

VER4-02

A Costly Gamble

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

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An old merchant has invested all his money on a wagonload of merchandise that has gone missing. Can the adventurers find it before it's too late? An adventure for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least four 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

- 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. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 Viscount of Verbobonc. Characters native to Verbobonc 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

It is late winter in Verbobonc which also happens to be tax season. House Asbury does not have the manpower to have a large escort of men-at-arms for their yearly taxes. Lady Asbury thought it wise to hide the taxes in a wagon that would travel as part of a small caravan. Thus she hoped that the caravan would make it

safely to Verbobonc City and the Viscount, especially since it had to travel through the lands of House Milinous, a cunning rival.

Viscount Languard has been in office long enough now to begin to tell which of his nobles are loyal to the Viscounty and which ones care more for themselves. He has begun to employ some of his old friends from his shadowy past in key positions around the Viscounty. They are his eyes and ears, and sometimes, his hands in places he can no longer be. The Viscount is well aware that Lord Milinous' allegiance to him and the Viscounty is not as firm as it once was in the past. The Viscount is also aware that Lord Ludovic Langmuir's mother, Lady Godeleva "Iron Lady" Langmuir, is not a strong supporter of the Viscount or the Viscounty. He does not yet realize that Godeleva Langmuir is in fact a traitor, and a master manipulator.

House Langmuir, ruled by the crafty manipulations of the Iron Lady (and not, as many believe, by her cowering son), has decided the time is right to make its move for power in the Viscounty. If House Milinous and House Asbury are weakened, then House Langmuir may have much to gain.

Barnabus is a half-elf who poses as a merchant in Verbobonc City. In fact, Barnabus is a spymaster in the employ of Viscount Languard. He is expecting a shipment that is two days overdue. While he expresses outward agitation that his shipment of "goods" is delayed, he knows the delay is potentially much more serious; the missing wagon contains the yearly taxes to the Viscount from House Asbury. Barnabus sends the characters out

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	

after the missing wagon without telling them the secret value of its unspoken cargo.

The Iron Lady is behind this missing shipment. Twin sorceresses named Elena and Selena in her employ have charmed a number of Milinous' House Guardsmen, and commanded them to attack the caravan. Even if the theft should be investigated, the clues point to House Milinous. With House Milinous under suspicion for the theft, House Asbury is now suddenly a full year behind in its taxes, thus elevating House Langmuir status in the Verbobonc noble circle. As long as this plan holds together, nothing but good fortune would come to House Langmuir.

Ultimately, the Iron Lady seeks to weaken House Asbury financially, so she can arrange a marriage between Lady Elinor Asbury and the ignorant Lord Ludovic Langmuir. In the best outcome, Lord Milinous is disgraced and removed, and his lands split between Langmuir and Asbury. After the marriage, of course, the Iron Lady would control all three holdings: Langmuir, Milinous, and Asbury.

Adventure Summary

Encounter One – The Old Merchant

The characters are at the Tavern of the Four Trails just outside Verbobonc City. They are hired by an old half-elf merchant (Barnabus, in his disguise) to find his wagon. It is part of a small caravan that is two days late. Unknown to the characters, Barnabus is a spymaster working for Viscount Languard and the wagon contains House Asbury's yearly taxes.

Encounter Two – The High Road

Leaving the tavern to find the wagon, the characters meet a delegation from House Langmuir heading to Verbobonc City. Lady Godeleva Langmuir is going to pay her taxes and her 'respects' to the Viscount. She is quite smug as she has just received word that her plan is in motion.

Encounter Three – Buzzards Circle

After crossing in to Lord Milinous' lands, the characters see birds circling in the distance. Investigation reveals the remains of caravan guards. A few wagons are missing and it is obvious that bandits have attacked the caravan. One guard is alive and found to be in the employ of House Asbury. The characters must decide to either escort her back to Asbury lands (Encounter Seven) or to pursue the bandits (Encounter Four).

Encounter Four – The Bandit Camp

If the characters decide to follow the wagons, they find the camp of the bandits. In reality, they are House

Milinous guards who have been charmed into attacking the caravan.

Encounter Five – Lord Milinous

Following the wagon that was missing from the bandit camp, the characters come across Lord Milinous with his guard. He is also on his way home from Verbobonc City where he has just informed the Viscount that he is not paying his taxes this year.

Encounter Six – The Wagon is Found

The characters find the wagon and the sorceress, Elena, who has it. Her charms may prove devastating. The characters find a clue linking Elena to Lady Godeleva, but the proof vanishes in their hands. Move to the Conclusion after this Encounter.

Encounter Seven – Milinous Guard

Escorting the Asbury Guardsmen from the site of the bandit attack, the characters run into guards from House Milinous. They have orders that the border with House Asbury is closed and no one can cross. The Asbury Guardsman is spoiling for a fight with the House Milinous Guardsmen.

Encounter Eight – High Danger

Within the border of Asbury lands, when the characters are starting to feel safe, they are reminded that monsters still lurk in the wild regions of the Viscounty.

Encounter Nine – The Poison Within

Entering a town called Preston in Asbury lands, the characters confront the traitor to House Asbury. The traitor is the sorceress Selena in disguise. The characters find a clue linking Selena to Lady Godeleva, but the proof vanishes in their hands.

Conclusion

Wrap up. Assuming the characters have either rescued the wagon and returned it to someone, or they have successfully escorted the injured Asbury Guardsman home, they are rewarded.

DM Note: This adventure has a forked path, allowing the characters to go after the wagon or escort the wounded guardswoman home. Neither is the "right" or "wrong" decision to make. In any case, the characters will encounter one of the twins—either Elena or Selena—at the end of their path.

Encounter One: The Old Merchant

The characters are at the Tavern of the Four Trails, just south of Verbobonc City. It is a clean inn with the reputation of being a place where adventurers gather to unwind. The real attraction to the place is its fine selection of beverages. The adventure begins early in the morning.

It is late winter in the Viscounty of Verbobonc. The weather has been mild and the light snow that fell the day before is nothing more than a memory. You find yourself in the Tavern of the Four Trails it is a familiar place to you. You have either experienced it firsthand, or you have heard others talking about it. It is the type of place where other adventurers like yourself gather to swap tales and find rumors that might lead to your next hope of employment. Today the inn is quiet. There are few patrons here on this Starday morning.

Have the characters introduce themselves to each other if they have not met before.

An old half elf sits at the bar. He has been quietly listening to your wild talk of adventure. He now turns and asks you a simple question, "Pardon, may I speak with you?" As he waits for your answer he slowly moves to your table.

"My name is Barnabus. I am a merchant from Verbobonc City. Are you by any chance looking for work?"

He waits for the characters to either answer yes or to ask why. Then he continues.

"Well, you see, I have invested all my capital into a single shipment coming from the southeast. This shipment is now one full day overdue. I would be willing to pay 10% of my profits if you would be willing to go and recover it for me. Are you interested?"

The characters will probably have some questions at this time. Here are some of the more obvious questions, and Barnabus' answers.

- *How much is the shipment worth?* "Well, the fluctuating market prices would put the total value of the shipment at somewhere between two and twenty thousand wheatsheafs. But I can't say for certain."

- *What does the shipment consist of?* "Rare and exotic items. Many handcrafted items from the Elven clans, mainly things of ipp wood. The other items are smaller and quite varied. They are most valuable to the Wrinkle Academy, as they are spell components."
- *How will we know it is your wagon?* "My wagon is yellow in color with my merchant marks on its side. It was the first wagon I ever owned and carries a sentimental value to me as well as the obvious financial one." Barnabus describes his merchant logo, a lone tree with spreading branches and the initials "BG." Give the players Player Handout One.
- *What route was this wagon taking?* "It was part of a small caravan coming from Hommlet, through the lands of Asbury and Milinous, and then on to Verbobonc City. Like I said, it's a day late and hopefully just delayed, but it took all my liquid resources and without it I will be ruined."
- *Who was with the wagon?* "I had no one assigned to my wagon in particular, but the caravan as a whole had seven or eight wagons, and at least a dozen guards. All of the guards seemed trustworthy."
- *Did anyone else know of your plans?* "No. It is my business and I live alone. I keep my business to myself."
- *Do you have any enemies?* "What? No not at all. I have never cheated anyone nor have I dealt unfairly with anyone."
- *When should we leave?* "As soon as possible, if that's convenient for you. It's still early, and you could get far today if you leave right away."

As DM, you will have to ad lib any other questions that the players may have. Base them on Barnabus' cover story (a merchant who has lost a valuable wagon) and not the truth.

The truth is that Barnabus is in the employ of Viscount Languard. The wagon contains the yearly taxes from House Asbury and it is indeed a day late. The bulk of the taxes are hidden on the wagon. In fact, the two axles of the wagon are made from adamantite, a material in short supply in Verbobonc City (but which Lady Asbury, through her dwarven connections, has been able to gather in large amounts).

All APLs:

♣ **Barnabus, male half-elf Rogue7/Spymaster5:** Will save +9, Cha 12; Bluff +20, Diplomacy +19, Sense Motive +17.

Judging hint: Barnabus is a shrewd old man. He has already checked the characters out and knows that they are 'good' guys. He will not be pushed or bullied around, but will get the characters to do what he needs them to do.

Encounter Two: The High Road

You leave the Tavern of the Four Trails and begin your search. The day is sunny and the temperature is quite warm for a late winter day as you take the road south. After traveling for much of the morning, you stop for a brief rest and lunch.

Traffic on the road has been sparse. A few local farmers taking their midwinter wheat towards Verbobonc City is the extent of your fellow travelers.

Finishing your brief repast, you again continue on the road south. After an hour or so, you see two wagons and more than a few horseman approaching.

Give the characters a chance to react before going on. You should only need a few moments to ascertain what the characters wish to do.

As the wagons and their mounted guards get closer, you see that they are flying banners from the wagons. A voice can be heard shouting at you. "Make way for Godeleva of House Langmuir!!"

