

Dyv6-02

Into the Dragon's Maw

A Two-Round D&D® LIVING GREYHAWK® Dyvers Regional Adventure

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The Dyvers Anti-Slavery League is close to discovering the location of a slaver cell in the area. The DASL needs the PCs' help in uncovering this information. Once they know where the slavers are headquartered, an intrepid strike force needs to defeat the leader and free the slaves. The fourth and final part of the *Most Despicable Evil* series, a two-round adventure for character levels 1 to 14 (APLs 2-12). This adventure follows the events of **Dyv5-03** *Dining with the Dragon*. In service of the greater good, laws will be broken in this adventure.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at outlaw658@yahoo.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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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.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

Time Units and Upkeep

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

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

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

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

In CY 591, Lord Darian Kesser, the sole member of House Kesser, met with the Dyvers Anti-Slavery League in a clandestine meeting. Lord Kesser revealed that a woman named Nisha approached him, offering a way to score some wealth. When Kesser learned it involved slavery, he pressed her for more information. He discovered that Nisha could introduce him to a slaver cell, Kesser agreed.

The DASL and Kesser agreed that the slaver cell needed to be brought down, but since slavers routinely used pawns and patsies, it did no good to focus on Nisha. In order to ensure success, the DASL and Kesser agreed to limit the number of people involved with the plot. The DASL recruited Warfungle, a gnome wizard skilled with subterfuge. Kesser called on Parm, an old friend of his father's who was a member of the Shadowind Monastery until CY 585. Kesser, Parm, and Warfungle worked together to establish House Kesser's credentials in the slaver cell.

In this task, Lord Kesser acted as the financier, Parm acted as his intermediary to protect Kesser, and Warfungle stayed behind the scenes. After buying one or two slaves through Nisha, Kesser expressed an interest in larger investments. In CY 593, Parm began dealing with two slavers, Hak and Jeeters. Using an isolated barn on the lands tilled by Yarrick Dun, Parm purchased larger shipments of slaves and established a relationship with Hak and Jeeters.

This relationship was strengthened when Parm rescued Hak and Jeeters from an attack. Warfungle manipulated a group of adventurers and Yarrick's son so they would meet in a dangerous situation. When the adventurers returned the boy to the farm, they discovered the slavers. Parm guarded the escape of Hak and Jeeters, allowing the other slavers to be captured, including Yarrick Dun. This display strengthened Kesser's relationship with the slavers.

As Kesser increased his slave purchase, Hak and Jeeters introduced Parm to their superior, a hobgoblin named Minsk, in CY 594. Now aware of the next tier,

Kesser had no need for Hak and Jeeters. Parm revealed himself to the DASL by staging a weak kidnapping attempt on Yarrick Dun, who was being transferred from the Maraven prison to Dyvers.

Since Parm began distancing himself from Hak and Jeeters, they took matters into their own hands and attempted their own kidnapping of Yarrick. Realizing that Hak and Jeeters suspected some subterfuge, Parm and Warfungle sent a strike force to Maraven to catch them in the act. With the deaths of Hak and Jeeters, the Parm's secrets were kept hidden from Minsk.

Unfortunately for Lord Kesser, his activities were discovered by an enterprising influence. Thurgen, a spy for House Pengallen, discovered that Kesser was a double agent working for the DASL. When Derreg Lord Pengallen learned of this, he chose not to reveal Kesser. Instead, he blackmailed Darian into doing some of the dirty work for Pengallen. While this had the added benefit of cementing Kesser's alias, it also meant hurting some of the slaves Kesser tried to rescue. Some of the slaves had to go through House Pengallen and the Slaver's Guild in the Alliance, an outcome Kesser did not relish.

Between freeing slaves and contributing to Pengallen's cause, Kesser's coffers were becoming shallower and shallower. Kesser tried to learn more about the head of the slaver cell, but Minsk wanted more assurance. In an act of desperation, Lord Kesser and the DASL organized an event that would shut Kesser off from every contact, leaving only the ultimatum of Minsk's superior, a human named Lycanth Rollen.

Lord Kesser arranged a dinner party as a way to gather most of the Gentry together. At the same time, operatives on the behalf of the DASL sneaked into his manor and discovered freed slaves posing as prisoners. The operatives, along with the faux slaves, revealed Kesser's slavery connection in front of the assembled guests.

An unexpected boon to this plan was that the high priests of Xerbo and Zilchus, Asyth and Jereader Zomawyn, and the head of the constabulary, Colonel Tohmas Dolorrak, were in attendance as well. With the two high priests, Colonel Dolorrak, and the "Big Six" present, Kesser was the subject of the largest disgrace to hit the Dyvers rumor mill.

Fortunately for Lord Darian Kesser, he was arrested and escorted out of his home before Iuzian agents attacked the Gentry at the party. Kesser's name has been cursed doubly: For being a slaver and for hosting what became known as the "Kesser Massacre."

Adventure Summary

This series includes **DYV3-03** *Tickling the Tail of the Dragon*, **DYV4-06** *Tiptoeing Among Dragons*, and **DYV5-03** *Dining with the Dragon*. Even if the PCs have not played these events, they are asked to undergo this task because of their reputations (deserved or not). Parm and Warfungle are friendlier to the PCs if they participated in the scenarios earlier in the series. Otherwise, they maintain a detached professionalism.

Introduction: The PCs are invited to talk with Jal Torak of the Dyvers Anti-Slavery League.

Encounter 1: The PCs are informed by Jal Torak that the incarcerated Lord Darian Kesser is an agent of the DASL. They are asked to aid in the rescue and escape of Lord Kesser and to escort him to a rendezvous point.

Encounter 2: The PCs stage a jailbreak that frees Kesser from incarceration.

Encounter 3: While attempting to break Kesser out of prison, the PCs have to contend with Stiletto and/or Dirk, assassins sent by the Alliance to punish Kesser for his unapproved slavery

Encounter 4: The PCs travel into the Gnarley Forest so that Warfungle can *teleport* Kesser to the PCs. Before they reach the Gnarley Forest, they are attacked by burrowing monsters.

Encounter 5: A thunderstorm besets the PCs, threatening to batter them with hail and broken branches within the Gnarley Forest. They may even find some clues as to what else is happening in the Gnarley.

Encounter 6: The PCs meet a small gathering of fey who may give them information about the nature of the Gnarley Forest and what's happening there.

Encounter 7: Inside the Gnarley Forest, bugbear scouts attack the PCs, thinking they intend to spy on the armies of Turrosh Mak.

Encounter 8: The PCs escort Lord Darian Kesser into the Gnarley Forest. Warfungle *teleports* to the Kesser (or *teleports* Kesser to the PCs if he had to break him out of prison) to complete the ruse.

Encounter 9: The PCs and Kesser meet up with a band of orcs sent by the slaver leader in order to guide them more easily to the rendezvous point. The orc leader, Graw Pak, reveals that they have been bought by Turrosh Mak and attempts to kidnap Kesser.

Encounter 10: Wyndella, a paladin of St. Cuthbert, seeks revenge against Lord Kesser when she divines his location. Unbeknownst to her, Lycanth Rollen is scrying her, as he knows she is a threat to Kesser. If the PCs are not discreet in dealing with Wyndella, they may tip their hand.

Encounter 11: Minsk meets with the PCs to take Kesser to the headquarters. The PCs return to Dyvers and wait for a message sent by Kesser a week later. The PCs prepare to assault the secret headquarters.

Encounter 12: The PCs encounter a captive rust monster along the way. PCs may choose to kill it or try to control it.

Encounter 13: This is a freeform encounter where the PCs infiltrate the base. It could end up being a frontal assault, a stealth mission, or a trap.

Encounter 14: The PCs meet Lycanth Rollen and his forces. Depending on the APL and whether Kesser is a prisoner or not, Lycanth may be killed by Kesser.

Conclusion: Exonerated, Darian Kesser leaves Dyvers until he can come to terms with what he has done.

Important Notes

On the whole, this module is linear in nature. It still has several variants that could aid or hinder the PCs. While reading the entire module is necessary to portray the story to the players, circumstances sometimes do not allow for this. For that reason, the author points out the following for DMs:

- Graw Pak does not want to kill Kesser. She does try to kill the PCs.
- Wyndella has an enchanted item that allows her to pinpoint Kesser, similar to *locate creature* but without the limitations.
- If the PCs don't tell anyone about Kesser's secret, they receive **Player's Handout #3** after Encounter 11.
- If the PCs tell NPCs about Kesser's secret, they have a cumulative chance of alerting Lycanth. This chance shoots up to 100% if they tell Wyndella. If Lycanth learns of their plan, the PCs receive **Player's Handout #2**.
- The front door (**DM Aid #4**) should not be encountered. It is available in case the PCs decide to

take the more difficult route. They are fully aware of the back door (**DM Aid #5**) and are encouraged to sneak in that way.

- At APLs 8 through 12, Encounter 14 has two versions of Lycanth. If the PCs maintain Kesser's secret, then use the stats for **Lycanth (not aware)**. If Lycanth learns of Kesser's duplicity because of **Loose Lips**, then use the stats for **Lycanth (aware)**. His spell selection changes drastically if he knows combat is imminent.

Slave PCs from Dyv4–05 *Tiptoeing Among Dragons*

If a PC has been captured by the slavers in the last encounter of **Dyv4-05 Tiptoeing Among Dragons**, he either could have escaped after 10 TUs or refrain from playing the character until this adventure. If *Into the Dragon's Maw* is the first adventure played since his capture in **Dyv4-05 Tiptoeing Among Dragons**, then he has spent the past 1 to 3 years living as a slave. Recently, the DASL rescued him, and he's spent some of that time reclaiming his wealth, i.e., his equipment and gold remain the same as they were at the end of **Dyv4-05 Tiptoeing Among Dragons**.

The PC may not realize it at the beginning of the scenario, but he has a slight advantage. He has spent time in many slaver holding cells, including Lycanth's base. Due to the secretive nature of the slavers, the PC has always been blindfolded while traveling so he doesn't know the location of the base, but once he enters the back door of Lycanth's base, he realizes where he is. Give the PC **DM Map #5**, the map of the lower level of the slaver base; the PC doesn't know anything about the upper level except that there is an elevator and two ladders connected to it.

Furthermore, if Kesser is found out by Lycanth, his doctored note alerts the PC when he realizes where they are. Kesser tells the DASL that there is only one entrance, but the former slave PC knows that it is a lie.

Isn't Kesser a Bad Guy?

Many PCs discovered Kesser's secret in **Dyv5-03 Dining with the Dragon** when they learned that the slaves they

rescued were actually freed slaves who now work with the DASL and Kesser. While those PCs played along with the charade as the slaves tearfully testified to the horrors of Kesser's slave trade and ensured his incarceration, some PCs never discovered the secret. Unaware of this duplicity, the PCs are faced with two conflicting stories: Kesser is a slaver or Kesser is a double agent working for the DASL. Due to the overwhelming evidence in the modules preceding this one, it may be difficult for the PCs to accept this assignment.

If the PCs played **Dyv4-05** *Tiptoeing Among Dragons* or **Dyv5-03** *Dining with the Dragon*, they are familiar with Jal Torak, who has been upfront and trustworthy. His own incredulous reaction to the news that he and Kesser are on the same side may not win the PCs over. In those two modules, Parm has revealed himself as an agent of the DASL, though it was under the guise of working against Kesser. The fact that he reverses this story may prompt the PCs to realize Kesser's role, but, knowing this, they may have a hard time trusting Parm.

PCs who are not familiar with the preceding modules may simply distrust the conspirators due to the story they tell. Jal encourages them to ask around before making their decision. A man's reputation is not proof of his character, but it might tell the PCs enough.

In the end, the PCs simply have to accept them at their word, or they do not participate in the adventure. Jal, Warfungle, and Parm relent to tests, such as *zone of truth*. Any Sense Motive checks reveal they are sincere. Put simply, they are done lying and manipulating the PCs. With the information they have, they need to free Kesser before Minsk's superior tires of offering his hospitality.

Kesser as a Combatant

In this scenario, the PCs are armed escorts for Darian Kesser. It is their job to protect him. Still, it could be possible that the PCs are overwhelmed and Kesser has to fight. At higher APLs, the opposition would slaughter Kesser, but at lower APLs, Kesser could be a more formidable fighter than the PCs. If the PCs are having difficulty, Kesser can use whatever weapon given to him. If Kesser contributes significantly to a combat, then award the PCs as if they defeated the encounter, but reduce the award by one half to represent the impact the NPC has on the challenge level.

Kesser has impressive skills, such as Diplomacy, but they are not as effective in this module. His deal with

Minsk is decided from the beginning, so he cannot bring the PCs along. Wyndella is so hateful toward him, he cannot convince her to be anything but Hostile. Finally, Graw Pak is interested in helping him betray Minsk for a profit. Since she knows his secret, it behooves Kesser to let the PCs kill her. His Disguise skill may seem useful, but he approaches Graw Pak and Minsk directly and is found by Wyndella's lenses.

Should Kesser be killed, the module may be over, depending on where he was killed.

If he is killed during the prison break, then the PCs can have him raised at a temple if they do not have the means to do it themselves. This raises questions from church officials, which can result in Lycanth finding out about Kesser's involvement. See Encounter 2 for more details. If the PCs cannot afford to pay for Kesser's resurrection, the DASL pools its resources to pay for the spell.

If Kesser is killed on the way to meeting with Minsk, then the PCs are in a tough spot. If they delay the meeting by more than a few days, Minsk abandons the meeting, which ends the module. Kesser is truly in danger of dying only from the burrowing creatures, the bugbears, and Wyndella; Graw Pak merely wishes to kidnap him. If Wyndella kills Kesser and the PCs do not have a means to raise him or take him to a city quickly, then the module is over, as the opportunity is lost.

If Kesser is killed in the slaver base, Parm pays to have him raised, as detailed in the Conclusion. There is no penalty for the PCs.

Loose Lips

This scenario is played under the assumption that the PCs are at least moderately discreet in their dealings. Still, breaking a gentryman out of prison is a difficult task made easier if the PCs blab about the true nature of the prison break. Lycanth Rollen has many information gatherers, and these people may learn the truth about Kesser if word gets around.

For each NPC that learns about Kesser's escape from the PCs, there is a chance word filters to Lycanth through his network of spies. The percentage chance increases exponentially according to the number of leaks. See below:

# leaks	% chance	# leaks	% chance
1	5%	4	50%

2	15%	5	75%
3	30%	6	100%

For example, if the PCs share information with a constable in order to learn the jail's layout, roll the chance for discovery with a 5% chance. If the PCs then use this information to get past the jailer, there is a 15% chance with another roll. If the PCs then try to get Graw Pak off their back by telling her of Kesser's duplicity, the chance shoots up to 30%. Roll each check as the chance increases. Naturally, if the person is killed before he has a chance to reveal the secret to someone else, it does not count.

If Wyndella learns of Kesser's plan, then Lycanth finds out immediately. It is sheer happenstance that he gets to overhear the PCs explain Kesser's plan to infiltrate the slaver headquarters. Wyndella's discovery overrides any of the numbers above, even if she is the first one they tell.

If Lycanth Rollen learns of Kesser's treachery, because of the PCs revealing it to Wyndella or other parties, then run **Encounter 13** keeping in mind that Lycanth knows of Kesser's betrayal. Kesser also sends a note (**Player's Handout #2**).

Spot and Sense Motive

There may be situations that require secret Spot or Sense Motive rolls. The DM may want to gather the characters' modifiers before the adventure and use them in certain situations so the players don't know that something is up.

Introduction

NOTE: Give members of the Alliance **Player Handout #1**.

The PCs receive a summons to meet with Jal Torak of the DASL. Read the following:

Jal Torak, a hardened man known for being an overt member of the Dyvers Anti-Slavery League, has requested a meeting with you. Such meetings are not unusual, though this particular meeting place is. He has asked to meet in one of the cisterns of the sewers. According to the instructions, you can meet Jal by entering the sewers through Evernight Street.

For those PCs that question the meeting place, a Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check (DC 11) reveals that it is illegal for citizens to enter the sewers unless they are a member of the Constabulary assigned to that area (Sewer Patrol) or a member of the Dyvers Vermin and Pest Contractors.

Any inquiries prior to the meeting on the identity or reputation of Jal Torak warrants a Gather Information check (DC 14), a Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check (DC 20), or a Bardic Knowledge check (DC 20). Success tells the player that Jal is a member in good standing with the DASL. He often talks with nonmembers and coordinates anti-slavery activities.

The PCs may make special preparations for the encounter, but there is nothing extraordinary about the meeting. Arriving at the sewer entrance in Evernight Street, they are met by a dwarven member of the Sewer Patrol (this is Pug Nootin, if any PC knows him from **Dyv5-03 Dining with the Dragon** or **Dyv5-06 Matters of the Heart**). He escorts them down the correct sewer tunnel to the meeting.

Encounter 1: Final Meeting

Sitting at a makeshift table are three people: the first has a knife scar along his face and looks dour and upset; the second is a bald Baklunish man whose expressionless face betrays no emotion; and the third is a gnome who fixes his gaze on you momentarily before casting his eyes about the tunnel. The bald man smiles slightly at your approach and motions you to gather on the surprisingly clean sewer floor around the table. He says, "Welcome, fellow conspirators, to what I hope is the sunset of a slaver cell that has been plaguing the Free Lands for years. Before I address you all, are you familiar with one another?"

This is a moment for the players to introduce themselves if they have not adventured before. Also, the players can get to know the NPCs if they have not played the previous modules. The three NPCs introduced are:

- ❖ **Jal Torak:** This gruff human is disgusted with the evils of slavery and wants only to wipe it out. He is currently upset, as he has just learned of his role in the Kesser setup. Convinced that he was hot on the trail of a big-time slaver, Jal rejoiced at the arrest of Lord Darian Kesser. Jal has just been told that he and Kesser are on the same side, souring him on his experience in the DASL. A proud man, Jal Torak

does not appreciate the fact that he is just a pawn in this delicate game, something the PCs may empathize with.

- ❖ **Parm:** The Baklunish man is a former member of the Shadowind Monastery. He worked with Lord Darian's father, Hugginsworth Kesser, until his death. When Darian became involved with the DASL, he asked his trusted family friend to help. Parm is an organized man who applies his monastic training to maintain a stoic outward appearance and perform whatever unsavory task is required. This has helped him infiltrate the slavers, who view his calm demeanor as that of a cold-blooded killer. Around the PCs, Parm warms considerably, but he maintains his professionalism.
- ❖ **Warfungle:** Working from the shadows, this stealthy gnome illusionist has used his magic to add credibility to Parm's cover stories, spy on slavers, and organize raids on exposed cells. In this encounter, he acts as a sentry. He has placed *alarm* spells in the tunnels that mentally alert him of intruders, and he scans the area with *detect magic* and *see invisibility*. Once he recognizes the PCs as allies, he no longer scrutinizes them and keeps vigil against uninvited guests.

After introductions have been made, Parm begins the meeting.

Nodding curtly, Parm speaks lowly, his voice just loud enough to echo off the tunnel walls to your ears. "As you know, Lord Darian Kesser is in prison for his involvement in the slave trade. What only a tiny minority knows is that Lord Kesser, my employer, is in league with the Dyvers Anti-Slavery League." At this, Jal scowls at Parm as the monk continues, "Darian's intent the past several years has been to ingratiate himself into the employ of a slaver lord. He's had to work with many minions before learning of the head of this dragon. To do so, he's had to ignore certain atrocities committed to good, living creatures. Furthermore, he sacrificed all his friendships and good reputation within the Gentry. Now that Darian has proven himself to be as low as his employer, he has been granted an invitation to work within the slaver headquarters...if he is able to free himself from his current imprisonment."

This comment elicits a scoff from Jal as he barks, "Sure, as long as his boss isn't working for the DASL too. Seems every festering slaver out there is really a good guy." A look of sadness momentarily crosses Parm's face but vanishes again as he asks you to help

Lord Darian Kesser infiltrate the slavers' headquarters.

For the most part, Jal, Parm, and Warfungle are working as a team, though Jal's mind is not on the mission. For nearly 4 years, he's been convinced that Darian Kesser is goblin droppings. It was only a couple years ago that he learned that Kesser's servant, Parm, was an agent for the DASL. Now he's learned that Parm has been lying about Kesser in order to spur the lower levels of the DASL to expose the gentryman. He answers questions as best he can, though his responses are laced with sarcasm and doubt. The trio shares the following with the players:

- Lord Darian Kesser is currently held in a basement cell at one of the prisons.
- Parm has arranged a meeting place at a spot in the Gnarley Forest where Kesser will meet with an escort who'll take him to the headquarters. At that point, Kesser plans to alert the DASL of the location of the headquarters so a strike can be organized.
- Leaguemen attempted to free Kesser once already, but before they even entered the prison, their covers were blown. Most of the other active Dyversian raiders and abolitionists have gone to the Woolly Bay to deal with the orc raiding parties moving up the Wild Coast.
- The DASL needs the party break Kesser out of prison and transport him through the Gnarley to a designated meeting point where Warfungle can meet with them.

For the prison break, there is a *dimensional lock* in the cells. Kesser must be rescued the old fashioned way.

- Warfungle is going to use an experimental potion similar to *misdirection*. It transfers traits of a captured slaver onto Kesser. This means that Kesser detects as evil in order to fool his employer. If the party insists, they may test Kesser for evil before he quaffs the potion.
- From there, the PCs must escort Kesser to a rendezvous with a band of orcs who are unhappy with Blackthorn's presence.

This band can escort Kesser and the PCs to the rendezvous point with Minsk, Kesser's contact with the slaver lord, who takes Kesser to the headquarters.

- Once Kesser has had an opportunity to infiltrate the slaver headquarters, a league strikeforce can assault

the base. It is imperative that the PCs do not follow Minsk or Kesser so that his cover is not blown.

- Parm cannot accompany the party; he must immediately leave in order to infiltrate a group of slavers that may be related to Minsk's employer.
- As the PCs are masquerading as amoral mercenaries with no interest in stopping slavery, it is important to hide their true nature. Good clerics and paladins may want to consider casting *undetectable alignment*, and anyone carrying *Jephtheh's Tube of Preparation* from **Dyv 5-03 Dining with the Dragon** may want to conceal it. (**NOTE:** For purposes of this adventure, no one casts *detect good* or cares about the scroll tube, but paranoia is healthy in adventuring groups.)
- The DASL has less money in its treasury, as House Kesser fronted a lot of its activities. Since Lord Kesser paid blackmail money to Pengallen to ensure his silence, Darian Kesser has had to sell many of his possessions and stage the discovery that shortly preceded what became known as the Kesser Massacre. As a result, the DASL has no money it can pay the PCs. The PCs are invited to be the strike force that hits the slavers headquarters, keeping whatever plunder they find, which should get them some coin.

Warfungle has two gifts for the PCs should they accept. He has a scroll of *extended iron silence** (see **Appendix 2: New Rules Items**) and a *pearl of power* (1st level).

PCs worrying that they may be deceived may attempt a Sense Motive check (DC 15). All three men are telling the truth. All three men also acknowledge that what they are doing is breaking the law, but they are sure that such actions serve the greater good and that once Kesser exposes the slaver cell, his name will be exonerated and his conviction reversed. If some PCs are hesitant, they also point out that technically, he never committed the crimes he now serves the sentence for. The "slaves" that were found in the basement of Kesser Manor had already been freed and were simply acting the part in an effort to see him convicted to ingratiate him to the slaver cell. In the grand scheme of things, Kesser has been falsely imprisoned.

Allow the PCs a chance to determine the route they wish to take. When the PCs are ready, continue to **Encounter 2: Jailbreak**. Failure to break Kesser out of prison means the entire adventure is over.

NOTE: If the PCs refuse to break Kesser out of jail, there is a long silence at the end of which, Warfungle

stands up and commits to breaking Kesser out himself. He asks that the PCs at least meet him in the Gnarley, if they would at least be willing to help in that regard. If they agree, skip to **Encounter 4: Hazardous Travel**. If they refuse, the adventure is over.

