

Aspirations

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

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Powerful residents of the Gem of the Flanaess suspect that someone on the Directing Oligarchy may be working with Greyhawk's greatest enemy. As their hands are tied and their moves are watched, it falls to a group of heroes to uncover this plot and follow wherever it leads. Parties skilled in stealth, guile or force welcome. A one-round Core adventure set in the Domain of Greyhawk for characters level 1 to 15 (APLs 2 to 12) and the second intrigue of "Honor Among Thieves."

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan and Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Miniatures Handbook* [Michael Dorais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual II* [Ed Bonny Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons] and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players 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, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk and the Orcish Empire of 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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

The future is bright for the City of Greyhawk, Gem of the Flanaess. Narwell is being rebuilt apace, Rary the Traitor's plots seem foiled, Turrosh Mak is facing a renewed surge by the Principality of Ulek on his western borders so the war with the Pomarj has settled down into a stalemate, and preparations are under way for the festivities celebrating the Free City's first century of independence from the Malachite Throne.

But for Nerof Gasgal, the Lord Mayor of Greyhawk, the future is one headache after another. The balancing act that he has maintained since first being elected in CY 570 is starting to take its toll. First, he had to contend with the Greyhawk Wars, then the betrayal by Rary and the fragile peace that followed, and now the invasion by the Orcish Empire of the Pomarj.

A ray of light appeared for Nerof when Turrosh Mak sent a secret message that he wished to negotiate the end of the war. Nerof is eager to push the expense of the war onto Keoland and free up resources to deal with incursions from Dyvers and Urnst. Negotiations have been ongoing for the past several months. So far, Nerof has only informed a few trusted members of the Directing Oligarchy. The Lord Mayor knows that elements in the city will protest any negotiations with Turrosh Mak. Therefore, Nerof's negotiations have been kept very quiet.

The peace negotiations are not without trouble for Turrosh Mak. The goblins in the service of the Orcish Empire are disgruntled with their lot. While this is the

normal state of affairs for goblins, King Scurf Bellyslicer of the Gut-Throttle tribe has found a new advisor who has whispered promises of power and independence. This advisor is the medusa Sithensis, the druid who once laired in the Ghost Tower of Inverness, but has since escaped. She has aligned herself with the Gut-Throttles.

Sithensis and King Scurf want to leverage the war between Pomarj and Greyhawk to carve out their own kingdom. Sithensis knew about the peace negotiations and is willing to support Greyhawk against Turrosh Mak if the goblins are given their own land to rule. Sithensis needed to make contact with Greyhawk so she ordered her goblins to capture an envoy from Nerof to Turrosh Mak. This envoy is a halfling named Ambly Peregrine, a skilled diplomat and aspiring spy who has been serving the Lord Mayor in secret for several years. The goblins had intended to grab the envoy and make their overture, but in the seizure things got a bit out of hand and some overzealous goblins killed the envoy.

Sithensis was irate at the goblins botching it and reincarnated Ambly Peregrine. Unfortunately, Ambly returned to life as a bugbear. Both to learn more about the diplomat's plans and to cement Ambly's loyalty to goblinkind against Turrosh Mak, Sithensis offered Ambly a place of power in the goblin tribe. Ambly realizes that Turrosh Mak's growing suspicion and hatred of goblinoids make peace overtures from a bugbear unlikely. Ambly also realizes that, as a bugbear, his old life in the City of Greyhawk is effectively over. With these realizations, flavored with Sithensis' whispered promises, Ambly has abandoned his diplomatic mission to Turrosh Mak, and he now plans to aid the Gut-Throttle tribe in forging their own kingdom.

Sithensis needs to present overtures of peace to Nerof Gasgal, as formal recognition by the powerful Lord Mayor would help establish the goblin nation. Nerof's support is also critical in light of the recent actions of the fanatical humanoid hater Turin Deathstalker, ruler of the city of Safeton. Sithensis and Ambly realized that it would not be long before Nerof realized his diplomat had gone missing. All they have to do is wait for the search team to arrive and win them over to the cause of a goblin nation.

ADVENTURE SUMMARY

The adventure begins when the characters are invited to an opera at the Royal Opera House in the City of Greyhawk by Otto and Jallarzi, famed wizards of the Circle of Eight. After an extravagant evening, Otto and Jallarzi tell the characters that they have reason to believe that the Lord Mayor is up to something regarding Turrosh Mak. They are aware that a halfling named Ambly Peregrine is key to this intrigue. Otto and Jallarzi ask the characters to follow up on Ambly and unravel this plot.

Encounter One: Men About Town. The characters gather enough information on Ambly to discover that he has left for Safeton. The characters can learn that he is some sort of traveler or spy who has worked with Nerof

in the past. The characters may also learn the name of Ambly's contact in Safeton. The characters must decide whether to travel to Safeton by the road or by ship.

Encounter Two: Old Enemies. As the characters board a vessel for Safeton (if they are traveling by ship) or along the road (if they are traveling by land). Some old enemies of one or more of the characters trailed them and attack.

Encounter Three: On the Road. If the characters travel down the coast to Safeton, they stay in one of the inns along the way. If the characters ask, Ambly also stayed in this very inn several nights back. The characters can learn that Ambly was rehearsing his presentation to Turrosh Mak. This encounter is not necessary, but provides some additional information.

Encounter Four: Unsafe in Safeton. The characters arrive in Safeton, and ask around about Ambly. Ambly is in fact long gone from Safeton, but investigations may point to his contact, a woman named Myranna. Unfortunately, Myranna has been arrested by the constabulary for conspiring with the forces of Turrosh Mak. If the characters have quickly reached this point (such as, if they picked up Myranna's name while in Greyhawk), then Myranna is jailed, but the characters may be able to arrange a meeting with her. If the characters delay in their investigations, Myranna has already been executed for treason, and they cannot learn this piece of information.

Encounter Five: "Git 'em, Boys" Regardless of whether the characters know Ambly's destination, Turin Deathstalker has learned of their questions. Turin learned that Ambly was headed into the Pomarj on a diplomatic mission, but Ambly escaped the city before Turin could arrest him. Turin sends a party to agents to "collect" the characters and bring them to him.

Encounter Six: Called in by the Deathstalker Whether by choice or because they were captured by the collection team, the characters meet Turin Deathstalker. Turin explains that the halfling spy Ambly is in league with Turrosh Mak and is on a diplomatic mission of some sort into the Pomarj. Clearly, the thought of a diplomatic mission in the Pomarj disturbs Turin. Ambly slipped Turin's grasp and fled. Turin commissions the characters to go into the Pomarj, find Ambly, and return him to Safeton.

Encounter Seven: The Ambush Incident. The characters travel into the Pomarj and come across a contingent of orcs escorting a goblin prisoner back to Turrosh Mak. However, the orcs are about to be ambushed by goblins from the Gut-Throttle tribe looking to rescue their tribesman, the nephew of their king. The characters learn that the goblins are desperate to bring the characters back to speak with their chieftain, King Scurf Bellyslicer.

Encounter Eight: The Gut-Throttle Tribe: The characters are brought back to the goblin tribe, and must make proper obeisance to the boorish King Scurf. The characters are approached by Sithensis and Ambly, who describe Sithensis' plans for a goblin nation. Sithensis and Ambly ask the characters to return to the Lord Mayor and

tell him about the fledgling goblin nation and ask for his help in establishing it as a force against Turrosh Mak. Sithensis gives the party a collection of maps, letters, and other indicia of peace for the characters to deliver to the Lord Mayor.

Encounter Nine: The Seekers' Demand. When the characters return to King Scurf's throne room, the characters encounter a group of elite orc representatives of Turrosh Mak. These orcs have learned that Greyhawk's envoy was delayed in Gut-Throttle lands and connected it to the rumors of the rising goblin nation. Suspicious that the envoy may have betrayed the Mak for the Gut-Throttle tribe, the Seekers have come to ensure that Ambly continues his mission to Turrosh Mak. Unfortunately, the Seekers do not know that Ambly has been killed and reincarnated and confuse a Small character in the party for the diplomat Ambly. The characters can attempt to defuse this situation, fight the orcs to win their way free of the Pomarj, or turn Ambly over to the orcs. The goblins view the last as betrayal, however, and may attack the party.

Conclusion: Depending on how the characters have chosen to interact with Turin Deathstalker, Sithensis, and the orc seekers, they are likely to tilt the balance of power in the region.

PREPARATION FOR PLAY

Many of the encounters in this adventure are designed to be approached in three ways: by parties prone to stealth, guile, or force. You should identify which avenue the party is most likely to attempt, in order to run this adventure for the players' maximum enjoyment. Sometimes one of these three paths is easier, and sometimes it poses greater challenge.

You should ask whether any characters have played *COR7-17 Rivalry and Treachery*. These characters will be familiar with the Royal Opera House in which the adventure begins.

You should also ask which characters, if any, have Thanks of the Deathstalker from *COR7-19 Wrath of the Slavelord*. Turin treats this character with a bit more consideration in encounter 6.

Characters affiliated with the Nightwatchmen in the City of Greyhawk are respected by other city watch members and guardsmen. Such characters gain a +2 circumstance bonus on all interactions with the city watch or Guildhall guards in encounter 1.

In encounter 2, the characters run into some old enemies based on disfavor the characters have earned on previous adventures. To run this encounter appropriately, you must select a victim from among the characters. It is likely that there will be only one victim but, to the extent some characters have the same disfavor, there may be more than one victim. Without letting the players know why, ask to see the following ARs (if applicable to the current character) and choose the victim(s) in the following order:

- Any character(s) with Nemesis of the Thieves' Guild from COR5-19 *Retribution* or Disfavor of Skaelin from COR5-05 *A Marked Man* are the victim(s). The victim(s) are attacked by hired killers in the employ of the Greyhawk Thieves' Guild.
- If none of the above, any character(s) with Disfavor of Skaelin from COR5-05 *A Marked Man* are the victim(s). The victim(s) are attacked by hired killers in the employ of the Greyhawk Thieves' Guild.
- If none of the above, any character(s) with Enmity of the Slavelords from COR5-12 *Return to the Undercity* are the victim(s). The victim(s) are attacked by hired killers from among the Slavelords.
- If none of the above, any character(s) with An Offer You Shouldn't Have Refused from COR6-17 *Something of Value* are the victim(s). The victim(s) are attacked by hired killers in the employ of the Greyhawk Thieves' Guild.
- If none of the above, any character(s) with Ire of Sir Hendry from COR7-08 *Sins of the Father* are the victim(s). The victim(s) are attacked by hired killers in the employ of Sir Hendry.
- If none of the above, any character(s) with Ire of the Bandits from CGR7-01 *Death in the Free City* are the victim(s). The victim(s) are attacked by hired killers from among the local bandits.
- If none of the above, any character(s) with Enmity of the Black Skull from COR7-13 *Journey to the Hidden Shrine* are the victim(s). The victim(s) are attacked by a trio of orc barbarians.
- If none of the above, any character(s) with Enemy of the Scarlet Brotherhood from COR7-02 *Bitter Fruit* are the victim(s). The victim(s) are attacked by Suel monk/assassins from the Scarlet Brotherhood.
- If none of the above, any character(s) with Disfavor of the Brazen Blade from COR5-18 *Kusnir* are the victim(s). The victim(s) are attacked by hired killers in the employ of the Fraternity of the Brazen Blade.
- If none of the above, any character(s) with Enmity of Hassirak from COR7-09 *Past Debts* are the victim(s). The victim(s) are attacked by devils sent by Hassirak.
- If none of the above, then choose the character with the lowest Spot modifier (or characters tied for the lowest Spot modifier). That character is attacked by hired killers for no reason other than general mayhem.

Note which character(s) are the victim(s), and which person or organization is soon to enact its revenge.

INTRODUCTION

If the PCs have played COR8-01 *Machinations*, it is possible that they finished the adventure with Greyhawk suffering from significant rioting. If so, the riots have been broken up by the time of this adventure, which

happens a month after events in COR8-01 *Machinations*. However, the mood of the city is still very ugly.

Looking back on it, time flew so quickly. First came the invitation, gilded and bearing the legendary name of Otto of the Circle of Eight. Then came the hurried search for the proper attire and the elegant carriage fetching you to the Royal Opera House. Jallarzi Sallavarian, Otto's colleague on the Circle, greeted you in the lobby, her black silk gown glimmering. In Otto's opera box, sparkling wine from Celene and small delicacies from all over Oerth were served. Otto seemed to be a bit engrossed with the small puffs of crab-filled pastry, but he was nevertheless charming and made delightful small talk.

Aestrella Shanfarel's performance that night, culminating in her solo over the body of her slain lover, was so bold and powerful no translation from the Ancient Suloise was required. Even the stern Jallarzi blinked away tears, and Otto blubbered like a schoolboy throughout the performance.

After the performance, Otto and Jallarzi ask the characters to accompany them to a private room. Have the players introduce their characters to each other, and then provide players with Player Handout 1, which details further the meeting with these two powerful wizards of the Circle of Eight.

After reading the handout, the characters may have several questions. Below are answers to some of the questions the characters may have about their mission:

- **How much are we getting paid?** Otto chuckles. "We both know that whatever we pay is a pittance compared to the wealth you happen to come upon during your work. But wizards have long memories and value perspicacious allies."
- **Is this legal?** "It's not illegal." Jallarzi says with a smile. "And it is in the best interest of the city."
- **What else do you know about this Ambly Peregrine?** Jallarzi answers, "We haven't yet had the opportunity to look into ourselves; that's why we're engaging you. We understand he is a clever halfling, and we're concerned that he might discover he is being scried upon, and that might point right to us. So it has to be investigation of the more mundane kind, I'm afraid."
- **Can you describe Ambly Peregrine?** Otto lazily generates a minor image of a blonde halfling with jovial features. The image is slightly fuzzy, as if seen from a long way away. "My apologies in abundance. Our observation was limited," mutters the wizard.
- **Should we investigate Nerof Gasgal?** Otto explodes in a chuckle. "You? Investigate the...? Ah, no, no, no. A little out of your league, I think. The halfling barrister is the lead we'd like you to investigate."
- **Is there anything you can provide us that will assist us?** Jallarzi leans forward. "You are

investigating a lawyer who lives a ten-minute carriage ride away. What could you possibly need?"

- **How can we contact you?** "Very carefully." Otto says sternly. "We're constantly being watched by all manner of foreign and domestic powers. If you contact us, you most likely will only put your own lives in danger. Just find out what Ambly and the Lord Mayor are up to, and when you've run down every lead, leave a thank you note for me here at the Royal Opera House. We will arrange to meet you."
- **Can this wait until morning?** Otto shrugs, "That is entirely up to you. Myself, I don't like to do anything of consequence without a good night's rest."

Once the characters begin their investigations, Otto and Jallarzi thank them for the evening and see them out of the Royal Opera House. It is late in the evening when the characters depart the opera house.

1: MAN ABOUT TOWN

This encounter is set up as a free-form investigation encounter. Places where the characters might have something to learn are presented as locations. Please refer to DM Map 1 for a map of the City of Greyhawk and the position of the locales. Use your discretion in running the numerous locations and individuals in this encounter. When applicable, options for the characters to use stealth, guile or force are presented below.

The characters are free to investigate during the day or at night, but feel free to revise the results of their investigation according to the time of day. The ultimate goal of this encounter is to learn that Ambly Peregrine has left Greyhawk to travel at least as far as Safeton. Careful investigation might also reveal that he was going to meet with a woman named Myranna in Safeton.

LOCATION: GREYHAWK CITY

If the characters attempt to gather information on the current situation in Greyhawk, or as a way to gain some background information please refer to the table below:

- **DC 5:** Look, are you going to buy these apples or not?
- **DC 10:** Not from around here huh? This is Greyhawk City. Knock the mud out of your ears and maybe you'll learn something.
- **DC 15:** Naturally, the war with the Pomarj is draining our city's coffers, but as long as the war is on there will be jobs, and every lay about (pointed look at any character that did not pay at least Standard upkeep) needs a job.
- **DC 20:** The entire Wild Coast region is swarming with evil humanoids. We have show that the free people of Greyhawk can stand against those bloodthirsty orcs.
- **DC 25:** While the war with the Pomarj has settled down over the past few years, it is clearly still an

issue that must be resolved. I fear that anything might spark it to life again.

- **DC 30:** My cousin said she overheard the Lord Mayor at the recent Oligarchy meeting after Growfest saying that he has a secret plan to end the war by Fireseek.

LOCATION: CLERKBURG NEIGHBORHOOD

If the characters ask around the Clerkborg neighborhood about a halfling lawyer named Ambly Peregrine, they learn the following information with a successful Gather Information check:

- **DC 5:** Never heard of the man.
- **DC 10:** Ambly, you say? Halfling, you say? Probably lives in east Clerkborg. Most halflings here do.
- **DC 15:** Ambly lives at the second to last house down that lane there. It's the one with the poorly-up kept look about it. He's a clerk or some such at the Lawyers' and Scribes' Guildhall.
- **DC 20:** Ambly lives right over there, but if you're looking for him, you won't find him there. He's gone off on some trip. Don't know where. Maybe for a client; he's a lawyer.
- **DC 25:** Ambly lives in that building right down that way, but he's gone. He said something about Safeton, and asked me if I'd keep an eye on his home while he's gone. He works at the Lawyers' and Scribes' Guildhall.
- **DC 30:** Ambly lives over that way, but I near he's gone off to Safeton for a while. He lives next door to a very nice woman named Abigail Farthing-Furrow, a well-meaning old lady whose lights have dimmed a little, if you catch my meaning. If you see her, say hello for me.

LOCATION: AMBLY'S HOME (EXTERIOR)

Ambly Peregrine's home is a small sliver of a row house in the slummier part of eastern Clerkborg. The entrance has the same door-within-a-door that most halfling residences feature. Two windows face the street, their thick leaded glass is dusty and very little is visible through them. A small side passage pierces the row of homes and leads down and to a back alley.

If the characters arrive at night, no light shines from within Ambly's home. Ambly's home, and all of the buildings nearby, have the following details:

Walls: Mortared stone 9 in. thick; hardness 8; hp 135.

Windows: Glass and lead ribbon, copper hinges; 1 in. thick; hardness 1; hp 1; Break DC 15. Can be pried open with a DC 20 Disable Device check or a DC 25 Open Lock check.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18 (Good locks, DC 30 Open Lock).

During the day, there are typically a couple of bystanders within sight at any time (neighbors brushing front stoops, messengers hurrying along on business, or tradesmen working on the homes in the area). During the day, a watchman walks down the street every 30 minutes. At night, bystanders are rare and a pair of watchmen walks through the neighborhood every hour.

♣**City Watchman:** male human warrior 2; hp 14; Appendix 1.

♣**Neighbor or Tradesman:** male and female human commoner 1 (Spot +2, Listen +0, Sense motive +3).

Stealth

Characters inclined towards stealth may seek to break into Ambly's home. Use your discretion as to whether the characters alert other residents as they go about breaking into Ambly's home. If the PCs enter the home continue to Location: Ambly's Home (Interior), below.

Guile

Characters inclined towards guile may attempt to convince a neighbor to talk about Ambly, or to let the character into Ambly's home on some pretext. During the day there are several neighbors about (brushing their front stoops or working on the homes). Neighbors and other locals can answer casual information about Ambly Peregrine (call for a Diplomacy check, and use the Gather Information DC results above).

Ambly left his key with Abigail Farthing-Furrow, an old woman living next to his home. The characters can learn about her with Gather Information or Diplomacy checks, or they may just want to talk to Ambly's neighbors. Abigail is an exceptionally elderly human who sees the good in everyone, and believes that Ambly is a kind (if somewhat untidy) boy. She volunteers to let in any character that succeeds at a DC 20 Bluff or Diplomacy check (likely because she mistakes the character for someone that Ambly asked to look after his home in his absence). Abigail knows that Ambly has gone to Safeton, and won't be back for a long time.

♣**Abigail Farthing-Furrow:** female human expert 5 (Spot +0, Listen +0, Sense motive +2).

Force

Characters may feel the easiest way to enter Ambly's home is to kick down the door and rifle through belongings before the watch arrives. The physical property of the walls, doors, and windows are listed above. Please note that anyone passing by will recognize a person breaking down a door as an illegal act and rush to alert the watch.

LOCATION: AMBLY'S HOME (INTERIOR)

The squalor of this house exceeds even some of the bestial lairs you've seen in your travels. Bones litter the corners of the rooms downstairs; greasy

handprints cover the handrail upstairs. The bed is little more than a pile of moldering and discolored animal skins, although some semblance of civilization is apparent from the bookshelves bursting with books and the wardrobe filled with dozens of identical black robes. A thin layer of dust has settled on the bed and the robes.

Ambly is exceptionally slovenly for a halfling. The bones downstairs are the remnants of months of neglectful dining as he pored over every available reference books relating to his current expedition.

The books upstairs are all reference books to the Pomarj, biographies of Turrosh Mak, and phrasebooks in Orc and Goblin. A DC 25 Search check uncovers a map of the Wild Coast leading from Greyhawk to the Pomarj via Safeton. Several notes written on the map indicate the territories of the tribes of orcs and goblins that make up the Pomarj. Estimates of crop production and non-military population are also noted. A note tucked in with the map reads "Myranna – Safeton, dock quarter – information will cost 100 orbs (talk her down to 50?)". PCs would know that orbs are the gold coins of Greyhawk.

LOCATION: LAWYERS' AND SCRIBES' GUILDHALL (EXTERIOR)

If the characters investigate Ambly's place of work, the Lawyers' and Scribes' Guildhall, anyone in Clerkgburg can point the way. Furthermore, characters that have played COR7-03 *Second Chances* have been to the Guildhall before. If the characters arrive during the day, read:

This narrow three-storied building is solidly constructed of mortared stone. A large main entrance faces the west, and is flanked by two guild guards. The less dull-looking of the two holds a board with a note tacked to it.

If the characters arrive after dark, read:

This narrow three-storied building is solidly constructed of mortared stone. A large main entrance faces the west. A single guard leans against the wall, scanning passersby with suspicion.

All APLs

♣**Parvel and Jellick, Guildhall Day Guards (2):** male human warrior 2; hp 14 each; Appendix 1.

or

♣**Umbert, Guildhall Night Guard:** male human warrior 2; hp 14; Appendix 1.

If the characters observe the Lawyers' and Scribes' Guildhall for even a short period of time during the day, they notice the following additional information:

As people enter, the guard checks the names on his note and then allows them to pass. Several people appear to be regulars, as the guards simply nod and smile and let them pass. A few windows grace the upper floors of the building. A small service entrance is situated at the rear of the building and opens to the alley.

There are several means of entry to the Guildhall, but this is generally easier during the day than at night.

Stealth

Characters inclined towards stealth may attempt to sneak around back and gain entry through the service entrance. During the day, the service entrance is latched shut from the inside (DC 20 Open Lock). Once inside, refer to Location: Lawyers' and Scribes' Guildhall (Interior), below. During the night, the back entrance is also barred from the inside (increasing the Open Lock DC to 30).

During the day, characters may also attempt to sneak in the front entrance (which requires a distraction to draw the attention of the guards) or steal the list of names from the guard on duty. The guards are neither particularly bright nor attentive. If they notice that the list has gone missing, provided that no other suspicious activity has occurred, the guards first search around in the immediate vicinity for the paper and then one enters the Guildhall to retrieve a copy of the list from one of the secretaries inside.

Guile

Characters seeking entrance honestly are stopped by the Guildhall guards. Only members of the guild or people with appointments (whose names are on the daily list) are permitted entry. The guards are indifferent to the characters, and must be made helpful with a Diplomacy check to bend the rules enough to let the characters pass without an appointment. A hefty bribe (5 gp) helps the Diplomacy check. Both of the day guards know Ambly by description, but not by name.

If the characters actually want to make an appointment, the guards take down their names and let them know that the secretary will arrange an appointment for them by tomorrow. Unfortunately, this does not mean that the characters have an appointment scheduled on the very next day. Instead, by the next day their appointment is actually on the schedule, but for eight days in the future.

The characters may attempt to bluff the guards at the entrance. The guards know that there is some risk to letting unauthorized people past, as they recently had a friend transferred to the night shift for dereliction of duty (see below). Using a name on the guard's note lowers the DC of the Bluff check by 5, as the guard wants to believe that anyone seeking entry has a name on the list. Learning a name on the guard's list requires reading the note from a distance (DC 20 Spot check), stealing the note from the guards, listening for a genuine visitor's

name, or find some other way to look at the names on the guard's note.

The night guard, Umbert, refuses to allow anyone entrance, stating he has strict orders not to allow entry into the Guildhall after hours. As Umbert was recently transferred to the night shift after failing to stop a non-authorized person from entering the Guildhall, he is unfriendly to the characters and letting an unauthorized person into the Guildhall puts him at significant risk of losing his job. Only if made helpful does he permit a character entry, and even then only if he accompanies the character while inside. Umbert knows Ambly Peregrine and knows that the characters should not be in his office. If Umbert is alerted to danger, he shouts for the watch.

