

BDK4-05

Torrock's Legacy

A One Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

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&

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A person's actions in life create a ripple effect that can continue to spread well beyond that person's lifespan. Torrock is dead. Will Torrock's legacy continue to spread death and destruction even after his death, or can a few determined heroes create a better ending? An adventure for characters level 1-13. Part three of the Bluff Hills Silver series.

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's

Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	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

with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

This adventure takes place in and around the Bluff Hills and Fellands region of the Bandit Kingdoms. In recent years a powerful ogre, Torrock, united tribes of ogres, orcs, and hill giants to terrorize all within the region. The governor of Groucester, Xavendra, assigned Major Blain the task of running Torrock and his forces to ground and eliminating him as a threat. The Major, utilizing groups of local adventurers, was able to first locate Torrock's main base of operations and then later attack this base. While the Major's main force engaged the ogre's forces in a frontal attack, a group of adventurers was able to sneak in from the rear and kill Torrock. With the death of their leader, Torrock's remaining forces fled.

However, the Major's victory was marred by several developments. While infiltrating Torrock's camp, the adventurers discovered a chest containing documents linking Xavendra to Torrock. According to these documents, Torrock was an agent of Xavendra's that had rebelled and turned against her. The documents made their way into the hands of agents working for Fort Hendricks, who sent copies to Cranzer, Graf Tadorinal, and other Iuzian governors that do not wish Xavendra well.

Secondly, in addition to defeating Torrock's forces, Major Blain was given the task of securing the Perdition Silver Mines and turning them over to Xavendra. The Major assigned several clerics of Iuz the task of leading his remaining forces to secure the mine. Upon their arrival, the clerics discovered adventurers leaving the mine. Ignoring what they knew would be the Major's wishes; the clerics ordered the soldiers to capture the adventurers. However, the timely arrival of forces from Fort Hendricks saved the adventurers and routed Xavendra's forces.

Major Blain at Little Hills Fort was left with a small handful of troops, no silver mine, and Xavendra's secret link to Torrock made common knowledge amongst her enemies. To make matters worse for the charismatic Major his efforts to defend the people of the Bluff Hills area from Torrock has made him something of a folk hero among the local people.

While Xavendra publicly praised the Major's "glorious victory," privately, she is less than pleased. Those who fail to please Xavendra tend to have a short, unpleasant life. The Major has not been sleeping well lately.

Being an intelligent man, the Major has been tempted to disappear into the hills himself, except for a secret hold Xavendra has over him; in a secret villa to the

north of Groucester, the Major's wife and two daughters are guests of Lady Xavendra. The Major's family is treated well and even pampered. However, their continued good treatment is dependent upon the Major's loyalty and his continued success in Xavendra's service.

In *Torrock's Lair*, adventurers unsuccessfully attempted to capture a spy nicknamed Blackjack. Blackjack was spying out communities and caravans in the area and providing Torrock with information to use in his attacks. Major Blain is still interested in the capture of Blackjack so that he can interrogate the spy before sending him on his way to the afterlife.

The Major is not aware of the fact that Blackjack is a double agent. Currently, Blackjack is working for Graf Tadorinal, but is not above taking money from anyone else who is willing to pay his rather steep rates. His primary and ongoing work for Graf Tadorinal is to spy on Xavendra and undermine her in any way he can. His work with Torrock was part of his efforts in this area.

Blackjack is still in the area and is still up to his old tricks. He has recently found information and documents that prove that Xavendra is planning on declaring her little area of the Bandit Kingdoms an independent kingdom. He has hidden this information in a secure location and plans on retrieving it later.

Feeling rather smug about his accomplishments, Blackjack is celebrating at the Red Stag Inn, which is situated on the outskirts of Groucester. It is here that the adventurers encounter him and begin their adventure.

Note for DM's:

This adventure takes place in Groucester, the regional capital of the Bluff Hills. Ruled by Xavendra, the city has taken on many of her traits during her rule of the city; the nobility is decadent and there is little tolerance for the humanoids (such as orcs or goblins) that are frequently used as guards in other parts of the Bandit Kingdoms. Control of the city is kept with a silk glove wrapped around an iron gauntlet; during the day the people are free to live safe and content, so long as they abide by her laws. During the night, however, the common folk know to bar their doors and windows as the enforcers of Xavendra move through the streets.

Adventure Summary

Encounter One: At an inn on the outskirts of Groucester, the party encounters Celestia, a high priced courtesan, who has been roughed up by a drunken Blackjack. She convinces the party to capture Blackjack and turn him over to Major Blain, who wants Blackjack for questioning.

Encounter Two: The party takes the captured Blackjack to Little Hills Fort and delivers him to Major Blain. The Major questions Blackjack and learns of a packet of information Blackjack has hidden in the inn back in Groucester, the information revealing Xavendra's plans to form her own kingdom. He learns from Blackjack the secret location of the villa where his family members are held as pampered hostages to his good behavior and of Xavendra's plans to give one of his daughters to a half-fiend as wife to express her displeasure with the Major. The Major ask the party to retrieve the packet and rescue his family.

Encounter Three: The characters return to the Red Stag Inn to recover the packet. They discover that the inn is too busy to sneak in and recover the packet during the day; they must sneak in and recover the packet after dark. Xavendra has discovered that some of her documents are missing. Using magic she has divined that they are hidden outside of the Red Stag Inn. She has dispatched a cleric, Viola, to discover the exact location of the information, intercept anyone trying to recover it, and recover the stolen documents. When the party exits the stables, they discover Viola waiting for them.

Encounter Four: The party overcomes or sneaks past guardians of the villa. They meet with Dalia, Major Blain's wife, present proof that they are from the Major and explain why they are there. Tianna, the Major's sixteen-year-old daughter doesn't want to leave. She has enjoyed the pampered life style she has led at the villa and she has been conned by Xavendra and Provarian (a half-fiend ranger and her fiancée). She believes that Provarian is a poor, misunderstood soul persecuted because of his looks and because his father happened to be a demon. She believes that Provarian loves her and that she loves him. In spite of anything the characters and her mother say, Tianna resists leaving with the party. If she is forced to leave, she does everything she can to ensure that Provarian can track her.

Encounter Five: Provarian tracks down the party. Tianna runs to him, throwing herself into his arms. Provarian pulls a weapon and threatens to kill her if the party doesn't surrender and turn the rest of Major Blain's family over to him.

Conclusion: The party arrives at the drop off point and successfully delivers the Major's family and the packet of information. The Major and his family disappear.

Introduction

Your adventures have brought you to Groucester, Xavendra's capital in the northern region of the Bandit Kingdoms. Conspicuous by their absence are the humanoid troops present in most of the Bandit Kingdoms. While this initially seemed a good sign, you soon learned that the human soldiers that Xavendra uses in their stead can be every bit as cruel and capricious as their monstrous counterparts.

While the inhabitants of Groucester seem well fed, you can't help but notice the furtive glances they seem to frequently cast over their shoulders and towards the gubernatorial mansion on the hill to the north of town. Stringing strands of garlic from windows and doorways seems to be a popular fad and as soon as the sun sets the shutters and doors of most homes and businesses are closed and bolted shut.

As the sun sets, you retire to the Red Stag Inn. This inn is apparently popular and prosperous, even though it lies near the outskirts of town. Approaching the open front door, you can hear the cheerful sound of singing, accompanied by the sweet sound of a lute and the accompaniment of several clattering mugs and forks. Some people are dancing in an open area in the center of the commons. Shouldering your way through the crowd you can see that several card, dice, and dart games are going on. The open front door and windows of the inn let in a cooling breeze and keep the crowded confines of the common from becoming too stuffy.

A short stout man with red hair approaches you, "Welcome to the Red Stag Inn, I'm Jebidiah, how can I help you this fine evening?"

Jebidiah is the proprietor of the inn. If the characters want a room he'll inform them that a room cost 1 gp per night. He currently has only two rooms available but that if they want to share rooms they can do so. If the characters want a table, Jebidiah well inform them that they'll have to wait until a table opens up, but they're free to sit at the bar, join in the dancing, or join one of the gaming tables while they wait.

Have each character make a Spot check. Characters that make a DC 15 roll noticed a strange brand on the lentil of the front door as they entered the inn. Making a DC 20 roll indicates that the characters noticed the same brand on the inn's windowsills.

If characters ask questions about these brands, most people refuse to discuss them. Some might state that they've never noticed them before. A successful Sense Motive roll (DC 15) indicates that they are uncomfortable discussing this topic. If a character continues to press, a

Diplomacy roll (DC 20) gets an NPC to state that the brand indicates that this is a safe haven. If pressed further, they excuse themselves and move away.

If the characters ask the proprietor, Jebidiah, he will respond that the brand indicates that he has paid the optional safe haven tax. He'll jovially hug the character about the shoulder, ***"Don't worry my friend, as long as you sleep here, you'll be safe from any nocturnal visitors."***

Give the characters a chance to roll dice, play cards, or dance, as there are willing partners of both genders available.

At APLs 2 and 4, characters notice some soldiers in uniform dancing or gaming. If asked, the soldiers reply that they're on leave from Little Hills Fort.

If any of the PCs has renown from playing either of the Torrock scenarios and they are not disguised, someone in the group recognizes them. If they played *Torrock's Lair* the response will be, ***"Hey everybody, it's the hero of Little Hills Fort."*** If the character has renown as the person who killed Torrock, the response is, ***"Wow, you're that guy who killed Torrock."*** Offers to dance or join in dice, card, arm wrestling, and dart games are specifically extended towards this character. If none of the characters in the group played either of the Torrock adventures, have someone approach the group and make a big deal about some other adventure that one of the characters has participated in.

Have characters make a Spot check (DC 15; If no one makes the roll have the character with the highest roll succeed anyway) to notice a drunken man in black being helped up the stairs to his room by a pretty young woman. Characters who played *Torrock's Lair* feel that something about the man looks familiar but are not able to figure out why. The drunken man is Blackjack. It might be the case that the PCs immediately wants to go to investigate the drunken man. If the PCs make their way to the stairs, have the bartender yell at them and tell them that they need to get a room before they have access to the upstairs. By paying the right people, they can find out what room the drunken man is staying in and proceed from there. However, make sure that they are aware that there is lots of movement up and down the stairs and in the main hallway outside the rooms. Both rooms adjacent to Blackjack's are already taken, although the PCs might be able to break into the room from the outside.

Eventually, things wind down and the characters should head up to their rooms for the night.

Note: It is possible that wily PCs mess up the best laid plans. The tavern environment allows for lots of room for roleplay and sneakiness. It may be that the PCs come

up with a plan to go about their business on their own without waiting the night out. If this is the case, use your skills as a GM to your best ability and use the stat-blocks within as guidelines for what may happen. The direst peril, of course, would lie with low-level parties capturing Blackjack on their own and he manages to come to consciousness (as Blackjack is an untiered encounter). The best advice is to be creative with the NPCs that are detailed within.

Encounter One: To Catch a Thief

Allow the characters to state if they are setting up watches or are taking any other special measures before going to sleep for the night. Around two in the morning there is a knock on the door of one of the characters' rooms. Read the following.

Sometime in the middle of the night someone knocks softly on the door of your room. "Please", whispers a frightened female voice, "I need your help. Can I come in, please?"

Peering out the door you see a young woman in scant, torn undergarments standing outside your door. She would be pretty but the cut lip, bloody nose, and livid bruise on the left side of her face detract from her charm. Casting a furtive glance over her shoulder, she darts into your room. "Close the door," she hisses.

This woman is Celestia. She is a high classed (and expensive) courtesan, though there is no reason the characters should need to know this. She is the woman the characters noticed helping the drunken man in black (Blackjack) up the stairs earlier in the evening. The characters that spotted her will remember seeing her. Blackjack hired her for the evening and things would have gone uneventfully except Blackjack is a mean drunk. When Celestia asked for her pay, he refused to pay, beat her, and tossed her out of his room. Blackjack then locked the door and collapsed onto his bed.

However, Celestia knows who Blackjack is and she knows that he is wanted by Major Blain. On her way through the common room earlier in the evening, she noticed the adventurers. If one of the characters played one of the Torrock adventures, she recognized that character and realized that they were connected to the Major. Otherwise, she simply recognized them as adventurers. Celestia has decided to utilize the characters to help her get revenge against Blackjack.

She asked Jebidiah, a friend of hers, in which room the characters were staying. She then removed her nice

dress, tore her undergarments in strategic places, and went to the characters' rooms. Read the following:

Once the door is closed, the woman moves to a bed and, sitting on the edge, begins sobbing hysterically.

DM Note: DMs need to be mindful of who is playing. If you have younger players, tone down Celestia's narrative.

Hopefully, one of the characters attempts to comfort Celestia. Have them roll a Diplomacy roll (DC 10). On a successful roll, Celestia "calms down". If no one "successfully" comforts her, she eventually calms down on her own. Celestia is not truly distraught; she is angry but feels that she can more readily win the characters' aid by acting the damsel in distress. In her interactions with the PCs Celestia has a +12 Bluff modifier and a +10 Sense Motive modifier. She is very canny and adjusts her approach depending upon the characters' reactions and motivations. If asked, Celestia tells characters her name. Once Celestia has calmed down, she relates, in between occasional sobs, the following:

"Earlier this evening, this man who calls himself Blackjack asked me out on a date. We had fun and all, but he had a bit too much to drink so I helped him up to his room. Once we were there, he grabbed me and dragged me into his room." At this point she begins sobbing once again. After several minutes she calms down enough to continue.

"I'm sorry," she stammers, "I must seem like a complete twit." Give characters a chance to react and then continue. "Anyway, once he had me in his room he hit me again and again. I thought he was going to kill me, but then he ... he..." She pauses for a moment, her eyes tearing up for a moment before her expression steels to cold anger. "I showed him that I wasn't quite as helpless as he thought."

"My Da, when I was younger, showed me a thing or two about defending myself. I kned him and scratched his face. I was trying for his eyes. While he was losing his dinner, I escaped.

I remembered seeing you in the common room earlier when I was helping Blackjack up to his room. I knew right away that you were heroes and all, so I figured you might be able to help me." At this point a cold angry look enters her eyes, "No one treats Celestia like he did and gets away with it."

You see, over at Little Hills Fort, there's this fellow, Major Blain. He really badly wants to get his hands on Blackjack and ask him a few questions. I figure if you were to capture Blackjack and turn him over to the Major, then he wouldn't be in a position to hurt a woman again for a very long time. 'Sides, I'm

sure the Major would be willing to pay a few gold to get his hands on Blackjack. What do you say?"

If the characters agree to help Celestia, she provides them with information to plan the capture of Blackjack, including the layout of the Inn and which room is Blackjack's. Be sure to emphasize that they need to capture, not kill, Blackjack. The reward for the capture of Blackjack is 100 gp per APL.

APL 2 (EL 3)

🐾 **Warhorse, Heavy:** hp 35, Monster Manual p. 273.

🐾 **Inebriated Blackjack w/ Broken Leg:** Male human Ftr2/Rog8. hp 49 (currently at 24 from 10 points of lethal and 14 points of nonlethal damage); see Appendix I.

At APL 2, Celestia has already alerted the city militia as to Blackjack's presence. She asks the PC's to make sure that Blackjack cannot get to his horse and escape if the militia is unable to stop him. She suggests that the PC's consult the soldiers downstairs before they act.

The soldiers tell the characters that Blackjack is a wily character that has already eluded capture on several occasions. They insist on capturing Blackjack themselves, but ask the characters to help prevent Blackjack from getting away by moving his horse from in front of the Inn.

Blackjack's horse is a well-trained heavy warhorse, which does not respond well to anyone but Blackjack. It attacks the characters if they try to move it. Blackjack has magical tack, a *bridle of ease* that allows him to leave his mount saddled and ready to ride without any ill effects on the horse.

Four rounds after the characters begin their approach on the horse, from the windows above they hear:

"Hey! He's getting away, stop him!" There is a sharp thud and a body lands in the dirt at your feet. His right leg is bent back at an impossible angle. "Oaf," says a man dressed only in his underwear and carrying a longsword. He peers up at you through bloodshot eyes, "Hey, whash you doin wish my ... ah ... wish my horsh," he slurs. He tries to stand up and looks puzzled when his leg won't work. What do you do?

APL 4 (EL 5)

🐾 **Warhorse, Heavy:** hp 35, Monster Manual p. 273.

