



SHADES OF GRAY

A ONE-ROUND DUNGEONS & DRAGONS® LIVING GREYHAWK™ CORE ADVENTURE

Version 1

By Gary Milakovic

Circle Reviewer: Creighton Broadhurst

Reviewers: Chris Chesher and Jeff Simpson

Playtesters: Andrew Moore, Stephen Baker, Mike Pickett, Oren Satov, Tim Clague

A merchants' convention and a stop at an out of the way inn leads to a chance for adventure in the land of a despot. Will you brave tyranny to recover something treasured? A one-round, core adventure set in the domain of GREYHAWK and the Pomarj for characters level 1-15 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Player's Handbook II* [David Noonan].

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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Most likely you ordered this adventure as part of an RPGA event 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.

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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.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 rule 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. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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.

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
CR of Animal	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10

	7	7	9	10	11
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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.

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:

5. Enlist a sixth player.
6. Advise characters to buy riding dogs to help protect them and fight for them.
- 7.

TIME UNITS AND UPKEEP

This is a standard 1-round Core adventure, set in the Domain of Greyhawk and the Pomarj. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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

Prior to CY 584, a merchant family fled the city of Highport on the Wild Coast to make a new life for themselves in Greyhawk City. Their expediency allowed them to flee the iron grip of Turrosh Mak following his campaign with the non-human tribes of the Pomarj. In so doing they had to leave everything behind, including many of the documents that proved their claims of nobility.

Recently, the child of these merchants, Feran Palantas, has become a successful merchant in his own right. Nobles working out of Greyhawk city are offered many advantages over other large port cities, including lucrative tax breaks. Recently, one of Feran's most bitter business rivals has questioned his nobility.

Now, desperate to retrieve the proof of his nobility, Feran seeks to hire mercenaries to go to the Pomarj and find the documents. For some weeks he has been making quiet inquiries to see if the documents even still exist.

Within the last few days he has discovered that the documents do still exist and are in the hands of someone that is willing to take gold in exchange.

What Feran doesn't know is that the person with whom he is corresponding is a member of an upstart group of Highport citizens that dream of one day overthrowing Mak's regime. This correspondence has not gone unnoticed by Turrosh Mak's agents, including a small faction of his discrete enforcers whose usefulness, unlike many of Mak's other agents, hasn't been outlived. These drow seek to continue their special place in the hierarchy of Mak's empire by showing that they are still vital to the maintenance of its strength.

These discrete enforcers arrange to have Feran murdered by some half-orc thugs in Greyhawk (hoping that the murder of a rebel sympathizer in the capital gains them enhanced station within the hierarchy). However, when their plan failed, they scrambled to find a new one, as they realized that as a group working for a rebel sympathizer, this small group were in a precarious position.

Turrosh Mak's orc-blood forces are not blind to Feran's communications either, and are jealous of the special privileges granted to some of his 'elite' units. They wish to curry the favor of the higher-ups in the emperor's hierarchy and craft an intricate plan that at the same time, crush this fledgling group of rebels and cut the legs out from under the more discrete enforcers.

The chaos of the political situation in the Pomarj is absolute. Creatures are trying to step over another creature to curry the favor of their superior. The chain is never ending. The one thing that is certain though, in the Pomarj, nothing is, as it seems.

ADVENTURE SUMMARY

Introduction: Many of the traditional adventurer inns in Greyhawk are full – a symptom of the troubles in the Wild Coast - and the PCs are forced to stay in a fairly strange inn.

Encounter 1--A Rap, Rap, Rapping At My Chamber Door: At their inn, the PCs hear a commotion in the room next door. Upon entering the room they see that two half-orcs are attacking a pair of humans, and the half-orcs are getting the better of it.

Encounter 2--The Pitch: The noble that the PCs saved from certain doom tries to enlist the help of the PCs in a very important personal matter. A business rival has issued a challenge to him and the only way he can win the challenge is by retrieving some documents from Highport.

Encounter 3--Green Smoke: This encounter takes place on a boat as the PCs travel from Greyhawk city to Highport. The PCs can gain some information if they talk to the captain of the ship.

Encounter 4--Theory And Practice: The PCs land in Highport and have the opportunity to peruse the local market on the way to the lodgings that the noble pre-arranged for them. They meet a strange old woman who tries to make them eat her soup, and the first person that does finds a note in the bottom of the bowl. The second half of the note is hidden in their room at the inn.

Encounter 5--The Hard Way: A pair of drow tell the PCs that the meeting they are going to have is going to be different than they expect. The drow tell the PCs that they will be asked, instead of trading gold for the documents, to help a violent criminal escape the city. The drow want the PCs to get the criminal out of the city, but want the PCs to take the criminal to them, instead of to the other group. If the PCs turn the offer down they are attacked outside.

Encounter 6--First Contact: They have the meeting with the contact they were expecting. The contact tells the PCs, exactly as the drow suggested, that the

agreement has changed. They can no longer take gold, instead they need to escort a man out of the city secretly. The man worked for Turrosh Mak in the city but has defected and is willing to spill all that he knows in exchange for his freedom.

Encounter 7--180: A half-orc is waiting for the PCs in their room when they return. He tells them he works for Turrosh Mak and that he knows about their recent meetings. What he does not know is what the meetings were about and wants the PCs to elucidate him on this subject. If they tell him, he suggests that they should go along with the 'rebels' plan until they get to the gate, at which time they should surrender the criminal to the gate guards.

Encounter 8--Xs And Os: The PCs go to the warehouse where they were directed and find a fairly well stocked caravan there. They are asked to use their expertise and ingenuity to help further conceal the secret compartment where the escapee is staying to make it harder for the guards to find.

Encounter 9--West Gate: The PCs meet their first test, trying to get out of the city past the orc guards. The PCs may surrender the prisoner to the orc guards, in which case they bypass the final combat.

Encounter 10--Roadside Assistance: The PCs meet an orc patrol on the road who do a detailed search of the caravan. They likely find the secret compartment; the PCs need to think quickly to avoid being arrested (or they could simply attack the orc patrol).

Encounter 11a--Into The Deep: The PCs take the prisoner to the cave of which the drow spoke and turn him over to them.

Encounter 11b--Across The River And Around The Bend: The PCs take the prisoner to the encampment of which the rebel contact spoke and turn him over.

Conclusion A: The PCs have escorted the defector out of the country and to safety. However, upon their return they find that agents of Turrosh Mak have killed Feran Palantas in retaliation.

Conclusion B: The PCs have turned the defector over to either the drow (who eventually turn him over to Mak's army) or the orcs. However, upon their return they find that those who claim they are members of the rebels that the PCs betrayed have killed Feran Palantas in retaliation.

Conclusion C: The PCs are defeated by the drow or the orcs in the Pomarj and those that survive are taken to an interrogation facility and tortured for weeks.

PREPARATION FOR PLAY

In order to sustain disbelief in encounter 8 where the agent of Turrosh Mak is in the PCs' room via the *project image* spell it would be advisable to secretly pre-roll the

Spellcraft check of any PC who possesses the skill prior to the beginning of play.

As well, keep in mind the PC must physically interact with the illusion first before making the check.

INTRODUCTION

An influx of adventurers arriving to battle the orc forces to the south has filled many of the more traditional 'adventurer' inns such as the Green Dragon. As such lodging for the night in Greyhawk city are difficult to find. In the merchants' quarter, a small, strangely decorated building advertises that it is one of the few with space for the night.

At this point, ask whether any of the characters read Ancient Baklunish. If they do, they can read the sign above the door that says "Muktuf's Inn."

Upon entering, there are many sights within to dazzle the eye: various objects of art depicting great battles and terrible monsters, as well as intricately woven Baklunish tapestries.

Behind the bar is a portly, dark-skinned man, whose smile is bright and friendly. In a thickly accented voice he speaks, "Welcome! Welcome! Welcome to Muktuf's Magnificent House of Sleeping!"

Muktuf can provide almost any food or drink from many lands across the Flanaess. He cannot, however, serve alcohols or drinks of any type, or anything from Ket. If it sounds like something very obscure, or something that a character makes up, Muktuf says he does not have it in stock but he can try to make such a drink if the character can describe its taste.

Muktuf has Profession (bartender) +8 and Craft (brew making) +9. If he succeeds on a DC 25 Craft (brew making) check he can concoct a drink similar in flavor to the one described by the character. If he does not succeed, the drink tastes okay, but isn't what the requester was looking for.

The characters may ask some of the following questions of Muktuf the bartender. A successful DC 15 Gather Information check reveals all of the following as well.

Is anything new or exciting in Greyhawk? Are there any rumors that are interesting? Not particularly.

Do you have rooms available? How much are they? Yes! A room with two beds costs 3 gp per night.

Why can't you serve products from the Ket? The Mouquollod Consortium has been gouging him lately and so he has stopped stocking Ketite goods. Once the Moquollod becomes reasonable again, Muktuf will consider dealing with them again.

Why does the sign outside written in Ancient Baklunish say "Muktuf's inn" but you called your bar "Muktuf's Magnificent House of Sleeping" when we came in? It loses something in the translation. (Muktuf doesn't elaborate on what is lost in which translation). Muktuf doesn't have too much more information of any relevance to the characters. He is, however, quite a jovial man, and that should come across even if he cannot answer any questions.

Should they desire it the characters can carouse until the small hours of the morning, listening to Baklunish music and interacting with some of the patrons. There are people in the bar until the morning.

Development: Once the characters are finished dealing with Muktuf and partying in the common area of the inn advance to encounter 1.

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

Before proceeding with encounter 1, determine what watch order, if any, the characters take during their stay at Muktuf's Inn.

The night passes slowly, with activity in the inn quieting considerably in the wee hours of morning. Even the streets below, ordinarily a bustle of merchants and peddlers, is as still as a dwarf in a medusa's front room.

Determine randomly which watch is awake for the commotion to come. Awake PCs need a DC 0 Listen check. There is a -10 penalty for those sleeping.

Read the following to all characters that successfully make a DC 0 Listen check. (Sleeping PCs suffer a -10 modifier to this check).

Through wood and stone, possibly from the next room, comes the unmistakable sound of steel on steel and the grunting of gravelly voices. After a moment, a loud thump, and then, silence.

Allow all characters to make another DC 20 Listen check. Increase this DC by +1 for every ten feet a given character is away from room 2. Any character that succeeds on the above check hears the following:

In broken Common: "Just give us what we're lookin' for, old man, and this'll end all nice-like"

In Orc: "Or we kill you and take it anyways. You choose."

If the characters fail the check they can hear muffled voices but nothing further. From this point the characters have four rounds to intervene before the merchant is slain. Appendix 2 contains a countdown of what happens in each round that the PCs do not enter the room.

When the characters do enter, so long as he is alive, Feran cries out for help. As soon as the characters burst in the orcs turn their attention toward them and ignore Feran who, for his part, cowers in the corner until the orcs are slain.

When the PCs enter the room read the following (adding appropriate details from Appendix 2):

This small room has two beds and is austere decorated. One human guard lies on the floor in a pool of his own blood.

APL 2 (EL 2)

☛**Grak**: male half-orc fighter 1; hp 7; Appendix 1.

☛**Hargral Cutpurse**: male half-orc rogue 1; hp 5; Appendix 1.

APL 4 (EL 4)

☛**Grak**: male half-orc fighter 2; hp 16; Appendix 1.

☛**Hargral Cutpurse**: male half-orc rogue 2; hp 11; Appendix 1.

APL 6 (EL 6)

☛**Grak**: male half-orc fighter 4; hp 34; Appendix 1.

☛**Hargral Cutpurse**: male half-orc rogue 3/fighter 1; hp 24; Appendix 1.

APL 8 (EL 8)

☛**Grak**: male half-orc fighter 6; hp 57; Appendix 1.

☛**Hargral Cutpurse**: male half-orc rogue 3/fighter 3; hp 46; Appendix 1.

APL 10 (EL 10)

☛**Grak**: male half-orc fighter 8; hp 76; Appendix 1.

☛**Hargral Cutpurse**: male half-orc rogue 4/fighter 4; hp 68; Appendix 1.

APL 12 (EL 12)

☛**Grak**: male half-orc fighter 8/barbarian 2; hp 96; Appendix 1;

☛**Hargral Cutpurse**: male half-orc rogue 5/fighter 4/barbarian 1; hp 86; Appendix 1.

Tactics: The thugs, above all else, try to keep the PCs away from Feran. They set up flanks in order to take advantage of Hargral's sneak attack. They focus their attacks on one character trying to bring them down before moving to the next. Their mission is to capture Feran alive. If badly wounded, they flee (to try again another day).

Treasure: Defeat the orc thugs.

APL 2: Loot: 168 gp.

APL 4: Loot: 255 gp; Magic: 100 gp – bracers of quickstrike (100 gp)

APL 6: Loot: 37 gp; Magic: 1,115 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +1 vest of resistance (83 gp each), +1 sap (191 gp), +1 mithril chain shirt (175 gp), +1 heavy mithril shield (170 gp).

APL 8: Loot: 12 gp; Magic: 2,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), gauntlets of ogre power (333 gp).

APL 10: Magic: 2,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), gauntlets of ogre power (333 gp).

APL 12: Magic: 4,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), +4 belt of giant strength (1,333 gp), boots of speed (1,000 gp).

If the characters defeat the thugs and save Feran's life he is eternally grateful and profusely thanks the PCs. He gives the PCs the following information:

- His name is Feran Palantas and he is a merchant of Greyhawk City. Feran inquires as to the names of his benefactors and from what lands they hail.
- He deals primarily in exotic spices from the west, making a fairly good living from his dealings.
- He asks the PCs to escort him home so that he can clean up and change.
- If the PCs ask who the thugs were, he tells them that this is not time to discuss such matters. He instead suggests they meet in the characters' room in a few hours, once he has cleaned himself up and made some inquiries.
- If the PCs ask why he was attacked, he tells them the same as above.
- If the PCs ask anything about the dead men on the ground he tells them that they were his bodyguards.

Feran asks the PCs to carry the bodies of his guards to his home so that they can be properly attended. If the PCs got to them in time, the living guard walks to Feran's estate under his own power. Feran thanks the PCs for their help.

Development: If the PCs accept Feran's meeting they escort him back to his home without incident. Advance to encounter 2.

If the characters choose not to meet with Feran the module is over.

If Feran is slain but the guard that was bleeding out survives, the guard tells the PCs that Feran had booked passage for six on the *Orion's Winter*, a merchant ship bound for Highport in the Pomarj.

The guard has no information on the purpose of this arrangement only that he overheard it during one of Feran's conversations with his colleagues; conversations that had increased dramatically over the last few weeks.

ENCOUNTER 2: THE PITCH

The common room in Muktuf's Magnificent House of Sleeping is well appointed with many decorations from the Baklunish west. For some hours after returning from Feran's home, the serving staff is quite attentive. It seems Feran left good word with Muktuf before he left.

All the decorations in the room are from the Baklunish west, however, they are from all different parts of it. Anyone from a Baklunish land or can succeed on a DC 15 Knowledge (local-VTF) check realizes this.

Four hours after he left, Feran tries to slide into the Inn unobtrusively and though his dress is no longer disheveled and dirty from the fight, the strain of the attack still lingers in his eyes.

Two men, one of whom is obviously a guard, follow feran and the other man, well dressed and well mannered, seems to all outward appearance a butler.

"May we speak?" The man says genially and then adds, "Upstairs?"

If the PCs accept Feran's request to move upstairs, Feran and company follow up the stairs, but his guard stays outside, leaning against the wall beside the closed door.

Taking a seat, the man begins to speak, his tone and pace of speech suggest that his subject is a matter of some urgency to him. "Tonight, a boat called the

Orion's Winter is leaving port from Greyhawk City bound for Highport. I would like you all to be on it. There is little time to spare – what say you?"

Feran, in such a rush to get his message across, has left out one important part of it: the why. Once aware of this fact he sheepishly continue.

"My apologies," Feran winces slightly and looks over to his butler whose calm expression seems to soothe the man slightly. "Let me begin at the beginning and I will endeavor to leave nothing out. You know who I am, but this is my butler, Haralla." The well dressed man smiles when introduced.

"As I mentioned previously, I am a merchant. However," Feran's focus seems to wander for a moment before a discrete cough from his butler restores his concentration "I am also born of a noble family and this...is where the problem lies," Feran says grimly, his face growing cold. "My family is originally from Highport and did all their business on the Wild Coast; prior, of course, to the reign of Turrosh Mak," Harald spits as if on cue.

"In my parents' haste to flee the flood of desolation brought on by Mak's armies, they left all evidence of our nobility behind. So, while I am a noble in fact, I cannot prove it legally. Recently, my most bitter business rival was made aware of this and subsequently challenged my claim. You see we nobles enjoy some monetary...relief, I suppose is the word, due to our station."

"A man in Highport claims to have everything I need to prove my claim and humiliate my rival; and, now desperate, I must take him at his word. The orcs I was going to hire turned on me –of course you were there."

Feran is obviously weary and his shoulders slump just a little as if weighed down by some invisible anchor. "Will you meet the man in Highport and obtain that which I need?"

