

COR6-05



THE BARBAROUS COAST

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Adventure

Version 1.0

by Joseph L. Selby

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Sources: *Living Greyhawk Gazetteer* [Erik Mona, Gary Holian, Sean K. Reynolds, and Frederick Weining], *Slavers* [Sean K. Reynolds and Chris Pramas], *ONW4-03 The Greatest Enemy* [Andy MacPhee, Jeny MacPhee, and Stuart Kerrigan], and the Dyvers Anti-Slavery League meta-organization [Bob Lauderdale].

Members of the Dyvers Anti-Slavery League were captured while conducting a raid on an orc slave caravan along the Wild Coast. There is talk that a mole in the organization may be aiding the forces of Turrosh Mak. They ask for your help to fight the evils of the Pomarj. A Core adventure of deception and infiltration for characters level 1 to 14 (APLs 2-12). Part One of the Dogs of War series.

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

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For questions specific to this document and Core adventures please e-mail your circle point of contact (Creighton Broadhurst) at creighton@greyworks.co.uk for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Orcish Empire of the Pomarj.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

ADVENTURE BACKGROUND

The Dyvers Anti-Slavery League has been in operation since the Slave Lords first began operating before the Greyhawk Wars. Although Dyvers is renowned for its moral ambiguity when it comes to the law, slavery is still illegal there. The DASL is a two-pronged organization. One branch spends its time raising funds. This takes many forms, from rubbing elbows with wealthy patrons

to collecting copper pieces from the working class on the city streets and all the different methods in between. The other branch is a group of paramilitary raiders that ambush slave caravans, taking the prisoners and freeing them in safer areas, Dyvers, Greyhawk, and the free cities of the Wild Coast.

Turrosh Mak united the various humanoid tribes of the Pomarj after the Greyhawk Wars. In league with the Scarlet Brotherhood and the Cult of the Earth Dragon, Mak is a tyrannical despot that has facilitated the dramatic rise of the slave trade in the Orcish Empire, the southern area of the Wild Coast called the Pomarj. The last few years have seen a number of failings for the empire. Mak's invasion of Celene in the western Suss Forest was turned back years ago. More recently, the war hordes were forced out of eastern occupied Ulek, the forces of the principality managing to push the orcs back across the Jewel River. In Onnwal, the campaign was going much better, but the leader of the hordes there was gaining in popularity. Fearing that his lieutenant may attempt to supplant him, Mak attempted to have the chieftain, Jedurek, assassinated. Jedurek discovered the plot and, rather than pushing his advance in Onnwal, returned to the Pomarj to confront Mak.

Turrosh Mak knows that his despotism is maintained only by maintaining order among the humanoid tribes. This is a difficult task. They are savage and uncivilized. They need *something* to fight, or they begin fighting each other. The only option left to him is to head north to the Free Cities of the Wild Coast. Having struck a deal with the slavers operating out of Safeton, Mak has instructed his war hordes to bypass the city and attack the smaller village of Narwell. This would put the forces of the Pomarj close to their outpost at Blackthorn. At the same time, the military of Dyvers recently left the city to aid the Shield Lands in their fight against Iuz. If things go well, the Pomarj may be able to push all the way through the Gnarlley Forest and capture the much larger city.

An anti-slavery infiltrator has learned of the gathering war horde, but does not know that its target is Narwell and not Safeton. There are a number of DASL ships operating out of Safeton and a large invasion force would most certainly kill or enslave everyone there. In an effort to draw the other leaguemen out of Safeton, the infiltrator betrays them and tells the Pomarj where their ambush sites are, knowing that the other anti-slavers would leave Safeton in an effort to save their comrades, thus removing the anti-slavers from the city before it is attacked.

HIGHPORT

Although the PCs do not enter Highport in this adventure, dealing with the Pomarj, journeying along the Slave Road, and moving into the Drachensgrab Hills may raise a few questions about the city. Given its infamy, a successful Bardic Knowledge, Knowledge (history), or Knowledge (local: Core) check reveals general information about the city. Members of the Dyvers Anti-Slavery League gain a +2 competence bonus to this check.

Highport was once the center of a bustling shipping and trade industry that moved goods up and down the Wild Coast and to and from the southwestern and southeastern portions of the Flanaess. For a time, the population had a seasonal high of nearly 10,000, with additional numbers coming from the many sailors, marines, and merchants who made Highport their temporary home.

This all changed in 513 CY. Having been driven from the Lortmils in the Hateful Wars just a few years before by the combined armies of the Ulek states, Veluna, and the demihumans of the Kron Hills, many of the humanoids fled southward into the Pomarj. On the 11th of Planting that year, the humanoids attacked Highport. While the other towns in the Pomarj were full of men gone soft, the people of Highport were hard workers and supported by sailors with years of experience fighting pirates, savages, and strange monsters from the deep. Five times the orcish armies were repulsed from the city, but on the sixth assault the gates were sundered as the hour approached midnight and the invaders entered the city. Large portions were set afire, and any defenders who were caught were slaughtered, their bodies impaled on any sharp objects available and left on the city wall. Those who escaped dubbed it the Night of the Bloody Spear, and the tale they tell has remained a testimonial to the savagery and determination of the humanoids of the Pomarj.

Much of Highport was left in ruins. The orcs rebuilt enough to make it livable and eventually reopened the city for trade. At first everyone avoided the port, but some of the bravest pirates finally decided to try a stay and found the new owners reasonably tolerant. The word spread, and in a few years the shattered city of Highport was again a common stopping place for naval trade, although those captains who chose to put to port here kept their hands on their swords and several deck hands awake at all times. Evil men of many nations began to settle in the city, accepting the orcs as ugly brothers with the same black hearts as their own. Half-breeds of all sorts became common. Evil temples of the vilest sort sprang up everywhere and waged subtle and gruesome wars with each other. The town was ruled by a coalition of tribes, split by factional disagreements and blood feuds, with fighting breaking out between rival groups at least once a month. Justice was unknown, as right was determined by whoever had the faster sword arm. Pirates based here harried shipping all along Woolly Bay and even into the Azure Sea. This corrupt condition lasted for over 50 years, with different tribes gaining ascendancy at different points and at least two human- and half-orc-controlled governments taking control during this time.

With the rise of Turrosh Mak, some semblance of order returned to Highport. Differences between rival tribes were crushed by the Despot, using his own troops, transfer of members between tribes, and the power of his wizard and priest allies. A government loyal to Turrosh Mak was put in place and established a reasonable (if harsh) system of laws to prevent the most grievous offenses and punish troublemakers. A temple of the Earth Dragon was consecrated to foster religious unity, and

other temples (especially ones of the more destructive gods) were warned that any mass slayings, plagues, or other great ills that befell the city would be blamed on them. Ships from the Scarlet Brotherhood occasionally stop here, although they fly other countries' flags or no flag at all. Ships from the Lordship of the Isles can also be found here, although they prefer to maintain a more legitimate appearance and usually stick to the ports north of the Orcish Empire.

Now Highport is a dark, dirty city firmly in the grip of evil, but safe for those who don't appear weak. The humanoid districts within the city reek of filth, unwashed bodies, and rotting meat, with the human districts being in a somewhat more tolerable state. Many of the buildings still show burns and damage from the Night of the Bloody Spear, but most that were present at that time have fallen down or been renovated by the new inhabitants. Some parts of town are little more than open fields with large and small tents, where drunken sailors, poor mercenaries, and outcasts of many races grab a few hours of sleep at any hour of the day. A large area devoted to warehouses covers part of the shoreline, and the damaged city walls have been rebuilt. Large sections of the city are unused and are likely to hold squatters, vermin, wizards, or monsters seeking some privacy or secrecy, and even some rogue undead (either animated by one of the evil temples and abandoned or long-dead citizens clinging to unlike through sheer force of will and looking to avenge their deaths at the hands of humanoids).

KALEN LEKOS

Although the PCs do not enter Kalen Lekos in this adventure, dealing with the Pomarj, journeying along the Slave Road, and moving into the Drachensgrab Hills may raise a few questions about the city. Given its infamy, a successful bardic knowledge, Knowledge (history), or Knowledge (local: Core) check reveals general information about the city. Members of the Dyvers Anti-Slavery League gain a +2 circumstance bonus to this check.

Kalen Lekos is well designed, having been built by disciplined soldiers and ardent religious fanatics, but lightly populated, having only about five hundred civilian residents. The buildings are all of stone blocks or mortared stone unless the architect had a specific reason to use wood. Since the slopes of the mountain make land usage less efficient than in a lowland city, sections of land within the immediate territory of Kalen Lekos have been left untouched, either due to the hardness of the stone, steep angles, or directives from the Earth Dragon. The result is a small town that is spread out over a large area on a series of artificial terraces dotted with buildings, gardens, small herds of domesticated goats, and a few guard towers. The population is mostly human, with a few well-known half-orcs, elves, dwarves, and gnomes living here as well. The general alignment is neutral or lawful neutral, with the priests, most of the guards, and many of the mercenaries being lawful evil.

Two brick roads connect Kalen Lekos to the outside world, leading to the north or south side of the Drachensgrab Hills. The north road joins with the Slave

Road from Highport and other trails made by the humanoid armies. The south road makes its way toward Stoneheim and joins the Brick Road. Within the town, the wide, paved city streets are kept clean by slaves. The stairs and ramps connecting the terraces are designed for easy defense; most are only wide enough for a single person to pass and are vulnerable to attacks from the terrace above. The defenders' tactics are to always seek higher ground.

Most everyone in this city is a worshiper of the Earth Dragon. There are exceptions: mostly slaves and some of the mercenaries. Worship services are held every Godsday, with public sacrifices of goods and animals—only rarely people—taking place during these services. Pleased with the worship and attention, the Earth Dragon has made sure that the land around Kalen Lekos has been especially enriched for plants, even more so than the volcanic soil elsewhere in the hills.

ADVENTURE SUMMARY

Introduction: The PCs are in Safeton, hoping to find adventure. Given the recent activity there and along the Celenian border, the prospects are good.

Encounter 1: Proselytizing – Racial tensions are building in the area after a number of raids by humanoid bandits. Garrub, a half-orc anti-slaver attempting to raise money for the Dyvers Anti-Slavery League receives the brunt of these tensions. A crowd has gathered and a potential assassin emerges.

Encounter 2: Survivor – The assassin turns out to be an ally of Garrub's, an anti-slaver leagueman. He's badly wounded after barely escaping an ambush in the Pomarj. Garrub asks the PCs to help rescue the remainder of the raiders that were captured and expose a potential mole that revealed their location to the Orcish Empire.

Encounter 3: The Hungry Drake – The characters board a corsair heading for the Wild Coast. The crew is composed of members of the Dyvers Anti-Slavery League. This is an opportunity for PCs to learn more about the ship, its crew, and their movement.

Encounter 4: Inspection – Having passed the border between the Free Cities and the Orcish Empire, the *Drake* is stopped by an orc patrol ship. Deception can allow the ship to continue unmolested or combat may ensue, depending on how involved the PCs become and what actions they take.

Encounter 5: The Wild Coast – The PCs make landfall at the same point as the previous raiding mission. From there, they can track the captured anti-slavers to the ambush site along the Slave Road and figure out where they were taken. On the way, they run into a roaming band of gnolls. They must then traverse the countryside following the captured raiders, dealing with the various perils of the Pomarj.

Encounter 6: Leadership – Moving into the Drachensgrab Hills, the PCs come to the fork in the Slave Road. At this fork, a number of heads from former humanoid tribal leaders are all on pikes along the road with a sign that says "There is only the Mak".

Encounter 7: Chain Gang – The PCs track the captured anti-slavers into the Drachensgrab Hills. While moving through the highlands, they are stopped by an orc druid. He warns them about Mount Drachenkopf and the amassed war bands heading north.

Encounter 9: Safe Town? – The *Drake* returns to Safeton to find another warband has moved up the Wild Coast and attacked the free city. PCs can combat the orcs and try to save what few citizens they can.

Conclusion – The PCs make port in Hardby, having "saved the day" as best as they can.

PREPARATION FOR PLAY

All NPC combatants appearing in this adventure are considered slavers and residents of the Pomarj in regard to possible meta-org or AR benefits.

Before play begins, check to see if any PCs are members of the Dyvers Anti-Slavery League. Early encounters should be adapted to accommodate this membership if the player reveals his association. Garrub still offers to pay the party, but is openly upset if a member of the DASL should have second thoughts on rescuing other members of the league.

Various items may have been awarded during regional play that might make a character the primary target of attacks by slavers or NPCs from the Pomarj. Ask the PCs if they have any items, disfavor, or curses that would come into play while dealing with slavers or the Pomarj.

NOTE: Regardless of the text listed on any other item, if a PC is wearing the Vile Belt of Turrosh Mak from DYV5-04 *No More!*, he automatically becomes the target of all enemy NPCs in this adventure. This belt is too large to be disguised beneath a shirt or armor, but a robe could hide it, offsetting this penalty.

INTRODUCTION

The past year has seen more than one quest lead a band of intrepid heroes to the Wild Coast and the borders of Celene. Word of orcish raids near the southern Free Cities has spread like wildfire across the civilized Flanaess. Now, Safeton, the last bastion of civility before one reaches the wasteland of the Orcish Empire of the Pomarj, is overrun with adventurers from the farthest reaches to the closest shores.

This morning, you manage the crowds near the city's docks, being buffeted back and forth while still maintaining a firm grasp on your coin purse. Although the street is wide, it is hard to move without running into someone else. The crowd is particularly dense here as two men on apple boxes engage in a heated argument. A rather large half-orc protests loudly as a human man points his finger accusingly. It seems that the recent raids have brought back past prejudices. Humanoids, including half-orcs, find little welcome today.

While in Safeton, there is a 50% chance that any merchant, craftsman, or tavernkeep refuses to trade with a half-orc or anyone openly traveling with half-orcs.

ENCOUNTER 1: PROSELYTIZING

Allow PCs a Listen check (DC 15). Success hears the half-orc claiming that he is an escaped slave who has come to Safeton to rally support for his cause. He's hoping to fund efforts to aid in the rescue and release of other slaves. A successfully worded Diplomacy check (DC 20), Intimidate check (DC 25), or Bluff check (DC 30) quiets the crowd and lets the half-orc speak his piece. If the PCs quiet the crowd, they learn the following information. If they do not, skip to the following box text.

- The half-orc name is Garrub. He is a member of the Dyvers Anti-Slavery League. The organization is an assortment of escaped slaves and free citizens sympathetic to their cause.
He has heard of the raids south of Safeton and knows that there have been increased reports of yellow sails in the area.
- The slavery he is speaking of is not indentured servitude or conviction of criminals, but the lives of men, women, and children of all races who are kidnapped—sometimes in broad daylight—and forced into a life of unjust servitude.
- His organization aids the persecuted, finding a way to free them and help them begin a new life in a safer part of the Flanaess
-

The half-orc attempts to speak of the evils of slavery, people stolen from their beds and forced into a life of toil, torture, and hardship. He is charismatic and bold, but his race prevents him from having any real impact on the crowd. Still, as he speaks, all eyes seem to be on him.

Allow PCs a Spot check (DC 15). There is a person on the other side of the half-orc who appears to be creeping up on the makeshift pedestal. Those that surpass the DC by 5 or more also see that the man is holding a dagger under his cloak.

Although the characters are only 20 feet from the speaker, there is 20 feet of crowd between them and him. There is an additional 10 feet between the speaker and the person stalking him. Characters may move through the crowd at one-quarter movement, use spells like *dimension door* or *fly* to move past the crowd without restriction, or tumble or bull rush through the crowds. A successful Bluff or Diplomacy check (DC 30) or an Intimidate check (DC 20) also convinces the crowd to part and allows the characters to move unobstructed.

If all the PCs fail the initial Spot check, the stalking man collapses into the half-orc's apple boxes and knocks him over. The crowd on the street sees the blood coming

from the mass of bodies and begins to flee the location. PCs must make a Balance check or Strength check (DC 15) to keep from being knocked over. Those that fall to the ground are trampled for 1d6 points of trample damage.

Once the PCs move closer to the potential assailant (regardless of whether it is before or after he has collapsed), they see the knife if they did not see it before. They also see that it is already covered with blood. It becomes clear that he isn't creeping, but staggering toward the half-orc speaker.

If the PCs move to the staggering man before he falls into the apple boxes, their movement draws the attention of the crowd and the speaker. When the crowd sees the bloody dagger, they begin to flee hurriedly away from the man, but the half-orc calls out ***"Ajis!"*** with alarm clear on his voice.

Garrub looks at you desperately. "This man is like a brother to me and I am not welcome at any of the inns here. Please, I need your help."

The stalking man, a Suel human with strikingly bright red hair (although no tattoos or other possessions denoting membership in the Scarlet Brotherhood), has been cut numerous times. A Heal check (DC 15) reveals that he's been struck with some type of poison that causes him to continue losing hit points in consecutive rounds. He needs aid or he dies. The poison can be abated by a *neutralize poison* spell, a Heal check (DC 20), casting *delay poison* and finding a temple that agrees to heal him (the temples also have a 50% negative reaction as long as Garrub is there—he is only willing to leave Ajis' side on a successful Diplomacy check [DC 15]), or by administering an antitoxin and allowing Ajis to make his own save against the poison. If the PCs don't own their own antitoxin, there are apothecaries in the city that can sell them vials. (If the PCs administer an antitoxin, the DM does not have to roll for Ajis to make his save. It is assumed that he does.)

PCs wanting to try and figure out where Ajis came from with a Track check (DC 20) to follow his blood to a nearby alley. A Search check (DC 15) reveals that there is no sign of combat. His blood just appears in the alley.

If Ajis is healed, he claims to have news to tell Garrub, but cannot give it on the open street. If he dies, the primary route into this adventure is lost (unless the PCs cast *speak with dead*). They must Gather Information to continue.

If the PCs choose to help the anti-slavers, they can drag or carry Ajis to a nearby livery that is currently unoccupied. (The works heard the commotion and left to investigate. They are currently engaging in extensive gossip and do not return for an hour.) Continue to "Encounter 2: Survivor".

If the PCs choose not to help the anti-slavers, their main path into the adventure is lost. They may attempt to Gather Information around town looking for other work, but may not be successful in finding work. If they fail to gain any useful information and are not aiding the anti-slavery league, the adventure is over.

- **DC 5:** Although the most recent attacks have been land based (as far as anyone knows), there is frequent talk about yellow sails in the area. Yellow sails are flown only by slave ships on a marauding mission.
- **DC 10:** A number of farms south of Safeton were burned recently. There were no survivors. Rumor has it that the people living at the farms were killed before the fires were started. Some have gone to the farms to scrounge for clues (or scavenge for valuables).
- **DC 15:** Traffic of all races has increased over the last year. There are hopes that Celene will open its border and send aid to the coast, but there have been far more sightings of humanoids than of elves. Although no bounty has been set, there were fees set in the past for orc, goblin, gnoll, and ogre ears.
- **DC 20:** Those with the means are leaving the city, heading for more northern reaches that they consider safer: Hardby, Dyvers, and Greyhawk. The wealthier families hire guards to escort them to their new homes.
- **DC 25:** Ships often claim that they tough enough to sail around the Pomarj and make berth in foreign ports like the Principality of Ulek and Keoland. The often take on extra hands to act as marines if necessary. There is one such ship in port right now, the *Hungry Drake*. They are scheduled to set sail tomorrow.

If the PCs learn of the *Hungry Drake* and attempt to secure passage on the ship, offer them the same pay as offered in “Encounter 2: Survivor” and then skip directly to “Encounter 3: The Hungry Drake”. Once they have put to sea and are well away from port, give them a Spot check (DC 14) to notice that the stabbed man from the first encounter is aboard. They may progress from there to learn that they are on an anti-slavery privateer.