Characters should make either a Knowledge (nobility and royalty check), Knowledge (local: Velverdyva Trade Route) or Bardic Knowledge check once they see the banners. Based on their success, tell them:

- [DC 10]: the flags fly the crest of House Langmuir, a noble house of Verbobonc. Lord Ludovic Langmuir is the head of that house.
- [DC 15]: Although Lord Ludovic heads the house, rumors say he is a mere puppet of his mother, the ancient "Iron Lady" Godeleva Langmuir. Also, only the highest ranking members of Verbobonc nobility are permitted to have heralds clear the road for them.

If the characters step aside:

If the characters move off the road as the wagons approach, they notice that the first wagon is more of a coach. The curtains are drawn with rich, dark cloth. The second wagon is indeed a wagon. It is covered and what it may hold cannot be ascertained from the outside. Twenty guards, all with lances pointing high, accompany the coach and wagon.

As the coach passes you, one of the curtains draws back to reveal the pinched and ugly face of a noblewoman caked with makeup. She looks down her nose at the group of you, and mutters "adventurer filth" before letting her curtain drop. The wagons trundle on splashing you with thick winter mud as they continue on towards Verbobonc City.

Have the characters make a Reflex save [DC 5] to avoid getting hit by the mud from the wagons.

If the characters stay put:

If the characters do not move off the road, then the guards fan out in front of the wagons and lower their lances. The first wagon is more of a coach, and it contains "Iron Lady" Godeleva Langmuir. Read:

One of the curtains draws back to reveal the pinched and ugly face of a noblewoman caked with makeup. She looks down her nose at the group of you, and mutters "Adventurer filth."

She speaks to one of her guardsmen, and not to the group of you. "Clearly, these miscreants are unaware that the laws of Verbobonc require they step aside for the nobility of this land. Count to five for me, Sir Thomas, and if they don't move, run them down." She then lets the curtain drop.

The guardsman begins ominously counting to five, as instructed. If the players still refuse to budge, go to **The Charge**, below.

If the characters display their affiliations

If any of the characters are wearing the livery of a different noble house or the Mounted Borderers, then the wagons come to a halt some 50 feet away. The lead wagon is clearly a coach, and the second is a covered wagon. One rider comes forward and speaks:

I am Sir Thomas of House Langmuir. Unless you have business with Lady Godeleva Langmuir, please remove yourself from the road.

Failure to move, or to give a good reason as to why they wish to speak with Lady Godeleva, results in her guards forming up and readying a charge.

The Charge

The Guardsmen of House Langmuir line up for their charge. Just before the word can be given, a cloud of dust can be seen coming from the north, from Verbobonc City. As both sides wait to see what this can be, it quickly becomes apparent that it is two squads of Mounted Borderers.

The Mounted Borderers have been sent to escort the Lady of Langmuir to Verbobonc City. They are an honor guard. Once they arrive they attempt to smooth over the situation. If any of the characters were very severe in their language, or were threatening or insulting in any way to House Langmuir, then the Mounted Borderers are forced to fine them. Make it perfectly clear to the characters that if it were up to the Mounted Borderers, the situation would be dropped. Lady Godeleva Langmuir forces them to act, insisting on the fine.

Assuming none of the characters are nobles of Verbobonc, then they will have it explained to them that indeed, not giving the road to a noble is indeed punishable under the law.

The fines varies by APL:

- APL 2 = 10 gold each or 1 TU
- APL 4 = 50 gold each or 2 TU
- APL 6 = 100 gold each or 3 TU
- APL 8 = 200 gold each or 4 TU
- APL 10 = 400 gold each or 5TU
- APL 12 = 600 gold each or 6 TU

Judging hint: This encounter is to show the disdain to which Lady Godeleva Langmuir finds all non-nobles and especially adventurers. Combat should not happen unless the characters attack first. If that happens, the Mounted Borderers appear immediately to defuse the situation. Feel free to play Lady Godeleva Langmuir as the mean old woman she is. Neither Lady Godeleva nor her men detect as evil.

It is particularly important that the characters see Lady Godeleva in this encounter, so they recognize her face later in the scenario.

Encounter Three: Buzzards Circle

After the commotion caused by House Langmuir, the quiet of the road is a most welcome change. As before, the traffic is light and the weather is beautiful for a midwinter day. You have recently crossed into the lands controlled by House Milinous, or so the sign by the road said.

The onset of evening has you discussing where to spend the night, when you spy in the distance birds circling. Moving to investigate, you see that they are vultures. That is not a good sign.

As you get closer, you notice that the carrion birds are circling over something off the road. You follow their lead and find a clearing of death and carnage.

There are the remains of 7 wagons here. They have been hastily hidden. Closer inspection reveals the dead bodies of the guards and drivers of a small caravan.

This is the caravan that Barnabus' wagon was part of. It is clear that his wagon is not here. The other wagons are still packed with their goods, and have not been robbed or even disturbed.

The guards and drivers have obviously been killed with melee weapons; particularly, slashing weapons. They have been dead no more than a few hours.

Anyone searching the immediate area finds a body trying to hide in a bush. It is an unconscious woman. A Heal check [DC 12] reveals that she is suffering from severe slashing wounds. Anyone searching her finds that she wears a high quality chain shirt, and has a pendant hidden under her armor. The pendant has the symbol of a sword and a jewel. A Knowledge (nobility and royalty), Knowledge (local: Volverdyva Trade Route) or Bardic Knowledge check [DC 10] reveals that is the symbol of House Asbury. Anyone who is a member of the House Asbury Guard automatically knows this. The woman's name is Boditea, and she had been assigned to escort Lady Asbury's tax payment to Verbobonc City.

If the characters heal Boditea to consciousness (she is currently stabilized at -2 hit points) read the following:

The woman's eyes flutter open as her wounds heal. As she focuses on you, her eyes narrow as she slowly looks your entire party over, one by one, with a well trained eye.

If a Milinous Guardsman is present

If any character is a member of House Milinous Guard, and wearing that livery, she is hostile and reveals little.

If an Asbury Guardsman is present

If any character is a member of House Asbury Guard, and wearing that livery, Boditea immediately declares:

“Thank the gods you’re here. I need to get back to Asbury immediately! There is a traitor in Lady Asbury’s employ and I know who. I heard the Milinous scum who attacked us speaking about it after they thought I was dead.”

Boditea tells the member of the Asbury Guard how the caravan was attacked by people wearing the livery of House Milinous. There was no warning. They attacked and slaughtered everyone. She does not know the exact numbers of attackers, but it sure seemed like a lot.

She also tells the Asbury Guard member how they guarded eight wagons and the attackers concentrated their attack on the one wagon that is missing. If they describe Barnabus’ wagon, she says that was the wagon they took.

If no Guardsmen are present

If there are no characters that belong to either house guards, Boditea says the following:

“I thank you for saving me. I must return to Lady Asbury’s lands immediately and I am sure House Asbury will reward you if you can help me get back quickly and safely.”

If the characters ask her about the attack she tells them that the caravan was ambushed by bandits. She will not mention that they were House Milinous men unless one of the characters says something disparaging about House Milinous (they are currently in Milinous’ lands, after all, and Boditea assumes the characters are loyal to Milinous unless they indicate otherwise). If they describe Barnabus’ wagon, she tells them that it was part of the caravan, but now it’s missing. She assumes the bandits took it.

A Survival check [DC 14] shows that the missing wagon was driven off to the west. Asbury lands are to the east.

The characters may wait until the morning to decide what to do but they must choose if they are going to go after the wagon, or escort Boditea back to Asbury lands. She will not go with them after the wagon and if they take her back to Asbury lands, the wagon may be lost for good.

If the characters follow the wagon, Boditea bids them goodbye and heads east on her own. Go to Encounter Four.

If the characters agree to help Boditea, she thanks them and leads them east back to the Lands of Lady Asbury. Go to Encounter Seven.

All APLs

☛ **Boditea**, female human Ftr3; hp 28 (stabilized at -2 hit points when found); see Appendix 1.

Judging hint: Boditea does not reveal anything more than she has to unless she trusts the characters. She knows she is in Milinous lands and, to her thinking, they have just declared war on House Asbury. Her main priority is to return to Asbury lands and inform them of the traitor Bralen, who she heard the Milinous guardsmen mention by name.

Encounter Four: The Bandit Camp

Saying goodbye to Boditea, you follow the wagon trail. The trail follows little more than paths and hunting trails through the Verbobonc underbrush. It is obvious that whomever you’re following was very interested in not being seen from the main road.

After following the wagon trail for most of the day, you hear voices up ahead and the smell of a campfire gently drifts towards you.

The characters probably assume at this point that they are after bandits. The truth is that they are after members of the Milinous House Guard. These Guardsmen firmly believe that they are acting under the orders of Lord Milinous’ new bride, Elena. In fact, Milinous has no new wife, and he isn’t even aware Elena exists. Elena came to the House Guard barracks at Griffon Manor, posing as a bard, a few days ago. She then used her spells, and *elixirs of love*, to charm the handful of guards present in the barracks. She spun the “new wife” story, and told them where a caravan of “tax evaders” could be found. Elena told the charmed Guards that a man named Bralen in the House Asbury Guard had given her the tip about the “tax evaders.” She encouraged the Guardsmen to show no mercy in their attack on the caravan. Once they slaughtered the “tax evaders,” they were to bring the wagon here, to her. The charmed Guardsmen did exactly that, and Elena rode off with the wagon hours ago. The Guardsmen are spending the night here before returning

back to Griffon Manor. The Guardsmen feel they followed orders and did the right thing.

Any characters spying on the camp without being seen see the guardsmen, but no wagon. The tracks of the wagon continue west out of the camp. All of the men in the camp are wearing the livery of a black griffon. A Knowledge (nobility and royalty), Knowledge (local: Volverdyva Trade Route) or Bardic Knowledge check [DC 12] identifies this as the heraldry of Lord Milinous.