Feran takes as much time answering questions as the PCs require. He has the following information to share:

- **The Contact?** Feran doesn't know anything about the contact; only the location of the meeting.
- **Exchange?** Feran gives the PCs a quantity of the local currency to pay for the documents that he needs recovered from Highport. It is roughly equivalent to 1,000 gp.
- **Travel?** Feran has already arranged transport for the PCs from Greyhawk to Highport. He has booked passage on a cargo ship that leaves in an hour, which gives them almost no time to shop for supplies. The ship is called *Orion's Winter* and is captained by a half-orc named Granik Bloodaxe. Feran doesn't

know any more than that about the ship or the captain, just that it was the only ship making berth in Highport within a fortnight.

- **Motives?** Feran wants nothing more than this contact to be on the level. He is obviously concerned that the loss of his noble status will greatly impact his business.
- **Pay?** Feran offers 350 gold per character.
- **Why were you attacked?** It seems that of late orcs have been targeting him, although he is not sure why. Perhaps it has something to do with the inquiries he has made to some of the less reputable elements (which says something!) in Highport. Another possibility is that they were simply trying to capture and ransom him. Such things are not unheard of in Greyhawk.
- **Meeting details?** Feran tells the PCs that, on their arrival, they should check into Earlsboar Inn. Room 17 is reserved for them. The contact will leave further details in the room on the day of the meeting.

Once the PCs are finished questioning Feran he thanks them for their earlier assistance and wishes them well on their journey. He reminds them that the boat leaves shortly. He takes his leave of the PCs and returns to his home.

Development: If the characters plan to take the *Orion's Winter* from Greyhawk to Highport advance to encounter 3. If they choose to take an alternate means of transport advance instead to encounter 4.

ENCOUNTER 3: GREEN SMOKE

Not far from Mukruf's, The Orion's Winter is berthed exactly where Feran said it would be. The crew is making final preparations for departure, as there is very little cargo left on the dock.

The gangplank is still lowered and is flanked by a remarkably short half-orc, his hands overburdened with a bundle of parchment. "Names?" He says as he glances up from the mountain of documents.

Once the characters mention either Feran's name or one of their own, a glimmer of recognition crosses the half-orc's face and he ushers the PCs aboard immediately, hauling the gangplank up behind them.

If they ask to speak to the captain, Kaln'aarg (the stocky half-orc that ushered them on-board) tells them that he is not currently available and that they should go

below decks and stow their gear before they shove off. Kaln'aarg, to that end, calls forth a grungy member of the crew to escort them below deck.

If they ask about the ship rules Kaln'aarg tells them it is good to stay below decks more often than not but nothing is off-limits except the crew deck and the captain's office.

If they ask about the route, Kaln'aarg tells them that they are heading south along the Selintan river and into Wooly bay, and then skirting the coastline until they hit Highport.

Kaln'aarg doesn't have much else to say other than to remind the PCs to keep their noses clean because all passengers are subject to the same discipline as the crew.

If at any time the PCs wish to visit with and speak with the captain, he is only on deck and available during the day. Read aloud the following

Pelor's rays flicker against the waves of the ocean like the fiery breath of a dragon against a hoard of golden coins. Half-orc sailors swarm across the deck of the Orion's Winter, each of whom goes about their duty without acknowledgement of those guests who have made an appearance topside.

The only half-orc whose presence stands out is the massive creature at the helm whose size dwarfs all others in view.

The half-orc at the helm is Granik Bloodaxe, the captain of the ship. His dress is unremarkable but he is big, even for a half-orc. His face is heavily scarred and his left eyelid droops limply over a dead eye. The scar, however gruesome in appearance, does not appear ritualistic in nature.

If they observe the goings on above deck, for a time, the PCs notice that when interacting with the captain every sailor is deferential and their whole outward appearance changes from barrel-chested and arrogant to hunch shouldered and timid. There is clearly some measure of fear of the captain on the part of the crew.

Granik is confident and completely in his element aboard the *Orion's Winter*. He is fairly well-spoken for a half-orc and his command of common is excellent. This encounter with the captain is purely for roleplaying purposes and so that the PCs can gain some information on the Pomarj if they need it. However, if at any time the PCs are disrespectful to the captain he cuts them off and ceases the discussion immediately. He simply won't tolerate it.

Granik can give the characters the following information:

- **History:** During the Greyhawk wars, a tribal leader named Turrosh Mak, through fear, intimidation, and

bloodshed, managed to unite the non-human tribes of the Pomarj. Mak's armies drove north and quickly took control of much of the Wild Coast, as many of its independent cities were unable to withstand his onslaught. Since that time Mak has tightly controlled the Pomarj and portions of the Wild Coast, though some have said he's never taken his eyes off the territories northward, still desiring further expansion of his empire.

- **Advice:** It is mostly unlivable for the "civilized" races, non-orc tribes, and their allies. It would be best to keep out of sight while in the city, trying to cover up as much as possible. Bulky cloaks with hoods would not be a bad idea.
- **Advice:** Night time is dangerous in the city. People are known to just disappear right off the street. Slavers take 'em mostly...but the slavers are not the only ones to stalk the streets at night, so caution is advisable.
- **Ship:** The *Orion's Winter* primarily makes berth at Greyhawk City and makes quick two-week long runs in its vicinity. It is mostly a cargo vessel but has been known to take on passengers, such as the PCs, if the ship and the passengers are going to the same spot. Granik points out the ship is not built for passengers and so she doesn't get many repeat customers; once is enough, for most.
- **Captain:** Granik has been captain of the *Orion's Winter* for three years since the last captain was killed while defending the ship against a frigate flying a green and red flag, crewed by an assortment of non-humans. Granik doesn't know who these pirates were.
- **Travel time:** The journey from Greyhawk City to Highport will take no less than a week, but no more than ten days, depending on how favorable the winds are on Wooly bay.
- **Patrols:** Mak's navy as well as independent slavers often patrol these waters. The *Orion's Winter* is known to them and is not always searched. When it is searched, usually a bribe is enough to send the 'officials' on their way.

Granik does not have much else to say and eventually brushes the PCs off if they are asking all sorts of pointless questions of him to which he has no answers. The rest of the trip passes uneventfully.

ENCOUNTER 4: THEORY AND PRACTICE

Disembarking Orion's Winter, the one thing about Highport that is immediately clear is that it is a city

in terror. Buildings, their structures cracked and broken, tilt to the side as if bent by the emperor's will alone. The visible non-orcs scurry from shadow to shadow, trying to pass through the streets unnoticed.

No one makes eye-contact with anyone else, perhaps for fear of provoking someone's misplaced anger. Highport is a city in turmoil. The misery of the place extending as far as the eye can see.

There are few people in the port district of Highport, and those that are simply pass through, barely looking up at the docking ships. Their eyes down, heads buried into their shoulders they quickly pass by, clearly trying to avoid trouble by giving everyone, including the PCs, a wide berth.

One thing that the PCs notice almost immediately is that there is a woman, seated near the dock where the Orion's Winter has berthed. She has a small stand and a very large pot hanging over a fire. The woman is disheveled and has a slightly dazed look in her eyes. She is a bit batty but the one thing about her that the PCs notice is that, despite her untidy appearance, her hands are perfectly clean.

When the PCs approach her, read the following aloud:

"OooOoOoooooh," she says in a mildly dazed tone, "strangers! Strangers to the city."es, please, come, come! Try my soup, it will stick to your ribs and grow hair on your chest, for certain!"

She points to the most muscular fighter-type and continues:

"You! You, a free bowl for you! A taste test, yessssssss," she smiles and starts spooning some of her soup into a bowl. Thrusting the bowl forward, spoon inside, she continues, "I promise you won't be disappointed! You'll tell your friends how good it is, yes good yum yum, and then they will have some too! Only five silver per bowl, yes, only five silver! A small price to pay for something so good, yum, yum," she smiles and holds the bowl out.

If the chosen PC tries the soup in front of the woman, the first time they put the spoon into the bowl they hit something smooth and thin at the bottom. When they do the woman says:

"Mmm, you found something special at the bottom of your bowl!" She pauses and then leans in, whispering, "You should take it and keep it safe until only you can see it!" Everyone have a bowl of soup! Only five silver!"

The woman does not have anything more of substance to say to the characters. She keeps trying to convince the PCs to take the soup but once someone has the note her purpose is completed.

If they try to fish the product out of the soup in public, the woman scolds them with a quick "Bad monkey!" She won't, however, try and physically force them not to reveal it. If they choose to disobey her instructions that is the prerogative of the PCs but it will have consequences with their meeting, later.

Give the PCs Player's Handout 1 once the note has been retrieved.

The soup lady doesn't know where the Earlsboar Inn is but the directions are not otherwise difficult to find. A DC 10 Gather Information check obtains the necessary directions. Half-orcs gain a +5 circumstance bonus on this check because many of the populace fear that most half-orcs work directly for Mak.

In order to get to the Earlsboar Inn the PCs must pass through the marketplace. Tell this to the players. They may, however, ignore the market if they wish. If the PCs want to make a quick stop in the market to pick up some cloaks or garments to help camouflage themselves better while in Highport, such items are not difficult to find. Once the PCs make their way to the Earlsboar read the following:

A human male is seated behind the counter, looking very bored, and paying very little attention to the door until you catch his eye.

Staring at the group for a moment he fumbles with a set of keys and without speaking sets a large key onto the counter. "Room seventeen is free," he says with a nod. "It'll be three silver for the night."

Give the PC's some time to react, then read;

"You folks look tired, you should probably get to your room before you do anything...and rest, but before you do," the man said his eyes sparkling, "I figure I should let you know the middle bed is wobbly; haven't had time to fix it yet. You might want to look at the front right leg...just to see if you can figure out what it's all about," with a knowing smile the man turns away, his attention once again lost.

Once the PCs get to room 17 they find their key works and are able to get inside without a problem. It is a fairly large room with three large beds, a straw mat, two large wooden chairs, and a table. There are two windows but both are well barred with shutters that open and close from the inside.

If the PCs check the wobbly bed leg they can tell that it is hollow. If they want to look inside it takes very little effort. They find the second half of the note inside. Give them Players' Handout 2.

There is nothing else of note in the room. The PCs have nothing left to do now but wait until nightfall to make their way to Jarlsgaard's Tavern. Once they are ready to leave ask for a marching order. This marching order is important as the PCs leave the Inn.

Development: When the PCs are ready to make their way to Jarlsgaard's Tavern advance to encounter 5. If the PCs attempt to go to Jarlsgaard's Tavern before nightfall remind them the note said explicitly they not meet before dark. If they choose to disregard their instructions and go to the tavern early the adventure is over. The contact never comes. Advance to Conclusion B.

ENCOUNTER 5: THE HARD WAY

Highport eventually succumbs to nightfall, and, for a time, things in the city are still.

Leaving room seventeen behind, the common room is nearly full of people eating their evening meal. The crowd is mostly comprised of the "civilized" races, though there are a few half-orcs present. Oddly, they do not seem out of place.

The creatures that do stand out are the two drow that are seated near the exit. They gesture toward you then to the open seats at their table.

There are four drow present in this encounter: the two diplomats inside the tavern and the two thugs outside. The two diplomats, have one magic aura active; a weak transmutation from a message spell that connects them to the thugs outside. The two diplomats do not participate in that combat, but they do alert the thugs outside if the negotiation does not go their way or if the PCs ignore their invitation to sit.

If the PCs approach the drow, read aloud the following:

"Ah, greetings," one of the drow says coolly, his voice sinuous, but firm. "We've been expecting you," the drow again gestures to the open seats at his table. "Yes," the other drow chips in quickly, "we were hoping to speak to you before your..." the drow pauses to think about how to proceed with his thought, "engagement. Would you join us? It will only take a

moment," the drow smiles thinly as he speaks, his eyes narrowing as he awaits a response.

If the PCs opt not to hear out the drow, they contact their allies using the active *message* spell and let them know the PCs are coming. If the PCs allow the drow to make their proposal they explain it as follows: The drow know that the PCs are in Highport to acquire the documentation that proves Feran Palantas is born of a noble family. They also know that if he were not to acquire this documentation his business will be significantly hindered by the additional tariffs and taxes imposed on his caravans.

The drow do not care about Feran, nor do they care about the documents that Feran desires. It has come to their attention that the man that has Feran's documents is no longer looking to trade them for currency. The talk is that he is now looking to trade the documents in exchange for help escorting a human out of the city and west across the Jewel River.

The drow would like the PCs to instead escort the man out of Highport and bring him to a small encampment near the Suss Forest. In exchange for this the drow offer to make a much desired item available to the PCs at a much later time. See the "Tyrant's Favor" AR entry for more information.

The drow are willing to answer whatever questions the PCs may have.

Who is the man? His name is Aren Lohsar. He was, until recently, one of the higher-ranking human agents of the emperor in Highport. He was much despised by his people because they considered him a butcher and a traitor. The orcs were fond of sending Aren to round up prisoners and "traitors to the empire" because they were fond of seeing the looks on the prisoners' faces when they saw that a human would willingly work for the emperor, brutalizing his own people. He was also despised because of how brutally he would respond to uprisings; because he feared that he would be killed if he were ever seen to be lenient, he would often savage those prisoners that had stepped out of line. The beatings were often so severe that death was considered a blessing. Groups of prisoners he was guarding also were known to "disappear" overnight. No real answer is known but many terrified citizens of the city suggest he sells them to the slavers. For these various reasons he is called the butcher.

Why does he need to flee Highport? There are those in Highport, and the surrounding areas, who believe the emperor can be overthrown. They falsified evidence that made it appear that the butcher secretly believed this as well and was funneling money to "rebel" friendly causes. It soon became clear to Aren that the orcs would kill him simply on suspicion and so he surrendered himself to the creatures that approached

him and told him that they were his only hope of survival. In exchange for his passage out of Highport, Aren would tell these people everything that he knew about the emperor's forces in Highport and beyond.

Why do you want him? While beaten and missing humans are not our concern and neither is the defection of a creature that butchered his own people, we feel that Aren's full potential would best be...released by the drow. The thing that is certain is that this disorganized group of miscreants who would topple an empire cannot let the butcher escape else there would be chaos in the city amongst the non-orcs once word spread. If the orcs executed him it would bring undesired attention to those that believe there are chinks in the emperor's armor. The drow, as often is the case in matters such as these – well, actually all matters – are in a position that best provides a solution. That is why we would like you to bring him to us.

What is the solution you provide? That is irrelevant to the decision that lies before you.

Why cannot you take him yourselves? For reasons that may or may not become clear to you in the near future, the drow cannot be seen to have any involvement in the butchers' removal from Highport. While it would be simple for the most skilled of our agents to find the butcher and spirit him outside the city, the consequences of our direct involvement would far outweigh the gains of his capture.

What are the consequences? The answer to that question is none of your concern. Suffice it to say that we have brought to your attention the imminent escape from justice of an enemy of the civilized races. He is as infamous as his crimes are considered heinous; if that fact alone is not enough to convince you that this course of action is just, then I doubt any further conversation will help this matter.

Why us? Because you have no vested interest in the delicate state of affairs in the city and thus nothing to gain by seeing done one course of action or another. We hope that you will act in the interests of justice.

How do we get him to you if that's what we decide to do? Leave the city through the west gate. Let the guards know that you have a shipment bound for the Kulan outpost and cannot be delayed. That should be enough to allow you to bypass the checkpoint without molestation. Once out of the city, skirt the Drachensgrabs until you come to the western tip of the Suss Forest. Just inside the forest, there is an entrance to a cave. One of our people will be there to take custody of the butcher.

How did you know we were coming? The same way we know that you will be asked to escort the butcher out of the city and toward safety in the hills. We made it our business to know.

The drow diplomats do not have much else to say beyond the above. They are civil in addressing other inquiries but try to turn the focus of the conversation back to the butcher. When the PCs finish speaking to the drow read aloud the following

“So, friends,” one of the drow says quietly, “we would like to give you a moment to come to a consensus amongst your company. Please,” he gestures to an open table, “take your time.”

The drow turn to each other and speak quietly, allowing the PCs to focus on their conversation. Give them a moment to discuss the situation. If the PCs agree to the drows’ request read aloud the following:

“Ah, you see,” one drow gesticulates to the other, “I knew they were a reasonable sort,” he then adds, “for surface-dwellers. We will have no further contact with you until you reach the Suss forest,” one says as they both stand in unison. “Make haste; you don’t wish to be late for your meeting,” with a light chuckle both drow exit the inn.

As they walk down the street, they are joined by two more drow, both of whom emerge from the shadows.

If the PCs do not agree to the drows’ proposal or they delay their decision until later, read aloud the following:

The drow look at one another and shrug their shoulders in unison. “We had hoped that you would see the logic in our proposal, but I suppose we should not be surprised that you did not,” one of the drow says as he stands. “Yes, it seems we gave you too much credit by even proposing our proposal,” says the other drow haughtily as he too stands.

Turning out the door, the drow exit, and begin walking toward the center of the city, talking to each other quietly as they do so.

If the PCs do not agree to the drows’ proposal, or they ask delay their decision until later, the two drow alert their fellows to this fact and they lay in wait for the PCs outside of the inn.

Use the marching order that the PCs established in encounter 4, when they exit the inn. Once two PCs are outside, allow them to make a Spot check opposed by the Hide check of the two drow enforcers. If the drow enforcers are spotted by the PCs combat begins. If they are not spotted, they get a surprise round.

The two drow diplomats should be placed on the map, but at all APLs they are 1st-level sorcerers that do not participate in the combat and have used up all of their spells for the day. At the beginning of the first combat round they are 20 feet away from the door. Every round of combat thereafter they attempt to move further and further away from the combat.