ENCOUNTER 2: SURVIVOR

Hidden from the prying eyes of the masses, the two anti-slavers have the time to properly explain themselves. Little need be said, however, once Ajis removes his shirt. The man's torso is replete with fresh wounds. The sign of battle—and many battles past—is obvious on his flesh. Although healed, his pain clearly still remains.

- Four days ago, Ajis and a cell of anti-slaver leaguemen uncovered smuggled cargo from the Pomarj. Among the crates, they found documents detailing a slave march from Highport to Kalen Lekos, along the Slave Road.
 - There were 12 of them including him. He does not know how many of them survived the ambush.

- The cell boarded a friendly ship disguised as a Keoish merchant vessel, the *Golden Sunset*, putting to sea from Hardby. Once south of Safeton, they donned the yellow sails and headed for the central coastline of the Pomarj.
 - If the raiders don't return in two days, the *Golden Sunset* will continue on to the Principality of Ulek and send a message that the leaguemen have been captured. It is standard protocol.
- They moved at night, approaching the road stealthily in hopes of ambushing the slavers and any patrols that might be nearby.
- Although they reached the road and established a well-hidden ambush site, something went wrong. As the slave caravan approached, the column inexplicably stopped.
- The anti-slavery leaguemen were ambushed by a third party. All were seasoned raiders, so Ajis is certain that they were properly hidden, but the second party of humanoids knew exactly where to strike.
- They targeted the spellcasters, although they all dressed similarly. They used some type of poison that exacerbated the bleeding.
- They had not planned the location of the ambush before setting sail and had not used the area for an ambush in the past. Ajis believes that one of the leaguemen is a mole.
- He saw some of the humanoid ambushers manacled some of the surviving raiders, which only strengthens his belief that there was a traitor. They were going to capture the mole so not to spoil his cover, releasing him later to be an unlikely survivor.
- If asked how he managed to escape, he says he was able to *teleport* away. It was just dumb luck. If the PCs are not satisfied with this response, he makes it a point to show the numerous wounds he received during the fight.
 - He only has one *teleport* spell prepared today.
- It's 350 miles (a 15-day journey by ship) from Safeton to the point where they made landfall (southeast of Highport). From there, it's 25 miles to the Slave Road.

Wary adventurers may believe Ajis to be the mole, given that he's an unlikely survivor and he did not *teleport* any other leaguelman back with him. Ajis is telling the truth, although there's nothing he can add to his story to convince the PCs of this (attempts to Sense Motive or spells like *zone of truth* don't reveal any deception, but there are ways to overcome these tools). Ajis does not detect as evil.

Garrub the half-orc looks at you with intense eyes. “We have never met,” he says slowly, “so I understand the doubt you must be feeling right now. I have no means to prove my virtue and

my skin only weakens my claim. But I know this man to be true which means my brethren are in danger. I believe our meeting to be preordained. The Summoner has sent you to aid us in this dark time. Please, will you help us?"

PCs may make a Knowledge (religion) check (DC 10) to know that the Summoner refers to Trithereon, the god of liberty, individuality, and freedom.

- Garrub explains that there is another anti-slavery raiding vessel in port. It was in town for other reasons, but he is certain that he can convince the captain to engage in a rescue mission.
- He came to Safeton to collect money, so he does not have a lot to offer, but if they need payment to help sway their opinion, he offers them his lucky ring.
 - If the PCs insist on more money and succeed at a properly worded Diplomacy check (DC 20), he offers them 20 gp × APL per character.
- Ajis insists on accompanying the group, regardless of their suspicion. He knows where they landed and where they went to. He can lead the PCs in the right direction.
 - A number of spells may allow PCs to track the missing anti-slavers, but Ajis tells them that the Pomarj often uses counter-magic to throw such spells off the track. Nothing works better than good old fashioned tracking.
 - If the PCs can't track, one of the crew can.
- Ajis is not able to provide an accurate description of where they were to allow for another *teleport*. The area of the Wild Coast they were in looked like every other ambush zone they had previously established. There is no guarantee the group would arrive in the right location. (See the possible pitfalls of *teleporting* below.)

If a PC owns his own ship, he may volunteer to captain the ship down the Wild Coast. Ajis and Garrub would both prefer that the PCs sail on the *Hungry Drake*, a ship they know is loyal to their cause and has experience sailing in these waters. If the PCs insist that they sail in their own craft, the two agree. Unless the PCs make an active effort to disguise themselves, they automatically trigger combat in "Encounter 4: Inspection". They also do not earn the Favor of the *Hungry Drake* listed on the AR.

PCs may want to use certain spells to get to the Wild Coast faster. There are certain factors that affect which spells are useful.

- Garrub warns them that there is equipment and other items they may need to successfully infiltrate the Pomarj that they won't be able to take with them with a *teleport* spell (unless they have something like a *portable hole*).

- If they rescue the captured raiders and the slaves they went there for, how will they get every to safety? Including the party and the captured anti-slavers, approximately 32 people need to be returned to Safeton.
- Anti-Slavery raiders often use magic items to prevent them from being *scryed* upon. Although useful during their raiding missions, it hampers rescue efforts as the slavers have learned to leave the items on their captured adversaries.
- *Locate creature* has a limited range. This spell only works if cast at the fork in the Slave Road in "Encounter 6: Leadership".
- There is no guarantee that spells like *shadow walk* or *teleport* can arrive at the correct location. Much of the Wild Coast looks similar.
- *Wind walk* or *phantom steed* can allow the party to move to the proper part of the Pomarj, but they are faced with the same issues with getting everyone to safety. If the PCs employ this method, they do not earn the Favor of the *Hungry Drake* listed on the AR.

If the PCs agree to help, Ajis tells them to meet him at the *Hungry Drake* in one hour. If the PCs do not agree, allow them to Gather Information, looking for other work, as described in "Encounter 1: Proselytizing".

Treasure:

APL 2 – Loot: 0 gp, Coin: 40 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 4 – Loot: 0 gp, Coin: 80 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 6 – Loot: 0 gp, Coin: 120 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 8 – Loot: 0 gp, Coin: 160 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 10 – Loot: 0 gp, Coin: 200 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 12 – Loot: 0 gp, Coin: 240 gp, M *lucky ring of the Wild Coast* (167 gp per character).

ENCOUNTER 3: THE HUNGRY DRAKE

When the PCs arrive at the docks, they can walk the pier looking for the *Drake* or ask any nearby sailor. The docks are small enough that most people who spend their days here know all the ships in port.

Moored at the end of the pier, the Hungry Drake is very clearly a corsair, which, oddly enough, draws little attention from the authorities patrolling the docks. The crew, composed of a motley assortment of half-orcs, Suel, and mixed humans, works with an urgency dissimilar to the adjacent ships. Much of the crew appears ragged, as if they were called back to duty on short notice.

If the PCs attempt to board the ship without first asking permission, the captain shouts **“Keep off my ship!”** If the PCs still attempt to board without asking permission again (regardless of any arguments they may make about their presence or boarding), the captain shouts at them again, and the crew begins to gather at the gangplank. If the PCs don't figure out what to do, a sailor passing by tells them to ask permission to board.

Once on board, the captain introduces himself as Marken. There are no cabins below deck. Each Medium PC has his own hammock. Small PCs are told they have to share with another Small PC (or NPC if there is an odd number). The PCs are welcome to stay above or below deck for the moment. Once the ship passes into the Pomarj, they must either disguise themselves as slaver seamen or marines or remain below deck until they arrive at their destination. The PCs may speak to any of the sailors as long as they don't interfere with the sailing of the ship. If a PC is found to be interfering with the sailing of the ship, he will be thrown overboard with his hands and feet manacled. PCs are not allowed on the rigging unless they have at least one rank in Profession (sailor). If they do not have any ranks in this skill and wish to go into the crow's nest, they have to find a means of flying. The captain makes no exceptions about the rigging.

After being warned, if a PC willfully interferes with the sailing of the ship, he is thrown overboard with his hands and legs chained by masterwork manacles. The PC must succeed at an Escape Artist check (DC 30) or an Open Lock check (DC 30, but with a –20 circumstance penalty for having his hands bound behind his back while he's sinking into the bay).

Once the ship is underway, the PCs may want to try a number of different things. If they Search the hold, they find draft horses, wagons, and an assortment of mundane goods. They are also free to speak with any members of the crew. With a Gather Information check (DC 10) or a successfully worded Diplomacy check (DC 15), the sailors are willing to speak about the following subjects.

- The Drake had only been in port for two days. They were not scheduled to set sail again for nearly two weeks, but Captain Marken cancelled shore leave after meeting with Garrub and Ajis.
- The Drake isn't really from Hardby. It is a Dyversian privateer that regularly disguises itself as a merchant ship from various nations.
- The crew never asks what their mission is or where they're going. Captain Marken tells them their destination when he boards for the last time before setting sail, and that's where they go.
- This isn't the first time the crew has been on a raiding mission into the Pomarj. Over the past five years, they have conducted at least four raids per year, although never at the same time.
- They make regular shipping journeys to the various free cities to maintain their cover.

- A large number of the crew is ex-military, serving as marines or as sailors from various free cities.

Members of the Dyvers Anti-Slavery League may make an Intelligence check (DC 15) to recognize that the entire crew—including Captain Marken—is composed of league members.

The journey takes a few days. After allowing the PCs to get a feel for the ship and the crew, ask them where they are going to be for the rest of the journey. This is where they are at the beginning of “Encounter 4: Inspection”.

ENCOUNTER 4: INSPECTION

The ship sails for three days before it leaves the waters of Safeton. Once the party passes into imperial waters, the risk of being stopped by another ship increases. The waters are infested with slavers and orc raiders. It is impossible to sneak all the way past Highport without being seen. Mundane merchant ships are stopped and inspected. Corsairs flying the yellow sails (which the *Hungry Drake* begins flying once they pass into the Pomarj) may only receive a brusque questioning shouted from ship to ship. In this circumstance, though, the orcs have heard of the captured raiding party and are expecting another ship of anti-slavers to make the journey in an effort to rescue them. All ships, even yellow-sailed corsairs, are being inspected in an effort to

If combat begins, the crew does not participate against the villains listed below. There are additional assailants that focus only on the NPCs (and in turn, the NPCs only focus on those assailants). The PCs have their own challenges to overcome.

The ship deftly cuts through the choppy water of Woolly Bay. Although the waterway seems deserted at the beginning of your journey, once you pass into the Pomarj, a plethora of ships appear where before there were none. In the distance a number of ships fly yellow sails. Later on, you see a ship flying no standard at all. None of them give you a second glance. Your luck does not hold, though, as an orcish patrol ship begins sailing toward you. It seems that yellow sails can only get you so far.

The captain assures the PCs that everything is going to be okay. He firmly states that they should not take any offensive actions.

If the PCs are sailing their own ship

The only sea traffic that comes through these waters intends to trade with the Orcish Empire of the Pomarj. As such, only a few types of ships are willing to make such a journey: humanoids, slavers, and the Scarlet Brotherhood. Those few groups that trade with the Pomarj but do not fall into those categories have the sense enough to disguise themselves as one of those three

in an effort to avoid any false impressions. The ship itself should fly yellow sails or the standard of a nation dominated by the Scarlet Brotherhood (unless all the PCs and the ship's crew are half-orcs). The PCs should dress as a sailor or as a marine (marines being combat personnel hired specifically to handle defense of the ship and not participate in the sailing of that ship). Seamen might be armed with a dagger, rapier, or cutlass when another ship is boarding, but marines are more heavily armed, including larger weapons and ranged weapons. Neither of these groups wears much armor (light armors only, if anything at all) with the exception of tessellated armor (from *COR4-11 Crimson Thorns*) or regional armors that specifically pertain to maritime travel. If a PC does not disguise himself, combat begins immediately unless he succeeds at a properly worded Bluff check (DC 35), explaining why a non-sailor is aboard (pirate ships don't take on passengers, so this is not a viable bluff).

If the PCs are not attempting to disguise their ship, the orc boarding party is aware that they are attempting to infiltrate the empire. Quadruple the number of opponents in this encounter.

Listed below are statements the boarding party makes in an effort to determine whether or not the disguised crew is honestly coming here to trade. The proper response is listed below those statements. Unless the PCs are *extremely* lucky, it is unlikely they are capable of responding to these prompts properly. Roll initiative as soon as they fail.

- ***"Drop your sails and prepare to be boarded!"***

If the PCs do not follow these instructions, if they attempt to initiate combat before the orcs board, or if they openly protest, this initiates combat unless they succeed at a properly worded DC 30 Bluff check (describing some mechanical failure or something equally plausible). If the orcs haven't boarded yet, a wizard on the orc ships casts fly on the orcs and they come over to the ship regardless.

- ***"Stepping onto the deck, the head orc stares at you menacingly, "We are the imperial navy. Supplicate yourself to the malevolent despot, Turrosh Mak!"***

If the PCs kneel, bow, or in any way show inferiority to the orcs, they know that the PCs are not pirates. This initiates combat unless the PCs succeed at a properly worded DC 30 Bluff check (such as being from a new nation wishing to begin diplomat relations with the empire).

- ***"We have no record of a ship coming from the Woolly Bay. What is your destination and who do you trade with?"***

A DC 16 Sense Motive check reveals that the orc is lying. Pirates don't schedule their shipments with the orc ships or any of the hordes on the mainland. They arrive when they want and trade with whom they want.

- ***"I don't like the look of some of your crew. Perhaps you think you can smuggle spies into the Pomarj without being discovered, eh?"***

If the PCs do not insult the orcs back, combat begins. Orcs expect insults to be met with an equally vile insult. It's a means of "civilized" posturing.

- ***"Baring their teeth, the orc sailors draw their weapons and stomp forward. They draw poorly maintained cutlasses and begin sniffing nearby various sailors. Their attention turns toward you. "Perhaps we should just kill you and take your ship, eh?"***

This is a multi-layered test. If the PCs draw their weapons, combat begins. If the PCs back away from the orcs' forceful approach, combat begins. And if the PCs do not insult the orcs back, combat begins.

If the PCs manage to overcome all these obstacles, the orcs still expect a bribe (something small, though, only 10 × APL gp). If they are not bribed, they bull rush one of the sailors overboard (where he's smashed to death as the two ships rock against one another). If the PCs do not engage the orcs, they return to their ship and the party can continue to "Encounter 5: The Wild Coast".

If the PCs are above deck

If one or more PCs are above decks, they must appear to be seaworthy. This means they should dress as a sailor or as a marine (marines being combat personnel hired specifically to handle defense of the ship and not participate in the sailing of that ship). Seamen might be armed with a dagger, rapier, or cutlass when another ship is boarding, but marines are more heavily armed, including larger weapons and ranged weapons. Neither of these groups wears much armor (light armors only, if anything at all) with the exception of tessellated armor (from *COR4-11 Crimson Thorns*) or regional armors that specifically pertain to maritime travel.

PCs are told not to speak unless directed to by the captain. They are told not to draw weapons unless combat begins (not goading, insults, or threats, but physical violent combat). And above all, they are told not to appear weak at any instance.

If the PCs follow these very simple instructions, the orc boarding party accepts the captain's bribe and the ship can carry on unmolested. If the PCs should violate any of these rules (insulting the orcs, drawing a weapon) combat begins.

Listed below are statements the boarding party makes in an effort to determine whether or not the disguised crew is honestly coming here to trade. The captain's response is listed below. Ask the PCs what they want to do before the captain responds. As long as they don't interfere with these responses, they'll be able to continue on to the next encounter. If they do interfere, combat begins.

- ***“Drop your sails and prepare to be boarded!”***

The captain gives the order to drop sails without directly responding to the orcs.

- ***Stepping onto the deck, the head orc stares at everyone menacingly, “We are the imperial navy. Supplicate yourself to the malevolent despot, Turrosh Mak!”***

“I bow to the Sea Dragon and the dragon that is woman. Ye’ll find me at the bottom of the Endless Depths before I take a knee to the likes a you.”

- ***“We have no record of a ship coming from the Woolly Bay. What is your destination and who do you trade with?”***

“Perhaps that’s why they call us pirates, you brainless squid. Hear tell we tend to break the rules.”

- ***“I don’t like the look of some of your crew. Perhaps you think you can smuggle spies into the Pomarj without being discovered, eh?”***

“Then the feeling is mutual! Tis surely true that yer ugly face has turned me stomach worse than any storm I sailed through.”

- ***Baring their teeth, the orc sailors draw their weapons and stomp forward. They wield poorly maintained cutlasses and begin sniffing nearby various sailors. Their attention turns toward you. “Perhaps we should just kill you and take your ship, eh?”***

“Perhaps you get back to that wreck you call a ship so we can be on our way. Yer breath be rank and appeals to me only because it covers the stench of the rest of you.” The captain then throws the orcs a bag of gold and the boarding party returns to its own ship.

Allow the PCs an Intelligence check (DC 15) to notice that, while the orcs attempted to intimidate many of the crew (including the PCs themselves), at no time did the orcs look at, confront, or speak to Ajis. If questioned on the matter, he says it was just dumb luck.

If the PCs do not interfere with this exchange, they can continue to “Encounter 5: The Wild Coast”. PCs can also make a Wisdom check (DC 10) to realize that this is the first time they’ve heard Captain Marken speak like a stereotypical pirate.

If the PCs are below deck

PCs are told that if they are remaining below deck, they should not come above deck until someone comes to retrieve them, regardless of what they might hear in the meantime. If all of the PCs are below decks, there is little they can hear in terms of actual conversation, but they repeatedly hear heavy boots stomping across the deck above—three times in total. The third time, they hear a

number of heavy boot falls spread across the deck above. Ask the PCs if they wish to go up and investigate. If they do not, the situation is resolved by the captain and the ship resumes sailing. Continue to “Encounter 5: The Wild Coast”.

If they choose to go above deck, they must appear to be seaworthy or ruin the ship’s disguise. This means they should dress as a sailor or as a marine (marines being combat personnel hired specifically to handle defense of the ship and not participate in the sailing of that ship). Seamen might be armed with a dagger, rapier, or cutlass when another ship is boarding, but marines are more heavily armed, including larger weapons and ranged weapons. Neither of these groups wear much armor (light armors only, if anything at all) with the exception of tessellated armor (from Cor4-11 *Crimson Thorns*) or regional armors that specifically pertain to maritime travel. If they do not maintain this disguise, combat begins.

APL 2 (EL 2)

➤ **Orc Raiders (4):** hp 9, 9, 9, 9; *Monster Manual* 203-204.

APL 4 (EL 4)

➤ **Orc Raiders (4):** Male orc swashbuckler 1; hp 12, 12, 12, 12; Appendix 1.

APL 6 (EL 6)

➤ **Orc Raiders (4):** Male orc swashbuckler 2; hp 20, 20, 20, 20; see Appendix 1.

APL 8 (EL 8)

➤ **Orc Raiders (4):** Male orc swashbuckler 2/rogue 2; hp 32, 32, 32, 32; see Appendix 1.

APL 10 (EL 10)

➤ **Orc Raiders (4):** Male orc swashbuckler 3 / rogue 3; hp 52, 52, 52, 52; see Appendix 1.

APL 12 (EL 12)

➤ **Orc Raiders (4):** Male orc swashbuckler 3 / rogue 3/ red corsair 2; hp 62, 62, 62, 62; see Appendix 1

Tactics: The *Hungry Drake* is 90 ft. X 40 ft. The raiders attempt to flank PCs to take advantage of their sneak attack abilities. If a PC is near the edge, they may also attempt to bull rush that PC over the side of the ship. If a PC is openly wearing the Vile Belt of Turrosh Mak from DYV5-04 *No More!*, he becomes the target of all the raiders.

