed, the cart will stop without incident. If either horse suddenly stops moving, by being held or knocked unconscious, the cart has a 50% chance of overturning. (Allow PCs a DC 10 Intelligence check to predict this if they want to cause such an effect.) If the cart overturns, the girl in back takes 3d6 lethal damage. PCs can mount the cart with a DC 5 Climb check, but must make DC 10 Balance check to move around inside the cart. A PC could perform a Ride check equal to controlling a bareback mount in battle but must make it on each horse or make a DC 30 Handle Animal check for both horses at once.

If the girl is killed, the PCs will be exonerated by the obvious emergency being dealt with. If the PCs mention Luggin to any guards, see Encounter Three: Turning in Luggin.

If the cart is not stopped in the first round, the city guard will be examining the final for the rest of the day, but they will not connect the final to the tavern unless they are told by a PC. One hour after they arrive, a couple representatives from the Arcanist Guild will join them to *detect magic* in the area. If they are told of Luggin's connection to the horse, see Encounter Three: Turning in Luggin.

Encounter One-D: Talking to Tagret

If the PCs get the chance to speak with Tagret before the Church Militant arrive, they must succeed on a Diplomacy (DC 15) or Intimidate check (d20 + 5) to get him to talk if they did not succeed before. Tagret will give the following info. Each bullet takes about one minute:

- Tagret knows where Luggin lives and will give directions to Luggin's parents' home in the northwest quarter.
- Tagret can describe how Luggin caused all the accidents the same way as the one that just occurred. Luggin explained that he does not understand how it happens, and confessed his problem to Tagret. The previous accidents occurred while Luggin was running errands for Tagret.
- Tagret has great sympathy for Luggin and gave him a job a week ago. He will do anything he can to keep Tagret free and safe.
- Smaller accidents have occurred inside the tavern but still quite freakish and alarming. Tagret is now torn between his sympathy for the boy and the cost of keeping the boy near his place of business. The accident the PCs just witnessed was the last straw.
- Tagret will plead with the PCs to help Luggin because he is a nice boy that means no harm.

Tagret: Male Human Commoner3/Ftr1: AL NG; Tagret is a middle-aged half-Oeridian, half-Flan human. He is a follower of Pelor, but wisely keeps that to himself. He came to Wintershiven during the Greyhawk Wars and stayed because the climate agreed with him. He minds his own business but is not a fan of the Pholtan church. His tavern has enjoyed modest success, mostly because he works hard and there are not many taverns in Wintershiven. He's been considering giving it all up to leave the Pale.

Encounter Two: Luggin's Parents

Luggin's house can be reached a few different ways.

- The PCs could follow Luggin there as they chase him.
- They could go because Luggin successfully pleads with the PCs to take him there.
- They could lose track of Luggin but see signs that he has passed because there are a number of accidents that seem to have occurred along the streets down which Luggin ran.
- They could follow directions given by Tagret.

Luggin's parents own and live in a boarding house. They are both commoners.

If the PCs state that they know that Luggin is causing the accidents in the northeast quarter, Luggin's parents will invite the PCs in and freely explain the following information. The PCs can also get this information from them with a Diplomacy (DC 15) or Intimidate check DC d20 + APL.

- Luggin started having the accidents a few weeks ago. His parents asked their friend, Tagret, to give him a job in the hopes that keeping Luggin busy would keep him from having accidents.
- They were recently visited by a man named Lucius Camelot who offered to care for Luggin if he kept having accidents. Lucius gave them directions to his estate near the Phostwood, which he said is outside the city and would be a good place for Luggin to live where his accidents might cause less harm.
- Lucius said that his father was an earl and was murdered. He fled to the Pale where he could leave scheming nobility behind.
- When Luggin's parents refused to part with Luggin initially, Lucius suggested that the Church might be able to keep him safe, as unpleasant as internment with the Church might be for the boy. Lucius was deeply sympathetic with

Luggin's parents for worrying that the Church might mistreat the boy.

- Lucius impressed Luggin's parents enough that they are sure that Luggin would prosper under Lucius' care.
- With this latest spree of accidents, Luggin's parents want Luggin to go stay with Lucius but can't take him themselves. They will plead with the PCs to take Luggin to Lucius' home.
- If the PCs mention how fishy this all sounds, Luggin's parents will simply disagree because Lucius is such a nice man.

Luggin's parents will feed the PCs as they answer the PCs questions and make their request of the PCs. Their home seems remarkably bare. Dinner is a lukewarm soup. The wood stove has just been put out. There is nothing sharp lying around the house, and there is nothing hanging from the walls. There are some shelves mounted on one wall with nothing on them.

Luggin's parents will not allow the PCs to take Luggin unless they agree to take him to Lucius. The PCs will have to either magically enchant Luggin's parents or incapacitate them otherwise. If they try to take Luggin by force, his parents will start calling for the city guard, claiming the PCs are kidnappers.

Note: If the PCs promise not to turn Luggin in to the Church, but later do, consider applying a penalty for acting outside of their likely lawful alignment. If the oath-breaking PCs are not lawful, then so be it.

Encounter Three: Turning in Luggin

The only way the Pale Authorities will become involved is if the PCs contact them. Luggin will severely resist the PCs. He will consistently attempt to escape and run from them. If he successfully escapes, refer to Encounter One, under Chasing Luggin.

The City Guard: The City Guard will initially laugh off the idea that Luggin is the cause of the accidents. He is a peasant boy, after all.

Determined PCs can convince the City Guard that he is causing the accidents with a DC 20 + APL Diplomacy check. Intimidate checks will likely result in the arrest of the PCs. If the PCs fail at the Diplomacy check, the guardsmen will order the PCs to release Luggin.

Contacts with the Preletal Army, Pale Patrol, Knights Valorous, etc. will meet with similar results. It is possible to contact any of these without venturing toward the Basilica. The City guard has posts at each gate of the city, and in each quarter of the city. If the PCs try, they can easily find guardsmen canvassing the northeast quarter. The other groups have outposts just outside the city walls. The PCs will have difficulty at this juncture getting a struggling boy past the City Guard unless he is somehow hidden.

To contact the Arcanist Guild or the Church Militant, the PCs will have to go near or to the Basilica (respectively) in the center of the city. Luggin will wonder why they are not heading directly out of the city. As the PCs come into sight of the Basilica (about 500 feet), they will be attacked by Agnak's hirelings; proceed to Encounter Four: Kidnappers.

The Arcanist Guild: Whomever they contact will be happy to bring them inside the guild. The Arcanists are open-minded enough to take the PCs at their word. A low-level guild-member will be happy to cast *detect chaos* on Luggin and promptly be stunned. Someone slightly more advanced will try the same, with the same result. The quick consensus by those guild-members present is as follows: They are grateful that the PCs would request their help, but the Arcanist Guild fears that their already shaky reputation with the Church will only be further tarnished by having the cause of the recent accidents inside their hall. They will advise the PCs to take Luggin to the Church instead.

The Church Militant:

The Basilica complex is a model of order. The straight lines of marble columns adorn the facades of all of the buildings. The quadrangles and courtyards between the building are graced with perfectly square marble flagstones. The marble is so clean and bright white, completely pure calcite, that it reflects the sun like virgin snow. In the

midst of many of the courts are square marble fountains that have had a permanent daylight spell cast upon the bottom marble stone, brightly illuminating the sprays of water.

Most of the Basilica is patrolled by highly disciplined, even for the Pale military, Pale Patrolmen, clad in purple and white. Every major building has a single patrolmen posted at each corner, and a pair at the door. Periodically a detail, consisting of five patrolmen led by a sergeant, marches by in lockstep, taking their time, apparently in no rush to get where they are going.

Even the ministers and functionaries travelling between the buildings are regimented. None of their movements are hurried, their precise steps matching the military precision of the patrolmen.

Instead of the Pale Patrolmen, the Church Militant headquarters is guarded by Templars, their Pholtan holy symbols gleaming on their chests. As you approach the front door, one of the pair flanking the entrance calls out to you, "What are you doing to that child? Unhand him!"

Note: If the PCs release Luggin, and Luggin is conscious and free to move, Luggin will flee on foot. In this place of Law, he will trip over the perfectly smooth flagstones, moving as though over difficult terrain, and quickly be caught by the Church Militant, Pale Patrol, or the PCs, any or all of whom are likely to give chase.

In response to the Templar's call, his supervising officer, a brother-corporal, will emerge from the building to confront the PCs. He will at first demand the PCs release the boy. A DC 15 + APL diplomacy check is required to convince the brother-corporal that he should hear them out. If the PCs say that Luggin is an agent of Chaos or otherwise suggest the brother-corporal should detect for Chaos, he will do so (no Diplomacy check needed), as one of the Templars fetches more priest-soldiers from within the building. When the brother-corporal recovers from being stunned a round later, the PCs will be in the Church Militant's good graces. The situation will be handled by Prior-Lieutenant Vol.