Encounter 2: Jailbreak

Due to its complex nature and need for stealth, it is imperative that everyone is prepared. Depending on the abilities of the characters, this next encounter may be completed by a partial party (avoiding combat, bluffing/sneaking past, etc).

NOTE: This encounter stands a good chance of running concurrently with Encounter 3. It is important that the DM is familiar with both Encounters 2 and 3 when running the jailbreak.

WORD ON THE STREET

Resourceful parties who take to the streets can inquire on various manners related to Kesser. Each attempt at Gather Information takes the standard 1d4+1 hours. For every extra hour (up to 5) the PCs are willing to spend on this endeavor, they receive a +2 bonus to the Gather Information check. Spending an appropriate Influence Point for that area of knowledge grants the inquirer another +3 bonus to the check. There is no limit to the amount of influence spent.

NOTE: Just asking about the jail does not risk alerting Lycanth in the final encounter. If the PCs are more blunt in their questioning (such as asking about the DASL's interest in Kesser), then feel free to consider anywhere from one to five people knowing about Kesser. Sometimes, suspicion is enough for Lycanth to question Kesser.

To determine what the PCs learn about each bit of information, consult the charts below. The PCs learn everything at the Gather Information check, as well as everything less than that number.

About Darian Kesser

- < 11 Well, he's a slaver, isn't he? What more do you need to know?
- 11-17 He's been moved to a new jail, and don't think no one's noticed.
- 18-23 Popular subject. I mean, I heard someone else asking about him. No, don't remember who it was.
- 24-29 Someone's taken an interest in Kesser. I think he plans to spring him.
- 30-35 I heard other criminals were awfully peeved about Kesser selling slaves in the city without giving them their cut. They sent someone on the inside to take care of him.
- > 36 Kesser's been targeted by an Alliance assassin named Vincent Fleet.

About the Alliance (or Vincent Fleet)

- < 30 What Alliance? That's crazy talk, fool.
- 30-34 I heard the Alliance was awfully peeved about Kesser selling slaves in the city without giving them their cut. They sent someone on the inside to take care of him.
- 35-39 Kesser's been targeted by an Alliance assassin named Vincent Fleet. He's supposed to strike within the next 2 days.
- 40-44 Vinnie's considered a rising star in the Alliance. Well, by that, I mean that he supposedly successfully completed two really high profile jobs recently, although I don't know what those might be.
- 45-50 Vinnie's got this code of honor. He only kills those who try to kill him. Oh, and the guy he's paid to kill. Of course him. But Fleet doesn't like it when things get messy when they don't need to be.
- > 50 I didn't tell him anything, but I heard Fleet's been asking about you. You do have a bit of a reputation, so he might know what you're capable of.

About the jail

- < 5 It's called Pylar jail in memory of the man who was murdered in the nearby alley within sight of some apathetic constables. The jail serves to remind them that their job is to protect people and not simply collect taxes.
- 5-15 Pylar jail is part of a network. If the Dyvers flag is replaced with a black flag, the other constable stations know that there is trouble. It also has a powerful spell in place that kills intruders who don't speak the password, whatever that is.
- 16-20 The ground level of Pylar jail comprises the front desk, interrogation rooms, and offices. Under the ground level are some jail cells and a shaft for dumping waste into the sewer. The whole place is rigged to shut off magic.
- 21-26 Actually, the jail's not protected against all magic. Wizards can't *teleport* in or out. And there's someone from the Dweomercrafter's Guild who comes in every day at noon and midnight to maintain the alarms.
- 27-31 There's a secret door that leads to some special cells. They hold people there that need special holding. I don't even want to think about what some of them corrupt guards could do to someone hidden away down there. You can enter the prison safely if you speak the password of, "Justice."
- 32-35 Yeah, I've seen one of them secret rooms. Door is by the stairs. I was thrown in there once for chucking a rock at Lord Grandhog.
- > 35 Wanna know something else about that secret floor? It doesn't see much use. Only special people that the guards like to beat get put down there. Now, I got out of there, cuz I got some friends, but for 100 wheatsheafs, I'll tell you a little secret. That secret is that I spent some time digging a hole. It was supposed to open up into the shaft that leads to the sewer. I don't know if I missed it or just didn't dig far enough. But I bet you your life that the guards don't go down there often enough to find that hole.

About the jailers

< 10	Nobody's talking.
10-14	Everyone knows that Krawl is about as crooked as they come. For that reason, they don't let him into the files room or anywhere without another jailer with him. He's usually working there during the day.
15-19	Sergeant Ulthar is serious about his job. He works during the day with Krawl, to make sure he doesn't get into trouble. I think if Ulthar could, he'd can Krawl. He must be getting pressure to keep Krawl on the payroll.
20-23	Winnphid is the only woman working there. She works nights. In many cases, she's just like one of the guys, but she's had to defend herself against some unwanted advances. She almost relishes in using her feminine wiles to agitate the prisoners. She has a soft spot for antique weapons (another Gather Information check of DC 18 can locate an Aerdi-era mace for only 120 gp).
24-27	Olphren is a half-orc who works during the night. Having been rescued by slavers 2 years ago, he views his new freedom as a new lease on life granted to him by the gods. He is very loyal to the constabulary and cannot be bought off.
28-35	Hurkl is a covert member of the DASL. He is responsible for Olphren getting his post in the constabulary. Hurkl is unaware of Kesser's loyalty to the DASL and is not yet at the level of trust to have that information (meaning that he would blab to someone, possibly letting Lycanth know). He is eager to serve the DASL and may be easily duped into leaving his post if a credible story were concocted. Hurkl normally works the day shift.
> 36	Vonig is a member of the Alliance who uses Krawl's crookedness to hide his own allegiance. He usually works the night shift. If a member of the Alliance gives him a pass phrase, Vonig allows him to do whatever he wants within the jail that doesn't compromise his cover as a constabulary member.

VINCENT ASKS AROUND

While the PCs are planning to break Kesser out of prison, Vinnie does some inquiring of his own. He spends 1d4+1 hours asking about Kesser. If he succeeds at a Gather

Information check of DC 20, he is aware that the PCs intend to break Kesser out. He spends another 1d4+1 hours learning about the PCs.

The Gather Information DC is 20 minus the APL. Vinnie receives a +1 bonus for each PC whose home region is Dyvers. He receives an additional +2 bonus for each PC that is a member of the Alliance. What Vinnie learns depends on the amount by which he beat the DC:

0-5	The race and gender of each PC.
6-10	The timeframe of the rescue.
11-15	The general roles of each PC (cleric, arcane, heavy, etc.).
16-20	Any meta-orgs the PCs are members of.
21+	Common tactics of PCs (if you are not familiar with the players, you may need to pry this information from them).

PYLAR JAIL LOCATIONS

Unless otherwise noted, the following is true of the prison:

- The ceilings are 9 feet high.
- The walls are 18 inches of stone with Hardness 8, 270 hit points, and Break DC 42.
- The wooden doors are 3 inches thick with Hardness 5, 30 hit points, and Break DC 23.
- The prison bars are 2 inches thick and are reinforced with an *arcane lock* spell with Hardness 10, 60 hit points, and Break DC 38.
- Most of the prison is under the effect of a *forbiddance* spell, cast by an 11th-level Lawful Neutral cleric. The password to enter the protected area is "Justice."

Foyer (1)

Unlike most foyers, this one is not for decoration purposes. The crest of Dyvers is inlaid in the floor, and in several languages above the inner doors is the phrase, "Visitors do not enter without alerting the constables by ringing the bell to gain admittance."

The reason for the written phrases is the *forbiddance* spell that is in effect over most of the jail. It is set to do no damage to Lawful Neutral people. Anyone else takes damage based on the spell description. For that reason, the constables (even the Lawful Neutral ones, just in case) speak the password of "In Justice's Service" when they enter the prison. It is common practice for the

constables to not openly share the password, though some criminals have been made to say the password before being dragged into the prison. The password can be learned with a Gather Information check of DC 27, per the **Word on the Street** section above.

Naturally, if the PCs can entice a constable to blab, they may learn the password through that method.

The inner doors are normally unlocked, but a bell by the door alerts the constable on desk duty, so he can approach any visitors. If someone convinces the constable that he needs to see a prisoner (Bluff check [DC 20] or a bribe of 100 gp), he can learn the password, as well.

Lobby (2)

There is always at least one constable manning the desk in the lobby. Depending on how busy the constabulary is, there may be more. The first 5 feet of the room are not affected by the *forbiddance* spell. A line has been etched into the floor to indicate where people should not cross, if they have not received permission.

Each of the two doors has an *alarm* spell cast by Graunderak the Guard. The password changes each day, but the PCs can learn this if they pry this from any of the constables (Intimidate check [DC 20], Bluff Check [DC 30], Diplomacy check [DC 40], or a bribe of 600 gp).

Interrogation Rooms (3, 4, 5)

Each room contains a chair with manacles for the wrists and ankles. These rooms hold no interest for the PCs, but they may make good staging areas or hiding places as the PCs sneak around the jail.

File Room (6)

This room contains several scrolls and books on shelves. Records include personnel information, criminal records, and routine maintenance. If the PCs spend 2 hours examining the documents and succeed at a Search check of DC 20, they can find incriminating information on certain citizens. This time is reduced to 1 hour on a Search check of DC 30, and it is further reduced to half an hour on a Search check of DC 35. This information can be sold on the black market for 2,000 gp.

Due to the orderly method of the scrolls, Kesser's file can be found easily enough. He is documented as being in Cell 11, which may confound anyone who learns that there are 10 cells in the lower level.

The door that leads to the hallway is protected by an *alarm* spell cast by Graunderak the Guard. The password changes each day, but the PCs can learn this if they pry this from any of the constables of Graunderak.

Sergeant Ulthar's Office (7)

This office contains various paperwork documenting recent events. Searching this room yields nothing extraordinary. There are some recent arrests, but they are the usual miscreants of the city. It does not contain anything worthy of blackmail that the File Room contains.

Flag Room (8)

The flagpole is embedded in the floor here with a 2-foot-wide hole in the ceiling. Due to the position of the flagpole, this means that breaking into this room requires squeezing through a 1-foot gap. Folded neatly next to the flagpole is a spare Dyvers flag, a red flag, a yellow flag, a black flag, and a blue flag. In ordinary circumstances, Pylar Jail flies the Dyvers flag. The other flags are raised only when circumstances warrant it.

At this moment, the red, yellow, and blue flags have no importance for the jail. The black flag always indicates trouble that requires the aid of other constables. If the black flag is raised, constables from other stations arrive within 2 minutes.

If the jail is attacked, one of the constables tries to enter the Flag Room to raise the black flag. Within 2 minutes, the number of constables doubles. If the flag is still flying after 5 minutes, the number quintuples. If the flag is still flying after 10 minutes, the constables deputize members of the Dweomercrafter's Guild to add arcane might. If the PCs are fighting the constables for 10 minutes, then the case is already lost. Declare the fight over when the mages arrive.

The hole in the ceiling is protected by an *alarm* spell cast by Graunderak the Guard. The password changes each day, but the PCs can learn this if they pry this from any of the constables of Graunderak.

The *forbiddance* spell extends 15 feet above the jail, which also includes the flagpole.

Break Room (9)

This simple room has a table with cards and dice. Constables cool their heels here after walking their beats.

Guard Room (10)

At the bottom of these two flights of stairs is a guard post. There is always at least one guard here. Most of the time, a second constable stands guard, as well. A weapon rack sits against the wall, along with the keys. Another set of stairs leads down to the lower level.

The weapon rack actually houses a secret door to a staircase leading to the secret level. This secret level is

where the constabulary keeps the “special” guests. Either they are high-profile criminals or they are especially disliked and are treated to some of the constables’ hospitality. The secret door can be found with a Search check (DC 30).

The secret door is protected by an *alarm* spell cast by Graunderak the Guard. The password changes each day, but the PCs can learn this if they pry this from any of the constables (Intimidate check [DC 20], Bluff Check [DC 30], Diplomacy check [DC 40], or a bribe of 600 gp).

Lower Level Cells (11)

These 10 cells are kept locked, even if they are empty. Currently, there are four ruffians kept as prisoners. The PCs may be able to learn some things about the constables, but the prisoners don’t know a lot. The only locations they know are the Foyer, the Lobby, one of the Interrogation Rooms, and the cells.

Any prisoner who realizes that the PCs are not really constables begs to be set free. If they are not convinced to be Friendly (Diplomacy check [DC 20], Bluff check [DC 30], or an Intimidate check [DC40]), they threaten to raise the alarm. If the PCs do not cave in, they alert the guards.

Closet (12)

The closet at the rear of the cells contains linens and cleaning supplies. There are also buckets that are used to dump waste down the grate through the door on the west.

The grate covers a 2-foot-wide shaft leading to the sewer. This shaft can be climbed by anyone that is Small-sized. Medium creatures can climb it, but they must squeeze.

The Climb check for parallel walls coated with slime is DC 15. Embedded in the walls are wicked barbs pointing upward. These barbs are designed to prevent a successful escape by diving down the sewage chute. Any downward motion causes 2d4 points of damage for every 5 feet of movement. Upward motion causes 1d4 point of damage for every 5 feet of movement. This damage is negated if the Climb check is made by 5 or more.

The sewer grate is protected by an *alarm* spell cast by Graunderak the Guard. The password changes each day, but the PCs can learn this if they pry this from any of the constables (Intimidate check [DC 20], Bluff Check [DC 30], Diplomacy check [DC 40], or a bribe of 600 gp).

The *forbiddance* spell extends about 5 feet below the secret level. It affects the first 20 feet of the sewer shaft.

Secret Cells (13)

These four cells are often used to place prisoners with high profiles or are exceptionally hated. Kesser fits the bill for both. Darian Kesser is located in the northwest cell, and he has been beaten several times.

Anyone who beats a Spot check (DC 35) notices a tunnel under the bed in the southwest cell. Searching this cell automatically finds the tunnel. This tunnel has been created by a former occupant. He knew of the sewage shaft and was making his way there. With a little extra digging, the PCs can break through into the sewage shaft. There is no need to make a Knowledge (architecture and engineering) check to avoid a cave-in; all the hard work has already been done.

JAILER BIOGRAPHIES

Pylar Jail is usually manned by eight constables, including the named constables (such as Ulthar, Hurkl, and Vonig). The day shift begins at dawn, and the night shift begins at dusk, with about 10 minutes of overlapping shifts as the constables come on duty. If Pylar Jail is on high alert (because of a failed escape attempt or because Vinnie decides to make life more difficult for the PCs by triggering an alarm), then the number of constables doubles. Some of the named constables may even be working double shifts. Some of the constables that may be of interest to the PCs are:

Sergeant Ulthar: This human takes his role as constable to heart. He is aware that there are corrupt constables, and he roots them out as soon as he finds them out. He feels that being a constable is a serious responsibility and loathes laziness. *Weakness:* *Could be called out of the Pylar Jail if there is a riot or another constable watch station in distress.*

Hurkl: This human is a member of the DASL (DASL members can make a Knowledge [VTF] check of DC 15 to realize this). For all intents and purposes, he is as loyal as Ulthar and Olphren. *Weakness:* *His zeal for the DASL could cause him to work against the constabulary. If he is told of Kesser’s plan and is made Helpful through a Diplomacy check (his attitude starts off as Indifferent to PCs and Friendly to known DASL members), he is willing to look the other way. His discretion is not that impressive, which is why he wasn’t clued in by the DASL to begin with, and this leak could make its way to Lyanth, per Loose Lips.*

Krawl: This human has not been fired only because Sergeant Ulthar has been repeatedly told by his superiors that Krawl is to continue employment there. In reality, the Alliance put some pressure on the constabulary to keep Krawl there. Krawl’s greedy nature keeps Sergeant

Ulthar busy and unable to investigate the Alliance's real plant, Vonig. *Weakness: Krawl could give out what little information he has or sneak someone in for only a few drinks, but only if Sergeant Ulthar is not around. Off-hours conversations are best.*

Olphren: This half-orc is a surprisingly loyal constable. His mere presence is enough to silence rowdy prisoners. He only knew a life of misery and chaos as a slave. Now that he's free, he's embraced the disciplined lifestyle of a human-run constabulary. *Weakness: Could be called out of the Pylar Jail if there is a riot or another constable watch station in distress.*

Vonig: This human is a member of the Smuggler's Guild who operates within Pylar Jail primarily because Sergeant Ulthar is too busy trying to keep Krawl in line. This gives Vonig the freedom to pass contraband during his patrols or to accidentally leave a key within reach of a captured Alliance member. He is aware of Vinnie and knows he likely would be paralyzed and tied up...again. *Weakness: Anyone who uses the Alliance pass phrase can usually get what he needs from Vonig. If Vonig is forced to choose between Vinnie or a PC, then the PC must succeed at a properly worded Diplomacy check (DC 25). If the PC is a member of the Smuggler's Guild, he receives a +5 circumstance bonus.*

Winnphid: This half-elf is the only woman working in a profession dominated by men. She has honed her boxing skills so that she can silence any impudence with a harsh strike. As a result, she tends to be a bit rougher than the other constables on male prisoners. She embraces her elven heritage and likes to imagine that she'll live as long as an elf. She is smitten with history, especially in terms of warfare. *Weakness: Antique or impressive weapons gifted to her can loosen her lips. If the weapon is magical, she may become so enamored of it that she forgets her post.*

Graunderak the Guard: Graunderak is not actually a constable. Instead, he is a dwarven wizard sent daily by the Dweomercrafter's Guild to maintain the defenses of the Pylar Jail. At noon, Graunderak casts *alarm* on key points. After he casts his spells, he returns to the Dweomercrafter's Guild. *Weakness: Even for a dwarf, Graunderak is not an imposing figure. He took to scholarly pursuits in order to stay out of danger. A successful Intimidate check of DC 15 can get the location of the alarm spells. An Intimidate check of DC 22 can also get the passwords. He has a love for scholarly discussions, and he could let loose his information if someone succeeds in a Diplomacy check that makes him Helpful (his initial attitude is Indifferent). For every Knowledge skill that has at least 5 ranks, the PC gets a +2 synergy bonus to his Diplomacy check.*

If the PCs are really interested in other constables, make some up as you see fit. For the most part, the constables are honest enough. Unlike other constables, these people cannot be bribed (except where noted), because they know their livelihoods are in serious jeopardy if they compromise the security of Pylar Jail. It's one thing to take some wheatsheafs from a thug in the street, and it's another thing to be responsible for the escape of former Lord Darian Kesser or anyone else in the prison.

BREAKING IN

There is no way to cover all the possible ways that PCs may break into the Pylar Jail. Some things they do may be covered in this section, and others may take you by surprise. The key here is to maintain an atmosphere of suspense. Even if the PCs have just the perfect skills for pulling off this task, make them sweat over the small stuff. Let them know that if they fail in springing Kesser, they could fail the entire mission. Below are some possible routes that the PCs may take.

Disguise

Something that may be easier is to disguise a PC as someone who belongs there. Apply the usual gender and racial modifiers for the Disguise check. Ulthar and Vonig are middle-aged, Graunderak is old, and the other constables are adults. Disguising one's self as a constable that's on duty (and who will not be in the prison for whatever reason the PCs devise) warrants a regular check. Disguising one's self as Graunderak the Guard at noontime also warrants a regular check. Wearing a disguise of someone who should be off duty warrants a –2 to the Disguise check. All the constables are considered to be associates, so they receive +6 to their Spot checks. The PC still needs to make Bluff checks to pass himself off as the NPC in conversation.

Transferring a Prisoner Into Pylar Jail

If the PCs wish to disguise themselves as constables from another watch station who are delivering a prisoner, then this requires a simple Disguise check (as they are not trying to look like anyone in particular), but it also requires a Forgery check versus Sergeant Ulthar's Forgery check. Ulthar receives a +2 bonus, due to knowing the document. The PC can receive a +8 bonus if he has access to similar orders (easy enough for Constable PCs). Attempting to transfer in a prisoner at night prompts the constable to summon Sergeant Ulthar, who arrives 20 minutes later. Sergeant Ulthar does not accept any prisoner transfers at night, and any insistence that the transfer happens at night is met with suspicion, possibly putting the prison on high alert. Ulthar sends one of his constables with the PCs to lock away the

prisoner. Obviously, if the prisoner is wearing armor or showing weapons, this negates the bluff.

Transferring Darian Kesser Out of Pylar Jail

Trying to transfer Kesser out of prison is more difficult, as he can only be moved with a direct order by Colonel Dolorrak. This requires a Forgery check versus Sergeant Ulthar's Forgery check. Ulthar receives a +6 bonus, due to knowing Dolorrak's signature, knowing the transfer order intimately, and being more suspicious than usual. This also requires a significant sample of Dolorrak's handwriting. Constable PCs can obtain these easily, while other PCs may need to put forth extra effort. Ulthar insists on sending two of his more trusted constables with them. A Diplomacy check that gets him to Friendly convinces him otherwise, as long as the PCs have four "guards" to escort Kesser. If there are not four guards, then Ulthar supplements their numbers with guards of his own. This is not negotiable.

Sneaking

Sneaking into the prison is not as easy as it may seem. It requires cover or concealment. In some places, there is cover, but the hallways are often kept free of clutter. Any unnatural darkness or fog alerts the constables, and they raise the distress flag. Invisible PCs or those that can hide in plain sight have an easier time, though they still need to contend with the *alarm* spells.

Diversion

As the Pylar Jail covers an area a few blocks in size, it is possible to reduce the number of constables inside the station. This could range from starting a riot (five Sense Motive checks of DC 20 should clue the PCs into what could be done to light a powder keg) to raising the distress flag of a neighboring watch station (use the same stats as the Pylar Jail). While working with a skeleton crew, the Pylar Jail still keeps three constables on duty: One near the ladder to the flag, one at the welcome desk, and one watching the cells. How long these diversions last depends on how effective the PCs are.

Getting Arrested

A PC could decide to get arrested and try to break out Kesser from the inside. Although many PCs may be capable of accomplishing this, the time in which it would take for the PC to be arrested, judged, convicted, sentenced, and committed to Pylar jail would be well beyond the timetable of this adventure.

Tunneling in

Digging underneath the city is a dangerous proposition. Using picks or spells like stone shape requires a Knowledge (Architecture and Engineering) check (DC

14) to avoid collapsing a building onto them. In addition to the damage of a cave-in (minimum 10d6 damage), the city certainly arrests the PCs.

The PCs can find the proper exit tunnel where the constables dump the prisoners' waste by searching the sewers and making a Search check (DC 15). Each Search attempt takes an hour. The tunnel is just barely large enough for a small character. The Climb DC is 15. A medium character must squeeze. Embedded in the walls are wicked barbs pointing upward. These barbs are designed to prevent a successful escape by diving down the sewage chute. Any downward motion causes 2d4 points of damage for every 5 feet of movement. Upward motion causes 1d4 point of damage for every 5 feet of movement. This damage is negated if the Climb check is made by 5 or more. The shaft is 40 feet long.

A Search check inside the sewer shaft of DC 26 reveals a hollow sound, indicating another passageway on the other side of just a couple inches of stone (elves, dwarves, and any other PCs with stonemasonry get a check automatically). This is an escape tunnel that was started by a prisoner. He was released before he needed to finish his escape tunnel. Breaking through this stone opens up another halfling-sized tunnel that leads to one of the cells. Fortunately for the PCs, the hole is concealed under the bed, and the constables have been too lazy to clean it out.

Frontal Assault

It's strange to think that a group of adventurers would decide that a task requiring finesse would charge the constabulary instead. Still, never underestimate desperation. A frontal assault is simply a bad idea. Even if the PCs are able to stop the raising of the distress flag, the commotion that accompanies such an assault would draw the attention of the forces of law and order in the city within minutes. Soon, the Dweomercrafter's Guild would be alerted to the attack, and the PCs risk facing several fighters and warriors, as well as arcane support. The most guaranteed way to succeed at this method is to move in rapidly, smash the doors quickly, and leave without being followed. Otherwise, the assassins of Dyvers can catch up and overcome them. If the PCs take too long in this attempt, feel free to wrap things up by throwing them in jail and ending the module.