Treasure:

APL 2 – Loot: 34 gp, Coin: 0 gp, M 0.

APLs 4-12 – Loot: 214 gp, Coin: 0 gp, M 0.

If the PCs are sailing their own ship without a full complement (having hired sailors or using followers from the Leadership feat), they must deal with more orcs attempting to board their ship. The PCs may continue to

fight, but unless they have some way to escape the enemy ship (such as sinking it), they are eventually sunk themselves and taken prisoner. A druid warps the hull of the ship, causing it to sink. The PCs are Sold Into Slavery, as listed on the AR.

If the PCs are on the *Hungry Drake* and initiate combat, they must deal with more orcs attempting to board their ship (although combat is unnecessary). The crew overwhelms the orc raiders, taking the fight back to the other ship. One of the *Drake's* crew is a druid. He casts *warp wood* on the hull of the enemy ship, causing it to sink.

ENCOUNTER 5: THE WILD COAST

There are a number of ways to cross the Pomarj without rousing suspicion. The anti-slavery league has come prepared to accommodate a variety of ways to travel the Slave Road, including horses, wagons, trade goods, regional clothing, Scarlet Brotherhood robes, and disguise kits.

If a PC has the magic tattoo from *COR4-04 Red Tide*, the group is not required to make a Disguise check. They pass automatically. They must decide how they plan on traversing the Pomarj before they leave the ship, otherwise some of the equipment may not be available to them.

The Hinterland

The Wild Coast has always been an inhospitable part of the Flanaess even before it was conquered by the orc tribes. Those that settle here are incapable of making their home elsewhere. There is no other reason why someone would choose to come to this place. Arid plains roll to the horizon. Beyond, the Suss Forest—infested with orc and goblin tribes—dies off as it reaches the Drachensgrab Mountains. The Pomarj is unfit for civilized life of any kind.

The *Hungry Drake* drops anchor south of Highport along the southeastern shores of the Pomarj. The shores are not patrolled and the ship can send out longboats without threat of being discovered. Depending on the composition of the party, a number of the leaguemen are willing to accompany them on their journey. They also have equipment that may be useful.

- If the PCs do not have the Track feat, one of the sailors, Wyllus, has a few levels of ranger. He accompanies the group (with a +7 to Survival).
- If a majority of the PCs wear heavy armor or are incapable of disguising themselves as a small trade caravan, the *Drake* has aboard two wagons and the necessary horses to pull them. The PCs can attempt to disguise themselves as slaves, if they are willing.

- Flying mounts, other than a dire vulture, are uncommon in the Pomarj. PCs that have winged mounts such as griffons, pegasi, and dire bats must find some way to conceal the mount or ruin the party's deception.
 - PCs can make a Knowledge (local: Core) check (DC 26) to know that the dire vulture is the preferred method of aerial travel among orcs and other humanoids.
- Expensive armor is a bit of a rarity for trading caravans in the Pomarj. The journey along the Slave Road is a long one and most guards prefer lighter armor. Hiring guards that wear armor like full plate or armor made from special materials draws closer attention. Orc patrols begin to wonder if it's worth sacking the caravan just to pillage the bodies for their armor regardless of whether a crime has been committed.
 - PCs can make Wisdom check (DC 12) to notice that all the anti-slavers are dressing in studded leather or lesser armor.

- If the PCs are capable of disguising themselves as traders, the leaguemen can provide regional robes to help them look like residents of the Wild Coast as well as backpacks designed to carry trade goods without requiring a horse or wagon.

If members of the Dyvers Anti-Slavery League accompany the PCs, they do not participate in the battles. There are simply additional assailants that focus only on the NPCs (and in turn, the NPCs only focus on those assailants). The PCs have their own challenges to overcome.

Once ashore, Ajis confirms that this is the location that they arrived at last time (there's a large rock along the shore that, when looked at from the right angle, looks like the head of a dog). They headed due west until they reached the Slave Road. Once in sight of the road, they moved south parallel to the road until they found a large outcropping of rocks that provided appropriate cover for an ambush.

PCs (or Wyllus) may make a Survival check (DC 25 [10 if the party arrives the same day that Ajis arrived in Safeton]) to find the tracks from the last raiding party. They move westward just as Ajis claims. It is 25 miles to the Slave Road. Keep track of time accordingly. There is little cover on the plains of the Pomarj, only the occasional copse of trees and scrub brush. The weed-like grass is thin, water-starved, and makes for poor concealment.

Traveling through the Pomarj is akin to walking across farmland after a swarm of locusts has devastated

the crop. The soil is poor and rocky, making farming a near-impossible task. The grass is sickly, unfit for domesticated livestock. And worst of all, humanoid tribes are plentiful. The smell of their waste and the sounds of constant fighting identify a nearby tribe long before they come into view.

Allow the PCs a Spot check (DC 54) as they pass a copse of trees. Those that are successful, see an orc sitting squat between two trees. He's clad in green and at first looks like an ugly bush. He does not move, even if he makes eye contact with one of the PCs. If the PCs attempt to approach him or initiate combat, he wild shapes into an eagle and flies away. Those PCs that fail see an eagle circling off to their left. As they watch, it swoops to the ground and catches a white rabbit in its talons, carrying it off to feed somewhere.

As the party gets further inland, they encounter more of these humanoid tribes. They should make another Track check (DC 30 [15 if the party arrives the same day that Ajis arrived in Safeton]) to continue following the anti-slaver tracks with all the traffic from the local tribes. Even if the check fails, Ajis and the anti-slavers, move deftly through the countryside, avoiding the tribes and leaving little sign that they were there. Failing the Track check adds a half-day to the journey as the group repeatedly runs into another humanoid tribe. Take this into account for spell durations.

Allow the PCs to make a Spot check (DC 25 if they succeeded at the Track check; DC 15 if they failed at the Track check) when they are passing one of the humanoid tribes. Although it isn't uncommon for orcs, gnolls, ogres, and goblins to fight, the tribe appears to be preparing for battle of a much larger scale. If a PC attempts to sneak into the encampment, there is little cover to be used for hiding. If they succeed at Hide and Move Silently checks (DC 25), they can sneak near enough to the tribe to hear what they're saying. If they speak gnoll, orc, goblin, or giant, they can hear the tribe chanting loudly **"Kill for the Mak! Kill for the Mak! The Dragon commands kill for the Mak!"**

If the PCs wish to engage any of these tribes, Ajis explains to them that there are dozens of other tribes that would be called to battle if the PCs should succeed in taking this first tribe by surprise. Nothing travels faster in the Pomarj than the smell of blood. If they foolishly run into battle, they will most certainly bring the rest of the Orcish Empire down on them.

Unless the PCs have some way of keeping themselves concealed, there is no way to avoid the next encounter. PCs that are traveling on a winged mount (such as a griffon, pegasus, or dire bat) have an opportunity to spot the gnoll scavengers. The gnolls spot the flyer also and immediately run away. Unless the PCs engage the gnolls before they escape, they return with more of their tribe. Triple the number of gnolls in this encounter.

As you crest yet another hill, Ajis looks at the sun, the rising highlands to the south, and the parched earth beneath your feet. He points to the southwest and says, "It's this way."

The tracks lead in the direction he's pointing, but that does not necessarily mean the PCs trust the tracks now that Ajis has voiced a particular direction. If the PCs listen to him, combat happens immediately almost immediately. If they do not, and decide to continue heading due west (which is how the tracks have been going most of this time), combat happens an hour later. Ajis denies any association with the gnolls, claiming it was only dumb luck.

Allow the PCs a Listen check (DC 13) to know that something is coming before it crosses the hilltop. Those that are successful may take a single action before the box text begins. The hilltop is 40 feet away.

Moving across the rolling plains, the landscape temporarily disappears as you move through another valley. Scurrying through the brush ahead, you see a white rabbit race down the hill. Seeing your party ahead of it, it makes a short right turn. Ascending the hill behind it, a pack of gnolls race after the animal. They stop when they see you and bare their fangs. Growling fiercely, they attack.

APL 2 (EL 2)

➤ **Gnolls (2):** hp 11, 11; *Monster Manual* 130.

APL 4 (EL 4)

➤ **Gnolls (4):** hp 15, 15, 15, 15; *Monster Manual* 130.

APL 6 (EL 6)

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 1; hp 33, 33, 33; Appendix 1.

➤ **Gnoll Druid:** Male gnoll druid 1; hp 27; Appendix 1.

➤ **Eagle Animal Companion:** hp 5; Appendix 1.

➤ **Gnoll Ranger:** Male gnoll ranger 1, hp 27; Appendix 1.

APL 8 (EL 8)

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 3; hp 57, 57; see Appendix 1.

➤ **Gnoll Druid:** Male gnoll druid 3; hp 43; Appendix 1.

➤ **Eagle Animal Companion:** hp 16; Appendix 1.

➤ **Gnoll Ranger:** Male gnoll ranger 3; hp 43; see Appendix 1.

APL 10 (EL 10)

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 5; hp 81, 81; Appendix 1.

➤ **Gnoll Druid:** Male gnoll druid 5; hp 59; Appendix 1.

➤ **Eagle Animal Companion:** hp 16; Appendix 1.

➤ **Gnoll Ranger:** Male gnoll ranger 3 / fighter 2; hp 61; Appendix 1.

APL 12 (EL 12)

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 7; hp 105, 105; Appendix 1.

➤ **Gnoll Druid:** Male gnoll druid 7; hp 75; Appendix 1.

➤ **Eagle Animal Companion:** hp 27; Appendix 1.

➤ **Gnoll Ranger:** Male gnoll ranger 3 / fighter 2 / barbarian 1 / exotic weaponmaster 1; hp 89; see Appendix 1.

Tactics: The gnolls have few tactics in mind. They were intent on capturing the rabbit and weren't expecting to run into adventurers sneaking across the countryside. The barbarians and the ranger engage in melee combat as quickly as possible. The druid buffs if necessary and then begins a barrage of Rapid Shot fire created by *produce flame*. The animal companion targets familiars first and then other animal companions. If none of these are present, the eagle helps the melee fighters by providing a flank.

Treasure:

APL 2 – Loot: 20 gp, Coin: 0 gp, M 0 gp.

APL 4 – Loot: 40 gp, Coin: 0 gp, M 0 gp.

APLs 6-12 – Loot: 30 gp, Coin: 0 gp, Magic: 0 gp.

The Slave Road

Navigating the perils of the Wild Coast, you eventually come on a large pairing of rock formations. Between them, a brick road runs from north to south. Ajis points and whispers, "The Slave Road of the Pomarj."

There are two large outcroppings of rock on either side of the road. This is where Ajis says they set up their ambush. A successful Search check (DC 16) reveals three dead hidden bodies stripped of their possessions and thrown behind the rocks. If the PCs sailed to the Pomarj, giving the bodies time to rot, anything with the Scent ability can smell the bodies without requiring a Search check. Ajis does not attempt to bury the bodies, but is willing to wait if the PCs insist that the bodies be properly disposed of. He says he is more concerned with those that are still alive.

The Slave Road is regularly patrolled by orcs on horseback. There is not enough cover to successfully hide while keeping the road in sight. At the same time, if the group travels beyond sight of the road, it greatly increases their chances of running into a random raiding party wandering the countryside. Below are the most likely tactics a group may use depending on their party makeup. There are three outposts and two traveling groups of guards that the PCs encounter on the Slave Road. If they fail at any of these tactics, they trigger combat. Use the stats provided in "Encounter 7: Chain Gang" to represent the guards that confront them.

Similar to the rest of the Wild Coast, natural cover is hard to come by. Copses of trees and the occasional scrub brush dot the land. The natural grass here is thin and weed-like. It doesn't provide adequate concealment for characters to use the Hide skill. Once the PCs move into the Drachensgrab Hills, the appearance of natural rock formations becomes more frequent. Although a character

couldn't consistently move and remain hidden, he could find an adequate place to hide.

Kill all the guards

The PCs may attempt to simply overwhelm all the opposition they may encounter on the Slave Road. Although this may work at first, eventually the traveling patrols discovers that one of the outposts has been sacked. If this happens, the patrol races down the road riding heavy warhorses. Use the stats listed for "Encounter 7: Chain Gang", but double the number of orcs appearing at APLs 8, 10, and 12.

If the PCs think of some way to kill the orcs manning one of the stationary outposts, the roaming patrols may not realize what happened. However, the roaming patrols interact with these stationary locations, so simply propping up the bodies is not good enough to fool them.

Disguise themselves as a trading caravan

Trading caravans frequently travel the Slave Road. The anti-slavers can offer regional clothing to help disguise the group as well as wagons, horses, and goods. If the PCs succeed at a Disguise check (DC 10), they can travel along the road unmolested. The DASL has a disguise kit along with the clothing to give the PCs a +2 bonus to this check.

If a PC has the magic tattoo from *COR4-04 Red Tide*, the group is not required to make a Disguise check. They pass automatically.

If more than two party members are dressed in full plate or armor made from special materials (as long as that armor is visible, chain shirts are commonly worn beneath additional clothing and certain spells and armor enhancements can hide armor), the guards attack them regardless of whether they were successful at their ruse. Examples of special materials include adamantine, mithral, dragonhide (or dragonhide equivalents like millipede armor), and star metal.

Disguise themselves as slavers

Slaving caravans are equally frequent on the Slave Road. If more than two people in the party wear full plate or special-material armor, they can remove their armor and pose as captured slaves. The anti-slavers can offer regional clothing to help disguise the rest of the group as well as wagons, horses, manacles and chains. If the PCs succeed at a Disguise check (DC 15), they can travel along the road unmolested. The DASL has a disguise kit along with the clothing to give the PCs a +2 bonus to this check.

If a PC has the magic tattoo from *Cor4-04 Red Tide*, the group is not required to make a Disguise check. They pass automatically.

If more than two party members are dressed in full plate or armor made from special materials (as long as that armor is visible, chain shirts are commonly worn beneath additional clothing and certain spells and armor enhancements can hide armor), the guards attack them regardless of whether they were successful at their ruse. Examples of special materials include adamantine,

mithral, dragonhide (or dragonhide equivalents like millipede armor), and star metal.

Travel off the path

It is near-impossible to travel continuously off the path and still happen onto the missing leaguemen. As the PCs do not know where the raiders are (*scry* attempts continue to fail), there's the very real possibility that they could pass the captured group if they travel entirely off the path.

At APLs 6 and above, humanoid druids sometimes send their animal companions to patrol the Slave Road. If the party attempts to use a familiar or animal companion to track the Slave Road while they travel off the beaten path, an eagle animal companion engages as familiar or animal companion among the PCs. Use the eagle stats listed in "Encounter 5: The Wild Lands".

If the PCs simply travel off the path when they reach one of the outposts (there are three of them), they can successfully circumvent these spots (adding an hour and a half to their travel time). This does not prevent them from avoiding the two traveling patrols (there is not enough cover to avoid these patrols without being spotted. Once the party spots the patrols, the patrols spot them. If the party runs into one of these patrols, they must

Attempt Bluff, Diplomacy, or Intimidate

A successfully worded Bluff check convinces them to let the party pass. The DC begins at 40 and decreases by 5 for each of the following four outposts/mobile guard encounters that the PCs come upon (meaning the final encounter can be passed by a DC 20 check). There is no Diplomacy check capable of convincing the guards to let the group pass. If a PC attempts an Intimidate check, it triggers combat.

Bribe any guards they come across

The guards, like all orcs, are inherently greedy. Because of this, they are willing to look the other way while the party moves past. Each orc must be bribed 100 gp × APL. A properly worded Diplomacy check (DC 40) reduces this cost to only 50 gp × APL per orc.

Sabotage the outposts

The outposts are made out of stone and wood and are built large enough to hold ten guards for a sustained length of time. The construction, though, is rudimentary. If someone is capable of sneaking into the outpost (with Hide and Move Silently checks [DC 30] or by turning invisible), they can make a Knowledge (architecture and engineering) check (DC 15) to figure out a way to collapse the roof. Spells such as *warp wood* can also damage the ceiling's support beams. PCs may choose to also use *stone shape* to simply seal the guards into the outpost, but this sets off the alarm when the outpost is encountered by the next roaming patrol (see "Kill all the guards" above for what happens).

Hide/Use invisibility

There are enough rocky outcroppings in the Drachensgrab Hills to provide adequate hiding places for the PCs. However, they only meet one of the two roaming bands while in the highlands. The other is still on the plains before the PCs reach the hills. The outposts are specifically built in areas where there is not much cover. It is not possible for PCs to remain hidden while moving past the stationary outposts.

PCs may use invisibility to move past the outposts and the roaming guards. Although they are invisible, there's a chance that the orc cleric at the outpost may spot that "something" is invisible in the area. Make an opposed Hide vs. Spot check (the other orcs do not have a high enough Wisdom to see an invisible opponent). In regard to the road, the roaming guards see the PCs at least momentarily. This gives them a +5 circumstance bonus to their Spot checks as they actively look for the PCs.

Although they are invisible, PCs must succeed at Move Silently checks sneak past the outposts. (If they don't think they can make a Move Silently check against the roaming guards, they may stand still and avoid the check all together.)

Use environment-affecting spells such as *obscuring mist*, *fog cloud*, or *control weather*

Outside of the Drachensgrab Hills, fog banks are extremely uncommon in this part of the Flanaess. Using spells such as *obscuring mist* or *fog cloud* immediately alert the guards that something is amiss. If *control weather* is used, though, the orcs are not intelligent enough to understand that the storm bank that just moved in is unnatural. A heavy storm is capable of giving the PCs the concealment they need to sneak past the outposts.

Travel using spells such as *teleport*, *fly*, *air walk*, or *shadow walk*

Without knowing where the captured raiders are, using *teleport* or *shadow walk* would be a futile effort. There's no guarantee that the party wouldn't travel beyond where the raiders are being held captive.

Denizens of the Wild Coast don't normally travel via flight and what few times they do, it's generally with a mount. *Flying* (or *air walking*) PCs draw the attention of the guards. Although they have no means of pursuing the party as a group, they do manage to send word ahead. When the PCs reach "Encounter 7: Chain Gang", double the number of orcs involved at all APLs.

Travel using spells such as *wind walk* or *phantom steed*

Unlike spells like *fly* and *air walk*, *wind walk* and *phantom steed* travel at such a high velocity that the guards on the Slave Road are incapable of sounding the alarm before the PCs have moved on to the next encounters. These spells successfully bypass the guards on the Slave Road.

Once the PCs have successfully made their way past three roaming patrols and two stationary outposts, they can move on to "Encounter 6: Leadership".

ENCOUNTER 6: LEADERSHIP

The Slave Road winds its way through the Drachensgrab Hills. As you crest a ridge, you see that the brick road splits. The left fork continues heading south through the highlands. The right fork heads to the west, toward a particularly large peak that, even with the sun still in the sky, appears cloaked in shadow. Looking at it, the hairs on the back of your neck stand up.

Allow the PCs a Spot check (DC 59) when they reach the fork in the road. Those that are successful see an orc squatting ten feet behind the line of staked heads. Those that fail simply see a scrub bush. He does not move, even if the PCs make eye contact. If the PCs approach him aggressively, he wild shapes into an eagle and flies away. He does not return for the rest of the adventure. If they attempt to negotiate or address him in a non-violent fashion, continue as if the PCs investigated the spiked heads below.