The PCs can immediately establish that they had the best interest of the Pale in mind. The Church Militant will interview each of the PCs

separately (this can be hand-waved to save time) regarding the boy, how he caused the accidents, and about the intended kidnappers from Encounter Four. The interviews will all be conducted in a *zone of truth* (DC 15 Will save to avoid). All interviews will be conducted by Deacon-Sergeant Kyre, who has a +13 on his Sense Motive check with the assistance of the Prior-Lieutenant. The PCs will not be allowed time alone to get their story straight, and any detected evasiveness or lying during the interviews will prevent an individual PC from getting a Favor of Pholtus.

Creatures:

Deacon-Sergeant Kyre: Clr3/Rog3 36 hp.
Sense Motive +13.

Prior-Lieutenant Vol: Clr4/Pal4 64 hp.

Once the Church Militant hears the suggestion that there might be some corruption within the Church Militant (per the letter from Encounter Four), they will inform the PCs that Luggin is to be taken to Hatherleigh. There, Prelate Carindrell, one of the staunchest enemies of Chaos, will direct Luggin's 'rehabilitation'. Palish PCs may know Carindrell as the former leader of the Valorous League of Blindness, one of the most fundamentalist groups now in the Pale, notorious for their liberal persecution of alleged heretics.

The Church Militant cannot dedicate many resources to the transport. They will send Luggin in a prisoner wagon, as ward to Brother-Corporal Verinos. Because the PCs have proven themselves capable and willing to act on the Pale's behalf in this matter, the Prior-Lieutenant would greatly appreciate their assistance as escort to the prisoner transport. The trip to Hatherleigh will take the PCs near Agnak's estate.

The Church will bind Luggin in shackles and he will be transported in the prison wagon. The wagon and shackles are inscribed with wards of Law, and the shackles act like *dimensional shackles* on Luggin. While the shackles are on Luggin, he will itch on his wrists and cry and whimper for mercy. The wards will glow while they imprison Luggin, as though the metal were being heated, although it only gets slightly warm to the touch. The shackles and wagon will break in Encounter Six: Leaving the Road, as the Chaos inside Luggin deteriorates the ward.

Encounter Four: Kidnappers

There are two circumstances that will trigger this encounter:

1. The PCs try to turn Luggin in to Pale authorities at the Basilica, either the Arcanist Guild or the Church Militant, via Encounter Three. In that circumstance, these brigands attack the PCs in the street approximately 500 feet from the Basilica.
2. The PCs simply leave the city with a cooperative Luggin. These hirelings of Agnak attack the PCs on the road at night when the PCs first make camp.

Regardless of the location, the kidnappers are three hirelings of Agnak. Agnak has hired them to kidnap Luggin. They are a way for Agnak to minimize his own exposure. By hiring them, he does not have to confront the PCs. If they kidnap Luggin, then Agnak will surprise them on their way to deliver the boy to him, 'rescuing' Luggin from the kidnappers. The boy will then see Agnak as his savior. However, if the boy is delivered to the Church, Agnak is confident that he can rescue the boy with a quick incursion, once again becoming Luggin's savior.

If they are captured alive by the PCs, the kidnappers have a +4 circumstance bonus to Intimidate checks because they know Agnak will kill them more horribly than the Church or the PCs.

If questioned, Cryn will have the following information, and the others only know that Cryn made the deal with Agnak:

- Cryn doesn't know why Agnak wants the boy, or about Luggin's chaotic nature.
- Agnak is powerful in the ways of Chaos.
- Cryn is certain that Agnak would not have revealed his true appearance to Cryn. He may have been wearing a *hat of disguise* or may be a non-human who was polymorphed. For all she knows, Agnak is really a dragon.
- Agnak is the leader of a chaotic evil cult in the Bandit Kingdoms. Cryn tried not to pry about it.

- Cryn has never heard of Lucius and doesn't know where Agnak lives currently. As far as she knows, Agnak is from the Bandit Kingdoms.

Encounter Four-A: Kidnappers in the City

Because Agnak does not need the kidnappers if Luggin enters Church custody, he won't pay them. The kidnappers also believe Agnak will likely kill them if the boy is taken to the Church. The kidnappers are hoping they can capture Luggin before the Church gets a hold of him.

Combat: The kidnappers will all start out invisible, fully prepared for combat, attacking the PCs in the street, just barely in sight of the Basilica. If Luggin is not bound, he will try to run home as soon as the PCs are attacked. The kidnappers will target the PC closest to or holding Luggin first. If Luggin gets away, they will try to retreat.

Creatures:

APL 2 (EL 2)

Cryn: Female Grey-Elf Wiz2, 9 hp; See Appendix 2.

Feln: Male Human Rng2, 17hp; See Appendix 2.

Loll: Male Wood-Elf Rog2, 7 hp; See Appendix 2.

APL 4 (EL 6)

Cryn: Female Grey-Elf Wiz3, 13 hp; see Appendix 3.

Feln: Male Human Rng2/Sct1, 24hp; see Appendix 3.

Loll: Male Wood-Elf Rog3, 17 hp; see Appendix 3.

APL 6 (EL 8)

Cryn: Female Grey-Elf Wiz5, 21 hp; see Appendix 4.

Feln: Male Human Rng2/Sct3, 38hp; see Appendix 4.

Loll: Male Wood-Elf Rog5, 27 hp; see Appendix 4.

APL 8 (EL 10)

Cryn: Female Grey-Elf Wiz7, 29 hp; see Appendix 5.

Feln: Male Human Rng2/Sct4/OB1, 52hp; see Appendix 5.

Loll: Male Wood-Elf Rog5/Asn2, 37 hp; see Appendix 5.

Encounter Four-B: Kidnappers on the Road

The second day out of Wintershiven, the PCs will be attacked at night when the kidnappers catch up to them.

Combat: Again, the kidnappers will all start out invisible. They will attempt to incapacitate whichever PCs are awake first. Luggin will not take a watch, so he will start out asleep. If he is awakened, he will run away from the kidnappers. If the PC sentries are incapacitated without giving an alarm, it is still possible for Luggin to give one when the kidnappers try to bind him.

Creatures:

See Encounter Four A for the creatures encountered here as well.

Tactics: The kidnappers are trying to minimize confrontation. Their goal is to neutralize any PCs on look-out before they wake the sleeping PCs. If this is successful, they will try to bind and gag Luggin silently, which will be difficult without a *silence* spell. Keep checking that the sleeping PCs don't hear them. Listen checks for combat start at DC 0 normally.

Development: If the kidnappers are successful, the PCs can simply track them down the next day. The kidnappers will be having problems keeping Luggin controlled just as the PCs did, and the rope used to bind the boy will repeatedly fray.

Encounter Five: Caravan

Skip this encounter if short of time. The trip to Hatherleigh is about 80 miles, 70 to Agnak's estate. Along the way, the PCs will pass by Castle Egremont and the village of Coldriver.

Role-Play Opportunity: If Luggin is in the Church Militant wagon, villagers who see Luggin will wonder why such a young boy would be treated so harshly. Luggin will cry out to anyone that will listen and beg for mercy.

Skip the rest of this encounter if Luggin is in the Church wagon or if the PCs have otherwise restricted his movement.

Unless the PCs keep Luggin from moving, Luggin will constantly try the PCs patience as they travel:

- He will try to draw their weapons to look at them.
- He will remove hats to try them on.
- If on horseback with a PC, he will try to stand on the horse, falling off, possibly taking the PC with him.
- If on his own horse, he will take the horse off the road to try jumping it, falling off, but never seeming to learn any better.
- If on foot, he will constantly pick things up from the ground to juggle or balance or otherwise play with (badly, and possibly to the PCs' detriment).

Eventually a caravan of covered wagons approaches, heading toward Wintershiven. Luggin has gotten his hands on three stones that he is trying to juggle (again!?). As the first wagon in the caravan approaches, Luggin loses control of his stones.

One of the stones strikes the hook holding a lantern above this first wagon. The lantern, which is not lit, swings, splashing oil on the side of the wagon. The hook gives way and the lantern falls, striking the metal tread of the wagon wheel, where it sparks, igniting the oil. The wagon leaps into flame, to the horror of all.

Roll initiative, as the caravan drivers and the PCs try to put out the fire. The horses pulling this wagon or one of the other wagons may panic. Luggin will run off the road and lie still in hopes that everyone forgets about him. If the wagon burns for 10 rounds, it is ruined beyond hope of repair. If no one is successful at mitigating the fire in 10 rounds, the wagon will be fully engulfed. The wagon contains 20 rugs, 2 of which will be damaged by burning each round.