Buying Kesser

PCs may put their hopes on the mercenary nature of Dyvers, and the guards at this jail are all Dyvers citizens. They can be bought for the right price, but all of them know Darian Kesser's value. If the PCs negotiate a price, the guards agree to "misplace" Kesser for 10,000 gp.

BREAKING OUT

Once the PCs secure Kesser, there are a number of ways to get him out.

Teleport

Due to the *forbiddance* spell, most of the prison is under the effect of a *dimensional anchor*. Pylar Jail could only afford one 60-foot-cube as the area of effect for the *forbiddance* spell. This covers the lower level, the secret level, and the upper level, except for a 5-foot band at the front of the lobby and the foyer (marked on **DM Map #1** in yellow). The cube extends to 15 feet above the prison and 5 feet below.

Disguise

If the PCs used a disguise to infiltrate the prison, then they may be able to get away with a disguise in escaping. Walking in with three disguised PCs and walking out with two PCs and a disguised Kesser works, as long as the third PC figures out how to get out on his own. A powerful wizard may cast *polymorph any object* to make Kesser into a cloak for a brief while. In addition to the usual Disguise and Bluff checks for the PCs, Kesser has to make his, as well, which shouldn't be much of a challenge.

Sneaking

In addition to the challenge of PCs hiding in a prison lacking a lot of concealment, Kesser has to make Hide and/or Move Silently rolls, which are not his strong suits. This can be alleviated by casting *invisibility* and *silence*. If the guards notice magical darkness or fog, they raise the alarm and the distress flag, though Kesser likely escapes before reinforcements can arrive.

Tunneling

See the portion on **Breaking In** for the challenge of digging through the ground. Escaping through the waste tunnel has its own problems, as the tunnel is lined with upward-pointing barbs that are encrusted with disease.

Fighting Retreat

This is much more plausible than a Frontal Assault, and it may well be the default tactic used if the PCs' original plan should fail. The PCs may be able to incapacitate the constables before reinforcements can arrive. Unless the PCs can ensure that no one can see them, the people on the streets can direct other constables to them. A distraction or splitting of the party can help throw the constables off their trail. If anyone kills a guard in view of Kesser, then Kesser must report him at the end of the module. Due to mitigating circumstances, the punishment is reduced to only 50 TUs in prison. If the

PC has earned the **Enmity of Sir Darian Kesser** from Dyv 3-03 *Tickling the Tail of the Dragon*, then Kesser is slow to react, letting the PC languish in prison for 102 TUs. The PC may forego the **Respect of Vincent Fleet** (if he earned it) to reduce the sentence to only 10 TUs.

APL 2 (EL 5)

♣ **Sgt. Ulthar:** Male human Ftr4, hp 36; see Appendix 1.

♣ **Constables (2):** Male human Ftr1, hp 12, 12, see Appendix 1.

APL 4 (EL 7)

♣ **Sgt. Ulthar:** Male human Ftr6, hp 52; see Appendix 1.

♣ **Constables (4):** Male human Ftr1, hp 12 see Appendix 1.

APL 6 (EL 10)

♣ **Sgt. Ulthar:** Male human Ftr8, hp 68; see Appendix 1.

♣ **Constables (2):** Male human Ftr4/rog2, hp 48, see Appendix 1.

APL 8 (EL 12)

♣ **Sgt. Ulthar:** Male human Ftr10, hp 94; see Appendix 1.

♣ **Constables (2):** Male human Ftr4/Rog4, hp 60, see Appendix 1.

APL 10 (EL 14)

♣ **Sgt. Ulthar:** Male human Ftr12, hp 112; see Appendix 1.

♣ **Constables (4):** Male human Ftr4/Rog4, hp 60, see Appendix 1.

APL 12 (EL 15)

♣ **Sgt. Ulthar:** Male human Ftr13, hp 121; see Appendix 1.

♣ **Constables (3):** Male human Ftr5/Rog5, hp 84, see Appendix 1.

Tactics: Read the personalities of some of the constables for an idea of what they may do. Some are more idealistic than others and may actually fight to the death (or unconscious, for the PCs' sake) to protect the jail. The constables work together and try to raise the distress flag to let other constabulary stations know they need reinforcements.

Treasure:

APL 2 - L: 148, C: 16, M: *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 4 - L: 304, C: 16, M: *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *+1 breastplate* (112 gp per character), *potion of bull's strength* (25 gp per character).

APL 6 - L: 403, C: 16, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *ring of protection +1* (166 gp per character), 4 *potions of cure light wounds* (16 gp per character).

APL 8 - L: 503, C: 16, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), 4 *potions of cure moderate wounds* (100 gp per character).

APL 10 - L: 449, C: 16, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), 4 *potions of cure moderate wounds* (100 gp per character).

APL 12 - L: 503, C: 16, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), *gauntlets of strength +2* (333 gp per character), 4 *potions of cure moderate wounds* (100 gp per character).

NOTE: Although a number of constables have been described in this encounter, they may not necessarily confront the PCs if combat begins. The party is not the only intruder in the building and the apprentice assassin, Dirk, makes his own mistakes. Occasionally some of the constables leave to investigate some of his mistakes.

Dead Kesser

Ironically, Kesser is easier to rescue when he's dead. The PCs don't really know this, and they may find out if Vinnie succeeds in assassinating Kesser. If Kesser is killed in the prison, the constables turn him over to the

Cathedral of Pelor. While Kesser was a known slaver, he used to be Gentry. While nobody believes that he deserves any Pelorite rights, the constabulary at least wants it to be known that they tried to send Kesser's spirit to someplace good where he might redeem his evil ways. The PCs can claim the body from the Cathedral of Pelor and have it resurrected at the normal price. This requires exposing Kesser to multiple people. If the PCs take this route, treat the chance of Lycanth discovering Kesser's plans as going up by three people (see **Loose Lips** above). If the PCs simply recover the body with a Diplomacy check of DC 25, then the chance of Lycanth discovering Kesser's plans go up by only two people. An Influence Point with Pelor spent with the intent of silencing the clerics reduces the number of people by one per Influence Point, with a minimum of one person gabbing in either case.

FAILURE

There are a number of ways to fail this task. Some failures are more drastic than others. It could range from simply bribing the right people to failing the entire mission.

Dead Kesser

See the entry under **Breaking Out** for what happens when Kesser dies. That assumes the PCs are able to escape with his body.

Dead PC

The dead PC is kept in the constabulary while a cleric is summoned the next day to cast *speak with dead*. Since the PC is involved with a break-in, the constabulary wants to know why and how he bypassed their defenses. Secrets could possibly be revealed, maybe even alerting Lycanth to Kesser's deception, unless the PCs can recover the body before the priest arrives. If the PCs cannot, then they later learn that the dead PC has been unceremoniously dumped into the sewer so it could feed the cubes. If the PCs do not recover the body within 5 hours, it is consumed entirely by gelatinous cubes. A Gather Information check (DC 30), a Bluff or Diplomacy check (DC 40), or a bribe of 250 gp reveals the location of the body. Otherwise the party only has a 10% chance of finding the body before it is fully devoured. Certain spells may improve this chance.

Arrest

If a PC is knocked unconscious and left behind, he is arrested and charged with various crimes.

Assault

Assaulting a city official has a more severe penalty than the normal assault charge. The tax is 100 gp and 5 TUs in jail. Each additional person assaulted adds 1 TU to

the sentence. See **DM's Handout #1: Dyversian Law** for assault against non-city officials.

NOTE: If Lord Kesser completes his mission and is exonerated, he speaks on behalf of the jailed PC(s). This reduces the sentence to only 1 TU and no GP fine. If the PC has **Enmity of Sir Darian Kesser** from **Dyv3-03 *Tickling the Tail of the Dragon***, then Kesser drags his feet, reducing the sentence to 3 TUs instead.

Murder

Murder of a public official is a much more serious crime. The death of constable members is a crime not even Lord Kesser can prevent them from suffering the penalty. See **DM's Handout #1: Dyversian Law**.

NOTE: If Vincent Fleet is killed, the PCs are not charged as he is a known assassin. Those that contribute to his death gain the **Enmity of Vincent Fleet** when he comes back to life.

NOTE: If the entire party is arrested, then the module is over. They serve their sentences, and Kesser remains in jail.

Relocation

While Pylar Jail may be on high alert at some point in time, Kesser still remains in the sub-basement cell. If Sergeant Ulthar is concerned about his prison's security (such as by a failed frontal assault or a failed attempt to sneak into Kesser's cell), then he requests a prisoner transfer to Colonel Dolorrak. Six hours later, Dolorrak approves the request, and Kesser is lost to the PCs. The DASL cannot ascertain where Kesser is. The moment is lost and so is the module.

Encounter 3: Complication

Lord Darian Kesser has the attention of more than just the DASL. The Alliance has been flexing its muscles lately to remind some people of who is in charge of Dyvers. As Kesser engaged in slavery without giving the Alliance its cut, the Alliance has determined to make an example of Kesser.

VINCENT FLEET

The person assigned to make this example is the halfling, Vincent Fleet, a former adventurer and footpad, he's now an up-and-coming assassin in the Alliance. After successfully completing two difficult contracts, Vinnie has taken on two younger associates in an effort to demonstrate his leadership skills. He and his men have

been charged with infiltrating the prison and assassinating Kesser, a warning to all aspiring entrepreneurs who don't believe in giving the Alliance its due. From his contacts, Vinnie has learned that some adventurers plan to break someone out of the prison and intends to use the distraction to perform his duty. How much Fleet learns depends on Stiletto's Gather Information checks (listed above).

Vincent Fleet is a professional in the true tradition of Dyvers. He believes in honor among thieves...or at least, a type of honor unique to thieves. He kills only those that have to be killed (most recently, they typically have a price on their heads). Everyone else he merely subdues or paralyzes. He understands killing to be the heinous act that it is, and doesn't dirty his hands if he doesn't need to. Other young assassins often drench the streets with blood in an effort to get noticed but are most frequently noticed by the constabulary first. It is Fleet's ethic of life and death that allows him to continue his job generally unmolested by the constables. After all, Vinnie is a more preferable opponent than a bloodthirsty assassin who kills everyone he meets.

Fleet expects the same professionalism from the PCs if their paths cross in the night. His associates, Stiletto and Dirk, both wield saps. Should a PC inflict lethal damage, Fleet glares at the PC and tells him that he's used his one free chance. If that PC continues to use lethal damage, Vinnie uses lethal damage on that PC, with the intent to kill. All others he subdues or paralyzes. If he has a chance, he'll place manacles on paralyzed PCs so the constabulary can find them.

Stiletto

Stiletto is a seasoned assassin, but has never truly made his mark with the Alliance. He prefers to keep his profile low and as such, often turns jobs down. Having heard of Vincent Fleet's dramatic rise within the Alliance and the halfling's work ethic, Stiletto has adopted the ethos as his own as well. He now passes this principle on to those that study under him.

Stiletto is Dirk's mentor and the closest thing the youngster has to a father figure. Although feelings of affection aren't something assassins are known for, Dirk is the closest thing to family Stiletto has and, to his detriment, he does concern himself with the boy's well-being.

Dirk

Nobody in Dyvers knows Dirk's real name, and no one really cares that much. When he was caught stealing, Stiletto offered to teach him the trade of the Assassin's

Guild. Thus, Dirk chose his name to represent his apprenticeship to Stiletto.

Dirk has adopted Stiletto's work ethic, using only a sap unless someone inflicts lethal damage on him. Just like Stiletto, Dirk gives one warning and then uses lethal damage. He does not give up any advantage in combat by dropping his sap and drawing a new weapon, but if he has a choice, he chooses lethal damage against those who offended him.

Dirk shows up in all APLs, but he is alone at APLs 2 and 4. At those APLs, substitute Dirk for Stiletto in the tactics.

Vinnie Makes His Move

If Vinnie knows the timeframe of the rescue, then he tries to sneak in during that time, using the PCs as a distraction, if necessary. The PCs won't know anything is up unless they find out that the assassins have been asking about them. If Vinnie knows the general capabilities of the PCs, then he may adjust his plans accordingly. For example, if a mage is known to cast *teleport*, Stiletto does not wait for the PCs to escort Kesser outside of the range of the *forbiddance*; he strikes first. If the PCs are incapable of teleporting, he may let them do the hard work of rescuing Kesser and then strike from the alleys. Use your best judgment. Stiletto and Dirk are just two men (or just Dirk alone), so they know they cannot defeat the PCs; they simply need to assassinate Kesser and escape. The group has been paid to perform the assassination within 2 days. If the PCs do not stage a rescue in 2 days, the assassins make their move. The PCs may learn that the corpse of Kesser is located at the Cathedral of Pelor.

Knowing the mercenary nature of adventurers in Dyvers, Vinnie attempts to speak with them first and offer them a deal in an effort to avoid any unnecessary bloodshed. Insert him into the jailbreak in an appropriate situation, more appropriately as the PCs are attempting to make their way out of the jail.

Once Vinnie has spoken to the party and made his offer, he leaves his associates to close the deal (if he hasn't already). He does not appear in this adventure again.

You smell the cigar smoke before you see the halfling round the corner. Dressed like a seasoned adventurer, a halfling stands at the end of the hallway watching you with a concerned look.

"I had a feeling Kesser would have adventurers rushing to his aid. Warfungle and his crew probably offered you the job? I can't blame you for taking it. I might have taken it myself, when I was younger. We

have a problem, though. You see, I have my own job and you're in the way. Now, I don't believe in killing where killing isn't needed, so I have a deal. You leave me Kesser, and I'll make it worth your while. You don't, and I'll have my boys take their saps and beat you over the head senseless. What do you think?"

If a PC should decide not to listen to Vinnie's offer and simply attacks the halfling, his AC is 47. He does not engage the PCs, but waits for Stiletto and Dirk to attack the group while they're distracted (at the appropriate APLs, he waits three rounds, giving Stiletto the time he needs to perform a paralyzing attack). Once his associates engage the party, Vinnie backs away and lets them work.

If the PCs accept Vinnie's offer, they earn the **Respect of Vincent Fleet** and earn full gold for this adventure. The adventure ends, though. If the PCs attempt to bribe Vinnie instead, he's willing to forget about his job for 2000 gp × APL. If the PCs have adventured with Vinnie before or can succeed at a properly worded Diplomacy check (DC 30), he'll accept a bribe of 1000 gp × APL.

Stiletto and Dirk

If Stiletto knows a PC is a member of a Dyvers meta-org, he tries to use that against the PC. He has contacts within a few organizations that could remove the PC from the picture, as seen below:

Alliance: Stiletto arranges for the PC to be assigned to a task in Caltaran. When the PC is contacted by the Alliance, he could talk his way out of the task by matching or beating Stiletto's Diplomacy check. If the PC is only of the Dungeoneer level, he receives a –5 penalty. If the PC accepts his assignment, he is no longer a part of the rescue attempt. If the PC refuses the assignment and could not match Stiletto's Diplomacy check, then he is removed from the Alliance. This is certain death for the character, and the character is removed from play at the end of the adventure.

Ambitious Alliance PCs may decide to turn the tables on Stiletto and convince the Alliance to assign him to another task. This requires an opposed Diplomacy roll as stated above, as well as three Influence Points within the Alliance. Only Alliance members can hope to divert Stiletto.

Constabulary, Bardic Hegemony, Pit Fighter's Guild, and Circle of the Crimson Stone: Stiletto has pull within these organizations, though not as much as with the Alliance. Stiletto convinces these organizations to assign the PC to a task elsewhere. When the PC is contacted by this organization, he could talk his way out of the task by matching or beating Stiletto's Diplomacy

check. The PC receives a +5 bonus, since he is more persuasive within the group. If the PC accepts the assignment, he is no longer a part of the rescue attempt. If the PC refuses the assignment and could not match Stiletto's Diplomacy check, then he is demoted one level within the organization for his insubordination. He is not removed from its ranks. If a PC is a member of more than one of these groups, Stiletto only chooses one randomly. If a PC is a member of one of these groups and the Alliance, Stiletto always uses the Alliance.

APL 2 (EL 3)

♣**Dirk:** Male human Rog3; hp 17; see Appendix 1.

APL 4 (EL 7)

♣**Dirk:** Male human Rog7; hp 37; see Appendix 1.

APL 6 (EL 8)

♣**Dirk:** Male human Rog5; hp 27; see Appendix 1.

♣**Stiletto:** Male human Rog5/Asn2; hp 30; see Appendix 1.

APL 8 (EL 10)

♣**Dirk:** Male human Rog7; hp 37; see Appendix 1.

♣**Stiletto:** Male human Rog5/Asn4; hp 47; see Appendix 1.

APL 10 (EL 12)

♣**Dirk:** Male human Rog9; hp 47; see Appendix 1.

♣**Stiletto:** Male human Rog5/Asn6; hp 70; see Appendix 1.

APL 12 (EL 14)

♣**Dirk:** Male human Rog11; hp 57; see Appendix 1.

♣**Stiletto:** Male human Rog5/Asn8; hp 82; see Appendix 1.

Tactics: Just as the PCs have many options, Vinnie and his associates also have a wide range of tactics before them. You may apply the tactics listed here or construct your own that makes sense for the assassins of the Alliance. If Vincent learns a lot about the PCs, he prefers some tactics to others. For example, if the PCs have a high-level cleric, then Vinnie knows not to rely on the *hat of disguise*, as the PCs may have *true seeing*. This is an encounter where a DM who is familiar with the rules can make things much more difficult than a DM who has a passing knowledge of the rules. For the former, keep in mind that Stiletto is not an arcane scholar. He understands basic spells that could impede his progress, such as *teleport*, *see invisibility*, and *fly*, but he may not consider the creative use of other spells, such as *stone*

shape, *prying eyes*, and *solid fog*. Play Stiletto and Dirk as cunning stalkers, but they are not omniscient. Before the assault, Dirk uses Use Magic Device to cast *Rary's telepathic bond* from a scroll. This allows them to coordinate their activities while hidden and silent. It also allows them to split up. They only have one scroll, so if they are forced to lay low and come back later, they lose this benefit.

Some of the tactics Stiletto and Dirk may employ would be:

Unseen assailants - Going invisible, the duo sneaks in through the front door. They usually wait until Vonig is on duty who purposely does not notice the door opening. If the PCs make their move during a different time, then the assassins must piggy-back onto a constable as he opens the doors to enter. It's impossible for Stiletto to open the secret door without alerting the guard there, so he uses his death touch to paralyze the guard. Dirk ties him up and gags him.

Cunning disguise - Using the *hat of disguise*, Stiletto and Dirk enter as constables. Usually, this works out with Stiletto being invisible with Dirk being the constable. It has the added advantage of Dirk opening doors for Stiletto. There may be a chance that the constables see through this ruse if the real constable shows up.

Ambush - If the jail is a hotbed of activity due to the alarm being raised, Stiletto may decide to wait in an alley across the street. Dirk may wait in the sewers and alert Stiletto with the telepathic bond if he spots Kesser escaping below the jail. Stiletto may need to do some fast hiding to follow the PCs and study Kesser long enough to strike.

One-on-one - Stiletto and Dirk are not combat monkeys. Their stealth is their strength, and they play up to that. They are also opportunists. If they realize the party is splitting up, they may target individual PCs to weaken the group. Stiletto performs his death attack to paralyze the PC (unless they fought before and the PC earned his enmity). They tie up the PC and gag him. If they have the luxury to do so, they pummel him with so much nonlethal damage that the PC is out for hours, which is really unfortunate if the constables discover him at the scene of the crime. If a lone PC acts as a lookout, Stiletto may even disguise himself as that PC in order to get close to Kesser. If you're comfortable with this approach, the player could even role-play Stiletto masquerading as the PC.

Lone wolf - At APLs 2 and 4, Dirk does not have many options. Stiletto deems the job easy enough for Dirk to accomplish without his help. Dirk only has the information Stiletto provides. Without a death attack or

an ally to flank with, Dirk is not effective against the PCs. His goal is to pretend to break Kesser out of prison (possibly allying with the PCs) and lead him to the sewer grate so he can escape. Dirk knows about the barbs and intends to slice Kesser to ribbons by convincing him that a cushion waits for him down below. Due to Kesser's desire to be freed, he fails his Sense Motive check, though the PCs may realize he's lying. After Kesser jumps down the sewer tunnel, Dirk climbs down to finish the job (the trail of blood is easy to follow if Kesser should survive). Falling through 40 feet of barbs and landing on the sewer walkway 50 feet underground results in 16d4 + 4d6 lethal damage and 1d6 nonlethal damage.

Treasure:

APL 2 - L: 70, C: 16, M: *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character).

APL 4 - L: 70, C: 16, M: *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character).

APL 6 - L: 137, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of protection* +1 (166 gp per character), +1 *shadowed chain shirt* (500 gp per character).

APL 8 - L: 137, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), +1 *shadowed chain shirt* (500 gp per character), *gloves of dexterity* +2 (333 gp per character), *amulet of health* +2 (333 gp per character).

APL 10 - L: 175, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), *bag of holding type II* (416 gp per character), +1 *shadowed studded leather armor* (410 gp per character), *gloves of dexterity* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character).

APL 12 - L: 186, C: 16, M: +1 *merciful sap* (691 gp per character), *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), *bag of holding type II* (416 gp per character), +1 *shadowed studded leather armor* (410 gp per character), *headband of intellect* +2 (333 gp per character), *gloves of dexterity*

+4 (1333 gp per character), *amulet of health* +2 (333 gp per character), *mask of lies** (1416 gp per character), *cloak of resistance* +1 (83 gp per character).

Vinnie's Reward

Although a member of the Alliance, Vincent isn't a fan of the slavers and took this job as a matter of personal advancement rather than profit. As long as PCs didn't violate his own personal ethics (dealing lethal damage only when it's necessary), Vinnie doesn't hold a grudge. Depending on how the PCs conduct themselves, they may earn one of the following benefits or penalties:

- **Enmity of Vincent Fleet:** There's no reason why death can't be civilized, a lesson you failed to learn, but Vinnie plans to teach you. The next time you die while in the Free Lands of Dyvers, you must succeed at a DC 20 Fortitude save after receiving a *raise dead*, *resurrection*, or *true resurrection* cast by an NPC or lose a second level. Vinnie slays you immediately on your return. (This effect does not occur following a *reincarnate*.)
- **Respect of Vincent Fleet:** You played by the rules and earned Vinnie's regard. The next time you are killed by a death effect, you must only pay for a *raise dead* rather than a *resurrection*. Vinnie takes care of the rest. (This favor does not apply to the casting of a *true resurrection*.)
- Neither the **Enmity** nor the **Respect of Vincent Fleet:** If the PCs begin by earning Vinnie's favor or disfavor and then modify their tactics toward the opposite (switching from lethal to nonlethal damage, or vice versa), they do not receive the boon or the hindrance.

NOTE: PCs can only have the **Respect** OR **Enmity of Vincent Fleet** and only if they earned it.

Encounter 4: Hazardous Travel

NOTE: If the PCs approach Lord Kesser in hopes of speaking with him, he thanks them for their aid, but explains that he is not ready to speak. He still needs to process the horrors he has just survived as well as the horrors he is about to undertake.

In this encounter, the PCs are tasked to travel south into the Gnarley Forest, with Darian Kesser if they participate in the jailbreak. Parm warns them that Turrosh Mak's forces have been active lately, so they

should remain vigilant against danger. The PCs are asked to travel for a few days; Warfungle will *scry* on them so he can *teleport* to them and give Kesser the potion (bringing Kesser if he has to break Kesser out alone). Since the PCs are supposed to be in an isolated part of the forest, they are asked to avoid villages and major roads.

This encounter assumes the PCs are traveling on foot or horseback toward the forest. The creatures surface only a few hours north of the forest's boundaries. If the PCs are traveling through other means, such as *wind walk* or *overland flight*, allow them to see a disturbance in the ground. The PCs should be aware that burrowing creatures could be a hazard to travelers. If they continue on, the creatures are not considered defeated; someone else deals with them later.