If the PCs have animals of any kind, the animals grow uneasy as they move further into the Drachensgrab Hills. As the group passes into the shadow of Mount Drachenkopf, the animals resist (magical beasts such as familiars and a paladin's mount are not subject to this effect). If the animal has been taught the attack (unnatural opponents) trick, a PC must succeed at a Handle Animal check (DC 20) to get the animal to move into the shadow of Mount Drachenkopf. If they cannot succeed after three attempts or if the animal does not have this trick, the animal bolts, running back down the Slave Road the way it came.

PCs may make a bardic knowledge check (DC 20), a Knowledge (geography) check (DC 25), a Knowledge (local: Core) check (DC 30), or a Knowledge (religion) check (DC 40) to know that the peak to the west is Mount Drachenkopf, the supposed home of the Earth Dragon. PCs may make a Knowledge (religion) check (DC 25) to know that the Earth Dragon is one of the remaining demigods of the ancient human pantheons, when the elements were still worshipped as divine. (PCs do not need to make another Knowledge [religion] check or Bardic Knowledge check to know this information if they already made one to identify the mountain itself.) The Earth Dragon is an evil god that is widely worshipped across the Pomarj, but whose faith dies off beyond the reaches of Greyhawk City.

If the PCs fail these checks, Ajis tells them about Mount Drachenkopf as well as Kalen Lekos (see the information at the beginning of this adventure about the Slave Road and Kalen Lekos).

Off the road, between the two forks stands a line of a dozen poles. Each pole pierces its way through a bloodied head, gnolls, orcs, goblins, and ogres, all in various stages of decay. Each pole has a crude sign nailed to it with the vile

language of whatever head is pierced by it. The words are scrawled in what appears to be the victim's blood.

If a PC can read gnoll, orc, goblin, or giant, each sign is written in the language of the respective head. They can also cast *comprehend languages* or make a Decipher Script check (DC 15) to know what it says. Each one has the same message: "There is only one leader. All hail the Despot. All hail Turrosh Mak!"

If the PCs investigate the decapitated heads

PCs may make a Search check to confirm that there is nothing other than the heads in the immediate area. If they succeed at a DC 10 check, they notice various scars and piercings on the humanoid heads. A Knowledge (nature) check (DC 30) reveals that such scarification is typically representative of leadership within such humanoid tribes. They may also make a Heal check (DC 20) to know that the various victims were alive when they were beheaded.

Once the PCs have investigated the heads, if they are not capable of figuring out what the signs say, or openly attempt to deduce what the heads mean, Ugon (the hidden orc) says to them:

"They were once leaders of their various tribes. They questioned whether Turrosh Mak was truly the proper choice to lead the Pomarj after his failure in the Principality of Ulek. He had them killed to prove that he is the true despot of the Orcish Empire."

Ugon does not immediately come out of hiding. Allow the PCs another Spot check (DC 54). Ugon is not invisible, so *true seeing* has no effect on the DC of the Spot check. If the PCs insist that he reveal himself, he first says:

"I remain hidden only because it is often difficult to tell friend from foe in a hostile environment. I will reveal myself. I am unarmed."

Ugon stands up ten feet behind the line of stakes. What looked like a scrub bush is actually an orc woodsman. He has two scimitars strapped to his hips. If the PCs engage him, he attempts to entangle them only long enough to facilitate his retreat. If the PCs attack him and he escapes, he does not return for the rest of the adventure.

If the PCs question Ugon, here is the general information he is willing to talk about:

- Ugon did not have anything to do with the ambush against the anti-slavery league.
- The captured leaguemen are not at Kalen Lekos. They are a quarter-mile down the road along the southern fork. The slavers leading them left them there although he does not know why.

- The western fork leads to Mount Drachenkopf. The PCs should not go there unless they wish to die.
- Turrosh Mak knows that he cannot keep control of the various humanoid and giant tribes across the Wild Coast without providing an outlet for their aggressions. Without something to fight, they will fight each other.
- Mak has failed to capture Celene, the Principality of Ulek, and most recently, Onnwal. Running out of options, he has rallied the tribes of the northern Pomarj and sent them up the Wild Coast to attack the Free Cities.
 - He does not have an accurate count of the forces that were sent northward, but he is certain that the tribes that marched from the Pomarj two-plus weeks ago would qualify as a “war horde” in the common tongue.
 - If the PCs directly question the destination of the orc horde, Ugon tells them that it is Narwell and not Safeton. Otherwise he does not tell them (but does tell them later when Eliyana is claiming the horde is moving to attack Safeton).
- He is betting that Greyhawk City will take the same stance as Celene, choosing to defend its own immediate borders, rather than defending its satellite territories. Similarly, the military of Dyvers is across the Nyr Dyv, fighting with the Shield Lands against Old Wicked.
- Ugon knows all this because he used to fight for the forces of the Pomarj. He is an able scout and infiltrator, but Mak betrayed his chieftain when he felt the orc leader was getting too popular.
- Ugon plans to show Mak that betrayal is a two-way street. The enemies of his enemy are his friends.
 - Ugon does not say who his chieftain was unless the PCs specifically mention the name of Jedurek. If they mention the war chief's name, he does not hide the fact that he is one of Jedurek's scouts. (And thusly, fought in Onnwal in CY 594 as part of that invading force.)
 - If the PCs attack him because of this association, he flies away and does not reappear in this adventure.

PCs may make an Intelligence check (DC 15) to calculate the average speed of an orc war horde. Based on Ugon's statements, the horde should be reaching the Free Cities any day now.

If the PCs say they should return immediately, Ajis pleads with them that they complete their task here. He promises to *teleport* them back as soon as they free the captured DASL raiders.

If the PCs return to Safeton now rather than freeing the captured leaguemen, they find the city in a state of high alert. An orc warband was seen marching along the Jewel River near the border of Celene. The elven nation has taken no offensive action, though, and the city is worried that the orcs are attempting to flank them. It later becomes apparent that the orcs have bypassed Safeton and are heading toward the smaller town of Narwell, north of Safeton. If the PCs have a means to get there (or if they force march to catch up with the horde), skip to “Encounter 8: Safe Town?”. If the PCs continue down the southern fork, continue to “Encounter 7: Chain Gang”.

If the PCs take the western fork

The western fork leads to Mount Drachenkopf and the home of the Earth Dragon. It also means almost certain death for any who go there unprepared for the challenges within. If the PCs head that way, Ugon (the hidden orc) says to them:

“I would not go that way, my friends. That is Mount Drachenkopf, the home of the Earth Dragon. The only thing that awaits you there is death.”

Ugon does not immediately come out of hiding. Allow the PCs another Spot check (DC 54). Ugon is not *invisible*, so *true seeing* has no effect on the DC of the Spot check. If the PCs insist that he reveal himself, he first says:

“I remain hidden only because it is often difficult to tell friend from foe in a hostile environment. I will reveal myself. I am unarmed.”

Ugon stands up just a few feet behind the line of stakes. What looked like a scrub bush is actually an orc woodsman. He has two scimitars strapped to his hips. If the PCs engage him, he attempts to entangle them only long enough to facilitate his retreat. If the PCs attack him and he escapes, he does not return for the rest of the adventure.

If the PCs question Ugon, he offers the above information. (If they do not ask about the heads, he does not offer that information.) If they ask about the mountain or the forks in the road, he also gives the below information.

- Mount Drachenkopf is the home of the Earth Dragon, an ancient god forgotten by most of the Flanaess.
- The priests of the Earth Dragon hold sway over most of the Wild Coast, at one time or another having great influence in all the major cities along the Woolly Bay.
- Although once a neutral force in the region, the faith of the Earth Dragon eventually became corrupt in an effort to maintain its powerbase.

- Although most of the Flanaess has adopted more modern pantheons, the Earth Dragon maintains its worship through kidnappings and forced conversions.
- Also unlike most modern deities, the Earth Dragon lives on Oerth. Mount Drachenkopf is not the house of his faith, but the resting spot of the god itself.
- Only those bidden ascend the mountain. Those who encroach without being summoned never return.

Once the PCs have asked all their questions, Ugon says:

“The ones you hunt are only a short distance down the southern fork.” Continue to **Encounter 7: Chain Gang**.

If the PCs take the southern fork

Nothing happens if the PCs take the southern fork. Continue to “Encounter 7: Chain Gang”.

All APLs (EL 15)

🐉 **Ugon:** Male orc ranger 6/druid 9, hp 108; see Appendices 1.

Tactics: Ugon has no intention of fighting, but is willing to do so if it becomes unavoidable. He uses what defensive actions he needs to be able to wild shape into an eagle and depart. If for some reason he is unable to escape, he engages in a full offensive. He instructs his eagle animal companion to target familiars if there are any. If there are not, it should target fliers, and if there are no fliers, whatever target Ugon chooses (typically spellcasters).

Treasure:

APL 12 – Loot: 1 gp, Coin: 0 gp, Magic: +1 *fiery burst scimitar* x2 (1,527 gp each), *belt of giant strength* +4 (1,333 gp per character), *bottle of air* (604 gp per character), *cloak of resistance* +3 (750 gp per character), *gloves of dexterity* +4 (1,333 gp per character), *peridot of wisdom* +4 (1,333 gp per character), *portable hole* (1,667 gp per character).

ENCOUNTER 7: CHAIN GANG

The captured DASL raiders are only a quarter-mile from the fork in the road. This part of the Slave Road moves through a gully between two large ridges. The road is 20 feet across and there is an additional 5 feet on either side of the road before the hills rise nearly straight up. (These are natural rock faces that provide ample hand and footholds for climbing, but no ledges wide enough to be used as a platform.)

This ambush has been plotted since before the last group of raiders was even captured. On either side of the road, orc slavers wait in camouflaged alcoves for the anti-slavers’ rescuers. The original slavers left the chained

captives and continued on down the road as part of the ruse. PCs can attempt a Spot check (DC 25) to notice that small areas of the ridge wall are not natural. Dwarves gain their +2 racial bonus to this roll as it applies to the stone face of the hills. Those that are successful notice that parts of the rock wall are actually netting covered with dirt and small gravel.

If the PCs notice the alcoves, combat begins immediately. If they do not, the orc slavers wait. They know there is a traitor among the leaguemen they captured, and they’re hoping that the rescuers and the captives might fight one another and thin the number of people the orcs have to deal with.

At any time, if a party member attempts to unlock or break the prisoners’ chains, combat begins. The orcs don’t want to fight twice as many people. The surprise round is dropping the camouflage screen. There is no way for the orcs to charge through the screen or make a ranged attack while the screen is still up. Roll initiative normally. If combat begins early in the encounter, the various leaguemen have the above exchange after combat is finished.

An animal with scent or a creature/object with blindsense is aware of the alcoves without having to make a Spot check.

Turning the bend, you come to a narrow gorge between two of the taller Drachensgrab hills. Ahead, you see about two dozen prisoners. Bound with chains and blindfolded, a motley assortment of races sits silently.

Ajis, seeing his captured allies, races forward, shouting a blessing to the gods. His exclamation draws the attention of the prisoners, and they become restless. As he reaches the captives, Ajis freezes in mid-step, looking at you with shock on his face.

If the PCs ask Ajis what is wrong, he reveals the below information.

- The raiding party Ajis was part of was composed of 12 anti-slavers. There are 24 prisoners here.
- Only 8 of his original party are part of this group. The other three are most likely dead.
- He had first thought that they were just slaves, but on inspection, he realized they are all anti-slavers.
- Never in the history of the Dyvers Anti-Slavery League has more than one raiding party been captured at the same time. This proves his theory that someone is a mole.

The captured raiders begin speaking at the same time, although they all begin speaking at once. A Diplomacy or Intimidate check (DC 15) quiets the prisoners. PCs may then try to sort things out in a more organized manner.

- Seven of the anti-slavers sailed with Ajis. The other three raiders from his party

- are all dead. Only Ajis escaped. They all believe him to be the mole he's so worried about. They resent that he escaped.
- Six of the anti-slavers were en route from Dyvers. Although they did not suffer any fatalities, they are having trouble figuring out how the orcs so effectively found and defeated them. They seemed to know exactly what they would face.
- This party arrived a day before Ajis' party.
- No one in this raiding party escaped during the ambush.
- Ten of the anti-slavers sailed from Hardby. Like the others, the orcs knew exactly where to find them and how to defeat them.
- This party arrived four days before Ajis' party.
- No one in this raiding party escaped during the ambush.
- There is one woman who isn't identified as being part of any of these raiding parties. Her name is Eliyana. She doesn't speak unless confronted on the fact that she never claimed allegiance to any of these parties. Eliyana says she is a DASL infiltrator. She moves through the various captured cities of the Pomarj, looking for slave caravans and passing that on to raiding ships along the Wild Coast.
- Although none of the raiders have met her before, they all confirm that such infiltrators exist so Eliyana's story is not unlikely.

If the PCs do not ask, Ajis confronts Eliyana. Stunned, he asks her if she was the one that betrayed the league to the orcs. She goes silent again.

Eliyana can be persuaded to talk with an Intimidate check (DC 20), a Diplomacy check (DC 30), or a Bluff check (DC 40). She is also willing to confess if she becomes subject to a *charm person* or similar effect (her Will save is +5). If the PCs torture her, they receive a +5 circumstance bonus to their Intimidate checks. If they convince her to talk, she admits to alerting the orcs to the presence of the anti-slavers, but also explains why she did so.

- During her scouting, she witnessed the gathering of a massive war horde. At least 5,000 orcs, goblins, gnolls and ogres were brought together and sent north. More may join their ranks while on the march.
- The first major point of civilization north of the Orcish Empire's border is the port city of Safeton.
- The last intelligence she received put at least six anti-slavery ships in Safeton at the time the orc horde would arrive at the city.

- The Dyvers Anti-Slavery League is a paramilitary organization. They conduct raiding missions. Even if they were aware of the approaching horde, the league doesn't have the resources to mount the defense of a city.
- She has no answer if someone asks why she didn't alert the city so Safeton could prepare for the advancing horde as well.
- She knew that a captured raiding party would draw the remaining anti-slavery ships to the Pomarj on rescue missions.
- Although she did not know for certain where the ambushes would be placed ahead of time, part of her duties is to mark the best ambush sites. Based on previous sites already used, it wasn't difficult to estimate where the next attacks would come.
- She mourns the loss of those raiders killed in the ambush, but believes she rescued the other raiders, the DASL ships, and their crews from being slaughtered by the advancing war horde.

Read the following box text only if Ugon has accompanied the PCs. If the party hasn't triggered combat yet, Ugon's revelation of the war horde's true destination triggers combat. If he has not accompanied the party, the group must decide what is to be done with Eliyana and the rest of the raiders. The chains are locked, requiring a DC 30 Open Lock check to open. They also have *dimensional anchor* cast on them, so captives can't be magically teleported out of the chains. They have 10 hp points, hardness 10, and a break DC of 28.

Behind you, a gravely voice begins chuckling. Ugon, who has remained silent until now, has a large grin on his face. "The irony," he says, "is that he horde is not going to Safeton. It is going to Narwell."

PCs may make a Knowledge (geography) check (DC 17), a Knowledge (local: Core) check (DC 22), or a Bardic Knowledge check (DC 25) to know that Narwell is a village north of Safeton near the southern border of the Gnarley Forest. If they do not know and ask where it is, one of the DASL raiders can tell them.

If Ugon is not with the PCs and didn't reveal that the war horde is actually moving to Narwell and not Safeton (or if combat begins before that conversation takes place), Eliyana screams:

"Don't kill them! We need information! Don't kill them!" during the battle.

APL 2 (EL 5)

➤ **Orc Fighters (2):** Female orc fighter 2; hp 20, 20; see Appendix 1.

- 🔥 **Orc Wizard:** Male orc wizard 1; hp 4; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 1; hp 10; Appendix 1.

APL 4 (EL 7)

- 🔥 **Orc Fighters (2):** Female orc fighter 4; hp 36, 36; Appendix 1.
- 🔥 **Orc Wizard:** Male orc wizard 2; hp 7; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 2; hp 17; Appendix 1.

APL 6 (EL 9)

- 🔥 **Orc Fighters (2):** Female orc fighter 6; hp 52, 52; Appendix 1.
- 🔥 **Orc Wizard:** Male orc wizard 4; hp 17; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 4; hp 31; Appendix 1.

APL 8 (EL 10)

- 🔥 **Orc Fighters (2):** Female orc fighter 6; hp 52, 52; Appendix 1.
- 🔥 **Orc Wizard:** Male orc wizard 6; hp 25; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 6; hp 51; Appendix 1.

APL 10 (EL 12)

- 🔥 **Orc Fighters (2):** Female orc fighter 8; hp 68, 68; Appendix 1.
- 🔥 **Orc Wizard:** Male orc wizard 8; hp 33; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 8; hp 67; Appendix 1.

APL 12 (EL 14)

- 🔥 **Orc Fighters (2):** Female orc fighter 10; hp 84, 84; Appendix 1.
- 🔥 **Orc Wizard:** Male orc wizard 10; hp 41; Appendix 1.
- 🔥 **Orc Cleric:** Male orc cleric 10; hp 83; Appendix 1.

Tactics: The chain fighters attempt to trip the PCs and then attack normally during their attack of opportunity. If tripping is proving ineffective, they simply attempt to deal as much damage as quickly as possible. The cleric buffs the party when possible (with spells like *recitation* and *bless*) and casts *greater vigor* on one of the chain fighters as combat begins if it's available. He then begins casting *inflict* spells, using Profane Boost to maximize the spells if it is available. The wizard remains in the rear, using ranged spells to attack the PCs not engaged directly in melee combat and using spells like *wall of gloom* to prevent archers from firing at the orcs from a distance.

All the orcs are worshippers of the Earth Dragon.

Treasure:

APL 2 – Loot: 48 gp, Coin: 0 gp, M *scroll of acid orb, lesser* x2 (3 gp each per character).

APL 4 – Loot: 44 gp, Coin: 0 gp, Magic: +1 *spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character).

APL 6 – Loot: 30 gp, Coin: 0 gp, Magic: +1 *chain mail* (108 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor* +2 x2 (667 gp each per character).

APL 8 – Loot: 30 gp, Coin: 0 gp, Magic: +1 *chain mail* (108 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor* +2 x2 (667 gp each per character), *belt of giant strength* +4 x2 (1,333 gp each per character).

APL 10 – Loot: 30 gp, Coin: 0 gp, Magic: +1 *chain mail* (108 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor* +3 x2 (1,333 gp each per character), *belt of giant strength* +4 x2 (1,333 gp each per character).

APL 12 – Loot: 30 gp, Coin: 0 gp, Magic: +1 *chain mail* (108 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor* +3 x2 (1,333 gp each per character), *belt of giant strength* +6 x2 (3,000 gp each per character).

If the PCs spare one of the orc ambushers, they may be able to glean a few things from him. A properly worded Diplomacy check (DC 50) or an Intimidate check (DC 23 + APL) succeeds in getting the captive orc to talk. The war band is going to Narwell. When the first anti-slaver raiding party was betrayed and captured, their chief knew that more raiders would be coming. The captured raiders were intentionally left as bait to capture any raiders who came to rescue them.

The war horde has a significant head start on the party. There is no way they can sail to Narwell in time (it's not even a port city). The DASL raiders can describe it to the PCs if they have the capability of *teleporting* there. Spells such as *tree stride*, *wind walk* and *phantom steed* can also allow the PCs to reach Narwell in time. If they magically traveled to the Pomarj, they can also sail back to Narwell if PCs have some means of summoning a ship (such as a *folding boat*, etc.). If the PCs are not able to get themselves to Narwell in time to rescue any of the villagers, Ajis offers to *teleport* them there. He has the spell prepared multiple times in case of emergency and is able to teleport the entire party (but not any mounts, familiars, or companions that can't be put into a pocket—they can travel with the rest of the liberated DASL raiders via ship to Safeton) to Narwell (in two trips).