Once the fire is out, the caravan drivers want to kill Luggin. The PCs can change their mood by affecting the driver of the burned wagon. He is 2 HD, and has a Wisdom bonus of +1, a Diplomacy bonus of +5, and an additional +6 to resist Intimidation or Diplomacy from the assistance of the other caravan drivers.

The PCs could also pay for the damage. The wagon is from the *Player's Handbook*, as is the lantern. The rugs were worth 1 gp each. The PCs could potentially kill the entire caravan out here in the middle of nowhere, but word would eventually get to the Pale Patrol and it is possible the Church would use a *speak with dead* spell to determine what happened.

Encounter Six: Leaving the Road

As the Phostwood comes into view on the horizon, there is a smaller copse of trees that appears south of the road. The estate lies just beyond this wood.

Agnak's meddling with the forces of chaos has led to a creature of chaos entering this plane here in the woods. The beast can sense Luggin and is moving north through the wood toward him. When it reaches the cattle herd, it kills the first cow and frightens the others.

The wide green expanse of the Phostwood appears on the horizon just as the road passes north of a smaller wood. A huge herd of grazing cattle spreads unevenly across the road, both slightly into the wood and far to the northwest. No sign of any Pale Riders can be seen. This is clearly the place Lucius instructed Luggin's parents to leave the road. Lucius' abode must be south through the wood.

On a Spot check of base DC 15 (modify for distance as necessary) the characters may notice several strange quivering masses of flesh mixed amongst the cattle. These are the remains of the Pale Riders and their mounts, who were responsible for this herd of cattle.

Trap

Stampeding Cattle (CR 3): The PCs can make a DC 35 Spot check to see the creature as it

attacks the cattle (The beast(s) have significant cover as they approach). A second DC 35 Handle Animal check will be sufficient to prevent the stampeding cattle from trampling the PCs, but if they are accompanied by the wagon, the horses run a bit out of control and still manage to overturn the wagon.

1d12 trample damage, DC 15 Reflex for half.

As you approach the north edge of the wood, the cattle make way for you. Suddenly, the incessant chewing stops. A cry of alarm from one of the steers sends all the cattle south of the road stampeding northward straight towards you.

If Luggin is in the Church wagon, the wagon will be knocked over, knocking unconscious the driver and Brother-Corporal, and freeing Luggin. (Even if you adjudicate that the PCs action prevents the wagon from being knocked over, the chaotic power in Luggin has finally overcome the wards of Law binding him, and he would be free anyway.) Luggin will then try to escape south, through the woods. PCs pursuing Luggin strangely catch their feet repeatedly on roots and branches, essentially as though on rough terrain. PCs with trackless step, accustomed to shifting terrain, or with a freedom of movement effect experience normal terrain.

After the movement of the cattle, the PCs can easily see the beast(s). The beast(s) respond slightly to Luggin's will, so if Luggin is running from the PCs, the beast(s) will try to intervene. The beasts start out 50 feet off the road.

Creatures:

APL 2 (EL 4)

Baby Chaos Beast, 28 hp; see Appendix 2.

APL 4 (EL 6)

Chaos Beast 35 hp; see *Monster Manual* pg. 33. The cow taken down by this beast got in some good gores and kicks first, injuring the beast.

APL 6 (EL 8)

Limbo Stalker, 84 hp. See *Planar Handbook* pg. 126-27 or Appendix 4. The Chaos

brewing in the nearby forest allows the stalker to use its limited invisibility as long as it is at least 40 ft. south of the road.

APL 8 (EL 10)

Advanced Chaos Beast, 102 hp; see Appendix 5.

Development: If Luggin gets away, the PCs will not see Agnak. Agnak will leave his outsider ally behind, whom the PCs will encounter when they enter the house. Luggin will run for the first 10 rounds, and then hustle the rest of the way through the woods, reaching Agnak's house in a little more than an hour. It's possible, but unlikely, that the PCs could still catch him even if they lose sight of him through the forest.

If Luggin is captured by the PCs and they choose to avoid the woods and instead go on to Hatherleigh, proceed to Encounter Nine: Agnak's Assault. Brother-Corporal Verinos will insist that they first deliver Luggin and send the inquisition to deal with the forest. Verinos has a second set of warding manacles that he attaches to Luggin before they move on.

If the PCs track the chaotic creature through the forest, the tracks suddenly begin (end) near the falling water in Encounter Seven: Through the Forest.

If the PCs have Brother-Corporal Verinos and the prison wagon with them, there is a *wand of restoration* (it has six charges remaining and the Church will have to be paid for the use of the wand at a cost of 520 gp per charge used) in a compartment beneath the seat. Verinos knows it is there and would inform the party of its existence if at all possible. This is a regular precaution when dealing with the forces of chaos, since a recent incident in the Netherwood and the awareness of strange things transpiring in the Phostwood.

If the PCs do not have Brother-Corporal Verinos and/or the prison wagon with them, the judge may at his discretion, have a company of Pale Patrol arrive on the scene as if they heard the commotion nearby. They should have a priest with them who also carries a *wand of restoration*, which he is willing to use on the party with the same restrictions as above on cost.

Encounter Seven: Through the Forest

As the PCs head through the forest, read or paraphrase the following:

This predominantly coniferous forest is moderately dense. Many of the trees are unusually gnarled. The ground seems to become uneven, and your feet seem to have more difficulty than usual finding a clear path as you step. Toes catch on roots and rocks although the ground looks no less even than any other forest you've passed through.

After about a half mile, the forest looks distorted. Examining any one thing reveals nothing unusual, but objects in the periphery of your vision have a distorted quality, their lines impossibly long and their angles unnatural.

Looking off to the west, about 50 feet out of your way, you notice a remarkable sight: one of the trees has grown into a perfect arch, emerging from one point only to arc 180 degrees and root again. It's not clear which end is the original root system, and not a branch can be seen. The tree looks otherwise healthy.

The PCs can investigate this if they want, but the tree seems completely normal beyond its unusual growth pattern. Observant PCs will notice that Luggin has become a master juggler. He's up to 7 rocks and seems to be unchallenged.

There are a few other sights that the PCs will notice along the way:

- A group of trees that appear completely charred except the very tips of their branches which are sprouting bright green needles. If any of these trees are touched, they crumble into a huge pile of ash (touching PC make a reflex save DC 12 to avoid getting covered with ash), and the green needles fall lightly to the ground.
- What at first looks like an eight-legged squirrel zigzags randomly nearby. Closer examination reveals that two

squirrel bodies are joined at the neck. Where each should have a head, the other body extends.

- As the edge of the wood becomes visible, the PCs find a puddle of water that is being deposited by a stream falling out of midair, approximately 5 feet in the air. The water is salt water but otherwise uninteresting. The PCs cannot stop the source of the flow, the water just continues to fall around the stop. There is nothing to press the stop against to seal the flow. This is where the tracks of the chaotic creature from Encounter Six begin. They just appear inexplicably, near the puddle.

A DC 20 Knowledge (The Planes) check will reveal that a chaos beast could cause any of the above except the last one. The last one is reminiscent of the plane Limbo.

Agnak has begun scrying on the PCs using a crystal ball. PCs can potentially notice the scrying effect.

Special Rules: After the burned tree, the following rules take effect:

All terrain is treated as difficult, which does not stack with other movement slowing effects, including difficult terrain.

Lawful spells are impeded: caster must succeed on a spellcraft check, DC 10+APL+Spell Level in order to cast spells with the Lawful descriptor.

Everyone gets a -4 to their dex.

Any flying creature with less than good maneuverability makes a single check after the first 10 feet of flight in a move action to see if it goes where it wants: Roll a d3.

1= turn left 45 degrees

2= turn right 45 degrees

3= turn or fly straight as normal.

To most PCs, this feels like being drunk. Luggin, any cleric with the chaos domain, any outsider with the chaotic subtype, and other creatures accustomed to a shifting or unstable environment (Limbo, plane of shadow, etc.) are immune to these effects.

Encounter Eight: Agnak's Estate

Agnak has summoned an outsider ally who is lurking in the woods waiting for the PCs. The outsider is to attack the PCs and try to take Luggin.

Agnak has lied to the outsider and will do the same to the PCs. The outsider believes he is supposed to procure Luggin for Agnak. Actually, the outsider is a distraction. When the outsider attacks, Agnak will emerge from his house to assist the PCs. Agnak will introduce himself as Lucien and claim that the outsider is Agnak.