Force

During the day, attacking the guards raises the alarm almost immediately, as there are numerous witnesses both on the street and in the Guildhall. The city watch arrives in force in 2d6 rounds.

During the night, a pair of watchmen passes the Guildhall every 10 minutes. If the characters attack Umbert, he calls for help and a pair of watchmen arrives in 4d6 rounds. If the characters are able to incapacitate Umbert before he is able to give the alarm, they should think to dispose of any evidence of wrongdoing. If the guildhall guard is simply away from his post, the watchmen assume that the guard has simply stepped away. If there is evidence of wrongdoing, or if the watchmen notice that the guard has been gone for 10 minutes, the watchmen either investigate or call for help, depending on what they see (a missing guard causes them to investigate, but evidence of spells, such as singed stone, causes them to seek help). Use your discretion as to how successful the characters are in hiding any evidence.

LOCATION: LAWYERS' AND SCRIBES' GUILDHALL (INTERIOR)

Adjust this description accordingly if the characters enter during the night.

The inside of the guild speaks of money and extreme studiousness. Rows of desks sit before a dozen or so bookshelves. Thick leather-bound tomes stand in perfect rows, as half a dozen humans, elves, and halflings move about, studying, discussing in low tones with each other, or writing with practiced precision. A pair of metal spiral stairways leads upstairs. A discreet oak door is labeled "storage."

The entire Guildhall is lit with everburning torches and is well-lit around the clock.

Beyond the door labeled "storage" is a small service area that connects to the service entrance to the exterior of the Guildhall. The storage area also contains stairs that head down to a cramped basement stuffed with crates of records and books.

If the characters go upstairs, read:

Polished wood paneling and frosted glass separate the upstairs into a series of offices. Small hammered brass name plates identify the owner of each office.

During the day there are numerous guild members moving about the interior conducting their business. Any person looking out of place (such as a well-armed adventurer) is approached by a guild member and politely questioned. During the evening there are just two guild members working late downstairs. They are however very, very busy. These late-working scribes receive at least a -4 modifier on any Spot or Listen checks as they are completely immersed in their work.

Guild Members: Male and female human, elf and halfling Expert 3 (Spot +4, Listen +2, Sense Motive +7).

Guild Stewards: male and female human Expert 2 (Spot +2, Listen +2, Sense motive +2).

Ambly Peregrine's office is in the upstairs northwest corner. His office is locked with an average lock (DC 25 Open Lock). It is small, cramped and messy, with books and maps of the Wild Coast and the Pomarj piled on all available surfaces. As with the maps in Ambly's home, these maps note the territories of the tribes of orcs and goblins that make up the Pomarj. Estimates of crop production and non-military population are also noted. A DC 20 Search check reveals Ambly's planned itinerary. Ambly intended to travel down the coast to the town of Safeton, where he was planning to meet someone named Myranna in the dock quarter of Safeton. From Safeton, Ambly's path takes him deep into the Pomarj itself. A comparison of dates will indicate that Ambly should have met with Myranna three days previously.

Stealth

Characters inclined towards stealth will most likely wait until dark before they attempt to enter the Guildhall. After regular hours, no guild members are present in the offices and two very distracted individuals are working downstairs. Provided Umberto the night guard is still present, you should ask for Move Silently checks as the characters move around the interior of the Guildhall. Fortunately, the thick walls and carpeted floors provide a +10 to Move Silently checks.

During the day, there is little chance to sneak into Ambly's office without some form of magical assistance (such as *invisibility*). Opening the door to Ambly's office and searching through his papers may alert the lawyers in neighboring offices. Because the offices are separated with wood paneling and glass, add +5 to any Move Silently checks in the upstairs hall.

Guile

Characters inclined towards guile need only convince the Guild members downstairs that they belong to the Guild or are there to meet someone upstairs. None of the Guild members pay much attention to Ambly's coming and going, so they do not know that he is out of town. In fact,

if pressed, they assume he is upstairs in his office working and readily tell the characters this.

Attempts at Diplomacy or Bluff are likely to succeed inside the Guildhall, although Guild members tend to be keen judges of character. Guild members have an indifferent starting attitude and let the characters wander unescorted if made friendly (DC 15 Diplomacy check). Furthermore, letting guests wander unescorted does not affect the Guild members much one way or another. During the evening, the two Guild Members downstairs may question the characters' presence, but trust that the night guard would only have allowed entrance to people supposed to be here. Any reasonable excuse should resolve the situation (Bluff opposed by the Guild member's Sense Motive).

Getting permission to enter Ambly's office may require some fast talking: the Guildhall has a pair of stewards with keys to unlock Ambly's office door (they knock politely first, however). The stewards are Indifferent to the characters and must be made Helpful to open Ambly's office door. Letting the characters into Ambly's office would put them at some risk, however.

If the character fails to have a good excuse to be present, the Guild member escorts the character to the door.

Force

Any attempt to force a Guild member to allow entry to Ambly Peregrine's office will be met with loud protestations from the Guild member. During the day it will rapidly bring first the Guild guardsmen and shortly thereafter the city watch.

Development: This encounter ends once the characters elect to follow Ambly Peregrine to Safeton. The characters may have gained some additional information (such as the fact that Ambly was meeting a woman named Myranna in Safeton, that Ambly intended to continue on to the Pomarj, or that Ambly took the longer land route to the Safeton).

With a DC 10 Knowledge (local: Core) check, a character realizes that there are two reasonably safe methods to get to Safeton, which is about 270 miles away: the road down the Wild Coast, or passage on a ship. The trip by land takes approximately eleven days (for characters with a speed of 30 feet) or eight days if they are using horses, while the trip by ship takes only six days. However, the trip by ship costs 25 gp per passenger (this amount is already covered for characters that paid for Rich or better lifestyle).

If the characters attempt to contact Otto and Jallarzi, the wizards do not respond. The characters should take this as an indication that their investigations are not yet over. Note whether the characters plan to travel by road or by ship and go to encounter two.

2: OLD ENEMIES

Regardless of whether the characters decide to leave the City of Greyhawk by road or by ship, a group of enemies lies in wait to attack them. One group is hiding just outside of the city, while the other lies in wait down at the docks. Establish a general marching order for the party while traveling. Use the map in DM Map 2 appropriate for the party's location.

Prior to the adventure, you have determined one or more victims from among the characters and determined the enemies that plan to attack. The statistics for all of the enemies are below; you should use whichever is appropriate for this encounter.

The enemies want the victim(s) to know who is responsible for their demise, and so shout as they spring from hiding to make their attack. Based on the enmity used, the following battle cries (or something similar) should be used:

- **Nemesis of the Thieves' Guild or Disfavor of Skaelin:** "You won't escape the wrath of the Greyhawk Thieves' Guild so easily! Die!"
- **Enmity of the Slavelords:** "You won't cross the Yellow Sails ever again!"
- **An Offer You Shouldn't Have Refused** "You've made a dire enemy of the Greyhawk Thieves' Guild...but that's your last mistake. Ever."
- **Ire of Sir Hendry:** "Sir Hendry gives his regards, and hopes you rot in the Hells!"
- **Ire of the Bandits:** "This is for our bandit brethren! Crossing them was your last mistake!"
- **Enmity of the Black Skull:** "Black Skull kill you now! RAAAAHR!"
- **Enemy of the Scarlet Brotherhood:** "The Scarlet Brotherhood has decreed that you will pay for your transgressions with your life!"
- **Disfavor of the Brazen Blade:** "Have at thee! The Fraternity of the Brazen Blade will see your life end today!"
- **Enmity of Hassirak:** "Hassirak sends his regards, and awaits you in the afterlife for an eternity of torment!"
- **Hired killers for no particular reason:** "Kill 'em all, men! Start with that one!"

HIRED KILLERS

APL 2 (EL 4)

🗡️ **Hired Killers (2):** male human rogue 1/fighter 1; hp 16 each; Appendix 1.

APL 4 (EL 6)

🗡️ **Hired Killers (3):** male human rogue 2/fighter 1; hp 22 each; Appendix 1.

APL 6 (EL 8)

🗡️ **Hired Killers (3):** male human rogue 3/fighter 2; hp 36 each; Appendix 1.

APL 8 (EL 10)

🗡️ **Hired Killers (3):** male human rogue 3/fighter 2/assassin 2; hp 48 each; Appendix 1.

APL 10 (EL 12)

🗡️ **Hired Killers (3):** male human rogue 3/fighter 2/assassin 4; hp 60 each; Appendix 1.

APL 12 (EL 14)

🗡️ **Hired Killers (3):** male human rogue 3/fighter 2/assassin 6; hp 72 each; Appendix 1.

Tactics: These three fighters have consumed *potions of invisibility* to carry out their attacks. They begin combat hidden, with a +40 to their Hide checks for invisibility. When the victim approaches, they spring out from hiding. If possible, they prefer to take a 5-foot step and attack with a sneak attack in the surprise round. Otherwise, they move into position in the surprise round and prepare a full round of attacks for the next round. These killers prefer to gain sneak attacks on the victim(s) whenever possible. If prevented from getting to the victim(s), they attack whichever character is nearest. At APL 8 and above, these killers have spent three rounds watching the characters approach, and can therefore use their death attack within the first three rounds of combat. If there is more than one victim, determine which killer has studied which victim, and the killers attempt to slay their chosen victims accordingly. If the victim(s) are killed, the hired killers attempt to flee.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

ORC BARBARIANS

APL 2 (EL 4)

🗡️ **Orc Barbarians (2):** male orc barbarian 2; hp 27 each; Appendix 1.

APL 4 (EL 6)

🗡️ **Orc Barbarians (3):** male orc barbarian 3; hp 41 each; Appendix 1.

APL 6 (EL 8)

🗡️ **Orc Barbarians (3):** male orc barbarian 5; hp 65 each; Appendix 1.

APL 8 (EL 10)

🗡️ **Orc Barbarians (3):** male orc barbarian 7; hp 89 each; Appendix 1.

APL 10 (EL 12)

🗡️ **Orc Barbarians (3):** male orc barbarian 9; hp 113 each; Appendix 1.

APL 12 (EL 14)

👉 **Orc Barbarians (3):** male orc barbarian 11; hp 148 each; Appendix 1.

Tactics: These barbarians are not subtle. They are hidden under heavy cloaks in order to get close to the city, masquerading as ordinary travelers. As the characters approach, they negate any surprise their ruse may have gained them by taking an action to fling off their cloaks, bellow a challenge, and point at the victim(s). They rage as soon as possible and pound on the victim(s) with Power Attacks until the victim(s) are dead, and then they attack whoever is nearest until slain.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

APL 2 (EL 4)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 2; hp 13 each; Appendix 1.

APL 4 (EL 6)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 4; hp 23 each; Appendix 1.

APL 6 (EL 8)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 5/assassin 1; hp 32 each; Appendix 1.

APL 8 (EL 10)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 5/assassin 3; hp 40 each; Appendix 1.

APL 10 (EL 12)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 5/assassin 5; hp 48 each; Appendix 1.

APL 12 (EL 14)

👉 **Scarlet Brotherhood Assassin (2):** male human monk 5/assassin 7; hp 68 each; Appendix 1.

Tactics: These three monks fight with religious devotion. They consumed *potions of invisibility* to carry out their assassination. They begin combat hidden, with a +40 to their Hide checks for invisibility. When the victim approaches, they spring out from hiding. If possible, they prefer to take a 5-foot step and attack with a poisoned kama in the surprise round. Otherwise, they move into position in the surprise round and prepare a flurry of blows in their initiative order. They attempt to tumble past characters as needed to get at the victim(s). At APL 6 and above, these monks have spent three rounds watching the characters approach, and are therefore use their death attack within the first three rounds of combat. If there is more than one victim, determine which monk has studied which victim, and the monks attempt to slay their chosen victims accordingly. If the victim(s) are killed, the monks attempt to flee.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

DEVILS**APL 2 (EL 4)**

👉 **Imps (2):** hp 13 each; MM 56.

APL 4 (EL 6)

👉 **Bearded Devil:** hp 45 each; MM 52.

👉 **Imps (2):** hp 13 each; MM 56.

APL 6 (EL 8)

👉 **Bearded Devil:** hp 45; MM 52.

👉 **Hellcat:** hp 60; MM 54.

APL 8 (EL 10)

👉 **Hellcat (3):** hp 60 each; MM 54.

APL 10 (EL 12)

👉 **Bone Devil (3):** hp 95 each; MM 52.

APL 12 (EL 14)

👉 **Barbed Devil (3):** hp 126 each; MM 51.

Tactics: These devils wait invisibly for the victim(s) to arrive, hiding the best they are able (those devils without *invisibility* as a spell-like ability have consumed *potions of invisibility*). They begin combat hidden, with a +40 to their Hide checks for invisibility. When the victim(s) approach, they spring out from hiding and attack to the best of their ability. They ignore other opponents and attempt to bypass them in order to get at the victim(s). If a victim is slain, those devils with *teleport* as a spell-like ability (bearded devils, bone devils, and barbed devils) remain only long enough to take a full-round action to remove the victim's head and then *teleport* away with the head to deliver it to their master, Hassirak.

Development: After this attack, the characters are free to continue on to Safeton as they have previously determined. If the characters travel by land, continue on to encounter three. If the characters travel by ship or other rapid means (such as wind walk), skip to encounter four.

3: ON THE ROAD

This encounter provides further clues about Ambly's mission to characters that elect to follow the halfling's overland route. For a map of the Domain of Greyhawk, use DM Map 3.

This encounter is not strictly necessary to the plot, but provides additional information. Feel free to run this encounter after the characters' first few days of overland travel. Characters traveling by sea do not generally experience this encounter, but if the characters make port (such as in the town of Hardby), then you may choose to run this encounter if they spend a night in an inn.

As darkness falls, you come upon a wayside inn, much like the last four you've slept in. The common room is dank and dark, smelling strongly of mutton stew and stale ale. The sleeping quarters upstairs come with complimentary drafts of cold air. There are few other travelers, which may be why the host and hostess seem eager for conversation.

With a DC 10 Gather Information check, the proprietors, Kenven and Dora Harper, confirm that the halfling Ambly Peregrine did stay at their inn recently. They remember him for a lack of manners and hygiene. He spent much of the evening standing in a corner, repeating words in a guttural language accompanied by various gestures and bows. Dora is convinced that it was "devil-speak," but Kenven recognized it as a humanoid language.

◆ **Kenven and Dora Harper:** male and female human Expert 2 (Spot +2, Listen +2, Sense motive +2)

The Harpers have an initial attitude of friendly to the characters. A DC 10 Diplomacy check convinces Dora to show the characters the papers she found in Ambly's room after he checked out. She kept them partly out of spite, since it took her so long to clean up the mess he made, and partly out of suspicion over the halfling's activities. The papers contain scrawls in two languages. If the characters know the languages (or can make a DC 15 Decipher Script check) they recognize Halfling and Orcish. The scrawls consist of a long list of honorifics, presented in Orcish, and notes in Halfling on which order to present them in. The terms honor Turrosh Mak and his court. There is no further information in the papers.

If the characters wish to search Ambly's room, they must make the Harpers helpful through Diplomacy, or otherwise sneak up to the room unnoticed. However, they find nothing of further interest (Dora cleaned it well). The night passes without incident, and on the next day, the characters continue their journey to Safeton.

4: UNSAFE IN SAFETON

The city of Safeton has a well-deserved reputation as being a dangerous place. That it stands as a final bastion against the hordes of the Pomarj, that its docks teem with workers, freeswords and thieves, and that it is ruled by legendary Greyhawk assassin Turin Deathstalker all lend credence to this reputation. And yet it is through here that Ambly Peregrine passed.

For a map of Safeton, refer to DM Map 4. Knowledge (Local: Core) results yield the following information about the city:

- **DC 5:** Safeton is a part of Domain of Greyhawk along the Wild Coast. It is ruled by Turin Deathstalker, some kind of shady individual.

- **DC 10:** Safeton, part of the Domain of Greyhawk, is a bastion holding back the orcish hordes of the Pomarj. The city is ruled by Turin Deathstalker, one of the most skilled assassins in the Flanaess. Safeton is a rough town.
- **DC 15:** Safeton continues to hold its own against the hordes of the Pomarj and is therefore essential to the defense of the City of Greyhawk and the entire Wild Coast north of Safeton. The city's ruler is a skilled assassin named Turin Deathstalker. The Deathstalker keeps the lands safe, albeit with an iron fist.
- **DC 20:** Safeton repelled the orcish hordes several years ago and forces ranging out of Safeton were instrumental in destroying the orcish army that sacked the town of Narwell more recently. Turin Deathstalker, a powerful assassin with an unreasoning hatred of evil humanoids, was instrumental in accomplishing both of these feats. Safeton is home to many smugglers and rogues who ply their trade while local authorities often turn a blind eye.
- **DC 25:** Turin Deathstalker is the leader of Safeton and the commander of the armies that drove back the orcs in 589. The following year he personally killed the leaders of the orcish army that sacked Narwell. The law in Safeton is often maintained by brute squads answering to Turin Deathstalker, in addition to the town watch.

Some characters may also wish to Gather Information about Safeton generally. If they do, use the following information as a guide:

- **DC 5:** Safeton's an all right town, it's called Safeton, ain't it?
- **DC 10:** There are four districts here, stay north and you'll be fine, the south quarters get a bit dodgy.
- **DC 15:** There's the Marine and Freeman quarters, and south there's the dock and low quarter. Best to stay out of the latter two. All sorts of criminals live there.
- **DC 20:** Turin Deathstalker's keep is in the Marine quarter, along with the old ruling families. Dock quarter is to the south, best to stay out though, there's all manner of thieves there, and even if you miss them there's conscript gangs for the Militia. The Freeman Quarter is probably best for an inn, and there are several houses of ill repute in the low quarter if that meets your fancy.

LOOKING FOR AMBLY

The characters may have the name of Ambly's contact here in Safeton, a woman named Myranna with extensive information about the Pomarj. About two weeks ago (depending on the speed of the party's travel from Greyhawk), Ambly Peregrine made his way through Safeton and met with Myranna to obtain some information. Once he spoke with Myranna, Ambly slipped out of the city and made his way to the Pomarj.

Turin Deathstalker learned recently of Ambly and of Myranna's role in assisting the envoy. Turin had Myranna arrested on the grounds that she has been conspiring with Turrosh Mak and has been extracting key information from Myranna.

If the characters did not pick up the lead about Myranna, the best they can hope for is to ask around the city for a halfling named Ambly Peregrine (or matching Ambly's description). This requires a DC 25 Gather Information check, as Safeton is large and Ambly did his best to lay low while here. Success reveals that the halfling met with someone from the dock district named Myranna, but takes three days to accomplish and costs the PCs 30 gp in bribes and drinks. If the PCs fail the check, Turin hears of their inquiries and sends a collection team as described in encounter five.

Once the characters enter the Dock quarter, read:

Refuse lines the muddy streets, and rats move openly through the litter in the dock sector of Safeton. The inhabitants shuffle past, their eyes never rising from the ground before them.

Characters gathering information in the dock district about Myranna may learn several things about Myranna and Ambly. Characters learn the following information with a successful Gather Information check against the listed DCs. However, gathering information about Myranna has unintended consequences (see encounter six).

- **DC 5:** Can you spare a bit more? Maybe a few silver?
- **DC 10:** I think I know Myranna, and for a gold I'll tell you where she lives.
- **DC 15:** Myranna. I know her. Lives by the warehouses. Haven't seen her around lately.
- **DC 20:** Myranna used to hang around with Karev's gang, she's a pretty good thief. Heard she got nabbed by the law.
- **DC 25:** Myranna's been arrested. She's being held at the city jail. Something about illegal dealings with the Pomarj. Same thing they got ol' Gorg for. Terrible to be a half-orc in this town.
- **DC 30:** Myranna's got pinched after helping some halfling from Greyhawk. She was helping him get into the Pomarj. Now the Deathstalker's been asking questions about who's helped him. What do you know about it?

If the characters take the time to investigate Myranna's home in a tenement by the dock warehouses, it is decrepit and empty. Myranna has not been there for over a week, as she is in Turin Deathstalker's custody.

VISITING MYRANNA

The characters may want to visit Myranna in jail in order to talk to her about Ambly's visit. Unfortunately, life as an enemy of the state in Turin Deathstalker's jails is short. Two days after the PCs arrive in Safeton, Turin has

Myranna publicly executed. Until then, Myranna is still alive, rotting in jail.

Assuming Myranna is still alive, the characters must find a way to speak with her before her execution. Generally, the guards at the jail are under orders not to let anyone in to speak with the prisoners.

The Safeton jail is a solid ugly structure that squats amid several taller, better-kept buildings. The pair of men loitering out front have the look of ruffians, but appear to be guards.

All APLs

🐉 **Myranna:** female human rogue 3/ranger 4; hp 55; AL: N.

🐉 **Safeton Jail Guards (2):** male human swashbuckler 1; hp 15; Appendix 1.

Stealth

The Safeton jail guards are not particularly attentive, as it is not common to have people breaking *into* the jail. As long as the characters create even a minor distraction, they can approach the tiny barred window to Myranna's cell and speak with her.

Getting Myranna out of the jail is much harder. The jail cells have good locks (DC 30 Open Lock check or break DC 28), and Myranna is manacled hands and feet to the walls with masterwork manacles (DC 35 Open Locks check or break DC 28). If the characters can get Myranna free, she tells them everything she knows and flees Safeton, grateful for her rescue.

Guile

Characters inclined towards guile must convince the jail guards to let them speak with Myranna under any number of plausible pretexts. The guards are indifferent to the characters and, because letting someone talk to a prisoner only puts them at some risk, they need only be made friendly with Diplomacy (DC 15) (or successfully bluffed) in order to escort the characters to Myranna's cell. The guards will not leave the characters alone with Myranna unless they are made helpful (DC 30), but the guards do not particularly care what the characters talk to Myranna about. If the character fails to sway the jail guards, they warn the character away from the jail and threaten to jail the characters if they are seen in the area again.

Force

Starting a fight with the two Safeton jail guards is not a good idea. Several dozen other guardsmen are within shouting distance, day or night (although they have a slower response time at night). The characters may elect to bully the guards with a successful Intimidate check, although this makes the characters unwelcome in Safeton once the guards later report the characters as troublemakers. In this case, Turin is particularly unfriendly with the characters in encounter seven.

Development: Speaking with Myranna. Myranna met with Ambly weeks ago. She does not know all of the details of Ambly's mission, but he intends to speak to Turrosh Mak on behalf of a powerful patron from the City of Greyhawk regarding a truce. Myranna suspects this patron is on the Directing Oligarchy, but she does not realize that it is Nerof Gasgal himself. Ambly specifically asked for the best travel routes through the Pomarj to avoid roving bandits and other groups not closely affiliated with Turrosh Mak, and Myranna gave him good directions. If the characters agree to warn Ambly that Turin Deathstalker is looking for him and that he should not return to Safeton, Myranna gives the characters the directions.

Myranna explains that Turin Deathstalker has questioned her extensively about Ambly's mission, and Turin is very angry that Ambly was able to leave Safeton before his men could arrest him. Myranna has revealed everything she knows to Turin under severe interrogation.

Myranna has traveled throughout the Wild Coast region extensively and seen firsthand the horrors of the war with Turrosh Mak. She is in favor of any efforts to end the war and therefore encourages the characters to see Ambly safely to his goal. Although she knows her interactions with Ambly will lead her to the gallows, she considers her life worth it if peace can be brought to the region (although, of course, she'd much rather get free).

Development: Speaking with the dead. Even if Myranna has been executed, parties may have the resources necessary to speak with her corpse. A DC 15 Knowledge (local: Core) or Gather Information check reveals the location of Safeton's pauper's graves, where executed prisoners are buried. Finding Myranna's corpse among the others in the grave requires a DC 20 Search check and a DC 13 Fortitude save to avoid contracting filth fever. Myranna's corpse can provide the information that Myranna could (see above).

Regardless of the results of their investigations, the characters have stirred up some unwelcome attention in Safeton. Move on to encounter five.

5: "GIT 'EM, BOYS"

The people in the dock district have been promised a large sum of money for any information regarding either Myranna or Ambly. Although people provide information about Myranna and Ambly to the characters, as described in the previous encounter, townspeople immediately go to the watch and provide descriptions and details about the "people asking about Myranna". This information filters rapidly up to Turin Deathstalker, who sends out his "collection team" to bring the characters in. The following encounter takes place at some point while the characters are in Safeton, after they have asked the whereabouts of Myranna or Ambly. At an opportune moment read:

A stylish man, dressed in a long brown coat steps around a nearby corner. He's rapidly joined by what can only be described as "thugs." Spitting on the ground, his steely gaze sweeps over you. "Git 'em, boys," he sneers. His companions draw thick saps and move toward your group.

After the first round of combat, surviving thugs reveal their affiliation.