Although exonerated by Eliyana's confession, the PCs may not trust Ajis enough to *teleport* them to Narwell. If this is the case, Ugon explains to them that he is capable of casting *tree stride* and could transport them to Narwell before. He was part of a scouting party that helped determine whether the Pomarj should attack Narwell a few years ago. It was decided that Onnwal was a better target. Although *tree stride* is a personal spell, Ugon has a portable hole and a bottle of air. If the PCs are willing to trust them, he offers to take them to Narwell. He is not willing to allow PCs to "borrow" any of his equipment. He is strong enough to hold onto any items that are extra-dimensional spaces (such as bags of holding, etc.). If the PCs agree, he takes them to Narwell as promised.

If the PCs refuse to aid Narwell, Ajis takes some of the freed leaguemen and teleports them to Narwell instead. All of them are killed in the fighting except for Ajis.

If the PCs don't believe Ugon and think that the attack is actually on Safeton, Ajis does not protest. He takes them to Safeton, which turns out to be the wrong location. He does not have enough spells to take the first half of the party to Narwell and return to the Pomarj to take the remainder of the party. The PCs can purchase a teleport spell in Safeton, but must pay double the cost because the city is on alert.

ENCOUNTER 8: SAFE TOWN?

The PCs know they are going into combat. Allow them time to cast any preparatory spells they wish. If they are *teleporting* or having Ajis *teleport* them, keep in mind that there is a two-round delay for the second half of the party to arrive in Narwell.

If the PCs did not magically travel to the Pomarj from Safeton, there is no way they can participate in this battle unless they magically travel to Narwell. If they did magically travel to the Pomarj, the PCs may sail back up the coast and travel across land to Narwell. They may also travel to the Pomarj and back, giving them extra time to warn the citizens of Narwell and save a larger amount of the population than they would have otherwise.

If the PCs magically traveled to the Pomarj and magically traveled to Narwell, read the following.

As promised, you arrive outside the village of Narwell, no worse for wear. Buildings still stand and the locals go about their daily business. The northwestern quarter of Narwell is defended by a stone wall, while the northeastern quarter is defended by a wooden wall. Although it had always planned on finishing the wall, the village never funded the project properly. The southern part of the city remains vulnerable to attack.

Your arrival from nowhere should have startled the handful of farmers standing only 30 feet to your left. Their attention, though, lies elsewhere. Behind you, a mass exodus of birds and animals seems to be taking place. Racing from the farmland and rolling plains, the animals seem to be choosing to risk the dangerous Gnarley Forest instead. They seem to know something the villagers don't.

The nearby farmers are spooked by the animals. They know it's a bad omen and they turn to the adventurers for explanation. Their attitude toward the PCs is mixed. Some of the group thinks perhaps the party has arrived to explain what's happening. Others think that the PCs are the cause of whatever's spooked the animals and they are to blame. A properly worded Bluff check or Diplomacy

check (DC 15) convinces the group to listen to what the PCs have to say. A second check (DC 20) convinces the farmers to rush to town and sound the alarm. (Only one check is required if the PCs beat a DC 30 on the first check.)

If the PCs are unable to convince the farmers to help, they can make the same checks in the town itself at the same DCs. They may also attempt to pay people to evacuate the city (at 500 gp per family) or some other solution.

If the PCs attempt to burn down the village to convince the villagers to flee, this summons the town guard, but the orc horde arrives and there is no combat between the PCs and the town guards.

The orc horde arrives in a mad sprint toward the city. If a PC is keeping watch for the horde's arrival, they spot the war band crest the hill at 500 feet away. There is a total of 6000 orcs, gnolls, goblins, and ogres charging toward the village. The PCs may attempt to inflict as much damage as they'd like to the war band, but the orcs still reach the city.

Unless the PCs intentionally place themselves between the attacking orcs and the village, they aren't necessarily engaged first. They have some mobility as to where they move and who they help.

The orc horde descends on Narwell like the wrath of a vengeful god. Although the village militia—armed with pitchforks, old swords, and poorly maintained armor—attempts to push back the invaders, there are too many. The villagers are quickly overrun. The sound of war cries is quickly dwarfed by the screams of the dying.

Allow the PCs to make a Spot check. Depending on their level of success, they have the opportunity to see different people in need.

- **DC 10:** A large number of citizens—farmers, millers, blacksmiths, and their families—are encircled by orcs. They are attempting a fighting retreat, but are getting overwhelmed by the vast number of orcs.
- **DC 15:** A number of uniformed soldiers have been pinned down while trying to engage in a flanking action. An alley wall collapsed and now they are fighting the orcs with no way to retreat.
- **DC 20:** Three elderly couples are screaming in terror. Their drivers were killed and their carriages slammed into one another. Now they're being overrun by orcs. They are well dressed and adorned with extravagant jewelry, which is causing the orcs to be especially vicious, looting the bodies while they're still alive.
- **DC 25:** A nearby building, what looks to have been a library, has had the door and part of the front wall torn down. In the

gaping hole, an elderly wizard is surrounded by a group of orcs. A group of small children huddle behind him, screaming in terror.

The foes faced are the same regardless of which group the PCs choose to help. Once they have defeated the below encounter, too much of Narwell has been overrun by orcs and the village is beginning to burn. It should be clear to PCs that if they remain in the village, they will either be overrun or pass out from smoke inhalation.

If the PCs sail to the Pomarj and magically travel to Narwell or magically traveled to the Pomarj and sailed to Narwell, read the following.

As promised, you arrive at the village of Narwell, no worse for wear. The orc horde has descended on Narwell like the wrath of a vengeful god. Although the village militia—armed with pitchforks, old swords, and poorly maintained armor—attempts to push back the invaders, there are too many. The villagers are losing ground quickly. The sound of war cries is quickly dwarfed by the screams of the dying.

Allow the PCs to make a Spot check. Depending on their level of success, they have the opportunity to see different people in need.

- **DC 10:** A large number of citizens—farmers, millers, blacksmiths, and their families—are encircled by orcs. They are attempting a fighting retreat, but are getting overwhelmed by the vast number of orcs.
- **DC 15:** A number of uniformed soldiers have been pinned down while trying to engage in a flanking action. An alley wall collapsed and now they are fighting the orcs with no way to retreat.
- **DC 20:** Three elderly couples are screaming in terror. Their drivers were killed and their carriages slammed into one another. Now they're being overrun by orcs. They are well dressed and adorned with extravagant jewelry, which is causing the orcs to be especially vicious, looting the bodies while they're still alive.
- **DC 25:** A nearby building, what looks to have been a library, has had the door and part of the front wall torn down. In the gaping hole, an elderly wizard is surrounded by a group of orcs. A group of small children huddle behind him, screaming in terror.

The foes faced are the same regardless of which group the PCs choose to help. Combat begins on an open 25-foot-wide street with no specific end (it leads out of the village). If the players choose to move into the burning city, improvise the situation. The longer combat lasts, the more dangerous the village becomes, with buildings collapsing and other war bands looking for someone to kill. The village is being overrun, so if the party separates

too much without taking the necessary means to stay out of site, they may trigger the encounter a second time.

Once they have defeated the below encounter, too much of Narwell is overrun by orcs, and the village is beginning to burn. It should be clear to PCs that if they remain in the village, they will either be overrun or pass out from smoke inhalation.

*If the PCs sailed to the Pomarj and sailed to Safeton and/or Narwell, skip to **Conclusion C**. They have missed the battle and the village is sacked.*

APL 2 (EL 5)

➤ **Orc Marauders (2):** Male orc barbarian 1; hp 14, 14; Appendix 1.

➤ **Orc Leader:** Female orc wizard 1, hp 6; Appendix 1.

➤ **Ogre:** hp 29; *Monster Manual* 198.

APL 4 (EL 7)

➤ **Orc Marauders (2):** Male orc barbarian 3; hp 35, 35; Appendix 1.

➤ **Orc Leader:** Female orc wizard 3, hp 19; Appendix 1.

➤ **Ogre:** hp 29; *Monster Manual* 198.

APL 6 (EL 9)

➤ **Orc Marauders (2):** Male orc barbarian 5; hp 55, 55; Appendix 1.

➤ **Orc Leader:** Female orc wizard 4/ fatespinner wiz4/ftspnr1; hp 31+1d10+5; Appendix 1.

➤ **Ogre Rager:** Male ogre barbarian 3; hp 79; Appendix 1.

APL 8 (EL 12)

➤ **Orc Marauders (2):** Male orc barbarian 8; hp 85, 85; Appendix 1.

➤ **Orc Leader:** Female orc wizard 4 / fatespinner 4; Appendix 1.

➤ **Ogre Rager:** Male ogre barbarian 6; hp 115; see Appendix 1.

APL 10 (EL 14)

➤ **Orc Marauders (2):** Male orc barbarian 10; hp 105, 105; Appendix 1.

➤ **Orc Leader:** Female orc wizard 5 / fatespinner 5; hp 61+1d10+10; Appendix 1.

➤ **Ogre Rager:** Male ogre barbarian 8; hp 139; Appendix 1.

APL 12 (EL 16)

➤ **Orc Marauders (2):** Male orc barbarian 12; hp 125, 125; Appendix 1.

➤ **Orc Leader:** Female orc wizard 7 / fatespinner 5; hp 73+1d10+10; Appendix 1.

➤ **Ogre Rager:** Male ogre barbarian 10; hp 163; Appendix 1.

Tactics: The ogre engages the closest person to it, although it follows directions given by the orcs. The orc barbarians attempt to focus their attacks on an individual

person in an effort to remove him from combat as quickly as possible, but split their attacks rather than waiting an additional round to maneuver toward a single target. They attack every round, regardless of whom they're attacking. The wizard casts what spells he needs on himself and then on the barbarians. At higher APLs, the wizard turns invisible and then enlarges the two orcs (*enlarge person* does not work on an ogre) as well as casting other spells such as *mass bull's strength*. He then focuses his attacks on those PCs that are not engaging the orcs in melee combat.

Treasure:

APL 2 – Loot: 9 gp, Coin: 0 gp, M +1 battleaxe x2 (193 gp each per character), *pearl of power* (1st level) (83 gp per character).

APL 4 – Loot: 9 gp, Coin: 0 gp, M +1 merciful battleaxe x2 (693 gp each per character), *pearl of power* (1st level) (83 gp per character).

APL 6 – Loot: 34 gp, Coin: 0 gp, M +1 Large greatclub (218 gp per character), +1 merciful, maiming battleaxe x2 (1527 gp each per character), *pearl of power* (1st level) (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 8 – Loot: 34 gp, Coin: 0 gp, M +1 Large greatclub (218 gp per character), +1 merciful, maiming battleaxe x2 (1527 gp each per character), *pearl of power* (1st level) (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 10 – Loot: 34 gp, Coin: 0 gp, M +1 Huge greatclub (268 gp per character), +1 merciful, maiming battleaxe x2 (1527 gp each per character), *pearl of power* (1st level) (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 12 – Loot: 34 gp, Coin: 0 gp, M +1 Huge greatclub (268 gp per character), +2 merciful, maiming battleaxe x2 (3026 gp each per character), *pearl of power* (1st level) (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

NOTE: If the PCs are unwilling to give up the fight after rescuing the first group in jeopardy, this encounter repeats itself. The PCs may continue to fight, but unless they have some way to escape the war horde, they are eventually overwhelmed and taken prisoner. They are **Sold Into Slavery**, but only have to pay half the TU cost as the Dyvers Anti-Slavery League finds them and helps in their escape. Cross off the **Favor of the Hungry Drake** from the AR as used.

CONCLUSION A

If the PCs arrived in the Pomarj on the same day that Ajis arrived in Safeton and returned to Narwell without sailing (using magical means), read the following.

Although some were hesitant, even after your warning, the appearance of the orc horde gives them evidence enough to send them fleeing the town. Many of the residents choose to risk the perils of the Gnarley Forest to the north. Others flee to the east, hoping to gain

sanctuary in Hardby. And some choose to defend their homes rather than throw themselves to the uncertainty of an unknown future. Regardless of their decision, the town of Narwell burns. Thatched roofs and a wooden city wall seal the village's fate as it slowly collapses in on itself. The smoke lingers on the air, following you as you leave the orc horde behind with what few people you could rescue.

It seems that with his failures in Onnwal and the Principality of Ulek, Turrosh Mak has turned his hungry eyes northward to the Free Cities. The phrase rings like a bell in the silence. The Free Cities...one can only hope they can continue to make such a claim to liberty with the Pomarj on the march.

CONCLUSION B

If the PCs sailed to the Pomarj or sailed to Narwell from the Pomarj, read the following conclusion.

Arriving in Narwell, the cries of the dying are drowned out by the screams of those villagers being herded into slave pens. You give what support you can and rescue a few lucky souls. Many of the townsfolk flee the village, taking refuge in the perilous Gnarley Forest to the north while others head toward Hardby in the east. As you make your way away from the village, the smell of smoke follows you on the wind. Behind you, Narwell burns. Thatched roofs and a wooden city wall seal the village's fate as it slowly collapses in on itself.

It seems that with his failures in Onnwal and the Principality of Ulek, Turrosh Mak has turned his hungry eyes northward to the Free Cities. The phrase rings like a bell in the silence. The Free Cities...one can only hope they can continue to make such a claim to liberty with the Pomarj on the march.

CONCLUSION C

If the PCs sailed to the Pomarj and sailed to Narwell from the Pomarj, read the following conclusion.

Arriving in Narwell, the battle is long since over. What remains is a smoldering ruin of a village. Thatched roofs and a wooden city wall sealed the village's fate. Those stone structures that have not collapsed in on themselves stand as skeletal remains of a once proud town. Littered on the ground are half-burnt corpses, far fewer than the city could have conscripted to fight an encroaching war band. Whether the villagers fled Narwell or were taken captive is unknown. None remain that still live.

It seems that with his failures in Onnwal and the Principality of Ulek, Turrosh Mak has turned his hungry eyes northward to the Free Cities. The phrase rings like a bell in the silence. The Free Cities...one can only hope they can continue to make such a claim to liberty with the Pomarj on the march.

EXPERIENCE POINT SUMMARY

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

Encounter 5: The Wild Coast

Defeat the gnoll raiders

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 7: Chain Gang

Defeat the orc slavers

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 8: Safe Town?

Defeat the humanoid raiding party

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Discretionary roleplaying award

DM may allocate up to the following for good roleplaying

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 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.

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

Encounter 2: Survivor

APL 2 – Loot: 0 gp, Coin: 40 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 4 – Loot: 0 gp, Coin: 80 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 6 – Loot: 0 gp, Coin: 120 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 8 – Loot: 0 gp, Coin: 160 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 10 – Loot: 0 gp, Coin: 200 gp, M *lucky ring of the Wild Coast* (167 gp per character).

APL 12 – Loot: 0 gp, Coin: 240 gp, M *lucky ring of the Wild Coast* (167 gp per character).

Encounter 4: Inspection

APL 2 – Loot: 34 gp, Coin: 0 gp, M 0.

APLs 4-12 – Loot: 214 gp, Coin: 0 gp, M 0.

Encounter 5: The Wild Coast

APL 2 – Loot: 20 gp, Coin: 0 gp, M 0 gp.

APL 4 – Loot: 40 gp, Coin: 0 gp, M 0 gp.

APLs 6-12 – Loot: 30 gp, Coin: 0 gp, Magic: 0 gp.

Encounter 7: Traitor

APL 2 – Loot: 48 gp, Coin: 0 gp, M *scroll of acid orb, lesser* x2 (3 gp each per character).

APL 4 – Loot: 44 gp, Coin: 0 gp, Magic: *+1 spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character).

APL 6 – Loot: 30 gp, Coin: 0 gp, Magic: *+1 chain mail* (108 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor +2* x2 (667 gp each per character).

APL 8 – Loot: 30 gp, Coin: 0 gp, Magic: *+1 chain mail* (108 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor +2* x2 (667 gp each per character), *belt of giant strength+4* x2 (1,333 gp each per character).

APL 10 – Loot: 30 gp, Coin: 0 gp, Magic: *+1 chain mail* (108 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor +3* x2 (1,333 gp each per character), *belt of giant strength+4* x2 (1,333 gp each per character).

APL 12 – Loot: 30 gp, Coin: 0 gp, Magic: *+1 chain mail* (108 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 spiked chain* x2 (194 gp each per character), *scroll of acid orb, lesser* x2 (3 gp each per character), *amulet of natural armor +3* x2 (1,333 gp each per character), *belt of giant strength+6* x2 (3,000 gp each per character).

Encounter 8: Safe Town?

APL 2 – Loot: 9 gp, Coin: 0 gp, M *+1 battleaxe* x2 (193 gp each per character), *pearl of power (1st level)* (83 gp per character).

APL 4 – Loot: 9 gp, Coin: 0 gp, M *+1 merciful battleaxe* x2 (693 gp each per character), *pearl of power (1st level)* (83 gp per character).

APL 6 – Loot: 34 gp, Coin: 0 gp, M *+1 Large greatclub* (218 gp per character), *+1 merciful, maiming battleaxe* x2 (1527 gp each per character), *pearl of power (1st level)* (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 8 – Loot: 34 gp, Coin: 0 gp, M *+1 Large greatclub* (218 gp per character), *+1 merciful, maiming battleaxe* x2 (1527 gp each per character), *pearl of power (1st level)* (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 10 – Loot: 34 gp, Coin: 0 gp, M *+1 Huge greatclub* (268 gp per character), *+1 merciful, maiming battleaxe* x2 (1527 gp each per character), *pearl of power (1st level)* (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

APL 12 – Loot: 34 gp, Coin: 0 gp, M *+1 Huge greatclub* (268 gp per character), *+2 merciful, maiming battleaxe* x2 (3026 gp each per character), *pearl of power (1st level)* (83 gp per character), *potion of invisibility* (25 gp per character), *wand of enlarge person* (63 gp per character).

Total Possible Treasure

APL 2 – 597 gp

APL 4 – 1,527 gp

APL 6 – 3,581 gp

APL 8 – 4,920 gp

APL 10 – 5,710 gp

APL 12 – 8,916 gp

Special

Lucky Ring of the Wild Coast: This platinum ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Greyhawk Thieves Guild. He was caught and vanished. Eventually, the ring circulated from thief to thief until it left the Free City.

This ring increases a gambler's chances of winning and is a legend among natives of the Wild Coast. In situations where the character (not the player) must make a die/dice roll, such as during a game of chance, the ring can alter each die rolled by an addition or subtraction of 1 to the maximum or minimum score of the die. As a free action, the player can choose to increase or decrease the die roll before he makes the roll. Thus, if 2d6 are rolled and the player chooses to increase both dice, an original result of 2 and 6 will instead come up as 3 and 6. This magic ring has no effect on a player's dice rolls of any kind, only the character's rolls.

Recently, the ring has developed a quirk; with each use there is a noncumulative 5% chance that the ring alters a die roll to the worst possible outcome for the wearer.

Faint transmutation; CL 1st; Forge Ring, *mage hand*; Price 2,000 gp.

Favor of the Hungry Drake: You've earned the respect of the crew of the Hungry Drake. The next time an AR lists a TU penalty based on you being enslaved, cut that penalty in half. The *Hungry Drake* comes to your rescue. (If there is no TU penalty, the *Hungry Drake* cannot find you.) Mark off this favor once it is used.