Read or paraphrase the following, assuming conventional travel:

Though the task sounds simple, the recent incursion of Turrosh Mak's forces makes traveling through the Gnarley Forest a more hazardous task. With the forest only a few hours away, the treetops come into view, as the clouds above you darken and rumble with thunder. The upcoming storm is the least of your worries, as the ground answers the rumbling by bursting open to reveal a creature(s) intent on you.

Since the burrowing creatures detected the PCs and the PCs could easily hear them approaching, there is no surprise round. The creature(s) simply attacks the PCs in the interest of food. If reduced to 10% of hit points, the predator turns tail and flees in defeat. If the purple worm is defeated and an over-abundance of damage is done to it, the body is hacked up for trophies, or if it is otherwise skinned, the PCs find 1000 gp worth of gems in its gizzard.

APL 2 (EL 3)

🐛 **Ankheg:** hp 28; see *Monster Manual* page 14.

APL 4 (EL 5)

🐛 **Ankhegs (2):** hp 30, 26; see *Monster Manual* page 14.

APL 6 (EL 7)

🐛 **Bulette:** hp 94; see *Monster Manual* page 30.

APL 8 (EL 9)

🐛 **Bulletes (2):** hp 97, 91; see *Monster Manual* page 30.

APL 10 (EL 11)

🐛 **Purple worm:** hp 162 (wounded); see *Monster Manual* page 211.

APL 12 (EL 12)

🐛 **Purple worm:** hp 200; see *Monster Manual* page 211.

Tactics: The tactics are simple for this creature(s): Eat what it can. It can be driven away with enough damage, but it is hungry and will fight for its food. This may mean that the purple worm is content with three PCs in its belly and tries to burrow away to save itself.

Treasure:

APL 2 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 0 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1000 gp, M: 0 gp.

Encounter 5: Stormy Weather

In this encounter, the PCs are beset by a nasty storm, formed by the recent activities of the Gnarley Druids and the Blackthorn Druids. Massive hailstones rain on the party unless the PCs can find sufficient shelter.

This encounter assumes the PCs take a day to reach the Gnarley Forest, as it happens in the morning. If the PCs reach the forest in less than a day through magical means, such as *phantom steed* or *wind walk*, then this encounter takes place **after Encounter 7**. Such is the advantage of speed.

After the PCs awaken and enter the forest, read or paraphrase the following:

Though morning comes, it is hard to discern the location of the sun due to the storm clouds rolling overhead. Lately, nature has reacted angrily to the war between the Gnarley Druids and the forces of Blackthorn. It comes as no surprise when the clouds let loose its fury in a torrential downpour. Somewhat surprising is the full fury as fist-sized hailstones pound the forest around you, snapping branches and imbedding into the ground around your feet.

It is not possible to evade the hailstones. The only way to avoid taking damage is to take shelter. A successful Survival check finds cover for one or more people (see table):

Survival check # protected

15	1
18	2
21	3
24	4
27	5
30	6+

NOTE: For purposes of Large creatures, they count as two Medium creatures.

After the first volley of damage at APLs 4-12, any unprotected PCs can attempt to make another Survival check with a +2 circumstance bonus. The next volley occurs 3 rounds later for purposes of spell-casting. Casting a spell during the hail storm requires a concentration check based on the damage taken. There is also a 20% chance of spell failure due to the roar of the storm.

APL 2

☛ **Hailstones:** CR 2; mechanical; location trigger; no reset; no attack roll required (2d6, bludgeoning); multiple targets; Search Automatic; Survival DC 20.

APLs 4-12

☛ **Hailstones:** CR 2; mechanical; location trigger; no reset; no attack roll required (2d6, bludgeoning); multiple targets; Search Automatic; Survival DC 20.

NOTE: At APLs 4-12, there is a 3-round delay and then damage is applied a second time. Both times, the PCs may make attempts to find shelter.

A Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) check or a Knowledge (geography) check (DC 13) reveals that hail is an extremely rare occurrence in the Free Lands. Similar to snow, the area rarely has temperature variance below freezing able to cause hail. A Spellcraft check (DC 17) reveals that the hail is natural, but the storm itself is caused by a *control weather* spell.

Cautious parties with access to the *control weather* spell may cast it as a reaction to the intensifying storm clouds upon waking in the morning. Because of the casting time, once the storm hits, it is too late to cast *control weather* to alter the situation. The hail passes after 2 minutes, long before the caster can complete the spell. The storm can be dispelled (DC 24). A caster with creative applications of *wall of fire*, *solid fog*, or other useful spells may get up to a +5 circumstance bonus to the Survival check or even totally nullify the need for the check.

If all six PCs find cover, roll randomly (unless they all find cover together). One of the PCs, when hiding,

finds a gnome in the same location. He is unmoving and does not acknowledge the arrival of the character. If the PC investigates, he quickly realizes the gnome is dead (a Heal check [DC 15] confirms this). A Search check (DC 10) reveals a number of slashing wounds (a Heal check [DC 20] confirms these wounds were caused by a bladed weapon rather than an animal's claws). Clutched firmly in the gnome's hand is a parchment. If the PC opens the parchment, he finds a charcoal sketch (the gnome's fingers are blackened, so he most likely drew the picture). The picture appears to be an orc encampment, but two figures stand out from all the rest. In the center of the drawing are what appear to be a black elf and a black dwarf, a drow and a duergar. The gnome has no other possessions of value, but he has two notable insignias sewn to his shirt. On his left sleeve is an acorn (the symbol of the Gnarley Druids). On the right is the crest of the city of Dyvers.

If the PCs continue into the Gnarley, proceed to **Encounter 6: Friendly Fey Fellowship**.

Encounter 6: Friendly Fey Fellowship

In this encounter, the PCs come across a small group of fey who offer to exchange information.

It is assumed this encounter follows the storm in **Encounter 5**. If the PCs reach the Gnarley Forest in under a day, the storm has not happened yet. Modify the description of the fey so they are not damaged. Should the PCs travel through expeditious means, such as *wind walk* or *phantom steed*, Hopper tries to flag them down. Before the fey talk with the PCs, they administer a test. Read or paraphrase the following:

From behind a tree, a one-foot tall shaggy humanoid with a face only a rat could love leaps out. In a high-pitched chitter, he says, "It's 'bout time you got here. We got the goody-two-shoe elves on the run. Let's chase them down and make them lick our feet!" He motions behind him to three torches moving quickly away but stops to see if you follow him.

A Knowledge (Nature) check of DC 11 reveals the creature to be a jermlaine, an evil fey known to not be one for a fair fight. In actuality, Hopper uses his *disguise self* spell to look like a jermlaine. Tasha has *dancing lights* floating 100 feet away to look like humanoids are fleeing the scene.

If the PCs prepare to attack Hopper instead, he shouts out, ***“No, no, it was just a test. You must be decent folks after all.”*** He reverts back to his grig form. If the PCs balk, he reveals himself as he explains that truly evil people would have chased after wounded elves without hesitation. If the PCs do not attack Hopper, Tasha makes herself visible, and Alashandra steps out of a tree.

Should the PCs play along and chase after the elves, they stumble into shallow quicksand. Alashandra steps out of a nearby tree, and Hopper reveals himself, singing, ***“We got the Blackthorn dupes. Charm them, Alashandra, and make them do good things instead!”*** A few moments of negotiating may convince the fey that the PCs do not mean them any harm.

If the PCs attack the fey even after knowing their intent, the fey flee as best they can.

All APLs

🔥**Hopper:** Tiny male grig; hp 2; see *Monster Manual* page 235.

🔥**Tasha:** Small female pixie; hp 1 (wounded), see *Monster Manual* page 236.

🔥**Alashandra:** Medium female dryad; hp 5 (wounded), see *Monster Manual* page 90.

As the fey talk with the PCs, they are open and forthcoming: Hopper looks like himself, Tasha suppresses her *greater invisibility*, and Alashandra sits openly in the clearing. The three of them banded together 3 weeks ago in response to the increased orc presence in the Gnarley Forest. The morning storm surprised them, but Hopper successfully hid, while Tasha suffered a nasty bruise that spread from her shoulder to her hip. Alashandra suffered the most, as her tree lost several branches, resulting in a broken arm for her.

Once the fey warm up to the PCs, they are quite gregarious, despite the state their home is in. Hopper leaps from person to person and from topic to topic. Tasha flirts with any male PC, trying to prove to herself that a dryad's presence does not hamper her style. Alashandra calmly sits back, content with the knowledge that she can charm any male, so she makes no coquettish moves, remaining subdued in her conversation.

In addition to asking the PCs for tales of their own, the fey share the following information (with fey being how they are, feel free to embellish on the stories a bit):

- Those disgusting orcs are led by a beast of a half-man named Gnasher Barrock.

- The ground opened up, and dark beings walk through the Gnarley Forest.
- The great dragon is on the prowl.

If the PCs specifically ask about drow or duergar

- A crack has opened into the Oerth. Dark things emerge, things not of nature but of the blackness of the under places. Tentacles, claws, and eyes all about. They move through the shadows and stalk the forest at night. No one knows what they are called, so they all call them Nightmares. They disappear when the sun rises.

During the conversation, the PCs may make Spot checks against the Hide checks of the bugbears from **Encounter 7: Stalkers in the Woods**. As the bugbears hide 100 feet from the fey, the PCs have a –10 to their checks. If the bugbears remain hidden, then they wait until the PCs leave. After the PCs travel 150 feet, the bugbears attack the fey. A Listen check of 10 alerts the PCs to the sound of arrows flying and bodies hitting the mud. If the PCs are still unaware of the bugbears, they follow the PCs.

If the PCs do hear the bugbears and move to investigate, the higher-level bugbear moves with his Trackless Step (if applicable) and hides. The other bugbear moves away and leaves obvious tracks. They hope to split the PCs when they investigate the attacked fey.

Encounter 7: Stalkers in the Woods

In this encounter, a pair of bugbear scouts attacks the PCs. The bugbears are sent into the Gnarley Forest to eliminate any small groups, which would only distract the larger armies of the orcish forces. The mood should convey the heavy-handedness of the invading forces.

It is assumed that this encounter takes place after the hailstorm in **Encounter 5**. While the PCs might be injured, the bugbears were able to find suitable shelter and are unwounded. Should the PCs travel through more expeditious means, such as *wind walk* or *phantom steed*, and ignore **Encounter 6**, one bugbear tries to catch their attention while the higher-level bugbear prepares to ambush them. Once the bugbears make their attempt to stop them, it is up to the PCs to stop and fight or continue on. Bypassing them allows the bugbears to

continue killing all forest creatures they find, so the PCs fail the encounter by ignoring them.

There are two ways the bugbears encounter the PCs. Either the PCs detect the bugbears at the fey meeting (before or after the fey are killed) or the bugbears stalk the PCs and attack at a moment of weakness. It is the judge's discretion as to how the bugbears attack the PCs, but they won't wait more than an hour to strike. If the bugbears are able to track the PCs, they prefer staying 200 feet back to make detection more difficult.

The bugbears are crafty and know they cannot win with a frontal assault. They attempt to divide the party with tricks and false tracks. If the party forces them to flee, the bugbears do not return to harass the PCs. They figure an orc army would enjoy the challenge. The higher-level bugbear has no problem with sacrificing the lower-level bugbear for his own survival.

APL 2 (EL 3)

🐾 **Bugbears (2):** Medium male bugbear; hp 16, 10; see *Monster Manual* page 29.

APL 4 (EL 5)

🐾 **Bugbear Ranger:** Male bugbear Rgr2; hp 38; see Appendix 1.

🐾 **Bugbears (2):** Medium male bugbear; hp 16, 10; see *Monster Manual* page 29.

APL 6 (EL 7)

🐾 **Bugbear Ranger:** Male bugbear Rgr4; hp 52; see Appendix 1.

🐾 **Wolf Companion:** Medium animal; hp 13; see Appendix 1.

🐾 **Bugbears (2):** Male bugbears Rgr2; hp 38; see Appendix 1.

APL 8 (EL 9)

🐾 **Bugbear Ranger:** Male bugbear Rgr6; hp 66; see Appendix 1.

🐾 **Wolf Companion:** Medium animal; hp 35; see Appendix 1.

🐾 **Bugbears (2):** Male bugbears Rgr4; hp 52; see Appendix 1.

🐾 **Wolf Companions (2):** Medium animals; hp 13; see Appendix 1.

APL 10 (EL 11)

🐾 **Bugbear Ranger:** Male bugbear Rgr8; hp 91; see Appendix 1.

🐾 **Wolf Companion:** Medium animal; hp 35; see Appendix 1.

🐾 **Bugbears (2):** Male bugbears Rgr6; hp 66; see Appendix 1.

🐾 **Wolf Companions (2):** Medium animals; hp 35; see Appendix 1.

APL 12 (EL 13)

🐾 **Bugbear Ranger:** Male bugbear Rgr10; hp 107; see Appendix 1.

🐾 **Wolf Companion:** Medium animal; hp 35; see Appendix 1.

🐾 **Bugbears (2):** Male bugbears Rgr8; hp 91; see Appendix 1.

🐾 **Wolf Companions (2):** Medium animals; hp 35; see Appendix 1.

Tactics: The bugbears are experienced in using the forest to their advantage. The senior ranger (if applicable) hides, while the junior ranger acts as the bait. The wolf animal companions (if applicable) follow the junior ranger. Though they are primarily melee rangers, they have no compunction with softening the PCs with a few arrow shots. This forces PCs to come at them so that they can quickly draw their weapons for a full attack at high APLs.

Treasure:

APL 2 - L: 3 gp; C: 16 gp; M: 0 gp

APL 4 - L: 52 gp, C: 16 gp, M: *potion of bear's endurance* (25 gp per character), *potion of bull's strength* (25 gp per character), *potion of cure light wounds* (4 gp per character).

APL 6 - L: 115 gp, C: 16 gp, M: *+1 studded leather armor* (97 gp per character), *gauntlets of strength +2* (333 gp per character), *potion of bear's endurance* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of bear's endurance* (25 gp per character), *potion of bull's strength* (25 gp per character), *potion of cure light wounds* (4 gp per character).

APL 8 - L: 51 gp, C: 16 gp, M: 2 *+1 studded leather armor* (195 gp per character), 2 *+1 morning stars* (384 gp per character), 2 *gauntlets of strength +2* (666 gp per character), 2 *potion of bear's endurance* (50 gp per character), 2 *potion of cure moderate wounds* (50 gp per character), *scroll of barkskin* (12 gp per character).

APL 10 - L: 0 gp, C: 16 gp, M: 2 *+1 studded leather armor* (195 gp per character), 4 *+1 morning stars* (769 gp per character), 2 *gauntlets of strength +2* (666 gp per

character), *amulet of health* +2 (333 gp per character), *potion of cat's grace* (25 gp per character), 2 *potion of cure moderate wounds* (50 gp per character), 2 *scroll of barkskin* (50 gp per character), *potion of bear's endurance* (25 gp per character).

APL 12 - L: 53 gp, C: 16 gp, M: 2 +1 *studded leather armor* (195 gp per character), 4 +1 *morning stars* (769 gp per character), 2 *gauntlets of strength* +2 (666 gp per character), 2 *amulet of health* +2 (666 gp per character), 2 *potion of cat's grace* (50 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *scroll of barkskin* (50 gp per character), *potion of cure moderate wounds* (25 gp per character).

Encounter 8: Into the Woods

When the PCs are at least 3 days outside of Dyvers, they are *scryed* on by Warfungle. He *teleports* to their location to administer his potion and then moves on to perform the next task for the DASL. He does not divulge any details, stressing that the individual cells must not learn too much about each other.

NOTE: If the PCs refused to break Lord Kesser out themselves but came here waiting for Warfungle, he appears in a far less healthy state. The gnome is badly bloodied, and his left arm is mangled beyond use. When he arrives, he collapses to the ground. Unless the PCs offer some type of healing or perform a Heal check (DC 15), he dies at their feet. As Warfungle is key to keeping Lycanth's forces spread thin, this means that the PCs face four times the usual opposition in **Encounter 13**.

Lord Darian Kesser

Portray Kesser as a tired man. He has spent months in prison, and his time there was not at all pleasant. He has resisted interrogation, knowing he would betray the slavers soon enough. After a day of travel and decent food, Kesser's demeanor improves.

Kesser no longer has anything to hide from the PCs. He recognizes those who were involved with exposing Kesser's slavery ring and congratulates them on their fight for the DASL. He regards coolly anyone who has the **Ire of a Stranger** from **Dyv3-03 Tickling the Tail of the Dragon**. Kesser realizes that violence was necessary when the PCs thought Parm was a slaver, but he does not condone the excessive force they inflicted on him. If pressed for information, he gives the PCs the information he knows from the **Adventure Summary**.

Though beaten and hungry, Lord Darian Kesser still retains his regal bearing. He says to you, "My friends, the years have been quite tiresome, and I hope to bring this to a close. I am supposed to meet with a slaver named Minsk at a clearing 2 days southwest of Beltander.

"I do not need to point out that we need to avoid the villages along the way, as I could be recognized and attacked. We must travel through the more dangerous parts of the Gnarley. Minsk has arranged to bolster our numbers with a small band of orcs who resent Turrosh Mak's incursion." Pulling out a crude map from a spot on his body never searched by the guards, Kesser points to a spot that should only be a day away from your current location.

Lord Darian Kesser sighs and says, "I'll be glad when I can stop fraternizing with these creatures. I'm ready for this to end."

Lord Kesser is willing to discuss the trials he has endured over the past 5 years (see the **Adventure Background** for information) but is ready to continue when the party is. When the PCs are finished, continue to **Encounter 9: Armed, Armored, and Amore Escort**.

Encounter 9: Armed, Armored, and Amore Escort

In this encounter, the PCs and Kesser meet up with Graw Pak, an "associate" of Kesser. She and her small group of orcs are familiar with this portion of the Gnarley Forest and are willing to escort Kesser's party to the rendezvous point. Unbeknownst to Kesser is that Graw Pak has been approached by the forces of Turrosh Mak. She has been offered a good bounty for his knowledge of the city of Dyvers. Graw Pak attempts to win Kesser over, which involves slaughtering the PCs first.

As the PCs reach the meeting point, read or paraphrase the following:

As the sun starts to dip toward the horizon, a handful of orcs greets you, led by a hulking woman with narrow eyes. She stands guarded, and the orcs hold their weapons at the ready. Her nostrils flare as she stares Kesser down. Suddenly, she lunges forward and embraces Kesser, pulling him tight to her bosom. In a gravelly voice she says, "By the one eye, I miss you, Darian. How is my sweet pot of entrails?"

With his face pressed against her chest, Lord Kesser casts you an embarrassed glance. He manages to say, "This is Graw Pak. I've worked with her before." He momentarily looks surprised as Graw Pak lifts his head up and plants a wet orcish kiss on his lips, but true to his role, Kesser gives a contented moan as he returns the kiss. At least one would hope he's only acting.

Once Kesser and Graw Pak greet one another, the other orcs relax. Kesser explains to any curious PCs that he met Graw Pak during one of his meetings with slavers. If he can safely relay this information, he reveals that while undercover, he's had to engage in a few unsavory acts in order to gain favors within the slaver organization. It is not something he is proud of, but it probably got him close to Lycanth a year sooner.

The orcs are guarded around the PCs but make no hostile action. They may let slip a joke about elves or gnomes, but they are under orders by Graw Pak to not provoke her lover's company. Graw Pak, however, watches the PCs but mostly stays near Kesser, cooing in an atypical orcish manner.

Gone Camping

After a few hours of travel, read or paraphrase the following:

You travel for a few hours when Graw Pak barks in both Common and Orcish, "We camp here for the night." The other orcs grumble and protest, with reminders in Orcish that they don't sleep at night. She snarls and backhands one of the orcs, which silences the others. She gives Lord Kesser a toothy smile and says, "Darian is tired. He is our guest. We camp now!"

Reluctantly, the orcs do make camp, though they complain on how stupid it is that they have to sleep at the same time as the weak humans and elves. Graw Pak erects a tent, which she shares with Kesser. The PCs may protest this, but Kesser insists. He must maintain his cover. If the PCs still insist, Graw Pak accuses the PCs of stealing her lover, and a fight breaks out.

That night, the orcs keep guard around the tent, not allowing any PC to come within 30 feet. Anyone who is spotted within 30 feet is told to stay back. If the PC refuses, Graw Pak shouts for the PC to go away or face the Hades. Kesser tries to maintain his cover by brusquely dismissing the PC. If a PC still refuses, Graw Pak grabs a weapon, charges out of the tent, and prepares to sever many limbs. In this case, PCs and orcs both may hear her grabbing a weapon with Listen check of DC 15 and may act in the surprise round.

That night, Kesser lets slip his secret. Perhaps it's the stress of the past few years, but Kesser mutters in his sleep how grateful he is that his ruse is almost over. Graw Pak hears this. Any PC actively trying to eavesdrop on the tent can make out this confession with a Listen check of DC 25 (modified by distance). Only PCs trying to listen in can make the check. To anyone else, it sounds only like the kind of pillow talk no sane human needs to hear.

If the night passes without combat, Graw Pak travels the next day, trying to ascertain the best way to defeat the PCs. She makes note of who the casters are and gauges how effective the other PCs are. She only watches for about an hour and then strikes while they are under some heavy canopy (to offset the light sensitivity of the orcs). When that moment comes, read or paraphrase the following:

The orcs cheer up as you pass under a thick canopy, blocking the wretched sun. Graw Pak is especially joyful as she walks alongside Lord Kesser. She says, "You know, Darian, your work in that city got a lot of people talking. I heard even Gnasher Borrack put a bounty on you. He says you got some good information. Even had an orc talk to me about it."

Kesser responds playfully, "And you put an arrow in his head and told him that we have too much of a future together, right?"

Graw Pak answers defiantly, "Of course. But the arrow in the head was just for fun. Gnasher Borrack does have a lot of people here. We sell information to him, and we live like kings. And if you're going to betray Minsk anyway, Darian, you should do it on the winning side."

With the façade broken, Lord Kesser simply gapes at Graw Pak. She flashes him a tusked smirk and says, "You talk in your sleep."

Unsurprisingly, the orcs move to attack.

The PCs may wish to interrupt the dialogue. It won't let them get the drop on the orcs. The orcs are ready to attack and walk with their weapons at the ready. Most likely, the PCs also have weapons ready, so the exchange is fairly even. Graw Pak may sell out her lover, but she is an honorable orc and does not wish to catch the PCs unawares. She'd rather take them out through mortal combat where she can watch the fight leave her foes' eyes.

The PCs can attempt to persuade Graw Pak to let them live, but they have to speak in gold. She starts off as Hostile and doesn't give them much of a chance to talk (incurring the -10 penalty for a rushed Diplomacy

check). Getting her to Indifferent requires at least 200 gp promised to her. A Friendly attitude requires 500 gp. Finally, a Helpful attitude requires at least 1000 gp. In any case, she is not interested in taking the PCs with her. If they press, she thanks them for the money and tries to slaughter them. If Graw Pak is Neutral, she only wishes them well and parts ways. If she is Friendly, she at least gives them the map to Minsk's location (which does no good without the response phrase). If Graw Pak is Helpful, she takes the gold in return for letting Kesser go. She figures the easy money should make up for not selling Kesser to Gnasher Borrack. If Graw Pak and the orcs leave the PCs behind, check for Lycanth's discovery, as usual.

APL 2 (EL 4)

👉 **Graw Pak:** Female orc Bbn1/Rog1; hp 20; see Appendix 1.

👉 **Orcs (4):** Medium male orc; hp 5; see *Monster Manual* page 203.

APL 4 (EL 4)

👉 **Graw Pak:** Female orc Bbn1/Rog1; hp 20; see Appendix 1.

👉 **Orcs (4):** Medium male orc; hp 5; see *Monster Manual* page 203.

APL 6 (EL 6)

👉 **Graw Pak:** Female orc Bbn2/Rog3; hp 41; see Appendix 1.

👉 **Orcs (6):** Medium male orc; hp 5; see *Monster Manual* page 203.

APL 8 (EL 8)

👉 **Graw Pak:** Female orc Bbn2/Rog5; hp 60; see Appendix 1.