In the midst of the general melee, the thugs flip back their lapels to reveal dull and dirty badges. "Stop in the name of the law," one growls as he swings his sap.

EL Note: The EL of the encounter has been reduced by 2 to reflect the fact that the "collection team" intends to subdue and capture, and not kill, the characters.

APL 2 (EL 4)

☛ **Stepan Vlasak:** male human bard 2/marshal 1; hp 18; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 1; hp 15 each; Appendix 1.

APL 4 (EL 6)

☛ **Stepan Vlasak:** male human bard 2/marshal 3; hp 30; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 2; hp 23 each; Appendix 1.

APL 6 (EL 8)

☛ **Stepan Vlasak:** male human bard 4/marshal 3; hp 40; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 3/rogue 1; hp 37 each; Appendix 1.

APL 8 (EL 10)

☛ **Stepan Vlasak:** male human bard 5/marshal 4; hp 60; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 3/rogue 3; hp 49 each; Appendix 1.

APL 10 (EL 12)

☛ **Stepan Vlasak:** male human bard 5/marshal 4/war chanter 2; hp 84; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 3/rogue 5; hp 58 each; Appendix 1.

APL 12 (EL 14)

☛ **Stepan Vlasak:** male human bard 5/marshal 4/war chanter 3; hp 91; Appendix 1.

☛ **Thugs (6):** male human swashbuckler 3/rogue 8; hp 76 each; Appendix 1.

Tactics: Stepan uses his abilities to best support his men. He begins by inspiring courage in himself and his men (bolstered by the *inspirational boost* spell). He uses his

marshal auras (and, at higher level, his ability to grant a move action to his allies) in order to increase their effectiveness. In addition, as able, Stepan uses his spells to incapacitate the most effective characters. At higher levels, he inspires toughness and recklessness upon his men.

Stepan's thugs, on the other hand, are more straightforward. They interpose themselves between Stepan and the characters and pummel the characters with saps. The thugs attempt to maintain flanking positions, particularly at higher APLs where they can bring their sneak attack to bear.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

Development: The Characters Lose. Any characters that are subdued are unceremoniously loaded onto a cart and brought to Turin Deathstalker. Continue to encounter six with any captured characters.

Development: The Characters Talk. If the characters attempt to talk their way out of the fight, particularly after learning that they are in a fight with the law, Stepan is willing to parlay. Stepan orders the party to drop their weapons and submit. Stepan explains with a sneer that he works to collect troublemakers for Turin Deathstalker, and that the characters have been specifically "requested" to meet with the mayor of Safeton. Stepan insists that the characters accompany him to Turin Deathstalker. Continue to encounter six.

Stepan knows that Turin is looking for information about a halfling named Ambly that met with Myranna before heading into the Pomarj (Stepan is not certain why Turin is looking for the halfling, but he is not the type to question Turin's orders as the type that does question Turin's orders tends to die horribly). Myranna is already in custody (or possibly executed), but Turin is very angry that Ambly slipped through his fingers.

Development: The Characters Win. If the characters are able to overcome the collection team, they may elect to continue in the Pomarj after Ambly immediately. Getting out of town probably seems like a very good idea at this point. If the characters stay in Safeton for at least an hour, Turin Deathstalker hears of their success and decides to deal with the characters personally. Turin has a note delivered to the characters, instructing them to meet with him. Again the characters may choose to flee the city.

If the characters speak with Turin Deathstalker, go to encounter six. If they head into the Pomarj, go to encounter seven.

6: CALLED IN BY THE DEATHSTALKER

In this encounter, the characters meet with Turin Deathstalker, whether willingly or otherwise. If the characters were pulled in by the "collection team" in

encounter five, they are stripped of their equipment. Otherwise, they have all of their equipment on them. Several elite guards (use the Thugs statistics from encounter five) are in the room with Turin Deathstalker. If Stepan Vlasak survived encounter five, he is here as well. A DC 10 Knowledge (local: Core) check allows the characters to recall that Turin Deathstalker is an extremely powerful assassin and that combat would be ill-advised.

Turin Deathstalker: male human rogue 3/fighter 2/assassin 10 (Spot +21, Listen +21, Sense Motive +23)

Note which of the characters has the lowest Charisma. Turin Deathstalker is well aware that such a character has little chance of successfully lying to him. This character is Turin's first intimidation target. However, Turin does not want to insult anyone that has done him a favor in the past. If the character you choose has Thanks of the Deathstalker from COR7-19 *Wrath of the Slavelord*, choose the character with the next lowest Charisma instead. If all the characters at the table have Thanks of the Deathstalker from COR7-19 *Wrath of the Slavelord*, modify the text below to reflect the fact that Turin thinks well of the party and is not inclined to threaten them.

Turin Deathstalker chooses to meet you in a portion of the jail that clearly is designed for interrogations. Several wooden tables are placed about the room. All have thick leather straps and most have disturbing stains.

Turin Deathstalker slides into the room like a shadow. He is a tall, hard-looking man with olive skin and red-brown hair. His eyes are cold and gray without a trace of mercy or pity. His voice cracks like a whip. "I trust that you know that I'm not one to be trifled with, so I'll make this simple. Tell me everything you know about Myranna, Ambly Peregrine, and why the halfling was going to the Pomarj. Speak truthfully and there will be no need to use...alternate means of interrogation. We'll begin with you."

Point to the character you selected as Turin's intimidation target.

Through his own network of informants, Turin Deathstalker already knows that Ambly is on a peace mission to the Pomarj on behalf of a member of the Directing Oligarchy (although he does not know that the Lord Mayor himself is behind the peace mission). Myranna has confirmed his suspicions under interrogation. Turin is of the firm belief that such an agreement would be disastrous, since any agreement would allow Turrosh Mak to rebuild his forces—and several years from now the human forces will again have to face the orcish hordes of the Pomarj.

Turin wants the characters to retrieve Ambly and bring him back to Safeton for questioning. If Turin can convince the characters that this is the right thing to do, he is pleased. However, Turin is also willing to let the

characters to blunder along after Ambly, confident that ham-fisted adventurers will disrupt Ambly's delicate diplomatic mission. At worst, Turin assumes that he can arrest Ambly on his way out of the Pomarj and undo any negotiations with hit-and-run raids into the Pomarj. Turin does not approve of, and does not plan to abide by, peace with Turrosh Mak.

Use the following as a guide for interaction with Turin based on the characters' attitudes. Turin's response to the characters is in proportion to the aggression the characters exhibit to him.

- **The characters spill their guts:** Turin is a little surprised if the characters tell him who sent them, what they're doing, and what they know. He thanks them for their candor and asks them to retrieve Ambly.
- **Why are we here?** "You are being held on suspicion of conspiring against the Free City of Greyhawk. You were asking after known agents of Turrosh Mak, intent on contacting them for reasons that I have not exposed—yet."
- **But we're innocent!** "Your guilt will be confirmed in good time. Unless there are some mitigating circumstances you can think of, or any information you can provide to me, I have no doubt that you will be declared guilty."
- **That's not proof!** "You will be judged as per the guidelines of my city. We already have a confession from your accomplice, Myranna. Spare yourself the torment and confess to being an agent of Turrosh Mak and a traitor to the people of the Wild Coast."
- **You can't treat us this way!** "Safeton is a city on the border of an orcish empire. Against the hordes of the orcs and other filthy humanoids this city has held. You really think that anyone will be concerned about justice for a group of itinerant sellswords?"
- **Who are you to question me!** "The city of Greyhawk needs protection. I supply it. If they want to question my methods of providing it, they can come down here and take their turn on the walk."

Development: Turin Deathstalker is abrasive, but if the characters admit to their mission he is willing to open up to them. He admits that his is strongly opposed to any peace with Turrosh Mak, as this "peace" will only last long enough for Turrosh Mak to rebuild his forces and launch an assault out of the Pomarj. Turin asks (in a voice the discourages refusal) the characters to retrieve Ambly Peregrine for him, so Turin can question the halfling and ascertain who on the Directing Oligarchy is behind such a treacherous move. If the characters have the poor sense to tell Turin Deathstalker that the peace offer came from the Lord Mayor Nerof Gasgal himself, Turin rages against Nerof and demands that Ambly be retrieved.

If the characters refuse to talk to Turin Deathstalker at all, or if they have been belligerent, he expels them from his city, throwing their gear out with them, and warns them never return unless they can deliver a true

traitor to the Wild Coast people—the halfling Ambly Peregrine—into Turin's hands.

If the characters' conduct has been particularly outrageous, Turin locks them in jail cells. However, Turin secretly wants the characters to head out after Ambly, so he arranges for adequate means of "escape," at your discretion, up to and including easily bent bars, belongings stacked up in plain sight, easily picked locks, sleeping guards, and so on.

Once the characters leave Safeton for the Pomarj, go to encounter seven.

7: THE AMBUSH INCIDENT

The characters should have a reasonably good sense of Ambly's path into the Pomarj. To find the agent, they have little choice but to enter the domain of Turrosh Mak. For a map of the Pomarj, see DM Map 6.

Once the characters have traveled through the Pomarj for several days, they chance upon an orc raiding party transporting an unwilling captive.

Establish a marching order as the party travels through the hilly terrain, allow any characters who wish to use appropriate skills to hide their tracks, note the weather, or move along quietly. Read or paraphrase the following, adjusting as appropriate if the party has elected to travel by night or in an unorthodox manner (such as *wind walk*).

The jagged, craggy hills make for slow, treacherous travel and the few trees are gnarled like twisted fists thrusting up from the ground. Ominous clouds mass to the west, but the sun is bright and hot.

The journey is suddenly interrupted by a shout from the other side of a hill to the southwest, followed by a string of shouting. Characters that understand Orc overhear the following conversation:

"Aaagh! He bit me!"

"Doesn't matter. It's your turn to carry the squirmy runt."

"Back off, I've got 'im. I'll thump him a bit first, to quiet him down."

On the other side of the hill are five orcs, one of which is carrying a canvas bag. This raiding party managed to capture a goblin named Urmug the Quick. Urmug is the nephew of Scurf Bellyslicer, chieftain of the Gut-Throttle tribe of goblins. The orcs have heard that King Scurf is raising a goblin nation, so they know that King Scurf's nephew is likely a very valuable captive. Urmug has just regained consciousness inside the bag, and is not making things easy for his captors.

When the players learn there is a group of orcs carrying a small figure in a canvas bag, they are likely to assume that the orcs have captured Ambly. While not correct, you should encourage this misconception until the characters actually learn who is in the sack.

Urmug is not without allies in his uncle's lands. A group of goblin rangers has tracked the kidnapping orcs and are prepared to stage an ambush to free Urmug. Because the four nervous goblins are outnumbered by the five orcs, they want to be sure that the ambush goes off without a hitch.

All APLs

👉 **Orc Kidnappers (5)**: male and female orc warrior 1; hp 5 each; MM 203.

👉 **Urmug the Quick, Captive Goblin**: male goblin rogue 2/warrior 4; hp 42 (currently at 30, with 27 points of nonlethal damage); Appendix 1.

👉 **Goblin Ambushers (4)**: male and female goblin ranger 1; hp 9 each; Appendix 1.

The characters are likely to step right into the middle of this impending confrontation. The characters are likely to respond with stealth, guile or force. DM Map 7 shows the layout of the encounter.

Stealth

If the characters try to sneak over or around the hill to take a look at who is doing the shouting, ask for Move Silently and Hide checks, opposed by the orcs' Spot and Listen, with a -9 penalty due to the orcs' inattention and distance. If the characters succeed, they can peek out at the orc kidnappers unseen. If the orcs notice the characters, they attempt to appraise the characters, but respond with violence if provoked.

If the characters approach by stealth you should also roll Listen and Spot checks for the goblins, with a -10 penalty for distance, to see whether the goblins notice the characters' arrival on the scene. If the goblins do notice the characters, they wave their filthy handkerchiefs.

Characters that crest the hill to notice the orcs should also make a DC 21 Spot check with a -10 penalty for distance. Successful characters notice the hidden goblins in the scrub of the opposite hill.

If the characters just watch, the orcs eventually quit their squabbling, knock Urmug unconscious, and continue on their way. The goblin ambushers, realizing that their opportunity for ambush is at hand, launch their surprise attack against the orcs. The characters may jump in to aid either side, but the goblins wave their handkerchiefs at the characters as soon as possible.

Guile

If the characters parlay with the orcs, the orcs are quick to gauge the party's threat level. If the orcs think the party is a strong threat, they talk. Unfortunately, none of the orcs speak Common. All of them speak Orc, and one speaks both Orc and Giant.

All the orcs want is to go home with their captive in the sack. They are willing to part with some information, including the name of their tribe (the Breakbones), their war chief (Zhaghru the Sorrowbringer, warchief under Turrosh Mak) and information about the section of the

Pomarj that they are currently in (the lands of the Gut-Throttle goblins, led by Scurf Bellyslicer).

The orcs have a starting attitude of unfriendly with respect to the characters. A Diplomacy check shifting their attitude to friendly (DC 25) entice information out of them, while a Diplomacy check shifting their attitude to helpful (DC 40) convinces the orcs to turn over their captive. The characters may also recover the captive with a very convincing lie or the payment of at least 1,000 gp. Generally, keep the following in mind:

- The orcs probably think that talking about their captive doesn't put them at much risk.
- The orcs probably think that showing their captive puts them at some risk. If Urmug is able to see the characters, he pleads with them for help (in Goblin, which none of the orcs understand), promising a reward from his uncle, the king.
- The orcs consider turning over their valuable captive as putting them at significant risk with their war chief (even though their war chief doesn't yet know that they have captured King Scurf Bellyslicer's nephew).

If the characters cast any sort of spell except one that is clearly benign and explained to them beforehand (such as *comprehend languages*), or if the characters menace the orcs with weapons, the orcs attack and/or flee. If the characters parlay with the goblins, the goblins are surprisingly helpful.

Force

If a fight breaks out, the orcs split up. Two of them try to flee with the captive while three leap into a fight with the characters. Note that the orcs suffer from their light sensitivity as long as it is daylight.

Unless the orcs have taken some time to batter Urmug into unconsciousness, the captive goblin wriggles and shrieks, slowing the orc holding him down to a speed of 20 feet.

If it looks like the orcs are going to get away with Urmug despite the characters' actions, the goblin ambushers launch their attack to save their chieftain's nephew.

Generally, once the orcs see the goblins, the orcs prefer to stand their ground and fight. The orcs know they can probably take on a handful of goblins, even in their weakened state and in goblin lands.

If the characters try to fight the goblins, the cowardly creatures duck and wave their filthy handkerchiefs at the characters.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

Development: Flags of Truce. Due to some recent events (and some very confusing orders from their chieftain), these goblins do not attack the characters. The goblins fear their chieftain, King Scurf Bellyslicer. They are even more afraid of their king's advisor (and, they

believe, consort), a terrifying robed and hooded “witch woman” that joined their tribe several months ago. The “witch woman” is a tall, voluptuous woman who wears thick robes at all times, hiding even her face. Her voice is strange and beguiling. The goblins regularly debate over whether she is a human, hobgoblin, or some sort of hag.

There was some sort of incident a few days ago that sent the witch-woman into a mighty rage. A group of goblin hunters (none of the ones present here) had returned from a successful hunt but, instead of being pleased, the witch woman was livid. She had a few words with the goblin chieftain, and King Scurf Bellyslicer soon thereafter made a curious pronouncement to all of his goblins: if the goblins ever encountered a human, elf, dwarf, halfling, or gnome, they were to wave a white handkerchief at them and talk them into coming back and speaking to King Scurf Bellyslicer himself.

Of course, nothing in a goblin’s possession stays white for long. The handkerchiefs soon became tattered, snot-encrusted rags that only vaguely resemble the flags of peace they are supposed to be.

Still, at the first opportunity, the goblins wave their disgusting white handkerchiefs at the characters furiously and continuously. If given a chance, the goblins explain that they are under orders to take the characters back to the chieftain, King Scurf Bellyslicer, as the king would have words with the outlanders. While the goblins talk over each other, others continue to wave their filthy handkerchiefs at a furious pace.

Unfortunately, the goblins only speak Goblin and may therefore be reduced to playing charades with the characters to get the characters to accompany them back to their chieftain’s halls.

If the characters were able to save Urmug the Quick, things are much easier. Urmug speaks crude Common and can translate for the goblins. However, Urmug hasn’t been back in his uncle’s halls for many days, and Urmug doesn’t know any more about the decree of peace handed down by his uncle. However, as long as the characters participated in his rescue, Urmug is grateful and insists that the characters speak to his uncle for a reward. Urmug is a talkative but dimwitted goblin who is not as bloodthirsty as his kin (and therefore spends a lot of time away from his uncle’s halls).

Development: Sorry, We’ve Already Got a Job. None of the goblins or orcs seem to have anything to do with finding Ambly. In fact, none of them have heard the name and none have even seen a halfling in many months. The characters may refuse the goblins’ invitation and continue on their way. However, the goblins are not so easily dissuaded. They point out that the goblins range throughout their tribe’s lands and report to King Scurf Bellyslicer regularly. The goblins try to convince the party to talk to their chieftain, if only to find out from him whether any of the goblin patrols have seen a halfling traveling through the area.

If the party is particularly recalcitrant, the goblins send a runner to King Surf and the rest follow at a good distance. The path the characters are taking leads though

Gut-Throttle tribe lands and generally in the direction King Scurf Bellyslicer’s halls. Sithensis herself comes to the party and asks them to return with her to the goblin halls where she will tell them what happened to the envoy from Greyhawk.

If the PCs still refuse, Sithensis assumes they are not the contacts from Greyhawk she needs and tells the goblins to ignore them. The PCs can wander the Pomarj. Throw encounters at them using orcs from this adventure until the time expires for the adventure.

8: THE GUT-THROTTLE TRIBE

This encounter details the characters’ visit to the halls of the Gut-Throttle goblin tribe. The characters meet King Scurf Bellyslicer, the medusa druid Sithensis, and the reincarnated halfling Ambly Peregrine in the underground ruins occupied by the Gut-Throttle Tribe.

King Scurf rules from a Flan ruin built into the hills of the Pomarj. The king’s most powerful warriors and Sithensis, his advisor, also share these halls. Although Sithensis advises the king and aids the Gut-Throttle goblins, she also spends time exploring the Flan ruins, learning what she can from the aged carvings.

King Scurf’s halls within the ruins are approximately eight miles away from encounter with the orcs. When the characters approach King Scurf’s halls, read:

The halls of King Scurf Bellyslicer are set within a large hill, the dark cave opening framed with massive dolmens laid centuries ago. There are many things you might expect to see outside a goblin cave: piles of offal, sloppily-butchered kills, and crude goblin graffiti. And all of these things are here. But you do not expect a patchwork of fields radiating away from the cave opening in neat, even rows. Fields of cabbage, potatoes, tomatoes and carrots surround the king’s halls. All are lush and green, with healthy, riotous growth to put a gnome gardener to shame.

Sithensis tends to these fields and instructs the goblins in how to grow their food. Her regular castings of *plant growth* keep the crops healthy despite the general goblin tendency to neglect honest work.

The goblins lead the characters into the cave mouth. A DC 15 Knowledge (history), Knowledge (local: Core), Knowledge (architecture and engineering) or bardic knowledge reveals that the cave is the entrance to a large underground structure built in the style of the ancient Flan. A DC 20 Knowledge (religion) or Knowledge (history) reveals that the early Flan often worshipped spirits of the earth, and this type of underground structure may have been a shrine to the powers of the earth at one time. It is unlit. The map of this great hall is on DM Map 8, although there are many other smaller passages leading off under the hills.

When the characters enter the halls (and have light to see), read:

A short hall from the cave mouth opens into a very large room, like an underground hall. Large pillars support the roof, all carved in faded geometric designs. To a height of about four feet, the walls and pillars are carved and chipped with crude goblin graffiti, evidence of generations of goblin habitation. Several stone-flagged passageways lead off from this room deeper underground, and at the far end of the hall squats an enormous empty wooden throne. A dozen or so goblins lounge about.

The throne belongs to King Scurf, but the goblin chieftain is in one of the side rooms, eating and gambling with some of his warriors. When King Scurf learns he has guests, he orders his goblins to take the characters back outside so King Scurf can position himself on his throne and greet the characters like a proper goblin king when they come in a second time. If the characters play along with this show of arrogance, read:

As you return to the large audience hall a second time, the only difference is that the wooden throne is occupied by a massive goblin, the straps of his breastplate straining over thick muscles and even thicker midsection. The chieftain looks you up and down with his beady eyes, and announces in thickly accented Common, "Ah, the big king of goblins, King Scurf Bellyslicer, has big visitors!" He quickly hisses something to a goblin near him. (Characters that speak Goblin and succeed at a DC 15 Listen check overhear him say "Now you all bow, show them what a good king I am. Worst bows get garden duty!") ***The goblins quickly prostrate themselves before their chieftain, each trying to look more humble than his neighbor.***

King Scurf waits patiently for the characters to bow to him as well. If any characters won't bow to him, he makes them wait an uncomfortably long time before shrugging and motioning for everyone that is bowing to rise.

King Scurf is clever and strong, even by human standards. He is a skilled, shrewd warrior and has reached his high station by learning that it is sometimes best to act upon the advice of others and give them credit for their ideas. Unfortunately, he is also boorish and petty.

King Scurf Bellyslicer: fighter 4/ranger 4/rogue 2 (Diplomacy +9, Listen +10, Sense Motive +4, Spot +10).

King Scurf's recent successes are all due to the appearance of Sithensis, his newest advisor. King Scurf has made several amorous advances toward Sithensis until he learned that she is a medusa. Since then, King Scurf has kept his hands to himself.

The goblin king knows that Sithensis is likely on her way from deeper within the ruins to meet with the outlanders, but he does his best to inflict his arrogance on the characters in the meantime. If they bowed to him, he offers them "good goblin food," which is a collection of tasty carrots and potatoes mixed in with a few dead beetles, and encourages them to eat up. If they eat the

beetles, he insists that they carry him around the room on their shoulders, wash his filthy feet, kiss unattractive goblin women (or demand that pretty female characters kiss him instead), or other humiliating but harmless activities. King Scurf is interested in just how far he can push the characters. If some of the characters won't "play along," he tries to keep up his humiliation on the characters that do. If the characters balk, King Scurf acts offended and accuses the characters of mocking his hospitality. This is all King Scurf's idea of fun, and a DC 20 Sense Motive reveals that the King is not actually offended if the characters refuse his harassment.

If the characters returned Urmug the Quick, King's Scurf's behavior is not much different. In fact, he does his best to include Urmug in the humiliation as well, insisting that his lowly nephew deserves the "punishment" for getting caught.

If the characters press for some sort of reward or information about Ambly, King Scurf puts them off with offhand comments about how his advisor will explain everything.

Once you and the players have exhausted role-playing the encounter with King Scurf, Sithensis arrives. Read:

From one of the side passages steps a graceful woman in a long robe, her face hidden by the folds of the hood down to her chin. The woman glides in among the goblins, who step quickly out of her way. From the same passage steps a massive, wiry bugbear, his menacing appearance suddenly marred as he cracks his forehead on the lintel of the door. The bugbear rubs his forehead with a grimace as the woman speaks to the king.

If any of the PCs can speak Goblin, they understand what she says.

"My liege and protector, I heard we had visitors in your august hall. With your leave, of course, I would like to speak with them for a few moments."

The goblin king nods agreeably and dismisses the party with a wave of his hand. Sithensis beckons the party down the passage from which she came. The bugbear follows her as well.

All APLs

☞ **Sithensis:** female medusa druid 8; hp 101; Appendix 1.

☞ **Ambly Peregrine, Reincarnated:** male bugbear rogue 3/expert 3; hp 38; Appendix 1.

When role-playing Sithensis, do your best to contrast her cool, controlled, polite demeanor with the boorish behavior of the crude goblin king. Sithensis should appear very much in control and even a little out of place.

Sithensis prefers to walk while she discusses the situation with the characters. There is a warren of ancient,

flagstone passages under the hills, all carved with faded symbols. Sithensis finds walking in the ancient halls under the hills to be comforting. She is trying to understand the patterns, but she admits that she is not much of a scholar (a scholar among the characters can attest to the age and Flan architecture, but the patterns are merely decorative and too faded to understandable).

If the characters speak to the bugbear, he gives a wink and a smile and suggests that Sithensis has some important things to tell them. The bugbear is Ambly Peregrine, reincarnated into this new form. Ambly is casual and friendly, but he waits for Sithensis to reveal his big “secret” before opening up to the characters.

The discussion points Sithensis raises are as follows. Try to work these points into a polite conversation with the characters. She begins by apologizing for King Scurf’s crude behavior and invites the characters to ask any questions they have.