APL 2 (EL 4)

☛ **Remic:** male drow monk 1; hp 7; Appendix 1.

☛ **Aias:** male drow monk 1; hp 7; Appendix 1.

APL 4 (EL 6)

☛ **Remic:** male drow monk 2/fighter 1; hp 18; Appendix 1.

☛ **Aias:** male drow monk 2/fighter 1; hp 18; Appendix 1.

APL 6 (EL 9)

☛ **Remic:** male drow monk 2/fighter 2/dervish 2; hp 43; Appendix 1.

☛ **Aias:** male drow monk 2/fighter 2/dervish 2; hp 43; Appendix 1.

APL 8 (EL 11)

☛ **Remic:** male drow monk 2/fighter 2/dervish 3/exotic weapon master 1; hp 58; Appendix 1.

☛ **Aias:** male drow monk 2/fighter 2/dervish 3/exotic weapon master 1; hp 58; Appendix 1.

APL 10 (EL 13)

☛ **Remic:** male drow monk 2/fighter 4/dervish 3/exotic weapon master 1; hp 84; Appendix 1.

☛ **Aias:** male drow monk 2/fighter 4/dervish 3/exotic weapon master 1; hp 84; Appendix 1.

APL 12 (EL 15)

☛ **Remic:** male drow monk 2/fighter 4/dervish 4/exotic weapon master 1/duskblade 1; hp 100; Appendix 1.

☛ **Aias:** male drow monk 2/fighter 4/dervish 4/exotic weapon master 1/duskblade 1; hp 100; Appendix 1.

Tactics: The drow, in all cases, and at all APLs start 15 feet away from the PCs. At the higher APLs the drow are dervishes and can take full attacks using their dervish dance and they position themselves to prevent the PCs getting full attacks against them.

Drow with levels of dervish can take ten on all Tumble checks. It is optimal for the dervishes to take 10 and then accelerated Tumble (as described in the Tumble skill) in order to move their full speed while tumbling. Effectively this ability wipes out the 10 from the die roll leaving their normal modifier to Tumble as their check to Tumble past opponents at their full speed.

They can be quite deadly and focus their initial attacks on wizards and lightly armored foes (with high power attack at the appropriate APLs) trying to drop as many foes as possible in the first round of combat.

Treasure: Defeat the drow.

APL 2: Loot: 158 gp.

APL 4: Loot: 20 gp; Magic: 750 gp – (2) +1 elven thin blade (100 gp each), (2) +1 mithril chain shirt (187 gp each), (2) +1 vest of resistance (87 gp each).

APL 6: Magic: 3,510 gp – (2) +1 elven thin blade (200 gp), (2) +1 mithril chain shirt (187 gp), (2) +2 vest of resistance (333 gp each), (2) bracers of quickstrike (100 gp each), (2) +2 amulet of health (333 gp each), (2) gauntlets of ogre power (665 gp each).

APL 8: Magic: 5,510 gp – (2) +1 elven thin blade (200 gp each), (2) +1 mithril chain shirt (187 gp), (2) +2 vest of resistance (333 gp each), (2) bracers of quickstrike (100 gp), (2) +2 amulet of health (333 gp each), (2) +4 belt of giant strength (1,333 gp each).

APL 10: Magic: 12,010 gp – (2) +1 maiming elven thin blade (700 gp each), (2) +1 mithril chain shirt (187 gp), (2) +3 vest of resistance (750 gp each), (2) bracers of quickstrike (100 gp each), (2) +4 amulet of health (333 gp each), (2) +4 belt of giant strength (1,333 gp each), (2) boots of speed (1,000 gp each), (2) +2 gloves of dexterity (333 gp each).

APL 12: Magic: 16,993 gp – (2) +1 maiming elven thin blade (700 gp), (2) +1 mithril chain shirt (187 gp), (2) +4 vest of resistance (1,333 gp), (2) +4 amulet of health (333 gp each), (2) +6 belt of giant strength (3,000 gp each), (2) boots of speed (1,000 gp each), (2) +2 gloves of dexterity (333 gp), (2) armbands of might (341 gp each).

If the characters defeat the drow and attempt to interrogate them, they resist as much as possible. All they say, if tortured, successfully intimidated, or successfully ensorcelled, is that the PCs should have accepted the offer of their counterparts to bring the butcher out of the city.

If the PCs manage to capture the two drow diplomats, they have very little more to say than they already have. If some of the questions to which they have answers went unasked, they can provide that information to the PCs. They continue to attempt to convince the PCs to take the butcher out of the city and into their control.

If asked why the drow warriors attacked them, the diplomats will be completely truthful and say that if the PCs are dead then the group that is sponsoring the butcher's freedom will need to find a new group to transport him out of the city, and that new group hasn't said no to the drow's proposal, yet.

Development: If the characters defeat the drow and continue on to their meeting with the rebel contact advance to encounter 6.

If the drow defeat the PCs or the PCs surrender to the drow, advance to Conclusion C.

ENCOUNTER 6: FIRST CONTACT

Jarlsgaard's tavern is not unlike the majority of taverns frequented by adventurers. It is loud, dimly lit, and filled with the acrid stench of tobacco; clouds of which are thick enough to sting the eyes.

Unlike the Earlsboar, many tables sit empty. Not many souls brave the streets in this part of the city at night.

After ten minutes of waiting, and after the first round of drinks arrives, the contact makes her presence known to the PCs. She sits at a table alone and is trying to keep a low profile; trying not to appear too foreign to her surroundings. She wears a thick canvas cloak that is quite bulky. She is a pretty woman but she has an edge about her features that are likely cut from living under the reign of Turrosh Mak.

She spends a few minutes trying to catch the eye of one of the male PCs. After she successfully does so, she smiles and orders a drink sent over to their table. After a few moments of flirtation, she walks over and asks if she can join the PCs.

"Greetings," the woman says in purposefully quiet voice. "First, let me apologize for the pretense of my arrival here. I needed a plausible reason to walk over," she glances at the gathered company and then shrugs. "Not necessarily as believable as I would like..." she trails off and then chuckles just slightly.

"I know you have come a long way and so I will be brief. I must renegotiate the terms of our agreement. There have been some new developments and we must speak of them quickly as they are quite pressing."

The contact pauses at this point to take a breath and to allow the PCs to interject. She wants to make it appear that they are having a conversation as opposed to her simply rambling on and on, should anyone be watching them. When asked about the new developments she explains them as follows, speaking quietly so as not to be overheard:

- She is a member of a small group of citizens that feel the days of Turrosh Mak's tyranny must soon come to an end or eventually the time of the civilized races

on the Wild Coast will pass completely into dust. The money that was to pay for Feran's documents was to be used to help further the aims of these like-minded people in Highport and beyond.

- The gold was going to be enough to help grow their group and spread their message of change throughout the city. However, the last few days have seen an upheaval in the emperor's forces in Highport. One of the higher ranking sergeants in the city, and one of the highest ranking human agents in the emperor's army has come to us and asked for our help to get him out of the city. In exchange for his freedom, he is offering to give us some of the patrol routes and the location of some of the army's secret supply caches in the city.
- In exchange for the documents, she requests that the PCs smuggle the defector out of the city and across the Jewel River where he will be safe and can be questioned more deeply. The guards are already looking for him, as he is noticeable by his absence.
- The people that will meet the PCs across the Jewel River have the documents.

She expects that the PCs have questions and answers as best as she is able. Her Bluff skill is +3 but she is not actively lying to the PCs. Some of what she says she is not sure she can believe but she never attempts to overtly deceive them.

Who is the man? His name is Aren Lohsar. He was a sergeant in the emperor's forces in the city and, as I said, was one of the highest ranking non-orc officers in the emperor's army.

Why did he defect? I do not know. (True) I guess it is because he heard about what we were doing and thought it was a good thing.

Can't we just give you the gold? No. The information that he is going to give us is vital to our operations here in the city. If we can raid some of the supply depots and get better equipped... maybe, just maybe, we can be agents of change for the better in this hell. This is the new deal. Take it, or leave it.

Why can't you do it? The guards know the faces of most everyone around here. They will look a little deeper if some locals are trying to move large volumes of goods out of the city. They will assume fugitives or contraband. We cannot afford them to look too deeply for either. We think that you people, being strangers, will be able to better pass as foreign merchants and will be able to get out of the city without as much scrutiny.

Is Aren Lohsar also known as the butcher? Yes. He has done some bad things in the past, especially to people who didn't deserve it, but the things he is going to tell us will make all those things right; all those people

he's hurt and worse...it'll make that a little better; because he is trying to change things. (She is not sure she believes this.)

Note: *If they press her on Aren's past deeds she will not acknowledge them, she simply says that everybody deserves a second chance.*

Did you or your friends frame Aren Lohsar and blackmail him into helping you? No...it...that does not sound like something we would do. It sounds like something the emperor would do. And we're against everything that the emperor would do. (She believes it and so it is true to her.)

How will we do it? There is a warehouse near the port district. That is where we will meet you with Aren. You'll have all the stuff you'll need to make your caravan look convincing, trade goods, wagons, animals, wood, rope, everything. We have some travel papers that we "liberated" from a merchant new in town that should get you past a cursory inspection. If you do anything to irritate the guards or make them take a closer look, we may be in trouble. The directions to the warehouse will be in the same place as was the second half of my note. You cannot be too careful nowadays. You never know who is watching. (If the PCs accepted the proposal from the drow, and only if they accepted it, ask them to make a DC 18 + APL Spot check. Success indicates that the successful spotter has noticed a disguised drow observing their conversation. Once noticed the drow smiles, and nods to the spotter, acknowledging their keen eye.)

She does not have much else to say. She is generally friendly but after a few questions that are off-topic she excuses herself, citing the short time and the need for preparations. Once she is ready to leave, read aloud the following

"I appreciate that, whatever misgivings you may have, you still seek to serve the greater good," she leans in emphatically before standing, "and that is a noble trait. I shall see you at the warehouse. Be cautious," with that she turns and begins walking toward door. She presses her hand against it but she stops, and looks back over her shoulder, then smiles.

Exiting the tavern, she disappears into the night.

Development: *If the PCs choose to return to their hotel, advance to encounter 7.*

If the PCs choose not to help Aren for anyone, the adventure is over. The PCs return to Greyhawk and cannot help Feran. He is distraught and inconsolable.

ENCOUNTER 7: 180

The return journey to the Earlsboar is uneventful, and though more than a few ruffians notice your passage, none attempt to hinder it.

By this time the supper crowd has mostly dispersed. The night shift has taken over and a young half-orc polishes glasses behind the bar. He nods in acknowledgment as the door creaks open, but he quickly returns his attention to the task at hand.

When they get to their room and open the door someone is waiting for them. Read aloud the following

The door opens and the room is as it was left...except for the extraordinarily well groomed half-orc now seated in one of the room's two chairs. "Greetings. Please don't be alarmed," the man says evenly, raising his open palms to the ceiling.

"I mean you no harm. I simply bring you a message and after it has been presented I will leave the same way I entered. May I speak? I bring you a message that comes directly from the lips of his glorious highness, our beloved emperor, Turrosh Mak himself."

The creature appears seated comfortably with one leg crossed over the other.

The half-orc is extraordinarily well-groomed, and well-dressed, and speaks with a tone and charisma that seems foreign to this barren land. He appears very comfortable and has no weapons visible on his person.

The only other change that the PCs might notice is that the shutters have been bolted open, nailed into the wall on either side of the window frame. This fact is not likely to be noticed unless they actually go to the window and try to close them.

If any PC tries to physically interact with the half-orc, they might discover him to be an illusion (see below).

At this point ask to see the character sheets of all the players at the table. Secretly make a DC 26 Spellcraft check for any PC that possesses the skill. If they succeed on this check tell them that the person in the chair isn't actually a person but is actually a *projected image* (see *Player's Handbook*). Remember that they must first interact with the spell before attempting a Spellcraft check. The spell lasts just two minutes from the moment the PCs open the door.

If the PCs attempt to interact with him the half-orc asks them politely not to do so. If the PCs attempt to interact with the man in any way they are entitled to a DC 20 Will save to recognize that he is an illusion.

If the PCs say that they will not listen to his message, the half-orc tries to impress upon them that his message comes directly from the lips of Turrosh Mak. He suggests that regardless of their opinions of the emperor listening to a message from the ruler of a nation is often in the best interests of a creature, regardless of that creature's point of origin.

If the PCs accept, read aloud the following

"I thank you for the opportunity," the half-orc says politely as he inclines his head in a respectful nod. "I am aware that you have been in our city for just a short while and yet you have met a fair number of people," the half-orc smiles genially and continues, "And for that I do not fault you."

"There are those who believe that the forces of the emperor can be divided and conquered as they war against each other from within, but what those fools don't realize, is that his most ferocious majesty deals in espionage as well as anyone,"

The half-orc lightly taps his forehead lightly and he raises his hand apologetically, "How rude of me to take so long to come to a coherent point. The agents of our emperor, the anchor of Oerth, are aware of your meetings while here in Highport. The information they were unable to collect regards the purpose of those meetings. All I desire to know is the purpose of those meetings."

The half-orc sits patiently, quietly, waiting for the PCs' response. If after one minute they haven't engaged him in questions he tries to press them to ask questions. He is concerned about getting at least a response as his spell only lasts for two minutes.

The PCs undoubtedly have questions for him.

- **How did you know about the meetings?** His terrible highness has many eyes and ears; both within the borders of his empire...and without.
- **Why didn't you interrupt the meeting?** We did not want to interrupt because we feared the purpose of the meeting would be jeopardized and sometimes our agents are overzealous in their work and don't leave people in a state for questioning. Better to proposition you in a civilized manner following the meetings' respective conclusions.
- **Why didn't you come in person? Why the charade?** Safer for all concerned if this meeting is disconnected. No one sees me enter, no one sees me leave, but we meet nonetheless and my message is conveyed in spite of that fact. Such is how things work in this business. Misdirection is a key asset that can be exploited.

- **Who are you?** That information is irrelevant to this conversation. All that matters is Turrosh Mak has made a generous offer and desires co-operation in this matter. The identity of his messenger is irrelevant.
- **What is his offer?** In exchange for information that assists in the security of the empire, we will provide collateral for the purchase of certain “items” that it is known you desire. But the best part of the emperor’s marker is that it need not be used now. It may be called in at some time in the future.
- **Why should we trust you?** You should not but my offer is genuine.

Once the PCs are finished their questioning of the charismatic half-orc, he continues to wait patiently for their response.

If they decide not to tell him what he wants to know read aloud the following

“The choice is yours. Though, the enmity of his marauding majesty is not something I would advise gaining,” the half-orc shrugs, his expression only describable as impassive. “I am certain we will speak again before you pass across our emperor’s borders.”

With that said, the half-orc abruptly disappears from the room, leaving no trace of his presence behind.

If the PCs instead elect to tell the half-orc about their meetings with the two drow diplomats (and the possible subsequent assault by two drow thugs) and the contact, instead read aloud the following

“Ah,” the half-orc says as he raises a brow. “My suggestion is to follow through with the elaborate plans of this contact that you met at the bar,” leaning back in his chair he thoughtfully strokes his chin. “But instead of trying to get this...traitor, out of the city, come to any guard station and tell them that you have located the traitor.”

Nodding, clearly impressed with himself, he continues, “It is that simple. I promise that you have not erred in judgement.”

With that said, the half-orc abruptly disappears from the room, leaving behind no trace of his presence.

Development: Once the PCs are ready to move on, remind them that the contact said the map to the warehouse would be in the hollow bedpost, just as was the second half of the note. Once they decide to open up the bedpost, advance to encounter 8.

ENCOUNTER 8: “X”S AND “O”S

Upon inspection, the hollow bedpost once again contains a note, as promised. It contains clear and concise directions to the warehouse from where Aren’s journey out of Highport begins. The note says that all arrangements will have been made before sunrise and that the trip should begin no later than midday.

So for now, there is nothing to do but rest...and consider all of the divergent courses of action that have presented themselves.

The night passes without incident.

The PCs may now set out for the warehouse in the port district, but before they do, but after they have said they are leaving their room, have them make a DC 15 Wisdom check. If any of the PCs succeed on this check tell them that no one is tending bar in the common room. The half-orc who was tending bar last night upon their arrival is gone, and there is no sign indicating that the bartender will “be right back.” The successful Wisdom check allows them to realize those facts in combination don’t make a lot of sense, and, that if the half-orc bartender was working the night shift, he should positively be working this early in the morning.

If the PCs investigate behind the bar they find the human bartender that gave them the keys to their room the day before lying unconscious and fairly well hidden underneath it. After a few moments he can be roused but he has no information on the person that knocked him out. Shortly after most of the dinner crowd had left, he bent down to get a particular elven whiskey from the very bottom shelf in the bar, and that is the last thing he remembers before waking up.

Once the PCs leave the Earlsboar, if they so desire, they may stop at the marketplace and purchase whatever gear they feel they might need to help them camouflage their caravan to make it appear more convincing. The merchants have only just begun to set up their tables for the day, but they can rifle through their inventory for anything that the PCs request without difficulty.

Once the PCs arrive at the warehouse they find it guarded by two half-orcs whose faces look like they’d been carved with a hammer and chisel and barely respond to inquiries with anything more than a grunt. They have been briefed on the general composition of the party so they do not hassle them at the entrance...unless there is some extra time for roleplaying.