👉 **Orc Thugs (6):** Male orc Bbn1; hp 14; see Appendix 1.

APL 10 (EL 10)

👉 **Graw Pak:** Female orc Bbn2/Rog7; hp 83; see Appendix 1.

👉 **Orc Thugs (4):** Male orc Bbn3; hp 32; see Appendix 1.

APL 12 (EL 12)

👉 **Graw Pak:** Female orc Bbn2/Rog9; hp 83; see Appendix 1.

👉 **Orc Thugs (4):** Male orc Bbn5; hp 55; see Appendix 1.

Tactics: Graw Pak is interested in keeping Kesser alive. A bloodthirsty orc may consider striking down Kesser in his rage, but Graw Pak snarls at him. Graw Pak simply wants to eliminate the competition by killing the PCs. If the PCs flee, she considers that a victory and does not even imagine them tracking down the orcs for a retributive strike. Graw Pak knows the PCs also want Kesser alive, so she may use him as a shield against charges or even grapple him to use as cover against ranged combatants (if she's not threatened in melee, of course).

Treasure:

APL 2 - L: 57, C: 16, M: *+1 great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character).

APL 4 - L: 110, C: 16, M: *+1 great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character).

APL 6 - L: 166, C: 16, M: *+1 great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character), *potion of enlarge* (20 gp per character).

APL 8 - L: 56, C: 16, M: *+1 great axe* (193 gp per character), *+1 chain shirt* (187 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 10 - L: 81, C: 16, M: *+1 great axe* (193 gp per character), *+1 chain shirt* (187 gp per character), *amulet of health +2* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 12 - L: 81, C: 16, M: *+1 great axe* (193 gp per character), *+1 chain shirt* (187 gp per character), *amulet of health +2* (333 gp per character), *gauntlets of strength +2* (333 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of haste* (62 gp per character).

Only Graw Pak knows anything useful, and it's not useful to Kesser's current mission. The other orcs do not know anything useful at all except how to skin a gnome. If questioned, Graw Pak tells the PCs that she was contacted many weeks ago and would have just taken Kesser to the Pomarj to find a broker. To her knowledge, no other orcs are hunting Kesser. She has no reason to believe that the meeting with Minsk is in jeopardy. Her plan was to not even make it that far.

Without his escort, Kesser must rely entirely on the PCs to get him to Minsk. In addition to their own maps, the PCs can use the crude orcish map that Graw Pak consulted.

Encounter 10: Vengeance Incarnate

In this encounter, the PCs meet Wyndella, a paladin of St. Cuthbert with a cudgel to grind with Lord Kesser. Having traced her kidnapped brothers to the slavers in Maraven, Wyndella learned through recent channels that Lord Kesser is linked to her family. She is unaware of Kesser's ruse and, through her *detect evil* ability, feels she has enough evidence to exact vengeance on him. The PCs must defuse the situation before she runs Kesser through.

With the treachery of the orcs leaving you to fend for yourselves, you travel for 3 more days, eliminating trivial threats and circumventing significant problems. In the afternoon of that third day, the unmistakable sound of a fast-moving horse reaches your ears. Heavy hoof beats sound off the trees, and the snapping of branches indicates that a rider is heading your way. Judging from the increasing volume, the rider approaches in about 15 seconds.

The PCs have 3 rounds to prepare. When Wyndella arrives, she is Hostile to Kesser and Unfriendly to the PCs. If the PCs look prepared for a fight (*enlarge person*, weapons drawn, etc.), then her attitude is Hostile to the entire group. Due to the noise of the galloping, she cannot hear spell-casting before her arrival, so nonobvious spells (like *magic weapon* and *bull's strength*) do not switch her to Hostile. Modify the encounter if the PCs hide Kesser in another dimension (such as in a *rope trick*), but she returns when Kesser arrives on the plane again. As she arrives, read or paraphrase the following:

From the trees come an armored elven warrior and a large, white horse. Her shield bears the symbol of St. Cuthbert, and the lance on her side is well balanced. She looks you over with solid silver eyes and then settles ultimately on Lord Kesser [ignoring the attempt to keep him hidden]. The horse stops about 20 feet from you.

Through her steady voice, you can make out a hint of unbridled emotion as she says, "Darian Kesser, how I dreamed of this day. Your black heart saw the death of my brothers' spirits, and I now will pierce that heart. Prepare to meet your reckoning!"

The PCs may intervene. Simply calling out to wait gives her pause, but she impatiently listens to the PCs for only half a minute. As a result, the PCs suffer a -10 to their Diplomacy check for a hurried attempt. If the PCs can

talk for a full minute (because of a *hold person* or *wall of force* spell), then this penalty is negated. If the lead speaker detects as evil, he suffers a -5 circumstance penalty.

In order to succeed at the Diplomacy check, the PCs must give Wyndella a compelling reason not to kill Kesser. They must choose their wording carefully, as Kesser currently detects as evil. Most likely, any attempt to placate Wyndella also raises suspicion in Lycanth through the *scrying*. If a PC confesses the truth about Kesser, he gains a +20 competence bonus but instantly alerts Lycanth to the double-agent. Even *telepathy* causes her to respond out loud incredulously, "You mean, Lord Kesser is working for the DASL to betray his employer? I find that hard to believe."

What happens next depends on the Diplomacy check. Wyndella continues to be Hostile to Kesser, but her mood may change for the PCs:

Hostile - Wyndella attacks the PCs with as much fervor as Kesser.

Unfriendly - Wyndella attacks the PCs only if blocking the way to Kesser. She takes attacks of opportunity on the PCs just for being in the way.

Indifferent - Wyndella attacks the PCs only if blocking the way to Kesser. She takes no attacks of opportunity on them.

Friendly - Wyndella tries to move around the PCs or attack over them. If the PCs position themselves so she cannot strike at Kesser at all, her attitude shifts to Indifferent.

Helpful - Wyndella ceases her attack on Kesser. She acknowledges that it may be for the greater good that he continues to exist.

In order for Wyndella to be considered Helpful, the PCs need to strike a chord with her. Revealing his secret would certainly count. Another possibility is that they cleverly mask the secret by telling her that perhaps she can find him later when in a large gathering of slavers. While it is Diplomacy for Wyndella, it is an attempt to Bluff Lycanth. Ask for a Bluff check, but do not let the players know what it is for. Failure to trick Lycanth means that he suspects Kesser and digs more into his activities. This counts as the PCs telling two people, when determining if he learns the truth.

In combat, Wyndella strikes to kill. True to her god's creed, Wyndella wants only retribution for Kesser's slavery activities. In her eyes, those who stand in his defense deserve the fate they receive. Wyndella already

used her *smite evil* abilities earlier that day, so she cannot tell that Kesser is not truly evil.

APL 2 (EL 2)

☞ **Wyndella:** Female elf Pal2; hp 20; see Appendix 1.

APL 4 (EL 4)

☞ **Wyndella:** Female elf Pal4; hp 36; see Appendix 1.

APL 6 (EL 6)

☞ **Wyndella:** Female elf Pal6; hp 52; see Appendix 1.

☞ **Hammerstrike:** Bonded mount; hp 51; see Appendix 1.

APL 8 (EL 8)

☞ **Wyndella:** Female elf Pal8; hp 68; see Appendix 1.

☞ **Hammerstrike:** Bonded mount; hp 73; see Appendix 1.

APL 10 (EL 10)

☞ **Wyndella:** Female elf Pal10; hp 84; see Appendix 1.

☞ **Hammerstrike:** Bonded mount; hp 73; see Appendix 1.

APL 12 (EL 12)

☞ **Wyndella:** Female elf Pal12; hp 100; see Appendix 1.

☞ **Hammerstrike:** Bonded mount; hp 93; see Appendix 1.

Tactics: Though she is choked with rage, Wyndella is not a foolish combatant. Her first priority is to kill Kesser, but she deals with more immediate threats first. Depending on her attitude toward the PCs, she may actively ride around them to get to Kesser. Any PC that attacks her (lethal or not) drops her attitude to Hostile toward that PC. If she is Friendly to the PCs, she won't attack them, but a human(oid) shield that prevents her from getting to Kesser drops her to Hostile automatically, and she attacks the PCs.

Treasure:

APL 2 - L: 95 gp, C: 16 gp, M: *potion of cure moderate wounds* (25 gp per character).

APL 4 - L: 69 gp, C: 16 gp, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 6 - L: 71 gp, C: 16 gp, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 8 - L: 124 gp, C: 16 gp, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 10 - L: 246 gp, C: 16 gp, M: *+1 warhammer* (192 gp per character), *periapt of wisdom +2* (333 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure serious wounds* (62 gp per character), *divine scroll of remove paralysis* (12 gp per character).

APL 12 - L: 82 gp, C: 16 gp, M: *+1 full plate armor* (220 gp per character), *+1 warhammer* (192 gp per character), *+1 lance* (192 gp per character), *gauntlets of strength +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), *potion of cure serious wounds* (62 gp per character), *divine scroll of remove paralysis* (12 gp per character), *divine scroll of daylight* (31 gp per character), *potion of bear's endurance* (25 gp per character).

About Wyndella

In CY 594, Wyndella's village in Celene was raided by slavers. She and her brothers were kidnapped and shackled. When the slaver ship stopped at Maraven, she was able to escape. When she returned with the sheriff, the ship had already left. In the intervening time, she studied religion at the Cathedral of St. Cuthbert and became a paladin, dedicated to eradicating slavery in the region.

After Kesser was publicly arrested in CY 595 (*Dyv5-03 Dining with the Dragon*), Wyndella questioned some of the freed slaves and concluded that Kesser is related to the slavers that took her brothers. She vowed revenge on him. When word spread in Dyvers that Kesser escaped, she made arrangements with the Cathedral of Istus to allow her to find Kesser quickly. The Cathedral crafted silver lenses that allow the wearer to instantly pinpoint Kesser and see through any obfuscation that hides him. The lenses' magic is limited (existing for only 2 more days), so she paid for a *teleport* into the Gnarley Forest.

Due to Wyndella's lack of subtlety, Lycanth's spies learned of her questioning and informed him of the elven paladin. Lycanth Rollen is able to *scry* upon her and has ordered Minsk to hunt her down so she ceases to be a problem. As a result, Lycanth is vaguely aware of the encounter. If the PCs spill the beans, run the slaver encounter with the understanding that Lycanth Rollen knows of Kesser's duplicity, regardless of the number of people told before this encounter.

Wyndella is a proud elven paladin soon to be in need of atonement. Even if shown to be wrong, she does not acknowledge her mistake. She glosses over it as if it never

happened. Her hatred of slavery is complete, and her resolve is strengthened by the teachings of St. Cuthbert.

Though Wyndella is a paladin, she gives the PCs little choice other than to fight her. The PCs may choose to use lethal damage in order to save themselves. As this is self-defense, it is not an evil act, unless the PCs harm her unnecessarily (such as kicking her while she's unconscious). Even killing her is not evil, as long as it was done in response to her trying to kill one of the PCs or Kesser. Stealing from her (especially if she is dead) is an evil act. Her possessions can easily be traced back to the Cathedral of St. Cuthbert, so they are not unclaimed goods. PCs are free to keep her possessions (which are not included as the final treasure), but they earn an evil act, to be documented on their Adventure Records.

Encounter 11: The Transfer

In this encounter, the PCs meet with Minsk and his men. They release Kesser into Minsk's custody so he can be transported to Lycanth Rollen. This is a noncombat encounter, and if combat breaks out, the adventure is over, as Minsk does not take Kesser to meet Lycanth.

Leaving the elven paladin behind, you arrive 2 hours later at a massive hollow log bridging a modest stream. Two armed men hop down from the branches of the surrounding trees and eye you carefully. One of the men says, "What news have you from the frozen waste?"

Kesser quickly replies, "The eagle is still fierce but overcome by disease."

The men nod and sheathe their weapons. The other man says, "Lord Kesser. You have been expected. I'm sorry that we must wait longer. Minsk went to investigate something to make sure this meeting is secure. We should wait inside the log until he verifies the threat is gone."

The PCs may choose to protest this. The men do not push the issue, concurring that with their combined might, they should be able to ensure Kesser's safety, even out in the open. They do not freely reveal what Minsk is doing, but a Diplomacy check (DC 15) loosens them up. They tell the PCs that they were sent a magical message (through a *sending* spell) that a paladin was seen snooping about, so Minsk is investigating.

NOTE: Even if Lycanth Rollen learns of Kesser's betrayal, Minsk and his men do not know about it, as the

sending spell arrived before Wyndella was *scryed* on. As far as they know, Kesser and the PCs are their allies, even if the PCs told Wyndella about Kesser's ruse.

PRISONER

Minsk's men found a human Gnarlley Ranger named Urgath during their travels. They subdued him and are taking him to Lycanth. When the PCs first meet up with the slavers, Urgath is bound, unconscious, and buried under leaves. A Spot check (DC 18) reveals an unnatural mound of leaves. The slavers tell the PCs that this ranger is hidden away while waiting for Minsk to return.

The ranger is in bad shape, having been pummeled mercilessly by Minsk and his men. The PCs can attempt to free Urgath in a number of ways: A Sleight of Hand check versus the slavers' Spot checks of +2 (or Minsk's higher score) can slip Urgath a knife; a similar Sleight of Hand check and a Use Rope check (DC 20) can free Urgath of his bonds; or a Diplomacy check that shifts the slavers to Friendly (they start as Indifferent) convinces them to sell Urgath for 400 gp (or only 300 gp if they are Helpful).

If the PCs make overt arguments about freeing Urgath or are caught helping him escape, Minsk suspects Kesser of leading nosy adventurers to him. The deal is off, with Minsk trying to leave Kesser and the party behind.

WYNDELLA SUBDUED

If the PCs were able to subdue Wyndella and tie her up, then Minsk does not find her. Likewise, if the PCs were able to convince Wyndella to leave (Helpful attitude), Minsk does not find her. Read the following box text after an hour passes:

Three dire wolves and their riders come into view. The leader, a hulking hobgoblin with a missing ear, approaches you and Kesser. He says, "My lord, I apologize. I heard an elf was hunting you. We hoped to find her, but she must have gotten lost. We should hurry before she finds your trail."

Kesser steps away from your group and pulls himself onto the back of Minsk's wolf. The other two men climb onto the remaining two wolves. Kesser looks at you coldly and says, "You've done me well, mercs. I'll have need for your services the next time I do business in Dyvers."

WYNDELLA UNDAUNTED

If the PCs did not tie up Wyndella or they left her behind and able to follow, Minsk does find her. Read the following after half an hour passes:

Two dire wolves and their riders come into view. A limping, riderless wolf slowly follows. The leader, a hulking hobgoblin with silver eyes and a missing ear, approaches you and Kesser, a bloodied silver lance held proudly in the air. He says, "My lord, good news. We found an elf that was hunting you. She is no longer a bother to you." He chuckles mirthlessly at this and licks the hard surface of the lance.

Kesser lets out an imperceptible sigh of distress as he steps away from your group and pulls himself onto the back of Minsk's wolf. The other two men climb onto the remaining two wolves. Kesser looks at you coldly and says, "You've done me well, mercs. I'll have need for your services the next time I do business in Dyvers."

HALFLINGS BEWARE

If there are any halflings in the party, Minsk's belt of halfling heads screeches just before he yells at the belt in Goblin to shut up. Minsk does not allow the belt to operate long enough for someone to easily figure out its purpose. An Intelligence check (DC 25) can figure out that the heads on the belt turned to face the halfling (or split their attention if more than one). A Heal check (DC 22) can discern that the shrunk heads are from halflings. A bardic lore check (DC 32) lets the bard remember an obscure tale of a hobgoblin who hated halflings so much, he wove together a belt made of halfling heads so he can hunt them down more effectively.

GETTING INFORMATION

The task of the PCs is to send Kesser off with his contact. They shouldn't do more than that. In Minsk's mind, he is to escort Kesser to Lycanth Rollen and nothing else. He has no need for other mercenaries, even if he lost one to Wyndella. Stubborn parties may try to learn more about the slavery ring before Kesser is whisked away, whether by trailing, asking Minsk lots of questions, or stalling. In all these cases, Kesser discreetly shakes his head and waves them away. If the PCs persist, Minsk turns on Kesser and accuses him of leading nosy adventurers to them. The deal is off, with Minsk attempting to leave everyone behind. The adventure is over.

If the PCs follow the tracks, they eventually discover the tracks disappear. Make a contested Survival roll versus Minsk's ability, as he covers the tracks.

If the PCs are able to follow and keep the riders in sight, make Spot checks for Minsk and the riders (the riders have Spot of +2). The wolves also get Spot checks, but they also can detect the PCs through Scent. This gets

Minsk's attention enough that he investigates. If he finds the PCs, he turns on Kesser, as above.

In the unlikely event that the PCs are able to follow Minsk for 4 days without detection and without the need to track (remember that Wyndella's lenses lose their magic shortly after the rendezvous), the PCs can assault the slaver base, per **Encounters 13 and 14**. In this case, Lycanth Rollen activates his contingency plan to *teleport* to a safe spot away from the base, aware that his operations have been compromised. The PCs can free the slaves and defeat most of the slavers, but the leader is still on the loose.

Interlude

This is not so much an encounter as it is a time for the PCs to relax and get their bearings. They may wish to replenish their supplies and buy new gear. Gathering information won't unearth any secrets the PCs don't already know. There are rumors about Kesser's escape: He's been set free by the Alliance only to be hunted down and killed; he *teleported* away with the cambion Lord Kurault and was, in fact, the mastermind behind the Kesser Massacre; and the Cult of Nerull needs an evil heart and kidnapped him for its sacrifice.

It is a week before Jal Torak contacts the PCs again. In this time, the PCs may use money-making skills (Profession, Sleight of Hand, etc.) or use Item Creation feats that take no more than 1 Time Unit. **NOTE** that this does not allow an extra chance to use these abilities during an adventure; it uses the time allocated per the Living Greyhawk Campaign Sourcebook. PCs that do not use a TU to craft or perform do not lose the TU; it is understood that they spend this time performing other tasks, such as partaking in another module. Remember that the Time Units represent an abstract measure of time and are not literally 7-day weeks.

While the PCs are waiting, Lord Kesser has been taken to the hideout of Lycanth Rollen. He is either an honored guest and business partner, or he is a slave himself. It depends on how the PCs kept his secret.

THE FINAL PUSH

After the PCs have performed their activities during the week, they are summoned by Jal Torak and given their final instructions. If Warfungle is killed breaking Kesser out of prison, modify this encounter. Read or paraphrase the following:

Finally, the message arrives: Meet on Karbosh's barge in the floating city known as "Drown Town," and

Speak the password of Hugginsworth before boarding. The Rhennee that live in Drown Town offer to sell you wares at your arrival, but they pester you no more when they learn that you have business on Karbosh's barge.

Squeezing into the tiny cabin on the barge, you do not see anyone named Karbosh, but you are greeted by Jal Torak and Warfungle. Jal looks uncomfortable and lets his thoughts be known by complaining to the gnome, "I don't like letting out information in the middle of untrustworthy Rhennee."

Warfungle calmly nods and replies, "The wards are still in place. Only these invited liberators are with us." As you gather inside the cabin, Warfungle looks at Jal expectantly.

Jal Torak shows the PCs the letter sent by Lord Darian Kesser (either version) and tells them the following:

- The DASL wants the PCs to infiltrate the slaver base and challenge Lycanth Rollen himself.
- In order to minimize the number of slavers in the base, Parm has infiltrated one of the slaver ships and plans to cripple it so its crew cannot dock and travel back to the base.
- Concurrently, Warfungle plans to harass slavers traveling from the Pomarj toward Lycanth's base. This, combined with Parm's efforts, should isolate the base so the PCs can attack it.
- With the efforts of Parm and Warfungle, the base should be more vulnerable during the period that is 6 to 10 days from this meeting. Jal has no idea how strong Lycanth is before and after this window.

KESSER'S LETTER

Give the players one of the Player's Handouts for Kesser's letter. If the PCs maintained Kesser's secret well enough that Lycanth never learned of the double-agent, give them **Player's Handout #3**.

Lycanth may know the truth about Kesser if

- The PCs tell Wyndella of Kesser's duplicity, and Lycanth learns of it through *scrying* her.
- The PCs tell other people, and they blab about it to their friends. Lycanth's spy network in the city could possibly pick this up (as seen under **Loose Lips** at the beginning of the adventure).

In this case, give the PCs **Player's Handout #2**. This message was written under duress in Kesser's

handwriting. Upon arrival at the slaver base, Kesser has been imprisoned by Lycanth and tortured. He reveals only that members of the DASL would be sent to attack the slaver base. Concerned that Kesser's friends would cast *discern location* or, worse, perform a *true resurrection* on Kesser, Lycanth decides to entrap the would-be victors rather than kill Kesser outright.

Lycanth forces Kesser to send a message to the DASL, which leads the PCs into a trap. Kesser inserts a code that says, "**He found me out.**" This cipher may be picked out by the players, but a character that makes a Decipher Script check of DC 15 can figure out that the last letter of each sentence spells out a message. **NOTE:** The letter is in Common, so spells like *comprehend languages* and *tongues* do not reveal the message. A successful *divination* spell cast on the nature of the letter tells the cleric, "**Some people prefer the last word, but survival depends on the last of words.**"

Encounter 12: (Un) Nature's Key

In this encounter, the PCs meet a squad of Free Army soldiers left to fend for themselves in the Gnarlly Forest when their guide is killed. They have trapped the rust monster and are trying to find a way to kill it without metal weapons.

NOTE: Any trackers in the party can easily find the tracks of six heavily armored humans and one lightly armored gnome before they reach the clearing.

Traveling through the forest, you hear a commotion ahead and to the side. Some men cheer and shout things, such as, "It's helpless," "Kill it," and "This will teach you a lesson." A low whimper greets your ears.

The PCs may choose to ignore the encounter. The soldiers eventually sharpen a sturdy branch into a reliable spear and kill the trapped rust monster. But if the PCs help, they may gain some useful information.

If the PCs investigate, they find a clearing where six men surround a rust monster held captive in a net. Wooden tent pegs have been ripped out of the otherwise orderly campsite and are used to pin the rust monster to the ground. Two of the men stand far away from the rust monster, protecting their plate mail. They are awkwardly using their swords to fashion branches into spears. The other four are in their skivvies, holding onto ropes tied to

a net. They have what appears to be a rust monster pinned to the ground. They're shouting *"Quickly, the spears! Kill it!"* If the PCs aid the soldiers in killing the rust monster, the soldiers welcome them to their camp and offer what information they have (immediately below). Otherwise, once the monster is dead, the soldiers tell the PCs to be on their way.

DYVERS FREE ARMY PATROL

These six men are on orders to set up a defensible position in the Gnarley Forest. The number of Greyhawk patrols as dramatically increased over the past half-year and there is concern that the patrols may be forward scouts of a coming Greyhawk initiative. This group is led by Sergeant Jinner, one of the unfortunate men without armor. Their guide, a gnome ranger named Ipsendrudle, has told them to make camp here 3 hours ago and disappeared to scout the area. Normally, Ipsendrudle takes no more than 2 hours on his patrols, so Jinner is concerned. With over half of their arsenal destroyed, the soldiers need to return to Dyvers.

While Ipsendrudle is a skilled ranger, his tracks are still simple enough to follow, requiring a Track check of DC 18. Ipsendrudle has ventured away from the camp and discovered a roving band of ogres. The ogres obviously have spotted Ipsendrudle, for they have moved toward him. Ipsendrudle has led the ogres away from the camp where he has been run down and slaughtered. His bones are found an hour away from camp, picked clean by the ogres and carrion birds.

If Jinner learns that their guide is dead, he orders any woodland PC to guide them back to Dyvers. He has no authority over the rangers, and he knows it, but he doesn't want his men to be left vulnerable in the woods. Unless the PCs have a means to transport six men back quickly, the PCs stand to miss out on invading Lycanth's base. If the PCs tell Jinner that they have other business, he nods and says that he understands, though his disappointment is obvious.