When the PCs reach the edge of the forest, read or paraphrase the following:

You can see what seems to be a large farm house approximately 100 feet from the forest's edge. A 50-foot circle of perfectly smooth grass surrounds the house. There are small fissures in the ground that radiate from the edge of this circle, from which steam rise.

If Luggin is with the PCs, he yells that they've made it and takes off at a run, toward the house. Immediately, an outsider steps out of the woods from behind the PCs and attempts to grab Luggin.

If Luggin ran ahead, away from the PCs, the outsider is waiting inside the house for the PCs, and Luggin and Agnak are gone.

Creatures:

APL 2: (EL 4)

Very Young Chaos Dragon, 86 hp, See Drconomicon, page 178, or Appendix 2. Note that the dragon is not an outsider, and therefore is subject to the same environmental effects as the PCs.

APL 4: (EL 6)

Red Slaad, 52 hp, Monster Manual pages 229-230. The chaotic effects impede the slaad's stunning croak, but it will only find this out by trying it once.

APL 6: (EL 8)

Blue Slaad, 68 hp, Monster Manual pages 229-230.

APL 8: (EL 10)

Gray Slaad, 95 hp, Monster Manual page 231.

Tactics: The dragon will flee if it is reduced to 1/3 of its hit points (29 hp) or less. It will perform a withdrawal and not just flee; it is intelligent. If this occurs, it will attack only to defend itself at this point.

The slaadi are also intelligent creatures and will not fight to the death unless they feel they have a chance of winning. Judges should use their best judgement based on the intelligence of the salad involved.

If the PCs seem to be having trouble with this encounter, and they have Luggin with them, Agnak will come out of the house and help them. Regardless, Agnak will exit the house with undetectable alignment cast just before the outsider goes down, at the latest. Agnak will call the Outsider Agnak.

If the PCs do not have Luggin with them, presumably because Luggin ran away and the PCs could not catch him, the outsider will not pursue them if they flee.

Special Rules: The chaotic rules from the forest are not present within 50 feet of the house and inside the house.

Development: After the combat, Agnak introduces himself as Lucien, and Luggin calls him Lucien. He will offer the PCs dinner and thank them for bringing Luggin safely to his care. He will even go so far as to restore any wisdom drain caused by a chaos beast.

Inside the house:

Although the dizzy sensation from the forest is gone, this is clearly not a place of order. There are random papers strewn on many of the surfaces, and the floors look badly in need of cleaning. The smells of dust and mold pervade the house. Plaster from the walls has fallen off in many places where it lies on the floor, the brick beneath revealed.

Agnak has the following info which he will share with the PCs (followed by the truth which he won't share):

- He has been studying chaos for quite a long while and has discovered much about how to control it. (This is true.)
- He believes he can teach Luggin to control his chaotic nature and avoid harming anyone. (He actually wants to use Luggin as a focus for chaotic energies, although he believes he will have more success if Luggin participates willingly.)
- Agnak speaks highly of the Church of Pholtus, but he is worried that their doctrine of eradicating Chaos is inappropriate when the Chaos in question is a child like Luggin. In this case, control is the better course. (He is going to come back later and wreak horrible chaotic death on the Pale, with Luggin at his side.)
- He has only lived here for a few months. The house was abandoned when he moved in. (He has only been here a few months, but he killed a band of thieves that were squatting here.)
- He is from the County of Urnst, where his father had been an Earl. Unfortunately, his father was recently killed during the civil war there and Agnak fled with what wealth he could muster to the Pale. It was only by luck that he was passing through Wintershiven and came into contact with Luggin. (He was born in the Pale and left because he abhors order and the Church of Pholtus. He has been a cult organizer in the Bandit Kingdoms and has recently come to the Pale to find Luggin, after divining Luggin's existence.)

In actuality, Agnak is going to use Luggin as a focus for chaotic energies. He hopes to use this power to come back and wreak destruction on the Pale.

Encounter Nine: Agnak's Assault.

If the PCs proceed past the wood after the encounter with the Chaos Beast, Agnak will try to rescue Luggin from the PCs. This encounter will occur approximately one hour after the encounter with the beast from the forest. Agnak and his outsider companion teleport to the road. The outsider will attack from the north, and Agnak will approach from the south to 'stop' the outsider. The outsider believes they are splitting up to attack from opposite sides.

Creatures:

APL 2: (EL 4)

Very Young Chaos Dragon, 86 hp, See Drconomicon, page 178, or Appendix 2.

APL 4: (EL 7)

Red Slaad, 52 hp, Monster Manual page 228-229.

APL 6: (EL 8)

Blue Slaad, 68 hp, Monster Manual pages 229-230.

APL 8: (EL 10)

Gray Slaad, 95 hp, Monster Manual page 231.

Tactics: Both Agnak and his ally start out invisible, having used Agnak's potions. They will likely start out on opposite sides of the road.

At all APLs, the outsider will focus its attack on Brother-Corporal Verinos first, even hitting Verinos once after the brother-corporal goes down. Agnak will not appear until either the outsider or Verinos is dead.

At the lower APLs, Agnak will help significantly more. Agnak would rather endear himself to the PCs and stay under the Church's radar than risk fighting a pitched battle with them. Agnak will have *undetectable alignment* up when he appears.

Development: Following the fight, Agnak will introduce himself as Lucius, and identify the outsider as Agnak. Agnak will try to convince the PCs that the boy and the Pale are much safer if Luggin stays with him. He will even go so far as to restore any wisdom drain caused by a chaos beast.

Before fighting, Agnak will be happy to explain the following in hopes of convincing the PCs to relinquish Luggin:

- He has been studying chaos for quite a long while and has discovered much about how to control it. (This is true.)
- He believes he can teach Luggin to control his chaotic nature and avoid harming anyone.
- The Church clearly is incapable of adequately protecting Luggin or the people of the Pale.
- The creature (which he calls Agnak) had developed a cult in the Bandit Kingdoms and was going to use Luggin to promote its chaotic power.
- He knew of the creature's plan, and clearly arrived just in time.

If he has the chance, Agnak will use *plane shift* to transport himself and Luggin away. If the PCs make significant efforts to stop Agnak, he will simply warn the PCs that they are endangering the entire Pale by delivering the boy to the incompetent and ineffective Church. The PCs will be able to continue on safely to Hatherleigh.

Conclusion

If Luggin is Delivered to Agnak

The PCs may try to visit Lucius in the future. Under such circumstances they find that Lucius' house is burned to the ground and the forest around it is free of the chaotic effects discovered before.

The dizzy sensation is gone. The forest looks like any other. The land just to the forest's south is even sod, the cracked earth now sealed. The house is razed to its foundations. Blackened timbers and bricks sit among scorched earth. There are no signs of bodies among the ruins. This looks like it could have been the work of the Inquisition or, perhaps, some more nefarious entity. There is no clue to the fates of Lucien and Luggin. One can only hope the boy has found a place to peacefully live in freedom.

If the PCs were supposed to escort Verinos to Hatherleigh, they are called to an audience with Prelate Carindrell. Again, the PCs will be questioned thoroughly, although this time

without the *zone of truth*. If Verinos lived, he takes most of the blame. If Verinos was killed, they'd better have brought his body. If PCs describe Lucien, Carindrell will identify Lucien as Agnak, the leader of a cult of Tharizdun in Midmeadow..

Prelate Carindrell dismisses you with a shake of his head and a muttered curse about weakness. A deacon-sergeant steps forward to escort you from his chambers. Whatever may come, the control of Luggin's Chaos power by forces of evil bodes nothing but ill for the Pale.

If the PCs kill Agnak at his House or Luggin and Agnak Escape from His House:

The PCs could potentially read the papers in Agnak's house, which include numerous letters to and from Agnak. They describe the power of the Elder Elemental Eye and Tharizdun. In one closet is a large symbol of an inverted ziggurat, the symbol of Tharizdun. If Verinos is with the PCs, he will hurry them on to Hatherleigh to make his report and the Inquisition will be dispatched to the house to investigate. The PCs can potentially do the same by themselves.

Looking around the incredible disarray that is the inside of the house, much of the mess is loose papers. Even a quick look through the papers finds letters addressed to Agnak. There are innumerable mentions of the Chained Lord, the Elder Eye, Tharizdun, and even the Mad God. It seems this is actually the home of Agnak. If Luggin were in the hands of an agent of evil, the danger to the citizens of the Pale is incalculable.

If the PCs deliver Luggin to the Church in Hatherleigh:

They will arrive safely in Hatherleigh. Once Agnak is gone, Luggin has no place to run and simply weeps the rest of the journey. When they deliver Luggin safely to Prelate Carindrell and make their report, Carindrell identifies Lucien as Agnak, the leader of a cult of Tharizdun in Midmeadow. The PCs are thanked for their good efforts, and Luggin is taken away to a fate unknown. The Inquisition sends a team to investigate the forest, and eventually razes Agnak's house.