Optional: If everything has run smoothly up until this point, and time likely will not be a factor in

completing the adventure, it might be fun to have the guards ask the PCs for a password and insist that the warehouse is off-limits to anyone that doesn't know it. It will lend a bit of paranoia to the PCs as they wonder what they missed. It also may help facilitate some suspense for the latter part of this adventure. If they start testing various passwords, accept one of them at random as the right one and allow the PCs then to enter. If things are running long, simply have the guards allow the PCs in.

When the PCs enter the warehouse, read aloud the following:

The interior of the warehouse is unremarkable. Boxes are piled in orderly rows and seemingly arranged in categories.

Away from the main entrance though, hidden away in a maze of crates, is the caravan that is in process of being prepared for departure. Horses stamp their feet against the dull gray slate of the floor, while men and women busily move over the wagons arranging goods and supplies for the trip to come.

Give the PCs a chance to investigate the supplies that they have to work with to improve the believability of their caravan. Most anything from the Player's Handbook (within reason) should be available. For example, winter blankets and clay jugs are appropriate, but a spyglass is not. Use your judgment as to what is available, but here is a suggested list (which is by no means complete): empty barrels, empty baskets, blankets, buckets, candles, canvas, clay jugs, 10' ladders, mirrors, parchment and ink, ledger books (w/inventory pre-completed), clay pitchers, miner's picks, 10' poles, iron pots, hemp rope, empty sacks, sledge, tents, waterskins, whetstones, donkeys, chickens, goats, wagons, wooden boards, and so on.

The PCs have access to these things and more to make the caravan seem more realistic. Reward creativity, where reasonable.

If the PCs want to talk to the people that are helping to prepare the caravan they can learn the following information, much of which they already know.

- Aren is also called the butcher for the brutal way he treated prisoners. It is also thought that he kidnapped children and sold them to mind-flayers who ate them.
- Right now there aren't too many people supporting their cause but it is hoped that with proper equipment more people would be willing to join up.
- This mission is being spoken about as if it will be the first domino to fall in the collapse of Turrosh Mak's empire.

Once the PCs have done everything they wish to in the warehouse, read aloud the following:

"I am glad you are here," says a familiar female voice as she steps out from behind a pile of crates into view. "I had hoped beyond hope that you would take on this important mission and now you are here!"

"Well, I'm certain by now you've seen much of what there is to see here. Let's sit down and we can discuss the plan as we see it and you can lend us your insight into whether or not you think it will succeed."

This is the contact the PCs met earlier. The contact goes on to say that Aren is to be hidden in a secret compartment in one of the wagons in the caravan and the PCs are to guide it out of the city, and across the river, safely. The current plan is to have the secret compartment under the wagon driver's seat on one of the wagons and have it open from the bottom as opposed to the top. From the top is too easy to spot, and though it is more uncomfortable for Aren to enter and be loaded into, it is safer in the long run.

As she mentioned before, legitimate caravan papers have been provided. The only problem is that, while the papers are still quite freshly "liberated," if they have been reported missing and this news has been quickly passed along to the guard stations there could be trouble as there is no backup plan. If for some reason the papers don't work, and the orc guards start a detailed search, the contact fears the outcome.

The contact gives the PCs the opportunity to enhance the caravan's appearance, to better conceal the secret compartment beneath the wagon driver, and so on. Allow the PCs to come up with creative ways to do this. Use your judgment on how to reward them based on the quality of their idea. A circumstance bonus of between +2 for an average attempt to +10 for a plan worthy of a spymaster is appropriate.

Once the PCs are settled and ready to go, the contact leaves the warehouse and within fifteen minutes returns with an additional human in tow. She introduces him as Aren Lohsar. He is short for a human male, 5 ft. 4 in. tall, but is quite stocky, and has dark brown eyes. He appears to be losing his hair though its impossible to tell whether he started losing his hair before or after this ordeal began.

If the PCs wish to speak with Aren they may attempt to do so but he is in a very grave mood and is not interested in small talk, beyond introductions, and even those seem to strain him. Aren simply wants to get moving because whatever is going to happen he wants to happen sooner rather than later.

Once the PCs are finished with their arrangements and have Aren installed inside the secret compartment,

they can lead the caravan out of the warehouse and then try and bypass the guards at the west gate, out of the city.

Development: Once the PCs are ready to leave the city, advance to encounter 9.

ENCOUNTER 9: WEST GATE

Highport is far more pleasant by day than by night, though truth be told that is not saying much. The caravan winds its way through the city toward the west gate, little heed paid to it by the locals. Such caravan traffic through the city is not uncommon of late, what with the privateers from Woolly Bay bringing in load after load of cargo.

Once there, the PCs realize that Highport's western gate is not so much of a gate anymore as opposed to simply a heavily-guarded large gap in the exterior curtain wall.

Several orcs eye the wagon train warily as a single, well-armored half-orc approaches the lead wagon driver. The orc guards watch intently.

"State your business and present your papers," the half-orc said in a gravelly, but easily understood voice. He extends his hand as if expecting something.

Here the PCs have two options. They can present the travel papers given them by their contact or they can tell the half-orc what the drow said to say which is that they have an urgent shipment for the Kulan outpost and cannot be delayed.

Draw the caravan on the map and place the miniatures of the PCs and of 8 orc guards, 1 half-orc sergeant, and two dogs to heighten the suspense. If the PCs present the travel papers, the half-orc reviews them and then has his men take a cursory inspection of the caravan. While they are doing this, be sure to roll some d20s and conceal the result from the PCs.

Note: Though you are placing eight miniatures on the map see APL for the number of orcs that participate in the combat, as per the combat statistics located in encounter 10. The remaining orcs take up defensive positions in front of the gate, along with their dogs, and do not in any way participate in the combat.

Try and build the tension here because unless the PCs have made mistakes in the adventure they should get past the checkpoint with ease.

Have the guards ask the PCs questions such as "What is your destination?" "What is your cargo?" "How long until you return?" "When did you arrive?" These questions, regardless of the answers, have no bearing on

the ability of the guards to search. This is simply to maintain the tension of the scene.

The game mechanics of the checkpoint are as follows:

The orcs need to make a DC 20 Search check to find the secret compartment. Earlier PC actions can raise this number, however (see encounter 8). The adventure presumes that every party helps camouflage the compartment and adds more realism to the caravan using an assortment of gear and so the DC of the modified Search check is probably between 22 and 30.

Use Captain Rhurdin's Search check modifier to make this check (and he takes 10 on the check for a check result of 22). Unless the PCs have made no additional precautions they are probably able to pass through the checkpoint.

There are some modifiers that help the gate guards, however.

- If the PCs are rude, belligerent, or overly arrogant while at the gate, the guards take 20 on the check. They work extra hard to bring down those who are jerks and are trying to pass through the gate.
- If there are dwarves in the party add +1 to the guards' check modifier for each present to a maximum of +2. The forces of Turrosh Mak are naturally distrustful of dwarves and take extra care in examining their cargo and papers.

If the PCs took good enough precautions and were careful the guards grudgingly allow them on their way.

If, however, the compartment is discovered the PCs must think on their feet quickly and say that their shipment is being sent to Kulan outpost and has been delayed enough in order to avoid the searching of the secret compartment. Once the PCs mention the Kulan outpost all searching is halted and the PCs are immediately allowed to pass through the checkpoint

If Aren is discovered, combat ensues unless the PCs mention the Kulan outpost. See encounter 10 for combat statistics of the orc guards.

APL 2 (EL 4)

☛ **Captain Rhurdin:** male half-orc ranger 1/fighter 1; hp 14; Appendix 1.

☛ **Harri'sch:** male half-orc barbarian 1/fighter 1; hp 16; Appendix 1.

APL 4 (EL 6)

☛ **Captain Rhurdin:** male half-orc ranger 1/fighter 2/marshal 1; hp 26; Appendix 1.

✚**Harri'sch**: male half-orc barbarian 1/fighter 3; hp 31; Appendix 1.

APL 6 (EL 9)

✚**Captain Rhurdin**: male half-orc ranger 1/fighter 3/marshal 2; hp 42; Appendix 1.

✚**Harri'sch and Tantr'ak**: male half-orc barbarian 1/fighter 4/master thrower 1; hp 53; Appendix 1.

APL 8 (EL 11)

✚**Captain Rhurdin**: male half-orc ranger 1/fighter 4/marshal 2/eye of gruumsh 1; hp 74; Appendix 1.

✚**Harri'sch and Tantr'ak**: male half-orc barbarian 1/fighter 4/master thrower 3; hp 66; Appendix 1.

APL 10 (EL 10)

✚**Captain Rhurdin**: male half-orc ranger 1/fighter 4/marshal 2/eye of gruumsh 3; hp 95; Appendix 1.

✚**Harri'sch and Tantr'ak**: male half-orc barbarian 1/fighter 4/master thrower 5; hp 81; Appendix 1.

APL 12 (EL 12)

✚**Captain Rhurdin**: male half-orc ranger 1/fighter 4/marshal 6/eye of gruumsh 3; hp 138; Appendix 1.

✚**Harri'sch and Tantr'ak**: male half-orc barbarian 1/fighter 6/master thrower 5; hp 110; Appendix 1.

If the PCs are defeated, they are taken into custody and "questioned" for some weeks by the emperor's inquisitors. The adventure ends and Aren is executed.

If they mention the Kulan outpost the PCs are allowed to leave the city without molestation from the guards. In fact, once the guards hear the words "Kulan Outpost", they even stop looking at the caravan and turn their attention elsewhere.

If the PCs tell the orc guards that they wish to turn possession of the traitor over to them, they take Aren from them without incident (although he struggles). He fights against the orcs who take him, and curses the PCs, but he lacks the power to resist.

Treasure: Defeat the orc thugs.

APL 2: Loot: 137 gp; Magic: 208 gp – *lens of detection* (291 gp).

APL 4: Loot: 211 gp; Magic: 579 gp – (2) *+1 vest of resistance* (83 gp each), (2) *lens of detection* (291 gp each).

APL 6: Loot: 211 gp; Magic: 2,758 gp – *+1 vest of resistance* (83 gp), *+1 orc double axe* (196 gp), (2) *gauntlets of ogre power* (333 gp each), *+2 amulet of health* (665 gp), *+2 vest of resistance* (333 gp), *quiver of Ehlonna* (150 gp), *+2 amulet of health* (333 gp), *+2 cloak of charisma* (333 gp), (2) *lens of detection* (291 gp each).

APL 8: Loot: 211 gp; Magic: 7,174 gp – *+1 orc double axe* (196 gp), *gauntlets of ogre power* (333 gp), (3) *+2 vest of resistance* (333 gp each), (2) *quiver of Ehlonna* (150 gp each), (3) *+2 amulet of health* (333 gp), *+2 cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp each), (2) *+4 belt of giant strength* (1,333 gp), (3) *lens of detection* (291 gp).

APL 10: Loot: 211 gp; Magic: 16,535 gp – *+2 orc double axe* (696 gp), *+4 belt of giant strength* (1,333 gp) (3) *+3 vest of resistance* (750 gp each), (2) *quiver of Ehlonna* (150 gp), (3) *+2 amulet of health* (333 gp), *+2 cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp), (2) *+6 belt of giant strength* (2,000 gp), (3) *lens of detection* (291 gp), *boots of speed* (3,000 gp).

APL 12: Magic: 19, 535 gp – *+2 orc double axe* (696 gp), *+4 belt of giant strength* (1,333 gp) (3) *+3 vest of resistance* (750 gp), (2) *quiver of Ehlonna* (150 gp), (3) *+4 amulet of health* (1,333 gp), *+2 cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp), (2) *+6 belt of giant strength* (3,000 gp), (3) *lens of detection* (291 gp), *boots of speed* (3,000 gp).

Development: If the PCs took good enough precautions throughout the adventure and escape the city advance to encounter 10.

If the PCs surrender Aren to the orc guards, advance to Conclusion B.

If the PCs are caught by the guards advance to Conclusion C.

ENCOUNTER 10: ROADSIDE ASSISTANCE

Moving west, the city of Highport begins to grow smaller and smaller on the horizon, eventually disappearing completely from sight. The road leading west is not well traveled, for obvious reasons, but there seems to be some movement in the distance, against the hillside.

The movement in the distance is simply a band of orcs moving north to war. They ignore the caravan.

After a few hours, the sound of thundering hooves echoes through the hills,

Allow the PCs to make any preparations they desire before continuing:

The dust that signals the horsemen's arrival is not visible for some minutes. On the road ahead riders dressed in black and red push their mounts hard toward the caravan. The lead rider comes to a stop twenty feet ahead of it.

"Halt in the name of the emperor!" He says in a commanding voice, as his horse paws the road beneath him.

"We have orders to search this caravan," he says with disdain and with a simple flick of his head the riders on either side of him fan out and take up positions that flank the wagon-train.

How the PCs handle the interaction with the orc patrol dictates how the encounter proceeds. Note, because the patrol are likely dismounted if/when combat breaks out the horses have not been included in the encounter EL.

APL 2 (EL 4)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 1; hp 14; Appendix 1.

☛**Harri'sch:** male half-orc barbarian 1/fighter 1; hp 16; Appendix 1

☛**Light Horse (2):** hp 19; *Monster Manual* 273

APL 4 (EL 6)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 2/marshal 1; hp 26; Appendix 1.

☛**Harri'sch:** male half-orc barbarian 1/fighter 3; hp 31; Appendix 1.

☛**Light Horse (2):** hp 19; *Monster Manual* 273

APL 6 (EL 9)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 3/marshal 2; hp 42; Appendix 1.

☛**Harri'sch and Tantr'ak:** male half-orc barbarian 1/fighter 4/master thrower 1; hp 53; Appendix 1.

☛**Light Horse (3):** hp 19; *Monster Manual* 273

APL 8 (EL 11)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 4/marshal 2/eye of gruumsh 1; hp 74; Appendix 1.

☛**Harri'sch and Tantr'ak:** male half-orc barbarian 1/fighter 4/master thrower 3; hp 66; Appendix 1.

☛**Light Horse (3):** hp 19; *Monster Manual* 273

APL 10 (EL 10)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 4/marshal 2/eye of gruumsh 3; hp 95; Appendix 1.

☛**Harri'sch and Tantr'ak:** male half-orc barbarian 1/fighter 4/master thrower 5; hp 81; Appendix 1.

☛**Light Horse (3):** hp 19; *Monster Manual* 273

APL 12 (EL 12)

☛**Captain Rhuridin:** male half-orc ranger 1/fighter 4/marshal 6/eye of gruumsh 3; hp 138; Appendix 1.

☛**Harri'sch and Tantr'ak:** male half-orc barbarian 1/fighter 6/master thrower 5; hp 110; Appendix 1.

☛**Light Horse (3):** hp 19; *Monster Manual* 273

Treasure: See encounter 9.

This encounter with the orc patrol is similar to the encounter with the orc gate guards at Highport's western gate. The orcs search the caravan in the exact same way as they did the gate guards except that the orc patrol is better at it and has more experience dealing with smugglers.

The travel papers that worked in Highport do not work here, nor does the assertion that the caravan is traveling to Kulan Outpost and is carrying a vital shipment of supplies there.

The orc patrol is determined to search the PCs' caravan and the only thing that can prevent this is for the PCs to pre-emptively slay the orc patrol.

The Search DC of the secret compartment remains the same as it did during encounter 9. Use Captain Rhuridin's Search check modifier to make this check (and he takes 10 on the check for a check result of 22). Unless the PCs have made no additional precautions they are probably able to pass through the checkpoint.

There are some modifiers that help the gate guards, however.

- If the PCs are rude, belligerent, or overly arrogant while at the gate, the guards take 20 on the check. They work extra hard to bring down those who are jerks and are trying to pass through the gate.
- If there are dwarves in the party add +1 to the guards' check modifier for each present to a maximum of +2. The forces of Turrosh Mak are naturally distrustful of dwarves and take extra care in examining their cargo and papers.

The searchers may also gain a bonus from seeing through the deception of a PC that is trying to distract them from their duties. See details below.

If the total Search result of the orc patrol exceeds the DC of the secret compartment, or does not exceed it but comes within three of equaling it, read aloud the following:

The orcs seem particularly interested in the bench at the front of the lead wagon. They rap on its side with the butt end of their weapons, they prod the cushion on top of it to see if it is loose, they seem to be paying particular attention to it.

At this point ask the PCs how they would like to proceed.

There are a few courses of action the PCs may take. They might:

- Proactively attack the patrol, in which case the patrol defends itself.
- They might attempt to run, in which case the patrol chases them.
- They might attempt to distract the patrol from their duties.

The PCs may attempt to intervene by distracting the orc patrol leader's attention from the task at hand. They can do so by making a Bluff check opposed by his Sense Motive check. Each PC may attempt this once during this encounter. The results are cumulative and are tallied after everyone that desires to do so has made an attempt. It is possible that the Search compartment DC may exceed the Search result of the orcs, and then fall below, and then exceed the Search result of the orcs. Only tally the final result after every PC has either made a check, or has said they will not be making a check.

Apply a +2 circumstance bonus for each PC whose Bluff check exceeds the orc leaders' Sense Motive check.