A PC officer might order Jinner to go with the PCs to invade the slaver base. Jinner refuses, citing that his orders from Lord Navoy himself are to return to Dyvers if their operation becomes compromised. Jinner considers the loss of their guide plus much of their supplies a large setback and prepares to return to Dyvers.

The PCs may convince Jinner to spare the rust monster with a Diplomacy check of DC 15. If the PCs tell the soldiers they plan to use it to free slaves, the DC is only 1.

NOTE: If the PCs tell the soldiers about their plan to invade a slaver base, this does not affect whether Lycanth

knows of their arrival or not. It is too late at this stage for Lycanth's spies to alert him of Kesser's betrayal.

Encounter 13: Into the Dragon's Maw

This encounter is designed to be freeform. It depends on how stealthy the party can be. Consult the map for the usual locations of the NPCs. When the PCs are spotted, the slavers attempt to sound the alarm on their initiative. Brutally quick or resourceful parties can silence the slavers so Lycanth is not aware of the infiltration. Depending on the PCs' actions, the fights can either be segmented in easy bite-sized chunks or clustered into one major battle.

APL 2 (EL 3)

☠ **Slavers (3):** Male human Rog1; hp 10; see Appendix 1.

APL 4 (EL 5)

☠ **Slavers (4):** Male human Rog1; hp 10; see Appendix 1.

☠ **Slavers Lieutenant:** Male human Ftr1/Rog1; hp 17; see Appendix 1.

APL 6 (EL 7)

☠ **Slavers (6):** Male human Rog1; hp 10; see Appendix 1.

☠ **Slaver Lieutenants (2):** Male human Ftr1/Rog2; hp 22; see Appendix 1.

APL 8 (EL 11)

☠ **Slavers (6):** Male human Rog3/Ftr1; hp 27; see Appendix 1.

☠ **Slaver Lieutenants (2):** Male human Ftr4/Rog3; hp 52; see Appendix 1.

APL 10 (EL 13)

☠ **Slavers (6):** Medium human Rog3/Ftr3; hp 44; see Appendix 1.

☠ **Slaver Lieutenants (2):** Male human Ftr4/Rog5; hp 66; see Appendix 1.

APL 12 (EL 16)

☠ **Slavers (6):** Male human Rog4/Ftr4; hp 58; see Appendix 1.

♣ **Slaver Lieutenants (2):** Male human Ftr7/Rog4; hp 82; see Appendix 1.

Tactics: The slavers are not overly faithful to their master, but they do fear him. As long as they believe Lycanth to be alive and in power, they fight to the death, knowing full well that failure to do so may see them in manacles for the rest of their short lives. Even if Lycanth falls, the slavers may be concerned about Minsk, so they continue to fight. When both Lycanth and Minsk fall, the slavers' resolve drops, and they beg for clemency. Their information is less useful than Lycanth's paperwork, but they'll offer information in the hopes of saving their lives.

Treasure:

APL 2 - L: 49 gp, C: 16 gp, M: 0 gp.

APL 4 - L: 130 gp, C: 16 gp, M: 0 gp.

APL 6 - L: 169 gp, C: 16 gp, M: 0 gp.

APL 8 - L: 719 gp, C: 16 gp, M: 0 gp.

APL 10 - L: 719 gp, C: 16 gp, M: 0 gp.

APL 12 - L: 786 gp, C: 16 gp, M: 0 gp.

The front door is hidden behind foliage at the base of a hill. The upper level of the base takes up this hill. Lycanth uses this large passageway to move slaves in and out on wagons. Minsk covers the tracks and rearranges the foliage obfuscating the entrance. If Kesser has not been discovered and sent the PCs a legitimate letter, the PCs can instantly find this passageway. Otherwise, searching the area and succeeding at a DC 38 Search check performed once an hour (with a +4 for every hour after the first) finds the entrance.

The back door is hidden in a dry creek bed. It can only accommodate people moving single file. Kesser reveals this door's location in both version of his letter, so there is no Search check necessary.

FRONT DOOR

Lord Kesser warns the PCs not to use the front entrance. As it is the larger entrance, it is more heavily guarded with *alarm* spells, human guards, and automated traps. Once the guards spot an intruder, they can activate various mechanisms to deal with the threat in the hallway. The hallway is designed to be a gauntlet. The PCs can try their luck taking this route, but they are making it more difficult for themselves.

NOTE: The defenses of the front door are not calculated in the final experience section. The PCs are not rewarded for purposely choosing a more difficult task.

MURDER HOLES

These rooms are guarded by at least two slavers. Each one has the means to seriously hurt intruders. Most of the defenses in this area are not automated, as Lycanth doesn't wish to waste resources on wandering animals. He does, however, wish for no one to escape and tell anyone about the cave that is not really a cave. The defenses comprise of the following:

A. Arrow slits: Each guard has five loaded heavy crossbows. The intruder still has cover but so does the guard. The guard picks up a crossbow (move action), fires it at a PC, and drops the crossbow. The cover prevents any attacks of opportunity against the slaver.

B. False doors: In order to disorient an intruder, a false door has been built onto each wall. The doors are locked. Picking the lock or breaking down a door reveals a stone wall on the other side. This diversionary tactic allows the guards to dish out more damage to the intruders.

♣ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

C. Secret door: The entrance to the slaver base is at the end of the hallway. A Track check of DC 30 reveals wagon tracks on the stone floor leading under the wall. The mechanism for opening the secret door can be found with a Search check of DC 28. The secret door is armed with a *cone of cold* trap, which would extinguish any flaming oil in the hallway. The trap is bypassed by saying the password of "misery," a fact that Kesser was unable to relay in his letter to the DASL.

♣ **Cone of Cold Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*cone of cold*, 9th-level wizard, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

♣ **Stone Walls:** 15 in. thick; hardness 8; hp 225; AC 2; Break DC 40.

D. Pit trap with spikes: This trap is located in front of the first false door. The door is locked in place by a lever in the guard room. The pit has spiders that are inconsequential to the PCs, but it also has six monstrous centipedes. If the guard has the opportunity, he pulls the lever, which causes the pit to seal and lock in three rounds.

♣ **Poisoned Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each plus poison); poison (Giant wasp poison, DC 18, 1d6 Dex/1d6 Dex); Search DC 21; Disable Device DC 15.

E. Pit trap with spikes: This trap is located at the far end of the hallway, just in front of the secret door. It is similar to the first pit trap.

🗡️**Poisoned Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each plus poison); poison (Giant wasp poison, DC 18, 1d6 Dex/1d6 Dex); Search DC 21; Disable Device DC 15.

F. Portcullis: As Lycanth doesn't want any witnesses to reveal the location of the base, the slavers have orders to drop the portcullis, trapping the intruders. A successful Reflex save prevents any damage from the falling gate, but it places the PC on one side or the other (his choice).

🗡️**Iron Portcullis:** 2 in. thick; hardness 10; hp 40; AC 4; Break DC 25.

G. Fusillade of darts: Of all the defenses, this one can be discovered and disabled before the guards attack the PCs, as the launch mechanism is in the wall of the entrance. To avoid wasting darts on wandering animals, Lycanth rigged this trap to go off only when a guard activates it. There are enough darts loaded for three volleys. The mechanism reloads in 2 rounds, in which case it automatically ejects another volley (unless the guards shut it off). The portcullis does provide cover if it is down.

🗡️**Poisoned Fusillade of Darts:** CR 3; mechanical; manual trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); multiple targets (1d8 darts per target closest to trap location); poison (Giant wasp poison, DC 18, 1d6 Dex/1d6 Dex); Search DC 19; Disable Device DC 25.

H. Tripwire alarm: A simple tripwire stretches across the hallway. It is attached to a small bell. If triggered, the guards are instantly alerted. Lycanth installed this trigger to stop invisible intruders.

🗡️**Tripwire:** CR 1; mechanical; location trigger; repair reset; rings bell; Search DC 28; Disable Device DC 12.

J. Caltrops: These are plainly in view. See the *Player's Handbook* for how caltrops work.

K. Flaming oil: One guard has access to a lever that pours oil from a reservoir in the ceiling. Due to the slope of the tunnel, the oil coats the floor at a rate of 10 feet per round, heading toward the front of the hallway. Each guard has access to alchemical fire. As the guard can simply unstop the vial, he doesn't need to make an attack roll. Consult the rules on burning. The oil pours into the first pit trap and does not go beyond that point.

L. Alarm: Each guard has access to a very specific alarm, which a rope is attached to a bell located on the lower level. The guards below can easily hear the portcullis slam down or the pit trap fling open, but Lycanth wants a back-up plan in case the hallway is encased in magical silence. The guards have been ordered to pull these ropes first if they discover an unnatural silence.

When alerted, the slavers make their way up the ladders. They may wait beyond the secret door in case it is breached, or they may grab a crossbow and fire on the party. Lycanth, Kesser, and Minsk wait in the elevator room below. Lycanth doesn't want anyone sneaking in through the back door while the slavers are busy upstairs. He also wants to let his guards use up the invaders' resources. When it sounds like there is only one or two slavers left fighting, then Lycanth and Minsk may consider going up to finish off the invaders before they have a chance to heal. In this case, Minsk opens the secret door so Lycanth can unleash devastating spells in the enclosed hallway, possibly using *stone shape* to create a barrier behind the secret door. See **Encounter 14** for more details on Lycanth Rollen's tactics.

STAGING ROOM

This is the upper level of the elevator platform. There are crates filled with traveling gear. The slavers gather here when they prepare to travel out.

BACK DOOR (1)

The back entrance is difficult to find, but with Kesser's directions, the PCs can find it easily enough. Lycanth has placed a number of wards along this path and relies on them over human guards. The password that Kesser gives the PCs works fine on all five wards in the hallway. It is assumed that the PCs use the passwords. If they choose to not use the password, then choose an appropriate trap from the *Dungeon Master's Guide* with a CR no more than half the APL. The hallway is only challenging if the PCs take it upon themselves to make it challenging. If Lycanth learns of Kesser's betrayal, however, he changes the password of the sleeping gas trap in the room at the end of the hall. Lycanth's intent is to collect the sleeping PCs and sell them as slaves. Naturally, the PCs may disagree with this plan. If the sleeping gas trap is activated, the slavers are alerted to the PCs' presence and move to greet them. Lycanth and Minsk remain in the audience chamber, unless they determine a need to intervene.

🗡️**Sleeping Gas Trap:** CR 3; mechanical; location trigger; repair reset; gas; never miss; onset delay (2 rounds); poison (Sleeping Gas, DC 18,

Unconscious/Unconscious); Search DC 25; Disable Device DC 20.

The door to the elevator room is locked, which ideally would keep nosy adventurers busy in the room so they can all be there when the trap goes off. If the trap is activated, the door leading out to the hallway slides shut. It is a stone door 2 inches thick. It can be sabotaged so it doesn't shut with a Disable Device check of DC 20. If this happens, the PCs are given a +4 circumstance bonus to their Fortitude saves to resist the effects of the sleep gas.

NOTE: Anyone in the party who was enslaved in *Dyv 4-05 Tiptoeing Among Dragons* and has not played any adventures between his enslavement and this adventure recognizes this room. He recalls that the slaver base has two entrances, which may call into question the veracity of Kesser's letter (if he wrote it under duress). Let the player know this before they activate the trap.

ELEVATOR ROOM (2)

Dominating the center of this room is a 20-by-20-foot indentation in the floor. A 2-inch-thick rope rises from each corner through holes in a wooden platform positioned above. This is the elevator that carries wagons between levels. Normally, the platform is up so that slaves attempting to escape cannot simply climb the ropes. The only other access to the upper level are two ladders extending up into open trap doors. The slavers upstairs may react to a fight by choosing to ride the platform down very quickly (taking 1d6 nonlethal damage in the process and possibly being prone if they fail a Balance check of DC 15). Any combatant caught underneath may make a Reflex save of DC 12 to get out of the way. Failure means the combatant takes 4d6 bludgeoning damage. Combatants in the middle of the indentation need to make a Reflex save of DC 18. Move the combatant to the nearest free square surrounding the indentation, possibly incurring AoOs.

As this is likely the PCs' first encounter with the slavers, the big fight likely happens here, as the rest of the base is alerted to the PCs' presence. The slavers upstairs abandon their post and either scurry down the ladders or ride the platform down. Which method depends on how they interpret the sounds of battle below, e.g., a quick fight tells the slavers that their companions are defeated, which means they'd be more vulnerable taking the ladders. Minsk and the slavers in Lycanth's audience chamber spend time arranging themselves so they can either wait for the PCs to attack or to open the doors and rush into the room, possibly with the dire wolf charging into a PC. At APLs 8 through 12, Lycanth casts the necessary spells on himself and Minsk to maximize their combat efficiency. At APLs 2 through

6, Lycanth does not engage the battle. Instead, he casts defensive spells on himself (and not Minsk) in anticipation of the PCs' arrival (see more on Kesser's involvement).

SLEEPING QUARTERS (3, 4, 5, 6)

There is nothing unusual about these sleeping chambers. Lycanth has his own room, complete with a writing desk with details about his slave trafficking. One of the sleeping quarters has been given to Darian Kesser for his own private use (unless he has been captured, in which case he is usually in Lycanth's audience chamber). The other sleeping chambers hold bunks for 30 people.

SLAVE CELLS (7)

This large room is divided up into separate cells with sturdy iron bars embedded in the floor and the ceiling (the stone shape spell makes these iron rods very secure in their anchors). Inside are 30 terrified slaves, though it could hold twice that. If the PCs are able to sneak their way into this chamber, they can learn the following from the slaves:

- The hobgoblin, Minsk, hates halflings. He even has a belt of halfling heads that scream at halflings. He is really mean to halfling slaves.
- There are normally more slavers, but a bunch of them went out and didn't come back. The slaves know this worries Lycanth because he has become more belligerent the past few days. Some of the slavers whisper about monsters in the woods (the slavers are careful not to mention that they are hidden in the Gnarley Forest), which is why they have fewer numbers.
- Lycanth worships the hopping prophet (Wastri) and delights in the misery of demihumans. Aside from Minsk, he treats nonhumans as if they are beneath him. He is also a wizard.
- The new guy they call Kesser isn't as mean as the others. One night, Lycanth felt really cruel and denied them their supper. As they tried to sleep, a man hidden in a dark cloak snuck into the room and left a few loaves of bread. The slaves think this might have been Kesser.

The slaves comprise all manner of humanoids, with even a goblin in the mix. They are not so weak that they can't flee, but they are in no shape to fight. They are aware that the exits are trapped and view the PCs with suspicion if freed. They know how cruel Minsk is, and it wouldn't be unlike him to arrange an escape so he can hunt them down.

STABLES (8)

The smell of the subterranean stable is overpowering, even from the elevator room. Six horses rest here on the hard stone floor. A frequently used shovel rests against the wall next to a large pile of moldy hay. The horses do not look to be in the best shape.

AUDIENCE CHAMBER (9)

Lycanth can often be found here, giving orders and discussing business. When he feels especially cruel, he uses this chamber for entertainment. There are chains fastened to the stone floor on the lower level so that Lycanth can watch some of the weaker slaves fight for his amusement. The upper level is accessible by two sets of stairs. The upper level consists of his “throne,” a writing desk, and some manacles anchored to the walls.

If the infiltration goes as planned, Kesser sits in a second chair, discussing plans with Lycanth. If Kesser’s deception is discovered, he is found on the upper level chained to the wall. Lycanth prefers to fight from the upper level to avoid barbarians charging at him, and he enjoys the power trip of being above everyone else. See **Encounter 14** for more details on Lycanth Rollen’s tactics.

Encounter 14: Final Showdown

For APLs 2 through 6

Lycanth Rollen is too formidable a foe for lower APLs. ***By no means should he perform an action that uses up the PCs’ resources or hinders them.*** He may give orders, but he chooses to stay in his audience chamber with Minsk. He expects that Minsk can dispatch of the rescuers. If Minsk is close to dying or a PC gets close to Lycanth (feel free to have his defensive spells cast as if the encounter were at APL 8; if a 1st-level character doesn’t know to not jump through a *wall of fire*, then he needs that lesson desperately), the slave lord is too distracted to notice Darian Kesser lining up for the kill. Read one of the below texts or portray it as dramatically as you see fit.

If Kesser Is Discovered

Looking concerned for the first time, Lycanth looks at you and mutters, “You’re not going to get out of here alive.” He mumbles arcane words of power that are suddenly stopped short with a wheeze as an iron chain wraps tightly around his throat. Darian Kesser, still chained to the wall wraps himself around

Lycanth, using his imprisonment as a weapon against the slaver.

If the PCs wish to join in, let them. They deserve the satisfaction of helping Kesser kill Lycanth. They may focus on Minsk or any remaining slavers instead. Left to his own devices, Darian strangles the life out of Lycanth.

If Kesser Is Not Discovered

Looking concerned for the first time, Lycanth looks at you and mutters, “You’re not going to get out of here alive.” He mumbles arcane words of power that are suddenly stopped short with a gurgle, as his lips slowly turn black. He falls to his knees, revealing a panting Darian Kesser holding a dagger dripping with a black ichor. He looks rather surprised at his accomplishment and not without some degree of satisfaction.

For APLs 8 through 12

The higher APLs get to face Lycanth Rollen himself. Allow the PCs the chance to defeat the slave lord by themselves. Darian Kesser gives his support, but he is not as effective as the characters that play at this APL. If the combat goes poorly for the PCs, and Lycanth is about to finish off the last PC, feel free to cheat by having Kesser lunge at Lycanth with the same results as above. Since Lycanth was not defeated soundly by the party, the PCs are not awarded experience for encountering Lycanth.

FOILED!

Shortly after Lycanth enters battle, he realizes that his operations have been compromised. Even if he wins the day here, the DASL clearly knows where he operates. So, he plans a hasty retreat in the second round of combat. Taking a page from the major gentry of Dyvers during the One-Day War, Lycanth has a wooden chip enchanted to *teleport* him to a cave in the Pomarj, where he can meet up with allies. In the second round of combat, he draws the chip and breaks it, sneering at the PCs and saying, ***“It’s been fun, lads, but I have other slaves to tend to.”***

When he snaps the chip, nothing happens. As Lycanth blinks in disbelief, Darian Kesser mocks him by holding up a similar chip, saying, “Looking for this?” Depending on where Kesser is in relation to Lycanth, he either keeps the chip or throws it toward a party member who is more apt to keep it safe. Lycanth realizes that he must now fight to the death.

If the PCs hit him with a *dimensional anchor*, then Lycanth casts *dispel magic* on the anchor first (the caster level of *dimensional anchor* cast from a scroll is 7). If he

succeeds, Lycanth attempts to use the chip. If he runs out of *dispel magic* attempts, he fights to the death.

NOTE: For balance purposes, it is important that Lycanth spends the second round attempting to *teleport* away. He might also waste the third and subsequent rounds if the PCs succeed in hitting him with a *dimensional anchor*. Even with a wasted second round, Lycanth can still perform free actions, such as Immediate spells and Quickenened spells.

APL 2 (EL 4)

Minsk: Male hobgoblin rgr3; hp 27; see Appendix 1.

Wolf: hp 13; see *Monster Manual* page 283.

APL 4 (EL 6)

Minsk: Male hobgoblin Rgr5; hp 43; see Appendix 1.

Wolf Companion: hp 13; see Appendix 1.

Dire Wolf: hp 45, see *Monster Manual* page 65.

APL 6 (EL 8)

Minsk: Male hobgoblin Rgr7; hp 59; see Appendix 1.

Wolf Companion: hp 51; see Appendix 1.

Dire Wolves (2): hp 40, 50; see *Monster Manual* page 65.

APL 8 (EL 11)

Lycanth Rollen: Male human Clr3/Wiz3/MysTh4; hp 87; see Appendix 1.

Minsk: Male hobgoblin Rgr8; hp 67; see Appendix 1.

Dire Wolf Companion: hp 45; see Appendix 1.

APL 10 (EL 13)

Lycanth Rollen: Male human Clr3/Wiz3/MysTh6; hp 97; see Appendix 1.

Minsk: Male hobgoblin Rgr10; hp 93; see Appendix 1.

Dire Wolf Companion: hp 45; see Appendix 1.

APL 12 (EL 15)

Lycanth Rollen: Male human Clr3/Wiz3/MysTh8; hp 109; see Appendix 1.

Minsk: Male hobgoblin Rgr12; hp 111; see Appendix 1.

Dire Wolf Companion: hp 63; see Appendix 1.

Tactics: Minsk is not a mounted fighter. He sends the animals after the PCs, but he does not ride the dire wolf in combat. He knows how fragile the wolf is and does not relish the thought of falling over in battle if the wolf dies.

If possible, Minsk sends the wolf first in the hopes that the enemy is tripped. Minsk takes advantage of this by moving in to attack a prone person. He is cunning and does not fall for many tricks. He is loyal to Lycanth, but he knows he can't survive much longer if Lycanth falls. He stages a fighting retreat towards the exit and hopes to run down the tunnel, screaming the password. If there is a halfling in the party, he does not flee until he gets his revenge on all the halflings he can. Though he hates halflings, he does not expose himself to a bigger threat just to get at a halfling.

An experienced spell-caster, Lycanth prefers to keep the PCs at bay. Ideally, he has a view of the battle in the audience chamber from up high, relying on his guards to prevent people from coming up the stairs. At higher APLs, he may use *antilife shell* and *blade barrier* to keep PCs at bay. When he knows the PCs have arrived, he casts as many spells on Minsk as he can to make him more effective in combat when the PCs arrive. Lycanth does try to save his own skin by using a wooden chip that is enchanted to teleport him to a safe place. He activates the device when he is down to half his hit points or when his guards have fallen (see **Foiled!** Below). If he is subject to a *dimensional anchor* spell, then he tries to dispel that first and then uses the device. It is here that Kesser reveals that he stole the device and replaced it with a forgery. At that point, Lycanth has no choice but to fight to the death, as he does not want to be imprisoned and hanged.

Treasure:

APL 2 - L: 105 gp, C: 1000 gp, M: *belt of halfling heads* (125 gp per character), *potion of cure light wounds* (4 gp per character).

APL 4 - L: 90 gp, C: 1000 gp, M: *+1 chain shirt* (187 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of barkskin* (+2) (25 gp per character).

APL 6 - L: 38 gp, C: 1000 gp, M: 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of barkskin* (+2) (25 gp per character).

APL 8 - L: 92 gp, C: 1000 gp, M: *arcane scroll of ice storm* (58 gp per character), *periapt of wisdom +4* (1333 gp per character), *headband of intellect +2* (333 gp per character), *gloves of dexterity +2* (333 gp per character), 2 *cloaks of resistance +1* (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *gauntlets of strength +2* (333 gp per character), *belt of halfling heads* (125 gp per character),

potion of cure moderate wounds (25 gp per character), *potion of barkskin* (+2) (25 gp per character).

APL 10 - L: 139 gp, C: 1000 gp, M: *arcane scroll of ice storm* (58 gp per character), *periapt of wisdom* +4 (1333 gp per character), *headband of intellect* +2 (333 gp per character), *gloves of dexterity* +2 (333 gp per character), 2 *cloak of resistance* +1 (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 +1 *short swords* (385 gp per character), +1 *chain shirt* (187 gp per character), *gauntlets of strength* +2 (333 gp per character), *amulet of health* +2 (333 gp per character), *belt of halfling heads* (125 gp per character), *potion of haste* (62 gp per character), *potion of owl's wisdom* (25 gp per character), *ring of protection* +1 (166 gp per character).

APL 12 - L: 139 gp, C: 1000 gp, M: *arcane scroll of ice storm* (58 gp per character), *divine scroll of heal* (137 gp per character), *periapt of wisdom* +4 (1333 gp per character), *headband of intellect* +4 (1333 gp per character), *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), 2 *cloak of resistance* +1 (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 +1 *short swords* (385 gp per character), +1 *chain shirt* (187 gp per character), *gauntlets of strength* +2 (333 gp per character), *amulet of health* +2 (333 gp per character), *ring of protection* +2 (666 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of barkskin* (+5) (100 gp per character), *potion of haste* (62 gp per character), *potion of owl's wisdom* (25 gp per character).