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 One

Preventing injury to the girl in the wagon

APL2 50 xp

APL4 50 xp

APL6 50 xp

APL8 50 xp

Encounter Two

Taking Luggin into their custody, whether by pacifying, tricking, enchanting, or forcing his parents.

APL2 50 xp

APL4 50 xp

APL6 50 xp

APL8 50 xp

Encounter Four

Defeating the kidnappers

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Five

Preventing injury to Luggin from the caravaners

APL2 40 xp

APL4 50 xp

APL6 50 xp

APL8 50 xp

Encounter Six

Surviving the cows and defeating the outsider

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounters Eight and Nine

Defeating Agnak's Outsider ally

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Discretionary roleplaying award

APL2 0 xp

APL4 35 xp

APL6 80 xp

APL8 125 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 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.

Encounter Three: Turning in Luggin

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

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

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Four: Kidnappers

APL 2: L: 230 gp; C: 0 gp; M: *ring of protection* +1 (166 gp), *potion of invisibility* (25 gp x 3), +1 *chain shirt* (104 gp), *wand of cure light wounds* (62 gp).

APL 4: L: 322 gp; C: 0 gp; M: *ring of protection* +1 (166 gp), *potion of invisibility* (25 gp x 3), +1 *chain shirt* (104 gp), +1 *composite longbow* (Str +2) (216 gp), +1 *longsword* (276 gp), *wand of cure light wounds* (62 gp), +1 *studded leather armor* (97 gp).

APL 6: L: 572 gp; C: 0 gp; M: *ring of protection* +2 (666 gp), *potion of invisibility* (25 gp x 3), *wand of magic missiles* (1st) (62 gp), +1 *chain shirt* (104 gp), +1 *composite longbow* (Str +2) (216 gp), +1 *longsword* (276 gp), *wand of cure*

light wounds (62 gp), +1 *studded leather armor* (97 gp), *vest of resistance* +1 (83 gp), *ring of protection* +1 (166 gp).

APL 8: L: 728 gp; C: 0 gp; M: *ring of protection* +2 (666 gp), *cloak of resistance* +2 (250 gp), *potion of invisibility* (25 gp x 3), *scroll of fireball* (31 gp), *potion of cure moderate wounds* (12 gp x 2), *wand of magic missiles* (1st) (62 gp), +1 *chain shirt* (104 gp), +1 *shocking composite longbow* (Str +2) (716 gp), +1 *longsword* (276 gp x 2), *gloves of dexterity* +2 (333 gp x 2), *wand of cure light wounds* (62 gp), +1 *studded leather armor* (97 gp), *vest of resistance* +1 (83 gp), *ring of protection* +1 (166 gp).

Total Possible Treasure

APL 2: L: 230 gp; C: 50 gp; M: 407 gp - Total: 225 gp

APL 4: L: 322 gp; C: 100 gp; M: 996 gp - Total: 325 gp

APL 6: L: 572 gp; C: 150 gp; M: 1807 gp - Total: 450 gp

APL 8: L: 728 gp; C: 200 gp; M: 3554 gp - Total: 650 gp

Special

The following is available only to PCs that turned in Luggin:

Influence with the Church of Pholtus: This PC has performed a valuable service for the Church by guarding Brother-Corporal Verinos and proven their loyalty to the Pale. This influence gives the PC a one-time +5 modifier to a Gather Information, Diplomacy or Bluff check when dealing with Palish authorities.

The following is available only to PCs that promised Luggin's parents to take Luggin to Lucien and actually delivered Luggin there.

Favor of the Delads: You have performed a valuable service for Luggin's family by delivering Luggin safely to Lucien. Word of your good deed spreads around the streets of Wintershiven. They spread the word of your kindness among the commoners of Wintershiven. This favor gives the PC a +2 circumstance bonus to Gather Information, Diplomacy or Bluff checks when dealing with commoners in Wintershiven.T.

Items for the Adventure Record

Item Access

APL 2:

- None

APL 4 (all of APL 2 plus the following):

- None

APL 6 (all of APLs 2-4 plus the following):

- None

APL 8 (all of APLs 2-6 plus the following):

- None

Luggin Delad, Male Human Commoner 1: CR ½; Medium-size Humanoid (Human), HD 1d4+2, hp 5; Init +3; Spd 30 ft.; AC 12, Touch 12, flat-footed 10. (+2 Dex); BAB +0/+1; Atk +1 melee (1d3+1 unarmed strike); AL CG; SV Fort +2, Ref +3, Will +2; Str 12 (-2 for age), Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills/Feats: Climb +5, Profession (waiter) +6, Spot +6, Swim +5; Dodge.

Possessions: Peasant's outfit.

Special Qualities: Luggin detects as good, and overwhelmingly chaotic.

Chaotic Nature: He suffers a -6 to his Dex everywhere on the Prime Material Plane except near Agnak's house. He is immune to all Chaotic spells and effects, and takes double the effect from Lawful spells and effects and lawfully aligned weapons.

Hard to Bind: If Luggin is physically bound by inanimate means (manacles or rope), the bindings will take 1 point of damage per hour, bypassing hardness. This damage comes in the form of decay: manacles rust, ropes rot or fray. The only way to avoid this involves inscribing the bindings with wards of Law. PCs can figure this out with a DC 30 Knowledge (arcana) check.

Agnak, Male Human Clr 7/Entropomancer 7: CR 14; Medium-size humanoid; HD 14d8+14; hp 84; Init +1; Spd 20 ft.; AC 24, Touch 12, Flat-

Appendix 1 - NPCs

footed 23. (+1 Dex, +9 Armor, +3 Shield, +1 Ring) BAB/Grp: +10/+10; Atk: +10 (1d4/19-20, +1 *silver dagger*); Full Atk: +10/+5 melee (1d4/19-20, +1 *silver dagger*); SA Shard of Entropy 2/day for 5d6 damage, Entropic Field 2/day (reroll and wounding); AL CE; SV Fort +12, Ref +5, Will +15; Str 10, Dex 11 (13), Con 14, Int 10, Wis 18 (22), Cha 12.

Skills/Feats: Concentration +17, Knowledge (arcana) +5, Knowledge (religion) +6, Knowledge (the Planes) +5, Bluff +10; Great Fortitude, Magical Aptitude, Practiced Spellcaster, Still Spell, Divine Vigor, Sudden Empower Spell.

Spells Prepared: (6/6+1/6+1/4+1/4+1/3+1; base DC = 16 + spell level): 0—*detect magic, guidance* (x3), *cure minor wounds, inflict minor wounds*; 1st—*protection from law**, *bless, divine favor, shield of faith, sanctuary, cause fear* (x2); 2nd—*magic missile**, *bear's endurance, deific vengeance* (x2), *hold person, silence, undetectable alignment*; 3rd—*blast of force**, *blindness/deafness* (x2), *dispel magic, prayer*; 4th—*Otiluke's resilient sphere**, *doomtide, freedom of movement, restoration, spell immunity*; 5th—*wall of force**, *empowered searing light, flame strike, greater command*.

*Domain spell. *Domains:* Force (once per day the cleric can reroll any damage roll and take the better of the two rolls); Chaos (you cast chaos spells at +1 caster level).

Possessions: +1 full plate, +1 heavy steel shield, ring of protection +1, +1 silver dagger, gloves of Dexterity +2, periapt of wisdom +4, teleportation crystal, and rod of metamagic silent.

Special Abilities (Luggin is immune to all of these abilities):

Shard of entropy (Su): Twice per day, for a maximum of 7 rounds, Agnak can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by Agnak as a standard action. Against objects, the shard deals 5d6 points of damage, bypassing the object's hardness. Against creatures, Agnak must make a ranged touch attack to hit, and if successful, the shard deals 5d6 points of damage to the target (Fort half, DC 19). The shard appears in any square adjacent to Agnak when it is created, and it can be used to attack the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck her (Fort half), as does any creature that's in the same square as the shard at the beginning of Agnak's turn. Agnak can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

Entropic Field (Su): As a standard action, Agnak can surround herself with a field of invisible, entropic energy that lasts for 7 rounds. The field extends in a 35-foot radius, centered on Agnak. All magical healing automatically fails within the entropic field. It takes Agnak a standard action to dismiss the entropic field.

The field is strong enough to warp the laws of probability. Once per round, as a free action, Agnak can force a character within the field (including himself) to reroll an attack, save, or check. Agnak demands the reroll after he knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

The field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of Agnak's turn) as long as they remain within the

field. A successful Heal check (DC 15) stops the bleeding. If multiple wounds are suffered, then the creature takes 1 point of damage per wound. Agnak is subject to the bleeding effect.