Any characters that are able to overhear any conversations in the camp hear the men discussing the tactics they used to attack the caravan of “tax dodgers.” They are clearly proud of their actions in attack on the caravan.

After this encounter, the wagon’s trail leads the characters to encounter Five.

Creatures:

APL 2 (EL 4)

🏹 **House Milinous Men-at-Arms (2):** male human Ftr2; hp 20 each; see Appendix 1.

APL 4 (EL 6)

🏹 **House Milinous Men-at-Arms (4):** male human Ftr2; hp 20 each; see Appendix 1.

APL 6 (EL 8)

🏹 **House Milinous Guardsmen (3):** male human Ftr5; hp 44 each; see Appendix 1.

APL 8 (EL 10)

🏹 **House Milinous Guardsmen (6):** male human Ftr5; hp 44 each; see Appendix 1.

APL 10 (EL 12)

🏹 **House Milinous Guardians (3):** male human Ftr9; hp 76 each; see Appendix 1.

APL 12 (EL 14)

🏹 **House Milinous Guardians (6):** male human Ftr9; hp 76 each; see Appendix 1.

Judging hint: These guards are not nice men, but they are brave and tough, trained by House Milinous. They will not surrender. Whatever the characters threaten them with means little in comparison to what they believe Lord Milinous will do to them if they surrender. They firmly believe that what they did was right and just. Confronting them over it only leads them to attack the party.

Treasure

Defeat the House Guard and take their gear.

APL 2: L: 102 gp; C: 14 gp; M: 2 *+1 greatswords*, 196 gp each.

APL 4: L: 204 gp; C: 28 gp; M: 4 *+1 greatswords*, 196 gp each.

APL 6: L: 206 gp; C: 36 gp; M: 3 *+1 vicious greatswords*, 696 gp each.

APL 8: L: 412 gp; C: 72 gp; M: 6 *+1 vicious greatswords*, 696 gp each.

APL 10: L: 269 gp; C: 150 gp; M: 3 *+1 vicious greatswords*, 696 gp each, 3 sets of *gauntlets of ogre power*, 333 gp each, 3 suits of *+1 full plate*, 221 gp each.

APL 12: L: 538 gp; C: 300 gp; M: 6 *+1 vicious greatswords*, 696 gp each, 6 sets of *gauntlets of ogre power*, 333 gp each, 6 suits of *+1 full plate*, 221 gp each.

Encounter Five: Lord Milinous

Following the wagon's trail from the camp, it once again stays to little-used side paths. After another hour or two, the trail crosses a major road.

As you prepare to cross the road and continue to follow the tracks, a large number of horses can be heard coming down the road.

The characters can attempt to hide at this point. If they try to hide, read the following:

A score or more of heavy warhorses comes galloping down the road. At the head of them is a stern man in full plate armor. The rest of the riders obviously defer to him. His eyes dart from one side of the road to the other and you're sure he is looking for you.

If the all the characters succeed at a Hide check (DC 20+ APL), then the riders pass by. If they do not all succeed, or they never hid in the first place, read the following:

The score of riders thunders down the road when the leader, a stern man in full plate armor, sees you. He raises his right hand calmly and with precision, the riders come to a halt in perfect formation. He points his finger at you and says, "What are you doing in my lands?"

Any character making a Knowledge (nobility and royalty), Knowledge (local: Volverdyva Trade Route), or Bardic Knowledge check [DC 12] recognizes the man as Lord Simon Milinous. If a character has played *VERT-01*

Noble Ambitions, *VER2-08 Griffon's Blood*, or the extended play option in *VER3-05 Something's Rotten in Eglath*, they have seen Lord Simon Milinous before and recognize him on sight. Members of the Milinous House Guard, obviously, also recognize him.

We're looking for a wagon

If the characters reveal that they are chasing a wagon that was stolen from a caravan, Lord Milinous says the following:

"Excellent. I do not have time to send my guard after so trivial a matter. I give you leave to recover this merchant's wagon in my lands. Although, I shall claim my ten percent of its value, per the usual and lawful taxation. Once you have recovered it, please bring it to me at my camp so I may assess its value."

He then gives his camp's location (only a few hours away) and continues on his way. He does not wait for the characters reply.

We found some of your Guardsmen

If the characters reveal that they have found members of his guard that attacked the caravan, read the following:

"Those are the traitors that I am in search of. You have done me a small service in dispatching them. I shall not forget this."

One of his men then moves his horse over to the characters and asks for their names. He writes them down on a piece of parchment. Meanwhile, Lord Milinous gives the command and rides off with the rest of his troop. When the characters have given their names, the rider turns and speeds off after Lord Milinous.

We're fleeing or We're obvious liars

If the characters try to run, or blatantly lie about why they are in his lands, read the following:

"These must be the bandits! Squire Robert, take your men and teach them what happens when bandits are found in my lands." Lord Milinous then signals, and he and most of his troop continue their way down the road.

At this point, you may begin the combat between Squire Robert's men and the characters. Unlike the Guardsmen in Encounter Four, these riders begin combat mounted.

APL 2 (EL 4)

☛ **House Milinous Men-at-Arms (2):** male human Ftr2; hp 20 each; see Appendix 1.

APL 4 (EL 5)

☛ **House Milinous Men-at-Arms (3):** male human Ftr2; hp 20 each; see Appendix 1.

APL 6 (EL 7)

☛ **House Milinous Guardsmen (2):** male human Ftr5; hp 44 each; see Appendix 1.

APL 8 (EL 9)

☛ **House Milinous Guardsmen (4):** male human Ftr5; hp 44 each; see Appendix 1.

APL 10 (EL 11)

☛ **House Milinous Guardians (2):** male human Ftr9; hp 76 each; see Appendix 1.

APL 12 (EL 13)

☛ **House Milinous Guardians (4):** male human Ftr9; hp 76 each; see Appendix 1.

Tactics: One of the House Guard in each group is Squire Robert. While all the other men fight bravely to the death, Squire Robert flees if reduced below 10 hit points and if the battle is going badly for Milinous' men. He intends to alert Lord Milinous to the failure of his House Guard.

Judging hint: This encounter will devolve into combat if the characters aren't open and polite. Lord Milinous is a very high level character. If the characters try to attack him directly, just take their characters and tell them they are imprisoned for the foreseeable future. Then contact the Verbobonc Triad for more information. If they insult Lord Milinous, Milinous sends Squire Robert and his men to deal with them and he rides off. Lord Milinous is very strict and unyielding. Neither Lord Milinous nor his men detect as evil.

Development: Assuming the characters are able, they may continue to follow the wagons trail. Go to encounter six.

Treasure

Defeat the House Guard and take their gear.

APL 2: L: 102 gp; C: 14 gp; M: 2 +1 *greatswords*, 196 gp each.

APL 4: L: 153 gp; C: 21 gp; M: 3 +1 *greatswords*, 196 gp each.

APL 6: L: 137 gp; C: 24 gp; M: 2 +1 *vicious greatswords*, 696 gp each.

APL 8: L: 274 gp; C: 48 gp; M: 4 *+1 vicious greatswords*, 696 gp each.

APL 10: L: 179 gp; C: 100 gp; M: 2 *+1 vicious greatswords*, 696 gp each, 2 sets of *gauntlets of ogre power*, 333 gp each, 2 suits of *+1 full plate*, 221 gp each.

APL 12: L: 358 gp; C: 200 gp; M: 4 *+1 vicious greatswords*, 696 gp each, 4 sets of *gauntlets of ogre power*, 333 gp each, 4 suits of *+1 full plate*, 221 gp each.

Encounter Six: The Wagon is found

The small path you have been following heads further west. The surrounding countryside is more heavily forested than most of the land previously traveled in chase of the wayward wagon. The sun is beginning to set when the trail leads up a small rise and you see an evening fog rising up ahead of you.

As the characters arrive, Elena is searching through the wagon for evidence of the Asbury taxes (she hasn't yet thought to look at the wagon's axles). She hears the party's approach if she makes a Listen check [DC 10] or [DC 10 + the lowest Move Silently result] of the party, if they are being sneaky. If Elena hears the party, she immediately drinks a potion of invisibility and prepares to ambush the party. If she doesn't hear them, then the characters arrive and see Elena searching through the wagon. She attacks as soon as they make their presence known.

Searching the wagon reveals the usual merchant items that Barnabus told the characters about. A good Search of the wagon (DC 25+APL) reveals that the axles of the wagon are actually made of adamantine. This is the real treasure, and the taxes from House Asbury.

APL 2 (EL 4)

☞ **Elena:** female human Sor4; hp 13; see Appendix 1.

APL 4 (EL 7)

☞ **Elena:** female human Sor7; hp 22; see Appendix 1.

APL 6 (EL 9)

☞ **Elena:** female human Sor9; hp 28; see Appendix 1.

APL 8 (EL 11)

☞ **Elena:** female human Sor11; hp 34; see Appendix 1.

APL 10 (EL 13)

☞ **Elena:** female human Sor13; hp 40; see Appendix 1.

APL 12 (EL 15)

☞ **Elena:** female human Sor15; hp 46; see Appendix 1.

Tactics: If Elena hears the characters coming, she drinks her potion of invisibility and moves away from the wagon. At higher APLs, she silently casts other preparatory spells (such as *minor globe of invulnerability*). She then starts summoning monsters with her Silent Spell feat. This takes two full-round actions, but makes her virtually undetectable. She rains summoned monsters on the party as long as she is able. See Appendix 4 for the stat blocks of her preferred monsters. If discovered, or if the characters surprise her, she lets loose with her most powerful offensive spells until defeated.

Development: Once the characters defeat Elena and search her, they find a brilliant green gem the size of an egg. Once a character picks it up, read:

The air above the gem shimmers for a moment, and you can see the face of a woman floating eerily above it. The face is pinched and ugly, and caked with makeup. In the green light, she looks positively ghoulish.