- **Who are you?** “My name is Sithensis. I was captured and imprisoned in a tower for many years. I escaped not long ago, and I wandered for a while. Now I have found a new home here.”
- **What are you?** “I am a druid, a harvester of nature.”
- **No, I mean what kind of creature are you?** “One that means you no harm.”
- **Why are you here with these goblins?** “Because I think I can really build something here. Something useful to the world.”
- **What are you trying to build?** “A goblin nation.”
- **Why build a goblin nation?** “Because it’s reasonably easy and surprisingly satisfying. Goblins are raiders, plunderers and carrion eaters. They have a lot of energy, but it isn’t very well-directed. If you can address some of their basic needs—their voracious appetites and desire to stalk and hunt—they can form quite a productive society. Wild animals can be broken and brought to heel with violence and starvation, but this is difficult and wasteful. I prefer a better way: guide a wild animal in its natural ways, meet its basic needs, and it becomes a loyal companion (nods to any character with an obvious animal companion). Goblins are much the same. Human nations beat and starve goblin tribes to bring them to heel. That works, but it is difficult and wasteful. A goblin nation, in which goblins turn their energies toward constructive behavior, could make a nation that is a good companion to human nations.”
- **What will you call the goblin nation?** “I haven’t thought of that. Druids are more prone to let things be than name them. The current king wishes to call it ‘Scurfland,’ but I think something more appropriate will present itself.”
- **Why don’t you rule the tribe yourself?** “Because goblins appreciate their own kind. For now, it suits me to let that lecherous Scurf lead. In time, I will likely put my support behind another ruler (at this, she looks significantly at Ambly).”

- **What do you think about Turrosh Mak?** “The Mak is a blight on this region. He is violent and wasteful. That his orcs regularly raid the goblins I shepherd does not endear him to me at all, either.”
- **Why did the goblins bring us here?** “That is under my orders. I have a very, very important favor to ask of agents from the City of Greyhawk. Let me ask you a question: are you seeking a missing halfling?”
- **What do you know about the halfling that was passing through here?** “You mean a halfling named Ambly Peregrine, on a mission for the Lord Mayor of the Free City into the Pomarj. A sad story. He was ambushed by some goblin hunters several days ago, and killed.”
- **Can you tell us more? Where is his body? What happened then?** “The goblins returned Ambly’s body here. A lone halfling traveling openly in the Pomarj is suspicious. I wanted to know more, so I brought him back to life. Reincarnation is sometimes erratic. The soul is the same, but sometimes the body is much...different. My friends, I am pleased to introduce you to (gestures grandly at the bugbear companion) Ambly Peregrine.”

When Ambly is revealed as Sithensis’ bugbear companion, read:

The bugbear’s face breaks into a wide grin and he gives a barking laugh. “Oh, the looks on your faces! Imagine what my friends would say if they could see me now! Once I’ve quit banging my head on things, being in this massive body might be worth it. I have to say, I’m not likely to be reported as overdue for my mission for a couple of weeks. What has you sent out after me so soon?”

Note that Ambly assumes that the Lord Mayor sent the characters after him. Ambly doesn’t suspect that the Circle of Eight caught wind of Nerof’s plans. The characters likely have several questions for Ambly, and he does his best to answer.

- **Do you like living with the goblins?** “Actually, it’s not bad. They’re not as treacherous as the Thieves Quarter gangs and they smell better than the Slum Quarter laborers. Plus, they’re a lot more honest than the High Quarter sophisticates. Goblins really respect bugbears. A lot. As a halfling, no one ever looked up to me nearly so much (chuckle).”
- **Who are you working for?** “I used to work for the Lord Mayor on various covert diplomatic missions. I have a front as a lawyer, but my greatest skill was negotiating treaties on behalf of the City of Greyhawk.”
- **What was your mission?** “I was going to meet with Turrosh Mak and negotiate a peace treaty with the City of Greyhawk. Mak has made some serious gains in a short time. The warlord’s forces are wearing thin,

but the Free City's forces are thinner than anyone knows. The Lord Mayor needs the war ended."

- **How would Greyhawk end the war? What was Nerof Gasgal's plan?** "In short, Turrosh Mak keeps the southern Wild Coast and Greyhawk recognizes his conquest. In return, Turrosh Mak promises to cease all slaving expeditions into Greyhawk lands and renounces all claims on the northern Wild Coast. Both sides would stop raids across the border. There are numerous trade issues as well."
- **The Circle of Eight suspects the Lord Mayor of this.** "Good. I wonder if exposing the plan to the Circle of Eight is the best way to make sure the Lord Mayor's plan to settle out the war with the Mak doesn't happen."
- **You don't want the war to end?** "Sithensis has a better plan than capitulation. The goblin state she's forming would be a buffer state on the border of the Pomarj."
- **What will you do now?** "I can't return to Greyhawk now. Maybe if I was a kobold, but not looking like this, I wouldn't even get in through the gates. The life of the wandering diplomat is over for me, but I'd rather have to start over as a new life than not have any life at all. I'm very grateful that Sithensis returned me to life. She's got a lot of really good ideas about running a goblin nation, and even a goblin nation will need diplomats. So, despite the horrid name, I've thrown myself in with the Gut-Throttle tribe and King Scurf."
- **What about the situation with Turrosh Mak? What will you do?** "The Lord Mayor doesn't yet know about Sithensis' plans here. A goblin nation on the edge of the Pomarj has a lot of benefit for the Wild Coast region. The goblins act as a buffer state between Turrosh Mak's lands and the human lands."
- **Can we trust the goblins?** "You don't have to trust goblins. You have to trust Sithensis and trust me. I have every reason to help the City of Greyhawk. It's my home, even if I can never go back. I have friends in every little town all up and down the Wild Coast. I want to see them safe just as much now as I did when I worked for the Lord Mayor."
- **I think you should continue your mission for the City of Greyhawk and negotiate peace with Turrosh Mak.** "I'm sorry, but I don't think that's the best thing for the Free City. Not now that I've met Sithensis and heard her plan." (A DC 20 Sense Motive check reveals that Ambly is not entirely convinced that this is the best course of action. If the characters can get Ambly away from Sithensis and have a conversation with him, he admits that his original mission to Turrosh Mak may be the surest way to a lasting peace.)

If the characters have any other questions or arguments, Sithensis and Ambly listen politely and respond appropriately. Sithensis is elegant and intelligent, but she

does not know a lot about nation-building or international relations. Ambly, on the other hand, has a more casual, carefree demeanor and is an international relations expert.

Development: Choices, Choices, Choices

Once the characters have learned all the information that Sithensis and Ambly have to impart, the two of them reveal the reason that they have brought the characters in on their plans. They ask the characters to deliver a letter to Nerof Gasgal that proposes that he insist on the formal recognition of the goblin nation to be part of any peace treaty. In return, the goblins would act as a buffer between Turrosh Mak's orcs and the Wild Coast, preventing any raids by the orcs.

If the characters agree, Ambly and Sithensis are pleased. Sithensis has arranged for Ambly and a few of the Gut-Throttle hunters to escort the characters to the borders of the Pomarj. Continue to encounter nine.

If the characters do not agree, Sithensis is not happy, but she is determined to find help elsewhere at a later time. She still asks Ambly and a few of the Gut-Throttle hunters to escort the characters out of their lands, but she does not give them the letter intended for the Lord Mayor. Continue to encounter nine.

If the characters try to capture Ambly in order to bring him back to Turin Deathstalker, Ambly argues that Turin Deathstalker is an erratic tyrant who cannot be trusted. Sithensis also attempts to argue that the Deathstalker is an impediment to true peace with the Pomarj.

If the characters continue to attempt to force the issue by attacking, Sithensis initially attempts to parlay. She reminds the characters that they are deep within the lair of a goblin tribe. If the characters continue, she attacks while Ambly flees.

9: THE SEEKERS' DEMAND

As the characters re-enter King Scurf's throne room, they run into a pair of orcs sent to recover the diplomat Ambly Peregrine. These orc seekers are loyal followers of Turrosh Mak. They have learned that a diplomat from the City of Greyhawk entered the Pomarj but disappeared in Gut-Throttle lands. As they, too, have heard that King Scurf is looking to raise a goblin nation, the orc seekers assume that the goblins have kidnapped the halfling ambassador in an attempt to turn him from his task. By words or by force, the orc seekers intend to return Ambly to Turrosh Mak.

Returning to the hall you are greeted by the sight of an orc lounging on King Scurf's throne, drinking from a goblet as King Scurf himself grovels before him. Several other goblin guards are setting a table for the orcs. Nearby a second orc stands, accompanied by a set of massive beasts. The sitting orc rises and holds out a hand, palm upwards. In slightly accented Common he states, "We will speak

with you about a missing diplomat here in the lands the mighty Turrosh Mak.”

The characters are likely to respond to the orcs with stealth, guile or force.

Stealth

The key goal of the characters is probably to escape the Pomarj with Sithensis’ proposal to Nerof Gasgal. Alternatively, the characters may have developed other goals of their own—such as to capture Ambly for Turin Deathstalker or to convince Ambly to continue on his mission to Turrosh Mak.

None of these goals strictly require the characters to confront the orc seekers. If the characters would rather sneak away from the orc seekers, this is likely difficult to accomplish. The orc seekers have superior speed, keen senses, and the Track feat. If the characters are trying to bring a reluctant Ambly with them, speed and stealth are likely impossible. Unless the characters have magical means (such as *invisibility*, *fly*, or *wind walk*), the seekers are likely to catch up to fleeing characters. If they do, the orcs attack first and ask questions later.

The best way to distract the orc seekers is to provoke a fight between the goblins and the orc seekers. To do this, the characters must convince one side to attack the other with a DC 25 Bluff or Diplomacy check (good role-playing, such as exhortations to the goblins to defend their lands or pleas to the orcs to wipe out the goblin nation menace, should grant a bonus to this check). If the characters are able to instigate a fight between the goblins and the orcs, the characters should feel free to participate (see Force, below) or slip away in the ensuing distraction.

Guile

The orcs know only that the diplomat’s name is Ambly Peregrine, and that he is a halfling (or perhaps a gnome). The orc seekers have no idea that Ambly was killed and reincarnated as a bugbear. The orcs assume that the bugbear is just another Gut-Throttle tribe member. If there is any halfling or gnome among the characters, the orc seekers believe that that character is Ambly Peregrine. If there is no Small-sized character in the party, the orcs assume that the smallest of the characters must be Ambly Peregrine in disguise.

These orcs believe that all “civilized” folk are generally dishonorable liars, and they do not like being lied to. If the characters genuinely insist that the bugbear is actually the halfling diplomat that the orcs are looking for, the orcs are likely to be enraged enough to attack.

Handling the negotiations with the orcs requires a successful Bluff or Diplomacy check.

- **Bluff.** The orcs are not keen judges of character, but returning without the diplomat puts them at significant risk. They consider a story about how the bugbear is a reincarnated halfling to be a lie almost too incredible to consider. The characters may be more successful in convincing the orcs that Ambly is dead but that the bugbear has been sent as his

“replacement.” This lie does not put the orcs at any serious risk, and they are therefore likely to believe it.

- **Diplomacy.** The orcs have an initial attitude of unfriendly to the characters and must be made friendly in order to accept the bugbear as the diplomat. If the orcs feel that they have been treated dishonorably or shamelessly lied to, the characters must make change their attitude to helpful instead.

If the characters cast any sort of spell except one that is clearly benign and explained to them beforehand (such as *zone of truth*), or if the characters menace the orcs with weapons, the orc seekers attack.

The orc seekers are also likely to attack if negotiations break down (that is, if none of the attempted skill checks succeed after a couple minutes of discussion).

Force

The characters may just charge into combat with the orc seekers. The goblins do not get involved in this fight, except to protect Ambly, as they do not wish to put their own cowardly lives in danger. Ambly does not participate in the fight and just tries to stay out of harm’s way.

APL 2 (EL 4)

• **Orc Seekers** (2): male orc scout 2; hp 15 each; Appendix 1.

• **Wolf**: hp 13; MM 283.

APL 4 (EL 6)

• **Orc Seekers** (2): male orc scout 3; hp 21 each; Appendix 1.

• **Wolves** (3): hp 13 each; MM 283.

APL 6 (EL 8)

• **Orc Seekers** (2): male orc scout 5; hp 33 each; Appendix 1.

• **Dire Wolves** (2): hp 45 each; MM 65.

APL 8 (EL 10)

• **Orc Seekers** (2): male orc scout 7; hp 46 each; Appendix 1.

• **Dire Boars** (3): hp 52 each; MM 63.

APL 10 (EL 12)

• **Orc Seekers** (2): male orc scout 9; hp 66 each; Appendix 1.

• **Razor Boar**: hp 127; Appendix 1.

APL 12 (EL 14)

• **Orc Seekers** (2): male orc scout 11; hp 80 each; Appendix 1.

• **Razor Boars** (2): hp 127 each; Appendix 1.

Tactics: The orc seekers use their skirmish ability whenever possible, even in preference to full attacks. They provide each other flanking when possible and

concentrate their attacks on the easiest foes to hit. These orcs have worked together for many years and generally display very good teamwork. The orcs use their healing potions as needed. If one of the orcs is defeated, the other flees. Their animals are well-trained, but they generally attack whoever dealt them the most damage.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

Development: Once the orc seekers are defeated, the characters are free to leave the Pomarj without further incident, provided they chose not to attack Ambly.

Some groups may decide to turn over Ambly, willingly or not, to the orc seekers. Regardless of whether Ambly thinks this is a good idea, the goblin defenders fight to keep Ambly out of Turrosh Mak's clutches. If the characters have "betrayed" the Gut-Throttle tribe, the goblins do not hesitate to attack the characters. In this case, the orcs do not intervene except to keep Ambly out of danger, as they do not particularly care whether the characters live or die and do not see the need to risk themselves. Ambly does not participate in the fight and just tries to stay out of harm's way.

APL 2 (EL 4)

👉 **Gut-Throttle Defenders (4):** male goblin ranger 1; hp 9 each; Appendix 1.

APL 4 (EL 6)

👉 **Gut-Throttle Defenders (4):** male goblin ranger 2; hp 15; Appendix 1.

APL 6 (EL 8)

👉 **Gut-Throttle Defenders (6):** male goblin ranger 3; hp 21; Appendix 1.

APL 8 (EL 10)

👉 **Gut-Throttle Defenders (6):** male goblin ranger 5; hp 38; Appendix 1.

👉 **Dire rat animal companions (6):** hp 5 each; MM 64.

APL 10 (EL 12)

👉 **Gut-Throttle Defenders (6):** male goblin ranger 7; hp 52; Appendix 1.

👉 **Advanced dire rat animal companions (6):** hp 16 each; MM 64.

APL 12 (EL 14)

👉 **Gut-Throttle Defenders (6):** male goblin ranger 9; hp 66; Appendix 1.

👉 **Advanced dire rat animal companions (6):** hp 16 each; MM 64.

Tactics: These rangers gang up on targets and prefer to make multiple attacks. At higher APLs, the rangers each have dire rat animal companions. These rats are not immediately present but remain close by to aid their

masters. If combat breaks out, the rats enter combat at the beginning of the second round to provide flanking and assistance to the goblins. If any four of the goblins are defeated, the remaining goblins flee.

Treasure: Refer to the Treasure Summary to determine what the PCs find.

Development: Once the characters defeat the goblins, they are free to turn Ambly over to the orc seekers and leave the Pomarj. If the characters wish to take Ambly out of the Pomarj (such as, to turn him over to Turin Deathstalker), the orc seekers intervene with violence, if necessary. This is generally the only way the characters must fight *both* the orcs and the goblins.

CONCLUSION

Once the characters are out of the Pomarj, they have several options available to them. How the characters deal with this aftermath has a large effect on the rewards they receive from this adventure. There are several parties involved here, and the characters earn their pleasure or displeasure based on their handling of events. The characters can not make everyone happy.

Each of the major players involved, and how the characters earn their pleasure or displeasure is as follows:

Turrosh Mak

The characters are unlikely to ever meet the Warlord of the Pomarj in person in this adventure. His agents, the orc seekers, act on his behalf in order to return Ambly Peregrine to Turrosh Mak's court.

If the characters turned Ambly over to the orc seekers (whether willingly or not), Ambly brokers the peace between Turrosh Mak and the City of Greyhawk.

Many days after your return to the City of Greyhawk, you hear public announcements of a détente with the Orcish Empire of the Pomarj. It seems that the diplomat you steered into Turrosh Mak's waiting court has done his duty after all, and a tentative peace is blossoming between the Pomarj and the Domain of Greyhawk. Whether this peace can hold, only time will tell.

The players earn the Delivered an Envoy of Peace to Turrosh Mak entry on the AR.

If the characters did not turn Ambly over to the orc seekers, Turrosh Mak assumes that Lord Mayor Nerof Gasgal's peace offering was a ruse. Depredations continue in the Wild Coast region and the Pomarj becomes ever more hostile to outsiders. The players earn the Destabilized the Pomarj entry on the AR.

Turin Deathstalker

Whether the characters return to the City of Safeton with information about Ambly Peregrine is up to the players. There are a few options available to the characters here.

If the characters decide it is best not to return to Safeton at all, they do not meet Turin Deathstalker again in this adventure. If the characters accepted Turin's mission but never return to him, his anger is terrible to behold. The players earn the Safeton Scofflaw entry on the AR.

If the characters never accepted Turin's mission at all (such as, if they left Safeton after defeating the "collection team" and never met Turin), they are unlikely to earn either The Deathstalker is Pleased or Safeton Scofflaw (although, if the characters flout the law in Safeton – such as by freeing Myranna from prison – award the Safeton Scofflaw entry to the involved PCs).

If the characters return Ambly Peregrine to Turin Deathstalker in his new form, Turin is very pleased.

Turin Deathstalker listens to your story with keen interest, his eyes taking the measure of the captive bugbear that was formerly the halfling Ambly Peregrine. "You are men of your word," nods the Deathstalker as his men take the bugbear into custody, "and I commend you for that. I think this beast will be a guest of mine for some time to come." Turin takes his leave of you by melting into the shadows, drawing a small serrated blade.

The players earn the The Deathstalker is Pleased entry on the AR.

The characters may decide to report back to Turin Deathstalker about Ambly Peregrine's fate without the bugbear in custody. The characters may assume that so long as Ambly is not continuing his diplomatic mission to Turrosh Mak, Turin will be pleased. This is incorrect. Turin is no more accepting of a goblin nation at his borders than he is an orcish one. As the characters explain their journey into the Pomarj, the Deathstalker's face narrows further and further into a deep scowl. Turin dismisses the characters as bumbling fools who have fallen victim to a clever lie by Sithensis. He assumes that Sithensis is in league with Turrosh Mak, and further assumes that the "goblin nation" idea may be trickery on Turrosh Mak's part, used to buy the warlord time to recover his forces behind a screen of peaceful-seeming goblins. Turin assures the characters that delivery of Sithensis' proposal to the Lord Mayor is a mistake, and encourages them to keep silent on this matter. If the characters do so, they earn the The Deathstalker is Pleased entry on the AR. If they elect to report Sithensis' proposal to the Lord Mayor anyway, the players earn the Safeton Scofflaw entry on the AR.

If the characters try to lie to Turin Deathstalker, remember that he is a keen judge of character (Sense Motive +23) and prefers to hear from the least charismatic party member. If Turin Deathstalker catches the party in a lie, he coolly dismisses them from his

presence and from his town. The players earn the Safeton Scofflaw entry on the AR.

Lord Mayor Nerof Gasgal

If the characters wish to present Sithensis' proposal to the Lord Mayor, they may find this more difficult than it sounds. The Lord Mayor is typically very busy, and an appointment with such an august presence is difficult to obtain. The characters must succeed on a DC 30 Diplomacy check to negotiate the Byzantine channels of Greyhawk politics in order to achieve an audience with the Lord Mayor. Fortunately, time is on their side, and subsequent attempts earn the characters a cumulative +2 circumstance bonus to each Diplomacy check, as the characters learn who to talk to in order to reach the Lord Mayor's ear. The characters may retry this Diplomacy check any number of times, although each attempt costs 1d6 gp in small gifts and bribes. Once the characters succeed, read:

At last, you have been able to obtain a short appointment with Nerof Gasgal, Lord Mayor of the City of Greyhawk. The steward opens the heavy oaken door to the enormous office slowly. As he does, he whispers, "You have ten minutes, unless he dismisses you sooner."

A few secretaries lurk in the corners of this large room. Behind a thick desk is a handsome man with graying hair. He is impeccably groomed and immaculately dressed in forest green velvet. His gold mayoral chain is draped across his slender shoulders. As you enter, he stands and comes over to you, shaking each of your hands with a firm grip. "Yes citizens, to what do I owe the pleasure of this meeting?"

As long as the characters present Sithensis' proposal quickly and positively, Nerof Gasgal is intrigued. He asks the characters to provide a complete summary of their expedition as well as turn over any materials Sithensis provided. If the characters do so, the Lord Mayor is clearly excited by this new opportunity. The players earn the You Are Useful to Me entry on the AR.

Circle of Eight

To contact the Otto and Jallarzi with their report, the characters need only drop off a thank you note addressed to either wizard at the Royal Opera House. The following day, the characters receive an invitation to an opulent luncheon in a private manor house belonging to Lemajen Sterrich, a Furyondian merchant.

Although the invitation promised a private affair, there must be nearly a hundred guests at this luncheon, all gossiping amiably over hors d'œuvres. Otto catches your eye immediately and approaches you to make small talk while steering you towards a private room. Otto again uses his ring to ensure

privacy and asks what you have discovered about Ambly Peregrine and the Lord Mayor.

As long as the characters are reasonably complete in explaining their adventures to Otto, the members of the Circle of Eight are quite pleased. The players earn the Favor of the Circle of Eight entry on the AR.

Any Conclusion

Once the characters have ultimately determined what they report and to whom, read:

Safely back in the City of Greyhawk, you can't help but think of how, even in the harsh soil of Turrosh Mak's empire, fledgling ideas of nationhood take root. The machinations of the Lord Mayor and the Circle of Eight have taken you farther than you initially expected. The aspirations you brought to light in recent weeks will bloom in ways you have shaped, but certainly cannot expect.

CAMPAIGN CONSEQUENCES

Depending upon the choices the PCs make, Nerof Gasgal has either advanced his plans to forge a lasting truce with the Pomarj or the border is destabilized leading to months of raiding. The PCs could also have assisted the birth of an independent goblin nation. However, there are powerful forces in Greyhawk and the Wild Coast that do not want to see any peace with the orcs of the Pomarj. The PCs actions will set their plots into motion.

Send an email – stating who the PCs reported to and which AR awards they gained - to Creighton@greyworks.co.uk.

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.

2: Old Enemies

Defeat the enemies

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

5: "Git 'em, Boys"

Overcome the "collection team"

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

9: The Seekers' Demand

Defeat the orc seekers and/or the goblin defenders by stealth, guile or force

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

Story Awards

Characters speak with Myranna before she is executed:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Characters free Urmug the Quick from the orcs by stealth, guile or force:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 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.

2: Old Enemies

Loot the hired killers

APL 2: Loot 37 gp; Magic 166 gp; *cloak of elemental protection* (2) (83 gp each); Total 203 gp.

APL 4 and 6: Loot 130 gp; Magic 249 gp; *cloak of elemental protection* (3) (83 gp each); Total 379 gp.

APL 8: Loot 131 gp; Magic 249 gp; *cloak of elemental protection* (3) (83 gp each); Total 380 gp.

APL 10 and 12: Loot 131 gp; Magic 249 gp; *cloak of elemental protection* (3) (83 gp each); *gauntlets of ogre power* (2) (333 gp each); Total 1379 gp.

Loot the orc barbarians

APL 2 and 4: Loot 98 gp; Magic 8 gp; *potions of cure light wounds* (2) (4 gp each); Total 106 gp.

APL 6: Loot 147 gp; Magic 1260 gp; *cloak of elemental protection* (3) (83 gp each); *boots of swift passage* (3) (416 gp each); Total 1407 gp.

APL 8, 10 and 12: Loot 258 gp; Magic 1260 gp; *cloak of elemental protection* (3) (83 gp each); *boots of swift passage* (3) (416 gp each); Total 1518 gp.

Loot the monks

APL 2 and 4: Loot 50 gp; Magic 166 gp; *cloak of elemental protection* (2) (83 gp each); Total 216 gp.

APL 6 and 8: Loot 51 gp; Magic 166 gp; *cloak of elemental protection* (2) (83 gp each); Total 217 gp.

APL 10 and 12: Loot 51 gp; Magic 832 gp; *cloak of elemental protection* (2) (83 gp each); *headband of intellect* +2 (2) (333 gp each); Total 883 gp.

5: "Git 'em, Boys"

Loot the "collection team"

APL 2, 4 and 6: Loot 92 gp; Magic 4 gp; *potion of cure light wounds* (4 gp); Total 96 gp.

APL 8, 10 and 12: Loot 242 gp; Magic 337 gp; *potion of cure light wounds* (4 gp), *cloak of charisma* +2 (333 gp); Total 579 gp.

7: The Ambush Incident

Kill and loot the orcs

APL 2: Loot 43 gp

9: The Seeker's Demand

Loot the goblin defenders

APL 2: Loot 22 gp.