Description: Agnak is of fairly pure Oridian stock. His broad, rough features are mostly unremarkable, and fairly handsome. There is a significant scar running along his left jaw line. His hair is significant: It is dark brown with patches of blond asymmetrically scattered across his scalp.

Brother-Corporal Verinos, Male Human Clr

3/Fighter 1: CR 4; Medium-size humanoid; HD 3d8+6 + 1d10+2 hp 29; Init +0; Spd 20 ft.; AC 18, Touch 10, Flat-footed 18, (+8 armor) BAB/Grp: +3/+4; Atk/Full Atk: +4 (1d6+1, Quarterstaff); AL LG; SV Fort +7, Ref +1, Wil +6; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 12.

Skills: Concentration +7, Knowledge (religion) +5, Sense Motive +5.5; Combat Casting, Divine Vigor, Spell Focus (Law).

Spells Prepared: 4/3+1/2+1; base DC = 13 + spell level): 0-*detect magic, guidance, read magic, create water*; 1st-*protection from chaos, bless, shield of faith, endure elements*; 2nd-*calm emotions, align weapon, spiritual weapon*.

*Domain spell. **Domains:** Law (you cast spells at +1 caster level); Sun (once per day, you can perform a greater turning against undead in place of a regular turning).

Possessions: Full plate, quarterstaff, silver holy symbol of Pholtus, priest's robes.

Appendix Two – APL 2

Encounter Four

Cryn: Female Grey-elf Wiz 2; CR 2; Medium Humanoid (Elf); HD 2d4; hp 6; Init +3; Spd 30 ft.; AC 14 (+3 Dex, *ring of protection* +1), touch 14, flat-footed 11; BAB/Grp: +1/-1; Atk/Full Atk: -1 melee (1d6-2, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SQ Elf racial abilities; AL CN; SV Fort +0, Ref +3, Will +3; Str 6, Dex 17, Con 11, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +9, Knowledge (arcana) +10, Knowledge (geography) +9, Knowledge (local – Nyrond and her environs) +9, Spellcraft +9; Combat casting, Scribe Scroll.

Possessions: *Ring of protection* +1, *potion of invisibility*, quarterstaff, and spell-book.

Spells Memorized: 4/3; Base DC = 14 + spell level; *0-prestidigitation*, *acid splash*, *dancing lights*, *ghost sound*; 1st-*grease*, *mage armor*, *magic missile*.

Feln: Male Human Rng 2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 14; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 *chain shirt* +1), touch 12, flat-footed 15; BAB/Grp: +2/+4; Atk/Full Atk: +5 ranged (1d8+2/x3, masterwork composite longbow – Str +2) or +4 melee (1d8+2/19-20, longsword slashing); SA Favored Enemy Dwarf; AL CN; SV Fort +5, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +4, Heal +5, Hide +6, Knowledge (Nature) +6, Listen +7, Move Silently +6, Spot +7, Survival +7, Use Rope +5; Point-Blank Shot, Precise Shot, Rapid Shot, Track

Possessions: +1 *chain shirt*, *potion of invisibility*, masterwork composite longbow (Str +2), longsword, and *wand of cure light wounds*.

Loll: Male Wood Elf Rog 1; CR 1; Medium Humanoid (Elf); HD 1d6; hp 6; Init +4; Spd 30 ft.; AC 17 (+4 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grp: +0/+2; Atk: +3 melee (1d8+3/19-20, masterwork longsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk: +3 melee (1d8+3/19-20, masterwork longsword) or +1 melee (1d8+3/19-20, masterwork longsword) and +0 melee (1d6+1/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); SA Sneak Attack 1d6; SQ trapfinding, Elf racial abilities; AL

CN; SV Fort +0, Ref +5, Will +1; Str 16, Dex 18, Con 10, Int 8, Wis 12, Cha 10.

Skills and Feats: Balance +5, Climb +6, Disable Device +3, Escape Artist +6, Hide +7, Jump +5, Move Silently +7, Tumble +7; Two-Weapon Fighting.

Possessions: *potion of invisibility*, masterwork longsword, shortsword, masterwork studded leather armor, 50' silk rope, light crossbow.

Encounter Six

Baby Chaos Beast: CR 4; Medium Outsider (Chaotic Extraplanar); HD 5d8+5, hp 30; Init +5; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp: +5/+6; Atk Claw +6 melee (1d3+1 plus corporeal instability); Full Atk 2 claws +6 melee (1d3+1 plus corporeal instability, claw); Space/Reach: 5ft./5ft.; SA Corporeal Instability; SQ darkvision 60ft., immunity to critical hits and transformation, spell resistance 10; AL CN; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Escape Artist +9, Hide +9, Jump +6, Listen +8, Search +8, Spot +8, Survival +0 (+2 following tracks), Tumble +9, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Corporeal Instability (Su): As normal Chaos Beast with the following changes: Original fort save and subsequent charisma checks DC 13; if the afflicted makes a single successful charisma check, the effect is removed, although the wisdom drain lasts until restored.

Immunity to Transformation (Ex): Effects such as polymorph or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter Eight and Nine

Very Young Chaos Dragon: CR 4; Medium Dragon (Chaotic, Extraplanar); HD 9d12+27, hp 86; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 18 (+8 Natural), touch 10, flat-footed 18; Base Atk/Grp: +9/+10; Atk: Bite +11 melee (2d6+1); Full Atk Bite +11 melee (2d6+1) and 2 claws (1d6) and 2 wings (1d4); Space/Reach: 5ft./5ft.; SA Breath Weapon 4d4 (DC 17); SQ spell-like

abilities, Dragon racial abilities, immunity to compulsion effects; AL CN; SV Fort +9, Ref +6, Will +8; Str 13, Dex 10, Con 17, Int 12, Wis 15, Cha 16.

Skills and Feats: Escape Artist +12, Hide +12, Listen +14, Move Silently +12, Spot +14, Search +13, Tumble +12

Flyby attack, wing-over, weapon focus (bite), improved natural attack (bite)

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination, and twice as well in normal light. It also has darkvision out to 120 ft.

Breath Weapon (Su): A chaos dragon has two types of breath weapon, a line of energy and a cone of *confusion* gas. The energy type of its breath weapon by rolling d%: 01-20 acid, 21-40 cold, 41-60 electricity, 61-80 fire, 81-100 sonic. Even the dragon itself doesn't know which type of energy it will emit before it actually breathes. Creatures within the cone of *confusion* gas must succeed on a Will save or be *confused* for 1d6+2 rounds.

Spell-like Abilities: 3/day – *protection from law*

Description: The very personification of unpredictability, a chaos dragon is a whirling cyclone of barely controlled power. No two chaos dragon look exactly alike, and some people claim that even the same chaos dragon changed its form over time. While all chaos dragons are roughly the same in appearance - four powerful clawed limbs, mighty wings, long serpentine neck topped by a mouth full of dagger-sharp teeth, jagged-edged tail – each has unique markings and scale patterns that differentiate it from the others of its kind.

In general, chaos dragons seek to tear down structured societies and civilizations. Those that tend toward good might use positive means to effect change, but those tending to evil are merely violent and murderous.

For a brief period of time, a sect of githzerai attempted to make a pact with the chaos dragons, thinking that they could use them just as their enemies, the githyanki, employed red dragons. The chaos dragons' innate unpredictability and disloyalty ensured the failure of this effort, though the two kinds of creatures may still be encountered side by side in rare instances.

A chaos dragon speaks Draconic and either Celestial (chaotic good and some chaotic neutral dragons only) or Abyssal (chaotic evil and some chaotic neutral dragons only).

Combat: A chaos dragon opens combat with its *confusion* breath weapon, seeking to send its opponents into disarray. It uses its spell-like abilities against particularly vexing foes.

Appendix 3 – APL 4

Encounter Four

Cryn: Female Grey-elf Wiz 3; CR 3; Medium Humanoid (Elf); HD 3d4; hp 9; Init +8; Spd 30 ft.; AC 14 (+3 Dex, *ring of protection* +1), touch 14, flat-footed 11; BAB/Grp: +0/-1; Atk/Full Atk: -1 melee (1d6-2, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SQ Elf racial abilities; AL CN; SV Fort +1, Ref +4, Will +3; Str 6, Dex 17, Con 11, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Decipher Script +10, Knowledge (arcana) +10, Knowledge (geography) +9, Knowledge (local – Nyrond and her environs) +10, Spellcraft +12; Combat casting, Improved Initiative, Scribe Scroll.

Possessions: *Ring of protection* +1, *potion of invisibility*, quarterstaff, and spell-book.