Defeat!

If the PCs fail, Lycanth Rollen escapes. He does not waste his time killing unconscious PCs. Once the entire party is disabled or subdued (in whatever fashion, whether it is spells or physical damage), he flees. If they stabilize, Warfungle finds them later and returns them to health.

Conclusion A

If the PCs are successful, read the following:

It took a matter of hours for the story of the Kesser Massacre to spread across the city. Lord Kesser's exoneration, however, takes much longer to disseminate and many people don't believe it when they hear it.

Magister Hunter makes a public announcement of Lord Kesser's self-sacrifice and of the great service

he has done for the Free Lands. Very few of the Gentry Council attend this announcement, even though she takes the opportunity reinstate Darian Kesser as a Gentry of Dyvers.

It is not a hero's welcome, not that Kesser has sought one. No longer required to play the role of villain or dutiful Gentryman, Kesser lets his true personality show: a tired man who has witnessed many atrocities. It is obvious by staring at him that he wonders if the fall of Lycanth Rollen truly justifies the crimes he has committed against his fellow man.

After only a few months, Lord Darian Kesser and Parm are released. Instead of reclaiming his manor, Lord Kesser simply leaves Dyvers, claiming to return when he can face his inner demons. Parm retires to the Shadowwind Monastery, after a decade-long absence. Still confused about who Kesser truly is, the citizens don't even speculate on his return. The only ones who seem to appreciate Kesser's efforts are the slaves that now are free due to his and your efforts.

The End

Conclusion B

If the PCs fail, read the following:

Word spreads quickly about Darian Kesser's attempted escape from jail. A reward is offered for information regarding to the group of people who aided in his escape. A manhunt begins...but for all the wrong people.

The End

Experience Point Summary

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

Encounter Two

Rescuing Darian Kesser alive:

APL2 – 150 xp

APL4 – 210 xp
APL6 – 300 xp
APL8 – 360 xp
APL10 – 420 xp
APL12 – 450 xp

Rescuing Darian Kesser's corpse:

APL2 – 90 xp
APL4 – 120 xp
APL6 – 180 xp
APL8 – 240 xp
APL10 – 270 xp
APL12 – 300 xp

Encounter Three

Defeating Dirk and Stilleto:

APL2 – 90 xp
APL4 – 210 xp
APL6 – 240 xp
APL8 – 300 xp
APL10 – 360 xp
APL12 – 420 xp

Encounter Four

Defeating the burrowing creatures:

APL2 – 90 xp
APL4 – 150 xp
APL6 – 210 xp
APL8 – 270 xp
APL10 – 330 xp
APL12 – 360 xp

Encounter Five

Surviving the hailstorm:

APL2 – 60 xp
APL4 – 120 xp
APL6 – 120 xp
APL8 – 120 xp
APL10 – 120 xp
APL12 – 120 xp

Encounter Seven

Defeating the bugbears:

APL2 – 90 xp
APL4 – 150 xp
APL6 – 210 xp
APL8 – 270 xp
APL10 – 330 xp
APL12 – 390 xp

Encounter Nine

Defeating or bypassing Graw Pak and her orcs:

APL2 – 120 xp
APL4 – 120 xp
APL6 – 180 xp
APL8 – 240 xp
APL10 – 300 xp
APL12 – 360 xp

Encounter Ten

Defeating or bypassing Wyndella:

APL2 – 60 xp
APL4 – 120 xp
APL6 – 180 xp
APL8 – 240 xp
APL10 – 300 xp
APL12 – 360 xp

Encounter Thirteen

Defeating the slaver thugs:

APL2 – 90 xp
APL4 – 150 xp
APL6 – 210 xp
APL8 – 300 xp
APL10 – 360 xp
APL12 – 450 xp

Encounter Fourteen

Defeating the Minsk and Lycanth Rollen:

APL2 – 120 xp
APL4 – 180 xp
APL6 – 240 xp
APL8 – 360 xp
APL10 – 420 xp
APL12 – 480 xp

Story Award

Exonerating Kesser and destroying the targeted slaver cell:

APL2 – 30 xp
APL4 – 60 xp
APL6 – 90 xp
APL8 – 120 xp
APL10 – 150 xp
APL12 – 180 xp

Total possible experience:

APL2 – 900 xp
APL4 – 1350 xp
APL6 – 1800 xp

APL8 – 2250 xp
APL10 – 2700 xp
APL12 – 3150 xp

Treasure Summary

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

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

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

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

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

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

Encounter 1: Final Meeting

All APLs - L: 0, C: 0, M: *arcane scroll of extended iron silence* (31 gp per character), *pearl of power* (83 gp per character).

Encounter 2: Jailbreak

APL 2 - L: 148, C: 2000, M: *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 4 - L: 304, C: 2000, M: *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *+1 breastplate* (112 gp per character), *potion of bull's strength* (25 gp per character).

APL 6 - L: 403, C: 2000, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *ring of protection +1* (166 gp per character), *4 potions of cure light wounds* (16 gp per character).

APL 8 - L: 503, C: 2000, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), *4 potions of cure moderate wounds* (100 gp per character).

APL 10 - L: 449, C: 2000, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), *4 potions of cure moderate wounds* (100 gp per character).

APL 12 - L: 503, C: 2000, M: *+1 breastplate* (112 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of enlarge* (20 gp per character), *potion of bull's strength* (25 gp per character), *potion of haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), *gauntlets of strength +2* (333 gp per character), *4 potions of cure moderate wounds* (100 gp per character).

Encounter 3: Complication

APL 2 - L: 70, C: 16, M: *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character).

APL 4 - L: 70, C: 16, M: *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character).

APL 6 - L: 137, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of protection* +1 (166 gp per character), +1 *shadowed chain shirt* (500 gp per character).

APL 8 - L: 137, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), +1 *shadowed chain shirt* (500 gp per character), *gloves of dexterity* +2 (333 gp per character), *amulet of health* +2 (333 gp per character).

APL 10 - L: 175, C: 16, M: 2 *hats of disguise* (300 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), *bag of holding type II* (416 gp per character), +1 *shadowed studded leather armor* (410 gp per character), *gloves of dexterity* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character).

APL 12 - L: 186, C: 16, M: +1 *merciful sap* (691 gp per character), *hat of disguise* (150 gp per character), *elixir of sneaking* (20 gp per character), *potion of invisibility* (25 gp per character), *ring of climbing* (208 gp per character), *ring of protection* +1 (166 gp per character), *bag of holding type II* (416 gp per character), +1 *shadowed studded leather armor* (410 gp per character), *headband of intellect* +2 (333 gp per character), *gloves of dexterity* +4 (1333 gp per character), *amulet of health* +2 (333 gp per character), *mask of lies* (1416 gp per character), *cloak of resistance* +1 (83 gp per character).

Encounter 4: Hazardous Travel

APL 2 - L: 0 gp, C: 0 gp, M: 0 gp.

APL 4 - L: 0 gp, C: 0 gp, M: 0 gp.

APL 6 - L: 0 gp, C: 0 gp, M: 0 gp.

APL 8 - L: 0 gp, C: 0 gp, M: 0 gp.

APL 10 - L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 - L: 0 gp, C: 1000 gp, M: 0 gp.

Encounter 7: Stalkers in the Woods

APL 2 - L: 3, C: 16, M: 0 gp

APL 4 - L: 52, C: 16, M: *potion of bear's endurance* (25 gp per character), *potion of bull's strength* (25 gp per character), *potion of cure light wounds* (4 gp per character).

APL 6 - L: 115, C: 16, M: +1 *studded leather armor* (97 gp per character), *gauntlets of strength* +2 (333 gp per character), *potion of bear's endurance* (25 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of bear's endurance* (25 gp per character), *potion of bull's strength* (25 gp per character), *potion of cure light wounds* (4 gp per character).

APL 8 - L: 51, C: 16, M: 2 +1 *studded leather armor* (195 gp per character), 2 +1 *morning stars* (384 gp per character), 2 *gauntlets of strength* +2 (666 gp per character), 2 *potion of bear's endurance* (50 gp per character), 2 *potion of cure moderate wounds* (50 gp per character), *scroll of barkskin* (12 gp per character).

APL 10 - L: 0, C: 16, M: 2 +1 *studded leather armor* (195 gp per character), 4 +1 *morning stars* (769 gp per character), 2 *gauntlets of strength* +2 (666 gp per character), *amulet of health* +2 (333 gp per character), *potion of cat's grace* (25 gp per character), 2 *potion of cure moderate wounds* (50 gp per character), 2 *scroll of barkskin* (50 gp per character), *potion of bear's endurance* (25 gp per character).

APL 12 - L: 53, C: 16, M: 2 +1 *studded leather armor* (195 gp per character), 4 +1 *morning stars* (769 gp per character), 2 *gauntlets of strength* +2 (666 gp per character), 2 *amulet of health* +2 (666 gp per character), 2 *potion of cat's grace* (50 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *scroll of barkskin* (50 gp per character), *potion of cure moderate wounds* (25 gp per character).

Encounter 9: Armed, Armored, and Amore Escort

APL 2 - L: 57, C: 16, M: +1 *great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character).

APL 4 - L: 110, C: 16, M: +1 *great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character).

APL 6 - L: 166, C: 16, M: +1 *great axe* (193 gp per character), *potion of cure light wounds* (4 gp per character), *potion of enlarge* (20 gp per character).

APL 8 - L: 56, C: 16, M: +1 *great axe* (193 gp per character), +1 *chain shirt* (187 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 10 - L: 81, C: 16, M: +1 *great axe* (193 gp per character), +1 *chain shirt* (187 gp per character), *amulet of health* +2 (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of enlarge* (20 gp per character).

APL 12 - L: 81, C: 16, M: +1 *great axe* (193 gp per character), +1 *chain shirt* (187 gp per character), *amulet of health* +2 (333 gp per character), *gauntlets of strength* +2 (333 gp per character), *potion of cure serious wounds*

(62 gp per character), *potion of enlarge* (20 gp per character), *potion of haste* (62 gp per character).

Encounter 10: Vengeance Incarnate

APL 2 - L: 95, C: 16, M: *potion of cure moderate wounds* (25 gp per character).

APL 4 - L: 69, C: 16, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 6 - L: 71, C: 16, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 8 - L: 124, C: 16, M: *+1 warhammer* (192 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 10 - L: 246, C: 16, M: *+1 warhammer* (192 gp per character), *periapt of wisdom +2* (333 gp per character), *cloak of resistance +1* (83 gp per character), *potion of cure serious wounds* (62 gp per character), *divine scroll of remove paralysis* (12 gp per character).

APL 12 - L: 82, C: 16, M: *+1 full plate armor* (220 gp per character), *+1 warhammer* (192 gp per character), *+1 lance* (192 gp per character), *gauntlets of strength +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *cloak of charisma +2* (333 gp per character), *potion of cure serious wounds* (62 gp per character), *divine scroll of remove paralysis* (12 gp per character), *divine scroll of daylight* (31 gp per character), *potion of bear's endurance* (25 gp per character).

Encounter 13: Into the Dragon's Maw

APL 2 - L: 49, C: 16, M: 0 gp.

APL 4 - L: 130, C: 16, M: 0 gp.

APL 6 - L: 169, C: 16, M: 0 gp.

APL 8 - L: 719, C: 16, M: 0 gp.

APL 10 - L: 719, C: 16, M: 0 gp.

APL 12 - L: 786, C: 16, M: 0 gp.

Encounter 14: Final Showdown

APL 2 - L: 105, C: 1000, M: *belt of halfling heads* (125 gp per character), *potion of cure light wounds* (4 gp per character).

APL 4 - L: 90, C: 1000, M: *+1 chain shirt* (187 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of barkskin (+2)* (25 gp per character).

APL 6 - L: 38, C: 1000, M: 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of barkskin (+2)* (25 gp per character).

APL 8 - L: 92, C: 1000, M: *arcane scroll of ice storm* (58 gp per character), *periapt of wisdom +4* (1333 gp per character), *headband of intellect +2* (333 gp per character), *gloves of dexterity +2* (333 gp per character), 2 *cloaks of resistance +1* (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *gauntlets of strength +2* (333 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure moderate wounds* (25 gp per character), *potion of barkskin (+2)* (25 gp per character).

APL 10 - L: 139, C: 1000, M: *arcane scroll of ice storm* (58 gp per character), *periapt of wisdom +4* (1333 gp per character), *headband of intellect +2* (333 gp per character), *gloves of dexterity +2* (333 gp per character), 2 *cloak of resistance +1* (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *gauntlets of strength +2* (333 gp per character), *amulet of health +2* (333 gp per character), *belt of halfling heads* (125 gp per character), *potion of haste* (62 gp per character), *potion of owl's wisdom* (25 gp per character), *ring of protection +1* (166 gp per character).

APL 12 - L: 139, C: 1000, M: *arcane scroll of ice storm* (58 gp per character), *divine scroll of heal* (137 gp per character), *periapt of wisdom +4* (1333 gp per character), *headband of intellect +4* (1333 gp per character), *gloves of dexterity +2* (333 gp per character), *ring of protection +1* (166 gp per character), 2 *cloak of resistance +1* (166 gp per character), *potion of cure serious wounds* (62 gp per character), 2 *+1 short swords* (385 gp per character), *+1 chain shirt* (187 gp per character), *gauntlets of strength +2* (333 gp per character), *amulet of health +2* (333 gp per character), *ring of protection +2* (666 gp per character), *belt of halfling heads* (125 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of barkskin (+5)* (100 gp per character), *potion of haste* (62 gp per character), *potion of owl's wisdom* (25 gp per character).

Total Possible Treasure

APL 2	900 gp
APL 4	1,300 gp
APL 6	1,800 gp
APL 8	2,600 gp
APL 10	4,600 gp
APL 12	6,600 gp

Appendix 1: NPC Stats

All APLs

Darian Kesser: Human Ari7; CR 7; Medium humanoid (human); HD 7d8; hp 33; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +5; Grp +4; Atk +4 melee (1d3+1, punch); Full Atk +4 melee (1d3+1, punch); AL N; SV Fort +2, Ref +3, Will +6; Str 9, Dex 12, Con 11, Int 17, Wis 13, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +21, Disguise +15, Forgery +15, Intimidate +12, Knowledge (local: Volverdyva, Tuflik, Fals Trade Route) +8, Knowledge (nobility) +13, Ride +6, Sense Motive +8, Sleight of Hand +8; Deceitful, Leadership, Negotiator, Persuasive.

Possessions: Drab clothes, whatever the PCs give him.

ENCOUNTER TWO: JAILBREAK

Graunderak the Guard: Male dwarf wiz6; CR 6; Medium humanoid (dwarf); HD 6d4+18; hp 37; Init +0; Spd 20 ft/x4; AC 10 touch 10, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff); AL LN; SV Fort +5, Ref +2, Will +5; Str 11, Dex 10, Con 16, Int 16, Wis 11, Cha 8;

Skills and Feats: Concentration +12, Decipher Script +12, Knowledge (arcana) +12, Knowledge (arch & eng) +12, Spellcraft +14; Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item.

Spells prepared (4/4/4/3; save DC = 13 + spell level): 0-open/close x4; 1st-alarm x4; 2nd-alarm x4; 3rd-alarm x2, haste.

APL 2

ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 18, touch 11, flat-footed 17 (+5 armor, +2 shield, +1 Dex); Base Atk; Grp +6; Atk +8 melee (1d6+4, masterwork sap) or +5 ranged (1d8, Light Crossbow); Full Atk +8 melee (1d6+4, masterwork sap), +6 melee (1d8+2, longsword), +5 ranged (1d8, Light Crossbow); AL LN; SV Fort +6, Ref +2, Will +4; Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Intimidate +8, Profession (Constable) +4, Sense Motive +4, Spot +4; Blind-Fight, Endurance, Iron Will, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*.

Possessions: masterwork sap, masterwork breastplate, masterwork heavy wooden shield, longsword, light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure moderate wounds*, *potion of enlarge*.

* see **Appendix Two: New Rules Items**.

Constables (2): Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, sap) or +3 ranged (1d8, Light Crossbow); Full Atk +4 melee (1d6+2, sap), +3 melee (1d6+2, Shortsphear), +3 ranged (1d8, Light Crossbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Profession (Constable) +3, Sense Motive +3, Spot +3 Dodge, Endurance, Weapon Focus (sap).

Possessions: sap, chain shirt, shortspear, light crossbow, 20 bolts, 3 sets of manacles.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human Rog3; CR 3; Medium humanoid (human); HD 3d6+3; hp 17; Init +6; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); Base Atk +2; Grp +3; Atk +4 melee (1d6+1, sap) or +4 melee (1d6+1, short sword); Full Atk +4 (1d6+1, sap) or +4 melee (1d6+1, short sword); SQ Sneak attack 2d6, Evasion; AL NE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +7, Disable Device +8, Disguise +6, Escape Artist +8, Hide +10, Listen +5, Move Silently +10, Open Lock +8, Search +8, Spot +5, Tumble +8; Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, sap, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), 1 dose catstink*, 2 flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*, *hat of disguise*, *elixir of sneaking*, *potion of invisibility*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER NINE: ARMED, ARMORED AND AMORE ESCORT

Graw Pak: Female orc Bbn1/Rog1; CR 2; Medium humanoid (orc); HD 1d6+1d12+4; hp 20; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex); Base Atk +1; Grp +6; Atk: +7 melee (1d12+8, +1 *great axe*) or +4 ranged (1d8, composite longbow); Full Atk: +7 melee (1d12+8, +1 *great axe*) or +3 ranged (1d8, composite longbow); SA Sneak attack +1d6; SQ Darkvision 60 ft, light sensitivity, fast movement +10, rage 1/day, trap finding; AL CN; SV Fort +4, Ref +4, Will +1; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Handle Animal +1, Intimidate +3, Knowledge (local) +2, Listen +4, Ride +4, Sense Motive +3, Spot +3, Survival +2, Use Rope +4; Iron Will.

Possessions: +1 *great axe*, Masterwork chain shirt, composite longbow, 20 arrows, *potion of cure light wounds*, thieves' tools.

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal2; CR 2; Medium humanoid (high elf); HD 2d10+4; hp 24; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 dex); Base Atk +2; Grp +4; Full Atk +5 Melee (1d8+2, +1 warhammer), +5 Melee (1d8+3, masterwork lance); SA Smite Evil 1/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (4); AL LG; SV Fort +7, Ref +3, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +3, Heal +2, Knowledge (religion) +2, Ride +5, Sense Motive +5; Weapon Focus (warhammer).

Possessions: masterwork chain shirt, masterwork warhammer, masterwork lance, masterwork heavy steel shield, healers kit, 1 set of masterwork manacles, *potion of cure moderate wounds*, riding horse (fatigued).

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (3): Human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 10; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6, short bow); Full Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6, short bow); SA Sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +4, Profession (Slaver) +4, Search +3, Sense Motive +4, Spot +4, Tumble +6, Use Rope +7; Improved Initiative, Toughness.

Possessions: chain shirt, short sword, dagger, short bow, 20 arrows, manacles, whip.

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Minsk: Male hobgoblin Rgr3; CR 3; Medium humanoid (goblinoid); HD 3d8+9; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3 (+4 armor, +3 Dex); Grp +6; Atk:+8 melee (1d6+3, masterwork short sword) or +6 ranged (1d8+3, composite longbow [Str +3]); Full Atk: +6 melee (1d6+3, masterwork short sword) and +6 melee (1d6+1, masterwork short sword) or +6 ranged (1d8+3, composite longbow [Str +3]); SA Favored enemy: halfling (+2); SQ Darkvision 60 ft., wild empathy; AL LE; SV Fort +6, Ref +6, Will +2; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +1, Listen +7, Profession (Slaver) +7, Ride +9, Spot +7, Survival +7, Use Rope +7; Combat Reflexes, Endurance, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Possessions: 2 masterwork short swords, composite longbow (+3), masterwork chain shirt, 20 arrows, *belt of halfling heads* (see treasure summary), *potion of cure light wounds*.

APL 4

ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 52; Init +1; Spd 20 ft; AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 Dex); Base Atk +6; Grp +8; Atk +10 melee (1d6+4, masterwork sap) or +8 ranged (1d8, masterwork light crossbow); Full Atk +10/+5 melee (1d6+4, masterwork sap) or +8 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +7, Ref +3, Will +5; Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Intimidate +10, Profession (Constable) +5, Sense Motive +5, Spot +5; Blind-Fight, Endurance, Iron Will, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*, Combat Expertise, Improved Disarm.

Possessions: masterwork sap, +1 breastplate, masterwork heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure serious wounds*, *potion of enlarge*, *potion of bull strength*.

* see **Appendix Two: New Rules Items.**

Constables (4): Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +1; Grp +3; Atk +4 melee (1d6+2, sap) or +3 ranged (1d8, light crossbow); Full Atk +4 melee (1d6+2, sap) or +3 ranged (1d8, light crossbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Profession (Constable) +3, Sense Motive +3, Spot +3 Dodge, Endurance, Weapon Focus (sap).

Possessions: sap, chain shirt, shortspear, light crossbow, 20 bolts, 3 sets of manacles.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human Rog7; CR 7; Medium humanoid (human); HD 7d6+7; hp 37; Init +7; Spd 30 ft; AC 17, touch 14, flat-footed 17 (+3 Dex, +3 armor, +1 deflection); Base Atk +5; Grp +6; Atk +8 melee (1d6+1, sap) or +8 melee (1d6+1, short sword); Full Atk +8 (1d6+1, sap) or +8 melee (1d6+1, short sword); SQ Sneak attack 4d6, Evasion, Uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +16, Disable Device +12, Disguise +10, Escape Artist +13, Hide +15, Listen +9, Move Silently +15, Open Lock +13, Search +12, Spot +9,

Tumble +13; Combat Expertise, Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, sap, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), 1 dose catstink*, 2 flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*, *hat of disguise*, *elixir of sneaking*, *potion of invisibility*, *ring of climbing*, *ring of protection* +1.

* see **Appendix Two: New Rules Items.**

ENCOUNTER SEVEN: STALKERS IN THE WOODS

Bugbear Ranger: Male bugbear Rgr2; CR 3; Medium humanoid (goblinoid); HD 5d8+10; hp 38; Init +4; Spd 30 ft; AC 20, touch 14, flat-footed 17 (+3 armor, +4 Dex, +3 natural); Base Atk +4; Grp +8; Atk: +10 melee (1d8+4; 20/x2, masterwork morningstar) or +9 ranged (masterwork composite longbow [+4 Str]); Full Atk: +8 melee (1d8+4, masterwork morningstar) and +7 melee (1d6+2, masterwork mace), or +9 ranged (1d8+4, masterwork composite longbow [+4 Str]); SA Favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +6, Ref +10, Will +2; Str 18, Dex 18, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +5, Hide +10, Listen +7, Move Silently +10, Spot +6, Survival +9; Alertness, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Possessions: masterwork studded leather armor, masterwork morning star, masterwork dagger, *potion of bear's endurance*, *potion of bull's strength*, *potion of cure light wounds*, 20 arrows.

ENCOUNTER NINE: ARMED, ARMORED AND AMORE ESCORT

Graw Pak: Female orc Bbn1/Rog1; CR 2; Medium humanoid (orc); HD 1d6+1d12+4; hp 20; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex); Base Atk +1; Grp +6; Atk: +7 melee (1d12+8, +1 great axe) or +4 ranged (1d8, composite longbow); Full Atk: +7 melee (1d12+8, +1 great axe) or +3 ranged (1d8, composite longbow); SA Sneak attack +1d6; SQ Darkvision 60 ft, light sensitivity, fast movement +10, rage 1/day, trap finding; AL CN; SV Fort +4, Ref +4, Will +1; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Handle Animal +1, Intimidate +3, Knowledge (local) +2, Listen +4, Ride +4, Sense Motive +3, Spot +3, Survival +2, Use Rope +4; Iron Will.

Possessions: +1 great axe, Masterwork chain shirt, composite longbow, 20 arrows, *potion of cure light wounds*, thieves' tools.