APL 4: Loot 22 gp; Magic 16 gp; *potion of pass without trace* (4) (4 gp each); Total 38 gp.

APL 6: Loot 108 gp; Magic 24 gp; *potion of pass without trace* (6) (4 gp each); Total 132 gp.

APL 8 and 10: Loot 408 gp; Magic 24 gp; *potion of pass without trace* (6) (4 gp each); Total 532 gp.

APL 12: Loot 408 gp; Magic 524 gp; *potion of pass without trace* (6) (4 gp each), *cloak of resistance* +1 (6) (83 gp each); Total 932 gp.

Loot the orc seekers

APL 2: Loot 121 gp; Magic 142 gp; *potion of cure light wounds* (2) (4 gp each), *armband of elusive action* (2) (67 gp each); Total 263 gp.

APL 4: Loot 121 gp; Magic 184 gp; *potion of cure moderate wounds* (2) (25 gp each), *armband of elusive action* (2) (67 gp each); Total 305 gp.

APL 6 and 8: Loot 271 gp; Magic 184 gp; *potion of cure moderate wounds* (2) (25 gp each), *armband of elusive action* (2) (67 gp each); Total 455 gp.

APL 10: Loot 271 gp; Magic 850 gp; *potion of cure moderate wounds* (2) (25 gp each), *armband of elusive action* (2) (67 gp each), *gloves of dexterity* +2 (2) (333 gp each); Total 1121 gp.

APL 12: Loot 271 gp; Magic 1684 gp; *potion of cure moderate wounds* (2) (25 gp each), *armband of elusive action* (2) (67 gp each), *gloves of dexterity* +2 (2) (333 gp each), *amulet of fortune prevailing* (2) (417 gp each); Total 1955 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp; **APL 8:** 1300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp

Total Possible Treasure

APL 2: 810 gp; **APL 4:** 901 gp; **APL 6:** 2,133 gp; **APL 8:** 3,094 gp; **APL 10:** 3,765 gp; **APL 12:** 5,094 gp.

ADVENTURE RECORD ITEMS

☛ **The Deathstalker is Pleased:** Turin Deathstalker, Mayor of Safeton, is please with the results of your actions. The Deathstalker provides you with access to the weapon enhancements *blurstrike* and *eager* (MIC) and the armor enhancements *nimbleness* and *vanishing* (MIC). You must still pay full price for these upgrades.

☛ **Delivered an Envoy of Peace to Turrosh Mak:** Turrosh Mak, warlord of the Pomarj is pleased with the results of your actions. The Mak provides you with access to the weapon enhancements *brash* and *maiming* (MIC) and the armor enhancements *fearsome* and *retaliation* (MIC). You must still pay the full difference in market value for these upgrades.

☛ **Destabilized the Pomarj:** You actively prevented (or even casually discouraged) a diplomat from reaching the court of Turrosh Mak, warlord of the Pomarj. In the short term, the Pomarj becomes more unstable place. In the next three adventures set in the Pomarj, your upkeep costs are doubled and the costs for any spellcasting services you purchase (or are cast for your benefit) are doubled.

☛ **Favor of the Circle of Eight:** Otto has declared you to be "perspicacious" and a reliable factotum to the Circle of Eight. This favor counts as a recommendation of a member with an affiliation score of 21 or higher for the Wizards' Guild. You gain Open access to the following spells: *Bigby's striking fist* (PHBII), *Bigby's tripping hand* (PHBII), *mass whelm* (PHBII), *torrent of tears* (Complete Mage), and *whelm* (PHBII). You also gain access to those items marked with a "C" below. Finally, at APL 8 and

above you gain access to the *vest of free movement*, part of the *fleet warrior's array* (MIC).

☛ **Safeton Scofflaw:** You have violated several laws in the city of Safeton and publicly humiliated Turin Deathstalker, one of the most powerful assassins in the Flanaess. This will have consequences. Sleep tight.

☛ **You Are Useful to Me:** Through your actions, you have benefited the schemes of the Lord Mayor of Greyhawk. You are granted a special license which permits you to carry weapons of any sort within the walls of the City of Greyhawk. Alternatively, this license permits you to bring one animal of any size into the Free City. This favor counts as a recommendation of a member with an affiliation score of 21 or higher for both the Thieves' Guild and the Merchants' and Traders' Union. All associated fees are waived. The license is valid for the duration of one Core adventure. You also gain access to those items marked with an "N" below.

- *Desperation chain* (Core; *Magic Item Compendium*; 15,000 gp)^C
- *War Wizard Cloak* (Core; *Magic Item Compendium*; 16,000 gp)^C

ITEM ACCESS

APL 2:

- *Arcanist's gloves* (Core; *Magic Item Compendium*; 500 gp)^C
- *Armband of elusive action* (Adventure; *Magic Item Compendium*; 800 gp)
- *Boots of agile leaping* (Core; *Magic Item Compendium*; 600 gp)^N
- *Cloak of elemental protection* (Adventure; *Magic Item Compendium*; 1,000 gp)

APL 4 (APL 2 plus):

- *Artificer's monocle* (Core; *Magic Item Compendium*; 1,500 gp)^C
- *Ring of feather falling* (Core; DMG; 2,200 gp)^N

APL 6 (APLs 2 - 4 plus):

- *Boots of swift passage* (Adventure; *Magic Item Compendium*; 5,000 gp)
- *Helm of glorious recovery* (Core; *Magic Item Compendium*; 5,600 gp)^N

APL 8 (APLs 2 - 6 plus):

- *Deathguardian bracers* (Core; *Magic Item Compendium*; 6,000 gp)^C
- *Robe of retaliation* (Core; *Magic Item Compendium*; 6,500 gp)^N

APL 10 (APLs 2 - 8 plus):

- *Ring of avoidance* (Core; *Magic Item Compendium*; 10,000 gp)^N

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

- *Amulet of fortune prevailing* (Adventure; *Magic Item Compendium*; 5,000 gp)

APPENDIX 1: ALL APLS

1: MAN ABOUT TOWN

WATCHMAN/GUILDHALL GUARD CR 1

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor, +1 shield)

hp 14 (2 HD)

Fort +4, **Ref** +0, **Will** -1

Speed 20 ft. in chainmail (4 squares), base speed 30 ft.

Melee longsword +3 (1d8+1/19-20)

Ranged club +3 (1d6+1)

Base Atk +2; **Grp** +3

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Alertness, Toughness

Skills Handle Animal +4, Intimidate +4, Listen +1, Spot +1, Swim +0

Possessions combat gear plus chainmail, light wooden shield, club, longsword

4: UNSAFE IN SAFETON

SAFETON JAIL GUARD

CR 1

Male human swashbuckler 1

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 15 (1 HD)

Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)

Melee sap +4 (1d6+1 nonlethal)

Ranged dagger +3 (1d4+1/19-20)

Base Atk +1; **Grp** +2

Combat Gear tanglefoot bag

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

Feats Toughness, Weapon Finesse, Weapon Focus (sap)

Skills Bluff +4, Jump +4, Sense Motive +5, Tumble +5

Possessions combat gear plus studded leather armor, sap, dagger, traveler's outfit

7: THE AMBUSH INCIDENT

URMUG THE QUICK (KING SCURF

BELLYSLICER'S NEPHEW)

CR 5

Male goblin warrior 4/rogue 2

N Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Goblin

AC 15, touch 15, flat-footed 11

(+1 size, +4 Dex)

hp 42 (6 HD)

Resist evasion

Fort +6, **Ref** +10, **Will** +1

Speed 30 ft. (6 squares)

Melee none

Ranged none

Base Atk +5; **Grp** +1

Atk Options sneak attack +1d6

Abilities Str 11, Dex 18, Con 14, Int 10, Wis 8, Cha 10

SQ trapfinding

Feats Alertness, Lightning Reflexes, Weapon Finesse

Skills Hide +16, Intimidate +8, Listen +5, Move Silently +16, Ride +8, Search +8, Spot +5, Tumble +12

GUT-THROTTLE AMBUSHERS CR 1

Male goblin ranger 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Goblin

AC 16, touch 14, flat-footed 13

(+1 size, +3 Dex, +2 armor)

hp 9 (1 HD)

Fort +3, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)

Melee short sword +5 (1d4+1/19-20)

Ranged javelin +5 (1d4)

Base Atk +1; **Grp** -2

Atk Options favored enemy (orcs +2)

Combat Gear three *goodberries*

Abilities Str 13, Dex 16, Con 13, Int 8, Wis 12, Cha 8

SQ wild empathy +0

Feats Track, Weapon Finesse

Skills Hide +11, Listen +5, Move Silently +11, Ride +7, Spot +5, Survival +5

Possessions combat gear plus leather armor, two short swords, three javelins, filthy white handkerchief

8: THE GUT-THROTTLE TRIBE

AMBLY PEREGRINE

CR 6

Male bugbear rogue 3/expert 3

N Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Listen +0, Spot +0

Languages Common, Baklunish, Dwarf, Elf, Flan, Goblin, Halfling, Orc, Suel

AC 18, touch 13, flat-footed 16

(+3 Dex, +3 natural, +2 armor)

hp 38 (6 HD)

Resist evasion

Fort +4, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)

Melee light mace +7 (1d6) or

Melee small mwk rapier +6 (1d4+1/18-20)

Base Atk +4; **Grp** +5

Combat Gear three *goodberries*

Abilities Str 12, Dex 16, Con 15, Int 12, Wis 10, Cha 16

SQ trapfinding, trap sense +1

Feats Negotiator, Skill Focus (Diplomacy), Weapon Finesse

Skills Bluff +11, Diplomacy +21, Disguise +9 (+11 to act in character), Gather Information +14, Intimidate +14,

Knowledge (local: Core) +10, Move Silently +7,
Profession (lawyer) +9, Sense Motive +11

Possessions combat gear plus leather armor, light
mace, small masterwork rapier, halfling-sized travel
equipment

SITHENSIS

CR 12

Female medusa druid 8

N Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Listen +12, Spot +14

Languages Common, Druidic, Goblin, Orc

AC 17, touch 14, flat-footed 13

(+4 Dex, +3 natural)

hp 101 (14 HD)

Fort +10, **Ref** +13, **Will** +16

Speed 30 ft. (6 squares); trackless step, woodland
stride

Melee quarterstaff +12/+7/+2 (1d6) and
snakes +12 (1d4 plus poison)

Melee mwk shortbow +18/+13/+8(1d6/x3)

Base Atk +12; **Grp** +12

Special Actions petrifying gaze (Fort DC 16 negates),
wild shape (3/day, Large)

Druid Spells Prepared (CL 12th):

4th—*dispel magic*, *rusting grasp*, *spike stones* (DC
19)

3rd—*neutralize poison*, *plant growth*, *poison* (DC 21),
spike growth (DC 18)

2nd—*animal trance* (DC 17), *lesser restoration*, *tree
shape*, *warp wood* (DC 17)

1st—*cure light wounds* (2), *entangle* (2) (DC 16),
goodberry, *obscuring mist*

0—*create water* (2), *cure minor wounds* (2), *detect
magic*, *mending*

Abilities Str 11, Dex 18, Con 14, Int 14, Wis 21, Cha 17

SQ animal companion (a Huge viper named Stheno),
nature sense, resist nature's lure, wild empathy +11,

Feats Alertness, Improved Initiative, Lightning Reflexes,
Practiced Spellcaster, Weapon Focus (shortbow)

Skills Bluff +12, Concentration +10, Diplomacy +14,
Disguise +12 (+14 to act in character), Handle Animal
+11, Intimidate +5, Listen +12, Move Silently +13,
Profession (farmer) +9, Spellcraft +10, Spot +14,
Survival +15

Possessions spell component pouch, masterwork
shortbow, 20 arrows

Petrifying Gaze (Su) Turn to stone permanently, 30
feet, Fortitude DC 16 negates. The save DC is
Charisma-based.

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d6
Str, secondary damage 2d6 Str. The save DC is
Constitution-based.

2: OLD ENEMIES**HIRED KILLER****CR 2**

Male human rogue 1/fighter 1
 NE Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common, Goblin

AC 14, touch 11, flat-footed 13
 (+1 Dex, +3 armor)

hp 16 (2 HD)

Fort +4, **Ref** +3, **Will** -1

Speed 30 ft. (6 squares)

Melee spiked chain +3 (2d4+3)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +1; **Grp** +3

Atk Options sneak attack +1d6

Combat Gear *cloak of elemental protection*

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 8, Cha 10
SQ trapfinding

Feats Exotic Weapon Proficiency (spiked chain),
 Improved Initiative, Skill Focus (Hide)

Skills Balance +5, Disguise +4, Escape Artist +5,
 Gather Information +4, Hide +8, Jump +6, Knowledge
 (local: Core) +5, Listen +3, Move Silently +5, Spot +3,
 Tumble +5

Possessions combat gear plus spiked chain, javelins
 (2), masterwork studded leather armor, 50 ft. silk
 rope, explorer's outfit

ORC BARBARIAN, RAGING**CR 2**

Male orc barbarian 2
 NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Orc

AC 14, touch 9, flat-footed 14; uncanny dodge
 (+1 Dex, +5 armor, -2 rage)

hp 27 (2 HD)

Fort +7, **Ref** +1, **Will** +2

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee falchion +7* (2d4+13/18-20)
 * 2 point power attack

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Atk Options Power Attack, rage 1/day (7 rounds)

Combat Gear *potion of cure light wounds*

Abilities Str 23, Dex 12, Con 18, Int 6, Wis 11, Cha 8
SQ illiteracy

Feats Power Attack

Skills Intimidate +4, Jump +11

Possessions combat gear plus masterwork falchion,
 breastplate, three javelins, locked gauntlet, robes

Rage (Ex) When not raging, the orc barbarian's
 statistics change as follows:

AC 16, touch 11, flat-footed 16

hp 23

Fort +5, **Will** +0

Melee falchion +7 (2d4+6/18-20)

Ranged javelin +3 (1d6+4)

Grp +6

Abilities Str 19, Con 14

Skills Jump +9

SCARLET BROTHERHOOD ASSASSIN**CR 2**

Male Suel human monk 2
 NE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Ancient Suloise, Common

AC 13, touch 13, flat-footed 11; Deflect Arrows
 (+2 Dex, +1 Wis)

hp 13 (2 HD)

Resist evasion

Fort +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk kama +4 (1d6+2) or
 unarmed strike +3 (1d6+2) or
 mwk kama +2/+2 (1d6+2) or
 unarmed strike +1/+1 (1d6+2)

Ranged sai +3 (1d4+2)

Base Atk +1; **Grp** +3

Atk Options Stunning Fist 2/day (Fort DC 12 negates),
 flurry of blows

Combat Gear *cloak of elemental protection*

Abilities Str 15, Dex 14, Con 10, Int 12, Wis 13, Cha 8

Feats Deflect Arrows, Improved Initiative, Improved
 Unarmed Strike, Skill Focus (Hide), Stunning Fist

Skills Balance +4, Disguise +1, Escape Artist +7, Hide
 +10, Jump +9, Move Silently +7, Tumble +9, Use
 Rope +2 (+4 with bindings)

Possessions combat gear plus masterwork kama, sais
 (2), peasant's outfit

5: "GIT 'EM, BOYS"**STEPAN VLASAK****CR 3**

Male human bard 2/marshal 1
 N Medium humanoid (human)
Init +5; **Senses** Listen +5, Spot -1

Minor Aura Master of tactics (+2 bonus to damage
 while flanking)

Languages Common, Gnome, Halfling

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)

hp 18 (3 HD)

Fort +3, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk sap +2 (1d6 nonlethal)

Ranged dagger +2 (1d4/19-20)

Base Atk +1; **Grp** +1

Atk Options Combat Expertise

Special Actions bardic music (countersong, *fascinate*,
 inspire courage +1),

Combat Gear *potion of cure light wounds*, tanglefoot
 bag

Bard Spells Known (CL 2nd):

1st (1/day)—*inspirational boost, tasha's hideous laughter* (DC 14)
0 (3/day)—*daze* (DC 13), *detect magic, light, message, prestidigitation*

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 15
SQ bardic knowledge +4

Feats Combat Expertise, Improved Initiative, Spell Focus (enchantment), Skill Focus (Diplomacy)

Skills Bluff +8, Concentration +6, Diplomacy +15, Gather Information +7, Intimidate +8, Listen +5, Perform (sing) +7, Sense Motive +4, Spellcraft +7, Use Magic Device +7

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

THUGS CR 1

Male human swashbuckler 1
N Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 15 (1 HD)
Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee sap +4 (1d6+1 nonlethal)
Ranged dagger +3 (1d4+1/19-20)
Base Atk +1; **Grp** +2
Combat Gear tanglefoot bag

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10
Feats Toughness, Weapon Finesse, Weapon Focus (sap)

Skills Bluff +4, Jump +4, Sense Motive +5, Tumble +5
Possessions combat gear plus studded leather armor, sap, dagger, manacles, deputy badge, traveler's outfit

9: THE SEEKER'S DEMAND

GUT-THROTTLE DEFENDERS CR 1

Male goblin ranger 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Goblin

AC 16, touch 14, flat-footed 13
(+1 size, +3 Dex, +2 armor)

hp 9 (1 HD)
Fort +3, **Ref** +5, **Will** +1

Speed 30 ft. (6 squares)
Melee short sword +5 (1d4+1/19-20)

Ranged javelin +5 (1d4)
Base Atk +1; **Grp** -2

Atk Options favored enemy (orcs +2)
Combat Gear three *goodberries*

Abilities Str 13, Dex 14, Con 13, Int 8, Wis 12, Cha 8
SQ wild empathy +0

Feats Track, Weapon Finesse
Skills Hide +11, Listen +5, Move Silently +11, Ride +7, Spot +5, Survival +5

Possessions combat gear plus leather armor, two short swords, three javelins, various grisly trophies

ORC SEEKER CR 2

Male orc scout 2
NE Medium humanoid (orc)
Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common, Orc

AC 16, touch 12, flat-footed 16
(+2 Dex, +4 armor); ignore attack of opportunity 1/day; uncanny dodge

hp 15 (2 HD)
Fort +2, **Ref** +5, **Will** +1
Weakness light sensitivity

Speed 40 ft. (8 squares)
Melee longspear +3 (1d8+3/x3 plus poison) or spiked gauntlet +3 (1d4+2)
Ranged mighty composite (Str +2) shortbow +3 (1d6+2/x3)

Base Atk +1; **Grp** +3
Atk Options skirmish +1d6

Combat Gear *potion of cure light wounds, armband of elusive action*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8
SQ battle fortitude +1, trapfinding
Feats Track

Skills Balance +3, Hide +6, Jump +8, Knowledge (nature) +4, Listen +6, Move Silently +6, Search +3, Spot +6, Survival +6, Tumble +8

Possessions combat gear plus masterwork chain shirt, longspear, mighty composite (Str +2) shortbow with 20 arrows, spiked gauntlet, rough leather clothes, various trinkets of bone

Poison (Ex) The Orc Seeker's longspear is coated with small centipede poison (Fort DC 11; damage 1d2 Dex/1d2 Dex)

Skirmish (Ex) An Orc Seeker deals an extra 1d6 damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies

only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional

damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

2: OLD ENEMIES

HIRED KILLER

CR 3

Male human Rogue 2/Fighter 1
NE Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common, Goblin

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

hp 22 (3 HD)

Fort +4, **Ref** +4, **Will** +1; evasion

Speed 30 ft. (6 squares)

Melee mwk spiked chain +5 (2d4+3)

Ranged javelin +3 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; **Grp** +4

Atk Options sneak attack +1d6

Combat Gear *cloak of elemental protection*

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 8, Cha 10
SQ trapfinding

Feats Exotic Weapon Proficiency (spiked chain),
Improved Initiative, Iron Will, Skill Focus (Hide)

Skills Balance +7, Disguise +5, Escape Artist +6,
Gather Information +7, Hide +9, Jump +9, Knowledge
(local) +6, Listen +4, Move Silently +6, Spot +4,
Tumble +8, Use Rope +1 (+3 with bindings)

Possessions combat gear plus masterwork spiked
chain, javelins (2), masterwork studded leather
armor, 50 ft. silk rope, explorer's outfit

ORC BARBARIAN, RAGING

CR 3

Male orc Barbarian 3
NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Orc

AC 12, touch 7, flat-footed 12

(+1 Dex, +5 armor, -4 rage); uncanny dodge

hp 41 (3 HD)

Fort +8, **Ref** +2, **Will** +3

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee falchion +8* (2d4+16/18-20)

* 3 point power attack

Ranged javelin +4 (1d6+7)

Base Atk +3; **Grp** +10

Atk Options Power Attack, rage 1/day

Combat Gear *potion of cure light wounds*

Abilities Str 25, Dex 12, Con 20, Int 6, Wis 11, Cha 8

SQ illiteracy, trap sense +1

Feats Power Attack, Reckless Rage

Skills Intimidate +5, Jump +13

Possessions combat gear plus masterwork falchion,
breastplate, three javelins, locked gauntlet, robes

Rage (Ex) When not raging, the orc barbarian's
statistics change as follows:

AC 16, touch 11, flat-footed 16

hp 31

Fort +5, **Will** +1

Melee falchion +8 (2d4+6/18-20)

Ranged javelin +4 (1d6+4)

Grp +7

Abilities Str 19, Con 14

Skills Jump +10

SCARLET BROTHERHOOD ASSASSIN

CR 4

Male Suel human Monk 4

NE Medium humanoid (human)

Init +6; **Senses** Listen +2, Spot +2

Languages Ancient Suloise, Common

AC 14, touch 14, flat-footed 12; Deflect Arrows
(+2 Dex, +2 Wis)

hp 23 (4 HD)

Resist evasion

Fort +4, **Ref** +8, **Will** +6 (+8 against enchantments)

Speed 40 ft. (8 squares)

Melee mwk kama +6 (1d6+2) or
unarmed strike +5 (1d8+2) or
mwk kama +4/+4 (1d6+2) or
unarmed strike +3/+3 (1d8+2)

Ranged sai +5 (1d4+2)

Base Atk +3; **Grp** +5

Atk Options Stunning Fist 4/day (Fort DC 14 negates),
flurry of blows, ki strike (magic)

Combat Gear *cloak of elemental protection*

Abilities Str 15, Dex 14, Con 10, Int 12, Wis 14, Cha 8
SQ slow fall 20 ft., still mind

Feats Deflect Arrows, Improved Initiative, Improved
Unarmed Strike, Lightning Reflexes, Skill Focus
(Hide), Stunning Fist

Skills Balance +6, Disguise +2, Escape Artist +9, Hide
+12, Jump +13, Move Silently +9, Tumble +11, Use
Rope +2 (+4 with bindings)

Possessions combat gear plus masterwork kama, sais
(2), peasant's outfit

5: "GIT 'EM, BOYS"

STEPAN VLASAK

CR 5

Male human bard 2/marshal 3

N Medium humanoid (human)

Init +5 (+8); **Senses** Listen +7, Spot -1

Minor Aura Motivate dexterity (+3 bonus on Dexterity
checks, Dexterity-based skill checks, and initiative
checks), master of tactics (+3 bonus to damage while
flanking)

Major Aura Motivate urgency (+5 ft. bonus to speed)

Languages Common, Gnome, Halfling

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 30 (5 HD)

Fort +4, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares) or 35 ft. (7 squares) with aura

Melee mwk sap +4 (1d6 nonlethal)

Ranged dagger +4 (1d4/19-20)

Base Atk +3; **Grp** +3

Atk Options Combat Expertise

Special Actions bardic music (countersong, *fascinate*, inspire courage +1),

Combat Gear *potion of cure light wounds*, tanglefoot bag

Bard Spells Known (CL 2nd):

1st (1/day)—*inspirational boost*, *tasha's hideous laughter* (DC 15)

0 (3/day)—*daze* (DC 14), *detect magic*, *light*, *message*, *prestidigitation*

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 16

SQ bardic knowledge +4

Feats Combat Expertise, Improved Initiative, Spell Focus (enchantment), Skill Focus (Diplomacy)

Skills Bluff +11, Concentration +6, Diplomacy +18, Gather Information +8, Intimidate +13, Listen +7, Perform (sing) +9, Sense Motive +7, Spellcraft +7, Use Magic Device +7

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

THUGS

CR 2

Male human swashbuckler 2

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 23 (2 HD)

Fort +5, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)

Melee sap +5 (1d6+1 nonlethal)

Ranged dagger +4 (1d4+1/19-20)

Base Atk +2; **Grp** +3

Combat Gear tanglefoot bag

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

Feats Toughness, Weapon Finesse, Weapon Focus (sap)

Skills Balance +3, Bluff +5, Diplomacy +4, Intimidate +2, Jump +7, Sense Motive +6, Tumble +8

Possessions combat gear plus studded leather armor, sap, dagger, manacles, deputy badge, traveler's outfit