🐾 **Inebriated Blackjack:** Male human Ftr2/Rog8; hp 49 (currently at 24 from 25 points of nonlethal damage); see Appendix I.

At APL 4, Celestia tells the characters that there are some soldiers from Little Hills Fort in a room down the hall and insists that the party consult with them on how to catch Blackjack.

The soldiers tell the characters that Blackjack is a wily character that has already eluded capture on several occasions. They insist on capturing Blackjack themselves, but ask the characters to help prevent Blackjack from getting away by moving his horse from in front of the Inn. Blackjack's horse is a well-trained heavy warhorse, which does not respond well to anyone but Blackjack. It attacks the characters if they try to move it. Blackjack has magical tack, a *bridle of ease* that allows him to leave his mount saddled and ready to ride without any ill effects on the horse.

Two rounds after the characters began their approach on the horse, from the windows above the characters hear:

"Hey! He's getting away, stop him!" Suddenly a man dressed only in underwear and carrying a long sword land in front of you. Although he landed well, he sways for a second and falls on his butt. "Oaf," says the man. He peers up at you through bloodshot eyes, "Hey, whash you doin wish my ... ah ... wish my horsh," he slurs. What do you do?

APL 6 (EL 7)

☛ **Drunk Blackjack:** Male human Ftr2/Rog8; hp 49 (currently at 35 from nonlethal damage); see Appendix I.

At APL's 6 and up the characters are on their own and able to catch Blackjack asleep and drunk. The lock on his door is of good quality (DC 20). Any attempt to pick the lock allows Blackjack a Listen check (DC 10) to awaken from his sleep. Forcing the door (by attempting to break it down or by destroying it) allows a DC 5 Listen check. Once awake, Blackjack's first action is to grab his sword.

APL 8 (EL 10)

☛ **Blackjack:** Male human Ftr2/Rog8; hp 49, see Appendix I.

☛ **Quasit:** hp 13; see *Monster Manual* p. 46.

☛ **Warhorse, Heavy:** hp 35; see *Monster Manual* p. 273.

At APL 8, an invisible quasit accompanies Blackjack. The imp has followed Celestia from Blackjack's room and returned to warn him. Warned, Blackjack has used a potion of *neutralize poison* to sober up and is equipped and ready for trouble. If the battle goes badly he attempts to leap through the window of his room and escape on his horse waiting below.

APL 10 (EL 12)

☛ **Blackjack:** Male human Ftr2/Rog8; hp 49; see Appendix I.

☛ **Vrocks (2):** hp 115 each; see *Monster Manual* p. 56.

☛ **Warhorse, Heavy:** hp 35; see *Monster Manual* p. 48.

At APL 10, there are messengers from Graf Tadorinal waiting for Blackjack in his room. The Vrocks teleport into the room shortly after Celestia leaves to get the party. The Vrocks have come to apprise him of his imminent danger and assist Blackjack in defeating the party. Blackjack uses a potion of *neutralize poison* to sober up. If the battle goes badly Blackjack attempts to leap through the window of his room and escape on his horse waiting below.

APL 12 (EL 14)

☛ **Blackjack:** Male human Ftr2/Rog8; hp 49; see Appendix I.

☛ **Hezrou (2):** hp 138 each; see *Monster Manual* p. 44.

☛ **Warhorse, Heavy:** hp 35; see *Monster Manual* p. 273.

At APL 12, there are messengers from Graf Tadorinal waiting for Blackjack in his room. The Hezrou teleport into the room shortly after Celestia leaves to get the party. The Hezrou have come to apprise him of his imminent danger and assist Blackjack in defeating the party. Blackjack uses a potion of *neutralize poison* to sober up. If the battle goes badly Blackjack attempts to leap through the window of his room and escape on his horse waiting below.

Once Blackjack is captured he is uncooperative and sullen. He attempts to escape any chance he gets. The characters need to get him to Little Hills Fort (see DM Map I), a three-day trip on foot or a two-day trip on horseback. The trip is uneventful except for escape attempts by Blackjack. Assuming the characters have removed all of Blackjack's equipment, he has an Escape Artist skill of +11.

If the characters kill rather than capture Blackjack the adventure probably ends here (there is no reward for killing Blackjack, only one for his capture). However, if they have a *speak with dead* spell they may be able to get Blackjack to tell them of the packet hidden in the stable. Higher level parties have other options open to them to get Blackjack alive again, such as favors or by being able to cast *raise dead* or some such spell themselves. Blackjack, being truly evil and greedy, never resists a *raise dead* attempt, being cocky enough to believe that he will be able to get himself out of the situation sooner or later. If the party is able to *speak with the dead*, go to Encounter Three: The Package before ending the

adventure. As the party was not adept enough to capture Blackjack alive, the Major does not trust them with the mission of saving his family.

Returning Blackjack to Major Blain alive is what it takes to get the bounty that has been put on the wily rogue's head. The reward for Blackjack's capture is 100 gp per APL and can be collected from the Major directly. If the PC's decide to pick up their reward, proceed to Encounter Two: Little Hills Fort. If the PC's instead decide to turn Blackjack over to somebody else (such as a metaorg) many were happy to have Blackjack and will match Major Blaine's reward. They then interrogate the scoundrel and turn up the information about the package. The PC's can then choose to go to Encounter Three: The Package.

Encounter Two: Little Hills Fort

At the end of the trip read the following:

Coming over a rise you finally spot Little Hills Fort, a small fort with wooden palisades. Sentries at the corner towers of the fort spot you and signal your arrival with a short blast from a horn. The front gate stands open and as you ride closer a sentry yells out asking "what business have you at the Little Hills Fort?"

Assuming the party informs the sentry that they have a prisoner or need to talk with Major Blain or some other similar conversation they'll be directed to wait in the courtyard while the sentry goes to inform the Major of their arrival. Read the following:

Directing you to wait in the courtyard, the sentry enters the main office, presumably to get the Major. Looking around you note that, unlike many compounds of Iuzian forces, Little Hills Fort is clean, well ordered, and in good repair. You also note that there are very few troops about. Indeed, the fort seems to be manned with the bare minimum needed. The civilians living within the fort seem content and in good spirits. Some of them even nod to you as they go about their business.

A short while later the Major steps out. Standing just over six feet tall, Major Blain is a powerful looking man with a commanding presence. Dressed in full plate crafted of a silvery metal, he has black hair and piercing green eyes – and right now those eyes are scrutinizing you and your prisoner. "What have we here?" he drawls.

If the characters have influence with the Major he greets them warmly and addresses them by name. Otherwise he treats them with a polite but aloof manner as they explain why they are here. Once he learns who their prisoner is, read the following:

The Major's intense gaze shifts to Blackjack. He steps up to Blackjack and looking him in the eye gives the prisoner a cold, predatory smile. "Welcome to Little Hills. I hold you personally responsible for the deaths of hundreds of men under my command. I been waiting for far to long to have a chat with you."

With an insolent sneer, Blackjack nonchalantly replies, "Why, if it isn't the great Major Blain. Basking in the Pale Lady's appreciation, are you?"

Have characters roll a Sense Motive check. With a roll of 15 the character knows that Blackjack is taunting the Major. With a roll of 20 the character picks up that in spite of the Major's apparent success against Torrock that Lady Xavendra is unhappy with Major Blain for some reason. Continue on.

With a snarl, the Major strikes Blackjack in the stomach with his mailed fist. Blackjack collapses to the dirt, rolling into a small ball.

Turning to one of his men, the Major snarls, "Get this peace of trash out of my sight. Take him to the stockade. Tell the Sergeant to make him ... comfortable. Next time I see him, I want him eager to tell me everything he knows."

Two of the Major's men grab Blackjack by the armpits and drag him off to the stockade. The Major watches Blackjack intently, his brow a furrow of concentration as his steely eyes flash until the thug is dragged out of sight. Turning around, he seems almost surprised to see you watching.

Taking a deep breath he regains his composure. "Thank you for bringing him in. I'm grateful and will see that you a suitably rewarded for your efforts. Come into my office and tell me how you managed to capture him and anything he may have told you on your journey here.

The Major leads you into his office and gives you a small bag of gold. I know it's not much but things are tight here right now. He invites you to take a seat and tell you your tale.

Allow the characters to tell the tale in their own words. If you have the time, discourage players from saying something along the line of, "So we tell him what happened." Have the Major ask any questions that seem appropriate based on what the characters relate.

At the meeting with Major Blain, he asks the PC's to turn over Blackjack's possessions (as a test of trust). If they do not do so, they get Adventure access to the items and gain gold for them, but earn the Major's disfavor and will not be trusted to complete the remainder of the adventure.

If the PC's do turn over the items, Blain holds the items for the heroes. Following the rescue of his family, he offers to sell them to the party in the future, turning the access to Regional.

The major asks the character to stick around for several days in case he needs to ask them anything further. If any of the characters have earned the Major's trust, i.e. they have influence with the Major and they have not acted in a manner that is overly stupid or chaotic, he privately asks them if they would like to be present when he interrogates Blackjack.

If none of the characters have earned the Major's trust or if they turned down the invitation to be in on the interrogation, they have two days to kick around the fort before the Major invites them back to his office to talk with them again. If they've attempted to Gather Information during this time they may find out the following information:

On a roll of 15

- Major Blain is respected and feared by his men. He is fair and even handed but harsh with discipline.
- The Major is well liked and regarded as a hero by the local populace.
- People are puzzled that the Major has not received another promotion since he defeated Torrock's forces.
- The defending forces at Little Hills Fort are sparse because many of them died in the attack on Torrock's forces and the Major has not received any reinforcements since then.

On a roll of 20

- Sergeant Aramil, the Major's right hand man disappeared sometime after Torrock's defeat.
- The Major was called to a personal meeting with Lady Xavendra after Torrock's defeat and since then he has seemed worried and preoccupied.
- There are currently no clerics of Iuz in residence at the fort.
- Following the attack on Torrock's forces, the clerics of Iuz at the fort led the remaining troopers in an unsuccessful attempt to take the Perdition Silver Mines.

On a roll of 25

- Someone found some papers that supposedly link Torrock and Xavendra together in some sort of failed attempt to gain control of the Perdition Mines.

- The forces that attacked the Perdition Mines were driven off by a group of Bandits.

On a roll of 30

- One of the clerics of Iuz that led the attack on the Perdition Mines survived the attack. Supposedly he was called into Major Blain's office where there was some yelling and shouting. The cleric was never seen coming out of the office.
- Xavendra feels that Major Blain is somehow responsible for the failed attack on the Perdition Mines and for the rumors linking her to Torrock.
- Xavendra feels threatened and jealous of Major Blain's popularity with the general populace.

On a roll of 35

- Major Blain has had several secret meetings with groups from the Fellreev.

The Interrogation

If none of the characters was invited to attend the interrogation of Blackjack, during the characters first evening at Little Hills Fort have them make Spot checks (DC 17) to notice Major Blain leaving his office and going over to the stockade.

If the characters notice this, they can attempt to sneak (Hide & Move Silently DC 11 on both rolls) over to a window on the side of the stockade and Listen (DC 15) in on what's going on inside. If a character fails in their Hide or Move Silently rolls a guard will investigate. If they discover the character they escort them back to their room and a guard will be stationed outside of their room for the remainder of the night.

If none of the characters was invited to sit in on the interrogation, nor snuck into a position where they can overhear the interrogation, skip this part.

If a character attends the interrogation read the following, allowing characters to interject and ask questions of their own. This means you, the DM, need to be familiar with the text so you can modify it to give the characters a chance to contribute and change it to take into account what the characters say. If player whose characters are not present or listening in do not let them contribute to the conversation, no ghost voices please. If characters are listening in from outside the window, they can overhear the conversation, alter the boxed text accordingly, taking out physical descriptions, but cannot participate in any way.

Accompanying Major Blain, you enter the stockade. The only current residents are Blackjack and a large brutish jailer. Blackjack is chained to the wall of his cell with four manacles, one on each wrist and ankle. He hangs there limply, glaring at you and the Major with his right eye. The left side of his face is bruised, his left eye swollen shut, and his lower lip is split

open. Seeing him like this brings to mind Celestia, standing outside your room back in Groucester. The old saying, "what goes around comes around" comes to mind.

Major Blain turns to the jailor, "Evening Sergeant, how's our guest doing? Is he in a talkative mood?"

"To be honest sir, he said he'd talk even fore I started convincing him. But me brudder, Athan, was stationed at Little Hills back when Torrock snuck attacked it. I figured wit'out this bloke, Athan might still be alive, so I convinced him a little more. If you know what I mean."

"That's alright Sergeant no harm in being thorough."

The Major turns to Blackjack, "Well Jack, what do you have to say?"

Glaring at Major Blain, Blackjack raises his head and spits a glob of blood and saliva at the Major's feet. "I don't know Blain, what you want ta know."

With a yell the Sergeant moves forward and backhands Blackjack across the mouth. In a cold, ruthless voice, with the conviction of one who is already responsible for many deaths, the jailor snarls, "Listen you, filthy worm, you address the Major with respect or I'll gut you like a fish."

Major Blain lays a restraining hand on the Sergeant's arm, "Whoa Sergeant, its ok. You hit him anymore and I wont be able to understand what he says. Tell you what. Why don't you go take a walk, cool off a bit and comeback when you've calmed a bit."

The Sergeant looks down a bit. Glares at Blackjack, looks at the Major, opens his mouth to reply, stops, reconsiders, and with a brief nod turns and walks to the door leaving the stockade.

If there are characters hidden outside the stockade, have them roll their hide checks, as the sergeant walks by them without noticing them.

Major Blain again addresses Blackjack, "You know, Jack, that man," he points towards the door the sergeant just left through, "would dearly love to skin you alive. At this point I'm rather inclined to let him.

Start talking. If I find what you have to say interesting, I'll give you a swift painless death. Otherwise your death will be a long time in coming, very painful, and interrupted by occasional healings so we can start the process all over again.

"Now, now Blain, let's not get nasty," drawls Blackjack, "I happen to know you got lady problems. For the right incentives, like my freedom, I can solve those problems for you. What I need to know is

which ladies are more important to you, Lady Xavendra or Dalia, Tianna, and Lina?"

You watch as Major Blain's expression goes through a series of changes. Surprise, fear, anger, and finally rage. Stepping forward he grabs Blackjack by the throat and slams his head up against the wall. "What do you know about my family? If you've harmed them in anyway ... I'll make you regret it for a long, long time."

Blackjack's mouth opens and closes and he tries to speak but no words can make it past the hands grasped tightly about his throat. Realizing the problem, the Major abruptly releases his hold on the rogue's windpipe.

After several moments of coughing and sputtering, Blackjack softly mutters, "Well I guess I now know, which women are more important to you."

A deep growl rises in the Major's throat and he begins to step forward again. "Wait," squawks Blackjack, "I haven't hurt your precious family. Last time I saw them they were all doing well."

"Where did you see them?" growls a barely controlled Major.

"Why, at the Pale Ladies Hillside Villa, of course. I though you knew that."

"Where is the blasted Villa?"

"What, you don't know?" says Blackjack in a hotly scathing tone, "Now imagine that. You'd think that Lady Xavendra didn't trust you or something. It's in the hills to the north or Groucester. If you start searching right now you should find it in a couple of months.

But poor Tianna, she might not have that long you know."

To make a long conversation short after much battering and threatening Blackjack, in exchange for the Major's much begrudged promise to free him, relates to the Major the following information:

- Lady Xavendra is not pleased with the Major. He failed to take the Perdition Mines and during the raid on Torrock's Lair someone discovered a package of letters indicating that Torrock was formerly an agent of hers who rebelled and went rogue. This information was leaked to her enemies who have used it to make things difficult for her.
- Although Major Blain knew nothing about the letters or the connection between Torrock and Xavendra, she still holds him somehow responsible for the information getting out.
- In order to ensure the Major's continued loyalty she has held his family, wife and two daughters hostage at a secret manor to the north of Groucester. They

are well treated and even pampered but their continued good health depends on the Major's loyalty and success in leading her forces.