Spells Memorized: 4/3/2; Base DC = 14 + spell level; 0-*prestidigitation*, *acid splash*, *dancing lights*, *ghost sound*; 1st-*grease*, *magic missile*, *mage armor*; 2nd-*glitterdust*, *blindness/deafness*

Feln: Male Human Rng 2/Sct1; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 21; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 *chain shirt* +1), touch 12, flat-footed 15; BAB/Grp: +2/+4; Atk/Full Atk: +6 ranged (1d8+2/x3, masterwork composite longbow – Str +2) or +4 melee (1d8+2/19-20, longsword slashing); SA Favored Enemy Human +2, Skirmish +1d6; SQ trapfinding; AL CN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +4, Heal +5, Hide +9, Knowledge (Nature) +6, Listen +7, Move Silently +9, Spot +8, Survival +7, Use Rope +5; Point-Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: +1 *chain shirt*, *potion of invisibility*, +1 *composite longbow* (Str +2), +1 *longsword*, and *wand of cure light wounds*.

Loll: Male Wood-elf Rog 3; CR 3; Medium Humanoid (Elf); HD 3d6; hp 12; Init +4; Spd 30 ft.; AC 17 (+4 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grp: +2/+5; Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +5 melee (1d8+3/19-20, masterwork longsword) or +3 melee (1d8+3/19-20, masterwork longsword)

and +2 melee (1d6+3/19-20, shortsword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak Attack +2d6; SQ evasion, trapfinding, trap sense +1, Elf racial abilities; AL CN; SV Fort +0, Ref +6, Will +1; Str 16, Dex 18, Con 10, Int 8, Wis 12, Cha 10.

Skills and Feats: Balance +5, Climb +5, Disable Device +4, Escape Artist +9, Hide +9, Jump +5, Move Silently +9, Tumble +9; Improved Weapon Familiarity, Two-Weapon Fighting.

Possessions: *potion of invisibility*, masterwork longsword, shortsword, +1 *studded leather armor*, 50' silk rope, light crossbow.

Appendix 4 – APL 6

Encounter Four

Cryn: Female Grey-elf Wiz 5; CR 5; Medium Humanoid (Elf); HD 5d4; hp 15; Init +8; Spd 30 ft.; AC 15 (+3 Dex, *ring of protection* +2), touch 13, flat-footed 12; BAB/Grp: +2/+0; Atk/Full Atk: +0 melee (1d6-2, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SQ Elf racial abilities; AL CN; SV Fort +1, Ref +4, Will +4; Str 6, Dex 17, Con 11, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +11, Decipher Script +11, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (local – Nyrond and her environs) +11, Spellcraft +13; Combat casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll.

Possessions: *Ring of protection* +2, *potion of invisibility*, quarterstaff, spell-book, and *wand of magic missiles* (1st).

Spells Memorized: 4/5/3/2; Base DC = 15 + spell level; 0-prestidigitation, *acid splash*, *dancing lights*, *ghost sound*; 1st-grease, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd-glitterdust, *blindness/deafness*, *invisibility*; 3rd-haste, *hold person*.

Feln: Male Human Rng 2/Sct3; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 30; Init +3; Spd 40 ft.; AC 17 (+2 Dex, +5 *chain shirt* +1), touch 12, flat-footed 15; BAB/Grp: +2/+4; Atk/Full Atk: +6 ranged (1d8+2/x3, masterwork composite longbow – Str +2) or +4 melee (1d8+2/19-20, longsword slashing); SA Favored Enemy Human +2, Skirmish +1d6/+1 AC; SQ trackless step, trapfinding; AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +5, Handle Animal +7, Heal +5, Hide +11, Knowledge (Nature) +6, Listen +11, Move Silently +11, Spot +11, Survival +7, Use Rope +9; Point-Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: +1 *chain shirt*, *potion of invisibility*, +1 *composite longbow* (Str +2), +1 *longsword*, and *wand of cure light wounds*.

Loll: Male Wood-elf Rog 5; CR 5; Medium Humanoid (Elf); HD 5d6; hp 20; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +3 armor), touch 15, flat-footed 14; BAB/Grp: +3/+6; Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword) or +4 melee (1d8+3/19-20, masterwork longsword) and +3 melee (1d6+3/19-20, shortsword) or +7 ranged (1d8/19-20, light crossbow); SA Sneak Attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge, Elf racial abilities; AL CN; SV Fort +1, Ref +8, Will +1; Str 16, Dex 18, Con 10, Int 8, Wis 12, Cha 10.

Skills and Feats: Balance +5, Climb +5, Disable Device +4, Escape Artist +9, Hide +12, Jump +5, Move Silently +12, Tumble +10; Improved Weapon Familiarity, Two-Weapon Fighting.

Possessions: *potion of invisibility*, masterwork longsword, shortsword, +1 *studded leather armor*, 50' silk rope, light crossbow, *vest of resistance* +1, and *ring of protection* +1.

Encounter Five

Limbo Stalker: Large Magical Beast (Chaotic, Extraplanar); HD 8d10+48, 84 hp; Init +2; Spd 40 ft.; AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; BAB/Grp: +8/+19; Atk: Claw +15 (1d10+7); Full Atk: 2 Claws +15 (1d10+7) and bite +12 (2d8+3); Spc/Rch: 10 ft./10 ft.; AL CN; SQ: Darkvision 90 ft., fast healing 5, immunity to electricity and fire, resistance to acid 5 and cold 5, limited invisibility, low light vision, scent; Saves: F +12, R +8, W +3; Str 24, Dex 14, Con 22, Int 2, Wis 12, Cha 10.

Skills/Feat: Listen +3, Spot +3

Multiattack, Track, Weapon Focus (claws)

Description: A feral beast of fangs and claws that stands as tall as an ogre, this creature resembles an anthropomorphic serpent, with cunning yellow eyes and massive, thick-muscled limbs.

One of the predators that attack slaadi from time to time, Limbo Stalkers are ravenous beasts and skilled hunters. Although they are more than a match for the average githzerai and

can easily subsist on a diet of them, Limbo Stalkers seek out slaadi in particular – the bigger the better (making blue and green slaadi the preferred targets). This is because Limbo Stalkers lay their eggs in the rotting carcasses of other creatures, giving their young something to feed on the moment they hatch, and the corpse of a slaad lasts much longer than that of a githzerai.

Tactics: Using their limited invisibility ability to camouflage themselves, Limbo stalkers wait for just the right opportunity to strike. The Limbo stalker then lurches out of its concealment, bull rushing the target into a solid object. Once the target is prone, the Limbo stalker launches a flurry of claw and bite attacks.

Limited Invisibility (Ex): Just as other predators use their environments as camouflage, a Limbo stalker is able to exert its will over its immediate surroundings in Limbo to conceal its own presence. By making a DC 16 Wisdom check as a free action, a Limbo stalker can wrap itself in an are of controlled Limbo so that it seems to vanish. If this check fails, a Limbo stalker can attempt to the check once per round as a free action. Once a Limbo stalker established control, it need not check again.

This effect ends the moment the Limbo stalker moves or attacks. It likewise ends if another sentient creature exerts control over the same area of Limbo and uncovers the stalker.

Appendix 5 – APL 8

Encounter Four

Cryn: Female Grey-elf Wiz 7; CR 7; Medium Humanoid (Elf); HD 7d4; hp 21; Init +8; Spd 30 ft.; AC 15 (+3 Dex, *ring of protection* +2), touch 13, flat-footed 12; BAB/Grp: +3/+1; Atk/Full Atk: +1 melee (1d6-2, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); SQ Elf racial abilities; AL CN; SV Fort +3, Ref +6, Will +6; Str 6, Dex 17, Con 11, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +12, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (local – Nyron and her environs) +12, Spellcraft +14; Combat casting, Craft Wondrous Item, Empower Spell, Improved Initiative, Scribe Scroll.

Possessions: *Ring of protection* +2, *cloak of resistance* +2, *potion of invisibility*, quarterstaff, spell-book, *scroll of fireball*, *potion of cure moderate wounds*, and *wand of magic missiles* (1st).