9: THE SEEKERS' DEMAND

GUT-THROTTLE DEFENDERS

CR 2

Male goblin ranger 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Goblin

AC 16, touch 14, flat-footed 13

(+1 size, +3 Dex, +2 armor)

hp 15 (2 HD)

Fort +4, **Ref** +6, **Will** +1

Speed 30 ft. (6 squares)

Melee short sword +6 (1d4+1/19-20) or short sword +4 (1d4+1/19-20) and short sword +4 (1d4/19-20)

Ranged javelin +6 (1d4)

Base Atk +2; **Grp** -1

Atk Options favored enemy (orcs +2)

Combat Gear three *goodberries*, *potion of pass without trace*

Abilities Str 13, Dex 16, Con 13, Int 8, Wis 12, Cha 8

SQ wild empathy +1

Feats Track, Two-Weapon Fighting, Weapon Finesse

Skills Hide +12, Listen +6, Move Silently +12, Ride +7, Spot +6, Survival +6

Possessions combat gear plus leather armor, two short swords, three javelins, various grisly trophies

ORC SEEKER

CR 3

Male orc scout 3

NE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Orc

AC 16 (17), touch 12 (13), flat-footed 16 (17)

(+2 Dex, +4 armor, +1 skirmish); Dodge; ignore attack of opportunity 1/day; uncanny dodge

hp 21 (3 HD)

Fort +3, **Ref** +5, **Will** +2

Weakness light sensitivity

Speed 40 ft. (8 squares); trackless step

Melee longspear +4 (1d8+3/x3 plus poison) or spiked gauntlet +4 (1d4+2)

Ranged mighty composite (Str +2) shortbow +4 (1d6+2/x3)

Base Atk +2; **Grp** +4

Atk Options skirmish +1d6/+1 AC

Combat Gear *potion of cure moderate wounds*, *armband of elusive action*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 6

SQ battle fortitude +1, fast movement +10 ft., trapfinding

Feats Dodge, Track

Skills Balance +3, Hide +7, Jump +13, Knowledge (nature) +5, Listen +7, Move Silently +7, Search +3, Spot +7, Survival +7, Tumble +9

Possessions combat gear plus masterwork chain shirt, longspear, mighty composite (Str +2) shortbow with

20 arrows, spiked gauntlet, rough leather clothes, various trinkets of bone

Poison (Ex) The Orc Seeker's longspear is coated with small centipede poison (Fort DC 11; damage 1d2 Dex/1d2 Dex)

Skirmish (Ex) An Orc Seeker gains a +1 competence bonus to AC and deals an extra 1d6 damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies only to attacks

taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

2: OLD ENEMIES**HIRED KILLER****CR 5**

Male human rogue 3/fighter 2
 NE Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common, Goblin

AC 14, touch 11, flat-footed 13
 (+1 Dex, +3 armor)

hp 36 (5 HD)

Resist evasion

Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)

Melee mwk spiked chain +9 (2d4+4)

Ranged javelin +5 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +4; **Grp** +7

Atk Options sneak attack +2d6

Combat Gear *cloak of elemental protection*

Abilities Str 16, Dex 13, Con 14, Int 12, Wis 8, Cha 10
SQ trapfinding, trap sense +1

Feats Exotic Weapon Proficiency (spiked chain),
 Improved Initiative, Iron Will, Skill Focus (Hide),
 Weapon Focus (spiked chain)

Skills Balance +7, Disguise +5, Escape Artist +8,
 Gather Information +7, Hide +12, Jump +11,
 Knowledge (local) +6, Listen +4, Move Silently +9,
 Spot +4, Tumble +11, Use Rope +2 (+4 with
 bindings)

Possessions combat gear plus masterwork spiked
 chain, javelins (2), masterwork studded leather
 armor, 50 ft. silk rope, explorer's outfit

ORC BARBARIAN, RAGING**CR 5**

Male orc barbarian 5
 NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Orc

AC 12, touch 7, flat-footed 12
 (+1 Dex, +5 armor, -4 rage); improved uncanny dodge

hp 65 (5 HD)

Fort +9, **Ref** +2, **Will** +3

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee falchion +9* (2d4+22/18-20)

* 5 point power attack

Ranged javelin +6 (1d6+8)

Base Atk +5; **Grp** +13

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear *boots of swift passage, potion of cure
 light wounds*

Abilities Str 26, Dex 12, Con 20, Int 6, Wis 11, Cha 8

SQ illiteracy, trap sense +1

Feats Power Attack, Reckless Rage

Skills Intimidate +7, Jump +16

Possessions combat gear plus masterwork falchion,
 breastplate, three javelins, locked gauntlet, robes

Rage (Ex) When not raging, the orc barbarian's
 statistics change as follows:

AC 16, touch 11, flat-footed 16

hp 50

Fort +6, **Will** +1

Melee falchion +11 (2d4+7/18-20)

Ranged javelin +6 (1d6+5)

Grp +10

Abilities Str 20, Con 14

Skills Jump +13

SCARLET BROTHERHOOD ASSASSIN**CR 6**

Male Suel human monk 5/assassin 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +2, Spot +2

Languages Ancient Suloise, Common

AC 15, touch 15, flat-footed 13; Deflect Arrows
 (+2 Dex, +2 Wis, +1 clas)

hp 32 (6 HD)

Resist evasion

Fort +4, **Ref** +10, **Will** +6 (+8 against enchantment
 spells and effects)

Speed 40 ft. (8 squares)

Melee mwk kama +6 (1d6+2 plus poison) or
 unarmed strike +5 (1d8+2) or
 mwk kama +5/+5 (1d6+2 plus poison) or
 unarmed strike +4/+4 (1d8+2)

Ranged sai +5 (1d4+2)

Base Atk +3; **Grp** +5

Atk Options Stunning Fist 5/day (Fort DC 16 negates),
 death attack (Fort DC 12 negates), flurry of blows, ki
 strike (magic), poison use, sneak attack +1d6

Combat Gear *cloak of elemental protection*

Assassin Spells Known (CL 1st):

1st (1/day)—*critical strike, true strike*

Abilities Str 15, Dex 14, Con 10, Int 12, Wis 13, Cha 8

SQ purity of body, slow fall 20 ft., still mind

Feats Ability Focus (stunning fist), Deflect Arrows,
 Improved Initiative, Improved Unarmed Strike,
 Lightning Reflexes, Skill Focus (Hide), Stunning Fist
Skills Balance +9, Disguise +3, Escape Artist +11, Hide
 +14, Jump +13, Move Silently +11, Tumble +13, Use
 Rope +2 (+4 with bindings)

Possessions combat gear plus masterwork kama, sais
 (2), spell component pouch, peasant's outfit

Poison (Ex) The Scarlet Brotherhood Assassin's kama
 is coated with drow poison (Fort DC 13; damage
 unconsciousness/unconsciousness for 2d4 hours)

5: "GIT 'EM, BOYS"**STEPAN VLASAK****CR 7**

Male human bard 4/marshal 3

N Medium humanoid (human)

Init +5 (+8); **Senses** Listen +7, Spot -1

Minor Aura Motivate dexterity (+3 bonus on Dexterity
 checks, Dexterity-based skill checks, and initiative
 checks), master of tactics (+3 bonus to damage while
 flanking)

Major Aura Motivate urgency (+5 ft. bonus to speed)

Languages Common, Gnome, Halfling

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 40 (7 HD)

Fort +5, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares) or 35 ft. (7 squares) with aura

Melee mwk sap +7 (1d6 nonlethal)

Ranged dagger +6 (1d4/19-20)

Base Atk +5; **Grp** +5

Atk Options Combat Expertise

Special Actions bardic music (countersong, *fascinate*, inspire courage +1, inspire competence)

Combat Gear *potion of cure light wounds*, tanglefoot bag

Bard Spells Known (CL 4th):

2nd (0/day)—*harmonize**, *hold person* (DC 16)

1st (3/day)—*comprehend languages*, *inspirational boost*, *tasha's hideous laughter* (DC 15)

0 (3/day)—*daze* (DC 14), *detect magic*, *light message*, *prestidigitation*

* already cast prior to combat

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 16

SQ bardic knowledge +6

Feats Combat Expertise, Improved Initiative, Spell Focus (enchantment), Skill Focus (Diplomacy), Weapon Focus (sap)

Skills Bluff +13, Concentration +10, Diplomacy +20, Gather Information +8, Intimidate +13, Listen +7, Perform (sing) +13, Sense Motive +7, Spellcraft +11, Use Magic Device +8

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

THUGS

CR 4

Male human swashbuckler 3/rogue 1

N Medium humanoid (human)

Init +3; **Senses** Listen +5, Spot +5

Languages Common

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 37 (4 HD)

Fort +5, **Ref** +7, **Will** +4

Speed 30 ft. (6 squares)

Melee sap +7 (1d6+1 nonlethal)

Ranged dagger +6 (1d4+1/19-20)

Base Atk +3; **Grp** +4

Attack Options sneak attack +1d6

Combat Gear tanglefoot bag

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10

SQ trapfinding

Feats Iron Will, Toughness, Weapon Finesse, Weapon Focus (sap)

Skills Balance +4, Bluff +6, Diplomacy +4, Intimidate +2, Jump +7, Listen +5, Sense Motive +7, Spot +5, Tumble +11

Possessions combat gear plus studded leather armor, sap, dagger, manacles, deputy badge, traveler's outfit

9: THE SEEKERS' DEMAND

GUT-THROTTLE DEFENDERS

CR 3

Male goblin ranger 3

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Goblin

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 armor)

hp 21 (3 HD); Diehard

Fort +4, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares)

Melee short sword +7 (1d4+1/19-20) or short sword +5 (1d4+1/19-20) and short sword +5 (1d4/19-20)

Ranged javelin +7 (1d4)

Base Atk +3; **Grp** +0

Atk Options favored enemy (orcs +2)

Combat Gear three *goodberries*, *potion of pass without trace*

Abilities Str 13, Dex 16, Con 13, Int 8, Wis 12, Cha 8

SQ wild empathy +2

Feats Diehard, Endurance, Track, Two-Weapon Fighting, Weapon Finesse

Skills Hide +13, Listen +7, Move Silently +13, Ride +7, Spot +7, Survival +7

Possessions combat gear plus masterwork studded leather armor, two short swords, three javelins, various grisly trophies

ORC SEEKER

CR 5

Male orc scout 5

NE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Common, Orc

AC 17 (18), touch 13 (14), flat-footed 17 (18); Dodge, Mobility; ignore attack of opportunity 1/day; uncanny dodge

(+3 Dex, +4 armor, +1 skirmish)
hp 33 (5 HD)
Resist evasion
Fort +3, **Ref** +7, **Will** +2
Weakness light sensitivity

Speed 40 ft. (8 squares); trackless step
Melee mwk longspear +6 (1d8+3/x3 plus poison) or spiked gauntlet +5 (1d4+2)
Ranged mwk mighty composite (Str +2) shortbow +7 (1d6+2/x3)
Base Atk +3; **Grp** +5
Atk Options skirmish +2d6/+1 AC
Combat Gear *potion of cure moderate wounds, armband of elusive action*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 6
SQ battle fortitude +1, fast movement +10 ft., trapfinding
Feats Dodge, Mobility, Track
Skills Balance +4, Hide +10, Jump +15, Knowledge (nature) +5, Listen +9, Move Silently +10, Search +5, Spot +9, Survival +9 (+11 following tracks) Tumble +12

Possessions combat gear plus masterwork chain shirt, masterwork longspear, masterwork mighty composite (Str +2) shortbow with 20 arrows, spiked gauntlet, rough leather clothes, various trinkets of bone

Poison (Ex) The Orc Seeker's longspear is coated with medium centipede poison (Fort DC 13; damage 1d3 Dex/1d3 Dex)

Skirmish (Ex) An Orc Seeker gains a +1 competence bonus to AC and deals an extra 2d6 damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

2: OLD ENEMIES**HIRED KILLER****CR 7**

Male human rogue 3/fighter 2/assassin 2

NE Medium humanoid (human)

Init +5; **Senses** Listen +7, Spot +4**Languages** Common, Goblin**AC** 14, touch 11, flat-footed 14

(+1 Dex, +3 armor); uncanny dodge

hp 48 (7 HD)**Resist** evasion**Fort** +6 (+7 against poison), **Ref** +7, **Will** +2**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +10 (2d4+4 plus poison)**Ranged** javelin +6 (1d6+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +5; **Grp** +8**Atk Options** Combat Reflexes, death attack (Fort DC 13 negates), poison use, sneak attack +3d6**Combat Gear** *cloak of elemental protection***Assassin Spells Known** (CL 2nd):1st (2/day)—*critical strike, disguise self, true strike***Abilities** Str 16, Dex 13, Con 14, Int 12, Wis 8, Cha 10**SQ** trapfinding, trap sense +1**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Iron Will, Skill Focus (Hide), Weapon Focus (spiked chain)**Skills** Balance +7, Disguise +5, Escape Artist +11, Gather Information +7, Hide +14, Jump +11, Knowledge (local) +6, Listen +7, Move Silently +11, Spot +4, Tumble +13, Use Rope +2 (+4 with bindings)**Possessions** combat gear plus masterwork spiked chain, javelins (2), masterwork studded leather armor, 50 ft. silk rope, spell component pouch, explorer's outfit**Poison (Ex)** The Hired Killer's spiked chain is coated with wyvern poison (Fort DC 17; damage 2d6 Con/2d6 Con)**ORC BARBARIAN, RAGING****CR 7**

Male orc barbarian 7

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common, Orc**AC** 12, touch 7, flat-footed 12; improved uncanny dodge (+1 Dex, +5 armor, -4 rage)**hp** 89 (7 HD); **DR** 1/—**Fort** +10, **Ref** +3, **Will** +4**Weakness** light sensitivity**Speed** 40 ft. (8 squares)**Melee** falchion +10/+5*[(2d4+26/18-20)

* 7 point power attack

Ranged javelin +8/+3 (1d6+8)**Base Atk** +7; **Grp** +15**Atk Options** Power Attack, rage 2/day**Combat Gear** *boots of swift passage, potion of cure light wounds, potion of fly***Abilities** Str 26, Dex 12, Con 14, Int 6, Wis 11, Cha 8**SQ** illiteracy, trap sense +2**Feats** Power Attack, Reckless Rage, Weapon Focus (falchion)**Skills** Intimidate +9, Jump +19]**Possessions** combat gear plus masterwork falchion, masterwork breastplate, three javelins, locked gauntlet, robes**Rage (Ex)** When not raging, the orc barbarian's statistics change as follows:**AC** 16, touch 11, flat-footed 16**hp** 68**Fort** +7, **Will** +2**Melee** falchion +14/+9 (2d4+7/18-20)**Ranged** javelin +8/+3 (1d6+5)**Grp** +12**Abilities** Str 20, Con 14**Skills** Jump +16**SCARLET BROTHERHOOD ASSASSIN****CR 8**

Male Suel human monk 5/assassin 3

NE Medium humanoid (human)

Init +6; **Senses** Listen +2, Spot +2**Languages** Ancient Suloise, Common**AC** 15, touch 15, flat-footed 15; Deflect Arrows, uncanny dodge

(+2 Dex, +2 Wis, +1 monk)

hp 40 (8 HD)**Resist** evasion**Fort** +5 (+6 against poison), **Ref** +11, **Will** +7 (+9 against enchantments)**Speed** 40 ft. (8 squares)**Melee** mwk kama +9 (1d6+3 plus poison) or

unarmed strike +8 (1d8+3) or

mwk kama +8/+8 (1d6+3 plus poison) or

unarmed strike +7/+7 (1d8+3)

Ranged sai +7 (1d4+3)**Base Atk** +5; **Grp** +8**Atk Options** Stunning Fist 5/day (Fort DC 16 negates), death attack (Fort DC 14 negates), flurry of blows, ki strike (magic), poison use, sneak attack +2d6**Combat Gear** *cloak of elemental protection***Assassin Spells Known** (CL 3rd):1st (3/day)—*critical strike, disguise self, true strike***Abilities** Str 16, Dex 14, Con 10, Int 12, Wis 14, Cha 8**SQ** purity of body, slow fall 20 ft., still mind**Feats** Ability Focus (stunning fist), Deflect Arrows,

Improved Initiative, Improved Unarmed Strike,

Lightning Reflexes, Skill Focus (Hide), Stunning Fist

Skills Balance +15, Disguise +3, Escape Artist +13,

Hide +16, Jump +14, Move Silently +13, Tumble +15,

Use Rope +2 (+4 with bindings)

Possessions combat gear plus masterwork kama, sais (2), spell component pouch, peasant's outfit**Poison (Ex)** The Scarlet Brotherhood Assassin's kama is coated with wyvern poison (Fort DC 17; damage 2d6 Con/2d6 Con)

5: "GIT 'EM, BOYS"

STEPAN VLASAK

CR 9

Male human bard 5/marshal 4

N Medium humanoid (human)

Init +5 (+9); **Senses** Listen +7, Spot -1

Minor Aura Motivate dexterity (+4 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks), master of tactics (+4 bonus to damage while flanking)

Major Aura Motivate urgency (+5 ft. bonus to speed)

Languages Common, Gnome, Halfling

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 60 (9 HD)

Fort +6, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares) or 35 ft. (7 squares) with aura

Melee mwk sap +8/+3 (1d6 nonlethal)

Ranged dagger +7 (1d4/19-20)

Base Atk +6; **Grp** +6

Atk Options Combat Expertise

Special Actions bardic music (countersong, *fascinate*, inspire courage +1, inspire competence), grant move action 1/day

Combat Gear *potion of cure light wounds*, tanglefoot bag

Bard Spells Known (CL 5th):

2nd (1/day)—*glitterdust* (DC 16), *harmonize**, *hold person* (DC 18)

1st (4/day)—*comprehend languages*, *inspirational boost*, *tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *light message*, *prestidigitation*

* already cast prior to combat

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 8, Cha 18

SQ bardic knowledge +7

Feats Combat Expertise, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Skill Focus (Diplomacy) Weapon Focus (sap)

Skills Bluff +16, Concentration +14, Diplomacy +23, Gather Information +9, Intimidate +17, Listen +7, Perform (sing) +16, Sense Motive +9, Spellcraft +13, Use Magic Device +9

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), *cloak of charisma* +2, spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can

hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

Grant Move Action (Su) Once per day, as a standard action, a marshal may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

THUGS

CR 6

Male human swashbuckler 3/rogue 3

N Medium humanoid (human)

Init +3; **Senses** Listen +10, Spot +10

Languages Common

AC 16, touch 13, flat-footed 13; +1 dodge bonus
(+3 Dex, +3 armor)

hp 49 (6 HD)

Resist evasion

Fort +6, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk sap +10 (1d6+1 nonlethal)

Ranged dagger +8 (1d4+1/19-20)

Base Atk +5; **Grp** +6

Attack Options sneak attack +3d6

Combat Gear tanglefoot bag

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10

SQ trapfinding, trap sense +1

Feats Daring Outlaw, Iron Will, Toughness, Weapon Finesse, Weapon Focus (sap)

Skills Balance +6, Bluff +8, Diplomacy +4, Intimidate +2, Jump +7, Listen +10, Sense Motive +7, Spot +10, Tumble +13

Possessions combat gear plus studded leather armor, masterwork sap, dagger, manacles, deputy badge, traveler's outfit

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

9: THE SEEKERS' DEMAND

GUT-THROTTLE DEFENDERS CR 5

Male goblin ranger 5

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Goblin

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 armor)

hp 38 (5 HD); Diehard

Fort +6, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)

Melee mwk short sword +10 (1d4+1/19-20) or

mwk short sword +8 (1d4+1/19-20) and

mwk short sword +8 (1d4/19-20)

Ranged javelin +9 (1d4)

Base Atk +5; **Grp** +2

Atk Options favored enemy (orcs +4, humans +2)

Combat Gear three *goodberries*, *potion of pass without trace*

Ranger Spells Prepared (CL 2nd):

1st—*resist energy*

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 8

SQ animal companion (dire rat), wild empathy +4

Feats Diehard, Endurance, Track, Two-Weapon

Fighting, Weapon Finesse

Skills Hide +15, Listen +9, Move Silently +15, Ride +7,

Spot +9, Survival +9

Possessions combat gear plus masterwork studded leather armor, two masterwork short swords, three javelins, various grisly trophies

ORC SEEKER CR 7

Male orc scout 7

NE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Orc

AC 17 (19), touch 13 (15), flat-footed 17 (19); Dodge,

Mobility, Spring Attack; ignore attack of opportunity

1/day; uncanny dodge

(+3 Dex, +4 armor, +2 skirmish)

hp 46 (7 HD)

Resist evasion

Fort +4, **Ref** +8, **Will** +3

Weakness light sensitivity

Speed 40 ft. (8 squares); Spring Attack, flawless stride,

trackless step

Melee mwk longspear +8 (1d8+3/x3 plus poison) or spiked gauntlet +7 (1d4+2)

Ranged mwk mighty composite (Str +2) shortbow +9 (1d6+2/x3)

Base Atk +5; **Grp** +7

Atk Options skirmish +2d6/+2 AC

Combat Gear *potion of cure moderate wounds*, *armband of elusive action*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 6

SQ battle fortitude +1, evasion, fast movement +10 ft., flawless stride, skirmish (+2d6/+2 AC), trackless step, trapfinding, uncanny dodge

Feats Dodge, Mobility, Spring Attack, Track

Skills Balance +4, Hide +12, Jump +17, Knowledge

(nature) +7, Listen +11, Move Silently +12, Search

+5, Spot +11, Survival +13 (+15 following tracks)

Tumble +14

Possessions combat gear plus masterwork chain shirt, masterwork longspear, masterwork mighty composite (Str +2) shortbow with 20 arrows, spiked gauntlet, rough leather clothes, various trinkets of bone

Poison (Ex) The Orc Seeker's longspear is coated with large centipede poison (Fort DC 16; damage 1d4 Dex/1d4 Dex).