If the +2 bonus allows the Search compartment DC to exceed the Search result of the orc patrol, or the Search compartment DC always exceeded the Search result of the orc patrol, after the first Bluff successful check read the following:

After a few minutes of poking, prodding, and general observation of the party's behavior the leader turns to his men and gestures back to their mounts. "We're done here," he says as he begins walking to his horse. "You're free to go," he says with some authority, though his voice has lost the commanding tone he spoke with previously.

If, on the other hand, the PCs' Bluff check does not exceed the result of the orc patrol leader's Sense Motive check, apply a +2 circumstance bonus to the Search result of the orc patrol.

As stated previously, each PC may once attempt to distract the patrol from their work. The results, both positive and negative, stack. Only after all checks are completed, and every states they do not wish to attempt the check, do you tally the result.

If, after the cumulative results are tabulated, the orc patrol's Search check indicates that they discover the secret compartment, read aloud the following

Clearly intent on examining the driver's bench further, one of the orcs squats, and looks to the underside of it, his fingers exploring carefully in search of a hidden seam. Standing, the orc leans in

and whispers something to his commander, who in turn casts a sideways glance at the party. Leaning in he whispers something to his underling, who again squats down behind the wagon, his hand once again exploring its base.

If the PCs do not intervene, the orc soldier opens the latch on the bench, and Aren comes tumbling out of the hidden compartment.

"You're all under arrest for aiding and abetting a wanted fugitive, surrender and you will not be harmed," as their eyes cascade across the party...each of the orcs grips the hilt of their weapon just a little tighter...

It is likely the PCs resist being arrested and combat ensues. After the combat is over, if they successfully defeat the orcs, the PCs now have a choice: they can take their caravan to the cave and turn Aren over to the drow or they can travel southwest and cross the Jewel river and turn Aren over to the rebels.

Development: If the PCs decide to bring Aren to the drow, advance to Encounter 11a.

If the PCs decide to bring Aren to the rebels, advance to Encounter 11b.

If the PCs are defeated by the orc patrol, advance to Conclusion C.

ENCOUNTER 11A: INTO THE DEEP

The day draws to a close, the Suss Forest grows nearer and the sun's arc grows lower as your caravan moves forward toward its final objective. The canopy overhead is dense and allows little of the sun's fading light through. Those rays that do filter through bathes a cracked and twisted opening that leads deep into the darkness, and the two dark skinned figures that stand within.

One of the drow raises his hand in greeting, "Welcome, and thank you for coming. We have no need to draw this out. Release the butcher and we shall take him from you, and compensate you as appropriate.

The drow wait patiently for the release of the butcher from the wagon. Once he is released, he sees the drow and begins resisting all attempts to transfer him to their control. He begs the PCs, he tells them that he will give them anything that they want for them to just let him go.

One of the drow quickly shoots him with a bolt from a hand crossbow. Slowly, the butcher's eyes droop, and he slumps to the ground, fast asleep.

If the PCs ask if the butcher will be harmed, the drow respond that he will not be tortured. Despite their history, the drow suggests that the butcher is more valuable to them alive and unspoiled.

The drow say that prisoners are easier to transport while unconscious and the other two drow grasp him under the arms and begin dragging him toward the crevice that leads into the earth. The last drow turns and begins walking toward the hole himself but turns back. Read aloud the following

“We will meet again,” the drow says with a half-wicked grin, in a not unfamiliar tone, and descends into the cave, the shadows concealing him from sight.

If the PCs change their minds about giving Aren over to the drow, treat the three drow outside the cave as hostile. They use any means necessary to obtain Aren from the PCs and try to take him by force.

Use the combat statistics from encounter 5 for the two drow warriors.

Development: If the PCs turn Aren over without hesitation, advance to Conclusion B.

If the PCs changed their mind and were defeated, advance to Conclusion C.

ENCOUNTER 11B: ACROSS THE RIVER AND AROUND THE BEND

A few days on the road pass uneventfully, the run in with the orcs now nothing more than a distant memory. As the hills begin to fade behind you, the river begins to grow nearer, the sound of the rushing blue water now constant.

A small encampment, tucked unobtrusively on the bank of the river, is exactly where your contact said it would be.

A gnome, seated outside of the tent catches sight of your arrival, and stands and waves his hands in the air, “Welcome! Welcome!” He shouts excitedly, his comrades now starting to filter out of the tent. “We’ve been expecting you! Come, come, join us for dinner! We were just about to put some stew on the fire!”

The small group at the encampment contains a gnome and two humans. They insist that the party stay for dinner. They chat about nothing in particular, but are happy to have guests.

If asked about the butcher’s history, they know nothing about it. They only know that they were tasked

with bringing him safely out of Turrosh Mak’s territory and that his survival was vital to the future of liberty on the Wild Coast and in the Pomarj.

Once released from his prison inside of the wagon (and unpleasant smelling location after a few days) Aren has very little to say. He is quiet, and introspective, and resists all attempts to talk about his past or work with the forces of Turrosh Mak, and the people in the camp do not push it, seeing that he isn’t interested in those avenues of conversation, and quickly change the subject.

They have the documents that Feran is looking for and give them to the PCs as they agreed.

If the PCs change their mind about leaving Aren with the rebels, they have no ability to stop them. They are simply trackers and guides who know the land, they are not fighters, and so do not resist the PCs at all.

Development: If the PCs turn the butcher over to the rebels, advance to Conclusion A.

If the PCs do not turn the butcher over to the rebels advance to Conclusion B.

CONCLUSION A

The return trip to Greyhawk city is not nearly so eventful as was the trip to Highport. Five days passes in the blink of an eye

A lazy walk back to the estate of Feran Palantas by starlight is peaceful and within a quarter hour you stand before the gate; but...it is sealed shut with a pair of thick chains and sturdy looking locks.

A guard emerges from his post and upon seeing the party at the gate, a look of expectation crosses his face. He reaches a hand into the post and retrieves a scroll sealed with wax.

He passes it through the bars of the gate and returns to the interior of his gatehouse.

Give the PCs Player’s Handout 3.

Once the PCs are finished going over the handout read aloud the following

In the lands of Turrosh Mak small victories were won against tyranny and the upstart rebel underground was given some room to grow.

For all this a good man paid the ultimate price; but was the price of an innocent man for a monster too high? Only time will tell.

PCs who supported the rebels and successfully saved the butcher, gain the AR special “A New Day”. They do not gain the “Tyrant’s Favor” favor, nor can a party gain a mix of these favors.

The End

CONCLUSION B

The return trip to Greyhawk City is not nearly so eventful as was the trip to Highport. Five days passes in the blink of an eye

A lazy walk back to the estate of Feran Palantas by starlight is peaceful and within a quarter hour you stand before the gate; but...it is sealed shut with a pair of thick chains and sturdy looking locks.

A guard emerges from his post and upon seeing the party at the gate, a look of expectation crosses his face. He reaches a hand into the post and retrieves a scroll sealed with wax.

He passes it through the bars of the gate and returns to the interior of his gatehouse.

Give the PCs Player's Handout 4. Once the PCs are finished going over the handout read aloud the following

The forces of Turrosh Mak have scored a victory against the would-be revolutionaries and it seems like it is only a matter of time until the emperor's agents expose and crush what's left of the dissenters.

It is a pity that an innocent man paid the ultimate price for the actions of a group of strangers, but obviously he was simply a message; a message that said "wrong side."

It's clear that deception rules the day in Highport...and soon the iron fist of Turrosh Mak shall seize back the night.

PC's who supported either Turrosh Mak or the drow and successfully handed over the Butcher to either of these factions, gain the AR special "Tyrant's Favor". They do not gain the "A New Day" favor, nor can a party gain a mix of these favors.

The End

CONCLUSION C

Hours in a special interrogation facility pass like days as a constant barrage of questions is followed up with a twisted battery of cruel torture. It is a fate no human being would wish on another.

Weeks pass and the days all play out the same way. The inquisitors take wicked pleasure in their craft.

Only the first few days of questioning held any coherence. The questions of the later weeks were simply random words strung together; an excuse to continue their treatments.

And then, it's over. Almost as abruptly as it began. It lingers in the mind...and...as a stain on the very soul.

If at anytime during the adventure any PC is captured (even the whole party) they are saved from death and taken captive. They are put through a horrible ordeal until they escape or are let go via unknown benefactors. They gain the AR disfavor "Stain of Capture" but manage to retain all their possessions.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: A Rap, Rap, Rapping At My Chamber Door

Defeat the Thugs and Rescue Feran

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 5: The Hard Way

Defeat the drow/bypass the drow

APL 2 120 XP
APL 4 180 XP
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 450 XP

Encounter 8: “X”s and “O”s.

Participate in concealing the secret compartment

APL 2 65 XP
APL 4 135 XP

Encounter 9/10: West Gate/Roadside Assistance

Defeat the orcs/bypass the orcs

APL 2 120 XP
APL 4 180 XP
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 450 XP

Discretionary Roleplaying award

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 1,125 XP
APL 10 1,350 XP
APL 12 1,575 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.

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

Encounter 1

APL 2: Loot: 168 gp.

APL 4: Loot: 255 gp; Magic: 100 gp – *bracers of quickstrike* (100 gp)

APL 6: Loot: 37 gp; Magic: 1,115 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +1 vest of resistance (83 gp each), +1 sap (191 gp), +1 mithril chain shirt (175 gp), +1 heavy mithril shield (170 gp).

APL 8: Loot: 12 gp; Magic: 2,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), gauntlets of ogre power (333 gp).

APL 10: Magic: 2,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), gauntlets of ogre power (333 gp).

APL 12: Magic: 4,551 gp – bracers of quickstrike (100 gp), +1 falchion (197 gp), +1 banded mail (116 gp), (2) +2 vest of resistance (333 gp each), (2) +1 sap (191 gp each), +2 mithril chain shirt (425 gp), +2 amulet of health (333 gp), +4 belt of giant strength (1,333 gp), boots of speed (1,000 gp).

Encounter 5

APL 2: Loot: 158 gp.

APL 4: Loot: 20 gp; Magic: 750 gp – (2) +1 *elven thin blade* (100 gp each), (2) +1 *mithril chain shirt* (187 gp each), (2) +1 *vest of resistance* (87 gp each).

APL 6: Magic: 3,510 gp – (2) +1 *elven thin blade* (200 gp), (2) +1 *mithril chain shirt* (187 gp), (2) +2 *vest of resistance* (333 gp each), (2) *bracers of quickstrike* (100 gp each), (2) +2 *amulet of health* (333 gp each), (2) *gauntlets of ogre power* (665 gp each).

APL 8: Magic: 5,510 gp – (2) +1 *elven thin blade* (200 gp each), (2) +1 *mithril chain shirt* (187 gp), (2) +2 *vest of resistance* (333 gp each), (2) *bracers of quickstrike* (100 gp), (2) +2 *amulet of health* (333 gp each), (2) +4 *belt of giant strength* (1,333 gp each).

APL 10: Magic: 12,010 gp – (2) +1 *maiming elven thin blade* (700 gp each), (2) +1 *mithril chain shirt* (187 gp), (2) +3 *vest of resistance* (750 gp each), (2) *bracers of quickstrike* (100 gp each), (2) +4 *amulet of health* (333 gp each), (2) +4 *belt of giant strength* (1,333 gp each), (2) *boots of speed* (1,000 gp each), (2) +2 *gloves of dexterity* (333 gp each).

APL 12: Magic: 16,993 gp – (2) +1 *maiming elven thin blade* (700 gp), (2) +1 *mithril chain shirt* (187 gp), (2) +4 *vest of resistance* (1,333 gp), (2) +4 *amulet of health* (333 gp each), (2) +6 *belt of giant strength* (3,000 gp each), (2) *boots of speed* (1,000 gp each), (2) +2 *gloves of dexterity* (333 gp), (2) *armbands of might* (341 gp each).

Encounter 9/10

APL 2: Loot: 137 gp; Magic: 208 gp – *lens of detection* (291 gp).

APL 4: Loot: 211 gp; Magic: 579 gp – (2) +1 *vest of resistance* (83 gp each), (2) *lens of detection* (291 gp each).

APL 6: Loot: 211 gp; Magic: 2,758 gp – +1 *vest of resistance* (83 gp), +1 *orc double axe* (196 gp), (2) *gauntlets of ogre power* (333 gp each), +2 *amulet of health* (665 gp), +2 *vest of resistance* (333 gp), *quiver of Ehlonna* (150 gp), +2 *amulet of health* (333 gp), +2 *cloak of charisma* (333 gp), (2) *lens of detection* (291 gp each).

APL 8: Loot: 211 gp; Magic: 7,174 gp – +1 *orc double axe* (196 gp), *gauntlets of ogre power* (333 gp), (3) +2 *vest of resistance* (333 gp each), (2) *quiver of Ehlonna* (150 gp each), (3) +2 *amulet of health* (333 gp), +2 *cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp each), (2) +4 *belt of giant strength* (1,333 gp), (3) *lens of detection* (291 gp).

APL 10: Loot: 211 gp; Magic: 16,535 gp – +2 *orc double axe* (696 gp), +4 *belt of giant strength* (1,333 gp) (3) +3 *vest of resistance* (750 gp each), (2) *quiver of Ehlonna* (150 gp), (3) +2 *amulet of health* (333 gp), +2 *cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp), (2) +6 *belt of giant strength* (2,000 gp), (3) *lens of detection* (291 gp), *boots of speed* (3,000 gp).

APL 12: Magic: 19, 535 gp – +2 *orc double axe* (696 gp), +4 *belt of giant strength* (1,333 gp) (3) +3 *vest of resistance* (750 gp), (2) *quiver of Ehlonna* (150 gp), (3) +4 *amulet of health* (1,333 gp), +2 *cloak of charisma* (333 gp), (3) *ring of counterspells* (333 gp), (2) +6 *belt of giant strength* (3,000 gp), (3) *lens of detection* (291 gp), *boots of speed* (3,000 gp).

Special

Tyrant's Favor: For having helped him recover his lost property (either directly or indirectly) Turrosh Mak has cajoled his agents into recovering an item you've misplaced. Use this favor to gain "adventure" access to any single item on an AR to which you no longer have access (a single type of ammunition counts as a single item as does a scroll with multiple spells). The item chosen must appear in the lower box at the APL that you played or lower. Cross out this favor when used.

Adventure Access Item: _____

A New Day: For having saved the defector from an execution you may choose one of the following three options:

Access to upgrade any one amulet of health, cloak of charisma, gloves of dexterity headband of intellect, or periapt of wisdom from +2 to +4 at standard cost.

Core access to the following: *pearl of power* (1st-level, 2nd-level, 3rd-level), longspoon thieves tools (CV), *immovable rod*, *monk's belt*, and the *bane* (humanoid – orcs) weapon enhancement.

Stain of capture: You have been taken into custody and for a number of weeks, tortured. Eventually brave adventurers manage to rescue you and your equipment. You immediately lose 10 Time Units and start your next adventure with only one quarter of your normal hit points.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Weapon capsule retainer (Adventure; CV)
- Quickspark and quickfrost capsules (Adventure; CV)
- Bracers of quickstrike (Adventure; MH)
-

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

- Mithril chain shirt (Core; DMG)
- +1 vest of resistance (Adventure; CA)
- Armbands of might (Adventure; CV)
-

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

- +1 *heavy plate* (Adventure; RS)

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

- +4 belt of giant strength (Core; DMG)
- +3 vest of resistance (Adventure; CA)

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

- *Boots of speed* (Adventure; DMG)
- +4 amulet of health (Adventure; DMG)

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

- +6 belt of giant strength (Adventure; DMG)
-

APPENDIX 1: ALL APLS

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

🐉 **Feran Palantas**; male human expert 3/aristocrat 1; CR 3; Medium humanoid (human); HD 3d6 plus 1d8; hp 15; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (1d3-1, unarmed); Full Atk +1 melee (1d3-1, unarmed); AL NG; SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Skills and Feats: Appraise +8, Bluff +9, Diplomacy +15, Knowledge (local-core) +8, Knowledge (nobility and royalty) +8, Profession (merchant), Sense Motive +10; Negotiator, Skill Focus (Diplomacy), Skill Focus (Profession).

Languages: Ancient Baklunish, Ancient Suel, Common, Draconic, Dwarven, Elven, Gnomish, Oeridian, Undercommon;

Possessions: Padded robes, noble's outfit.

Encounter 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

✚**Grak:** male half-orc fighter 1; CR 1; Medium humanoid (half-orc); HD 1d10+2; hp 7; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +4; Atk +6 melee (2d4+4/18-20, masterwork falchion); Full Atk +6 melee (2d4+4/18-20, masterwork falchion); AL CE; SV Fort +4, Ref +1, Will +1; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +3; Power Attack, Weapon Focus (falchion).

Possessions: Masterwork falchion, cold iron falchion, silver falchion, masterwork banded mail, weapon capsule retainer, 2 quickflame capsules

✚**Hargral Cutpurse:** male half-orc rogue 1; CR 1; Medium humanoid (half-orc); HD 1d6+2; hp 5; Init +2; Spd 30 ft.; AC 16 touch 12, flat-footed 14; Base Atk +0; Grp +2; Atk +4 melee (1d6+2, masterwork sap); Full Atk +4 melee (1d6+2, masterwork sap); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +4, Will +1; Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +3, Disguise +2, Gather Information +2, Listen +5, Search +3, Spot +5, Tumble +6; Weapon Focus (sap).