"Elena? Are you there? The yellow wagon is certainly the one. Get that wagon back to me as soon as possible, and we'll watch House Milinous and Asbury tear each other apart over its loss..."

Suddenly the woman looks around, and seems to stare right at you.

Have the character who touched the gem make a Will save. This save is for show, however; whatever the result, read:

The ugly face of Lady Langmuir sneers in disgust as she seems to recognize you. The gem suddenly goes warm, and then explodes.

Every character within 20 feet of the gem must make a Reflex save [DC 10 + APL] or take 1d6 damage per APL (2d6 at APL 2, 4d6 at APL 4, and so on). A successful save indicates half damage. If Elena is still alive (for example, if the characters captured her) she fails her save (and is therefore probably killed).

The explosion also completely destroys the proof that Lady Langmuir is behind the stolen Asbury taxes. No form of magic short of a *wish* or *miracle* can restore the magical gem.

Development: If the characters defeat Elena and recover the wagon, they must choose what to do with it. Will they return the wagon to Barnabus, or go to Lord Milinous with it? After the players have decided, go to the Wagon Conclusion.

Treasure

Defeat Elena and take her gear.

APL 2: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp.

APL 4: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 6: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 8: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 10: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (7th level caster, 10 charges remaining), 88 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 12: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (9th level caster, 10 charges remaining), 113 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

Encounter Seven: Milinous Guard

Helping Boditea to Asbury lands has taken precedence for you. She demands speed but wants to take the most direct route, which is cross country through Lord Milinous' lands. Her need for urgency brooks no discussion and you have been traipsing up and down hills and through copses of trees for hours. Luckily, the weather has stayed as beautiful as the day before.

Crossing a ridge, you spot horsemen ahead of you. You can tell by the way they change direction, they have seen you too...

This is a patrol of House Milinous Guard. They are under strict orders that no one is to head east toward the border with House Asbury.

If the characters seem at all suspicious, the House Guardsmen try to arrest them. If the characters resist, they attack. If the characters are rude, they attack. If the characters seem weak, they attack. This encounter will almost certainly erupt into combat. These guards are very jumpy; they've caught sight of the flying monster in Encounter Eight, and they don't know what it is.

If any character is wearing the livery of House Asbury (remember, as she was in disguise, Boditea is not wearing her livery, only the pendant), the Guardsmen tell them that they must be taken to see Lord Milinous. Refusal will result in a fight.

Boditea doesn't want a peaceful resolution. To her way of thinking, Milinous has declared open war on Asbury. She goads the characters into a fight, and hurls insults at the Milinous Guardsmen if not restrained. Boditea will gladly fight rather than be taken.

APL 2 (EL 4)

☛ **House Milinous Men-at-Arms (2):** male human Ftr2; hp 20 each; see Appendix 1.

APL 4 (EL 6)

☛ **House Milinous Men-at-Arms (4):** male human Ftr2; hp 20 each; see Appendix 1.

APL 6 (EL 8)

☛ **House Milinous Guardsmen (3):** male human Ftr5; hp 44 each; see Appendix 1.

APL 8 (EL 10)

☛ **House Milinous Guardsmen (6):** male human Ftr5; hp 44 each; see Appendix 1.

APL 10 (EL 12)

☛ **House Milinous Guardians (3):** male human Ftr9; hp 76 each; see Appendix 1.

APL 12 (EL 14)

☛ **House Milinous Guardians (6):** male human Ftr9; hp 76 each; see Appendix 1.

Judging hint: Members of the House Milinous Guard are chosen for the competence in battle and their

ruthlessness. Basically, they start a fight with even slight provocation.

Treasure

Defeat the House Guard and take their gear.

APL 2: L: 102 gp; C: 14 gp; M: 2 *+I greatswords*, 196 gp each.

APL 4: L: 204 gp; C: 28 gp; M: 4 *+I greatswords*, 196 gp each.

APL 6: L: 206 gp; C: 36 gp; M: 3 *+I vicious greatswords*, 696 gp each.

APL 8: L: 412 gp; C: 72 gp; M: 6 *+I vicious greatswords*, 696 gp each.

APL 10: L: 269 gp; C: 150 gp; M: 3 *+I vicious greatswords*, 696 gp each, 3 sets of *gauntlets of ogre power*, 333 gp each, 3 suits of *+I full plate*, 221 gp each.

APL 12: L: 538 gp; C: 300 gp; M: 6 *+I vicious greatswords*, 696 gp each, 6 sets of *gauntlets of ogre power*, 333 gp each, 6 suits of *+I full plate*, 221 gp each.

Encounter Eight: High Danger

Finally, crossing over one last ridge, you see the river that marks the border between Lady Asbury and Lord Milinous lands. Boditea sighs with relief as she realizes that she is so close to home.

The sun has continued to shine with hardly a cloud in the sky. This is why the shadow passing overhead is such a surprise. Looking up you see a monstrous winged shadow heading for you. It's hard to make it out what it is, as it's keeping the sun behind it, but from this distance it could be a dragon. All you know is, the creature is definitely swooping down toward you.

Have the players make a Will save [DC 5]. If they fail, they will break and run for 1d4 minutes, truly believing they saw a dragon in the Viscounty. Consider this a fear effect.

This encounter shows that the wild lands of Verbobonc can still be very dangerous. The Milinous Guardsmen in Encounter Seven have seen this flying beast, and their fear of it partly explains why they were so quick to anger.

APL 2 (EL 4)

☛ **Griffon:** hp 59; see *Monster Manual*.

APL 4 (EL 5)

☛ **Manticore:** hp 57; see *Monster Manual*.

APL 6 (EL 7)

☛ **Dragonne:** hp 76; see *Monster Manual*.

APL 8 (EL 9)

☛ **Roc:** hp 207; see *Monster Manual*.

APL 10 (EL 11)

☛ **Cauchemar (nightmare):** hp 172; see *Monster Manual*.

APL 12 (EL 13)

☛ **Cauchemar (nightmare):** hp 172; see *Monster Manual*.

☛ **Barbed devil:** hp 126; see *Monster Manual*. This devil rides the nightmare into battle. Replace its Diplomacy +6 with Ride +9, and replace its Cleave feat with Mounted Combat.

Tactics: The monster fights until it is below 10 hp, then it tries to flee.

Encounter Nine: The Poison Within

Finally, you have made it to the lands of House Asbury. Boditea leads you to a small town not far from the border. A signpost calls the place "Preston." She urges you all to hurry!

The town is quiet and appears normal. Until Boditea thunders in, that is. She heads straight for a long, low building. A man can be seen outside it. He wears the livery of House Asbury. He looks confused at seeing the approaching Boditea. She brushes past him with but a brief word. Moments later she emerges looking angry.

"The Asbury Guardsmen are all out on patrol. I cannot wait for their return. Come with me. I go to arrest a traitor. I just don't understand why Bralen would do such a thing." She then heads off toward another building.

Before she reaches her destination she yells, "Bralen! I place you under arrest for treason!"

A young, good looking man emerges from the building, wearing a tabard of House Asbury and a pack slung over his shoulder. With a quick motion, the lad removes some sort of mask and shakes out long, brown hair. The young man is, in fact, a quite

beautiful woman. "I'm not sure how you survived, Boditea, but Bralen isn't to blame. In fact, poor, foolish Bralen has been dead for weeks. I can assure you I will NOT be arrested, and I'll finish the job those Milinous toadies couldn't manage." She raises her hands to cast a spell...

Weeks ago, Bralen was replaced by the resourceful Selena. She uncovered the secret of the Asbury tax shipment, and relayed the information to her twin sister Elena, and to Lady Godeleva Langmuir.

Of course, Selena is too crafty to simply confront Boditea and the party in open combat. When Boditea approached, shouting, Selena cast *major image* from a scroll, and it's the *major image* speaking in the text above. Meanwhile, Selena drank a *potion of invisibility*, and slipped out of the front of the building. She is now invisible, about sixty feet to the characters' left.

APL 2 (EL 4)

☞ **Selena:** female human Sor4; hp 13; see Appendix 1.

APL 4 (EL 7)

☞ **Selena:** female human Sor7; hp 22; see Appendix 1.

APL 6 (EL 9)

☞ **Selena:** female human Sor9; hp 28; see Appendix 1.

APL 8 (EL 11)

☞ **Selena:** female human Sor11; hp 34; see Appendix 1.

APL 10 (EL 13)

☞ **Selena:** female human Sor13; hp 40; see Appendix 1.

APL 12 (EL 15)

☞ **Selena:** female human Sor15; hp 46; see Appendix 1.

Tactics: Selena is *invisible*, with her *major image* speaking with the characters. As soon as possible, Selena ceases concentrating on the illusion (it lasts for 3 additional rounds) and starts summoning monsters with her Silent Spell feat. This takes two full-round actions, but makes her virtually undetectable. She rains summoned monsters on the party as long as she is able. See Appendix 4 for the stat blocks of her preferred monsters. If discovered, or if the characters surprise her, she lets loose with her most powerful offensive spells until defeated.

Boditea rushes off as soon as she can to get help, and asks the characters to "hold on until I get back with help!" Boditea returns with help in the Asbury Conclusion, below.

Development: Once the characters defeat Selena and search her, they find a brilliant yellow gem the size of an egg. Once a character picks it up, read:

The air above the gem shimmers for a moment, and you can see the face of a woman floating eerily above it. The face is pinched and ugly, and caked with makeup. In the yellow light, she looks positively ghoulish.

"Selena? Are you there? I have the wagon. Drop your disguise and get out of Asbury's lands as soon as possible. We'll watch House Milinous and Asbury tear each other apart over the wagon's loss..."

Suddenly the woman looks around, and seems to stare right at you.