Gratitude of the Dyvers Anti-Slavery League:

For rescuing leaguemen from the Pomarj, the DASL makes available to you some of their equipment. You have adventure access to the following items from Complete Adventurer: camouflage kit, catstink, fareye oil, flash pellets, keenear, lockslip grease, softfoot.

Met a Stranger: You met Ugon, a full-blooded orc in the Pomarj that does not claim allegiance to the Orcish Empire or the Dyvers Anti-Slavery League. He seems to want to help.

Sold into Slavery: You were captured by forces of the Pomarj. They loot your bodies and sell you to the Scarlet Brotherhood. You lose all your gold and possessions and are enslaved for 16 TUs before the Dyvers Anti-Slavery League finds and rescues you. You are given 240 gp to begin your life anew.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Arcane scroll of *acid orb (lesser)* (Adventure; *Complete Arcane*; 150 gp)
- *Pearl of power* (1st level) (Adventure; DMG)

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

- *+1 merciful greataxe* (Adventure; DMG; 8,320)
- Masterwork cutlass (Adventure; *Stormwrack*; 315 gp)

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

- *+1 Large greatclub* (Adventure; DMG; 2,610 gp)
- *+1 merciful, maiming greataxe* (Adventure; *Miniatures Handbook*; 18,320 gp)
- *Amulet of natural armor +2* (Adventure; DMG; 8,000 gp)

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

- *Belt of giant strength+4* (Adventure; DMG; 16,000 gp)
- Wand of *enlarge person* (Adventure; DMG; 750 gp)

APL 10 (all of APLs 2-8 plus the following):

- *+1 Huge greatclub* (Adventure; DMG; 3,220 gp)
- *Amulet of natural armor +3* (Adventure; DMG; 18,000 gp)

APL 12 (all of APLs 2-10 plus the following):

- *+2 merciful, maiming greataxe* (Adventure; *Miniatures Handbook*; 32,320 gp)
- *Belt of giant strength+6* (Adventure; DMG; 36,000 gp)

APPENDIX 1: NPCs AND MONSTERS

ALL APLS

ENCOUNTER 6

🦋 **Ugon:** Male orc ranger 6/d druid 9, CR 13; Medium humanoid (orc); HD 6d8+12+9d8+18; hp 108; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +12; Grp +18; Atk +19 melee (1d6+5/15-20, *+1 fiery burst scimitar*); Full Atk +15/+10/+5 melee (1d6+7/15-20, *+1 fiery burst scimitar*) and +15/+10 melee (1d6+4/15-20, *+1 fiery burst scimitar*); SA Favored enemy (human) +4, favored enemy (orc) +2; SQ Nature sense, resist nature's lure, trackless step, venom immunity; wild empathy, wild shape 3/day; wild shape Large, woodland stride; AL NE; SV Fort +15, Ref +14, Will +16; Str 22, Dex 16, Con 12, Int 10, Wis 21, Cha 6.

Skills and Feats: Concentration +11, Hide +19, Move Silently +19, Listen +14, Perform (dance) +7, Spot +14, Survival +23; Close-Quarters Fighting*, Combat Casting, Diehard, Endurance, Improved Critical (scimitar), Improved Toughness*, Improved Two-Weapon Fighting, Natural Spell, Track, Two-Weapon Fighting.

Druid spells prepared (6/6/4/3/2; save DC 14 + spell level): 0—*create water, cure minor wounds* (2), *detect magic, light, mending*; 1st—*cure light wounds, entangle, faerie fire, lesser vigor**, *produce flame, speak with animals*; 2nd—*barkskin, bear's endurance, flame blade, flaming sphere, lesser restoration*; 3rd—*cure moderate wounds, poison, quench, spike growth*; 4th—*forestfold** (2), *freedom of movement*; 5th—*tree stride* (2).

Ranger spells prepared (2; save DC 14 + spell level): 1st—*entangle, longstrider*.

Possessions: Leather armor, sling, two *+1 fiery burst scimitar*, *belt of giant strength*+4, *bottle of air*, *cloak of resistance* +3, *gloves of dexterity* +4, *periapt of wisdom* +4, *portable hole*.

*See Appendix 2: New Rules Items

🦋 **Eagle Animal Companion:** Small animal; HD 9d8+18; hp 58; Init +5; Spd 10 ft., fly 80 ft. (average); AC 25 (touch 16, flat-footed 20); Base Atk +6; Grp 4; Atk +11 melee (1d6+2, talon); Full Atk +11 melee (1d6+2/x2, 2 talons) and +9 melee (1d4+3, bite); SQ Devotion, evasion, link, low-light vision, share spells; AL N; SV Fort +7, Ref +10, Will +5; Str 14, Dex 20, Con 12, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +8, Spot +20; Hover, Improved Natural Attack (talons), Improved Toughness*, Multi-Attack, Weapon Finesse.

*See Appendix 2: New Rules Items

APL 2

ENCOUNTER 7

🐉 **Orc Fighters (2):** Female orc fighter 2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +8; Atk/Full Atk +8 melee (2d4+9, spiked chain); AL NE; SV Fort +4, Ref +2, Will +1; Str 22, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +3; Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Iron Will.

Possessions: Chainmail, spiked chain.

*See Appendix 2: New Rules Items

🐉 **Orc Wizard:** Male orc wizard 1; CR 1; Medium humanoid (orc); HD 1d4; hp 4; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1 Will +2; Str 12, Dex 14, Con 10, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Knowledge (local: Core) +7, Spellcraft +7, Use Magic Device +2; Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (3/2; save DC 13 + spell level): 0—*acid splash, detect magic, ray of frost*; 1st—*magic missile, shield*.

Possessions: Dagger, rat familiar, spell component pouch, two arcane scrolls of *acid orb, lesser**.

*See Appendix 2: New Rules Items

🐉 **Orc Cleric of the Earth Dragon:** Male orc cleric 1; CR 1; Medium humanoid (orc); HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +0; Grp +2; Atk/Full Atk +2 melee (1d8+2, heavy mace); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 6, Wis 16, Cha 6.

Skills and Feats: Concentration +6; Combat Casting.

Cleric spells prepared (3/2+1; save DC 15 + spell level): 0—*create water, cure minor wounds, detect magic*; 1st—*cure light wounds, divine favor, sanctuary*[†].

[†]Domain spell. *Domains:* Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); Weather* (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.)).

Possessions: Chainmail, heavy steel shield, heavy mace, holy symbol of the Earth Dragon.

*See Appendix 2: New Rules Items

ENCOUNTER 8

🐉 **Orc Marauders (2):** Male orc barbarian 1, CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +7; Atk/Full Atk +8 melee (1d12+10/x3, greataxe); SA Rage 1/day; AL CE; SV Fort +4, Ref +0, Will +0; Str 22, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +4, Survival +4; Improved Initiative.

Possessions: Chain shirt, +1 greataxe.

*See Appendix 2: New Rules Items

🐉 **Orc Leader:** Female orc wizard 1; CR 1; Medium humanoid (orc); HD 1d4+2; hp 6; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2 Will +2; Str 12, Dex 10, Con 14, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +9, Knowledge (arcana) +7, Knowledge (local: Core) +7, Spellcraft +7, Use Magic Device +2; Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (3/2; save DC 13 + spell level): 0—*acid splash, detect magic, ray of frost*; 1st—*acid orb (lesser)*, ~~mage armor~~*.

Possessions: Dagger, spell components, weasel familiar, *pearl of power* (1st level).

*See Appendix 2: New Rules Items

ENCOUNTER 4

👉 **Orc Raiders (4):** Male orc swashbuckler *1, CR 1; Medium humanoid (orc); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp: +5; Atk +6 melee (1d6+4/19-20, masterwork cutlass); Full Atk +4 melee (1d6+4/19-20, masterwork cutlass) and +4 melee (1d6+2, offhand cutlass); AL CN; SV Fort +4, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Jump +6, Profession Sailor +3, Tumble +7, Use Rope +4; Two-Weapon Fighting, Weapon Finesse.

Possessions: leather armor, two masterwork cutlasses.

ENCOUNTER 7

👉 **Orc Fighters (2):** Female orc fighter 4; CR 4; Medium humanoid (orc); HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +12; Atk/Full Atk +11 melee (2d4+10, +1 *spiked chain*); AL NE; SV Fort +5, Ref +3, Will +2; Str 23, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +5; Dodge, Exotic Weapon Proficiency (*spiked chain*), Improved Toughness*, Iron Will, Power Attack.

Possessions: Chainmail, +1 *spiked chain*.

*See Appendix 2: New Rules Items

👉 **Orc Wizard:** Male orc wizard 2; CR 2; Medium humanoid (orc); HD 2d4; hp 7; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2 Will +3; Str 12, Dex 14, Con 10, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +8, Knowledge (arcana) +8, Knowledge (local: Core) +8, Spellcraft +8, Use Magic Device +3; Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/3; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*; 1st—*magic missile*, *ray of enfeeblement*, *shield*.

Possessions: Dagger, rat familiar, spell component pouch, two arcane scrolls of *acid orb*, *lesser**.

*See Appendix 2: New Rules Items

👉 **Orc Cleric of the Earth Dragon:** Male orc cleric 2; CR 2; Medium humanoid (orc); HD 2d8+4; hp 17; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +1/+3; Atk/Full Atk +3 melee (1d8+2, heavy mace); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +6; Str 14, Dex 12, Con 14, Int 6, Wis 16, Cha 6.

Skills and Feats: Concentration +7; Combat Casting.

Cleric spells prepared (4/3+1; save DC 13 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *read magic*; 1st—*cure light wounds*, *divine favor*, *shield of faith*, *sanctuary*[†].

[†]Domain spell. *Domains:* Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); Weather* (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.)).

Possessions: Chainmail, heavy steel shield, heavy mace, holy symbol of the Earth Dragon.

*See Appendix 2: New Rules Items

ENCOUNTER 8

👉 **Orc Marauders (2):** Male orc barbarian 3; CR 3; Medium humanoid (orc); HD 3d12+9; hp 35; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3; Grp +9; Atk/Full Atk +10 melee (1d12+1d6+10/x3 nonlethal, +1 *merciful greataxe*); SA Rage 1/day; SQ Trap sense +1, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will +1; Str 22, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +6, Survival +6; Improved Initiative, Improved Toughness*.

Possessions: Chain shirt, +1 *merciful greataxe*.

*See Appendix 2: New Rules Items

👉 **Orc Leader:** Female orc wizard 3; CR 3; Medium humanoid (orc); HD 3d4+9; hp 19; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp: 2; Atk/Full Atk +2 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3 Will +3; Str 12, Dex 10, Con 14, Int 17, Wis 10, Cha 6.

Skills and Feats: Concentration +11, Knowledge (arcana) +9, Knowledge (local: Core) +9, Spellcraft +11, Use Magic Device +4; Improved Toughness*, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/3/2; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*; 1st—*acid orb (lesser)**, ~~*mage armor*~~, *magic missile*; 2nd—*glitterdust*, *wracking touch**.

Possessions: Dagger, spell component pouch, weasel familiar, *pearl of power* (1st level).

*See Appendix 2: New Rules Items

ENCOUNTER 4

🐉 **Orc Raiders (4):** Male orc swashbuckler*2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +6; Atk +7 melee (1d6+4/19-20, masterwork cutlass); Full Atk +5 melee (1d6+4/19-20, cutlass) and +5 melee (1d6+2/19-20, masterwork cutlass); SQ Grace +1; AL CN; SV Fort +5, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Jump +10, Profession Sailor +4, Tumble +8, Use Rope +4; Two-Weapon Fighting, Weapon Finesse.

Possessions: Leather armor, two masterwork cutlasses.

ENCOUNTER 5

🐉 **Gnoll Barbarians (2):** Female gnoll barbarian 1; CR 2; Medium humanoid (gnoll); HD 2d8+10+1d12+5; hp 33; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +7; Atk/Full Atk +7 melee (2d6+7/19-20, greatsword); SA Rage 1/day; AL CE; SV Fort +9, Ref +1, Will +0; Str 20, Dex 14, Con 18, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +1, Spot +5, Survival +1; Improved Toughness*, Power Attack.

Possessions: Studded leather, greatsword.

*See Appendix 2: New Rules Items

🐉 **Gnoll Druid:** Male gnoll druid 1; CR 2; Medium humanoid (gnoll); HD 2d8+6+1d8+3; hp 27; Init +3; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, club); SQ Darkvision 60 ft., nature sense, wild empathy; AL CN; SV Fort +8, Ref +2, Will +5; Str 12, Dex 14, Con 16, Int 8, Wis 16, Cha 10.

Skills and Feats: Handle Animal +1; Knowledge Nature +2, Listen +4, Spot +8, Survival +6; Point Blank Shot, Precise Shot.

Druid spells prepared (3/2; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic*; 1st—*cure light wounds, produce flame*.

Possessions: hide armor, heavy wooden shield, club, divine focus.

🦅 **Eagle Animal Companion:** Small animal; HD 1d8+1; hp 5; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 12); Base Atk/Grp +0/-4; Atk +3 melee (1d4/x2, talons); Full Atk +3 melee (1d4/x2, 2 talons) and -2 melee (1d4/x2, bite); Face/Reach 5 ft./5 ft.; SQ Link, low-light vision, share spells; SQ Link, low-light vision, share spells; AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

🐉 **Gnoll Ranger:** Male gnoll ranger 1, CR 2; Medium humanoid (gnoll); HD 2d8+6+1d8+3; hp 27; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +8;

Atk/Full Atk +8 melee (1d10+9, 19-20, bastard sword); AL NE; SV Fort +8, Ref +3, Will +0; Str 22, Dex 12, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +0, Spot +5, Survival +2; Exotic Weapon Proficiency (bastard sword), Power Attack, Track.

Possessions: Leather armor, bastard sword.

ENCOUNTER 7

🐉 **Orc Fighters (2):** Female orc fighter 6, CR 6; Medium humanoid (orc); HD 6d10+12; hp 52; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +12; Atk +13 melee (2d4+10, +1 *spiked chain*); Full Atk +13/+8 melee (2d4+10, +1 *spiked chain*); AL NE; SV Fort +6, Ref +4, Will +3; Str 23, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Iron Will, Mobility, Power Attack.

Possessions: chain mail, +1 *spiked chain*, *amulet of natural armor* +2.

*See Appendix 2: New Rules Items

🐉 **Orc Wizard:** Male orc wizard 4; CR 4; Medium humanoid (orc); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3 Will +4; Str 12, Dex 14, Con 10, Int 17, Wis 10, Cha 6.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Knowledge (local: Core) +10, Spellcraft +12, Use Magic Device +5; Improved Toughness*, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/4/3; save DC 13 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*magic missile, ray of enfeeblement, shield, true strike*; 2nd—*fireburst**, *scorching ray, wall of gloom**.

Possessions: Dagger, rat familiar, spell component pouch, three arcane scrolls of *acid orb, lesser**.

*See Appendix 2: New Rules Items

🐉 **Orc Cleric of the Earth Dragon:** Male orc cleric 4, CR 4; Medium humanoid (orc); HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +3; Grp +5; Atk/Full Atk +5 melee (1d8+2, heavy mace); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 6, Wis 17, Cha 6.

Skills and Feats: Concentration +9; Combat Casting, Spell Focus (necromancy).

Cleric Spells prepared (5/4+1/3+1; save DC 13 [14 necromancy] + spell level): 0—*create water, cure minor wounds, detect magic, read magic, virtue*; 1st—*cure light wounds, divine favor, resurgence**, *shield of faith, sanctuary*†; 2nd—*cure moderate wounds, death knell, deific vengeance, gust of wind*†.

[†]Domain spell. *Domains*: Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); *Weather** (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.)).

Possessions: +1 chainmail, +1 heavy steel shield, heavy mace, holy symbol of the Earth Dragon.

*See Appendix 2: New Rules Items

ENCOUNTER 8

👉 **Orc Marauders (2)**: Male orc barbarian 5, CR 5; Medium humanoid (orc); HD 5d12+15; hp 55; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +5; Gr +11; Atk/Full Atk +12 melee (1d12+1d6+10/x1d6 nonlethal, +1 *merciful*, *maiming greataxe*); SA Rage 2/day; SQ Improved uncanny dodge, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +1, Will +1; Str 23, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +8, Survival +8; Improved Initiative, Improved Toughness*.

Possessions: Chain shirt, +1 *merciful*, *maiming** *greataxe*.

*See Appendix 2: New Rules Items

👉 **Orc Leader**: Female orc wizard 5, CR 5; Medium humanoid (orc); HD 5d4+15; hp 31+1d10+5; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3 Will +4; Str 12, Dex 10, Con 14, Int 17, Wis 10, Cha 6.

Skills and Feats: Concentration +13, Knowledge (arcana) +11, Knowledge (local: Core) +9, Profession (gambler) +3, Spellcraft +12, Use Magic Device +6; Empower Spell, Improved Toughness*, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/4/3/2; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*; 1st—*acid orb (lesser)**, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—~~*false life*~~, *glitterdust*, *wracking touch**; 3rd—*fireball*, ~~*greater mage armor*~~*.

Possessions: dagger, spell component pouch, weasel familiar, *pearl of power* (1st level).

*See Appendix 2: New Rules Items

👉 **Ogre Rager**: Male ogre barbarian 3, CR 5; Large giant; HD 4d8+20+3d12+15; hp 79; Init +0; Spd 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk/Grp: +6/+18; Atk +15 melee (2d8+13, +1 *Large greatclub*); Full Atk +15/+10 melee (2d8+13, +1 *Large greatclub*); Space/Reach: 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60ft., low-light

vision, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +2, Will +2; Str 26, Dex 10, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +12, Intimidate +3, Jump +14, Listen +2, Spot +2, Survival +6; Combat Reflexes, Improved Toughness*, Power Attack.

Possessions: Chainmail, +1 *Large greatclub*.

*See Appendix 2: New Rules Items

ENCOUNTER 4

➤ **Orc Raiders (4):** Male orc swashbuckler 2/rogue 2, CR 4; Medium humanoid (orc); HD 2d10+4+2d6+4; hp 32; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +7; Atk +8 melee (1d6+4/19-20, masterwork cutlass); Full Atk +6 melee (1d6+4/19-20, masterwork cutlass) and +6 melee (1d6+2/19-20, masterwork cutlass); SA Sneak attack +1d6; SQ Evasion, grace +1; AL CN; SV Fort +5, Ref +6, Will +1; Str 18, Dex 17, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Bluff +2, Climb +10, Intimidate +5, Jump +11, Profession Sailor +4, Tumble +12, Use Rope +4; Iron Will, Two-Weapon Fighting, Weapon Finesse.

Possessions: leather armor, two masterwork cutlasses.

ENCOUNTER 5

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 3; CR 4; Medium humanoid (gnoll); HD 2d8+10+3d12+15; hp 57; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +9; Atk/Full Atk +9 melee (2d6+7/19-20, greatsword); SA Rage 1/day; SQ Trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +2, Will +1; Str 21, Dex 14, Con 18, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +2, Spot +5, Survival +2; Improved Toughness*, Power Attack.

Possessions: studded leather, greatsword.

*See Appendix 2: New Rules Items

➤ **Gnoll Druid:** Male gnoll druid 3, CR 4; Medium humanoid (gnoll); HD 2d8+6+3d8+9; hp 43; Init +3; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk +4 melee (1d6+1, club); SQ Darkvision 60 ft., nature sense, trackless step, wild empathy, woodland stride; AL CN; SV Fort +9, Ref +3, Will +6; Str 12, Dex 14, Con 16, Int 8, Wis 17, Cha 10.