Possessions: Masterwork sap, masterwork chain shirt, weapon capsule retainer, 2 quickspark capsules.

Encounter 5: THE HARD WAY

✚**Remic and Aias:** male drow monk 1; CR 2; Medium humanoid (elf); HD 1d8+1; hp 7; Init +2; Spd 30 ft.; AC 16 touch 12, flat-footed 14; Base Atk +0; Grp +6; Atk +3 melee (1d8+3/18-20, masterwork elven thin blade); Full Atk +3 melee (1d8+3/18-20, masterwork elven thin blade); SA flurry of fists; SQ darkvision 120 ft., drow traits, light blindness, spell-like abilities, spell resistance 13; AL NE; SV Fort +4, Ref +5, Will +3; Str 15, Dex 15, Con 12, Int 14, Wis 10, Cha 1.

Skills and Feats: Diplomacy +4, Jump +7, Listen +6, Move Silently +6 Sense Motive +3, Spot +6 Tumble +10; Exotic Weapon Proficiency (elven thin blade), Improved Grapple Improved Unarmed Strike.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Spell-Like Abilities (Sp): 1/day—dancing lights, darkness, faerie fire.

Possessions: Masterwork elven thin blade, masterwork chain shirt, cold iron elven thin blade, masterwork tool (boot soles).

Encounter 9/10: WEST GATE or ROADSIDE ASSISTANCE

✚**Captain Rhurdin:** male orc ranger 1/fighter 1; CR 2; Medium humanoid (orc); HD 1d8+2 plus 1d10+2; hp 14; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +2; Grp +5; Atk +7 melee (1d8+4/x3, masterwork orc double axe); Full Atk +7 melee (1d8+4/x3, masterwork orc double axe); SA favored enemy human +2; SQ darkvision 60 ft., light sensitivity, orc traits, wild empathy +2; AL NE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 8, Con 15, Int 10, Wis 10, Cha 11.

Skills and Feats: Knowledge (geography) +3, Knowledge (nature) +3, Search +12, Sense Motive +2, Survival +4, Use Rope +3; Exotic Weapon Proficiency (orc double axe), Track, Weapon Focus (orc double axe).

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork orc double axe, masterwork half-plate, *lens of detection*, fine toothed comb (masterwork Search tool).

✚**Harri'sch:** male orc barbarian 1/fighter 1; CR 2; Medium humanoid (orc); HD 1d12+2 plus 1d10+2; hp 16; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +2; Grp +6; Atk +2 melee (1d6+4, javelin); or +6 ranged (1d6+4, javelin); Full Atk +2 melee (1d6+4, javelin) or +6 ranged (1d6+4, javelin); SA rage 1/day; SQ darkvision 60 ft., half-orc traits; AL NE; SV Fort +4, Ref -1, Will +0; Str 19, Dex 8, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Concentration +4, Search +4, Sleight of Hand +1, Survival +4; Point Blank Shot, Brutal Throw.

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, 1 masterwork javelin, 18 javelins, fine toothed comb (masterwork Search tool).

Raging: hp 20; AC 11; Atk Atk +4 melee (1d6+6, javelin); or +6 ranged (1d6+6, javelin); +8 ranged (1d6+8, javelin)
Full Atk +4 melee (1d6+6, javelin); or +6 ranged (1d6+6, javelin); +8 ranged (1d6+8, javelin) Fort +6, Will +2; Str 23, Con 18.

APL 4

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

☛**Grak:** male half-orc fighter 2; CR 2; Medium humanoid (half-orc); HD 2d10+5; hp 16; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +5; Atk +7 melee (2d4+4/18-20, masterwork falchion); Full Atk +7 melee (2d4+4/18-20, masterwork falchion); AL CE; SV Fort +5, Ref +1, Will +1; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +3; Improved Toughness, Power Attack, Weapon Focus (falchion).

Languages: Common, Orc.

Possessions: Bracers of quickstrike, masterwork falchion, cold iron falchion, silver falchion, masterwork banded mail, weapon capsule retainer, 2 quickflame capsules.

☛**Hargral Cutpurse:** half-orc rogue 2; CR 2; Medium humanoid (half-orc); HD 2d6+4; hp 11; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +5 melee (1d6+2, masterwork sap); Full Atk +5 melee (1d6+2, masterwork sap); SA sneak attack +1d6; SQ trapfinding, evasion; AL CN; SV Fort +2, Ref +5, Will +1; Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +4, Disguise +3, Gather Information +3, Listen +6, Search +4, Spot +6, Tumble +9; Weapon Focus (sap).

Languages: Common, Orc.

Possessions: Masterwork sap, masterwork chain shirt, masterwork tool, boot soles (tumble), weapon capsule retainer, 2 quickspark capsules.

Encounter 5: THE HARD WAY

☛**Remic and Aias:** male drow monk 2/fighter 1; CR 4; Medium humanoid (elf); HD 2d8+2 plus 1d10+1; hp 18; Init +2; Spd 30 ft.; AC 17 touch 12, flat-footed 15; Base Atk +2; Grp +8; Atk +7 melee (1d8+5/18-20, +1 elven thin blade); Full Atk +7 melee (1d8+5/18-20, +1 elven thin blade); SA flurry of blows; SQ darkvision 120 ft., drow traits, evasion, light blindness, spell-like abilities, spell resistance 15, unarmored AC bonus; AL NE; SV Fort +10, Ref +7, Will +5; Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Diplomacy +4, Jump +9, Listen +7, Perform (dance) +5, Sense Motive +7, Spot +7, Tumble +11; Combat Reflexes, Dodge, Exotic Weapon Proficiency (elven thin blade), Improved Grapple, Improved Unarmed Strike, Weapon Focus (elven thin blade).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Spell-Like Abilities (Sp): 1/day—dancing lights, darkness, faerie fire.

Possessions: +1 elven thin blade, +1 mithril chain shirt, +1 vest of resistance, cold iron elven thin blade, masterwork tool (boot soles).

ENCOUNTER 9/10: WEST GATE or ROADSIDE ASSISTANCE

☛**Captain Rhurdin:** male orc ranger 1/fighter 2/marshal 1; CR 4; Medium humanoid (orc); HD 1d8+2 plus 2d10+2 plus 1d8+2; hp 26; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 16; Base Atk +3; Grp +6; Atk +8 melee (1d8+4/x3, masterwork orc double axe); Full Atk +8 melee (1d8+4/x3, masterwork orc double axe); SA favored enemy human +2; SQ light sensitivity, minor aura (force of will) wild empathy +2; AL NE; SV Fort +9, Ref +1, Will +2; Str 16, Dex 8, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Knowledge (geography) +3, Knowledge (nature) +3, Search +12, Sense Motive +7, Survival +4, Use Rope +3; Endurance, Exotic Weapon Proficiency (orc double axe), Power Attack, Skill Focus (Diplomacy), Track, Weapon Focus (orc double axe).

Languages: Common, Orc.

Minor Aura (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Force of Will: Bonus on Will saves.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork orc double axe, masterwork full plate, *lens of detection*, toothed comb (masterwork Search tool).

☛**Harri'sch:** male orc barbarian 1/fighter 3; CR 4; Medium humanoid (orc); HD 1d12+2 plus 3d10+6; hp 31; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +4; Grp +9; Atk +6 melee (1d6+5, javelin) or +10 ranged (1d6+5, javelin); Full Atk +6 melee (1d6+5, javelin) or +10 ranged (javelin 1d6+5, javelin); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, orc traits; AL NE; SV Fort +6, Ref +1, Will +2; Str 20, Dex 8, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Concentration +5, Search +9, Sleight of Hand +2, Survival +4; Brutal Throw, Point Blank Shot, Precise Shot, Weapon Focus (javelin).

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, 2 masterwork javelins, 18 javelins, fine toothed comb (masterwork Search tool), *lens of detection*, +1 vest of resistance.

Raging: hp 39; AC 11; Fort +8, Will +4; Atk +8 ranged (1d6+5, javelin) or +10 ranged (1d6+7, javelin); Full Atk +8 melee (1d6+7, javelin) or +12 ranged (javelin 1d6+7, javelin); Str 24, Con 18.

APL 6

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

☛**Grak:** male half-orc fighter 4; CR 4; Medium humanoid (orc); HD 4d10+12; hp 34; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +8; Atk +10 melee (2d4+9/18-20, +1 *falchion*); Full Atk +10 melee (2d4+9/18-20, +1 *falchion*); AL CE; SV Fort +7, Ref +3, Will +5; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +5; Improved Toughness, Iron Will, Power Attack, Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Languages: Common, Orc.

Possessions: *Bracers of quickstrike*, +1 *falchion*, +1 *banded mail*, +1 *vest of resistance*, weapon capsule retainer, 2 quickflame capsules, masterwork cold iron *falchion*, silver *falchion*.

☛**Hargral Cutpurse:** male half-orc rogue 3/fighter 1; CR 4; Medium humanoid (half-orc); HD 3d6+6 plus 1d10+2 plus 4; hp 24; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +6; Atk +8 melee (1d6+4, +1 *sap*); Full Atk +8 melee (1d6+4, +1 *sap*); SA sneak attack +2d6; SQ trapfinding, evasion; AL CN; SV Fort +6, Ref +6, Will +5 Str 16, Dex 15, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +4, Disguise +3, Gather Information +3, Jump +10, Listen +7, Search +4, Spot +7, Tumble +12; Improved Toughness, Iron Will, Weapon Focus (*sap*).

Languages: Common, Orc.

Possessions: +1 *sap*, +1 *mithril chain shirt*, +1 *vest of resistance*, masterwork tool, boot soles (tumble), weapon capsule retainer, 2 quickspark capsules, masterwork *sap*, masterwork *sap*.

Encounter 5: THE HARD WAY

☛**Remic and Aias:** male drow monk 2/fighter 2/dervish 2; CR 7; Medium humanoid (elf); HD 2d8+4 plus 2d10+4 plus 2d10+4; hp 43; Init +2; Spd 35 ft.; AC 18, touch 13, flat-footed 16; Base Atk +5; Grp +13; Atk +11 melee (1d8+7/18-20, +1 *elven thin blade*); Full Atk +11/+6 melee (1d8+7/18-20, +1 *elven thin blade*); SA dervish dance 1/day, flurry of blows, slashing blades; SQ AC bonus, darkvision 120 ft., drow traits, evasion, fast movement, light blindness, movement mastery, spell-like abilities, spell resistance 18, unarmored AC bonus; AL NE; SV Fort +11, Ref +11, Will +9; Str 18, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmithing) +5, Diplomacy +4 Jump +9, Listen +9, Perform (dance) +10,

Sense Motive +7, Spot +7, Tumble +15; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Grapple, Improved Unarmed Strike, Mobility, Weapon Focus (elven thin blade).

Languages: Common, Drow Sign Language, Elven, Undercommon.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or

Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Spell-Like Abilities (Sp): 1/day—dancing lights, darkness, faerie fire.

Possessions: +1 elven thin blade, +1 mithril chain shirt, +2 vest of resistance, cold iron elven thin blade, masterwork tool (boot soles), +2 amulet of health, gauntlets of ogre power, bracers of quickstrike.

ENCOUNTER 9/10: WEST GATE or ROADSIDE ASSISTANCE

☛**Captain Rhuridin:** male orc ranger 1/fighter 3/marshal 2; CR 6; Medium humanoid (orc); HD 1d8+2 plus 3d10+6 plus 2d8+4; hp 42; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 16; Base Atk +5; Grp +8; Atk +11 melee (1d8+7/x3, +1 orc double axe); Full Atk +11 melee (1d8+7/x3, +1 orc double axe); SA favored enemy human +2; SQ darkvision 60 ft., light sensitivity, minor aura (force of will), major aura +1 (resilient troops), orc traits, wild empathy +2; AL NE; SV Fort +10, Ref +3, Will +7; Str 18, Dex 8, Con 15, Int 10, Wis 10, Cha 14.

Skills and Feats: Knowledge (geography) +3, Knowledge (nature) +3, Search +12, Sense Motive +9, Survival +6 Use Rope +3; Endurance, Exotic Weapon Proficiency (orc double axe), Power Attack, Skill Focus (diplomacy), Steadfast Determination, Track, Weapon Focus (orc double axe).

Languages: Common, Orc

Minor Aura (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Force of Will: Bonus on Will saves.

Major Aura (Ex): Beginning at 2nd-level a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Resilient Troops: +1 to all saves.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1/+0 orc double axe, masterwork full plate, lens of detection, toothed comb (masterwork Search tool), +1 vest of resistance, gauntlets of ogre power, +2 cloak of charisma.

☛**Harri'sch and Tantr'ak:** male orc barbarian 1/fighter 4/master thrower 1; CR 6; Medium humanoid (orc); HD 1d12+3 plus 4d10+12 plus 1d8+3; hp 53; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +6; Grp +12; Atk +9 melee (1d6+8, javelin) or +13 ranged (1d6+8, javelin); Full Atk +9/+3 melee (1d6+8, javelin) or +11/+11/+6 ranged (1d6+8, javelin); SA thrown weapon trick (defensive throw), rage 1/day; SQ darkvision 60 ft., light sensitivity, orc traits; AL NE; SV Fort +8, Ref +4, Will +3; Str 22, Dex 8, Con 16, Int 10, Wis 11, Cha 8. **Skills and Feats:** Concentration

+10, Search +9, Sleight of Hand +3, Survival +4; Brutal Throw, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (javelin), Weapon Specialization (javelin).

Languages: Common, Orc.

Defensive Throw (Ex): If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapons don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, 2 masterwork javelins, 18 javelins, fine toothed comb (masterwork Search tool), lens of detection, +2 vest of resistance, gauntlets of ogre power, +2 amulet of health, quiver of Ehlonna.

Raging: hp 65; AC 11; Atk +11 melee (1d6+10, javelin) or +15 ranged (1d6+10, javelin); Full Atk +11/+5 melee (1d6+10, javelin) or +13/+13/+8 ranged (1d6+10, javelin); Fort +10, Will +5.

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

☛**Grak:** male half-orc fighter 6; CR 6; Medium humanoid (half-orc); HD 6d10+24; hp 57; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +6; Grp +10; Atk +12 melee (2d4+9/18-20, *+1 falchion*); Full Atk +12/+7 melee (2d4+9/18-20, *+1 falchion*); AL CE; SV Fort +10, Reflex +5, Will +7; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +6; Cleave, Improved Toughness, Iron Will, Power Attack, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Orc.

Possessions: Bracers of quickstrike, *+1 falchion*, *+1 banded mail*, *+2 amulet of health*, *+2 vest of resistance*, weapon capsule retainer, 2 quickflame capsules, masterwork cold iron falchion, masterwork silver falchion.

☛**Hargral Cutpurse:** male half-orc rogue 3/fighter 3; CR 6; Medium humanoid (half-orc); HD 3d6+9 plus 3d10+9; hp 46; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +9; Atk +11 melee (1d6+5, *+1 sap*); Full Atk +11 melee (1d6+5, *+1 sap*) or +9 melee (1d6+5, *+1 sap*) and +9 melee (1d6+3, *+1 sap*); SA sneak attack +2d6; SQ evasion, trapfinding; AL CN; SV Fort +8, Ref +10, Will +7; Str 18, Dex 15, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +4 Disguise +3, Gather Information +3, Jump +10, Listen +7, Search +4, Spot +7, Tumble +13; Improved Toughness, Iron Will, Lightning Reflexes, Two Weapon Fighting, Weapon Focus (Sap).

Languages: Common, Orc

Possessions: *+1 sap* (2), *+2 mithril chain shirt*, *gauntlets of ogre power*, *+2 vest of resistance*, masterwork tool boot soles (tumble), weapon capsule retainer, 2 quickspark capsules.

Encounter 5: THE HARD WAY

☛**Remic and Aias:** drow monk 2/fighter 2/dervish 3/exotic weapon master 1; CR 9; Medium humanoid (elf); HD 2d8+4 plus 2d10+4 plus 3d10+6 plus 1d10+2; hp 58; Init +2; Spd 35 ft.; AC 18, touch 13, flat-footed 16; Base Atk +6; Grp +15; Atk +13 melee (1d8+11/18-20, *+1 elven thin blade*); Full Atk +13/+8 melee (1d8+11/18-20, *+1 elven thin blade*); SA dervish dance 2/day, flurry of blows, slashing blades, uncanny blow; SQ AC bonus, darkvision 120 ft., drow traits, evasion, fast movement, light blindness, movement mastery,

spell resistance 20, unarmored AC bonus; AL NE; SV Fort +14, Ref +11, Will +9; Str 21, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmithing) +5, Diplomacy +6 Jump +9, Listen +10, Perform (dance) +10, Sense Motive +9, Spot +7, Tumble +18; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (elven thin blade), Improved Grapple, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Focus (elven thin blade).

Languages: Common, Drow Sign Language, Elven, Orc, Undercommon.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by and extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals damage equal to his Strength bonus x2 instead of x1-1/2.

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Spell-Like Abilities (Sp): 1/day—dancing lights, darkness, faerie fire.

Possessions: +1 elven thin blade, +1 mithril chain shirt, +2 vest of resistance, cold iron elven thin blade, masterwork tool (boot soles), +2 amulet of health, +4 belt of giant strength, bracers of quickstrike.