Have the character who touched the gem make a Will save. This save is for show, however; whatever the result, read:

The ugly face of Lady Langmuir sneers in disgust as she seems to recognize you. The gem suddenly goes warm, and then explodes.

Every character within 20 feet of the gem must make a Reflex save [10 + APL] or take 1d6 damage per APL (2d6 at APL 2, 4d6 at APL 4, and so on). A successful save indicates half damage. If Selena is still alive (for example, if the characters captured her) she fails her save (and is therefore probably killed).

The explosion also completely destroys the proof that Lady Langmuir is behind the stolen Asbury taxes. No form of magic short of a *wish* or *miracle* can restore the magical gem.

Development: If Selena is defeated, go to the Asbury Conclusion.

Treasure

Defeat Selena and take her gear.

APL 2: L: 0; C: 20 gp; M: *ring of protection* +1, 167 gp; *amulet of natural armor* +1, 167 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp.

APL 4: L: 0; C: 20 gp; M: *ring of protection* +1, 167 gp; *amulet of natural armor* +1, 167 gp; *cloak of resistance* +2, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp; *bead of force*, 250 gp.

APL 6: L: 0; C: 20 gp; M: *ring of protection* +1, 167 gp; *amulet of natural armor* +1, 167 gp; *cloak of resistance* +2, 333 gp; *wand of magic missiles* (5th level caster, 10

charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 8: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 10: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (7th level caster, 10 charges remaining), 88 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 12: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (9th level caster, 10 charges remaining), 113 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

Wagon Conclusion

If the characters take the wagon to Lord Milinous' camp, he keeps them there for a full day before waving his hands over the wagon and saying he doesn't have time for this. He asks the characters how much they think the merchandise is worth and charges them 10 percent of that before allowing them to leave with the wagon. If the characters blatantly lie ("It's worth one gold piece"), he confiscates the wagon and its contents and tells the characters to leave his camp immediately before he has them whipped. They cannot get the wagon returned in this case, and Milinous keeps it.

If the characters return the wagon to Barnabus in the Tavern of the Four Trails, he thanks them profusely. He rewards them with 100 gp per APL, and assures them he will never forget what they have done for him. He then informs Viscount Langard of the characters' deeds.

If the characters try and take the wagon to Asbury, without going to Lord Milinous' camp, they are intercepted by a large force of House Milinous guardsmen and the wagon's contents are confiscated. The guard will laugh and let the characters keep the empty wagon—which is good, since the wagon axles hold the real treasure. If the characters take the empty wagon to House Asbury lands, the Asbury Guard asks them to take it to Barnabus. Once Barnabus gets the empty wagon, he laughs heartily and is very happy with the characters. He tells them that the real treasure is the wagon, not its contents, and they have done quite well. He won't admit that the real treasure is the adamantite wagon axles, if the characters haven't figured it out themselves. He

rewards them with 50 gp times the APL, and then informs Viscount Langard of the character's deeds.

If the characters try to voice their concerns about Lady Langmuir's treachery to someone of authority in the Viscounty, the authority figure asks if they have any proof. If the characters have captured Elena alive, she won't willingly talk. Without proof, there is little anyone can do. The characters alone know of the Iron Lady's scheming.

If for whatever reasons the characters take the wagon to House Langmuir different things will happen depending on whom they give the wagon to. If they bring the wagon to Lady Langmuir she will have her people quickly hide the wagon and pay off the adventuring trash (50gp times the APL). (They will earn the favor of House Langmuir.) If they take it to Lord Langmuir he tells them that it is not his wagon and walks coldly away from them, muttering something about poor confused adventuring types.

Asbury Conclusion

After the characters defeat "Bralen," Boditea returns with Lady Asbury and several of her personal retainers. Lady Asbury listens to what the characters have to say about their adventures. She thanks the characters for their help rescuing Boditea and dispatching the traitor, and rewards them with 50 gp times the APL. Lady Asbury is very polite, but if the characters explain that they have lost the wagon, she seems sad. The characters can backtrack if they'd like, but the wagon is nowhere to be found.

If the characters try to voice their concerns about Lady Langmuir's treachery to someone of authority in the Viscounty, the authority figure asks if they have any proof. If the characters have captured Selena alive, she won't willingly talk. Without proof, there is little anyone can do. The characters alone know of the Iron Lady's scheming.

The End

Experience Point Summary

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

Encounter Three:

Find and heal Boditea

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Encounter Four or Encounter Seven:

Defeat Lord Milinous' House Guardsmen.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Five or Encounter Eight:

In Encounter Five: deal peaceably with Milinous OR defeat Squire Robert and the Milinous House Guard. In Encounter Eight: defeat the flying monster.

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Six or Encounter Nine:

Defeat Elena/Selena.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Discover (and survive) Lady Langmuir's gem.

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Story Award:

Good roleplaying and combat heroics.

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Important Note: Due to the structure of this scenario, the characters gain the treasure in Encounters Four, Five, and Six, **OR** the treasure in Encounters Seven and Nine.

Encounter Four or Encounter Seven:

Defeat the Milinous House Guard and take their gear.

APL 2: L: 102 gp; C: 14 gp; M: 2 *+1 greatswords*, 196 gp each.

APL 4: L: 204 gp; C: 28 gp; M: 4 *+1 greatswords*, 196 gp each.

APL 6: L: 206 gp; C: 36 gp; M: 3 *+1 vicious greatswords*, 696 gp each.

APL 8: L: 412 gp; C: 72 gp; M: 6 *+1 vicious greatswords*, 696 gp each.

APL 10: L: 269 gp; C: 150 gp; M: 3 *+1 vicious greatswords*, 696 gp each, 3 sets of *gauntlets of ogre power*, 333 gp each, 3 suits of *+1 full plate*, 221 gp each.

APL 12: L: 538 gp; C: 300 gp; M: 6 *+1 vicious greatswords*, 696 gp each, 6 sets of *gauntlets of ogre power*, 333 gp each, 6 suits of *+1 full plate*, 221 gp each.

Encounter Five:

Defeat the Milinous House Guard and take their gear.

APL 2: L: 102 gp; C: 14 gp; M: 2 *+1 greatswords*, 196 gp each.

APL 4: L: 153 gp; C: 21 gp; M: 3 *+1 greatswords*, 196 gp each.

APL 6: L: 137 gp; C: 24 gp; M: 2 *+1 vicious greatswords*, 696 gp each.

APL 8: L: 274 gp; C: 48 gp; M: 4 *+1 vicious greatswords*, 696 gp each.

APL 10: L: 179 gp; C: 100 gp; M: 2 *+1 vicious greatswords*, 696 gp each, 2 sets of *gauntlets of ogre power*, 333 gp each, 2 suits of *+1 full plate*, 221 gp each.

APL 12: L: 358 gp; C: 200 gp; M: 4 *+1 vicious greatswords*, 696 gp each, 4 sets of *gauntlets of ogre power*, 333 gp each, 4 suits of *+1 full plate*, 221 gp each.

Encounter Six OR Nine

Defeat Elena/Selena and take her gear.

APL 2: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp.

APL 4: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 6: L: 0; C: 20 gp; M: *ring of protection +1*, 167 gp; *amulet of natural armor +1*, 167 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 8: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +2*, 333 gp; *wand of magic missiles* (5th level caster, 10 charges remaining), 63 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 10: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (7th level caster, 10 charges remaining), 88 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

APL 12: L: 0; C: 20 gp; M: *ring of protection +2*, 667 gp; *amulet of natural armor +2*, 667 gp; *cloak of resistance +3*, 750 gp; *wand of magic missiles* (9th level caster, 10 charges remaining), 113 gp; *potion of invisibility*, 25 gp, *bead of force*, 250 gp.

Conclusion:

Obtain a reward from Barnabus, Lady Asbury or Lady Langmuir.

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

APL 4: L: 0; C: 200 gp; M: 0

APL 6: L: 0; C: 300 gp; M: 0

APL 8: L: 0; C: 400 gp; M: 0

APL 10: L: 0; C: 500 gp; M: 0

APL 12: L: 0; C: 600 gp; M: 0

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Items for the Adventure Record

☛ Check only those that apply, and cross out all others:

- Influence Point with Viscount Langard for returning the wagon to Barnabus. Barnabus has higher connections than he lets on.
- Influence with House Milinous for either turning the wagon over to Lord Milinous, or for defeating the *charmed* House Milinous traitors.
- Influence with House Asbury for escorting Boditea back to Asbury lands.
- Influence with House Langmuir for turning the wagon over to Lady Langmuir.
- Infamy with House Milinous for either killing Squire Robert or his men, or for not taking the wagon to him when commanded to do so.
- Infamy with House Asbury for turning the wagon over to House Milinous.
- Infamy with House Langmuir for interfering with the plans of Lady Langmuir.

☛ Any character who has gained the Influence with House Asbury here and wishes to join the Asbury House Guard is invited to do so when the other requirements are met. Any character who is already a member of the House Asbury Guard is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

☛ A member of the House Milinous Guard who has gained the Influence with House Milinous here is offered a promotion to the next tier, whenever he or she meets the other requirements of that tier and wishes to advance.

Appendix 1: Non-Player Characters

Encounter Three

All APLs

◆ **Boditea of House Asbury:** female human Ftr3; CR 3; Medium humanoid (human); HD 3d10; hp 28 (stabilized at -2 when found); Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 mithral chain shirt, +2 shield), touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/x3, battle axe); AL CG; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Handle Animal +6, Knowledge (nobility and royalty) +2, Ride +6, Swim +3, Survival +1; Dodge, Improved Initiative, Iron Will, Mobility, Power Attack.

Possessions: +1 mithral chain shirt, masterwork battle axe, heavy wooden shield, traveler's outfit, dagger, 17 gp.