- Xavendra feels that while she must publicly praise Major Blain's success in defeating Torrock's forces, she must find a private way to punish him and at the same time remind him of who is boss. She has decided to do this through the Major's sixteen-year-old daughter, Tianna. She is going to give Tianna as wife to a half-fiend named Provorian.
- The Major also learns that, while in Groucester, Blackjack obtained copies of Xavendra's plans to declare her part of the Bandit Kingdoms a separate kingdom. Due to possible discovery, he hid these plans in a secret location and planned on returning to recover them at a later time.
- Blackjack provides the Major with a map detailing the location of both the plans and the secret manor where the Major's wife and two daughters are being held. He also hints that Xavendra is keeping a close eye on the Major and that any attempt by him to rescue his family on his own would surely be discovered.
- Also, in the packet of papers, is a personal invitation to Lord Mortoth's Ball, which Blackjack picked up off one of Xavendra's operatives. This note is important to the interactive "The Demon You Know", premiering at MillenniumCon 2004. See Player Handout 1.

Job Offer

After giving the Major adequate time to "interrogate" the prisoner, have him send for the PC's for an interview. Use whatever time allotment fits with your play style. However, be sure that no more than two days after the party arrives at Little Hills the Major invites them back into his office. After inviting them to have a seat he begins:

I've spent the time since last we met interviewing Blackjack and investigating your backgrounds and I've decided to take the most important gamble of my lifetime and entrust you with a task. It is potentially dangerous, and the only reward I can guarantee is my gratitude, which, if you're successful, may not be worth a whole lot for quite some time. It may, however, help spread discord and contention among those you count as your enemies. Are you interested?

Give characters a chance to respond, then continue:

"Lady Xavendra has a difficult time trusting those under her command. In fact, sometimes she takes special measures to ensure their loyalty. Such is the

case with me. I have a wife Dalia, and two daughters Tianna 16, and Lina 14. Xavendra keeps them as her special guests in a secret Villa north of Groucester. They are treated well, some might even say that they are pampered, but their continued good treatment has been dependent upon my loyalty and success in my military endeavors.

Now, however, Xavendra is less than pleased with the way some events have transpired. She is planning on punishing me by giving my daughter Tianna to a half-fiend as a wife. Up to now I have been unable to do anything about the situation without endangering my family.

However, your capture of Blackjack has changed things significantly. Blackjack has discovered the location of this villa and, in exchange for his freedom, has agreed to provide a map to the location. Blackjack has also hidden a packet of information about some of Xavendra's plans in the stable of an inn on the outskirts Groucester. This information would be valuable to certain parties whom I know to have the resources necessary to keep my family safe.

As my absence from my post here would be readily apparent, I cannot rescue my family nor retrieve this packet. Instead, I need you to retrieve the packet and then go to the villa and rescue my family. Once you have done so, lead them east to the bend in the Zumker. There, a group of my men will meet you. They will retrieve information in the packet and take my family to safety. You are free to make copies of the information if you want, but the originals must be turned in to your contacts if my family is to remain safe.

Are you willing to do this for me?"

Provided the characters agree, the Major provides them with a map to the villa and a description of his wife and daughters. He gives them a sealed letter to give to his wife and instructs them to give it to her when they meet her. He also tells them that the packet is behind a slat in the back of the third stall of the stables of the Red Stag Inn. He can provide the characters with rations, riding mounts (note that if the character wants to keep the mounts after the adventure, they'll need to pay for them), and mundane items of up to fifteen gp in value.

Encounter Three: The Package

Thankfully, the journey back to Groucester is easy and uneventful. The insects are buzzing merrily and all is hustle and bustle as you re-enter the city. As you approach the Red Stag Inn to retrieve Blackjack's

package, you discover that the stables are a very busy place. Horses are being led in and out as various guests arrive and depart and grooms are busy feeding and currying animals. It would be very difficult if not impossible to retrieve the package during the daytime, but you can assume that perhaps it would be best to wait until after dark to search for the package.

It is easy to pick up the package at night. However, if the characters insist on searching during the day, give them a hard time. Casual intrusion results in the PC's being discovered and then asked to leave. Even if invisible or hiding the horse in the third stall where the package is hidden senses their presence (using its scent ability) and become restless, making noises and kicking at the character and stall walls. Very shortly (within one round), a groom comes to investigate. Don't worry overmuch about the PC's getting the package early just make it difficult for them to do it. If the characters use force or obtain the package during the day or through some other means, Viola discovers the characters in their camp during the night.

If the characters search for the package at night they find it without difficulty. The horse in the stall will be a little restless and kick at the character, but the grooms will not venture out at night to investigate, as they don't wish to encounter any vampires.

Xavendra has discovered that the documents outlining her plans to declare her area of the Bandit Kingdoms an independent kingdom have been stolen. She has utilized divinations to determine that the documents are hidden somewhere outside of the Red Stag Inn and has sent Viola, a cleric of Iuz, (at APL 4 and up a vampire) to retrieve the plans and watch to see who tries to recover them. Viola is watching the stables (at APL 4 and up she will be in the form of a bat) and confronts the party as they leave the stables.

NOTE: If the PC's got to this encounter because they turned Blackjack over to someone other than Major Blain, then know that Viola is aware of the location of Major Blaine's family. It is highly unlikely, but if the PC's can somehow coerce this information out of her, then the adventure may proceed. Otherwise, the adventure is over for them.

Having successfully obtained the package, you are leaving the stables when a female voice addresses you, "Good evening. I see that you've found the documents my mistress has sent me to find."

A slight good-looking lady with black hair and green eyes steps into the light. She is armored in a well-crafted breastplate, has a cocked crossbow pointed in your direction, a morningstar hangs from

her belt and a holy symbol of Iuz hangs from a chain about her neck.

There is a feral gleam in her eyes as she smiles at you. "My mistress will be sure to reward you for finding her documents for her. Could I have them please?"

At all APL's, go to initiative straight up, with no surprise round. Viola delays if she wins initiative until she surmises the party's intent, either through action (when the party attacks), or through parley.

If the characters give Viola the documents - she thanks them and ask them to accompany her to the Gubernatorial Palace. Once there party members are shown to different chambers until a powerful vampire shows up to interview them. The vampire will attempt to Dominate (Will save DC 19) each character until he is successful with at least one character. He then attempts to find out why the characters are there and who sent them. The characters receive a reward (50 gp per APL) for "finding and returning" Xavendra's documents.

If anyone reveals the plan to rescue the hostages, Lady Xavendra has the Major's wife and daughters killed and sends a force to arrest the Major. However, the major and a small group of troops loyal to him escape into the Bluff Hills. The adventure will be over and the characters will receive the Disfavor of Major Blain.

If the characters refuse to give Viola the documents or refuse to accompany her to the palace she attacks the party.

NOTE: Viola is a very old and very smart vampire. If things are not going well, she attempts to flee by the fastest means available. She does not want to fail in her mission, but she also enjoys her unlife. She would prefer to live in Xavendra's ill-favor (albeit with some useful information about a band of adventurers) than to be deader.

APL 2 (EL 4)

☛ **Viola:** Female Human Clr4; hp 14, see Appendix I.

APL 4 (EL 6)

☛ **Viola:** Female Human Vampire Clr4; hp 26, see Appendix I.

APL 6 (EL 8)

☛ **Viola:** Female Human Vampire Clr6; hp 39, see Appendix I.

APL 8 (EL 10)

🔥 **Viola:** Female Human Vampire Clr8; hp 52, see Appendix I.

APL 10 (EL 12)

🔥 **Viola:** Female Human Vampire Clr10; hp 65, see Appendix I.

APL 12 (EL 14)

🔥 **Viola:** Female Human Vampire Clr12; hp 78, see Appendix I.

Tactics: In the Appendix, Viola is listed with a power-up suite reflecting the spells she will cast in the first rounds of combat. In addition, at most APL's she has additional spells pre-cast on herself or her equipment. The precast spells have been crossed off her list and the effects have been incorporated into her primary stat block.

Encounter Four: Gilded Cage

The secret villa where Xavendra is keeping the Major's family hostage is located in the hills a day north of Groucester (see DM Map 1). With the map provided by Blackjack, the Villa is easy to find. However, there are several obstacles the characters must overcome if they want to get to the Major's family within the villa.

Wall: The grounds of the Villa are surrounded by a ten-foot tall stone wall. Imbedded along the top edge of the wall is a strip of razor sharp metal. Anyone attempting to jump up and grab the top edge of the wall to pull themselves over cut their hands on this strip of metal. At which point they let go of the wall and drop back to the ground. This applies to anyone attempting to climb over the wall whether to enter or to leave the grounds.

🔪 **Razor Edge Trap:** CR 1; mechanical; touch trigger; automatic reset; Atk +10 melee (2d4[x3]); Search DC 15; Disable Device DC 17.

Along the back wall of the villa grounds the characters can discover a large tree growing over the wall. The branches arching over the wall are 20 ft. off the ground.

Rose Hedge: On the inside of the wall is a rose hedge with sharp thorns. Anyone jumping or dropping into this hedge takes damage from the thorns (1d6) and makes a lot of noise (-10 to Move Silently) alerting the guards and dogs inside.

Front Gate: The path leading to the front of the villa manor is blocked by a locked wrought iron gate (Open

Locks DC 20). Two guards with longspear and light crossbows are always stationed on the inside of the front gate. They can use these longspear and crossbows to attack anyone through the bars of the front gate (characters would get a -4 cover bonus) without getting close enough for characters without the appropriate melee weapons (longspear, halberd, lance, or ranseur) or range weapons to attack them. If someone has given them reason to attack, the guards also yell for reinforcements attracting the attention of additional guards within the grounds.

The guards turn back anyone without official business at the villa. **Note: a group of armed adventures does not have official business at the villa.** People who might have official business at the villa could include visiting nobles, unarmed delivery drivers, and members of Xavendra's armed forces. Remember, Major Blain is not supposed to know the location of the villa. The guards know this. Any mention of the Major puts the guards on alert. While one of the guards delays the party, "Just a moment while we go get the commander." The other guard leaves and rounds up all the other guards and dogs.

Patrols: Counting the two guards at the front gate there are seven guards stationed at the villa. What the guards not at the front gate are doing depends on the time of day.

- ☛ At night – two guards are at the front gate while three guards with guard dogs (see riding dog p. 272 MM) patrol the grounds. The other two guards sleep in the barracks.
- ☛ During the morning – two guards are at the front gate, three guards sleep, and two guards do chores, taking care of the horses and dogs, etc.
- ☛ During the afternoon – two guards are at the front gate. Three guards are off-duty relaxing, playing cards etc., and two guards sleep.
- ☛ Response Times – It will take sleeping guards 10 rounds to respond to any cries for help. Guards on patrol and their dogs are able to get to an area and respond within two rounds. Guards doing chores or relaxing need four rounds before they can respond.

APL 2 (EL1)

🔥 **Guards (3):** Various Human War1; hp 6 each, see Appendix I.

APL 4 (EL 4)

🔥 **Guards (2):** Various Human Ftr2; hp 15 each, see Appendix I.

APL 6 & up (EL 6)

👉 **Guards (2):** Various Human Ftr4; hp 30 each, see Appendix I.

Villa (See DM's Map 4: Villa Inside)

The villa is a small but plush two-story residence where the Major's family is "guests". In residence are Lady Blain, her two daughters Tianna (16) and Lina (14), a cook, and a maid. During the day the cook is in the Kitchen while Lady Blain and her two daughters are either in the parlor or, if its mealtime, in the dining room. The maid is upstairs in the sitting room or in a bedroom, cleaning. At night each is in her separate chamber.

There are numerous windows (see the map) and three entrances, a front door into the entry and hall leading to the parlor, the back door to the kitchen, and a double wood framed glass door in the dinning room. Ceiling within the villa are eight feet tall and the walls are a light color maple. Furnishings and painting are of good quality but difficult for character's to steal. The total amount of loot that the PC's could get from sacking the house is 100gp. This cash can be calculated into the scenario normally, but remember that it is impossible for the PC's to get more than the cap. Doors of the villa are not locked or trapped. There are no secret doors or compartments.

In the parlor is a couch, an overstuffed chair, a rocker, a basket filled with needlepoint materials, a coffee table, two tables with lamps, and a bookcase with light reading materials. The dinning room has a table with six chairs and a china cabinet. The kitchen is a large room with stoves, a sink, cupboards, and counter tops. The cook's room has a bed, nightstand, lamp, wardrobe, and dresser.

Upstairs the sitting room has a small table, three rockers, and a lamp. The maid's chamber has a narrow bed and a chest of clothing under the bed. There is a chamber pot and a washbasin on a nightstand. Lina's and Tianna's rooms have identical furnishings, a canopied bed, a dresser and wardrobe, a nightstand, and a chamber pot and washbasin. Lady Blain's room has a king sized bed, two dressers, a wardrobe, a nightstand, a small coal burning stove, a large bathtub, a pump, a full length mirror, and a chamber pot and washbasin.

Entering the Villa: Provided the characters have gotten past the guards outside there is nothing blocking their entrance into the villa. They could simply knock on the door, they could burst in unannounced, or they could attempt to sneak into the villa.

Knocking: The easiest approach is to simply knock on the front door. If the characters elect to do this during the day, read the following:

Standing outside the front door of the villa you knock. From the other side of the door you hear the sound of running feet and what sounds like a brief scuffle. "I was here first," complains a female voice."

"You got to answer the door last time," responds a second female voice.

"Girls, behave yourselves," states a more mature and somewhat stern female voice. "Tianna, Lina's right you got to answer the door last time, let your sister answer it."

"But Mom, it might be Provarian."

"That's enough! If there is any more arguing and I'll send you both up to your rooms until our guest have left."

A few seconds later, the door opens. Standing within the doorway are two well-dressed attractive teenage girls. The slightly taller girl with dark brown tresses appears to be a bit more mature than the sandy-haired girl. Never the less, the more mature girl seems to be hiding behind her younger, more outgoing, sister.

The look of excited glee on their faces fades into a slightly dismayed expression as they take in the sight of the armed strangers standing at their front door.

"Mother!" yells the younger girl as she backs away from the door and darts down the hall to the right.

The older girl looks at you directly, dropping all pretenses of coquettishness, and states, "Who are you? And what do you want?"

Give the characters a chance to respond before having Lady Blain appear on the scene.

As you are talking with the dark haired girl, an attractive and elegant lady with blond hair steps around the corner.

"My daughter may be a bit blunt spoken, but I too would like to know who you are and why you are here."

Provided the character's tell Lady Blain that her husband sent them and give her his letter. She invites them to join her in the parlor. Go to **But Mother I Don't Want to Go**.

Bursting In Unannounced: If the characters burst in unannounced, Lady Blain assumes that they mean her and her daughters harm. She instructs her daughter to

run out the nearest unobstructed exit and either head to the barracks or front gate to get help. She uses her spells to delay her assailants long enough for her daughters to get to safety before running herself. She uses *confusion* and *dominate person* on anyone that looks like a fighter or rogue and directs him or her to attack the rest of the party while she flees.

Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.

Sneak in During the Day: The character may attempt to sneak into the villa during the day.

- **Looking into windows** – If the characters look in through windows have them make opposed Hide and Move Silently checks vs. the Spot and Listen Checks of people in any occupied rooms (Kitchen or Parlor) they look into.
- If they are heard, someone comes to the window to look out to see what made the noise (Spot vs. Hide). If someone spots them looking in, the maid or cook exits through the door farthest from that window and run to the barracks to get the guard.
- By looking into the windows of occupied rooms the characters can discover that there is a woman and two teenage girls in the parlor and/or an older lady in the kitchen cooking.
- **Sneaking in through the front door** – If characters attempt to sneak in through the front door have them make opposed Move Silently vs. Listen checks. If they are heard, Lady Blain moves first to the hallway and if she doesn't see anything, into the entryway to see what made the noise.
- If she spots intruders she will assume that they mean her and her daughters harm. She backs into the parlor and instruct her daughter to run out the back and to the barracks. She uses her spells to delay her assailants long enough for her daughters to get to safety before running herself.
- She uses *confusion* and then *dominate person* on anyone that looks like a fighter or rogue and direct him or her to attack the rest of the party while she flees.
- Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do

this is to present her with his letter. Go to **But Mother I Don't Want to Go**.

- **Sneaking in through the back door** – If the characters attempt to sneak in through the back door into the kitchen, they are immediately spotted by the cook who screams and throws a meat cleaver at the intruding character.
- Lady Blain will rush into the kitchen to see what the commotion is all about. If she spots intruders she assumes that they mean her and her daughters harm. She backs into the parlor and instructs her daughters to run out the front door and to the front gate to get help.
- She uses her spells to delay her assailants long enough for her daughters to get to safety before running herself. She uses *confusion* and then *dominate person* on anyone that looks like a fighter or rogue and direct him or her to attack the rest of the party while she flees.
- Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.
- **Sneaking in through the dining room door** – The dining room door is a wood framed double door with glass panels. It is visible from much of the parlor and anyone attempting to open it would be immediately noticed.
- When Lady Blain spots intruders breaking in she assumes that they mean her and her daughters harm. She instructs her daughters to run out the front door and to the front gate to get help.