Skirmish (Ex) An Orc Seeker gains a +2 competence bonus to AC and deals an extra 2d6 damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex) An Orc Seeker can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb check or a Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. An Orc Seeker loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

2: OLD ENEMIES**HIRED KILLER****CR 9**

Male human rogue 3/fighter 2/assassin 4

NE Medium humanoid (human)

Init +8; **Senses** Listen +7, Spot +8**Languages** Common, Goblin**AC** 17, touch 14, flat-footed 17; uncanny dodge (+4 Dex, +3 armor)**hp** 60 (9 HD)**Resist** evasion**Fort** +7 (+9 against poison), **Ref** +11, **Will** +3**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +13/+8 (2d4+6 plus poison)**Ranged** javelin +11/+6 (1d6+4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +7; **Grp** +11**Atk Options** Blind-Fight, Combat Reflexes, death attack (Fort DC 15 negates), sneak attack +4d6**Combat Gear** cloak of elemental protection**Assassin Spells Known** (CL 4th):2nd (0/day)—*cat's grace**1st (4/day)—*critical strike*, *disguise self*, *true strike*

* already cast, incorporated in statistics

Abilities Str 18, Dex 18, Con 14, Int 12, Wis 8, Cha 10**SQ** poison use, trapfinding, trap sense +1**Feats** Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Iron Will, Skill Focus (Hide), Weapon Focus (spiked chain)**Skills** Balance +10, Disguise +5, Escape Artist +16, Gather Information +7, Hide +19, Jump +12, Knowledge (local: Core) +6, Listen +7, Move Silently +16, Spot +8, Tumble +18, Use Rope +5 (+7 with bindings)**Possessions** combat gear plus masterwork spiked chain, javelins (2), masterwork studded leather armor, *gauntlets of ogre power*, 50 ft. silk rope, spell component pouch, explorer's outfit**Poison (Ex)** The Hired Killer's spiked chain is coated with wyvern poison (Fort DC 17; damage 2d6 Con/2d6 Con)**ORC BARBARIAN, RAGING****CR 9**

Male orc barbarian 9

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc**AC** 12, touch 7, flat-footed 12; improved uncanny dodge-]

(+1 Dex, +5 armor, -4 class)

hp 113 (9 HD); **DR** 1/—**Fort** +11, **Ref** +4, **Will** +6**Weakness** light sensitivity**Speed** 40 ft. (8 squares)**Melee** falchion +10/+5* (2d4+30/15-20)

* 9 point power attack

Ranged javelin +10/+5 (1d6+8)**Base Atk** +9; **Grp** +17**Atk Options** Power Attack, rage 3/day (8 rounds)**Combat Gear** boots of swift passage, *potion of cure light wounds*, *potion of fly***Abilities** Str 26, Dex 12, Con 20, Int 6, Wis 12, Cha 8**SQ** illiteracy, trap sense +3**Feats** Improved Critical (falchion), Power Attack, Reckless Rage, Weapon Focus (falchion)**Skills** Intimidate +11, Jump +21**Possessions** combat gear plus masterwork falchion, masterwork breastplate, three javelins, locked gauntlet, robes**Rage (Ex)** When not raging, the orc barbarian's statistics change as follows:**AC** 16, touch 11, flat-footed 16**hp** 86**Fort** +8, **Will** +4**Melee** falchion +16/+11 (2d4+7/18-20)**Ranged** javelin +10/+5 (1d6+5)**Grp** +14**Abilities** Str 20, Con 14**Skills** Jump +18**SCARLET BROTHERHOOD ASSASSIN****CR 10**

Male Suel human monk 5/assassin 5

NE Medium humanoid (human)

Init +8; **Senses** Listen +2, Spot +2**Languages** Ancient Suloise, Common**AC** 17, touch 17, flat-footed 17; Deflect Arrows, improved uncanny dodge (+4 Dex, +2 Wis, +1 class)**hp** 48 (10 HD)**Resist** evasion**Fort** +5 (+7 against poison), **Ref** +14, **Will** +7 (+9 against enchantments)**Speed** 40 ft. (8 squares)**Melee** mwk kama +10/+5 (1d6+3 plus poison) or unarmed strike +9/+4 (1d8+3) or mwk kama +9/+9/+4 (1d6+3 plus poison) or unarmed strike +8/+8/+3 (1d8+3)**Ranged** sai +10/+5 (1d4+3)**Base Atk** +6; **Grp** +9**Atk Options** Combat Reflexes, Stunning Fist 5/day (Fort DC 16 negates), death attack (Fort DC 17 negates), flurry of blows, ki strike (magic), poison use, sneak attack +3d6**Combat Gear** cloak of elemental protection**Assassin Spells Known** (CL 5th):2nd (2/day)—*cat's grace**, *swift invisibility*1st (4/day)—*critical strike*, *disguise self*, *true strike*

* already cast, incorporated in statistics

Abilities Str 16, Dex 18, Con 10, Int 14, Wis 14, Cha 8**SQ** purity of body, slow fall 20 ft., still mind**Feats** Ability Focus (stunning fist), Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Hide), Stunning Fist

Skills Balance +19, Disguise +5, Escape Artist +17, Hide +20, Jump +14, Move Silently +17, Tumble +19, Use Rope +4 (+6 with bindings)

Possessions combat gear plus masterwork kama, sais (2), *headband of intellect* +2, spell component pouch, peasant's outfit

Poison (Ex) The Scarlet Brotherhood Assassin's kama is coated with wyvern poison (Fort DC 17; damage 2d6 Con/2d6 Con)

5: "GIT 'EM, BOYS"

STEPAN VLASAK

CR 11

Male human bard 5/marshal 4/war chanter 2

N Medium humanoid (human)

Init +5 (+9); **Senses** Listen +7, Spot -1

Minor Aura Motivate dexterity (+4 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks), master of tactics (+4 bonus to damage while flanking)

Major Aura Motivate urgency (+5 ft. bonus to speed)

Languages Common, Gnome, Halfling

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 84 (11 HD)

Fort +9, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares) or 35 ft. (7 squares) with aura

Melee mwk sap +10/+5 (1d6 nonlethal)

Ranged dagger +9 (1d4/19-20)

Base Atk +8; **Grp** +8

Atk Options Combat Expertise,

Special Actions bardic music (countersong, *fascinate*, inspire courage +1, inspire competence), grant move action 1/day, war chanter music (inspire toughness (+4 hit points))

Combat Gear *potion of cure light wounds*, tanglefoot bag

Bard Spells Known (CL 5th):

2nd (1/day)—*glitterdust* (DC 16), *harmonize**, *hold person* (DC 18)

1st (4/day)—*comprehend languages*, *inspirational boost*, *tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*

* already cast prior to combat

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 8, Cha 18

SQ bardic knowledge +7

Feats Combat Expertise, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Skill Focus (Diplomacy) Weapon Focus (sap)

Skills Bluff +16, Concentration +16, Diplomacy +25, Gather Information +14, Intimidate +20, Listen +7, Perform (sing) +18, Sense Motive +9, Spellcraft +13, Use Magic Device +9

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), *cloak of charisma* +2, spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free

action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

Grant Move Action (Su) Once per day, as a standard action, Stepan may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after Stepan's turn is over.

Inspire Toughness Stepan can use his song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear him sing (or speak). The effect lasts for as long as the ally hears Stepan sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every class level of the war chanter.

War Chanter Music War chanter music follows the same rules as bardic music. War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music. War chanter levels do not stack with bard levels for determining which songs a bard has access to.

THUGS

CR 8

Male human swashbuckler 3/rogue 5

N Medium humanoid (human)

Init +3; **Senses** Listen +12, Spot +12

Languages Common

AC 16, touch 13, flat-footed 16; uncanny dodge, +1 dodge bonus

(+3 Dex, +3 armor)

hp 58 (8 HD)

Resist evasion

Fort +6, **Ref** +9, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk sap +11/+6 (1d6+2 nonlethal)

Ranged dagger +9/+4 (1d4+1/19-20)

Base Atk +6; **Grp** +8

Attack Options Combat Reflexes, sneak attack +4d6

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10

SQ trapfinding, trap sense +1
Feats Combat Reflexes, Daring Outlaw, Iron Will, Weapon Finesse, Weapon Focus (sap)
Skills Balance +10, Bluff +11, Diplomacy +4, Intimidate +2, Jump +8, Listen +12, Search +2, Sense Motive +7, Spot +12, Tumble +15
Possessions combat gear plus studded leather armor, masterwork sap, dagger, manacles, deputy badge, traveler's outfit

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

9: THE SEEKERS' DEMAND

GUT-THROTTLE DEFENDERS CR 7

Male goblin ranger 7
 NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Goblin

AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +3 armor)
hp 52 (7 HD); Diehard
Fort +7, **Ref** +8, **Will** +3
Speed 30 ft. (6 squares)
Melee mwk short sword +13/+8 (1d4+1/19-20) or mwk short sword +11/+6 (1d4+1/19-20) and mwk short sword +11/+6 (1d4/19-20)
Ranged javelin +11/+6 (1d4)
Base Atk +7; **Grp** +4
Atk Options favored enemy (orcs +4, humans +2)
Combat Gear three goodberries, *potion of pass without trace*
Ranger Spells Prepared (CL 3rd):
 1st—*resist energy*, *speak with animals*

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 8
SQ animal companion (advanced dire rat), wild empathy +6, woodland stride
Feats Diehard, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Skills Hide +17, Listen +11, Move Silently +17, Ride +7, Spot +11, Survival +11
Possessions combat gear plus masterwork studded leather armor, two masterwork short swords, three javelins, various grisly trophies

ADVANCED DIRE RAT ANIMAL COMPANION CR -

N Small animal

Init +4; **Senses** low-light vision, scent; Listen +5, Spot +4

AC 21, touch 14, flat-footed 18 (+1 size, +3 Dex, +3 natural, +4 armor)
hp 16 (3 HD)
Resist evasion
Fort +4, **Ref** +7, **Will** +4; evasion
Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +7 (1d4 plus disease)
Atk Options disease (filth fever, DC 12 Fort save negates)
Base Atk +2; **Grp** -1
Abilities Str 12, Dex 18, Con 12, Int 1, Wis 12, Cha 4
SQ disease (filth fever, DC 12 Fort save negates)
Feats Alertness, Armor Proficiency (light), Weapon Finesse
Skills Climb +12, Hide +9, Listen +5, Move Silently +6, Spot +4, Swim +12
Possessions chain shirt barding

ORC SEEKER CR 9

Male orc scout 9
 NE Medium humanoid (orc)
Init +9; **Senses** darkvision 60 ft.; Listen +13, Spot +13
Languages Common, Orc
AC 18 (22), touch 14 (18), flat-footed 18 (22); Dodge, Mobility; ignore attack of opportunity 1/day; uncanny dodge (+4 Dex, +4 armor, +2 skirmish, +2 improved skirmish)
hp 66 (9 HD)
Resist evasion
Fort +6, **Ref** +10, **Will** +4
Weakness light sensitivity
Speed 40 ft. (8 squares); Spring Attack, flawless stride, trackless step
Melee mwk longspear +9/+4 (1d8+3/x3 plus poison) or spiked gauntlet +8/+3 (1d4+2)
Ranged mwk mighty composite (Str +2) shortbow +11/+6 (1d6+2/x3)
Base Atk +6; **Grp** +8
Atk Options skirmish (+3d6/+2 AC), improved skirmish (+5d6/+4 AC)
Combat Gear *potion of cure moderate wounds*, *armband of elusive action*
Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 6
SQ battle fortitude +1, camouflage, fast movement +10 ft., trapfinding
Feats Dodge, Improved Initiative, Improved Skirmish, Mobility, Spring Attack, Track
Skills Balance +5, Hide +15, Jump +19, Knowledge (nature) +7, Listen +13, Move Silently +15, Search +7, Spot +13, Survival +15 (+17 following tracks) Tumble +17
Possessions combat gear plus masterwork chain shirt, masterwork longspear, masterwork mighty composite (Str +2) shortbow with 20 arrows, spiked gauntlet, *gloves of dexterity* +2, rough leather clothes, various trinkets of bone
Camouflage (Ex) An Orc Seeker can use the Hide skill in any sort of natural terrain, even if the terrain

doesn't grant cover or concealment. An Orc Seeker loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex) An Orc Seeker can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb check or a Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. An Orc Seeker loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Poison (Ex) The Orc Seeker's longspear is coated with huge centipede poison (Fort DC 18; damage 1d6 Dex/1d6 Dex)

Skirmish (Ex) An Orc Seeker gains a +2 competence bonus to AC and deals an extra 3d6 damage on all attacks during any round in which he moves at least 10 feet. This increases to a +4 competence bonus to AC and an extra 5d6 damage on all attacks during any round in which he moves at least 20 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

RAZOR BOAR

CR 10

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8

Languages —

AC 27, touch 10, flat-footed 26

(-1 size, +1 Dex, +17 natural)

hp 127 (15 HD); fast healing 10 **DR** 5/-

SR 21

Fort +12, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)

Melee tusk slash +22 (1d8+8) and

2 hooves +17 each (1d4+4) or

bite +22 (1d8+8)

Space 10 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +27

Atk Options Awesome Blow, Improved Bull Rush, Power Attack, trample 2d6+12 (Reflex DC 25 half), vorpal tusks

Abilities Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9

Feats Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack

Skills Listen +8, Spot +8, Survival +8

Vorpal Tusks (Ex): On a successful critical hit against a creature of up to one size category larger than itself, the razor boar's tusk slash attack severs the opponents head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

2: OLD ENEMIES**HIRED KILLER****CR 11**

Male human rogue 3/fighter 2/assassin 6

NE Medium humanoid (human)

Init +8; **Senses** Listen +9, Spot +10**Languages** Common, Goblin**AC** 17, touch 14, flat-footed 17; improved uncanny dodge

(+4 Dex, +3 armor)

hp 72 (11 HD)**Resist** evasion**Fort** +8 (+11 against poison), **Ref** +12, **Will** +4**Speed** 30 ft. (6 squares)**Melee** mwk spiked chain +14/+9 (2d4+6 plus poison)**Ranged** javelin +12/+7 (1d6+4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +8; **Grp** +12**Atk Options** Blind-Fight, Combat Reflexes, death attack (Fort DC 17 negates), poison use, sneak attack +5d6**Combat Gear** *cloak of elemental protection***Assassin Spells Known** (CL 6th):2nd (2/day)—*cat's grace**, *swift invisibility*1st (4/day)—*critical strike*, *disguise self*, *true strike*

* already cast, incorporated in statistics

Abilities Str 18, Dex 18, Con 14, Int 12, Wis 8, Cha 10**SQ** trapfinding, trap sense +1**Feats** Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Iron Will, Skill Focus (Hide), Weapon Focus (spiked chain)**Skills** Balance +10, Disguise +5, Escape Artist +18, Gather Information +7, Hide +21, Jump +12, Knowledge (local: Core) +6, Listen +9, Move Silently +18, Spot +10, Tumble +20, Use Rope +5 (+7 with bindings)**Possessions** combat gear plus masterwork spiked chain, javelins (2), masterwork studded leather armor, *gauntlets of ogre power*, 50 ft. silk rope, spell component pouch, explorer's outfit**Poison (Ex)** The Hired Killer's spiked chain is coated with wyvern poison (Fort DC 17; damage 2d6 Con/2d6 Con)**ORC BARBARIAN, RAGING****CR 11**

Male orc barbarian 11

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc**AC** 12, touch 7, flat-footed 12; improved uncanny dodge (+1 Dex, +5 armor, -4 class)**hp** 148 (11 HD); **DR** 2/—**Fort** +13, **Ref** +4, **Will** +7**Weakness** light sensitivity**Speed** 40 ft. (8 squares)**Melee** falchion +11/+6/+1* (2d4+35/15-20)

*11 point power attack

Ranged javelin +12/+7/+2 (1d6+9)**Base Atk** +11; **Grp** +20**Atk Options** Power Attack, Reckless Rage, greater rage 3/day (9 rounds)**Combat Gear** *boots of swift passage*, *potion of cure light wounds*, *potion of fly***Abilities** Str 28, Dex 12, Con 22, Int 6, Wis 12, Cha 8
SQ illiteracy, trap sense +3**Feats** Improved Critical (falchion), Power Attack, Reckless Rage, Weapon Focus (falchion)**Skills** Intimidate +13, Jump +24**Possessions** combat gear plus masterwork falchion, masterwork breastplate, three javelins, locked gauntlet, robes**Rage (Ex)** When not raging, the orc barbarian's statistics change as follows:**AC** 16, touch 11, flat-footed 16**hp** 104**Fort** +9, **Will** +4**Melee** falchion +18/+13/+8 (2d4+7/18-20)**Ranged** javelin +12/+7/+2 (1d6+5)**Grp** +16**Abilities** Str 20, Con 14**Skills** Jump +20**SCARLET BROTHERHOOD ASSASSIN****CR 12**

Male Suel human monk 5/assassin 7

NE Medium humanoid (human)

Init +8; **Senses** Listen +2, Spot +2**Languages** Ancient Suloise, Common**AC** 17 (19), touch 17 (19), flat-footed 17 (19); Deflect Arrows, +2 deflection against good opponents, improved uncanny dodge (+4 Dex, +2 Wis, +1 class)**hp** 68 (12 HD)**Resist** evasion**Fort** +6 (+9 against poison), **Ref** +15, **Will** +8 (+10 against enchantments); +2 resistance bonus against good targets**Speed** 40 ft. (8 squares)**Melee** mwk kama +12/+7 (1d6+3 plus poison) or unarmed strike +11/+6 (1d8+3) or mwk kama +11/+11/+6 (1d6+3 plus poison) or unarmed strike +10/+10/+5 (1d8+3)**Ranged** sai +12/+7 (1d4+3)**Base Atk** +8; **Grp** +11**Atk Options** Combat Reflexes, Rapid Stunning, Stunning Fist 5/day (Fort DC 16 negates), death attack (Fort DC 19 negates), flurry of blows, ki strike (magic), poison use, sneak attack +4d6**Combat Gear** *cloak of elemental protection***Assassin Spells Known** (CL 7th):3rd (1/day)—*deeper darkness*, *false life**, *magic circle against good**2nd (3/day)—*cat's grace**, *swift invisibility*1st (4/day)—*critical strike*, *disguise self*, *obscuring mist*, *true strike*

* already cast, incorporated in statistics

Abilities Str 16, Dex 18, Con 11, Int 14, Wis 14, Cha 8
SQ purity of body, slow fall 20 ft., still mind
Feats Ability Focus (stunning fist), Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Rapid Stunning, Skill Focus (Hide), Stunning Fist
Skills Balance +21, Disguise +5, Escape Artist +19, Hide +22, Jump +14, Move Silently +19, Tumble +21, Use Rope +4 (+6 with bindings)
Possessions combat gear plus masterwork kama, sais (2), *headband of intellect* +2, spell component pouch, peasant's outfit
Poison (Ex) The Scarlet Brotherhood Assassin's kama is coated with deathblade poison (Fort DC 20; damage 1d6 Con/2d6 Con)

5: "GIT 'EM, BOYS"

STEPAN VLASAK

CR 12

Male human bard 5/marshal 4/war chanter 3
 N Medium humanoid (human)
Init +5 (+9); **Senses** Listen +7, Spot -1
Minor Aura Motivate dexterity (+4 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks), master of tactics (+4 bonus to damage while flanking)
Major Aura Motivate urgency (+5 ft. bonus to speed)
Languages Common, Gnome, Halfling
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor)
hp 91 (12 HD)
Fort +9, **Ref** +7, **Will** +8
Speed 30 ft. (6 squares) or 35 ft. (7 squares) with aura
Melee mwk sap +11/+6 (1d6 nonlethal)
Ranged dagger +10 (1d4/19-20)
Base Atk +9; **Grp** +9
Atk Options Combat Expertise
Special Actions bardic music (countersong, *fascinate*, inspire courage +2, inspire competence), grant move action 1/day, war chanter music (inspire recklessness, inspire toughness [+6 hit points])
Combat Gear *potion of cure light wounds*, tanglefoot bag
Bard Spells Known (CL 9th):
 2nd (1/day)—*glitterdust* (DC 16), *harmonize**, *hold person* (DC 18)
 1st (4/day)—*comprehend languages*, *inspirational boost*, *tasha's hideous laughter* (DC 17)
 0 (3/day)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*
 * already cast prior to combat
Abilities Str 10, Dex 12, Con 14, Int 14, Wis 8, Cha 19
SQ bardic knowledge +7
Feats Combat Expertise, Greater Spell Focus (enchantment), Improved Initiative, Practiced Spellcaster, Spell Focus (enchantment), Skill Focus (Diplomacy) Weapon Focus (sap)
Skills Bluff +16, Concentration +17, Diplomacy +26, Gather Information +14, Intimidate +21, Listen +7, Perform (sing) +19, Sense Motive +12, Spellcraft +13, Use Magic Device +9

Possessions combat gear plus masterwork chain shirt, masterwork sap, daggers (2), *cloak of charisma* +2, spell component pouch, traveler's outfit

Auras (Ex) Stepan may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until he uses a free action to dismiss it or activates another aura of the same kind (major or minor). Stepan can have an aura in effect continually; thus, an aura can be in effect at the start of a combat encounter even he takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Stepan sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Stepan's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand Stepan to gain the bonus. Stepan's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by an auras are circumstance bonuses that do not stack with each other.

Grant Move Action (Su) Once per day, as a standard action, Stepan may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the his turn is over.

Inspire Recklessness (Su) Stepan can use his song or poetics to inspire an often dangerous, but very effective, ferocity in one of his allies within 60 feet (or in himself). The effect lasts for as long as the ally hears him sing and for 5 rounds thereafter. An affected ally (or Stepan) is inspired to recklessness, gaining the ability to decrease his Armor Class by a number less than or equal to his base attack bonus and add the same number to his melee attack rolls as a morale bonus.

On his action, before making any attack rolls in a round, the affected character must choose to subtract a number from his Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

Inspire Toughness Stepan can use his song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear Stepan sing (or speak). The effect lasts for as long as the ally hears him sing and for 5 rounds thereafter. An affected ally receives 6 temporary hit points.

War Chanter Music War chanter music follows the same rules as bardic music. War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music. War chanter levels do not stack with

bard levels for determining which songs Stepan has access to.

THUGS

CR 11

Male human swashbuckler 3/rogue 8

N Medium humanoid (human)

Init +3; **Senses** Listen +15, Spot +15

Languages Common

AC 16, touch 13, flat-footed 16; improved uncanny dodge, +2 dodge bonus (+3 Dex, +3 armor)

hp 76 (11 HD)

Resist evasion

Fort +7, **Ref** +11, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk sap +14/+9 (1d6+2 nonlethal)

Ranged dagger +12/+7 (1d4+1/19-20)

Base Atk +9; **Grp** +11

Attack Options Combat Reflexes, Power Attack, sneak attack +6d6

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10

SQ trapfinding, trap sense +1

Feats Combat Reflexes, Daring Outlaw, Iron Will, Weapon Finesse, Weapon Focus (sap)

Skills Balance +11, Bluff +14, Diplomacy +4, Intimidate +2, Jump +8, Listen +15, Search +13, Sense Motive +7, Spot +15, Tumble +18

Possessions combat gear plus studded leather armor, masterwork sap, dagger, manacles, deputy badge, traveler's outfit

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +2 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

9: THE SEEKERS' DEMAND

GUT-THROTTLE DEFENDERS

CR 9

Male goblin ranger 9

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Goblin

AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +3 armor, +1 shield)

hp 66 (9 HD); Diehard

Resist evasion

Fort +9, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares); woodland stride

Melee mwk short sword +15/+10 (1d4+2/19-20) or

mwk short sword +13/+8 (1d4+2/19-20) and

mwk short sword +13/+8 (1d4+1/19-20)

Ranged javelin +13/+8 (1d4+1)

Base Atk +9; **Grp** +7

Atk Options favored enemy (orcs +4, humans +2)

Combat Gear three goodberries, *potion of pass without trace*

Ranger Spells Prepared (CL 4th):

1st—*resist energy*, *speak with animals*

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 8

SQ animal companion (advanced dire rat), swift tracker, wild empathy +8

Feats Diehard, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Hide +19, Listen +13, Move Silently +19, Ride +7, Spot +13, Survival +13

Possessions combat gear plus masterwork studded leather armor, two masterwork short swords, three javelins, *cloak of resistance* +1, various grisly trophies

ADVANCED DIRE RAT ANIMAL

COMPANION

CR -

N Small animal

Init +4; **Senses** low-light vision, scent; Listen +5, Spot +4

AC 21, touch 14, flat-footed 18

(+1 size, +3 Dex, +3 natural, +4 armor)

hp 16 (3 HD)

Resist evasion

Fort +4, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +7 (1d4 plus disease)

Base Atk +2; **Grp** -2

Abilities Str 12, Dex 18, Con 12, Int 1, Wis 12, Cha 4

SQ disease (filth fever, DC 12 Fort save negates)

Feats Alertness1, Armor Proficiency (light)3, Weapon Finesse1

Skills Climb +12, Hide +9, Listen +5, Move Silently +6, Spot +4, Swim +12

Possessions chain shirt barding

ORC SEEKER

CR 11

Male orc scout 11

NE Medium humanoid (orc)

Init +10; **Senses** blindsense 30 ft., darkvision 60 ft.;

Listen +15, Spot +15

Languages Common, Orc

AC 18 (23), touch 14 (19), flat-footed 18 (23)

(+4 Dex, +4 armor, +3 skirmish, +2 improved skirmish); Dodge, Mobility; ignore attack of opportunity 1/day; uncanny dodge

hp 80 (11 HD)

Resist evasion; reroll 1/day

Fort +7, **Ref** +11, **Will** +4

Weakness light sensitivity

Speed 50 ft. (10 squares); Spring Attack, flawless stride, trackless step

Melee mwk longsword +11/+6 (1d8+3/x3 plus poison) or spiked gauntlet +10/+5 (1d4+2)

Ranged mwk mighty composite (Str +2) shortbow +13/+8 (1d6+2/x3)

Base Atk +8; **Grp** +10

Atk Options skirmish +3d6/+3 AC, improved skirmish +5d6/+5 AC

Combat Gear *potion of cure moderate wounds*, *armband of elusive action*

Abilities Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 6
SQ battle fortitude +2, camouflage, fast movement +20 ft., trapfinding

Feats Dodge, Improved Initiative, Improved Skirmish, Mobility, Spring Attack, Track

Skills Balance +5, Hide +17, Jump +25, Knowledge (nature) +7, Listen +15, Move Silently +17, Search +9, Spot +15, Survival +17 (+19 following tracks) Tumble +19

Possessions combat gear plus masterwork chain shirt, masterwork longsword, masterwork mighty composite (Str +2) shortbow with 20 arrows, spiked gauntlet, *gloves of dexterity* +2, *amulet of fortune prevailing*, rough leather clothes, various trinkets of bone

Camouflage (Ex) An Orc Seeker can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment. An Orc Seeker loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Flawless Stride (Ex) An Orc Seeker can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb check or a Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. An Orc Seeker loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Poison (Ex) The Orc Seeker's longsword is coated with gargantuan centipede poison (Fort DC 26; damage 1d8 Dex/1d8 Dex)

Skirmish (Ex) An Orc Seeker gains a +3 competence bonus to AC and deals an extra 3d6+2 damage on all attacks during any round in which he moves at least 10 feet. This increases to a +5 competence bonus to

AC and an extra 5d6+2 damage on all attacks during any round in which he moves at least 20 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures without discernable anatomies and creatures immune to extra damage from critical hits are immune to this additional damage. An Orc Seeker loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

RAZOR BOAR

CR 10

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8

Languages —

AC 27, touch 10, flat-footed 26
(-1 size, +1 Dex, +17 natural)

hp 127 (15 HD); fast healing 10 **DR** 5/-
SR 21

Fort +12, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)

Melee tusk slash +22 (1d8+8) and
2 hooves +17 each (1d4+4) or
bite +22 (1d8+8)

Space 10 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +27

Atk Options Awesome Blow, Improved Bull Rush,
Power Attack, trample 2d6+12 (Reflex DC 25 half),
vorpal tusks

Abilities Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9

Feats Alertness, Awesome Blow, Diehard, Endurance,
Improved Bull Rush, Power Attack

Skills Listen +8, Spot +8, Survival +8

Vorpal Tusks (Ex): On a successful critical hit against a creature of up to one size category larger than itself, the razor boar's tusk slash attack severs the opponent's head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

APPENDIX 2: NEW RULES ITEMS

FEATS

Daring Outlaw

You combine grace and stealth to deadly effect.