Encounters Four, Five, and Seven

APLs 2 and 4

◆ **House Milinous Man-at-Arms:** male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +6 banded mail), touch 11, flat-footed 16; Base Atk +2; Grp +5; Atk +7 melee (2d6+5/19-20, +1 greatsword); AL LN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +1, Handle Animal +2, Intimidate +2, Knowledge (nobility and royalty) +1, Ride +4; Cleave, Dirty Fighting*, Power Attack, Weapon Focus (greatsword).

Possessions: +1 greatsword, banded mail, traveler's outfit, dagger, light warhorse with 33 hp and studded leather barding, military saddle, 7 gp.

* See Appendix 2

APLs 6 and 8

◆ **House Milinous Guardsman:** male human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 44; Init +5; Spd 20 ft.; AC 17 (+1 Dex, +6 banded mail), touch 11, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee (2d6+7+2d6/19-20, +1 vicious greatsword); AL LN; SV Fort +6, Ref +2, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Intimidate +5 (+7), Knowledge (local: Volverdyva Trade Route) +1, Knowledge (nobility and royalty) +1 (+3), Ride +7; Cleave, Dirty Fighting*, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 vicious greatsword, masterwork banded mail, traveler's outfit, dagger, light warhorse with 33 hp and studded leather barding, military saddle, 12 gp.

* See Appendix 2

APLs 10 and 12

◆ **House Milinous Guardian:** male human Ftr9; CR 9; Medium humanoid (human); HD 9d10+24; hp 82; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +9 full plate, +1 deflection), touch 12, flat-footed 20; Base Atk +9; Grp +13; Atk +17/+12 melee (2d6+10+2d6/19-20, +1 vicious greatsword); AL LN; SV Fort +6, Ref +2, Will +1; Str 18 (20), Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Handle Animal +7, Intimidate +9 (+11), Knowledge (local: Volverdyva Trade Route) +1, Knowledge (nobility and royalty) +1 (+3), Ride +11; Cleave, Dirty Fighting*, Dwarf's Toughness*, Greater Weapon Focus (greatsword), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 vicious greatsword, gauntlets of ogre power, +1 full plate, traveler's outfit, dagger, heavy warhorse with 44 hp and studded leather barding, military saddle, 12 gp.

* See Appendix 2

Encounters Six and Nine

APL 2

◆ **Elena/Selena:** female human Sor4; Medium humanoid (human); HD 4d4; hp 13; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 mage armor, +1 natural, +1 deflection), touch 14, flat-footed 16; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +1, Ref +4, Will +4; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 18.

Skills and Feats: Bluff +9, Disguise +5, Concentration +7, Knowledge (arcana) +5, Knowledge (nobility and royalty) +1, Spellcraft +3; Augment Summoning, Silent Spell, Spell Focus (Conjuration).

Possessions: ring of protection +1, amulet of natural armor +1, wand of magic missiles (5th level caster, 10 charges remaining), potion of invisibility, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/7/4; save DC 14 + spell level, 15 + spell level for Conjuration spells): 0—*daze, dancing lights, detect magic, ghost sound, mage hand, resistance*, 1st—*charm person, mage armor, summon monster I*, 2nd—*Tasha's hideous laughter*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

APL 4

☛**Elena/Selena:** female human Sor7: Medium humanoid (human); HD 7d4; hp 22; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 *mage armor*, +1 natural, +1 deflection), touch 14, flat-footed 16; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +4, Ref +7, Will +7; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Bluff +9, Disguise +5, Concentration +10, Knowledge (arcana) +8, Knowledge (nobility and royalty) +1, Spellcraft +6; Augment Summoning, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment).

Possessions: *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +2, *wand of magic missiles* (5th level caster, 10 charges remaining), *bead of force*, *potion of invisibility*, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/7/7/5; save DC 14 + spell level, 15 + spell level for Conjuration and Enchantment spells): 0—*arcane mark*, *daze*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *resistance*, 1st—*charm person*, *expeditious retreat*, *mage armor*, *ray of enfeeblement*, *summon monster I*; 2nd—*eagle's splendor*, *summon monster II*, *Tasha's hideous laughter*; 3rd—*fireball*, *summon monster III*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

APL 6

☛**Elena/Selena:** female human Sor9: Medium humanoid (human); HD 9d4; hp 28; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 *mage armor*, +1 natural, +1 deflection), touch 14, flat-footed 16; Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +5, Ref +8, Will +8; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 20.

Skills and Feats: Bluff +12, Disguise +6, Concentration +12, Knowledge (arcana) +8, Knowledge (nobility and royalty) +1, Spellcraft +8; Augment Summoning, improved counter spell, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment).

Possessions: *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +2, *wand of magic missiles* (5th level caster, 10 charges remaining), *bead of force*, *potion of invisibility*, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/8/7/7/5; save DC 15 + spell level, 16 + spell level for Conjuration and Enchantment spells): 0—*arcane mark*, *daze*, *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*,

resistance, 1st—*charm person*, *expeditious retreat*, *mage armor*, *ray of enfeeblement*, *summon monster I*; 2nd—*eagle's splendor*, *invisibility*, *summon monster II*, *Tasha's hideous laughter*; 3rd—*fireball*, *fly*, *summon monster III*; 4th—*mass reduce person*, *summon monster IV*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

APL 8

☛**Elena/Selena:** female human Sor11: Medium humanoid (human); HD 11d4; hp 34; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +4 *mage armor*, +2 natural, +2 deflection), touch 15, flat-footed 18; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +5, Ref +8, Will +9; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 20.

Skills and Feats: Bluff +12, Disguise +6, Concentration +14, Knowledge (arcana) +10, Knowledge (nobility and royalty) +2, Spellcraft +8; Augment Summoning, improved counter spell, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment).

Possessions: *ring of protection* +2, *amulet of natural armor* +2, *cloak of resistance* +2, *wand of magic missiles* (5th level caster, 10 charges remaining), *bead of force*, *potion of invisibility*, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/8/7/7/7/5; save DC 15 + spell level, 16 + spell level for Conjuration and Enchantment spells): 0—*arcane mark*, *daze*, *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *resistance*, *touch of fatigue*, 1st—*charm person*, *expeditious retreat*, *mage armor*, *ray of enfeeblement*, *reduce person*; 2nd—*eagle's splendor*, *invisibility*, *resist energy*, *summon monster II*, *Tasha's hideous laughter*; 3rd—*fireball*, *fly*, *slow*, *summon monster III*; 4th—*mass reduce person*, *minor globe of invulnerability*, *summon monster IV*; 5th—*dominate person*, *summon monster V*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

APL 10

☛**Elena/Selena:** female human Sor13: Medium humanoid (human); HD 13d4; hp 40; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +4 *mage armor*, +2 natural, +2 deflection), touch 15, flat-footed 18; Base Atk +6/+1; Grp +5; Atk +5 melee (1d4-1/19-20, dagger); Full Atk +5/+0 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +7, Ref +10, Will +10; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Bluff +14, Disguise +6, Concentration +16 (+20), Knowledge (arcana) +10,

Knowledge (nobility and royalty) +2, Spellcraft +10; Augment Summoning, Combat Casting, improved counter spell, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment).

Possessions: ring of protection +2, amulet of natural armor +2, cloak of resistance +3, wand of magic missiles (7th level caster, 10 charges remaining), bead of force, potion of invisibility, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/8/7/7/7/7/4; save DC 15 + spell level, 16 + spell level for Conjuration and Enchantment spells): 0—*arcane mark, daze, dancing lights, detect magic, ghost sound, light, mage hand, resistance, touch of fatigue*, 1st—*charm person, expeditious retreat, mage armor, ray of enfeeblement, reduce person*, 2nd—*eagle's splendor, invisibility, resist energy, summon monster II, Tasha's hideous laughter*, 3rd—*fireball, fly, slow, summon monster III*, 4th—*mass reduce person, minor globe of invulnerability, phantasmal killer, summon monster IV*, 5th—*cloudkill, dominate person, summon monster V*, 6th—*flesh to stone, summon monster VI*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

APL 12

☛ **Elena/Selena:** female human Sor15; Medium humanoid (human); HD 15d4; hp 46; Init +3; Spd 30 ft.; AC 23 (+3 Dex, +4 *mage armor*, +3 natural, +3 deflection), touch 16, flat-footed 19; Base Atk +7/+2; Grp +6; Atk +6 melee (1d4-1/19-20, dagger); Full Atk +6/+1 melee (1d4-1/19-20, dagger); SQ snake familiar; AL CN; SV Fort +8, Ref +11, Will +13; Str 8, Dex 16, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Bluff +14, Disguise +7, Concentration +18 (+22), Knowledge (arcana) +10, Knowledge (nobility and royalty) +2, Spellcraft +12; Augment Summoning, Combat Casting, improved counter spell, Iron Will, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment).

Possessions: ring of protection +2, amulet of natural armor +2, cloak of resistance +3, wand of magic missiles (9th level caster, 10 charges remaining), bead of force, potion of invisibility, traveler's outfit, 20 gp.

Sorcerer Spells Known (6/8/7/7/7/7/6/4; save DC 15 + spell level, 16 + spell level for Conjuration and Enchantment spells): 0—*arcane mark, daze, dancing lights, detect magic, ghost sound, light, mage hand, resistance, touch of fatigue*, 1st—*charm person, expeditious retreat, mage armor, ray of enfeeblement, reduce person*, 2nd—*eagle's splendor, invisibility, resist energy, summon monster II, Tasha's hideous laughter*, 3rd—*fireball, fly, slow, summon monster III*, 4th—*mass reduce person, minor globe of*

invulnerability, phantasmal killer, summon monster IV; 5th—*cloudkill, dominate person, feeblemind, summon monster V*; 6th—*flesh to stone, mass suggestion, summon monster VI*; 7th—*finger of death, summon monster VII*.

Pre-Cast Spells: Elena/Selena has *mage armor* pre-cast (included above).

Appendix 2: New Rules

Dirty Fighting [General] (from Sword and Fist)

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisite: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Dwarf's Toughness [General] (from Masters of the Wild)

You are tougher than you were before.