She uses her spells to delay her assailants long enough for her daughters to get to safety before running herself. She uses *confusion* and then *dominate person* on anyone that looks like a fighter or rogue and direct him or her to attack the rest of the party while she flees.

- Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.
- **Sneaking in through some other way** – Use the previous ways of sneaking in as a guide on how to deal with character's sneaking in.

Generally speaking anyone caught sneaking into the villa is regarded as having hostile intent. Lady Blain's first priority is getting her daughters to safety while delaying the party using spells.

- Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.

Sneaking in at Night: If the party members attempt to sneak into the villa at night, the response they get depends on how quiet they were when entering the grounds.

If there were fireballs, lightning bolts, and similar loud effects going off everyone will be awake and on guard. Lady Blain assumes that whoever is attacking the Villa means her and her daughters harm.

She and her daughters wait in the cook's room. The cook is at the entry between the kitchen and dining room while the maid is at the front entry. Once the characters enter the villa either the maid or the cook, depending on how the characters enter, will scream. This is the signal for Lady Blain and the girls to slide out the window and run out the front gate. The cook and maid stall the characters to give the Blain family plenty of time to escape.

Provided the characters can prevent the Blain family from escaping, they need to convince Lady Blain that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.

If the party was able to get to the villa without making a lot of noise, then everyone within the villa will be asleep. If they can locate Lady Blain they need to convince her that her husband has sent them to rescue her and the girls. The easiest way to do this is to present her with his letter. Go to **But Mother I Don't Want to Go**.

But Mother I Don't Want to Go – Once the party overcomes or sneaks past guardians of the villa and convinces Lady Blain, that the Major has sent them; she cooperates fully with the party.

She calls her daughters over and introduces them to the party member's. Read the following. Give party members chances to interject and adjust the dialog as appropriate.

"Girls this is (insert character names)." Turning to you she continues, "Gentlemen, Ladies these are my daughters, Lina," she points to the younger sandy

haired girl, "and Tianna," she then points to the older dark haired girl.

Turning back to her daughters Lady Blain continues, "Girls, these people have been sent by your father. We are no longer safe here and they are going to escort us to some people your father trusts and from there we will be going to another place. While we are traveling, I want you to listen to these people and do what they tell you."

While both girls look a little confused the younger one, Lina nods her head and simply states, "Yes mother."

The older girl, Tianna begins to scowl, "But mother I don't want to go. All my stuff is here, Auntie Xavendra will keep us safe, and besides I'm going to marry Provarian. I can't go anywhere and you can't make me!" With that she turns around and begins walking away.

Lady Blain quickly reaches out and grabs Tianna by the arm. Spinning her back around she slaps her across the cheek. "You listen to me young lady! Auntie Xavendra," she says with a sarcastic sneer, "is an evil vile woman who has kept us here so she could kill us if your father didn't do everything she told him to do. She wants to marry you off to that half-fiend Provarian because she is angry at your father and knows that making you miserable will hurt him terribly."

With a red handprint on her face and tears running down her cheek, Tianna glares at her mother. "You don't understand," she wails, "marrying Provarian won't make me miserable, I love him and he loves me. We'll be happy together."

Lady Blain's look softens as she looks at Tianna. "Sweetheart, I wish that were true. However, Provarian is a half-fiend, my dear. It is in his nature to be evil. If he has been kind to you now, it is only so it will hurt that much more when he turns on you."

Tianna's eyes widen in astonishment that her mother could suggest such a ludicrous concept, "That's not true mother! You just don't understand that my love is true! Provarian is a good man. He can't help it if his father was a demon. All his life people have persecuted him because he looks different and because of what his father was. But I can see beyond his scales and horns. I know that he has a good heart."

Once again a hint of steel enters Lady Blain's voice. "Tianna, you are coming with us whether you want to or not. Even if your boyfriend were what you think he is, which he isn't, if you stay here Xavendra will have you killed. I will hear no more arguments from you."

With a snap, Tianna's mouth slams shut. She recognizes the futility of more argument, but there is a look in her eyes that leaves room for doubt that the issue is truly settled.

The girls rush off to gather their things, and their mother follows them off to supervise. It is within short order that they are ready to travel with the PC's, a few meager belongings in a steamer trunk is all that they have gathered.

With that your party gets underway. About a half hour later, while Lady Blain is helping Lina free her dress from some briars, Tianna suddenly bolts running back in the directions of the villa. What do you do?

During the surprise round, Tianna or her mount takes a move equivalent action. For the second round have party members roll initiative, be sure to include Lady Blain (see Appendix). The terrain is too rugged for either Tianna or party members to run but Tianna flees as fast as she can using double moves.

Note: Once the party has captured Tianna, she will continue on with the party without any overt resistance, but unless the party has dominated or tied up Tianna, she deliberately snaps twigs, drops beads, and other activities to leave an obvious trail for Provarian to follow. Have the character's make a Spot check, DC 15 to notice her doing this.

Encounter Five: Love Betrayed

Regardless of whether the party discovers her activities or not Provarian overtakes the party during the afternoon of the next day. Read the following:

You are moving through the wooded hills towards the Zumker River when a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings steps from behind a large boulder about 40 ft. in front of you.

At APL 6 and up a number of Provarian's trained owlbears also lumber into view.

If it is at all possible, Tianna tries to join with her love. If she is free, she attempts to rush to her lover's arms. If Tianna is bound or restrained, then begin combat normally, with no surprise round.

"Provarian," the 16 year-old Tianna gushes, "I knew you'd find me." She takes off running towards the man.

Give the characters a standard action to react. If the characters fail to stop Tianna she throws herself into the arms of Provarian. Provarian, holding Tianna tight, draws his dagger and places it to her throat.

"That's my girl," he purrs to Tianna. "All of you stay where you are or 'my love' here, dies," he says with a smug sneer in his voice. Leaving no illusions as to his feelings towards his newfound hostage, he states, "Lay down your weapons and send me the other ladies. Now!"

Tianna looks at you with a confused panicked look in her eyes. What do you do?

Have the characters roll for initiative and begin combat. During the first round, Provarian attacks Tianna. He will drop her unconscious body to the ground (she is now a – 3 hit points and the party will have seven rounds to get to her and stabilize her before she dies). He will then fly upward 15 ft. The next round he hovers while drawing his bow and begins shooting at party members with multishot the first round and rapid shot in subsequent rounds.

The owlbears move forward to attack the party. Provarian's wolf, on the other hand, is lying in wait behind the party. After any fighters have rush forward to engage in combat it rushes forward to attack any spell casters waiting in the back.

Actions of Lady Blain:

The DM needs to remember Lady Blain. She is an extra 10th level party members and the EL of the encounter as been adjust downward at APL's 6 and up to account for this. So as not to dominate the encounter, at APL's 2 & 4 she over plays the role of a protective mother gathering one or both (if possible) of her daughters to her and running away from the combat. At APL's 6 and up she feels that the best way to protect her daughters is to attack the foes that are causing the danger. The DM can either roll initiative for her and run her himself or he can let one of the players run her.

APL 2 (EL 5)

🐾 **Provarian:** Male Half-Fiend Human Rgr4; hp 30, see Appendix I.

🐾 **Animal Companion (Wolf):** hp 13, see *Monster Manual* p.283.

APL 4 (EL 7)

👉 **Provarian:** Male Half-Fiend Human Rgr5; hp 38, see Appendix I.

👉 **Animal Companion (Wolf):** hp 13, see *Monster Manual* p.283.

APL 6 (EL 9)*

👉 **Provarian:** Male Half-Fiend Human Rgr7; hp 53, see Appendix I.

👉 **Animal Companion (Wolf, Advanced):** hp 26, see Appendix I.

👉 **Owlbear, Advanced (2):** hp 84, see Appendix I.

APL 8 (EL 10)*

👉 **Provarian:** Male Half-Fiend Human Rgr9; hp 75, see Appendix I.

👉 **Animal Companion (Wolf, Advanced):** hp 26, see Appendix I.

👉 **Owlbear, Advanced (4):** hp 123, see Appendix I.

APL 10 (EL 12)*

👉 **Provarian:** Male Half-Fiend Human Rgr10; hp 90, see Appendix I.

👉 **Animal Companion (Wolf, Advanced):** hp 26, see Appendix I.

👉 **Owlbear, Advanced (2):** hp 189, see Appendix I.

APL 12 (EL 14)*

👉 **Provarian:** Male Half-Fiend Human Rgr12; hp 114, see Appendix I.

👉 **Animal Companion (Advanced Wolf):** hp 39, see Appendix I.

👉 **Owlbear, Advanced (2):** hp 203, see Appendix I.

*Note: At APL 6 and higher, Lady Blain assists the party, effectively lowering the difficulty of the encounter by one. This reduction is calculated into the experience awarded for the encounter.

Conclusion

Arriving at the river you safely deliver the Major's family and the packet of information to a group of soldiers loyal to the Major. Lady Blain thanks each of you, shaking hands with male characters and giving female characters a hug. Climbing into boats they sail off down the river and out of sight.

Several weeks later, as rumors spread that Major Blain has disappeared, it is difficult to keep a knowing smile from your lips as you wonder what he and his family are up to now.

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

Capturing (or killing) Blackjack

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 300 xp; APL10 360 xp; APL12 420xp.

Encounter Three

Defeating Viola

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

APL8 300 xp; APL10 360 xp; APL12 420xp.

Encounter Four

Fighting Past Villa Guards

APL2 30 xp; APL4 120 xp; APL6 180 xp;

APL8 180 xp; APL10 180 xp; APL12 180xp

Encountering Razor Blade Trap

All APLs 30xp.

OR

Use Stealth to Bypass Guards and Rescue Blain's Family

APL2 45 xp; APL4 75 xp; APL6 105 xp;

APL8 135 xp; APL10 165 xp; APL12 195xp.

Encounter Five

Defeating Provarian

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 300 xp; APL10 360 xp; APL12 420xp.

Discretionary roleplaying award

APL2 45 xp; APL4 60 xp; APL6 75 xp;

APL8 90 xp; APL10 105 xp; APL12 120xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1125 xp; APL10 1350 xp; APL12 1575xp.

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 One: To Catch a Thief

ALL APLs: L: 34 gp; C: 0 gp; M: *+1 longsword* (192 gp) OR *+1 longsword* (192 gp), *+1 slick silent moves mithral shirt* (800 gp), *cloak of resistance +2* (333 gp), *horseshoes of speed* (250 gp), *bridle of ease* (41 gp).

Encounter Two: Little Hills Fort

APL 2: L: 0 gp; C: 33 gp; M: 0 gp
 APL 4: L: 0 gp; C: 67 gp; M: 0 gp
 APL 6: L: 0 gp; C: 100 gp; M: 0 gp
 APL 8: L: 0 gp; C: 133 gp; M: 0 gp
 APL 10: L: 0 gp; C: 167 gp; M: 0 gp
 APL 12: L: 0 gp; C: 200 gp; M: 0 gp

Encounter Three: The Package

APL 2: L: 61 gp; C: 7 gp; M: divine scroll of *inflict serious wounds* (31 gp).

APL 4: L: 31 gp; C: 7 gp; M: divine scroll of *inflict serious wounds* (31gp), *+1 breastplate* (104 gp).

APL 6: L: 31 gp; C: 9 gp; M: divine scroll of *inflict critical wounds* (58gp), *+1 breastplate* (104 gp), potion of *haste* (62 gp), *pearl of power* (1st level) (83 gp).

APL 8: L: 31 gp; C: 14 gp; M: *perapt of wisdom +2* (333 gp), divine scroll of *inflict critical wounds* (58 gp), potion of *haste* (62 gp), *pearl of power* (1st level) (83 gp).

APL 8: L: 31 gp; C: 18 gp; M: *incandescent blue sphere ioun stone* (666 gp), *ring of counterspells* (333 gp), potion of *haste* (62 gp), *pearl of power* (1st level) (83 gp).

APL 8: L: 31 gp; C: 18 gp; M: *incandescent blue sphere ioun stone* (666 gp), *ring of counterspells* (333 gp), *cloak of resistance +3* (750 gp), potion of *haste* (62 gp), *pearl of power* (2nd level) (333 gp).

Encounter Four: Gilded Cage

APL 2: L: 51 gp; C: 0 gp; M: 0 gp

APL 4: L: 168 gp; C: 0 gp; M: 0 gp

APL 6: L: 168 gp; C: 0 gp; M: 0 gp

APL 8: L: 168 gp; C: 0 gp; M: 0 gp

APL 10: L: 168 gp; C: 0 gp; M: 0 gp

APL 12: L: 168 gp; C: 0 gp; M: 0 gp

Encounter Five: Love Betrayed

APL 2: L: 85 gp; C: 8 gp; M: *+1 mithral shirt* (175 gp).

APL 4: L: 26 gp; C: 8 gp; M: *+1 mithral shirt* (175 gp), *+1 composite longbow (+3)* (225 gp).

APL 6: L: 26 gp; C: 10 gp; M: *+1 mithral shirt* (175 gp), *+1 composite longbow (+3)* (225 gp), *lens of detection* (291 gp).

APL 8: L: 26 gp; C: 14 gp; M: *+1 mithral shirt* (175 gp), *+1 seeking composite longbow (+3)* (725 gp), *lens of detection* (291 gp).

APL 10: L: 26 gp; C: 18 gp; M: *+2 mithral shirt* (425 gp), *+1 seeking composite longbow (+3)* (725 gp), *lens of detection* (291 gp).

APL 12: L: 26 gp; C: 18 gp; M: *+2 mithral shirt* (425 gp), *+1 seeking composite longbow (+4)* (733 gp), *lens of detection* (291 gp), *lesser bracers of archery* (416 gp).

Total Possible Treasure

APL 2: L: 197 gp; C: 15 gp; M: 398 gp - Total: 610 gp (Max 450 gp)

APL 4: L: 225 gp; C: 82 gp; M: 727 gp - Total: 1034 gp (Max 650 gp)

APL 6: L: 225 gp; C: 119 gp; M: 1190 gp - Total: 1534 gp (Max 900 gp)

APL 8: L: 225 gp; C: 161 gp; M: 1919 gp - Total: 2305 gp (Max 1300 gp)

APL 10: L: 225 gp; C: 203 gp; M: 2777 gp - Total: 3205 gp (Max 2300 gp)

APL 12: L: 225 gp; C: 236 gp; M: 4201 gp - Total: 4662 gp (Max 3300 gp)

Special

Blackjack's Stash: Major Blain has offered to sell the items that Blackjack was carrying at the time he was turned over to him at Little Hills Fort. The items marked with an asterisk below are Frequency: Regional.

Invitation to Lord Mortoth's Ball: This PC has found a champion's invitation to Lord Mortoth's Ball. With this invitation, the PC can get a forgery good enough to get himself and five others that serve as his or her retinue into the Ball. Lord Mortoth's Ball takes place at the MillenniumCon 2004 interactive "Where Angels Fear to Tread". Only one PC per table may use the invitation in such a fashion.

Notice of Lady Xavendra: By turning over her stash of stolen papers to one of her servants you have attracted the Xavendra's notice. While she is grateful you returned the papers to her, she can't help but wonder how you found them in the first place. She is taking efforts to keep track of your career and if you should ever encounter you she will know who you are.

Favor of Major Blain: By rescuing the family of Major Blain, you have won his undying gratitude. This favor will count as an influence point with a Bandit Kingdoms meta-organization that will be announced on the regional website (www.bandit-kingdoms.net) in the near future.

Disfavor with Major Blain: Major Blain has come to believe that you are untrustworthy and will be disinclined to seek out you out for assistance in the future. This disfavor will automatically remove the next influence or favor that you might gain from Major Blain.