Spells Memorized: 4/6/4/3/2; Base DC = 15 + spell level; 0-prestidigitation, *acid splash*, *dancing lights*, *ghost sound*; 1st-*shield*, *grease*, *magic missile*, *ray of enfeeblement*, *mage armor*, *protection from good*; 2nd-*alter self*, *glitterdust*, *blindness/deafness*, *scorching ray*; 3rd-*haste*, *hold person*, *fireball*; 4th-*arc lightning*, *greater invisibility*

Feln: Male Human Rng 2/Sct 4/OotBI 1; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 49; Init +3; Spd 40 ft.; AC 18 (+3 Dex, +5 *chain shirt* +1), touch 13, flat-footed 15; BAB/Grp: +4/+6; Atk/Full Atk: +8 ranged (1d8+2/x3, masterwork composite longbow – Str +2) or +6 melee (1d8+2/19-20, longsword slashing); SA Favored Enemy Human +2, Skirmish +1d6/+1 AC, ranged precision +1d8; SQ trackless step, trapfinding; AL CN; SV Fort +6, Ref +10, Will +4; Str 14, Dex 15 (17), Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +5, Craft (bowmaking) +6, Handle Animal +8, Heal +3, Hide +12, Knowledge (nature) +7, Knowledge (religion) +6, Listen +12, Move Silently +12, Spot +12, Survival +8, Use Rope +5; Improved Rapid Shot, Many Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: +1 *chain shirt*, *potion of invisibility*, +1 *shocking composite longbow* (Str +2), +1 *longsword*, *gloves of dexterity* +2, and *wand of cure light wounds*.

Loll: Male Wood-elf Rog 7; CR 7; Medium Humanoid (Elf); HD 7d6; hp 28; Init +4; Spd 30 ft.; AC 19 (+5 Dex, +3 armor), touch 16, flat-footed 14; BAB/Grp: +5/+8; Atk: +8 melee (1d8+3/19-20, masterwork longsword) or +10 ranged (1d8/19-20, light crossbow); Full Atk: +8 melee (1d8+4/19-20, +1 *longsword*) or +6 melee (1d8+4/19-20, +1 *longsword*) and +5 melee (1d6+3/19-20, shortsword) or +10 ranged (1d8/19-20, light crossbow); SA Sneak Attack +4d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge, Elf racial abilities; AL CN; SV Fort +2, Ref +9, Will +2; Str 16, Dex 18 (20), Con 10, Int 8, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +7, Disable Device +6, Escape Artist +12, Hide +15, Jump +5, Move Silently +15, Tumble +13; Improved Weapon Familiarity, Two-Weapon Fighting, Weapon Finesse.

Possessions: *potion of invisibility*, +1 *longsword*, shortsword, +1 *studded leather armor*, 50' silk rope, light crossbow, *vest of resistance* +1, *gloves of dexterity* +2, sassone leaf residue x2 (DC 16, 2d12 hp/1d6 Con; see DMG pg 297), *potion of cure moderate wounds*, and *ring of protection* +1.

Encounter Six

Advanced Chaos Beast: CR 10; Large Outsider (Chaotic Extraplanar); HD 12d8+48, hp 102; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +12/+22; Atk Claw +17 melee (1d4+6 plus corporeal instability); Full Atk 2 claws +17 melee (1d4+6 plus corporeal instability, claw); Space/Reach: 10ft./10ft.; SA Corporeal Instability, Improved Grab; SQ darkvision 60ft., immunity to critical hits and transformation, spell resistance 20; AL CN; SV Fort +12, Ref +8, Will +8; Str 22, Dex 11, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +21, Escape Artist +15, Hide +15, Jump +21, Listen +16, Search +16, Spot +16, Survival +0 (+2 following tracks), Tumble +17, Use Rope +1 (+3 with bindings).

Dodge, Improved Initiative, Mobility, Ability Focus (Corporal Instability), Improved Grab

Corporeal Instability (Su): As normal Chaos Beast, but DC 20.

Improved Grab (Ex): If the Chaos Beast hits an opponent smaller than itself with a claw attack, it can attempt to start a grapple as a free action, without provoking an attack of opportunity.

Immunity to Transformation (Ex): Effects such as polymorph or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Appendix 8 – New Magic Items/Abilities

Teleportation Crystal

When clenched tightly in one hand and the Draconic rune inscribed on one face uttered, this perfectly clear crystal allows the holder to *teleport*, as the spell. The crystal crumbles into a white dust when used. Caster level 10th.

Moderate conjuration; CL 10th; Craft Wonderous Item, *teleport*; 2250 gp.

Improved Rapid Shot (*Complete Warrior* pg. 101)

You are an expert at firing weapons with exceptional speed.

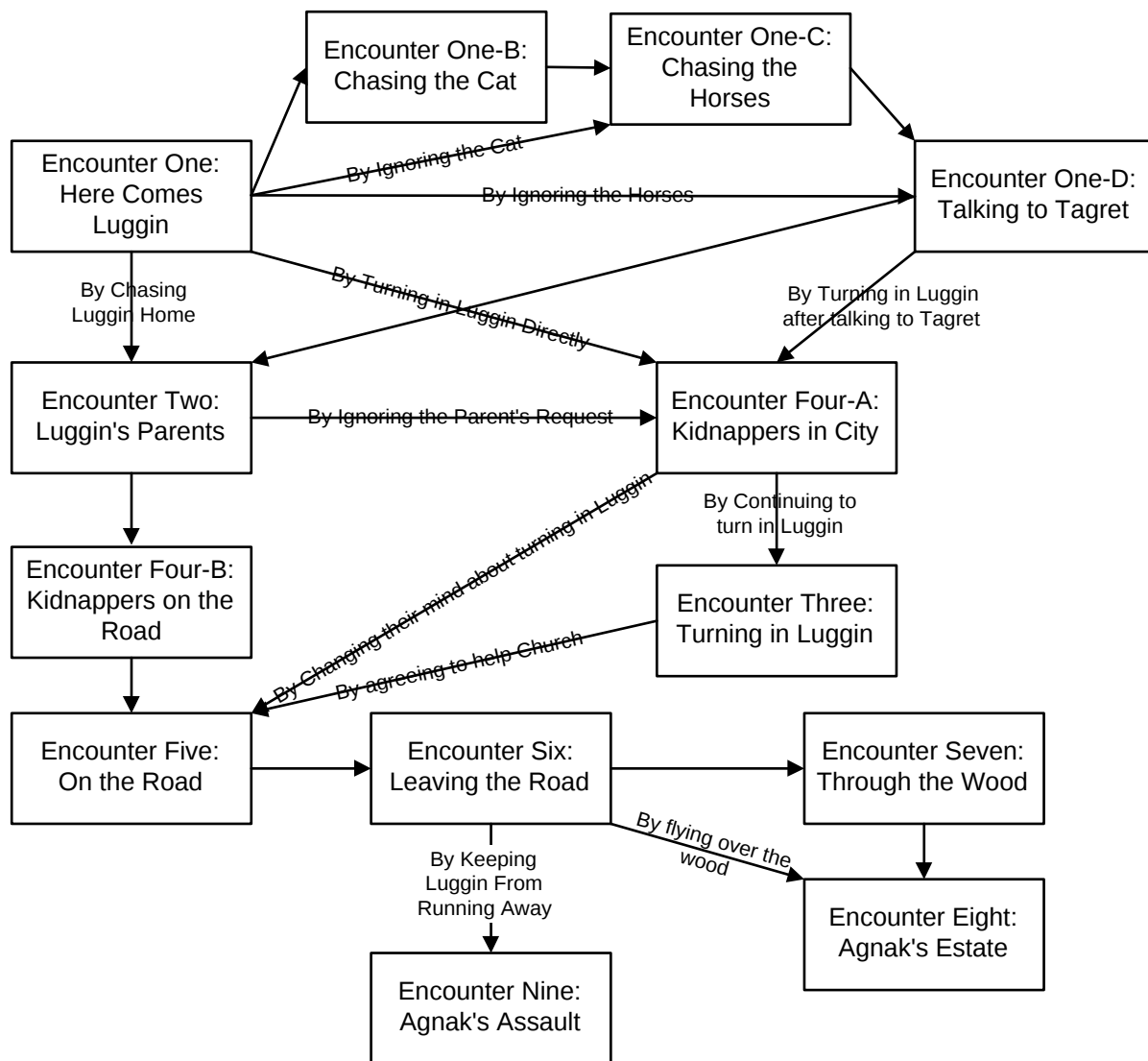
Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you ignore the –2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Encounter Flow Chart

The unlabeled arrows mark the fullest, intended experience for the players.



Player Handout - Kidnapper's Letter

My Dearest Gryn,

I hope you and those two geniuses you consort with have not wasted the advance I gave you. It has come to my attention that the boy's condition has attracted the attention of Parish authorities. The time for action is at hand if he is not to be discovered.

Use whatever means necessary to take him into your custody so long as your identity and his remain secret. If for some reason he is captured by those buffoons in the Church Militant, fear not. I have already secured his release to me under such circumstances. I'm sure you'll understand that should he find his way into the hands of the Phostans, there will be no more money for the three of you.

I so look forward to seeing your lovely face again soon, pocked though it may be.

Sincerely, A

P.S. Advise that half-fiend Lell that if the boy should come to any harm while in your custody, I will extract the loss to myself from the zest of his flayed hide.