ENCOUNTER 9/10: WEST GATE or ROADSIDE ASSISTANCE

☛**Captain Rhuridin:** male orc ranger 1/fighter 4/marshal 2/eye of gruumsh 1; CR 8; Medium humanoid (orc); HD 1d8+4 plus 4d10+16 plus 2d8+8 plus 1d12+4; hp 74; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 16; Base Atk +7; Grp +11; Atk +9 melee (1d8+9/x3, +1 orc double axe); Full Atk +13/+8 melee (1d8+9/x3, +1 orc double axe); SA favored enemy human +2, rage 1/day; SQ command the horde, light sensitivity, major aura +1 (resilient troops), minor aura (force of will), orc traits, wild empathy +2; AL NE; SV Fort +16, Ref +4, Will +10; Str 18, Dex 8, Con 18, Int 10, Wis 10, Cha 14. *Skills and Feats:* Knowledge (geography) +3, Knowledge (nature) +3, Search +14, Sense Motive +9, Survival +6 Use Rope +3; Blind-fight, Endurance; Exotic Weapon Proficiency (orc double axe), Power Attack, Skill Focus (Diplomacy), Steadfast Determination, Track, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Languages: Common, Orc

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any non-good orcs or half-orcs within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Minor Aura (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Force of Will: Bonus on Will saves.

Major Aura Ex): Beginning at 2nd-level a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Resilient Troops: +1 to all saves.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1/+0 orc double axe, masterwork full plate, lens of detection, toothed comb (masterwork Search tool), +2 vest of resistance, gauntlets of ogre power, +2 cloak of charisma, +2 amulet of health, ring of counterspells (calm emotions).

Raging: hp 90; AC 15; Atk +15 melee (1d8+12, +1 orc double axe); Full Atk +15/+10 melee (1d8+12, +1 orc double axe); ; Fort +17, Will +12;

☛**Harri'sch and Tantr'ak:** male orc barbarian 1/fighter 4/master thrower 3; CR 8; Medium humanoid (orc); HD 1d12+3 plus 4d10+12 plus 3d8+9; hp 66; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +8; Grp +15; Atk +12 melee (1d6+9/x3, javelin) or +16 ranged (1d6+9/x3, javelin); Full Atk +12/+7 melee (1d6+9/x3, javelin) or +14/+14/+9 ranged (1d6+9/x3, javelin); SA rage 1/day, thrown weapon trick (deadeye shot, defensive throw); SQ evasion, fast movement, light sensitivity, orc traits, AL NE; SV Fort +10, Ref +6, Will +5; Str 25, Dex 8, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Concentration +14, Search +9, Sleight of Hand +3, Survival +6; Brutal Throw, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (javelin), Weapon Specialization (javelin).

Languages: Common, Orc.

Defensive Throw (Ex): If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapons don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, 2 masterwork javelins, 42 javelins, fine toothed comb (masterwork Search tool), lens of detection, +3 vest of resistance, +4 belt of giant strength, +2 amulet of health, 2 quivers of ehlonna, ring of counterspells (calm emotions);

Raging: hp 82; AC 11; Atk +14 melee (1d6+11/x3, javelin) or +18 ranged (1d6+11/x3, javelin); Full Atk +14/+9 melee (1d6+11/x3, javelin) or +16/+16/+11 ranged (1d6+11/x3, javelin) ; Fort +12, Will +7.

ENCOUNTER 1: A RAP, RAP, RAPPING AT MY CHAMBER DOOR

✚**Grak:** male half-orc fighter 8; CR 8; Medium humanoid (half-orc); HD 8d10+32; hp 76; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +8; Grp +13; Atk +16 melee (2d4+10/18-20, +1 *falchion*); Full Atk +16/+11 melee (2d4+10/18-20, +1 *falchion*); AL CE; SV Fort +11, Ref +5, Will +7; Str 21, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +7; Cleave, Greater Weapon Focus (falchion), Improved Toughness, Iron Will, Power Attack, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common, Orc

Possessions: Bracers of quickstrike, +1 falchion, +1 banded mail, +2 amulet of health, gauntlets of ogre power, +2 vest of resistance weapon capsule retainer, 2 quickflame capsules, masterwork cold iron falchion, masterwork silver falchion.

✚**Hargral Cutpurse:** male half-orc rogue 4/fighter 4; CR 8; Medium humanoid (half-orc); HD 4d6+16 plus 4d10+16; hp 68; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +11; Atk +13 melee (1d6+7, +1 *sap*); Full Atk +13/+8 melee (1d6+7, +1 *sap*) or +11/+6 melee (1d6+7, +1 *sap*) and +11 melee (1d6+5, +1 *sap*); SA sneak attack 2d6; SQ evasion, trapfinding, trapsense +1, uncanny dodge; AL CN; SV Fort +10, Ref +12, Will +7; Str 18, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +4, Disguise +3, Gather Information +3, Jump +11, Listen +10, Search +4, Spot +7, Tumble +18; Improved Toughness, Iron Will, Lightning Reflexes, Two Weapon Fighting, Weapon Focus (sap), Weapon Specialization (sap).

Languages: Common, Orc.

Possessions: +1 sap (2), +2 mithril chain shirt, gauntlets of ogre power, +2 amulet of health, +2 vest of resistance, masterwork tool, boot soles (tumble), weapon capsule retainer, 2 quickspark capsules.

Encounter 5: THE HARD WAY

✚**Remic and Aias:** male drow monk 2/fighter 4/dervish 3/exotic weapon master 1; CR 11; Medium humanoid (elf); HD 2d8+6 plus 4d10+12 plus 3d10+9 plus 1d10+3; hp 84; Init +3; Spd 35 ft.; AC 19, touch 14, flat-footed 16; Base Atk +9; Grp +18; Atk +16 melee (1d8+11/15-20x1d4 +1 *maiming elven thin blade*); Full

Atk +16/+11 melee (1d8+11/15-20x1d4 +1 *maiming elven thin blade*); SA dervish dance 2/day, flurry of blows, slashing blades; SQ AC bonus, darkvision 120 ft., drow traits, evasion, fast movement, light blindness, movement mastery, spell resistance 22, unarmored AC bonus, uncanny blow; AL NE; SV Fort +16, Reflex +14, Will +11; Str 21, Dex 17, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmithing) +5, Diplomacy +7, Jump +9, Listen +10, Perform (Dance) +12, Sense Motive +10, Spot +9, Tumble +19; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Critical (elven thin blade), Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Weapon Focus (elven thin blade).

Languages: Common, Drow Sign Language, Elven, Orc, Undercommon.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At

the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals damage equal to his Strength bonus x2 instead of $x1\frac{1}{2}$.

Spell-Like Abilities (Sp): 1/day—dancing lights, darkness, faerie fire.

Possessions: +1 Maiming elven thin blade, +1 mithril chain shirt, +3 vest of resistance, +4 amulet of health, +4 belt of giant strength, bracers of quickstrike, +2 gloves of dexterity, boots of speed, cold iron elven thin blade, masterwork tool (boot soles).

ENCOUNTER 9/10: WEST GATE or ROADSIDE ASSISTANCE

☛**Captain Rhurdin:** male orc ranger 1/fighter 4/marshal 2/eye of gruumsh 3; CR 8; Medium humanoid (orc); HD 1d8+4 plus 4d10+16 plus 2d8+8 plus 3d12+12; hp 95; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 17; Base Atk +9; Grp +14; Atk +16 melee (1d8+10/x3, +1 orc double axe); Full Atk +16/+11 melee (1d8+10/x3, +1 orc double axe); SA favored enemy human +2, rage 1/day, swing blindly; SQ minor aura (force of will), major aura +1 (resilient troops), command the horde, light sensitivity, orc traits, ritual scarring +1, wild empathy +2; AL NE; SV Fort +18, Ref +6, Will +12; Str 20, Dex 8, Con 18, Int 10, Wis 10, Cha 14.

Skills and Feats: Knowledge (geography) +3, Knowledge (nature) +3, Search +14, Sense Motive +9, Survival +8, Use Rope +3; Blind-fight, Endurance, Exotic Weapon Proficiency (orc double axe), Power Attack, Reckless Rage Skill Focus (Diplomacy), Steadfast Determination, Track, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Languages: Common, Orc. **Minor Aura (Ex):** A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Force of Will: Bonus on Will saves.

Major Aura (Ex): Beginning at 2nd-level a marshal can project a major aura in addition to his

minor aura. A major aura lets allies add +1 to certain rolls.

Resilient Troops: +1 to all saves.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any non-good orcs or half-orcs within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches second level, but at the cost of lowered defenses. The character adds an extra +4 Strength while in a rage, but his armor class penalty goes from -2 to -4.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1/+0 orc double axe, masterwork full plate, lens of detection, toothed comb (masterwork Search tool), +3 vest of resistance, +4 belt of giant strength, +2 cloak of charisma, +2 amulet of health, ring of counterspells (calm emotions), boots of speed.

Raging: hp 125; AC 11; Atk +21 melee (1d8+18, +1 orc double axe); Full Atk +21/+16 melee (1d8+18, +1 orc double axe); ; Fort +21, Will +14.

☛**Harri'sch and Tantr'ak:** male orc barbarian 1/fighter 4/master thrower 5; CR 10; Medium humanoid (orc); HD 1d12+3 plus 4d10+12 plus 5d8+15; hp 81; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +10; Grp +18; Atk +15 melee (1d6+10/19-20 x3, javelin), +19 ranged (1d6+10/19-20x3, javelin); Full Atk +15/+11 melee (1d6+10/19-20x3, javelin); or +17/+17/+12 ranged (1d6+10/19-20x3, javelin); SA critical throw, rage 1/day, thrown weapon trick (deadeye shot, defensive throw, trip shot); SQ evasion, (); AL NE; SV Fort +10, Ref +7, Will +5; Str 27, Dex 8, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Concentration +14, Search +11, Sleight of Hand +3, Survival +6; Brutal Throw, Improved Critical, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Snatch Arrows, Weapon Focus (Javelin), Weapon Specialization (Javelin).

Languages: Common, Orc

Critical Throw (Ex): At 5th level, a master thrower gains the Improved Critical feat for any thrown weapon for which she has weapon focus.

Deadeye Shot (Ex): The critical multiplier for any specific type of thrown weapon increases by one (for example, a hand axe has a critical multiplier of x4 instead of x3) when this ability is used. The benefit of this ability does not stack with any effect that increases critical multipliers.

Defensive Throw (Ex): If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapons don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Trip Shot (Ex): A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent more than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing normal damage, the master thrower makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity or Strength check (whichever is better). Other modifiers may apply on this opposed check (see page 158 of the *PHB*). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Possessions: Masterwork chain shirt, 2 masterwork javelins, 42 javelins, fine toothed comb (masterwork Search tool), lens of detection, +3 vest of resistance, +6 belt of giant strength, +2 amulet of health, 2 quivers of ehlonna, ring of counterspells (calm emotions), boots of speed;

Raging: hp 95; AC 11; Atk +17 melee (1d6+12/19-20 x3, javelin), +21 ranged (1d6+12/19-20x3, javelin); Full Atk +17/+13 melee (1d6+12/19-20x3, javelin); or +19/+19/+14 ranged (1d6+12/19-20x3, javelin); ; Fort +12, Will +7.

ENCOUNTER 1: A Rap Rap Rapping At My Chamber Door

☛**Grak:** male half-orc fighter 8/barbarian 2; CR 10; Medium humanoid (orc); HD 8d10+32 plus 2d12+7; 96 hp; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +10; Grp +16; Atk +19 melee (2d4+12/15-20, +1 *falchion*); Full Atk +19/+14/+9 melee (2d4+12/15-20, +1 *falchion*); SQ rage 1/day (ex), uncanny dodge (ex); AL CE; SV Fort +14, Reflex +5, Will +7; Str 23, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +8; Cleave, Greater Weapon Focus (Falchion), Improved Critical (Falchion), Improved Toughness, Iron Will, Power Attack, Quick Draw, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Languages: Common, Orc.

Possessions: Bracers of quickstrike, +1 falchion, +1 banded mail, +2 amulet of health, +4 belt of giant strength, +2 vest of resistance, weapon capsule retainer, 2 quickflame capsules, masterwork cold iron falchion, masterwork silver falchion

Raging: hp 118; AC 16; Atk +21 melee (2d4+15/15-20, +1 *falchion*); Full Atk +21/+16/+11 melee (2d4+15/15-20, +1 *falchion*); Fort +16, Will +9.

☛**Hargral Cutpurse:** male half-orc rogue 5/fighter 4/barbarian 1; CR 10; Medium humanoid (orc); HD 5d6+20 plus 4d10+16 plus 1d12+4; 86 hp; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +8; Grp +11; Atk +14 melee (1d6+7/19-20, +1 *sap*); Full Atk +14/+9 melee (1d6+7/19-20, +1 *sap*); or +12/+7 melee (1d6+7/19-20, +1 *sap*) and +12 melee (1d6+5/19-20, +1 *sap*); SA sneak attack 3d6; SQ trapfinding, evasion, trapsense +1, uncanny dodge; AL CN; SV Fort +12, Reflex +11, Will +7; Str 18, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Decipher Script +4, Gather Information +5, Jump +11, Listen +13, Search +4, Spot +10, Tumble +20; Improved Critical (Sap), Improved Toughness, Iron Will, Lightning Reflexes, Two Weapon Fighting, Weapon Focus (Sap), Weapon Specialization (Sap). *Languages:* Common, Orc

Possessions: +1 sap (2), +2 mithril chain shirt, gauntlets of ogre power, +2 amulet of health, +2 vest of resistance, boots of speed, masterwork tool, boot soles (tumble), weapon capsule retainer, 2 quickspark capsules.

Raging: hp 106; AC 17; Atk +16 melee (1d6+9/19-20, +1 *sap*); Full Atk +16/+11 melee (1d6+9/19-20, +1

sap); or +14/+9 melee (1d6+9/19-20, +1 *sap*) and +14 melee (1d6+6/19-20, +1 *sap*); Fort +10, Will +9.

Encounter 5: The Hard Way

☛**Remic and Aias:** male drow monk 2/fighter 4/Dervish 4/Exotic Weapon Master 1/ Duskblade 1; CR 13; Medium Humanoid; HD 2d8+6 plus 4d10+12 plus 3d10+9 plus 2d10+6 1d8+3; 100 hp; Init +7; Spd 35 ft.; AC 19, touch 16, flat-footed 16; Base Atk +11; Grp +18; Atk +20 melee (1d8+15/15-20x1d4 +1 *maiming elven thin blade*); Full Atk +20/+15/+10 melee (1d8+15/15-20x1d4 +1 *maiming elven thin blade*); SA dervish dance 2/day; SA dance of death, flurry of blows, slashing blades, uncanny blow; SQ AC bonus, *arcane attunement*, armored mage (light), darkvision 120 ft., drow traits, evasion, light blindness, movement mastery, SR 24, unarmored AC bonus; AL NE; Saves Fort +19, Reflex +15, Will +14; Str 24, Dex 17, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Craft (weaponsmithing) +5, Diplomacy +5, Jump +9, Listen +12, Perform (Dance) +14, Sense Motive +10, Spot +9, Tumble +25 Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Critical (Elven Thin Blade), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Weapon Focus (Elven Thin Blade).

Languages: Common, drow sign language, Elven, Orc, Undercommon.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She

cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Uncanny Blow (Ex): When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals damage equal to his Strength bonus x2 instead of $x1\frac{1}{2}$.

Arcane Attunement (Sp): You can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of 5 times per day. These spell like powers do not count against your total of spells known or spells per day.

Armored mage (light) (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and shields. This training does not extend to medium or heavy armors, nor does it apply to spells gained from a different spellcasting class.

Drow Traits: Immune to magical sleep; +2 bonus against enchantment spells or effects, spells, and spell-like effects; +2 racial skill bonus (Search, Listen, Spot); automatic Search check within 5 feet of a secret door.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Duskblade Spells Known (3/3; base DC = 12 + spell level): 0—acid splash, disrupt undead, ray of frost, touch of fatigue; 1st—blade of blood, stand.

Possessions: +1 Maiming elven thin blade, +1 mithril chain shirt, +4 vest of resistance, +4 amulet of health, +6 belt of giant strength, armbands of might, +2 gloves of dexterity, boots of speed, cold iron elven thin blade, masterwork tool (boot soles).

ENCOUNTER 9/10: WEST GATE or ROADSIDE ASSISTANCE

☛Captain Rhurdin: male orc ranger 1/fighter 6/marshal 2/eye of gruumsh 3; CR 12; Medium humanoid (orc); HD 1d8+6 plus 6d10+36 plus 2d8+12 plus 3d12+18; hp 138; Init +3; Spd 20 ft.; AC 18, touch 9, flat-footed 17; Base Atk +11; Grp +16; Atk +19 melee (1d8+11/x3, +2 *orc double axe*); Full Atk +19/+14/+9 melee (1d8+11/x3, +2 *orc double axe*); SQ favored enemy humanoid (human) +2, wild empathy +2 (Ex), minor aura (force of will), major aura +1 (resilient troops), rage (Ex) 1/day, command the horde (Ex), swing blindly (Ex), ritual scarring +1 (Ex); AL NE; SV Fort +19, Ref +7, Will +13; Str 20, Dex 8, Con 20, Int 10, Wis 10, Cha 15.