Items for the Adventure Record

Item Access

APL 2 & 4

+1 mithral shirt (Adventure, DMG)

**+1 slick silent moves mithral shirt* (Adventure, DMG)

**cloak of resistance +2* (Adventure, DMG)

**horseshoes of speed* (Adventure, DMG)

**bridle of ease* (Adventure, A&EG)

APL 6 All of APL 2 & 4 plus the following
pearl of power (1st level) (Adventure, DMG)
lens of detection (Adventure, DMG)

APL 8: (All of APLs 2-4 plus the following)
+1 seeking composite longbow (+3) (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)
+2 mithral chain shirt (Adventure, DMG)
incandescent blue sphere ioun stone (Adventure, DMG)
ring of counterspells (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)
+1 seeking composite longbow (+4) (Adventure, DMG)
cloak of resistance +3 (Adventure, DMG)
lesser bracers of archery (Adventure, DMG)
pearl of power (2nd level) (Adventure, DMG)

Appendix I: NPC's

Blain Family

Major Blain: Male Human Ftr8/Cav4; CR 12; Medium Humanoid (human); HD 12d10+24; hp 90; Init +0; Spd 20 ft. (50 ft mounted); AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +12/+16; Atk +17 melee (1d8+4 [x3], +1 lance) or +17 melee (1d8+6 [19-20/x2], +1 longsword) or +13 ranged (1d8+4 [x3], composite longbow (+4)); Full Atk +17/+12/+7 melee (1d8+4 [x3], +1 lance) or +17/+12/+7 melee (1d8+6 [19-20/x2], +1 longsword) or +13/+8/+3 ranged (1d8+4 [x3], composite longbow (+4)); SA Deadly Charge 2/day; SQ Burst of speed, mounted weapon bonus (lance) +1, mounted weapon bonus (sword) +1, Ride bonus +4; AL LE; SV Fort +14, Ref +5, Will +8; Str 16, Dex 10, Con 14, Int 12, Wis 10, Cha 16. Height 6 ft. 2 in. Weight 215 lb.

Skills and Feats: Diplomacy +12, Handle Animal +10, Intimidate +10, Jump +7, Knowledge (geography) +4, Knowledge (local) +3, Knowledge (nobility & royalty) +12, Ride +21; Cleave, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance, longbow, longsword), Weapon Specialization (longsword).

Mounted Combat Bonus (Lance) (Ex): Major Blain gains a +1 competence bonus on attacks with a lance while mounted.

Mounted Combat Bonus (Sword) (Ex): Major Blain gains a +1 competence bonus on attacks with a sword while mounted.

Deadly Charge 2/day (Ex): When mounted and using the charge action, Major Blain can declare a deadly charge that deals triple damage with a melee weapon (or quadruple damage with a lance).

Burst of Speed (Ex): Major Blain can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use in a single day requires the mount to make a DC 20 Will save immediate after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Possessions: Heavy warhorse, tack, military saddle, +1 mithral full plate, +1 darkwood heavy shield, +1 lance, +1 longsword, masterwork composite longbow (+4), cloak of resistance +2, gauntlets of ogre power +2, three potions of cure serious wounds.

Physical Description: Major Blain is a powerful-looking man in full plate. He has black hair and piercing green eyes.

Lady Dalia Blain: Female human Sor10; CR 10; HD 10d4+10; hp 35; Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 13) [+2 armor, +1 Dex. +1 deflection]; BA/G +5/+5; Atk +6 melee (1d4+1 [19-20/x2], +1 dagger); Full Atk; +6 melee (1d4+1 [19-20/x2], +1 dagger); SA Spells; AL LN; SV Fort +4, Ref +4, Will +7; Str 11, Dex 12, Con 12, Int 12, Wis 10, Cha 17 (19). Height: 5 ft. 8 in. Weight 125 # lb.

Skills and Feats: Bluff +17, Concentration +14, Diplomacy +6, Disguise +4 (+6 when acting), Gather Information +6, Intimidate +6, Knowledge (arcana) +6, Spellcraft +16; Eschew Materials, Spell Penetration, Craft Wand, Craft Wondrous Item, Silent Spell.

Spells Known (6/7/7/7/6/4; base DC = 14 + spell level): 0 – *daze, detect magic, detect poison, light, mage hand, mending, open/close, read magic, tough of fatigue*, 1st – *disguise self, feather fall, magic missile, shield, sleep*, 2nd – *blindness/deafness, darkvision, invisibility, touch of idiocy*, 3rd – *dispel magic, displacement, lightning bolt*, 4th – *confusion, Otiluke's resilient sphere*, 5th – *dominate person*.

Possessions: +1 dagger, cloak of charisma +2, bracer of armor +2, ring of protection +1, wand of magic missiles (5th level).

Physical Description: Lady Blain is a stunning and graceful lady with blond hair and gray eyes.

Blackjack

APL 2

Blackjack (Inebriated with Broken Leg): Male human Ftr2/Rog8; CR 3; HD 2d10+8d6+10; hp 49 (currently at 24 from 10 points of lethal and 14 points of nonlethal damage); Init +4; Spd 0 ft.; AC 10 (touch 10, flat-footed 10); BA/G +8/+10; Atk +11 melee (1d8+3 [19-20/x2], *+1 longsword*); Full Att +11/+6 melee (1d8+3 [19-20/x2], *+1 longsword*); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +6, Will +0; Str 14, Dex 16 (10), Con 12, Int 14, Wis 8 (4), Cha 8. Height 5 ft. 6 in. Weight 135 # lb.

Skills and Feats: Bluff +10, Disable Device +8, Disguise +6 (+8 when acting), Escape Artist +9, Gather Information +10, Hide +12, Intimidate +6, Listen +6, Move Silently +7, Open Lock +7, Ride +5, Search +13, Sense Motive +8, Spot +6; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack.

Inebriated: Blackjack is so drunk he can't see straight. He has taken 6 points of Dexterity damage and 4 points of Wisdom damage. Unlike normal ability damage, this damage is recovered at a rate of one point per hour, or removed completely with a *neutralize poison* spell.

Broken Leg: Blackjack suffered a broken leg (compound fracture) in his fall out of the window. Until healed, Blackjack must make a Balance check (DC 10, +0 on his check) to stand or move without straining the leg further. Success indicates he may stand or move at half speed without penalty. Failure results in him falling prone and taking 1d6 damage (half nonlethal) as he further damages his leg.

Possessions: *+1 longsword*, heavy warhorse with *horseshoes of speed* and *bridle of ease*. *Physical Description:* Dressed all in black, Blackjack is a non-descript ordinary man with shaggy brown hair and brown eyes.

APL 4

Blackjack (Inebriated): Male human Ftr2/Rog8; CR 5; Medium Humanoid (human); HD 2d10+8d6+10; hp 49 (currently at 24 from 25 points of nonlethal damage); Init +4; Spd 0 ft.; AC 10 (touch 10, flat-footed 10); BA/G +8/+10; Atk +11 melee (1d8+3 [19-20/x2], *+1 longsword*); Full Att +11/+6 melee (1d8+3 [19-20/x2], *+1 longsword*); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +6, Will +0; Str 14, Dex 16 (10), Con 12, Int 14, Wis 8 (4), Cha 8. Height 5 ft. 6 in. Weight 135 # lb.

Skills and Feats: Bluff +10, Disable Device +8, Disguise +6 (+8 when acting), Escape Artist +9, Gather

Information +10, Hide +12, Intimidate +6, Listen +6, Move Silently +7, Open Lock +7, Ride +5, Search +13, Sense Motive +8, Spot +6; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack.

Inebriated: Blackjack is so drunk he can't see straight. He has taken 6 points of Dexterity damage and 4 points of Wisdom damage. Unlike normal ability damage, this damage is recovered at a rate of one point per hour, or removed completely with a *neutralize poison* spell.

Possessions: *+1 longsword*, heavy warhorse with *horseshoes of speed* and *bridle of ease*. *Physical Description:* Dressed all in black, Blackjack is a non-descript ordinary man with shaggy brown hair and brown eyes.

APL 6

Blackjack (Drunk): Male human Ftr2/Rog8; CR 7; Medium Humanoid (human); HD 2d10+8d6+10; hp 49 (currently at 35 from nonlethal damage); Init +5; Spd 0 ft.; AC 16 (touch 11, flat-footed 16) [+1 Dex, +5 chain shirt]; BA/G +8/+10; Atk +11 melee (1d8+3 [19-20/x2], *+1 longsword*); Full Att +11/+6 melee (1d8+3 [19-20/x2], *+1 longsword*); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, uncanny dodge; AL NE; SV Fort +8, Ref +9, Will +2; Str 14, Dex 16 (12), Con 12, Int 14, Wis 8 (6), Cha 8. Height 5 ft. 6 in. Weight 135 # lb.

Skills and Feats: Bluff +10, Disable Device +8, Disguise +6 (+8 when acting), Escape Artist +15, Gather Information +10, Hide +13, Intimidate +6, Listen +7, Move Silently +13, Open Lock +8, Ride +6, Search +13, Sense Motive +9, Spot +7; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack.

Drunk: Blackjack is so drunk he can't see straight. He has taken 4 points of Dexterity damage and 2 points of Wisdom damage. Unlike normal ability damage, this damage is recovered at a rate of one point per hour, or removed completely with a *neutralize poison* spell.

Possessions: *+1 longsword*, *+1 shadow silent moves mithral chain shirt*, *cloak of resistance +2*, heavy warhorse with *horseshoes of speed* and *bridle of ease*.

Physical Description: Dressed all in black, Blackjack is a non-descript ordinary man with shaggy brown hair and brown eyes.

APL 8 and higher

Blackjack: Male human Ftr2/Rog8; CR 10; Medium Humanoid (human); HD 2d10+8d6+10; hp 49; Init +7; Spd 0 ft.; AC 18 (touch 13, flat-footed 18) [+3 Dex, +5 chain shirt]; BA/G +8/+10; Atk +11 melee (1d8+3 [19-20/x2], *+1 longsword*); Full Att +11/+6 melee (1d8+3 [19-20/x2], *+1 longsword*); SA Sneak attack +4d6; SQ Evasion,

improved uncanny dodge, trap sense +2, uncanny dodge; AL NE; SV Fort +8, Ref +11, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 8, Cha 8. Height 5 ft. 6 in. Weight 135 # lb.

Skills and Feats: Bluff +10, Disable Device +8, Disguise +6 (+8 when acting), Escape Artist +17, Gather Information +10, Hide +15, Intimidate +6, Listen +8, Move Silently +15, Open Lock +10, Ride +8, Search +13, Sense Motive +10, Spot +8; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack.

Possessions: +1 longsword, +1 slick silent moves mithral shirt, cloak of resistance +2, heavy warhorse with horseshoes of speed and bridle of ease.

Physical Description: Dressed all in black, Blackjack is a non-descript ordinary man with shaggy brown hair and brown eyes.

Viola

APL 2

Viola: Female Human Clr4; CR 4; Medium Humanoid (human); HD 4d8-4; hp 14; Init +2; Spd 20 ft; AC 19 (touch 12, flat-footed 17) [+5 armor, +2 shield, +2 Dex]; BA/G +3/+4; Atk +5 melee (1d8+1, morningstar) or +5 ranged (1d8 [19-20/x2], light crossbow); Full Atk +5 melee (1d8+1, morningstar) or +5 ranged (1d8 [19-20/x2], light crossbow); SA Rebuke / command undead, spells, spontaneous casting (inflict); AL CE; SV Fort +3, Ref +3, Will +7; Str 13, Dex 14, Con 8, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Concentration +5, Knowledge (arcana) +5, Knowledge (religion) +5; Divine Might, Extra Turning (8/day), Power Attack.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—*detect magic* (2), *detect poison*, *read magic*, *resistance*; 1st—*cure light wounds* (2), *divine favor*, *obscuring mist*, *protection from good**; 2 - *bear's endurance*, *death knell*, *hold person*, *invisibility**.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: Masterwork breastplate, large steel shield, masterwork morningstar, light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, divine scroll of inflict serious wounds (5th level caster), pouch containing coins worth 42gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor and shield of faith*):

AC 21 (touch 14, flat-footed 19)[+2 Dex, +5 armor, +2 shield, +2 deflection]; BA/G: +3/+4; Atk +6 melee (1d8+2, morningstar) or +6 ranged (1d8+1 [19-20/x2], light crossbow); Full Atk +6 melee (1d8+2, morningstar) or +6 ranged (1d8+1 [19-20/x2], light crossbow).

APL 4

Viola: Female Human Vampire Clr4; CR 6; Medium Undead (Augmented Humanoid); HD 4d12; hp 26; Init +6; Spd 20 ft; AC 27 (touch 13, flat-footed 24) [+6 armor, +2 shield, +3 Dex, +6 natural]; BA/G +3/+7; Atk +8 melee (1d8+4, masterwork morningstar) or +6 ranged (1d8 [19-20/x2], light crossbow) or +7 melee (1d6+6 plus energy drain, slam); Full Atk +8 melee (1d8+4, masterwork morningstar) or +6 ranged (1d8 [19-20/x2], light crossbow) or +7 melee (1d6+5 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke / command undead, spells, spontaneous casting (inflict); SQ: Alternate form, damage reduction 10 / silver and magic, fast healing 5, gaseous form, turn resistance +4, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead

traits, vampire weaknesses; AL CE; SV Fort +4, Ref +6, Will +8; Str 19, Dex 16, Con -, Int 12, Wis 18, Cha 18.

Skills and Feats: Bluff +17, Concentration +6, Hide +10, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +14, Move Silently +10, Search +9, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Divine Might, Dodge, Extra Turning (11/day), Improved Initiative, Lightning Reflexes, Power Attack.

Viola's slam attack is treated a magical weapon for the purpose of overcoming damage reduction.

Blood Drain (Ex): Viola can suck blood from a living victim with her fangs by making a successful grapple check. If she pins her foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su): Viola can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Viola can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at her are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by Viola's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Viola can use her energy drain ability once per round.

Alternate Form (Su): Viola can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th level character, except that the vampire does not regain hit points for changing form and must choose from among the forms listed here. While in her alternate form, Viola loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex): Viola heals 5 points of damage each round, as long as she has at least 1 hit point. If she is reduced to 0 hit points or lower, she automatically assumes *gaseous form* and attempt to escape.

Gaseous Form (Su): As a standard action, Viola can assume gaseous form at will, as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Viola can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (5/5/4; base DC = 14 + spell level): 0—*detect magic* (3), *read magic*, *resistance*; 1st—*deathwatch*, *divine favor*, *protection from good**, *sanctuary*, *shield of faith*; 2 — *bull's strength*, *darkness*, *death knell*, *invisibility**.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: +1 *breastplate*, large steel shield, masterwork morningstar, light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, divine scroll of *inflict serious wounds* (5th level caster), pouch containing coins worth 42 gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor* and *shield of faith*):

AC 29 (touch 15, flat-footed 26)[+3 Dex, +6 armor, +2 shield, +6 natural, +2 deflection]; BA/G: +3/+7; Atk +9 melee (1d8+5, morningstar) or +7 ranged (1d8+1 [19-20/x2], light crossbow) or +8 melee (1d6+6 plus energy drain, slam); Full Atk +9 melee (1d8+5, morningstar) or +7 ranged (1d8+1 [19-20/x2], light crossbow) or +8 melee (1d6+6 plus energy drain, slam).

APL 6

Viola: Female Human Vampire Clr6; CR 8; Medium Undead (Augmented Humanoid); HD 6d12; hp 39; Init +7; Spd 20 ft; AC 27 (touch 13, flat-footed 25) [+6 armor, +3 shield, +2 Dex, +6 natural]; BA/G +4/+8; Atk +9 melee (1d8+4, masterwork morningstar) or +7 ranged (1d8 [19-20/x2], light crossbow) or +8 melee (1d6+6 plus energy drain, slam); Full Atk +9 melee (1d8+4, masterwork morningstar) or +7 ranged (1d8 [19-20/x2], light crossbow) or +8 melee (1d6+6 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke / command undead, spells, spontaneous casting (inflict); SQ: Alternate form, damage reduction 10 / silver and magic, fast healing 5, gaseous form, immunity to acid (72 points), turn resistance +4, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses; AL CE; SV Fort +5, Ref +7, Will +9; Str 19, Dex 16, Con -, Int 12, Wis 18, Cha 18.

Skills and Feats: Bluff +13, Concentration +12, Diplomacy +8, Hide +6, Intimidate +5, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +14, Move Silently +6, Search +8, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Divine Might, Divine Shield, Dodge, Extra Turning (11/day), Improved Initiative, Lightning Reflexes, Power Attack.

Viola's slam attack is treated a magical weapon for the purpose of overcoming damage reduction.