Skills and Feats: Handle Animal +2; Knowledge Nature +3, Listen +5, Spot +8, Survival +6; Point Blank Shot, Precise Shot.

Druid spells prepared (4/3/2; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic, read magic*; 1st—*cure light wounds, faerie fire, produce flame*; 2nd—*briar web**, *bull's strength*.

Possessions: hide armor, heavy wooden shield, club, divine focus.

➤ **Eagle Animal Companion:** Small animal; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17 (touch 14, flat-footed 14); Base Atk/Grp +2/-2; Atk +5 melee (1d6/x2, talons); Full Atk +5 melee (1d6/x2, 2 talons) and +0 melee (1d4/x2, bite); Face/Reach 5 ft./5 ft.; SQ Evasion, link, low-light vision, share spells; SQ Link, low-light vision, share spells; AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +4, Spot +14; Improved Natural Weapon (talons), Weapon Finesse.

➤ **Gnoll Ranger:** Male gnoll ranger 3; CR 4; Medium humanoid (gnoll); HD 2d8+6+3d8+9; hp 43; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +4; Grp +10; Atk/Full Atk +10 melee (1d10+9/19-20, bastard sword); AL NE; SV Fort +9, Ref +4, Will +1; Str 23, Dex 12, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +1, Listen +1, Spot +5, Survival +8; Endurance, Exotic Weapon Proficiency (bastard sword), Power Attack, Track, Two-Weapon Fighting.

Possessions: Leather armor, bastard sword.

ENCOUNTER 7

➤ **Orc Fighters (2):** Female orc fighter 6, CR 6; Medium humanoid (orc); HD 6d10+12; hp 52; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +14; Atk +15 melee (2d4+13, +1 *spiked chain*); Full Atk +15/+10 melee (2d4+13, +1 *spiked chain*); AL NE; SV Fort +6, Ref +4, Will +3; Str 27, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Iron Will, Mobility, Power Attack.

Possessions: Chainmail, +1 *spiked chain*, *amulet of natural armor* +2, *belt of giant strength* +4.

*See Appendix 2: New Rules Items

➤ **Orc Wizard:** Male orc wizard 6, CR 6; Medium humanoid (orc); HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +4; Atk/Full Atk +4 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4 Will +5; Str 12, Dex 14, Con 10, Int 17, Wis 10, Cha 6.

Skills and Feats: Concentration +12, Knowledge (arcana) +12, Knowledge (local: Core) +12, Spellcraft +14, Use Magic Device +7; Endurance, Improved Toughness*, Empower Spell, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/4/4/3; save DC 13 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*magic missile, ray of enfeeblement, shield, true strike*; 2nd—*fireburst**, *fox's cunning, scorching ray, wall of gloom**; 3rd—*empowered magic missile, empowered ray of enfeeblement, greater mage armor**.

Possessions: Dagger, rat familiar, spell component pouch, three arcane scrolls of *acid orb*, *lesser**.

*See Appendix 2: New Rules Items

➤ **Orc Cleric of the Earth Dragon:** Male orc cleric 6, CR 6; Medium humanoid (orc); HD 6d8+18; hp 51; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +5; Grp +7; Atk/Full Atk +7 melee (1d8+2, heavy mace); SQ

Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 6, Wis 17, Cha 6.

Skills and Feats: Concentration +11; Combat Casting, Improved Toughness*, Spell Focus (necromancy).

Cleric spells prepared (5/4+1/4+1/3+1; save DC 13 [14 necromancy] + spell level): 0—*create water, cure minor wounds, detect magic, read magic, virtue*; 1st—*cure light wounds, divine favor, resurgence*, shield of faith, sanctuary†*; 2nd—*cure moderate wounds, death knell, deific vengeance, owl's wisdom, gust of wind†*; 3rd—*cure serious wounds, dispel magic, invisibility purge, call lightning†*.

†Domain spell. *Domains:* Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); Weather* (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.).

Possessions: +1 chainmail, +1 heavy steel shield, heavy mace, holy symbol of the Earth Dragon.

*See Appendix 2: New Rules Items

ENCOUNTER 8

👉 **Orc Marauders (2):** Male orc barbarian 8; CR 8; Medium humanoid (orc); HD 8d12+24; hp 85; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +8; Grp: +8/+15; Atk +16 melee (1d12+1d6+1/x1d6 +1 *merciful, maiming greataxe*); Full Atk +16/+11 melee (1d12+1d6+11/x1d6 nonlethal, +1 *merciful, maiming greataxe*); SA Rage 3/day; SQ Damage reduction 1/—, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +2; Str 24, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +11, Survival +11; Improved Initiative, Improved Toughness*, Reckless Rage*.

Possessions: Chain shirt, +1 *merciful, maiming* greataxe*.

*See Appendix 2: New Rules Items

👉 **Orc Leader:** Female orc wizard 7 / fate spinner 1, CR 8; Medium humanoid (orc); HD 7d4+21+1d4; hp 49+1d10+8; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +4; Grp: +5; Atk/Full Atk +5 melee (1d4+1, dagger); SQ Darkvision 60 ft., spin fate; AL NE; SV Fort +2, Ref +3 Will +7; Str 12, Dex 10, Con 14, Int 18, Wis 10, Cha 6.

Skills and Feats: Concentration +16, Knowledge (arcana) +15, Knowledge (local: Core) +10, Profession (gambler) +5, Sleight of Hand +5, Spellcraft +15, Use Magic Device +8, Empower Spell, Improved Toughness*, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/5/4/4/3; save DC 14 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*acid orb (lesser)*, magic missile, ray of enfeeblement, true strike* (2); 2nd—~~*false life, fox's cunning, glitterdust, wracking touch**~~; 3rd—*fireball, fly, ~~greater mage armor*~~, haste*; 4th—*dimension door, orb of acid*, wrack**.

Possessions: dagger, spell component pouch, weasel familiar, *pearl of power* (1st level), *potion of invisibility*, *wand of enlarge person*.

*See Appendix 2: New Rules Items

👉 **Ogre Rager:** Male ogre barbarian 6; CR 8; Large giant; HD 4d8+20+6d12+30; hp 115; Init +0; Spd 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp: +21; Atk +18 melee (2d8+13, +1 *Large greatclub*); Full Atk +18/+13 melee (2d8+13, +1 *Large greatclub*); Space/Reach: 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 27, Dex 10, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +12, Intimidate +6, Jump +14, Listen +5, Spot +2, Survival +9; Combat Reflexes, Improved Toughness*, Power Attack, Reckless Rage*.

Possessions: chainmail, +1 *Large greatclub*.

*See Appendix 2: New Rules Items

ENCOUNTER 4

➤ **Orc Raiders (4):** Male orc swashbuckler*3/rogue 3; CR 6; Medium humanoid (orc); HD 3d10+9+3d6+9; hp 52; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +5; Grp +9; Atk +10 melee (1d6+4/19-20, masterwork cutlass); Full Atk +8 melee (1d6+4/19-20, masterwork cutlass) and +8 melee (1d6+2/19-20, cutlass); SA Insightful strike, sneak attack +2d6; SQ Evasion, grace +1; AL CN; SV Fort +6, Ref +7, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Bluff +6, Climb +10, Diplomacy +2, Escape Artist +5, Intimidate +8, Jump +11, Profession Sailor +5, Tumble +13, Use Rope +5; Improved Toughness*, Iron Will, Two-Weapon Fighting, Weapon Finesse.

Possessions: Leather armor, two masterwork cutlasses.

*See Appendix 2: New Rules Items

ENCOUNTER 5

➤ **Gnoll Barbarians (2):** Female gnoll barbarian 5; CR 6; Medium humanoid (gnoll); HD 2d8+10+5d12+25; hp 81; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +6; Grp +11; Atk +11 melee (2d6+7/19-20, greatsword); Full Atk +11/+6 melee (2d6+7/19-20, greatsword); SA Rage 2/day; SQ Improved uncanny dodge, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +2, Will +3; Str 21, Dex 14, Con 18, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +3, Spot +5, Survival +3; Improved Toughness*, Iron Will, Power Attack.

Possessions: studded leather, greatsword.

*See Appendix 2: New Rules Items

➤ **Gnoll Druid:** Male gnoll druid 5; CR 6; Medium humanoid (gnoll); HD 2d8+6+5d8+15; hp 59; Init +3; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +5; Atk/Full Atk +5 melee (1d6+1, club); SQ Darkvision 60ft., nature sense, resist nature's lure, trackless step, wild empathy, wild shape 1/day, woodland stride; AL CN; SV Fort +10, Ref +3, Will +7; Str 12, Dex 14, Con 16, Int 8, Wis 17, Cha 10.

Skills and Feats: Handle Animal +4; Knowledge Nature +5, Listen +7, Spot +8, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot.

Druid spells prepared (5/4/3/2; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic, read magic, virtue*; 1st—*cure light wounds, faerie fire, produce flame* (x2); 2nd—*barkskin, briar web**, *bull's strength*; 3rd—*infestation of maggots**, *spike growth*.

Possessions: club, spell components, hide armor, heavy wooden shield.

➤ **Eagle Animal Companion:** Small animal; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17

(touch 14, flat-footed 14); Base Atk/Grp +2/−2; Atk +5 melee (1d6/x2, talons); Full Atk +5 melee (1d6/x2, 2 talons) and +0 melee (1d4/x2, bite); Face/Reach 5 ft./5 ft.; SQ Evasion, link, low-light vision, share spells; SQ Link, low-light vision, share spells; AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +4, Spot +14; Improved Natural Weapon (talons), Weapon Finesse.

➤ **Gnoll Ranger:** Male gnoll ranger 3/fighter 2, CR 6; Medium humanoid (gnoll); HD 2d8+6+3d8+9+2d10+6; hp 61; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +6; Grp +12; Atk +13 melee (1d10+9/19-20 bastard sword); Full Atk +13/+8 melee (1d10+9/19-20 bastard sword); AL NE; SV Fort +12, Ref +4, Will +1; Str 23, Dex 12, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +3, Listen +2, Spot +5, Survival +8; Diehard, Endurance, Exotic Weapon Proficiency (bastard sword), Improved Toughness*, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (bastard sword).

Possessions: Leather armor, bastard sword.

ENCOUNTER 7

➤ **Orc Fighters (2):** Female orc fighter 8, CR 8; Medium humanoid (orc); HD 8d10+16; hp 68; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +8; Grp +17; Atk +18 melee (2d4+14, +1 *spiked chain*); Full Atk +18/+13 melee (2d4+14, +1 *spiked chain*); AL NE; SV Fort +7, Ref +4, Will +3; Str 28, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +9; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Iron Will, Mobility, Power Attack, Spring Attack.

Possessions: +1 *chain mail*, +1 *spiked chain*, *amulet of natural armor* +3, *belt of giant strength* +4.

*See Appendix 2: New Rules Items

➤ **Orc Wizard:** Male orc wizard 8, CR 8; Medium humanoid (orc); HD 8d4+8; hp 33; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +5; Atk/Full Atk +5 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +6; Str 12, Dex 14, Con 10, Int 18, Wis 10, Cha 6.

Skills and Feats: Concentration +14, Decipher Script +5, Knowledge (arcana) +14, Knowledge (local: Core) +14, Spellcraft +16, Use Magic Device +9; Endurance, Improved Toughness*, Empower Spell, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/5/4/4/3; save DC 14 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*backbiter**, *magic missile, ray of enfeeblement, shield, true strike*; 2nd—*fireburst**, *fox's cunning, scorching ray, wall of gloom**; 3rd—*empowered false life, empowered magic missile, empowered ray of*

*enfeeblement, greater mage armor**, 4th—*dimension door, phantasmal killer, wrack**.

Possessions: Dagger, rat familiar, spell component pouch, three arcane *scrolls of acid orb, lesser**.

*See Appendix 2: New Rules Items

👉 **Orc Cleric of the Earth Dragon**: Male orc cleric 8; CR 8; Medium humanoid (orc); HD 8d8+24; hp 67; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk/Grp: +7/+9; Atk +9 melee (1d8+2, heavy mace); Full Atk +9/+4 melee (1d8+2, heavy mace); SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +10; Str 14, Dex 12, Con 14, Int 6, Wis 18, Cha 6.

Skills and Feats: Concentration +13; Combat Casting, Improved Toughness*, Spell Focus (necromancy).

Cleric Spells prepared (5/5+1/4+1/4+1/3+1; save DC 14 [15 necromancy] + spell level): 0—*create water, cure minor wounds, detect magic, read magic, virtue*; 1st—*bless, cure light wounds, divine favor, resurgence**; *shield of faith, sanctuary*†; 2nd—*cure moderate wounds, death knell, deific vengeance, owl's wisdom, gust of wind*†; 3rd—*cure serious wounds, dispel magic, invisibility purge, wrack**; *call lightning*†; 4th—*cure critical wounds, poison, recitation**; *ice storm*†.

†Domain spell. *Domains*: Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); Weather* (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.]).

Possessions: +1 chainmail, +1 heavy steel shield, heavy mace, dagger, holy symbol of the Earth Dragon,

*See Appendix 2: New Rules Items

ENCOUNTER 8

👉 **Orc Marauders (2)**: Male orc barbarian 10, CR 10; Medium humanoid (orc); HD 10d12+30; hp 105; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +10; Grp +17; Atk +18 melee (1d12+1d6+11 nonlethal/19-20/x1d6 +1 *merciful, maiming greataxe*); Full Atk +18/+13 melee (1d12+1d6+11 nonlethal/19-20/x1d6 +1 *merciful, maiming greataxe*); SA Rage 3/day; SQ Damage reduction 2/–, improved uncanny dodge, trap sense +3, uncanny dodge; AL CE; SV Fort +8, Ref +3, Will +3; Str 24, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +13, Survival +13; Improved Critical (greataxe), Improved Initiative, Improved Toughness*, Reckless Rage*.

Possessions: Chain shirt, +1 *merciful, maiming greataxe*.

*See Appendix 2: New Rules Items

👉 **Orc Leader**: Female orc wizard 7/fate spinner 3, CR 10; Medium humanoid (orc); HD 7d4+21+3d4+9; hp 61+1d10+10; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +4; Grp +5; Atk/Full Atk +5 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft., fickle finger of fate, spin destiny, spin fate; AL NE; SV Fort +2, Ref +3 Will +7; Str 12, Dex 10, Con 14, Int 18, Wis 10, Cha 6.

Skills and Feats: Concentration +18, Knowledge (arcana) +15, Knowledge (local: Core) +10, Profession (gambler) +5, Sleight of Hand +13, Spellcraft +17, Use Magic Device +8; Empower Spell, Improved Toughness*, Quicken Spell, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/5/5/4/4/2; save DC 14 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*acid orb (lesser)*, magic missile, ray of enfeeblement, touch of idiocy, true strike* (2); 2nd—~~*false life, fox's cunning, glitterdust, wracking touch**~~; 3rd—*fireball, fly, ~~greater mage armor*~~, haste*; 4th—*dimension door, orb of acid*, orb of force*, wrack**; 5th—*greater blink**, *quicken true strike*.

Possessions: dagger, spell component pouch, weasel familiar, *pearl of power* (1st level), *potion of invisibility*, *wand of enlarge person* (50 charges).

*See Appendix 2: New Rules Items

👉 **Ogre Rager**: Male ogre barbarian 8, CR 10; Large giant; HD 4d8+20+8d12+40; hp 139; Init +0; Spd 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk/Grp: +11/+24; Atk +19 melee (3d8+14, +1 *Huge greatclub*); Full Atk +19/+14/+9 melee (3d8+14, +1 *Huge greatclub*); Space/Reach: 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60ft., improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +14, Ref +3, Will +3; Str 28, Dex 10, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +12, Intimidate +6, Jump +14, Listen +9, Spot +2, Survival +11; Combat Reflexes, Improved Toughness*, Monkey Grip, Power Attack, Reckless Rage*.

Possessions: Chainmail, +1 *Huge greatclub*.

*See Appendix 2: New Rules Items

ENCOUNTER 4

🐉 **Orc Raiders (4):** Male orc swashbuckler *3 / rogue 3/ scarlet corsair*2; CR 8; Medium humanoid (orc); HD 3d10+9+3d6+9+2d8+6; hp 68; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +7; Grp +11; Atk +12 melee (1d6+4/19-20, masterwork cutlass); Full Atk +10/+6 melee (1d6+4/19-20, masterwork cutlass) and +10 melee (1d6+2/19-20, masterwork cutlass); SA Insightful strike, sneak attack +3d6; SQ Evasion, grace +1; AL CN; SV Fort +6, Ref +11, Will +3; Str 18, Dex 18, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Balance +6, Bluff +10, Climb +10, Diplomacy +2, Escape Artist +6, Intimidate +8, Jump +11, Profession Sailor +5, Tumble +16, Use Rope +5; Improved Feint, Improved Toughness*, Iron Will, Two-Weapon Fighting, Weapon Finesse.

Possessions: Leather armor, two masterwork cutlasses.

*See Appendix 2: New Rules Items

ENCOUNTER 5

🐉 **Gnoll Barbarians (2):** Female gnoll barbarian 7; CR 8; Medium humanoid (gnoll); HD 2d8+10+7d12+35; hp 105; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +8; Grp +14; Atk +14 melee (2d6+7/19-20, greatsword); Full Atk +14/+9 melee (2d6+7/19-20, greatsword); SA Rage 2/day; SQ Damage reduction 1/—, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +12, Ref +5, Will +4; Str 22, Dex 14, Con 18, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +5, Spot +5, Survival +5; Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack.

Possessions: greatsword, dagger, studded leather.

*See Appendix 2: New Rules Items

🐉 **Gnoll Druid:** Male gnoll druid 7; CR 8; Medium humanoid (gnoll); HD 2d8+6+7d8+21; hp 75; Init +3; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, club); Full Atk +7/+2 melee (1d6+1, club); SQ Darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy, wild shape 3/day, woodland stride; AL CN; SV Fort +11, Ref +4, Will +9; Str 12, Dex 14, Con 16, Int 8, Wis 18, Cha 10.

Skills and Feats: Handle Animal +7; Knowledge Nature +5, Listen +9, Spot +9, Survival +9; Extend Spell, Point Blank Shot, Precise Shot, Rapid Shot.

Druid spells prepared (6/5/4/3/2; save DC 14 + spell level): 0—create water, cure minor wounds, detect magic, read magic, virtue; 1st—charm animal, cure light wounds, faerie fire, produce flame, lesser vigor*; 2nd—barkskin, briar web*, bull's strength, extended produce flame; 3rd—infestation of maggots*, protection from energy, spike growth; 4th—arc of lightning*, energy vortex*.

Possessions: hide armor, heavy wooden shield, club, divine focus.

🐉 **Eagle Animal Companion:** Small animal; HD 5d8+5; hp 27; Init +3; Spd 10 ft., fly 80 ft. (average); AC 19 (touch 14, flat-footed 16); Base Atk/Grp +3/+0; Atk +7 melee (1d6+1/x2, talons); Full Atk +7 melee (1d6+1/x2, 2 talons) and +2 melee (1d4+1/x2, bite); Face/Reach 5 ft./5 ft.; SQ Devotion, evasion, link, low-light vision, share spells; SQ Link, low-light vision, share spells; AL N; SV Fort +5, Ref +7, Will +3; Str 12, Dex 17, Con 13, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +4, Spot +14; Improved Natural Weapon (talons), Weapon Finesse.