Skills and Feats: Knowledge (geography) +3, Knowledge (nature) +3, Search +14, Sense Motive +9, Survival +10 Use Rope +3; Blind-fight (Ex), Endurance..Exotic Weapon Proficiency (Orc Double Axe), Improved Initiative, Improved Toughness, Power Attack, Reckless Rage Skill Focus (Diplomacy), Steadfast Determination, Track, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Languages: Common, Orc

Minor Aura (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Force of Will: Bonus on Will saves.

Major Aura (Ex): Beginning at 2nd level a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Resilient Troops: +1 to all saves.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any non-good orcs or half-orcs within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches second level, but at the cost of lowered defenses. The character adds an extra +4 Strength while in a rage, but his armor class penalty goes from -2 to -4.

Possessions: +2/+0 *orc double axe*, masterwork full plate, lens of detection, toothed comb (masterwork Search tool), +3 vest of resistance, +4 belt of giant

strength, +2 cloak of charisma, +4 amulet of health, ring of counterspells (calm emotions), boots of speed.

Raging: hp 173; AC 11; Atk +24 melee (1d8+19/x3, +2 *orc double axe*); Full Atk +24/+19/+14 melee (1d8+19/x3, +2 *orc double axe*); Fort +22, Will +15;

Harri'sch and Tantr'ak: male orc barbarian 1/fighter 6/master thrower 5; CR 12; Medium humanoid (orc); HD 1d12+4 plus 6d10+24 plus 5d8+20; hp 110; Init -1; Spd 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +12; Grp +20; Atk +18 melee (1d6+11/19-20x3, javelin) or +22 ranged (1d6+11/19-20x3, javelin); Full Atk +18/+13/+8 melee (1d6+11/19-20x3, javelin) or +20/+20/+15/+10 ranged (1d6+11/19-20x3, javelin); SA critical throw, rage 1/day, thrown weapon trick (deadeye shot, defensive throw, trip shot); SQ evasion, thrown weapon trick, thrown weapon trick; AL NE; SV Fort +11, Ref +8, Will +6; Str 28, Dex 8, Con 18, Int 10, Wis 11, Cha 8.

Skills and Feats: Concentration +15, Search +11, Sleight of Hand +3, Survival +8; Brutal Throw, Far Shot, Improved Critical, Point Blank Shot, Power Attack, Power Throw, Precise Shot, Quick Draw, Rapid Shot, Snatch Arrows, Weapon Focus (Javelin), Weapon Specialization (Javelin).

Languages: Common, Orc

Critical Throw (Ex): At 5th level, a master thrower gains the Improved Critical feat for any thrown weapon for which she has weapon focus.

Deadeye Shot (Ex): The critical multiplier for any specific type of thrown weapon increases by one (for example, a hand axe has a critical multiplier of x4 instead of x3) when this ability is used. The benefit of this ability does not stack with any effect that increases critical multipliers.

Defensive Throw (Ex): If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapons don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Trip Shot (Ex): A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent more than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing normal damage, the master thrower makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity or Strength check (whichever is better). Other modifiers may apply on this opposed check (see page 158 of the *PHB*). If the master thrower wins the opposed check, the opponent is tripped. The

benefit of this ability does not stack with the benefit of the Improved Trip feat. Possessions: Masterwork chain shirt, 2 masterwork javelins, 42 javelins, fine toothed comb (masterwork Search tool), lens of detection, +3 vest of resistance, +6 belt of giant strength, +4 amulet of health, 2 quivers of ehlonna, ring of counterspells (calm emotions), boots of speed;

Raging: hp 134; AC 11; Atk +20 melee (1d6+13/19-20x3, javelin) or +24 ranged (1d6+13/19-20x3, javelin); Full Atk +20/+15/+10 melee (1d6+13/19-20x3, javelin) or +22/+22/+17/+12 ranged (1d6+13/19-20x3, javelin); Fort +12, Will +7; Str 32, Con 22.

APPENDIX 2

	What happens if the characters enter room 2 during this round:	What happens if the characters don't enter room 2 during this round:
Round 1	The merchant Feran's second guard is still on his feet but at 4 hit points. He won't help the PCs in combat, but he will prevent the orcs from getting to the merchant during the battle	The merchant's second guard is reduced to 0 hit points
Round 2	The merchant Feran's second guard is still on his feet but at 0 hit points. He won't help the PCs in combat, but he will prevent the orcs from getting to the merchant during the battle	The merchant's second guard will be reduced to -7 hit points and begins to bleed out
Round 3	The merchant Feran has yet to be harmed but he has been cornered by the two Orcs	The merchant is soundly thumped and reduced to one quarter hit points
Round 4	The merchant Feran is still alive, managing to keep himself alive...improbably	The merchant is struck down and killed
Round 5	The orcs are caught rummaging through the merchants pockets, robbing him	The merchant's guard bleeds out to -10

NEW RULES ITEMS

Blade of Blood

Player's Handbook II

[Necromancy]

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V/S

Casting time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon, or point. The blood drips to spatter in thick, viscous drops upon the ground.

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the next target of the attack. You can voluntarily take 5 points of damage to deal an extra 2d6 of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Stand

Player's Handbook II

[Conjuration (Teleportation)]

Level: Duskblade 1, sorcerer/wizard 1

Components: V/S

Casting time: 1 immediate action

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

Target: One willing prone creature

Duration: Instantaneous

Saving throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking an attack of opportunity.

Feats

Steadfast Determination [General] as presented in Player's Handbook II

Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower you use your raw toughness to survive.

Prerequisites: Endurance

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves.

You do not automatically fail Fortitude saves on a roll of a natural 1.

Brutal Throw [General] as presented in *Complete Adventurer*

You have learned to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with ranged weapons adds his Dexterity modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: 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.

Power Throw [General] as presented in *Complete Adventurer*

You have learned to hurl weapons to deadly effect.

Prerequisites: Str 13, Brutal Throw, Power Attack

Benefit: On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on your attack rolls and the bonus on your damage rolls applies until your next turn.

Special: A fighter may select Power Throw as one of his fighter bonus feats.

Reckless Rage [General] as presented in *Races of Stone*

You are considered extreme even among other barbaric warriors, and you can enter a deeper state of rage than others.

Prerequisites: 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.

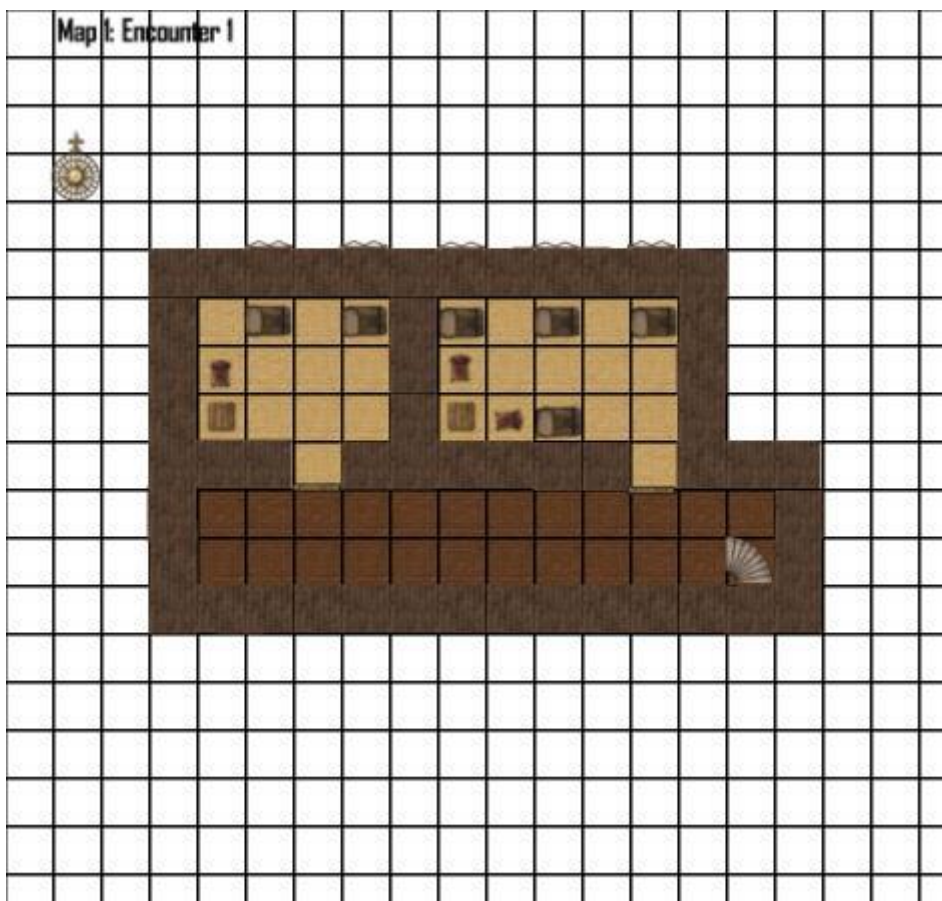
Steadfast Determination [General] as presented in *Player's Handbook II*

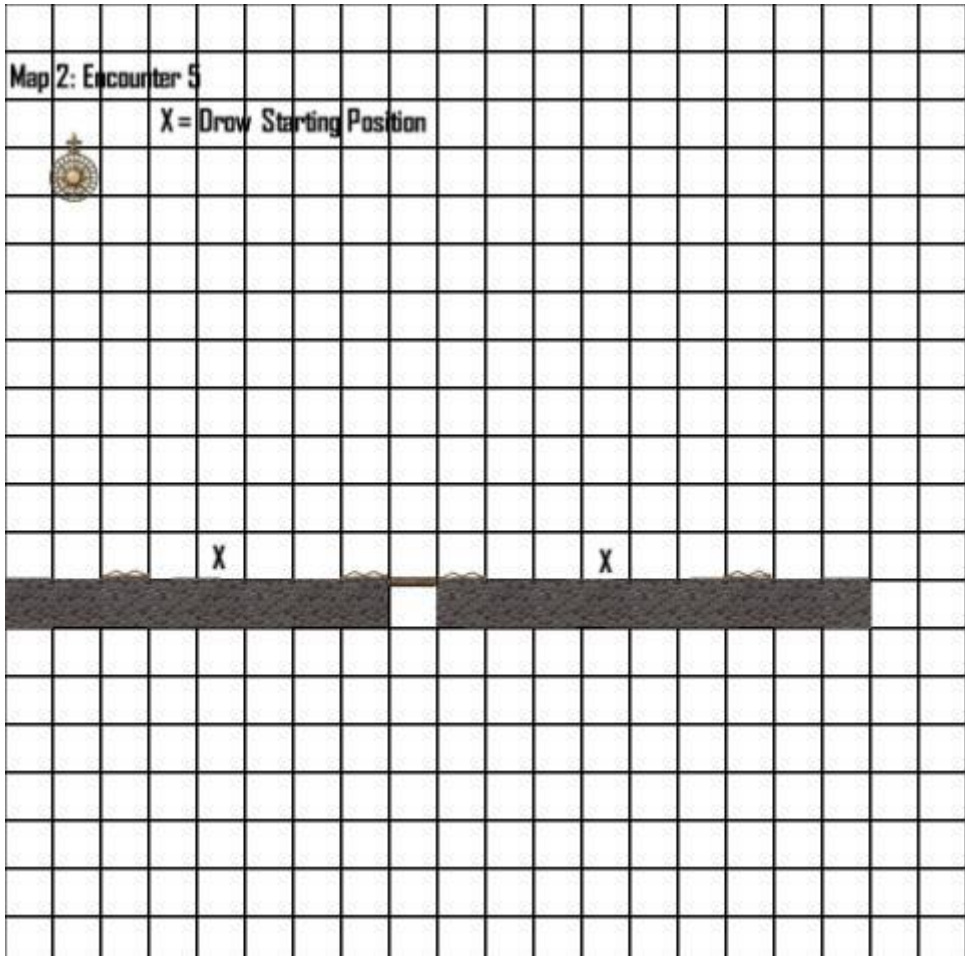
Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower you use your raw toughness to survive.

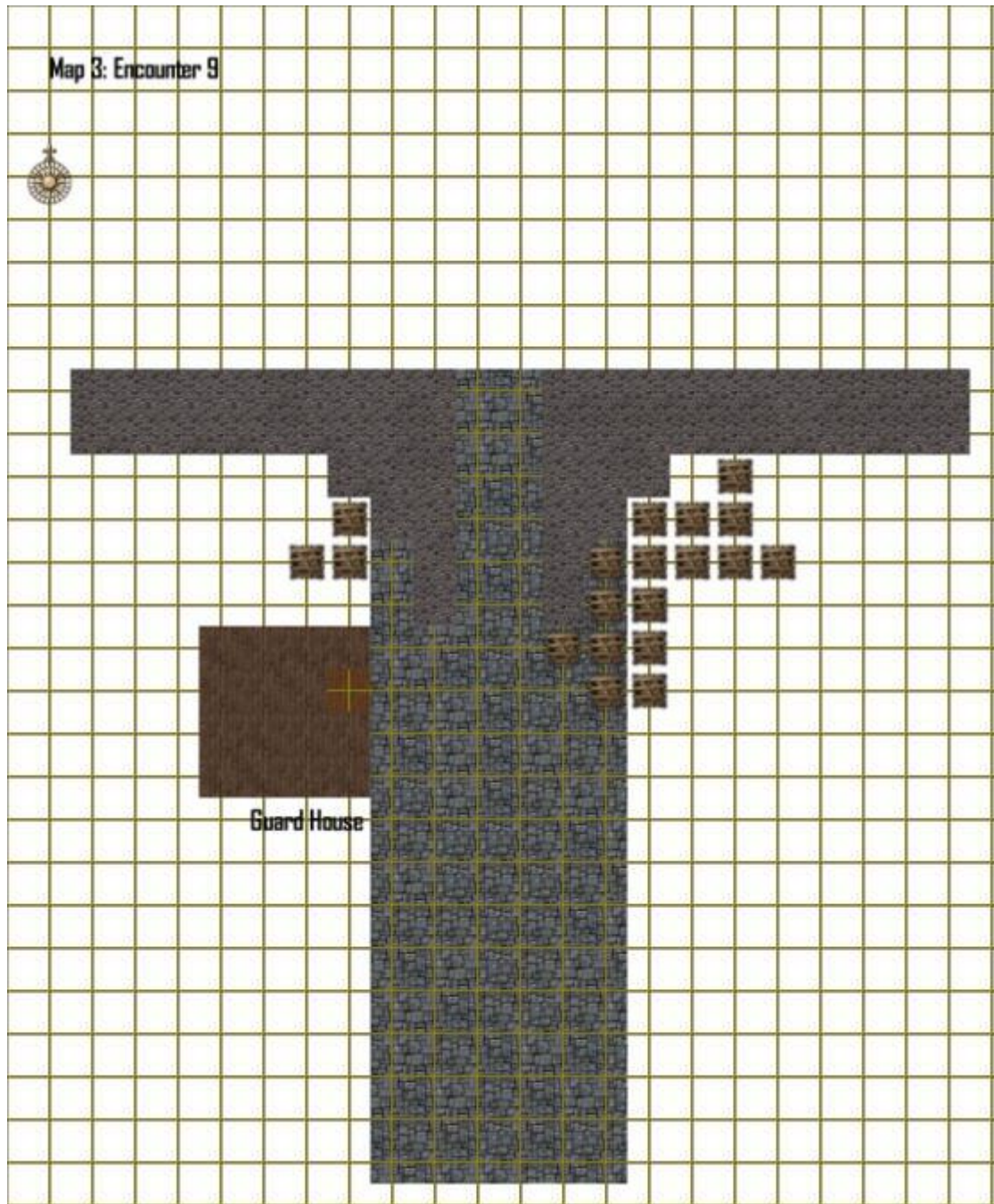
Prerequisites: Endurance

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves. You do not automatically fail Fortitude saves on a roll of a natural 1.

DM MAPS







PLAYERS' HANDOUT 1

Frie

I must first apologize for

But in the current clim

You cannot b

We will me

But no

That will make it easier

The location of our meeting

You will need not be on the

Even if the reverse is untrue.

Take a

In the

Better to hide

Tread carefully in the city. Many

Dwell

I have

You

We shall

Be safe,

Helic

PLAYERS' HANDOUT 2

nds,

my elaborate precautions,

ate here in my homeland

e too careful.

et after dark

sooner.

for all of us to “blend in.”

will be the Jaarlsgard tavern.

lookout for me as I will know you.

reverse is untrue.

table

centre.

in plain sight.

Tread carefully in the city. Many enemies, both known and not

within.

what

need.

meet soon.

safe,

Helic

PLAYER'S HANDOUT 3

Dear friends,

It is my sad duty to inform you that Feran Palantas is dead.

He was brutally slain in another kidnapping attempt no more than a day ago. He did not go quietly, however. He lingered for some time...in agony.

You intervened in the emperor's previous attempt on Feran's life and he does not like to fail twice.

Nor does he like being betrayed.

Do not cross him again.

Harald, servant of the Emperor

PLAYER'S HANDOUT 4

Dear friends,

It is my sad duty to inform you that Feran Palantas is dead.

He was brutally slain in another kidnapping attempt no more than a day ago. He did not go quietly, however. He lingered for some time...in agony.

We may be weak and without influence...but we are not without guile.

This is the fate of traitors. Mark it well.

Harald, loyal servant of the underground.