Prerequisite: Base Fort save bonus +5.

Benefit: You gain +6 hit points.

Special: You can gain this feat multiple times.

Appendix 3: Noble Houses Important to this Scenario

Artwork by Anya Lyuksyutova

House Asbury

House Asbury was founded in 438CY following the end of the Short War where the combined forces of Veluna and Furyondy drove back the Keoland invaders. During the fighting, a young Knight Ranger of the Gnarley Forest, Artimus Greensward, distinguished himself as the leader of a group known as the Flames of the Gnarley, after the sword wielded by their young leader. Operating behind enemy lines his command wreaked havoc upon Keoish supply lines.

Upon the cessation of hostilities, the Plar of Veluna granted him land and title in the Viscounty of Verbobonc. The grant, situated in the east-central part of the Viscounty, stretched from the Gnarley Forest near the Fens of Tor west for nearly 40 miles and north to south nearly 20 miles and included a parcel known as Asbury Meadow. A manor house was constructed within the Meadow and the house took its name from that location.

Artimus and his lady, Yvonne Greensward, Guide of Ehlonna and member of his company, established their household upon Asbury meadows in 440CY. The region was fertile and blessed with abundant rainfall, and during the 43 years Artimus and Yvonne ruled the holding, it developed a reputation for fair dealings and bountiful harvests.

House Asbury was blessed with the birth of three sons, all of whom followed their father's example with service among the Rangers of the Gnarley. The eldest, Gregory, fell while in that service, and though an occasion of great sorrow to House Asbury, it established the tradition that the sons of Asbury would each in turn serve the forest.

In 483 CY Markus Greensward, second son of Artimus, assumed the title of Knight Protector of Asbury. In 497 CY Artimus Greensward died and was buried in an unmarked grave within the Gnarley Forest, as he requested.

Each succeeding generation continued the close and abiding affection for the land that characterized the first Knight Protector of Asbury. Each male descendant of Artimus served amongst the Rangers of the Gnarley, no few distinguishing themselves in that service. It is rumored that Langard himself can claim men of House Asbury as kinsmen.

The untimely death of Simon Greensward in 566 CY while rescuing the Lady of House Milinous from bandits left House Asbury without a male heir for the first time in the short history of the holding. Aluna Greensward, a strong-minded Warden of Ehlonna returned to Asbury Manor to assume the duties of the holding.

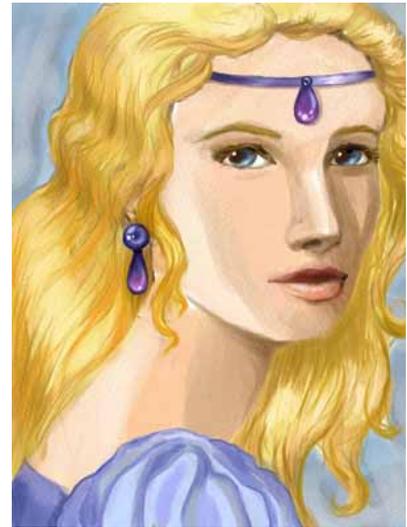
The marriage of Kyllan Aldowayne Treguard to Lady Aluna Greensward of Asbury surprised many. Kyllan, an untitled adventurer rumored to be from Dyvers, took the family name of his bride in the wedding held at Asbury Manor. Kyllan was guided by the advice of Armount Andalarian, his longtime adventuring companion. Lady Aluna gave birth to Elinor Treguard Andalarian Greensward of Asbury.

Armount was appointed Elinor's tutor before she was able to walk. As the Temple of Elemental Evil's hordes descended upon Asbury Manor, Sir Kyllan entrusted Elinor's safety to Armount's care. Armount protested, but knew that with Mistress Elinor alive, the Asbury family could recover. With the majority of the Asbury landmen and guard, Armount evacuated to Verbobonc City. Sir Kyllan, Lady Aluna, and twelve of Asbury's finest guard stood vigil at Whistler's Bridge. The battle of Whistler's Bridge was brief and costly. All that stood on that battleground died to give Armount and the others time to reach safety behind the massing troops that were to meet the hordes at Emridy Meadows under the banner of His Noble Lordship Wilfrick.

Armount, mindful of his duties, attended personally to Elinor's education, respectfully declining offers of assistance from His Holiness Bishop Haufren of St. Cuthbert and His Most Honorable Sir Alerick Milinous. Armount felt that Elinor must remain at Asbury Manor to learn as much from her people as from his tutelage. Elinor grew up working alongside the farmers, herdsmen, and craftsmen of her holding, learning their hearts and earning their love. Armount tutored Elinor in history, music, and statecraft. She excelled in the arts of diplomacy and politics while keeping an ever-watchful eye on the faithful people of Asbury Manor. Elinor loved the arts and sponsored many bards and performers

with only a single favor asked in return, that being to teach her something new or unique, share a story of legend or gift her peoples with a performance.

The young mistress of Asbury with honey colored hair grew into a beautiful child blessed with compassion, knowledge, and the heart of Verbobonc. Such a resource was not overlooked by His Noble Lordship Viscount Langard. Elinor was recently appointed as Verbobonc's Ambassador to Veluna and given appropriate title. The stateswoman that captured the hearts of so many is now Baroness Elinor Treguard Asbury, Ambassador of the Celestial Circle, Mistress of House Asbury. Armount still stands by her side as a quiet source of strength. His teachings have led Baroness Elinor to the forefront of Verbobonc's nobility while his attention to her safety has provided Asbury Manor with a legacy.



Lady Asbury was once very much in love with Simon Milinous, and she was preparing to marry him before he left for the Greyhawk Wars. After his return from the wars, Elinor found Simon to be cold and cruel. She understands that the horrors of war can harden a man's heart, but nevertheless Lady Asbury has drawn away from the reclusive veteran. She sadly admits that Simon is not the man she once knew, and any dealings with him are a burden and no longer a joy.

House Milinous

His Most Honorable Sir Simon Milinous left Griffon Manor under the banner of His Most Honorable Sir Jacque Kolgrim in early CY 583 with a hundred Black Griffon Men-at-Arms to join the battle of the Greyhawk Wars. He left a shining example of a kind compassionate man very much in love with Lady Elinor Asbury. His betrothal to Lady Asbury earlier that spring resulted in many joyous festivals and performances from renowned bards at both Griffon Manor and Asbury Manor. Viscount Wilfrick gave his blessings and gave Simon leave of his duties with the Mounted Borderers to seek a position in the great wars to the north. By the end of his first year in battle under the flag of Furyondy, Sir Milinous was elevated in rank to Right Honorable Sir for gallantry in battle. Tragedy befell his unit as Sir Milinous fell protecting Sir Kolgrim in a battle that turned back a host of over 1,000 of the Old One's most decorated horde. Sir Milinous and Sir Kolgrim were captured and held for ransom.



The ransom for both lords, and their twenty surviving men, was paid by his Most Honorable Sir Kilgrave Milinous, Simon's father. Sir Kolgrim returned to Verbobonc with grave injuries. Right Honorable Sir Simon Milinous refused to return and continued to distinguish his unit with victory after victory. With each victory, Sir Milinous' unit sustained greater and greater losses, but still the young noble pushed forward. Sir Milinous returned to Verbobonc City only after killing the commander of the unit that captured him four years earlier.

Upon returning to Verbobonc, Lord Milinous returned to his duties as a Knight Captain of the Mounted Borderers. His disposition had changed greatly. Many said that he would come back into his own after the marriage and children. Lady Elinor was not pleased with his change of heart, the lack of tolerance and kindness causing them to separate further and further. Eventually, Lady Asbury denounced the betrothal and Lord Milinous sunk further into his solitude. He attempted to use

House Asbury's debts to House Milinous as leverage to force the marriage, but this failed when Lady Asbury was able to recover her family's lost treasury with the aid of several kind adventurers and good luck.

Lord Simon Milinous is a very strong military leader, believing that might grants right and that nobility is won and maintained by the use of a sword. He has little tolerance of any race other than humans and disdains gnomes and elves. He loathes the forces of the Old One and will slay any orc on sight. He does not attack half-orcs immediately, for they have shown useful in combat with the right amount of discipline. To be weak in his presence is to be unseen forever. Warriors and some adventurers that believe in martial discipline are welcome in his camp as long as they show him

complete loyalty. To break the trust and loyalty that House Milinous places in a warrior means death, immediately and without mercy.

Lord Milinous is a stern, dark-haired, broad-shouldered man who seems comfortable in the power he radiates. He stands well over six feet tall, and is intimidating although not thickly muscled. His eyes are as dark as his hair, and any man gazing in his eyes finds them hard and remorseless. Lord Milinous is rarely found without at least a half-dozen of his most loyal retainers, all of them wearing tabards and shields emblazoned with his crest, a black griffon.

House Langmuir

The somewhat paunchy and balding Ludovic Langmuir is nominal head of House Langmuir and its small parcel of lands right in the Viscounty's heartland. The real power resides with Ludovic's mother "Iron Lady" Godeleva Langmuir, for whom the phrase "too mean to die" was coined (along with other darker whispers, but no sensible person pays them heed). Though in his late 30's, Ludovic is still unmarried, partly because his mother considers most candidates beneath him, partly because she enjoys using marriage prospects as a political ploy, but mostly because eligible noble ladies shudder at the prospect of marrying into that family. Rumors of Ludovic's dalliance with one of the maids ended with the poor lass's tragic fall down the stairs, and it's best to not discuss implications of such an inappropriate and scandalous topic further. Godeleva is currently tantalizing factions in Veluna with prospects of alliance, which makes her less than popular in many Verbobonc circles. Still, House Langmuir puts on a public face of support for Langard and pays its taxes to the viscounty in full and on time, which allows Godeleva a great deal of latitude in her actions. Godeleva is playing a dangerous game with objectives unclear to any but her, but she may just be shrewd enough to pull it off.