🐉 **Gnoll Ranger:** Male gnoll ranger 3/fighter 2/barbarian 1/exotic weaponmaster 1; CR 6; Medium humanoid (gnoll); HD 2d8+8+3d8+12+2d10+8+1d12+4+1d10+4; hp 89; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +8; Grp 15; Atk +16 melee (1d10+14/19-20 bastard sword); Full Atk +16/+11 melee (1d10+14/19-20, bastard sword); SA Rage 1/day, uncanny blow; AL NE; SV Fort +16, Ref +4, Will +1; Str 24, Dex 12, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +4, Listen +4, Spot +5, Survival +8; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (bastard sword), Improved Toughness*, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (bastard sword).

Possessions: Leather armor, bastard sword.

ENCOUNTER 7

🐉 **Orc Fighters (2):** Female orc fighter 10, CR 10; Medium humanoid (orc); HD 10d10+20; hp 84; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +10; Grp +20; Atk +22 melee (2d4+18, +1 spiked chain); Full Atk +22/+17 melee (2d4+18, +1 spiked chain); AL NE; SV Fort +8, Ref +5, Will +4; Str 30, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +11; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Toughness*, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 chainmail, +1 spiked chain, amulet of natural armor +3, belt of giant strength+6.

*See Appendix 2: New Rules Items

🐉 **Orc Wizard:** Male orc wizard 10, CR 10; Medium humanoid (orc); HD 10d4+10; hp 41; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +6; Atk/Full Atk +6 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +5 Will +7; Str 12, Dex 14, Con 10, Int 18, Wis 10, Cha 6.

Skills and Feats: Concentration +16, Decipher Script +7, Knowledge (arcana) +16, Knowledge (local: Core) +16, Spellcraft +18, Use Magic Device +11; Diehard,

Endurance, Improved Toughness*, Empower Spell, Scribe Scroll, Skill Focus (Concentration), Spell Mastery.

Wizard spells prepared (4/5/5/4/4/2; save DC 14 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*backbiter**, *magic missile, ray of enfeeblement, shield, true strike*; 2nd—*false life, fireburst*, fox's cunning, scorching ray, wall of gloom**; 3rd—*empowered magic missile, empowered ray of enfeeblement, greater mage armor*, haste*; 4th—*dimension door, lesser globe of invulnerability, phantasmal killer, wrack**; 5th—*arc of lightning*, reciprocal gyre**.

Possessions: Dagger, rat familiar, spell component pouch, three arcane scrolls of *acid orb, lesser**.

*See Appendix 2: New Rules Items

🐉 **Orc Cleric of the Earth Dragon**: Male orc cleric 10, CR 10; Medium humanoid (orc); HD 10d8+30; hp 83; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk/Grp: +8/+10; Atk +10 melee (1d8+2, heavy mace); Full Atk +10/+5 melee (1d8+2, heavy mace); SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +4, Will +11; Str 14, Dex 12, Con 14, Int 6, Wis 18, Cha 6.

Skills and Feats: Concentration +15; Combat Casting, Improved Toughness*, Profane Boost*, Spell Focus (necromancy).

Spells prepared (5/5+1/5+1/4+1/4+1/2+1; save DC 14 [15 necromancy] + spell level): 0—*create water, cure minor wounds, detect magic, read magic, virtue*; 1st—*bleed, cure light wounds, divine favor, resurgence*, shield of faith, sound burst, sanctuary†*; 2nd—*cure moderate wounds, death knell, deific vengeance, owl's wisdom, gust of wind†*; 3rd—*cure serious wounds, dispel magic, invisibility purge, wrack*, call lightning†*; 4th—*cure critical wounds, freedom of movement, poison, recitation*, ice storm†*; 5th—*greater vigor*, slay living, spell resistance†*.

†Domain spell. *Domains*: Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day); Weather* (Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.)).

Possessions: Heavy mace, dagger, holy symbol of the Earth Dragon, +1 chainmail, +1 heavy steel shield.

*See Appendix 2: New Rules Items

ENCOUNTER 8

🐉 **Orc Marauders (2)**: Male orc barbarian 12, CR 12; Medium humanoid (orc); HD 12d12+36; hp 125; Init +4; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +12; Grp +19; Atk +21 melee (1d12+1d6+12 nonlethal/19-

20/x1d6 +2 *merciful, maiming greataxe*); Full Atk +21/+16/+11 melee (1d12+1d6+12 nonlethal/19-20/x1d6 +2 *merciful, maiming greataxe*); SA Grater rage, rage 4/day; SQ Damage reduction 2/-, improved uncanny dodge, trap sense +4, uncanny dodge; AL CE; SV Fort +9, Ref +4, Will +4; Str 25, Dex 10, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Listen +15, Survival +15; Improved Critical (greataxe), Improved Initiative, Improved Toughness*, Power Critical*, Reckless Rage*.

Possessions: chain shirt, +2 *merciful, maiming* greataxe*.

*See Appendix 2: New Rules Items

🐉 **Orc Leader**: Female orc wizard 7/fate spinner 5; CR 10; Medium humanoid (orc); HD 7d4+21+5d4+15; hp 73+1d10+10; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +5; Grp +6; Atk/Full Atk +6 melee (1d4+1/19-20, dagger); SQ Darkvision 60 ft., deny fate, fickle finger of fate, resist fate, seal fate, spin destiny, spin fate; AL NE; SV Fort +2, Ref +3 Will +7; Str 12, Dex 10, Con 14, Int 19, Wis 10, Cha 6.

Skills and Feats: Concentration +18, Knowledge (arcana) +15, Knowledge (local: Core) +10, Profession (gambler) +5, Sleight of Hand +13, Spellcraft +17, Use Magic Device +8; Empower Spell, Extra Slot*, Improved Toughness*, Quicken Spell, Scribe Scroll, Skill Focus (Concentration).

Wizard spells prepared (4/5/5/5/4/2/1; save DC 14 + spell level): 0—*acid splash, detect magic, ray of frost, read magic*; 1st—*acid orb (lesser)*, magic missile, ray of enfeeblement, touch of idiocy, true strike (2)*; 2nd—~~*false life, fox's cunning, glitterdust, wracking touch**~~; 3rd—*dispel magic, fireball, fly, ~~greater mage armor*~~, haste*; 4th—*dimension door, orb of acid*, orb of force*, wrack**; 5th—*arc of lightning, greater blink*, quickened true strike*; 6th—*mass bull's strength*.

Possessions: dagger, spell component pouch, weasel familiar, *pearl of power (1st level)*, *potion of invisibility*, *wand of enlarge person*.

*See Appendix 2: New Rules Items

🐉 **Ogre Rager**: Male ogre barbarian 10, CR 12; Large giant; HD 4d8+20+10d12+50; hp 163; Init +0; Spd 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +13; Grp +26; Atk +21 melee (3d8+14, +1 *Huge greatclub*); Full Atk +21/+16/+11 melee (3d8+14, +1 *Huge greatclub*); Space/Reach: 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60ft., improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +14, Ref +3, Will +3; Str 28, Dex 10, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +12, Intimidate +8, Jump +14, Listen +11, Spot +2, Survival +13; Combat Reflexes, Improved Toughness*, Monkey Grip, Power Attack, Reckless Rage*.

Possessions: chainmail, +1 *Huge greatclub*.

*See Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

Feats, as presented in *Complete Arcane*

Extra Slot [General]: You can cast an additional spell.

Prerequisite: Caster Level 4th.

Benefit: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st level spell he knows. Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

Feats, as presented in *Complete Divine*

Profane Boost [Divine]: You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Feats, as presented in *Complete Warrior*

Close-Quarters Fighting [General]: You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage

to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Improved Toughness [General]: You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

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

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

Feats, as presented in *Races of Stone*

Reckless Rage [General]: You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Spells, as presented in *Complete Adventurer*

Wracking Touch

Necromancy

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your touch causes horrible agony in a creature's vital area. You lay your hand upon a creature and deal 1d6 points of damage +1 point per caster level (maximum +10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless the creature is immune to extra damage from critical hits. The creature still takes the spell damage even if it does not take the sneak attack damage. Unlike a normal use of sneak attack, your target need not be flanked or denied its Dexterity bonus to take sneak attack damage from this spell.

Reference: *Complete Adventurer*, page 158.

Spells, as presented in *Complete Arcane*

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warmage 5, wu jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Reference: *Complete Adventurer*, page 97.

Backbiter

Necromancy

Level: Sorcerer/wizard 1, wu jen 1 (wood)

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

You cast this spell on any wooden-hafted two-handed weapon (such as a greataxe or heavy flail) or any wooden-hafted reach weapon (such as a long spear or glaive). The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

The spell can target a weapon of any size as long as its wielder normally uses it as a two-handed weapon or a reach weapon. For example, a Small long spear wielded by a halfling could be the target of the spell, but not the same Small long spear wielded by a human, in the human's hands, the weapon is too small to twist around and strike its wielder.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Reference: *Complete Arcane*, page 99.

Blink, Greater

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Reference: *Complete Arcane*, page 99.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Reference: *Complete Arcane*, page 107.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Reference: *Complete Arcane*, page 114.

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Reference: Complete Arcane, page 115.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Reference: Complete Arcane, page 115.

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

Reference: Complete Arcane, page 116.

Reciprocal Gyre

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 26d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility*

Material Component: A tiny closed loop of copper wire.

Reference: Complete Arcane, page 119-120.

Wall of Gloom

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sorcerer/wizard 2, wu jen 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Semiopaque sheet of darkness up to 40 ft. long, or a ring of darkness with a radius of up to 15 ft.; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create a barrier of ominous shadow that obscures vision and deters passage. Creatures in squares adjacent to the wall have concealment against attacks from the other side, while creatures more than 1 square away have total concealment. Although the wall is not substantial, a creature with 6 or fewer Hit Dice must succeed on a Will save or be halted at its edge, ending its move action (though a creature can move away from the wall or attempt to move through again if it has a second move action available). A creature can attempt to pass the wall any number of times, but each previous failure imposes a cumulative –1 penalty on its Will save.

Wall of gloom counters or dispels any *light* spell of equal or lower level.

Material Component: A bit of fleece from a black sheep.

Reference: Complete Arcane, page 129.

Spells, as presented in *Complete Divine* **Briar Web**

Necromancy

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 20-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

The spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of affect.

If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (–2 attack, –4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of *briar webs* have total cover.

Reference: Complete Divine, pages 156-157.

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity

imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Energy Vortex

Evocation [Acid, Cold, Fire, Electricity, or Sonic]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast *energy vortex*, you can choose one of five energy types: acid, cold, fire, electricity, or sonic. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

Reference: Complete Divine, page 164.

Forestfold

Transmutation

Level: Druid 4, ranger 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: One suit of armor touched per three levels

Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you. This effect grants you a +20 circumstance bonus on Hide checks and Move Silently checks. The spell ends if you move more than 10 feet from where you stood when you cast the spell. It is otherwise the same as *camouflage*.

Reference: Complete Divine, page 166.

Infestation of Maggots

Necromancy

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful melee touch attack, you infest a creature with maggot-like creatures. They deal 1d4 points of temporary Constitution damage each round. The subject makes a new Fortitude save each round to negate the damage of that round and end the effect.

The infestation can be removed with a *cure disease* or *heal* spell.

Reference: *Complete Divine*, page 166-167.

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Reference: *Complete Divine*, page 176.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word sutn*), then *resurgence* won't help the subject recover.

Reference: *Complete Divine*, page 177.

Vigor, Greater

Conjuration (Healing)

Level: Cleric 5, Druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 35 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 4 hit points of damage per round until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Greater vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, Druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point of damage per round until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Wrack

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the

duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Reference: Complete Divine, page 190-191.

Weapons

Maiming [Item Enhancement] as presented in Miniatures Handbook

A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a x3 multiplier, roll 1d6 to determine the new multiplier. For a x4 multiplier, roll 1d8.

Cutlass, as presented in Stormwrack

A maul is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a maul two-handed as a martial weapon.

Martial Weapons

<i>Light Melee Weapons</i>	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Cutlass	15 gp	1d4	1d6	19-20/x2	–	3 lb.	Slashing

Exotic Weapon Master as presented in Complete Warrior

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements of this class.

TABLE 2-9: THE EXOTIC WEAPON MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Exotic weapon stunt
2 nd	+2	+3	+0	+0	Exotic weapon stunt
3 rd	+3	+3	+1	+1	Exotic weapon stunt

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails this disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (–2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to –1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

Fatespinner, as Presented in *Complete Arcane*

Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a “mage of many fates”) has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4.

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Spin fate	+1 level of existing spellcasting class
2	+1	+0	+0	+3	Fickle finger of fate	+1 level of existing spellcasting class
3	+1	+1	+1	+3	Spin destiny	+1 level of existing spellcasting class

4	+2	+1	+1	+4	Deny fate, resist fate	+1 level of existing spellcasting class
5	+2	+1	+1	+4	Seal fate	—

Requirements:

To qualify to become a fatespinner, a character must fulfill all the following criteria:

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills:

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int).

Skills Points at each level: 2 + Int modifier.

Class Features:

All of the following are class features of the fatespinner prestige class:

Weapon and Armor Proficiency: Fatespinners gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished when3ver the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

Scarlet Corsair, as presented in *Stormwrack*

Many pirates sail the seas, but few reach the infamy of the scarlet corsair, so called from the trail of blood left in her wake. Where most other pirates are content to use intimidation to cow their opponents into submission, allowing them to plunder as they please, the scarlet corsair revels in combat and slaughter.

This isn't to say that all scarlet corsairs are violent killers, though most certainly are—a few scarlet corsairs refuse to take on a target unless that target is capable of putting up a good fight. Whether patriotic privateer or self-serving

buccaneer, the scarlet corsair relies on the reputation of her quick blade and terrible fighting skills to drive her prey before her.

BECOMING A SCARLET CORSAIR

A life of piracy is the first and foremost necessity in becoming a scarlet corsair. Because this isn't an organization but rather a folk status gained through the pirate's victims retelling the stories of her attacks upon their vessels, word of mouth is essential. Most pirates seek some level of infamy: Those who acquire it for a combination of ferocious fighting and the ability to instill fear in all who face them are well on their way to becoming scarlet corsairs.

Fighters and rogues make good scarlet corsairs, since the combination of those classes provides both the flair and fighting prowess necessary to boost a simple pirate to the status of the scarlet corsair. Rangers too have adopted this prestige class, using intimidation and skilled swordsmanship to defeat their enemies. And a few assassins have taken to the seas in pursuit of their vocation of killing people for profit and have become scarlet corsairs.

Hit Die: d8.

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Improved Feint
2	+2	+0	+3	+0	Sneak attack +1d6
3	+3	+1	+3	+1	Corsair's feint (once per 2d4 rounds)
4	+4	+1	+4	+1	Sailor's step +2
5	+5	+1	+4	+1	Scourge of the seas
6	+6	+2	+5	+2	Sneak attack +2d6
7	+7	+2	+5	+2	Corsair's feint (once per 1d4 rounds)
8	+8	+2	+6	+2	Sailor's step +4
9	+9	+3	+6	+3	Frightening lunge
10	+10	+3	+7	+3	Sneak attack +3d6

Requirements:

To qualify to become a scarlet corsair, a character must fulfill all the following criteria:

Alignment: Any nonlawful

Base Attack Bonus: +5

Skills: Bluff 8 ranks, Intimidate 8 ranks, Profession (sailor) 4 ranks.

Special: Sneak attack +1d6

Special: Must have established a reputation as a fearsome pirate

Class Skills:

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local), Perform (Cha), Profession (sailor) (Wis), Survival (Wis), Swim (Str), and Tumble (Dex), Use Rope (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the scarlet corsair prestige class:

Improved Feint: Upon joining this prestige class, a red corsairs gains Improved Feint as a bonus feat, even if she does not have the normal prerequisites for that feat. She can feint in combat as a move action to render her foes flat footed and thus make sneak attacks against them

Sneak Attack: At 2nd level, a scarlet corsair gains the ability to deal an extra 1d6 points of damage when she catches her foe off guard. This is exactly like the rogue ability of the same name (see *Player's Handbook* page 50). The extra damage dealt increases to 2d6 at 6th level and to 3d6 at 10th level. If she gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Corsair's Feint (Ex): As a scarlet corsair, you are a master of dirty fighting and trickery. You can make a feint as a free action rather than as a move action (see the Improved feint feat, page 95 of the *Player's Handbook*). But once you've surprised your enemies with such a feint, it takes time before you're able to fool them again. At 3rd level, you must wait 2d4 rounds before using corsair's feint again. Waiting requires no specific actions on your part; you can fight normally during this time. Beginning at 7th level, your reflexes improve and the time between corsair's feints drops to only 1d4 rounds.

Sailor's Step (Ex): At 4th level, you have learned to use the chaos of a ship at sea to your benefit, taking advantage of the swaying ship and swinging rigging to remain out of reach of your opponents. While aboard a ship and wearing nothing more than light armor, you gain a +2 dodge bonus to your Armor Class. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this.

At 8th level, the dodge bonus from the sailor's step class feature increases to +4.

Scourge of the Seas (Ex): Starting at 5th level, you can instill fear into your enemies. When you use Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear you, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round). This is a mind affecting ability, and multiple uses of this ability don't stack.

Frightening Lunge (Ex): Your ability to run your enemies through is unnerving to those who cross swords with you. Beginning at 9th level, on a successful sneak attack, you can sacrifice 2d6 points of damage to render your foes shaken. A shaken character takes a –2 penalty to all attack rolls, saves, skill checks, and ability checks.

Swashbuckler Class, as presented in *Complete Warrior*

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Hit Die: d10.

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Weapon Finesse
2	+2	+3	+0	+0	Grace +1
3	+3	+3	+1	+1	Insightful strike
4	+4	+4	+1	+1	—
5	+5	+4	+1	+1	Dodge bonus +1
6	+6	+5	+2	+2	—
7	+7	+5	+2	+2	Acrobatic charge
8	+8	+6	+2	+2	Improved flanking
9	+9	+6	+3	+3	—
10	+10	+7	+3	+3	Dodge bonus +2
11	+11	+7	+3	+3	Grace +2, lucky
12	+12	+8	+4	+4	—
13	+13	+8	+4	+4	Acrobatic skill mastery
14	+14	+9	+4	+4	Weakening critical
15	+15	+9	+5	+5	Dodge bonus +3
16	+16	+10	+5	+5	—
17	+17	+10	+5	+5	Slippery mind
18	+18	+11	+6	+6	—
19	+19	+11	+6	+6	Wounding critical
20	+20	+12	+6	+6	Dodge bonus +4, grace +3

Class Skills:

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills Points at each level: 4 + Int modifier.

Class Features:

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +1 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

Reference: Complete Warrior, page 11-13.

CRITICAL EVENTS SUMMARY

∞ Did the PCs attack Ajis in Safeton?	YES	NO
∞ Did the PCs accept the DASL's request for aid?	YES	NO
∞ Did the PCs sail or use magical means?	YES	NO
∞ If they sailed, did the PCs set sail in their own ship?	YES	NO
∞ If so, did they successfully make it to the Pomarj?	YES	NO
∞ Were the PCs enslaved at any time in this adventure?	YES	NO
∞ Crossing the countryside, did they spot Ugon?	YES	NO
∞ Were there any animals that were frightened of Mt. Drachenkopf?	YES	NO
∞ If so, did they any of them bolt?	YES	NO
∞ Did the PCs kill Eliyana?	YES	NO
∞ Did the PCs go to Narwell by magical means?	YES	NO
∞ If so, did they allow Ajis to <i>teleport</i> them?	YES	NO
∞ If so, did they allow Ugon to <i>tree stride</i> them?	YES	NO
∞ Did the PCs save Narwell?	YES	NO
∞ If so, did they arrive in time to evacuate some of the city?	YES	NO