Prerequisite: Grace+1, sneak attack +2d6.

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC. For example, a 7th-level rogue/4th-level swashbuckler has grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage. For example, a 7th-level rogue/4th-level swashbuckler would deal an extra 6d6 points of damage with her sneak attack, as though she were an 11th-level rogue.

Source: *Complete Scoundrel*

Improved Skirmish

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn.

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13).

Source: *Complete Scoundrel*

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: you may select this feat multiple times.

Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane*

Rapid Stunning

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6.

Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

Normal: You may only attempt a stunning attack (or any other special attack that counts against your daily limit of stunning attacks) once per round.

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

A character can take this feat multiple times. Its effects stack.

Source: *Complete Warrior*

Reckless Rage

You are considered extreme even among other barbaric warriors, and you 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.

Source: *Races of Stone*

MAGIC ITEMS

Amulet of Fortune Prevailing

You can activate an *amulet of fortune prevailing* (as an immediate action) to reroll a saving throw. You must activate this ability before the success or failure of the saving throw has been determined, and you must use the second result, even if it's lower. You can't use this ability if you have already rerolled the save for any reason.

An *amulet of fortune prevailing* functions once per day.

Moderate (DC 19) abjuration; CL 9th; Craft Wondrous Item, *break enchantment*; Price 5,000 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Armband of Elusive Action

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (as an immediate action), the band allows you to

avoid provoking a single attack of opportunity that your actions would otherwise incur.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack*; Price 800 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Boots of Swift Passage

When activated (as a move action), *boots of swift passage* teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Moderate (DC 18) conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 5,000 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Cloak of Elemental Protection

When you activate a *cloak of elemental protection* (as an immediate action), you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Faint (DC 16) abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp; Weight 1 lb.

Source: *Magic Item Compendium*

SPELLS

Critical Strike

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Upon uttering the ancient phrase that completes the spell, you feel the weapon in your hand drawn toward a creature standing nearby.

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to extra

damage from sneak attacks are immune to the extra damage dealt by your attacks.

Source: *Spell Compendium*

Harmonize

Transmutation

Level: Bard 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Source: *Races of Stone*

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple handchopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium*

Invisibility, Swift

Illusion (Glamer)

Level: Assassin 2, bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a whispered syllable you complete the spell. You notice that others look past you as if you weren't there.

This spell functions like *invisibility* (PH 245), except as noted above.

Source: *Spell Compendium*

PLAYER HANDOUT 1

After the opera, Otto and Jallarzi escort you to a private room. Once the door is closed, Otto puts on a ring and speaks an unfamiliar word of activation. A black wave of energy rolls lazily down the walls and all sounds outside of the room cease. That accomplished, both Otto and Jallarzi relax visibly. "That should take care of anyone attempting to eavesdrop on our conversation." Jallarzi remarks as she pours a glass of wine for Otto.

Otto's jovial features harden as he turns to your group. "We've been entertaining groups of adventurers such as you for weeks now. And after each evening here at the Royal, we ask the group to accomplish something for us. Usually it's not important, and the task is merely to distract whatever spies are watching Jallarzi and me. It seems we can't make any move of consequence these days."

"This time, though," Jallarzi says with a smile, "it is important. The Lord Mayor of Greyhawk has been meeting secretly with a halfling barrister of no apparent consequence named Ambly Peregrine. Their conversations have been about Turrosh Mak, but we don't know the details. We are curious to know why the Lord Mayor and a lowly lawyer are discussing the Warlord of the Pomarj. Perhaps this Ambly Peregrine is more than he appears? We know Ambly keeps an apartment in Clerkborg, and he works out of the Lawyers and Scribes Guildhall. We'd like you to find out why the Lord Mayor is speaking of Turrosh Mak with a Clerkborg lawyer."

"Don't trouble us with the means," Otto says as he wearily throws himself onto a divan. "Be it through stealth, guile, or force, we want to know what the Lord Mayor is planning. This Ambly fellow appears to be the key. We know the Lord Mayor has been spending a lot of time going over maps and other documents with Ambly at the Guildhall. That might be a good place to start."

Jallarzi interrupts "But don't let the Mayor find out we're looking into this. In fact, keep our names out of it entirely. We'd be somewhat embarrassed if after spurning a position on the Oligarchy we are discovered taking an interest in their affairs."

"So we trust your discretion," Otto continues. "Follow whatever leads you find to their end. Once you have the full measure of the Lord Mayor's plan, only then should you report to us. To do so before might raise suspicions."

"So," Jallarzi asks, "do you have any questions?"

DM MAP 1: THE FREE CITY



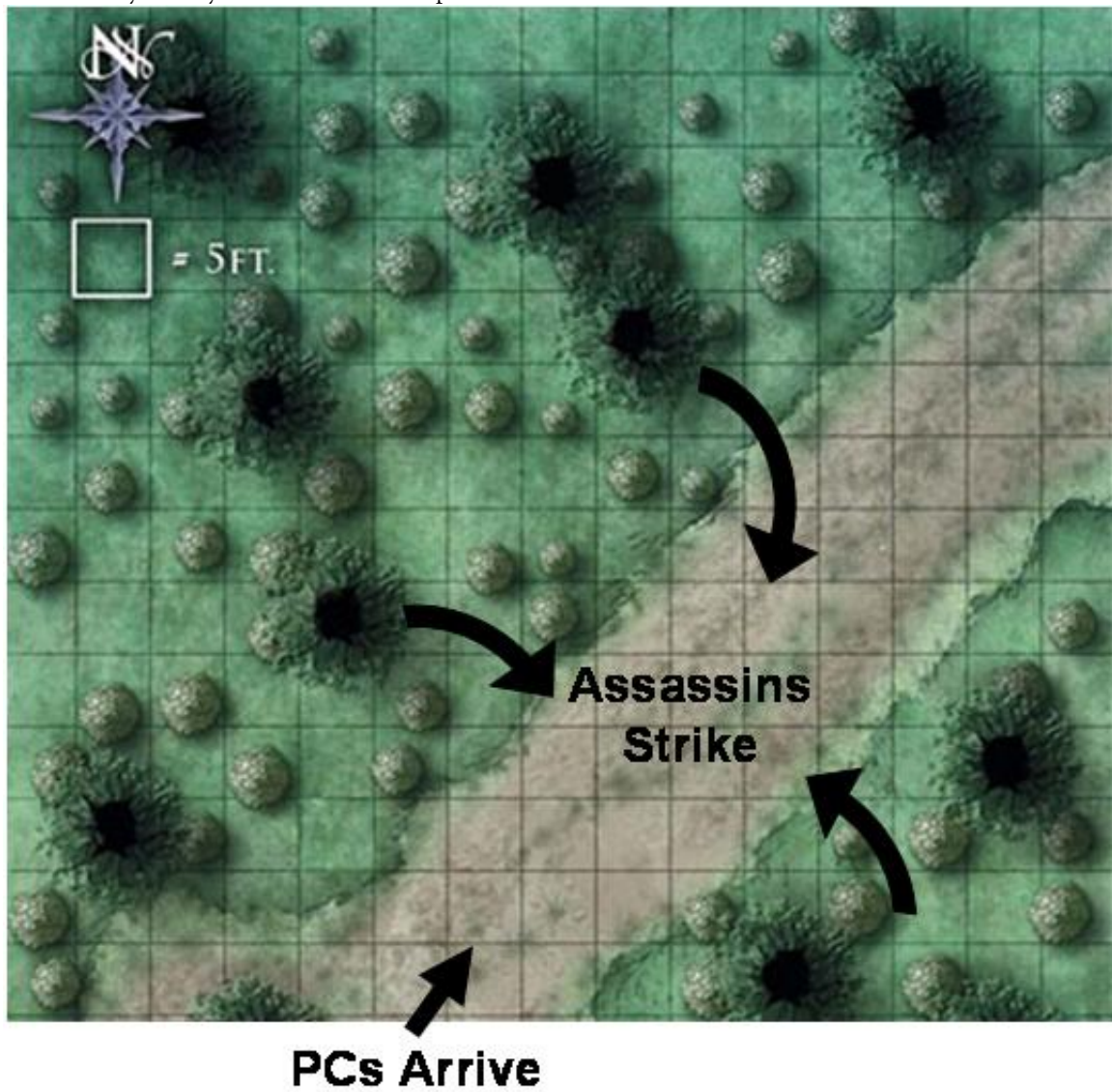
Royal Opera House

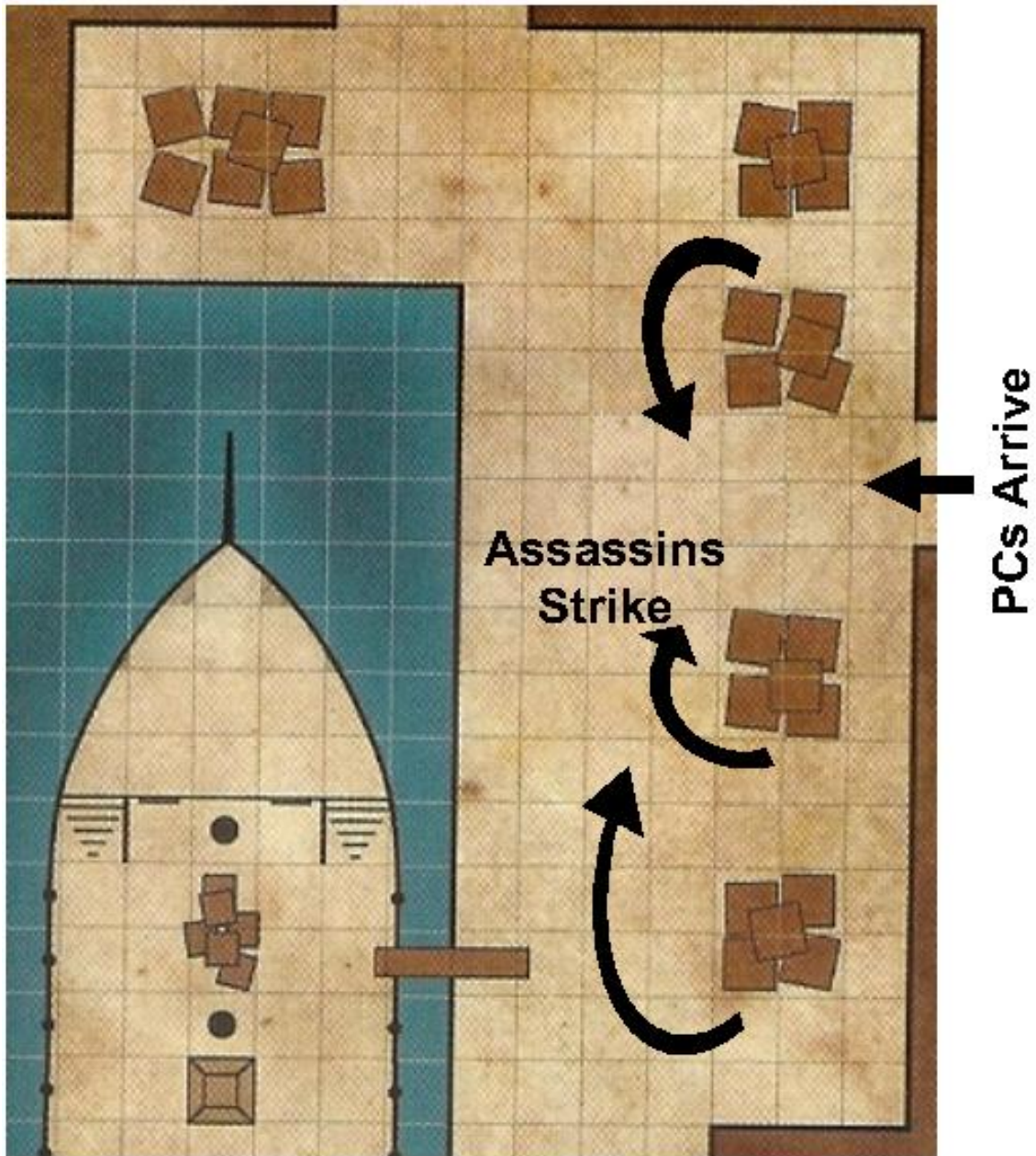
Gulidhall of Lawyers & Scribes

Ambly's Home

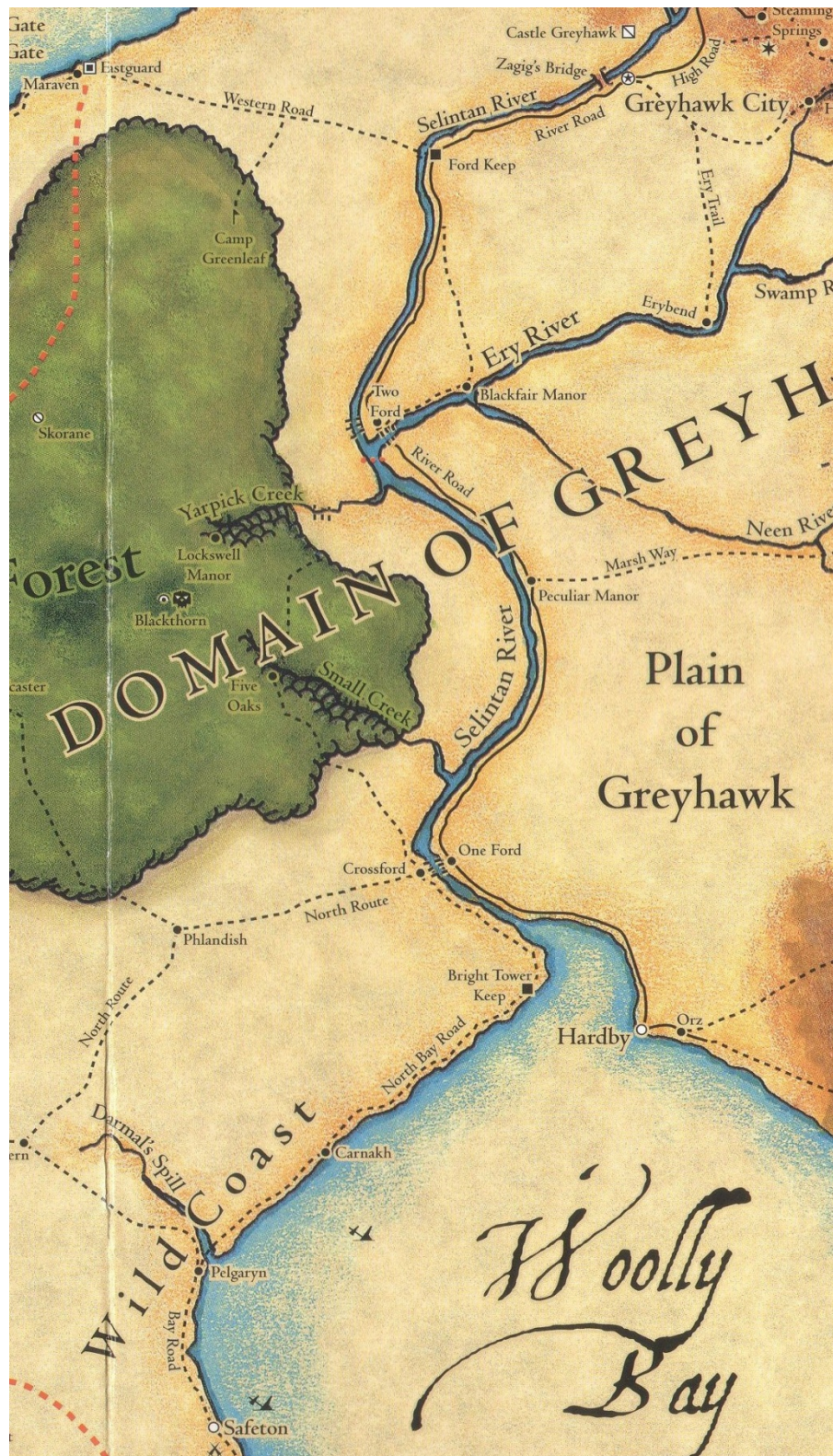
DM MAP 2: OLD ENEMIES

Use one of these maps for Encounter 2: Old Enemies. The first map should be used if the characters are ambushed outside of the City of Greyhawk. The second map should be used if the characters are ambushed on the docks.





DM MAP 3: DOMAIN OF GREYHAWK AND THE WILD COAST

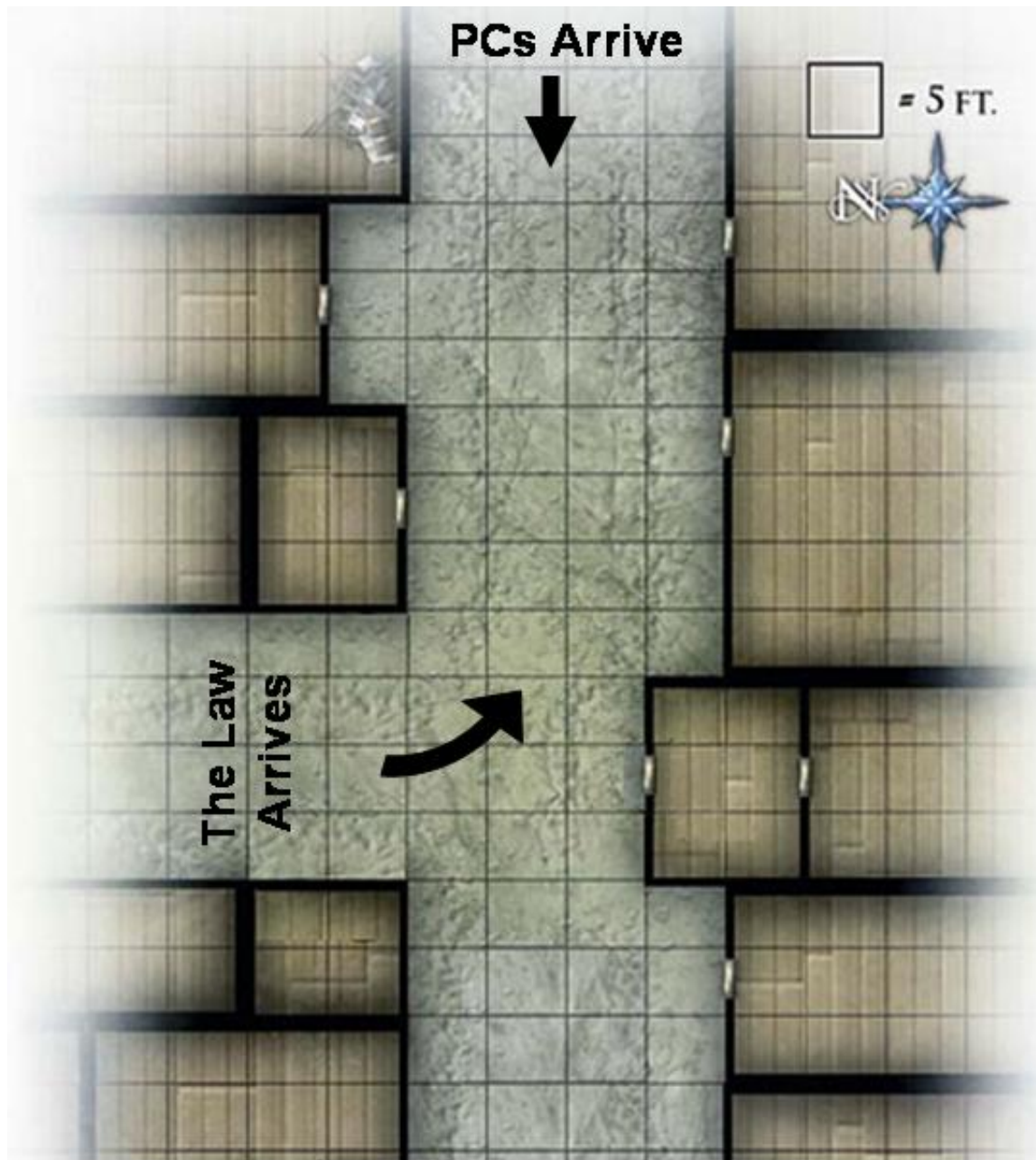


DM MAP 4: SAFETON



DM MAP 5: GIT 'EM BOYS

Use this map for Encounter 5: "Git 'em, Boys".



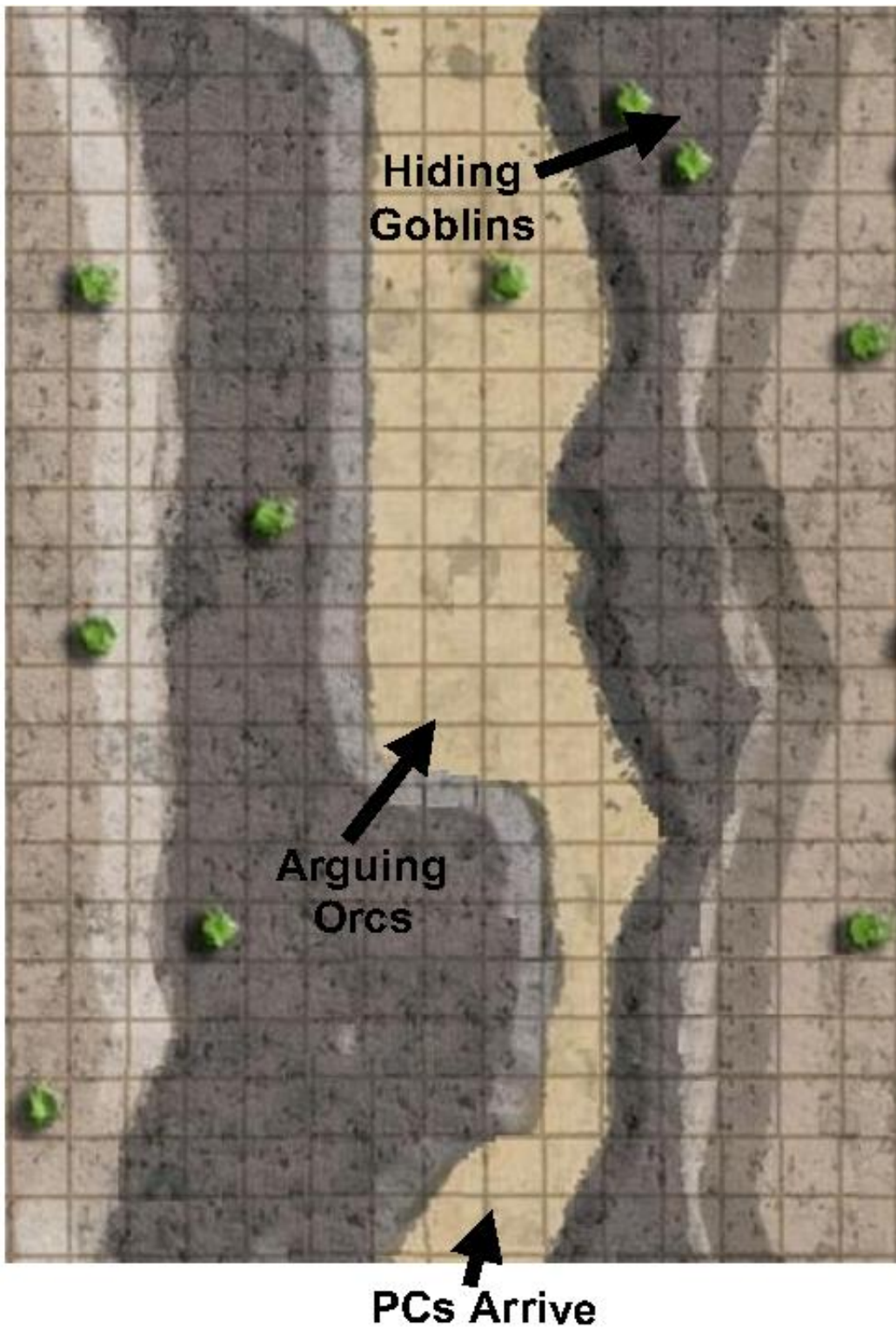
DM MAP 6: THE POMARJ



Gut-Throttle Lair

DM MAP 7: THE AMBUSH INCIDENT

Use this map for Encounter 7: The Ambush Incident.



DM MAP 8: SEEKERS' DEMAND

Use this map for Encounter 9: The Seekers' Demand.