Blood Drain (Ex): Viola can suck blood from a living victim with her fangs by making a successful

grapple check. If she pins her foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su): Viola can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Viola can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at her are not affected. Anyone the vampire targets must succeed on a Will save (DC 17) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by Viola's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Viola can use her energy drain ability once per round.

Alternate Form (Su): Viola can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th level character, except that the vampire does not regain hit points for changing form and must choose from among the forms listed here. While in her alternate form, Viola loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex): Viola heals 5 points of damage each round, as long as she has at least 1 hit point. If she is reduced to 0 hit points or lower, she automatically assumes *gaseous form* and attempt to escape.

Gaseous Form (Su): As a standard action, Viola can assume gaseous form at will, as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Viola can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (6/5/5/4; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic* (x3), *read magic*, *resistance*; 1st—*deathwatch*, *divine favor*, *obscuring mist*, *protection from good**, *shield of faith*; 2nd - *bull's strength*, *death knell*, *darkness*, *eagle's splendor*, *invisibility**; 3rd—*deeper darkness*, *magic circle against good**, *magic vestment*, *protection from energy*.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: +1 *breastplate*, large steel shield (+1 *magic vestment*), masterwork morningstar, light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, divine scroll of *inflict critical*

wounds (7th level caster), potion of *haste*, *pearl of power* (1st level), pouch containing coins worth 54 gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor* and *shield of faith*):

AC 31 (touch 16, flat-footed 28)[+3 Dex, +6 armor, +3 shield, +6 natural, +3 deflection]; BA/G: +4/+9; Atk +11 melee (1d8+6, morningstar) or +9 ranged (1d8+2 [19-20/x2], light crossbow) or +10 melee (1d6+6 plus energy drain, slam); Full Atk +11 melee (1d8+6, morningstar) or +9 ranged (1d8+2 [19-20/x2], light crossbow) or +10 melee (1d6+6 plus energy drain, slam).

APL 8

Viola: Female Human Vampire Clr8; CR 10; Medium Undead (Augmented Humanoid); HD 8d12; hp 52; Init +7; Spd 20 ft; AC 30 (touch 13, flat-footed 27) [+7 armor, +4 shield, +3 Dex, +6 natural]; BA/G +6/+11; Atk +12 melee (1d8+5, masterwork morningstar) or +9 ranged (1d8 [19-20/x2], light crossbow) or +11 melee (1d6+7 plus energy drain, slam); Full Atk +12/+7 melee (1d8+5, masterwork morningstar) or +9 ranged (1d8 [19-20/x2], light crossbow) or +11 melee (1d6+7 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke / command undead, spells, spontaneous casting (inflict); SQ: Alternate form, damage reduction 10 / silver and magic, fast healing 5, gaseous form, immunity to acid (96 points), spell immunity (*magic missile*, *searing light*), turn resistance +4, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses; AL CE; SV Fort +6, Ref +7, Will +16; Str 20, Dex 16, Con -, Int 12, Wis 20, Cha 18.

Skills and Feats: Bluff +17, Concentration +14, Diplomacy +8, Hide +6, Intimidate +5, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +15, Move Silently +6, Search +8, Sense Motive +13, Spot +15; Alertness, Combat Reflexes, Divine Might, Divine Shield, Dodge, Extra Turning (11/day), Improved Initiative, Lightning Reflexes, Power Attack.

Viola's slam attack is treated a magical weapon for the purpose of overcoming damage reduction.

Blood Drain (Ex): Viola can suck blood from a living victim with her fangs by making a successful grapple check. If she pins her foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su): Viola can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Viola can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at her are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by Viola's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Viola can use her energy drain ability once per round.

Alternate Form (Su): Viola can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th level character, except that the vampire does not regain hit points for changing form and must choose from among the forms listed here. While in her alternate form, Viola loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex): Viola heals 5 points of damage each round, as long as she has at least 1 hit point. If she is reduced to 0 hit points or lower, she automatically assumes *gaseous form* and attempt to escape.

Gaseous Form (Su): As a standard action, Viola can assume gaseous form at will, as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Viola can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (6/7/5/5/4; base DC = 15 + spell level): 0—*cure minor wounds*, *detect magic* (x3), *read magic*, *resistance*; 1st—*deathwatch*, *divine favor*(2), *obscuring mist*, *protection from good**, *sanctuary*, *shield of faith*; 2nd—*bull's strength*, *death knell*, *darkness*, *eagle's splendor*, *invisibility**; 3rd—*deeper darkness*, *magic circle against good**, ~~*magic vestment*(2), *protection from energy*~~; 4th—*confusion**, *divine power*, ~~*greater magic weapon*, *spell immunity*(*magic missile* and *searing light*)~~.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: Masterwork breastplate (+2 *magic vestment*), large steel shield (+2 *magic vestment*), masterwork morningstar, light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, *periapt of wisdom* +2, divine scroll of *inflict critical wounds* (7th level caster), potion of *haste*, *pearl of power* (1st level), pouch containing coins worth 84 gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor*, *divine power*, and *shield of faith*): hp 60; AC 33 (touch 16, flat-footed 30)[+3 Dex, +7 armor, +4 shield, +6 natural, +3 deflection]; BA/G: +8/+16; Atk +20 melee (1d8+16, +2 *morningstar*) or +13 ranged (1d8+2 [19-20/x2], light crossbow) or +18 melee (1d6+12 plus energy drain, slam); Full Atk +20/+15 melee (1d8+16, +2 *morningstar*) or +13 ranged (1d8+2 [19-20/x2], light crossbow) or +18 melee (1d6+12 plus energy drain, slam); Str 26.

APL 10

Viola: Female Human Vampire Clr10; CR 12; Medium Undead (Augmented Humanoid); HD 10d12; hp 65; Init +7; Spd 20 ft; AC 30 (touch 13, flat-footed 27) [+7 armor, +4 shield, +3 Dex, +6 natural]; BA/G +7/+12; Atk +13 melee (1d8+5, masterwork morningstar) or +10 ranged (1d8 [19-20/x2], light crossbow) or +12 melee (1d6+7 plus energy drain, slam); Full Atk +13/+8 melee (1d8+5, masterwork morningstar) or +10 ranged (1d8 [19-20/x2], light crossbow) or +12 melee (1d6+7 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke / command undead, spells, spontaneous casting (inflict); SQ: Alternate form, damage reduction 10 / silver and magic, fast healing 5, gaseous form, immunity to acid (120 points), spell immunity (*magic missile*, *searing light*), turn resistance +4, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses; AL CE; SV Fort +7, Ref +8, Will +12; Str 20, Dex 16, Con -, Int 12, Wis 20, Cha 18.

Skills and Feats: Bluff +17, Concentration +16, Diplomacy +8, Hide +6, Intimidate +5, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +14, Move Silently +6, Search +8, Sense Motive +12, Spellcraft +7, Spot +14; Alertness, Combat Reflexes, Divine Might, Divine Shield, Dodge, Extra Turning (11/day), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell.

Viola's slam attack is treated a magical weapon for the purpose of overcoming damage reduction.

Blood Drain (Ex): Viola can suck blood from a living victim with her fangs by making a successful grapple check. If she pins her foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su): Viola can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Viola can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard

action, and those merely looking at her are not affected. Anyone the vampire targets must succeed on a Will save (DC 19) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by Viola's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Viola can use her energy drain ability once per round.

Alternate Form (Su): Viola can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th level character, except that the vampire does not regain hit points for changing form and must choose from among the forms listed here. While in her alternate form, Viola loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex): Viola heals 5 points of damage each round, as long as she has at least 1 hit point. If she is reduced to 0 hit points or lower, she automatically assumes *gaseous form* and attempt to escape.

Gaseous Form (Su): As a standard action, Viola can assume gaseous form at will, as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Viola can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (6/7/6/5/5/4; base DC = 15 + spell level): 0—*cure minor wounds*, *detect magic* (x3), *read magic*, *resistance*; 1st—*deathwatch*, *divine favor*(2), *obscuring mist*, *protection from good**, *sanctuary*, *shield of faith*; 2nd—*bull's strength*, *death knell*, *darkness*, *eagle's splendor*, *invisibility**, *silence*; 3rd—*deeper darkness*, *magic circle against good**, ~~*magic vestment*(2), *protection from energy*~~; 4th—~~*airwalk*~~, *confusion**, *divine power*, ~~*greater magic weapon*, *spell immunity* (*magic missile* and *searing light*)~~; 5th—*dispel good**, *quickened divine favor*, *quickened shield of faith*, *righteous might*.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: Masterwork breastplate (+2 *magic vestment*), large steel shield (+2 *magic vestment*), masterwork morningstar (+2 *greater magic weapon*), light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, *incandescent blue sphere ioun stone*, *ring of counterspells* (with *heal* cast into the ring), potion of *haste*, *pearl of power* (1st level), pouch containing coins worth 108gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor*, *divine power*, *righteous might*, and *shield of faith*): Large Undead (Augmented Humanoid); hp 75; AC 34 (touch 15, flat-footed 31)[-1 size, +3 Dex, +7armor, +4 shield, +8 natural, +3 deflection]; BA/G: +10/+24; Atk +24 melee (2d6+15, +2 *morningstar*) or +15 ranged (2d6+3 [19-20/x2], light crossbow) or +22 melee (1d8+15 plus energy drain, slam); Full Atk +24/+19 melee (2d6+15, +2 *morningstar*) or +15 ranged (2d6+3 [19-20/x2], light crossbow) or +22 melee (1d8+15 plus energy drain, slam); SQ Damage reduction 3/good; Str 30.

APL 12

Viola: Female Human Vampire Clr12; CR 14; Medium Undead (Augmented Humanoid); HD 12d12; hp 78; Init +7; Spd 20 ft; AC 32 (touch 13, flat-footed 29) [+8 armor, +5 shield, +3 Dex, +6 natural]; BA/G +9/+14; Atk +18 melee (1d8+8, +3 *morningstar*) or +12 ranged (1d8 [19-20/x2], light crossbow) or +14 melee (1d6+7 plus energy drain, slam); Full Atk +13/+8 melee (1d8+8, +3 *morningstar*) or +12 ranged (1d8 [19-20/x2], light crossbow) or +14 melee (1d6+7 plus energy drain, slam); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke / command undead, spells, spontaneous casting (inflict); SQ: Alternate form, damage reduction 10 / silver and magic, fast healing 5, gaseous form, immunity to acid (120 points), immunity to sonic (120 points), spell immunity (*hold monster*, *magic missile*, *searing light*), turn resistance +4, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses; AL CE; SV Fort +11, Ref +12, Will +17; Str 20, Dex 16, Con -, Int 12, Wis 21, Cha 18.

Skills and Feats: Bluff +17, Concentration +18, Diplomacy +8, Hide +6, Intimidate +5, Knowledge (arcana) +6, Knowledge (religion) +9, Listen +15, Move Silently +6, Search +8, Sense Motive +13, Spellcraft +8, Spot +15; Alertness, Combat Reflexes, Divine Metamagic (Quicken), Divine Might, Divine Shield, Dodge, Extra Turning (11/day), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell.

Viola's slam attack is treated a magical weapon for the purpose of overcoming damage reduction.

Blood Drain (Ex): Viola can suck blood from a living victim with her fangs by making a successful grapple check. If she pins her foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su): Viola can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): Viola can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at her are not affected. Anyone the vampire targets must succeed on a Will save (DC 20) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by Viola's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Viola can use her energy drain ability once per round.

Alternate Form (Su): Viola can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th level character, except that the vampire does not regain hit points for changing form and must choose from among the forms listed here. While in her alternate form, Viola loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex): Viola heals 5 points of damage each round, as long as she has at least 1 hit point. If she is reduced to 0 hit points or lower, she automatically assumes *gaseous form* and attempt to escape.

Gaseous Form (Su): As a standard action, Viola can assume gaseous form at will, as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Viola can climb sheer surfaces as though with a *spider climb* spell.

Spells Prepared (6/8/6/6/5/5/4; base DC = 16 + spell level): 0—*cure minor wounds*, *detect magic* (x3), *read magic*, *resistance*; 1st—*deathwatch*, *divine favor*(2), *obscuring mist*, *protection from good**, *sanctuary*, *shield of faith* (2); 2nd—*bull's strength*, *death knell*, *darkness*, *eagle's splendor*, *invisibility**, *silence*; 3rd—*deeper darkness*, *magic circle against good**, ~~*magic vestment*(2), *protection from energy* (2);~~ 4th—~~*airwalk*~~, *confusion**, *divine power*, ~~*greater magic weapon*~~, ~~*spell immunity*~~; 5th—*dispel good**, *quicken divine favor*, *quicken shield of faith*, *righteous might*, *spell resistance*; 6th—*blade barrier*, *harm*, *mislead**, *summon monster VI*.

*Domain spells. Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: Masterwork breastplate (+3 *magic vestment*), large steel shield (+3 *magic vestment*), masterwork morningstar (+3 *greater magic weapon*), light crossbow, iron holy symbol of Iuz, spell component pouch, 20 bolts, dagger, *incandescent blue sphere ioun stone*, *cloak of resistance* +3, *ring of counterspells* (with *heal* cast into the ring), *potion of haste*, *pearl of power* (2nd level), pouch containing coins worth 108gp.

Physical Description: Viola is a slight 5 ft. 6 in. woman with black hair and green eyes.

Power-up Suite (with *divine favor*, *divine power*, *righteous might*, and *shield of faith*): Large Undead (Augmented Humanoid); hp 90; AC 37 (touch 15, flat-footed 34)[-1 size, +3 Dex, +8 armor, +5 shield, +8 natural, +4 deflection]; BA/G: +12/+26; Atk +27 melee (2d6+16, +3 *morningstar*) or +17 ranged (2d6+3 [19-20/x2], light crossbow) or +24 melee (1d8+15 plus energy drain, slam); Full Atk +27/+22/+17 melee (2d6+16, +3 *morningstar*) or +17 ranged (2d6+3 [19-20/x2], light crossbow) or +24 melee (1d8+15 plus energy drain, slam); SQ Damage reduction 6 / good; Str 30.

Encounter 4: Guards

APL 2

Guards (3): Male Human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 6; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+5 armor]; BA/G +1/+2; Atk +3 melee (1d8+1 [x3], longspear) or +2 melee (1d8+1 [19-20/x2], longsword) or +1 ranged (1d8 [19-20/x2], light crossbow); Full Atk; +3 melee (1d8+1 [x3], longspear) or +2 melee (1d8+1 [19-20/x2], longsword) or +1 ranged (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +0, Ride +2, Spot +0; Point Blank Shot, Weapon Focus (longspear).

Possessions: Longspear, light crossbow, bolts (20), longsword, chainmail.

APL 4

Guard (2): Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 15; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+5 armor, +1 Dex]; BA/G +2/+4; Atk +6 melee (1d8+3 [x3], longspear) or +5 melee (1d8+2 [19-20/x2], longsword) or +3 ranged (1d8, light crossbow); Full Atk; +6 melee (1d8+3 [x3], longspear) or +5 melee (1d8+2 [19-20/x2], longsword) or +3 ranged (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Listen +1, Ride +8, Spot +1; Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longspear).

Possessions: Masterwork longspear, light crossbow, bolts (20), masterwork longsword, masterwork breastplate.

APL 6 & up

Guard (2): Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+5 armor, +1 Dex]; BA/G +4/+7; Atk +9 melee (1d8+4 [x3], longspear) or +8 melee (1d8+3 [19-20/x2], longsword) or +5 ranged (1d8, light crossbow); Full Atk; +9 melee (1d8+4 [x3], longspear) or +8 melee (1d8+3 [19-20/x2], longsword) or +5 ranged (1d8 [19-20/x2], light crossbow); AL CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +4, Intimidate +6, Jump +2, Listen +1, Ride +8, Spot +1; Cleave, Point Blank Shot, Power Attack, Precise Shot, Rapid Reload, Weapon Focus (longspear).

Possessions: Masterwork longspear, light crossbow, bolts (20), masterwork longsword, masterwork breastplate.