Appendix 4: Summoned Monsters

For convenience, here are the stats for the monsters that Elena/Selena prefers to summon. They have already been improved by her Augment Summoning feat. Generally, the sorceresses prefer stout creatures that can take a lot of punishment, but feel free to choose whichever creatures you like. Remember that using a Silent Summon Monster spell takes a spell slot one level higher than normal.

Summon Monster I

☛ **Fiendish Dire Rat:** Small magical beast (extraplanar); CR –; HD 1d8+3; hp 7; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -2; Atk +4 melee (1d4+2 plus disease, bite); Full Atk +4 melee (1d4+2 plus disease, bite); Space/Reach 5 ft./5 ft.; SA disease, smite good; SQ low-light vision, scent, darkvision 60 ft., resistance to cold 5 and fire 5, SR 6; AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever—bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +1 extra damage against a good foe.

☛ **Fiendish Monstrous Scorpion, Small:** Small Magical Beast (extraplanar); CR –; HD 1d8+4; hp 8; Init +0; Spd 30 ft.; AC 14 (+1 size, +3 natural), touch 11, flat-footed 14; Base Atk +0; Grp -2; Atk +2 melee (1d3+1, claw); Full Atk +2/+2 melee (1d3+1, 2 claws) and -3 melee (1d3 plus poison, sting); Space/Reach 5 ft./5 ft.; SA Constrict 1d3+1, improved grab, poison, smite good; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits, resistance to cold 5 and fire 5, SR 6; AL NE; SV Fort +6, Ref +0, Will +0; Str 13, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +5, Hide +8, Spot +4; Weapon Finesse.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The save DCs are Constitution- based. Fortitude DC 14, 1d2 Con initial and secondary.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +1 extra damage against a good foe.

Summon Monster II

☛ **Fiendish Monstrous Scorpion, Medium:** Medium Magical Beast (extraplanar); CR –; HD 2d8+8; hp 17; Init +0; Spd 40 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d4+3, claw); Full Atk +4/+4 melee (1d4+3, 2 claws) and -1 melee (1d4+1 plus poison, sting); Space/Reach 5 ft./5 ft.; SA constrict 1d4+3, improved grab, poison, smite good; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits, resistance to cold 5 and fire 5, SR 7; AL NE; SV Fort +7, Ref +0, Will +0; Str 17, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills: Climb +7, Hide +4, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The save DCs are Constitution- based. Fortitude DC 15, 1d3 Con initial and secondary.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +2 extra damage against a good foe.

☛ **Fiendish Wolf:** Medium Magical Beast (extraplanar); CR –; HD 2d8+8; hp 17; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, bite); Full Atk +5 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA trip, smite good; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, SR 7; AL LE; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

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

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +2 extra damage against a good foe.

Summon Monster III

☛ **Fiendish Ape:** Large Magical Beast (extraplanar); CR –; HD 4d8+19; hp 37; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Atk +3; Grp +14; Atk +9 melee (1d6+7, claw); Full Atk +9/+9 melee (1d6+7, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA smite good; SQ Low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 9; AL LE; SV Fort +8, Ref +6, Will +2; Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +6, Spot +6; Alertness, Toughness.

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

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

☛ **Fiendish Monstrous Centipede, Huge:** Huge Magical Beast (extraplanar); CR –; HD 6d8+18; hp 45; Init +2; Spd 40 ft., climb 40 ft.; AC 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14; Base Atk +4; Grp +17; Atk +7 melee (2d6+7 plus poison, bite); Full Atk +7 melee (2d6+7 plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison, smite good; SQ darkvision 60 ft., vermin traits, resistance to cold 5 and fire 5, DR 5/magic, SR 11; AL NE; SV Fort +8, Ref +4, Will +2; Str 21, Dex 15, Con 16, Int 3, Wis 10, Cha 2.

Skills: Climb +13, Hide +2, Spot +4.

Poison (Ex): A monstrous centipede has a poisonous bite. Fortitude DC 16, 1d6 Dex initial and secondary. The save DCs are Constitution-based.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +6 extra damage against a good foe.

Summon Monster IV

☛ **Fiendish Dire Wolf:** Large Magical Beast (extraplanar); CR –; HD 6d8+30; hp 57; Init +2; Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Atk +4; Grp +17; Atk +13 melee (1d8+13, bite); Full Atk +13 melee (1d8+13, bite); Space/Reach 10 ft./5 ft.; SA trip, smite good; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 11; AL LE; SV Fort +10, Ref +7, Will +6; Str 29, Dex 15, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+13 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 dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +6 extra damage against a good foe.

👉 **Howler:** Large Outsider (Chaotic, Evil, Extraplanar); CR –; HD 6d8+24; hp 51; Init +7; Spd 60 ft.; AC 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; Base Atk +6; Grp +17; Atk +12 melee (2d8+7, bite); Full Atk +12 melee (2d8+7, bite) and 1d4 quills +7 melee (1d6+3); Space/Reach 10 ft./5 ft.; SA quills, howl; SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 17, Con 19, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based. A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Summon Monster V

👉 **Fiendish Dire Ape:** Large Magical Beast (extraplanar); CR –; HD 5d8+23; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +3; Grp +15; Atk +10 melee (1d6+8, claw); Full Atk +10/+10 melee (1d6+8, 2 claws) and +5 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+12, smite good; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 10; AL LE; SV Fort +8, Ref +6, Will +5; Str 26, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh doing an extra 2d6+12 point of damage.

Skills: Dire apes have a racial bonus of +8 on climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

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

👉 **Fiendish Dire Boar:** Large Magical Beast (extraplanar); CR –; HD 7d8+35; hp 66; Init +0; Spd 40 ft.; AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; Base Atk +5; Grp +19; Atk +14 melee (1d8+15, gore); Full Atk +14 melee (1d8+15, gore); Space/Reach 10 ft./5 ft.; SA ferocity, smite good; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 12; AL NE; SV Fort +10, Ref +5, Will +8; Str 31, Dex 10, Con 21, Int 3, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

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

Summon Monster VI

👉 **Fiendish Rhinoceros:** Large Magical Beast (extraplanar); CR –; HD 8d8+56; hp 92; Init +0; Spd 30 ft.; AC 16 (-1 size, +7 natural), touch 9, flat-footed 16; Base Atk +6; Grp +20; Atk +15 melee (2d6+15, gore); Full Atk +15 melee (2d6+15, gore); Space/Reach 10 ft./5 ft.; SA powerful charge, smite good; SQ low-light vision, darkvision 60 ft, resistance to cold 10 and fire 10, DR 5/magic, SR 13; AL NE; SV Fort +13, Ref +6, Will +3; Str 30, Dex 10, Con 25, Int 3, Wis 13, Cha 2.

Skills and Feats: Listen +14, Spot +3; Alertness, Endurance, Improved Natural Attack (gore).

Powerful Charge (Ex): A rhinoceros deals 4d6+30 points of damage when it makes a charge.

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

🔪 **Fiendish Giant Constrictor Snake:** Huge Magical Beast (extraplanar); CR –; HD 11d8+36; hp 85; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; Base Atk +8; Grp +25; Atk +15 melee (1d8+13, bite); Full Atk +15 melee (1d8+13, bite); Space/Reach 15 ft./10 ft.; SA constrict 1d8+13, improved grab, smite good; SQ scent, darkvision 60 ft, resistance to cold 10 and fire 10, DR 5/magic, SR 16; AL CE; SV Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +19, Hide +10, Listen +9, Spot +9, Swim +18; Alertness, Endurance, Skill Focus (Hide), Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals the indicated damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +11 extra damage against a good foe.

Summon Monster VII

🔪 **Invisible Stalker:** Large Elemental (Air, Extraplanar); CR –; HD 8d8+32; hp 68; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +6; Grp +16; Atk +12 melee (2d6+6, slam); Full Atk +10/+10 melee (2d6+6, 2 slams); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +6, Ref +10, Will +4; Str 22, Dex 19, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

🔪 **Fiendish Girallon:** Large Magical Beast (extraplanar); CR –; HD 7d10+34; hp 72; Init +3; Spd 40 ft., climb 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 15; Base Atk +7; Grp +19; Atk +14 melee (1d4+8, claw); Full Atk +14/+14/+14/+14 melee (1d4+8, 4 claws) and +9 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+12, smite good; SQ darkvision 60 ft., low-light vision, scent, resistance to cold 5 and fire 5, DR 5/magic, SR 12; AL CE; SV Fort +9, Ref +8, Will +5; Str 26, Dex 17, Con 18, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +16, Move Silently +8, Spot +6; Iron Will, Toughness (2).

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

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

Player Handout 1: Merchant's Symbol

Barnabus explains that this symbol will be found on the side of his wagon. His wagon is yellow, and the marking is a spreading tree with the letters "BG" ("Barnabus' Goods").



Critical Events Summary A Costly Gamble

Did any of the characters give Barnabus any trouble?	Yes	No
If yes what are the characters names and player names?		
1		
2		
3		
4		
5		
6		
Did the characters step aside for Lady Godeleva Langmuir Coach?	Yes	No
Did the any of the character not step asided and end up with jail time?	Yes	No
If yes please list the characters names who did so.		
1		2
2		4
5		6
Did they discover Boditea and heal her?	Yes	No
Did they choose to accompany her back to Lady Asbury's Lands?	Yes	No
Did they choose to follow the wagon?	Yes	No
Did they kill all of the bandits/Men of House Milinous?	Yes	No
What did they do with the wagon?		
Gave it to Milinous?	Yes	No
Gave it to Barnabus?	Yes	No
Gave it back to Lady Asbury?	Yes	No
Gave it to House Langmuir?	Yes	No
Did they give it to Lady Langmuir?	Yes	No
Did they give it to Lord Langmuir?	Yes	No