Provarian

APL 2

Provarian: Male Half-Fiend Human Rgr4; Medium Outsider (Native); CR 5; HD 4d8+12; hp 30; Init +4; Spd 30 ft, fly 30 ft (average); AC 20 (touch 14, flat-footed 16) [+5 chain shirt, +4 Dex, +1 natural]; BA/G: +4/+7; Atk +9 ranged (1d8+3 [x3], composite longbow (+3)) or +8 melee (1d12+4 [x3], greataxe), or +7 melee (1d4+3, claw); Full Atk +9 ranged (1d8+3 [x3], composite longbow (+3)) or +7/+7 ranged (1d8+3 [x3], composite longbow (+3)) or +8 melee (1d12+4 [x3], greataxe), or +7 melee (1d4+3, 2 claws) and +2 melee (1d6+1, bite); SA Combat style (archery), favored enemy humans +2, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 5/magic, darkvision 60 ft., immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, wild empathy +6; SR 14; AL CE; SV Fort +7, Ref +8, Will +3; Str 16, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +7, Hide +11, Knowledge (nature) +12, Listen +9, Move Silently +11, Search +10, Spot +9, Survival +9, Swim +10, Use Rope +11; Endurance, Hover, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion (see *Monster Manual*, page 283). Provarian's wolf enjoys the link and share spells special qualities.

Link (Ex): Provarian can handle his eagle as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 4 extra damage to a good foe.

Spell Like Abilities: 3/day - *darkness*, 1/day *desecrate*. Caster Level 4th. The save DCs are Charisma-based.

Spells Prepared (1; base DC = 12 + spell level): 1st—*entangle*.

Possessions: +1 *mithral shirt*, masterwork greataxe, masterwork composite longbow (+3), spell component pouch, holly and mistletoe, purse containing coins worth 48 gp.

Physical Description: Provarian is a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings.

APL 4

Provarian: Male Half-Fiend Human Rgr5; Medium Outsider (Native); CR 7; HD 5d8+15; hp 38; Init +4; Spd 30 ft, fly 30 ft (average); AC 20 (touch 14, flat-footed 16) [+5 chain shirt, +4 Dex, +1 natural]; BA/G: +5/+8; Atk +10 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +9 melee (1d12+4 [x3], greataxe), or +8 melee (1d4+3, claw); Full Atk +10 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +8/+8 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +9 melee (1d12+4 [x3], greataxe), or +8 melee (1d4+3, 2 claws) and +3 melee (1d6+1, bite); SA Combat style (archery), favored enemy elves +2, favored enemy humans +4, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 5/magic, darkvision 60 ft., immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, wild empathy +7; SR 15; AL CE; SV Fort +7, Ref +8, Will +3; Str 16, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +8, Hide +12, Knowledge (nature) +13, Listen +10, Move Silently +12, Search +11, Spot +10, Survival +10, Swim +11, Use Rope +12; Endurance, Hover, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion (see *Monster Manual*, page 283). Provarian's wolf enjoys the link and share spells special qualities.

Link (Ex): Provarian can handle his eagle as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against elves, he gains a +2 bonus on these skills and on damage rolls.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 5 extra damage to a good foe.

Spell Like Abilities: 3/day - *darkness*, 1/day - *desecrate*, *unholy blight* (DC 14). Caster Level 5th. The save DCs are Charisma-based.

Spells Prepared (1; base DC = 12 + spell level): 1st - *entangle*.

Possessions: +1 mithral shirt, masterwork greataxe, +1 composite longbow (+3), spell component pouch, holly and mistletoe, purse containing coins worth 48 gp.

Physical Description: Provarian is a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings.

APL 6

Provarian: Male Half-Fiend Human Rgr7; Medium Outsider (Native); CR 9; HD 7d8+21; hp 53; Init +4; Spd 30 ft, fly 30 ft (average); AC 20 (touch 14, flat-footed 16) [+5 chain shirt, +4 Dex, +1 natural]; BA/G: +7/+10; Atk +12 ranged (1d8+4 [x3], +1 composite longbow (+3)) or +11 melee (1d12+4 [x3], greataxe), or +10 melee (1d4+3, claw); Full Atk +12/+10 ranged (1d8+4 [x3], +1 composite longbow (+3)) or +10/+10/+5 ranged (1d8+4 [x3], +1 composite longbow (+3)) or +11 melee (1d12+4 [x3], greataxe), or +10 melee (1d4+3, 2 claws) and +5 melee (1d6+1, bite); SA Combat style (archery), favored enemy elves +2, favored enemy humans +4, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 5/magic, darkvision 60 ft., immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, wild empathy +9, woodland stride; SR 17; AL CE; SV Fort +8, Ref +9, Will +4; Str 16, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +10, Hide +14, Knowledge (nature) +15, Listen +12, Move Silently +14, Search +13, Spot +12, Survival +12, Swim +13, Use Rope +14; Endurance, Far Shot, Hover, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion. Provarian and his wolf enjoy the link and share spells special qualities.

Wolf: CR 1; Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 natural]; BA/G +3/+5; Atk +6 melee (1d6+3, bite); Full Atk; +6 melee (1d6+3, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2 (+6 when tracking by scent); Improved Natural Armor, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Evasion (Ex): If the eagle is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): Provarian can handle his wolf as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against elves, he gains a +2 bonus on these skills and on damage rolls.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 7 extra damage to a good foe.

Spell Like Abilities: 3/day - *darkness*, *poison* (DC 14), 1/day - *desecrate*, *unholy blight* (DC 14). Caster Level 7th. The save DCs are Charisma-based.

Woodland Stride: Provarian can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment.

Spells Prepared (2; base DC = 12 + spell level): 1st - *entangle* (2).

Possessions: +1 mithral shirt, masterwork greataxe, +1 composite longbow (+3), *lens of detection*, spell component pouch, holly and mistletoe, purse containing coins worth 60 gp.

Physical Description: Provarian is a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings.

Advanced Owlbear: CR 5; Large Magical Beast; HD 8d10+40; hp 84; Init +1; Spd 30 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; BA/G +8/+18; Atk +13 melee (1d6+6, claw); Full Atk +13 melee (1d6+6, 2 claws) and +8 melee (1d8+3, bite); SA Improved grab; SQ Scent; SV Fort +11, Ref +7, Will +3; Str 22, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8, Survival +2; Alertness, Track, Power Attack.

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

APL 8

Provarian: Male Half-Fiend Human Rgr8; Medium Outsider (Native); CR 10; HD 8d8+24; hp 60; Init +4; Spd 30 ft, fly 30 ft (average); AC 20 (touch 14, flat-footed 16) [+5 chain shirt, +4 Dex, +1 natural]; BA/G: +8/+11; Atk +13 ranged (1d8+4 [x3], +1 composite longbow (+3)) or +12 melee (1d12+4 [x3], greataxe), or +11 melee (1d4+3,

claw); Full Atk +13/+8 ranged (1d8+4 [x3], +1 composite longbow (+3)) or +11/+11/+6 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +11/+6 melee (1d12+4 [x3], greataxe), or +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); SA Combat style (archery), favored enemy elves +2, favored enemy humans +4, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 5/magic, darkvision 60 ft., immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, swift tracker, wild empathy +10, woodland stride; SR 18; AL CE; SV Fort +9, Ref +10, Will +4; Str 17, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +11, Hide +15, Knowledge (nature) +16, Listen +13, Move Silently +15, Search +14, Spot +13, Survival +13, Swim +14, Use Rope +15; Endurance, Far Shot, Hover, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion. Provarian and his wolf enjoy the link and share spells special qualities.

Wolf: CR -; Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 natural]; BA/G +3/+5; Atk +6 melee (1d6+3, bite); Full Atk; +6 melee (1d6+3, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2 (+6 when tracking by scent); Improved Natural Armor, Track, Weapon Focus (bite).

Tricks: Attack, Attack (all), Come, Guard, Stay.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Evasion (Ex): If the eagle is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): Provarian can handle his wolf as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against elves, he gains a +2 bonus on these skills and on damage rolls.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 8 extra damage to a good foe.

Spell Like Abilities: 3/day - *darkness*, *poison* (DC 14), 1/day - *desecrate*, *unholy blight* (DC 14). Caster Level 8th. The save DCs are Charisma-based.

Woodland Stride: Provarian can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment.

Spells Prepared (2/1; base DC = 12 + spell level): 1st - *entangle* (2), 2nd - *bear's endurance*.

Possessions: +1 *mithral shirt*, masterwork greataxe, +1 *seeking composite longbow* (+3), *lens of detection*, spell component pouch, holly and mistletoe, purse containing coins worth 84 gp.

Physical Description: Provarian is a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings.

Advanced Owlbear (2): CR 6; Huge Magical Beast; HD 9d10+63; hp 123; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 18) [-2 size, +8 natural]; BA/G +9/+27; Atk +17 melee (2d6+10, claw); Full Atk +17 melee (2d6+10, 2 claws) and +12 melee (2d6+5, bite); SA Improved grab; SQ Scent; SV Fort +13, Ref +6, Will +4; Str 30, Dex 10, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8, Survival +2; Alertness, Improved Natural Attack (claws), Track, Power Attack.

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

APL 10

Provarian: Male Half-Fiend Human Rgr10; Medium Outsider (Native); CR 12; HD 10d8+30; hp 75; Init +4; Spd 30 ft, fly 30 ft (average); AC 21 (touch 14, flat-footed 17) [+6 chain shirt, +4 Dex, +1 natural]; BA/G: +10/+13; Atk +15 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +14 melee (1d12+4 [x3], greataxe), or +13 melee (1d4+3, claw); Full Atk +15/+15/+10 ranged (1d8+4 [x3], +1 *composite longbow* (+3)) or +13/+8 melee (1d12+4 [x3], greataxe), or +13 melee (1d4+3, 2 claws) and +8 melee (1d6+1, bite); SA Combat style (archery), favored enemy elves +2, favored enemy humans +6, favored enemy magical beasts +2, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 5/magic, darkvision 60 ft., evasion, immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, swift tracker, wild empathy +12, woodland stride; SR 20;

AL CE; SV Fort +10, Ref +11, Will +5; Str 17, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +13, Hide +17, Knowledge (nature) +18, Listen +15, Move Silently +17, Search +16, Spot +15, Survival +15, Swim +16, Use Rope +15; Endurance, Far Shot, Hover, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion. Provarian and his wolf enjoy the link and share spells special qualities.

Wolf: CR 1; Medium Animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 natural]; BA/G +3/+5; Atk +6 melee (1d6+3, bite); Full Atk; +6 melee (1d6+3, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2 (+6 when tracking by scent); Improved Natural Armor, Track, Weapon Focus (bite).

Tricks: Attack, Attack (all), Come, Guard, Stay.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Evasion (Ex): If the eagle is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): Provarian can handle his wolf as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +6 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against elves or magical beasts, he gains a +2 bonus on these skills and on damage rolls.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 10 extra damage to a good foe.

Spell Like Abilities: 3/day –darkness, poison (DC 14), 1/day - contagion (DC 14), desecrate, unholy blight (DC 14). Caster Level 10th. The save DCs are Charisma-based.

Woodland Stride: Provarian can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment.

Spells Prepared (2/2; base DC = 12 + spell level): 1st - entangle (2), 2nd - barkskin, bear's endurance.

Possessions: +2 mithral shirt, masterwork greataxe, +1 seeking composite longbow (+3), lens of detection, spell component pouch, holly and mistletoe, purse containing coins worth 108 gp.

Physical Description: Provarian is a six-foot tall muscular man with reddish scales, small horns, glowing red eyes, and bat wings.

Advanced Owlbear (2): CR 8; Huge Magical Beast; HD 14d10+112; hp 189; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 18) [-2 size, +8 natural]; BA/G +14/+32; Atk +22 melee (2d6+10, claw); Full Atk +22 melee (2d6+10, 2 claws) and +17 melee (2d6+5, bite); SA Improved grab; SQ Scent; SV Fort +17, Ref +9, Will +5; Str 30, Dex 10, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Survival +3; Alertness, Cleave, Improved Natural Attack (claws), Track, Power Attack.

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

APL 12

Provarian: Male Half-Fiend Human Rgr12; Medium Outsider (Native); CR 15; HD 12d8+48; hp 114; Init +4; Spd 30 ft, fly 30 ft (average); AC 21 (touch 14, flat-footed 17) [+6 chain shirt, +4 Dex, +1 natural]; BA/G: +12/+16; Atk +18 ranged (1d8+5 [x3], +1 composite longbow (+4)) or +16 melee (1d12+6 [x3], greataxe), or +16 melee (1d4+4, claw); Full Atk +18/+18/+13/+8 ranged (1d8+5 [x3], +1 composite longbow (+4)) or +16/+11/+6 melee (1d12+6 [x3], greataxe) or +16 melee (1d4+4, 2 claws) and +11 melee (1d6+2, bite); SA Combat style (archery), favored enemy elves +2, favored enemy humans +6, favored enemy magical beasts +2, smite good, spells, spell-like abilities; SQ: animal companion (link, share spells), DR 10/magic, darkvision 60 ft., evasion, immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, swift tracker, wild empathy +14, woodland stride; SR 22; AL CE; SV Fort +11, Ref +12, Will +6; Str 18, Dex 18, Con 16, Int 16, Wis 14, Cha 10.

Skills and Feats: Handle Animal +15, Hide +19, Knowledge (nature) +20, Listen +17, Move Silently +19, Search +18, Spot +17, Survival +17, Swim +19, Use Rope +15; Endurance, Far Shot, Hover, Improved Precise Shot, Improved Rapid Shot, Improved Toughness, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal Companion (Ex): Provarian has an wolf as an animal companion (see *Monster Manual*, page 272). Provarian and his wolf enjoy the link and share spells special qualities.

Wolf: CR 1; Medium Animal; HD 6d8+12; hp 39; Init +3; Spd 50 ft.; AC 20 (touch 13, flat-footed 17) [+3 Dex, +7 natural]; BA/G +4/+6; Atk +7 melee (1d6+3, bite); Full Atk; +7 melee (1d6+3, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Spot +4, Survival +2 (+6 when tracking by scent); Blind-Fight, Improved Natural Armor, Track, Weapon Focus (bite).

Tricks: Attack, Attack (all), Come, Guard, Stay.

Devotion (Ex): The wolf gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

Evasion (Ex): If the eagle is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): Provarian can handle his wolf as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Provarian may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Provarian may also cast a spell with a target of "you" on his animal companion.

Favored Enemy (Ex): Provarian gains a +6 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against elves or magical beasts, he gains a +2 bonus on these skills and on damage rolls.

Smite Good (Su): Once per day Provarian can make a normal melee attack to deal 12 extra damage to a good foe.

Spell Like Abilities: 3/day – *darkness*, *poison* (DC 14), 1/day – *blasphemy*, *contagion* (DC 14), *desecrate*, *unholy blight* (DC 14). Caster Level 12th. The save DCs are Charisma-based.

Woodland Stride: Provarian can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment.

Spells Prepared (2/2/1; base DC = 12 + spell level): 1st – *entangle* (2), 2nd – *barkskin*, *bear's endurance*; 3rd – *cure moderate wounds*.

Possessions: +2 *mithral shirt*, masterwork greataxe, +1 *seeking composite longbow* (+4), *lens of detection*, *lesser bracers of archery*, spell component pouch, holly and mistletoe, purse containing coins worth 108 gp.

Advanced Owlbear (2): CR 8; Huge Magical Beast; HD 15d10+120; hp 203; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 18) [-2 size, +8 natural]; BA/G +15/+33; Atk +23 melee (2d6+10, claw); Full Atk +23 melee (2d6+10, 2 claws) and +21 melee (2d6+5, bite); SA Improved grab; SQ Scent; SV Fort +17, Ref +9, Will +6; Str 30, Dex 10, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Survival +3; Alertness, Cleave, Improved Natural Attack (claws), Multiattack, Track, Power Attack.

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Appendix II: New Rules

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat (that *you already have- as per Circle ruling*). This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat that you are using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you are using positive or negative energy to augment your spells, the spell slot for the spell does not change.

Special: This feat may be taken multiple times, Each time you take this feat, choose a different metamagic feat to which to apply it.

(Source: *Complete Divine* p.80)

Divine Might [Divine]

You can channel energy to increase the damage that you deal in combat

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for one full round.

(Source: *Complete Warrior* p. 106)

Divine Shield [Divine]

You can channel energy to make your shield more effective for either offense or defense.

Prerequisites: Turn or rebuke undead ability, proficiency with a shield.

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

(Source: *Complete Warrior* p. 106)

Improved Rapid Shot [General]

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 may 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.

(Source: *Complete Warrior* p.101)

Improved Toughness [General]

You are significantly tougher than normal.

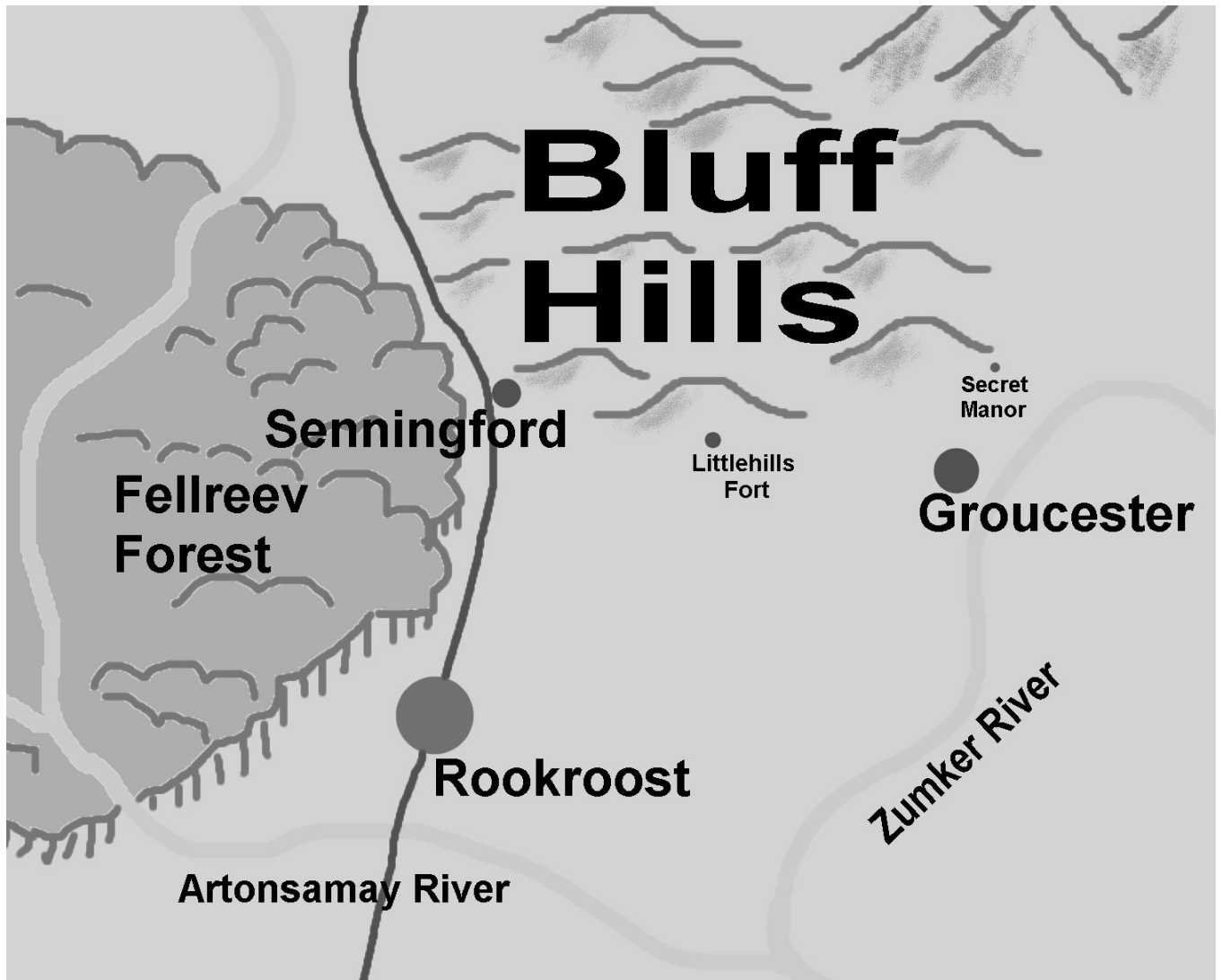
Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

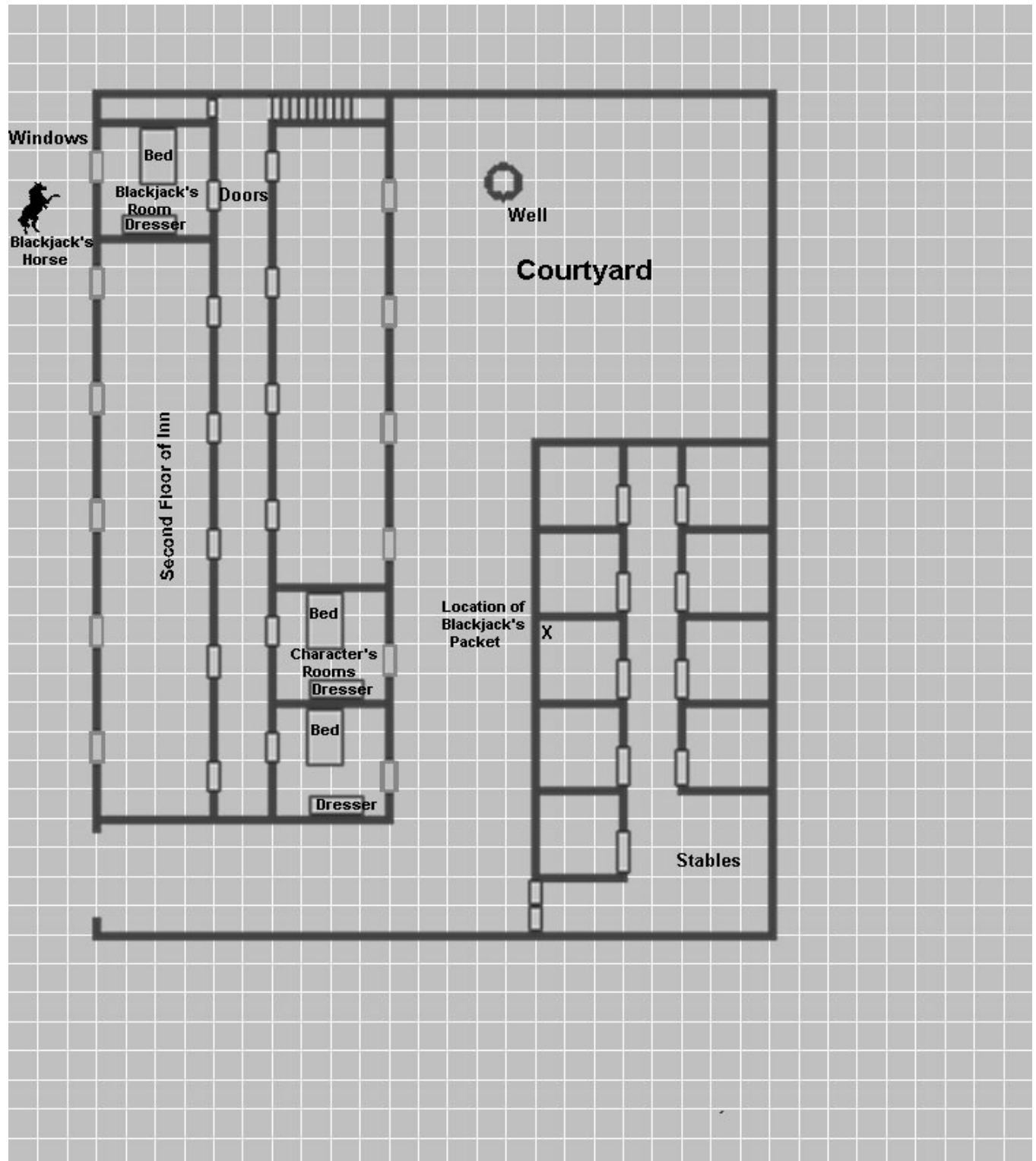
Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

(Source: *Complete Warrior* p.101)

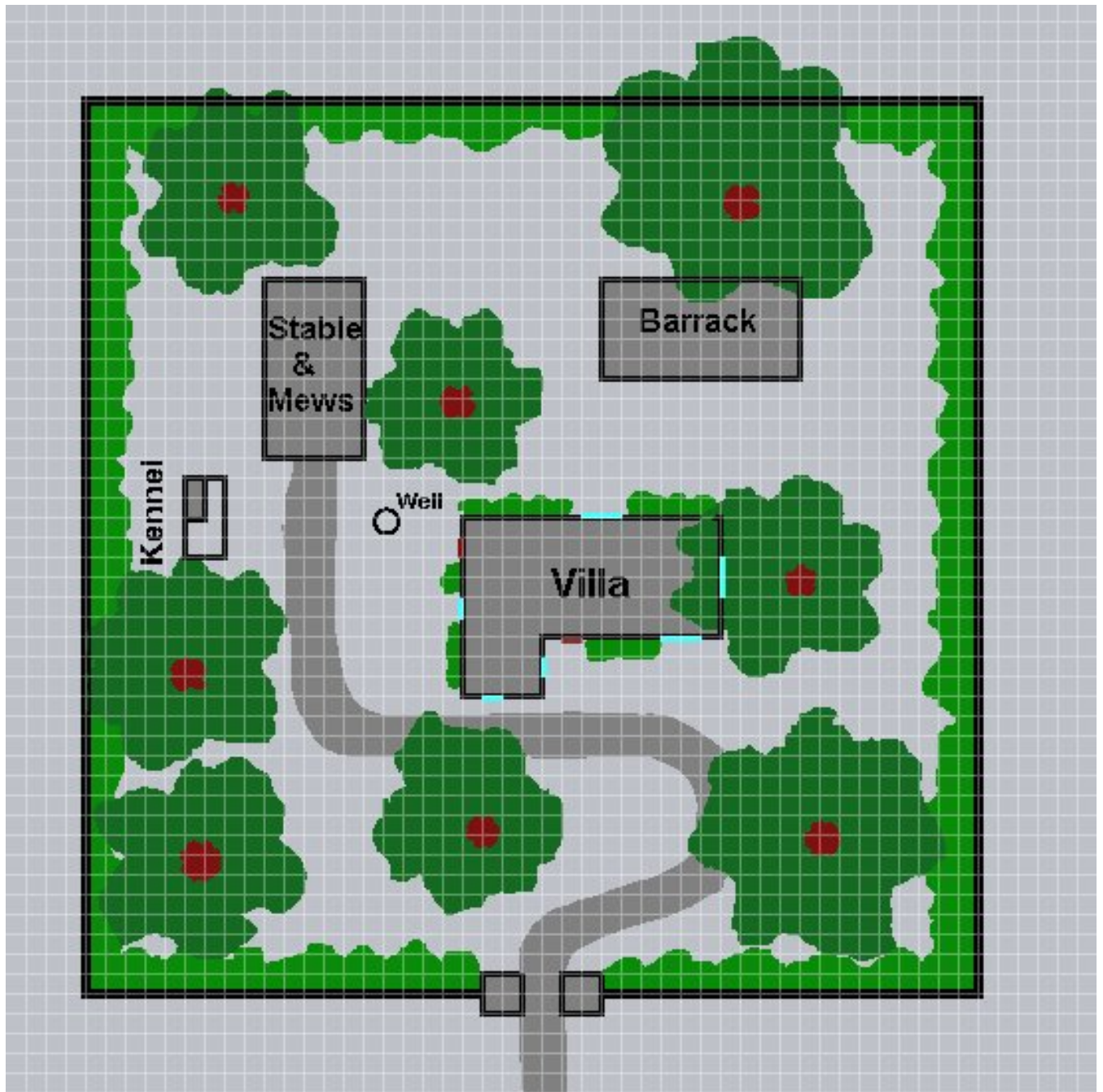
Appendix III: Bluff Hills Map



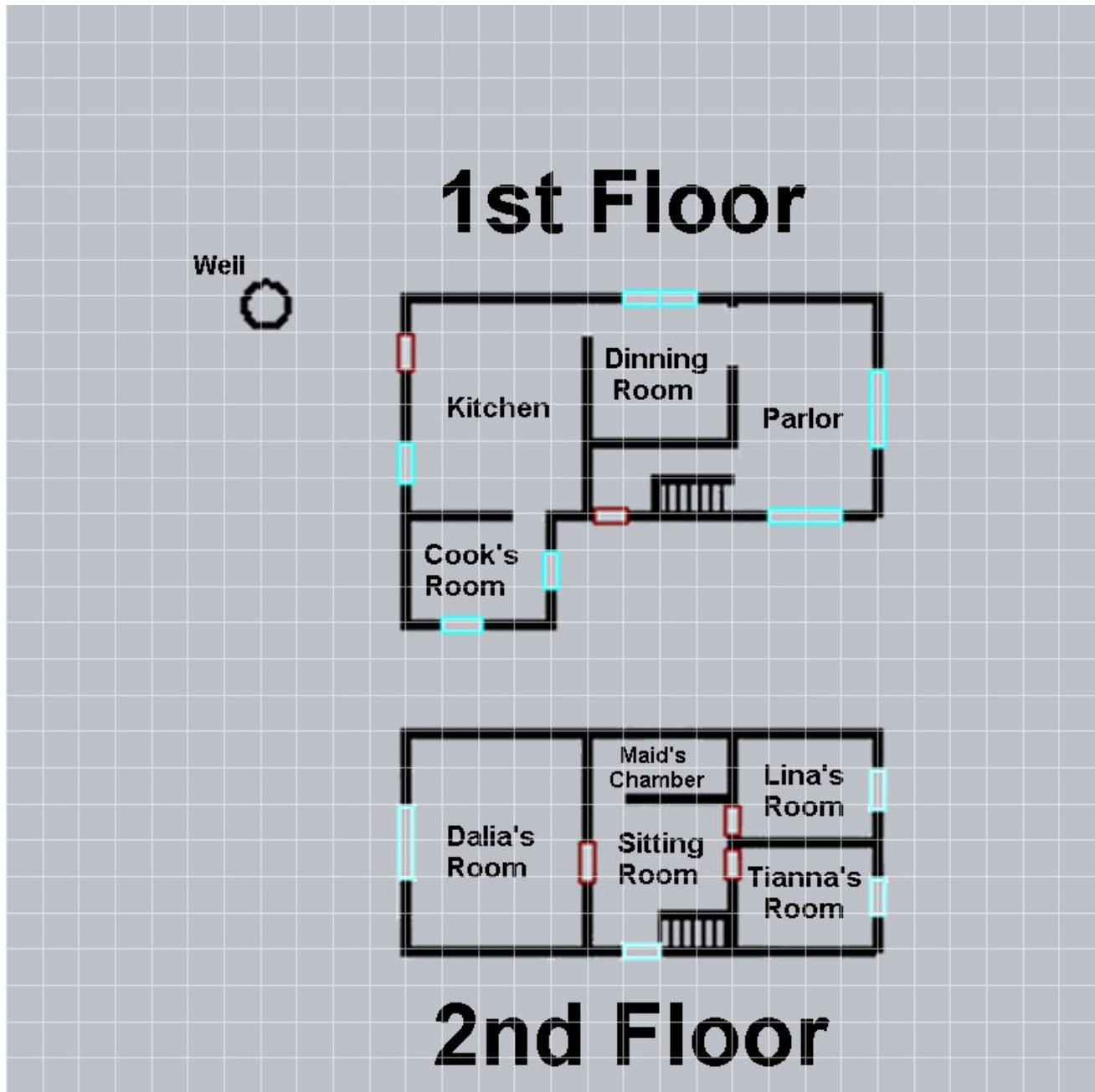
Appendix IV: Red Stag Inn (Encounter 1 & 3)



Appendix V: Villa (Encounter 4)



Appendix VI: Villa Interior (Encounter 4)



Player Handout

The following are excerpts from a collection of documents found hidden by the spy Blackjack:

Lover,

Although the debacle at Perdition has weakened our access to the necessary silver, I have located sufficient stock that we should be able to maintain our tithes until the mines can be placed under a firm heel. In addition, I may have located a suitable gift for the Lord, should it become necessary to curry his favor in the Material...

Commander Blackstone,

I have received the confirmation of your arrival in the Griffs. It will be necessary to keep your forces there for several months, due to the possibility of interference from Grosskopf. Your griffon riders are not to engage any incoming forces, however, if there is a sizable force coming from the north, you are to notify the Nightwatch immediately. My allies should be able to take care of the Boneheart's minions...

Veth,

As our time nears, it will be necessary to take more drastic measures against outsider interference. You have permission to enlarge your brood to maintain order within Groucester as well as to serve as a strike force against our enemies, should the need arise...

In addition to the letters, there are maps showing troop movements – units marked with the seal of Groucester are shown moving from the south and east to the border with Grosskopf.