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal4; CR 4; Medium humanoid (high elf); HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 Dex); Base Atk +4; Grp +6; Full Atk +7 Melee (1d8+2, +1 warhammer), +7 Melee (1d8+3, masterwork lance); SA Smite Evil 1/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (8); AL LG; SV Fort +9, Ref +5, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +5, Heal +2, Knowledge (religion) +5, Ride +8, Sense Motive +5; Divine Shield*, Weapon Focus (warhammer).

Possessions: masterwork chain shirt, +1 warhammer, masterwork lance, masterwork heavy steel shield, healers kit, 1 set of masterwork manacles, *potion of cure moderate wounds*, riding horse (fatigued).

* see **Appendix Two: New Rules Items**.

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (4): Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 10; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6, short bow); Full Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6/20x3, short bow); SA Sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +4, Profession (Slaver) +4, Search +3, Spot +4, Sense Motive +4, Tumble +6, Use Rope +7; Improved Initiative, Toughness.

Possessions: chain shirt, short sword, dagger, short bow, 20 arrows, manacles, whip.

Slaver Lieutenant: Male human Ftr1/Rog1; CR 2; Medium humanoid (human); HD 1d10+1d6+2; hp 17; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +1; Grp +3; Atk +4 melee (2d6+3, masterwork greatsword) or +4 (1d8+2, composite longbow [Str +2]) or +3 (1d3+2, whip); Full Atk +1; Grp +3; Atk +4 melee (2d6+3, greatsword) or +4 (1d8+2, composite longbow [Str +2]) or +3 (1d3+2, whip); SA Sneak attack +1d6; AL LE; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Jump +2, Listen +4, Profession (Slaver) +4, Search +3, Sense Motive +4, Spot +4, Tumble +6, Use Rope +7; Exotic Weapon Proficiency (Whip), Improved Initiative, Toughness.

Possessions: chain shirt, masterwork greatsword, short sword, dagger, composite longbow (+2), 20 arrows, manacles, whip.

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Minsk: Male hobgoblin Rgr5; CR 5; Medium humanoid (goblinoid); HD 5d8+15; hp 43; Init +3; Spd 30 ft; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk +5; Grp +8; Atk: +10 melee (1d6+3, masterwork shortsword) or +8 ranged (1d8+3, composite longbow [Str +3]); Full Atk: +8 melee (1d6+3, masterwork short sword) and +8 melee (1d6+1, masterwork short sword) or +8 ranged (1d8+3, composite longbow [Str +3]); SA Favored enemy: halflings (+4), favored enemy: elves (+2); SQ Darkvision 60 ft., wild empathy; AL LE; SV Fort +7, Ref +7, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +1, Listen +9, Profession (Slaver) +7, Ride +9, Spot +8, Survival +9, Use Rope +7; Combat Reflexes, Endurance, Track, Two-Weapon Fighting, Weapon Focus (Sword, Short).

Divine Spells Prepared: (1; base DC= 12 + spell level) 1st- endure elements.

Possessions: 2 masterwork short swords, mighty (+3) composite long bow, +1 chain shirt, 20 arrows, belt of halfling heads (see treasure summary), *potion of cure moderate wounds*, *potion of barkskin* (+2).

Animal companion: Wolf; Medium animal; HD 2d8+4; HP 13; Init +2; Spd 50 ft; AC 16, touch 12; flat-footed 14 (+2 armor, +2 Dex, +2 natural); Base Atk +1; Grp +2; Atk: +3 melee (1d6+1, bite); Full Atk: +3 melee (1d6+1, bite; trip); SA Trip; SQ Low-light vision, scent, animal companion, link spells, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5); Track, Weapon Focus (Bite).

Possessions: spiked leather armor.

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ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr8; CR 8; Medium humanoid (human); HD 8d10+16; hp 68; Init +1; Spd 20 ft; AC 21, touch 12, flat-footed 20 (+6 armor, +3 shield, +1 Dex, +1 deflection); Base Atk +8; Grp +10; Atk +12 melee (1d6+4, masterwork sap) or +10 ranged (1d8, masterwork light crossbow); Full Atk +12/+7 melee (1d6+4, masterwork sap) or +10 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +8, Ref +3, Will +5; Str 15, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Intimidate +12, Profession (Constable) +6, Sense Motive +6, Spot +6; Blind-Fight, Endurance, Iron Will, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*, Combat Expertise, Improved Disarm, Improved Trip.

Possessions: masterwork sap, +1 breastplate, +1 heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure serious wounds*, *potion of enlarge*, *potion of bull strength*, *ring of protection* +1.

* see **Appendix Two: New Rules Items**.

Constables (2): Male human Ftr4/Rog2; CR 5; Medium humanoid (human); HD 2d6+4d10+12; hp 48; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +5; Grp +7; Atk +9 melee (1d6+4, masterwork sap) or +7 ranged (1d8, light crossbow); Full Atk +9 melee (1d6+4, masterwork sap) or +7 ranged (1d8, light crossbow); SA Sneak Attack +1d6; SQ Trapfinding, Evasion, AL LN; SV Fort +7, Ref +5, Will +1; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +3, Gather Information +4, Intimidate +8, Knowledge (local) +5, Profession (Constable) +4, Search +3, Sense Motive +7, Spot +8; Feats: Blind-Fight, Combat Reflexes, Dodge, Endurance, Weapon Focus (sap), Weapon Specialization (sap).

Possessions: masterwork sap, masterwork chain shirt, masterwork shortspear, light crossbow, 20 bolts, 3 sets of manacles, *potion of cure light wounds*.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human rog5; CR 5; Medium humanoid (human); HD 5d6+5; hp 27; Init +7; Spd 30 ft; AC 17, touch 14, flat-footed 17 (+3 Dex, +3 armor, +1 deflection); Base Atk +3; Grp +4; Atk +6 melee (1d6+1, sap) or +6 melee (1d6+1, short sword); Full Atk +6 (1d6+1, sap) or +6 melee (1d6+1, short sword); SQ Sneak attack 3d6,

Evasion, Uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +9, Disguise +8, Escape Artist +11, Hide +13, Listen +7, Move Silently +13, Open Lock +11, Search +10, Spot +7, Tumble +11, Use Magic Device +8; Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, sap, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), *hat of disguise*, *elixir of sneaking*, *potion of invisibility*, *ring of protection* +1.

Stiletto: Male human Rog5/Asn2; CR 7; Medium humanoid (human); HD 7d6; hp 30; Init +6; Spd 30 ft; AC 17, touch 13, flat-footed 17 (+5 armor, +2 Dex); Base Atk +4; Grp +5; Atk +6 (1d6+1, sap), +6 melee (1d4+1; 19-20/x2, dagger), +7 ranged (1d4, masterwork hand crossbow); Full Atk +6 (1d6+1, sap), +6 melee (1d4+1, dagger), +7 ranged (1d4, masterwork hand crossbow); SA Death Attack, sneak Attack +4d6; SQ +1 saves versus poison, evasion, improved uncanny dodge, poison use, trap sense +1, uncanny dodge; AL LE; SV Fort +1, Ref +10, Will +2; Str 12, Dex 15, Con 10, Int 16, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Disable Device +8, Disguise +10, Escape Artist +8, Gather Information +8, Hide +16, Knowledge (local) +8, Listen +5, Move Silently +11, Open Lock +12, Search +10, Spot +5, Tumble +11; Combat Expertise, Improved Initiative, Weapon Finesse.

Spells prepared (2; save DC 13 + spell level): 1st-critical strike*, distract assailant*.

Possessions: +1 shadowed chain shirt, *hat of disguise*, sap, dagger, masterwork hand crossbow, 10 quarrels, MW thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), 1 dose catstink*, 2 flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER SEVEN: STALKERS IN THE WOODS

Bugbear Ranger: Male bugbear Rgr4; CR 5; Medium humanoid (goblinoid); HD 7d8+14; hp 52; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +6; Grp +11; Atk: +14 melee (1d8+5, masterwork morningstar) or +11 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk: +12/+7 melee (1d8+5, masterwork morningstar) and +11/+6 melee (1d6+2, masterwork mace), or +11/+6 ranged (1d8+4, masterwork composite longbow [Str +4]);

SA Favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +7, Ref +11, Will +3; Str 20, Dex 18, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +6, Handle Animal +1, Hide +14, Knowledge (nature) +4, Listen +7, Move Silently +14, Spot +7, Survival +11; Alertness, Endurance, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Spells prepared (1; base DC= 11 + spell level); 1st-~~endure elements~~.

Possessions: +1 studded leather armor, masterwork morning star, masterwork dagger, *gauntlets of strength* +2, *potion of bear's endurance*, *potion of cure moderate wounds*, 20 arrows.

Wolf Companion: Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk +1; Grp +2; Atk: +3 melee (1d6+1, bite); Full Atk: +3 melee (1d6+1, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

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

Bugbears (2): Male bugbear Rgr2; CR 3; Medium; humanoid (goblinoid); HD 5d8+10; hp 38; Init +4; Spd 30 ft; AC 20, touch 14, flat-footed 17 (+3 armor, +4 Dex, +3 natural); Base Atk +4; Grp +8; Atk: +10 melee (1d8+4, masterwork morningstar) or +9 ranged (masterwork composite longbow [Str +4]); Full Atk: +8 melee (1d8+4, masterwork morningstar) and +7 melee (1d6+2, mace), or +9 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +6, Ref +10, Will +2; Str 18, Dex 18, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +5, Hide +10, Listen +7, Move Silently +10, Spot +6, Survival +9; Alertness, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Possessions: masterwork studded leather armor, masterwork morning star, mace, masterwork dagger, *potion of bear's endurance*, *potion of bull's strength*, *potion of cure light wounds*, 20 arrows.

ENCOUNTER NINE: ARMED, ARMORED AND AMORE ESCORT

Graw Pak: Female orc Bbn2/Rog3; CR 5; Medium humanoid (orc); HD 3d6+2d12+10; hp 41; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex); Base Atk +4; Grp +9; Atk: +10 melee (1d12+8, +1 great axe) or +7 ranged (1d8+4, masterwork composite longbow [Str

+4]); Full Atk: +10 melee (1d12+8, +1 great axe) or +7 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Sneak attack +2d6; SQ Darkvision 60 ft, light sensitivity, fast movement +10, rage 1/day, uncanny dodge, trap finding, evasion, trap sense +1; AL CN; SV Fort +6, Ref +5, Will +2; Str 21, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Gather Information -1, Handle Animal +1, Intimidate +6, Knowledge (local) +3, Listen +7, Open Lock +3, Ride +4, Sense Motive +4, Spot +4, Survival +4, Use Rope +5; Iron Will, Power Attack.

Possessions: +1 great axe, masterwork chain shirt, masterwork composite longbow (Str +4), 20 arrows, *potion of cure light wounds*, *potion of enlarge*.

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal6; CR 6; Medium humanoid (high elf); HD 6d10+12; hp 52; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 Dex); Base Atk +6; Grp +8; Atk +10 Melee (1d8+3, +1 warhammer), +9 Melee (1d8+3, masterwork lance); Full Atk +10/+5 Melee (1d8+3, +1 warhammer), +9/+4 Melee (1d8+3, masterwork lance); SA Smite Evil 2/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (12), Aura of Courage, Divine Health, Turn Undead, Special Mount, Remove Disease 1/week; AL LG; SV Fort +9, Ref +5, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +3, Heal +2, Knowledge (religion) +2, Ride +8, Sense Motive +8; Mounted Combat, Weapon Focus (warhammer), Divine Shield*.

Spells Prepared: (2, spell save DC 11+spell level) 1-~~lesser restoration~~, *cure light wounds*.

Possessions: Masterwork Chain Shirt, +1 warhammer, Masterwork Lance, Masterwork Heavy steel shield, healer's kit, 1 set of masterwork manacles, *potion of cure moderate wounds*.

Hammerstrike: Heavy Warhorse, (special mount) Large Animal; HD 6d8+18; hp 51; Init +1; Spd 50ft; AC 18; touch 10; flat-footed 17 (-1 Size, +1 Dex, +8 natural armor); Base Atk +4; Grp +12; Atk +8 (1d6+4, hoof); Full Atk +8/+8 (1d6+4, 2 hooves) and +3 (1d4+2, bite); Space/Reach 10 ft./5 ft; SQ low-light vision, scent, Special mount, empathic link, improved evasion, share spells, share saving throws; AL N; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6;

Skills and Feats: Jump +14, listen +7, spot +5; Endurance, Run, Weapon Focus (Hooves).

Possessions: Military saddle, bit and bridle.

* see **Appendix Two: New Rules Items.**

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (6): Male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 10; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6, short bow); Full Atk +0; Grp +2; Atk +2 melee (1d6+2, short sword) or +3 (1d6, short bow); SA Sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +4, Profession (Slaver) +4, Search +3, Sense Motive +4, Tumble +6, Use Rope +7; Improved Initiative, Toughness.

Possessions: chain shirt, short sword, dagger, short bow, 20 arrows, manacles, whip.

Slaver Lieutenant (2): Male human Ftr1/Rog2; CR 3; Medium humanoid (human); HD 1d10+2d6+3; hp 22; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +2; Grp +4; Atk +5 melee (2d6+3, greatsword) or +6 (1d8+2, masterwork composite longbow (+2)) or +5 (1d3+2, whip); Full Atk +5 melee (2d6+3, greatsword) or +6 (1d8+2, masterwork composite longbow (+2)) or +5 (1d3+2, whip); SA Sneak attack +1d6; SQ Evasion; AL LE; SV Fort +3, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Jump +4, Listen +5, Profession (Slaver) +5, Search +4, Sense Motive +5, Spot +5, Tumble +7, Use Rope +8; Exotic Weapon Proficiency (Whip), Improved Initiative, Power Attack, Toughness.

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+2), 20 arrows, manacles, whip.

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Minsk: Male hobgoblin Rgr7; CR 7; Medium humanoid (goblinoid); HD 7d8+21; hp 59; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk +7; Grp +10; Atk: +12 melee (1d6+4; 19-20/x2, +1 short sword) or +10 ranged (1d8+3, composite longbow [Str +3]); Full Atk +10/+5 melee (1d6+4, +1 short sword) and +10/+5 melee (1d6+, +1 short sword) or +10/+5 ranged (1d8+3, composite longbow [Str +3]); SA Favored enemy: halflings (+4), favored enemy: elves (+2); SQ Darkvision 60 ft., wild

empathy, woodland stride; AL LE; SV Fort +8, Ref +8, Will +3; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +3, Listen +11, Knowledge (geography) +2, Profession (Slaver) +7, Ride +11, Spot +10, Survival +11, Use Rope +7; Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Natural Bond, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Divine Spells Prepared: (2, based DC= 12 + spell level) 1st-endure elements, longstrider.

Possessions: 2 +1 short swords, Mighty (+3) composite long bow, +1 chain shirt, 20 arrows, belt of halfling heads (see treasure summary), potion of cure moderate wounds, potion of barkskin (+2).

Animal companion: Wolf; Medium animal; HD 6d8+18; hp 51; Init +3; Spd 50 ft.; AC 21, touch 13; flat-footed 18 (+2 armor, +3 Dex, +6 natural); Base Atk +4; Grp +6; Atk: +7 melee (1d8+3, bite); Full Atk: +7 melee (1d8+3, bite; trip); SA Trip; SQ Low-light vision, scent, animal companion, link spells, share spells, evasion, devotion; AL N; SV Fort +8, Ref +8, Will +3; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +7, Survival +1 (+5); Combat Reflexes, Improved Natural attack, Track, Weapon Focus (Bite).

Possessions: spiked leather armor.

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ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr10; CR 10; Medium humanoid (human); HD 10d10+30; hp 94; Init +1; Spd 20 ft; AC 21, touch 12, flat-footed 20 (+6 armor, +3 shield, +1 Dex, +1 deflection); Base Atk +10; Grp +12; Atk +15 melee (1d6+4, masterwork sap) or +12 ranged (1d8, masterwork light crossbow); Full Atk +15/+10 melee (1d6+4, masterwork sap) or +12 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +10, Ref +5, Will +7; Str 15, Dex 12, Con 14, Int 13, Wis 12, Cha 12

Skills and Feats: Intimidate +14, Profession (Constable) +7, Sense Motive +7, Spot +7; Blind-Fight, Endurance, Iron Will, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*, Combat Expertise, Improved Disarm, Improved Trip, Greater Weapon Focus (sap), Improved Toughness*.

Possessions: masterwork sap, +1 breastplate, +1 heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure serious wounds*, *potion of enlarge*, *potion of bull strength*, *potion of haste*, *ring of protection +1*, *cloak of resistance +1*.

* see **Appendix Two: New Rules Items**.

Constables (2): Male human ftr4/rog4; CR 8; Medium humanoid (human); HD 4d6+4d10+16; hp 60; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +7; Grp +10; Atk +12 melee (1d6+5, masterwork sap) or +10 ranged (1d8, light crossbow); Full Atk +12/+5 melee (1d6+5, masterwork sap) or +10 ranged (1d8, light crossbow); SA Sneak Attack +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL LN; SV Fort +7, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Gather Information +10, Intimidate +14, Knowledge (local) +9, Profession (Constable) +5, Search +7, Sense Motive +8, Spot +8; Feats: Blind-Fight, Combat Reflexes, Dodge, Weapon Focus (sap), Weapon Specialization (sap), Power attack, Close-Quarters Fighting*.

Possessions: masterwork sap, masterwork chain shirt, masterwork shortspear, masterwork light crossbow, 20 bolts, 3 sets of manacles, *potion of cure moderate wounds*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human Rog7; CR 7; Medium humanoid (human); HD 7d6+7; hp 37; Init +7; Spd 30 ft; AC 17,

touch 14, flat-footed 17 (+3 Dex, +3 armor, +1 deflection); Base Atk +5; Grp +6; Atk +8 melee (1d6+1, sap) or +8 melee (1d6+1, short sword); Full Atk +8 (1d6+1, sap) or +8 melee (1d6+1, short sword); SQ Sneak attack 4d6, Evasion, Uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +16, Disguise +10, Escape Artist +13, Hide +15, Listen +9, Move Silently +15, Open Lock +13, Search +12, Spot +9, Tumble +13, Use Magic Device +10; Combat Expertise, Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, sap, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), *hat of disguise*, *elixir of sneaking*, *potion of invisibility*, *ring of climbing*, *ring of protection +1*.

Stiletto: Male human Rog5/Asn4; CR 9; Medium humanoid (human); HD 9d6+9; hp 47; Init +8; Spd 30 ft; AC 19, touch 14, flat-footed 19 (+5 armor, +4 Dex); Base Atk +6; Grp +7; Atk +10 (1d6+1, sap), +10 melee (1d4+1, dagger), +11 ranged (1d4, masterwork hand crossbow); Full Atk +10/+5 (1d6+1, sap), +10/+5 melee (1d4+1, dagger), +11 ranged (1d4, masterwork hand crossbow); SA Death attack, sneak attack +5d6; SQ +2 saves versus poison, evasion, improved uncanny dodge, poison use, trap sense +1, uncanny dodge; AL LE; SV Fort +3, Ref +12, Will +3; Str 12, Dex 18, Con 12, Int 16, Wis 12, Cha 10;

Skills and Feats: Bluff +11, Disable Device +11, Disguise +12, Escape Artist +12, Gather Information +8, Hide +20, Knowledge (local) +8, Listen +5, Move Silently +15, Open Lock +16, Search +10, Spot +5, Tumble +15; Combat Expertise, Improved Initiative, Weapon Finesse, Death Blow*.

Spells prepared (4/2; save DC = 13 + spell level): 1st-critical strike, distract assailant* x2, true strike; 2nd-invisibility, swift invisibility*.*

Possessions: +1 shadowed chain shirt, gloves of dexterity +2, amulet of health +2, *hat of disguise*, sap, dagger, masterwork hand crossbow, 10 quarrels, MW thieves tools, 3 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), 1 dose catstink*, 2 flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER SEVEN: STALKERS IN THE WOODS

Bugbear Ranger: Male bugbear Rgr6; CR 7; Medium humanoid (goblinoid); HD 9d8+18; hp 66; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +8; Grp +13; Atk: +15 melee (1d8+6, *+1 morningstar*) or +13 ranged (1d8+4, 20/x3, masterwork composite longbow [Str +4]); Full Atk: +13/+8 melee (1d8+6, *+1 morningstar*) and +13/+8 melee (1d8+3, *+1 morningstar*) or +13/+7 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: elf (+4), favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +8, Ref +12, Will +5; Str 20, Dex 18, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +6, Handle Animal +3, Hide +16, Knowledge (nature) +5, Listen +9, Move Silently +16, Spot +10, Survival +14; Alertness, Endurance, Improved Two-Weapon Fighting, Oversized Two-Weapon Fighting*, Track, Two-Weapon Fighting, Stealthy, Weapon Focus (Morningstar).

Spells Prepared (2; base DC = 11 + spell level); 1st-~~endure elements~~, resist energy.

Possessions: *+1 studded leather armor, 2 +1 morning stars, gauntlets of strength +2, potion of bear's endurance, potion of cure moderate wounds, scroll of barkskin, 20 arrows*

* see **Appendix Two: New Rules Items.**

Wolf Companion: Medium animal; HD 4d8+12; hp 35; Init +3; Spd 50 ft; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d6+3; bite); Full Atk +6 melee (1d6+3, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +3, Spot +5, Survival +1; Toughness, Track, Weapon Focus (bite).

Bugbears: Male bugbear Rgr4; CR 5; Medium humanoid (goblinoid); HD 7d8+14; hp 52; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +6; Grp +11; Atk: +14 melee (1d8+5, masterwork morningstar) or +11 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk: +12/+7 melee (1d8+5, masterwork morningstar) and +11 melee (1d6+5, mace) or +11/+6 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +7, Ref +11, Will +3; Str 20, Dex 18, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +6, Handle Animal +1, Hide +14, Knowledge (nature) +4, Listen +7, Move Silently +14, Spot +7, Survival +11; Alertness, Stealthy, Weapon Focus (Morningstar).

Spells prepared (1; base DC = 11 + spell level); 1st-~~endure elements~~.

Possessions: *+1 studded leather armor, mace, masterwork morning star, masterwork dagger, gauntlets of strength +2, potion of bear's endurance, potion of cure moderate wounds, 20 arrows.*

Wolf Companions: Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

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

ENCOUNTER NINE: ARMED, ARMORED AND AMORE ESCORT

Graw Pak: Female orc Bbn2/Rog5; CR 7; Medium humanoid (orc); HD 5d6+2d12+19; hp 60; Init +2; Spd 40 ft; AC 17, touch 12, flat-footed 17 (+5 armor, +2 Dex); Base Atk +5; Grp +10; Atk +11 melee (1d12+8, *+1 great axe*) or +8 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +11 melee (1d12+8, *+1 great axe*), +8 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Sneak attack +3d6; SQ Darkvision 60 ft, evasion, improved uncanny dodge, light sensitivity, rage 1/day, trap sense +1, uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +2; Str 21, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Gather Information +1, Handle Animal +1, Intimidate +8, Knowledge (local) +5, Listen +9, Open Lock +5, Ride +4, Sense Motive +6, Spot +6, Survival +4, Use Rope +7; Improved Toughness*, Iron Will, Power Attack.

Possessions: *+1 great axe, +1 chain shirt, masterwork composite longbow (Str +4), 20 arrows, potion of cure moderate wounds, potion of enlarge, thieves tools.*

* see **Appendix Two: New Rules Items.**

Orc Thug: Male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); Base Atk +1; Grp +6; Atk: +7 melee (1d12+7, greataxe) or +3 ranged (1d6+5, javelin); Full Atk: +7 melee (1d12+7, greataxe) or +3 ranged (1d6+5, javelin); SQ Darkvision 60 ft, light

sensitivity, rage 1/day; AL CE; SV Fort +4, Ref +2, Will +0; Str 20, Dex 14, Con 15, Int 6, Wis 10, Cha 6.

Skills and Feats: Handle Animal +0, Intimidate +0, Listen +2, Survival +2; Weapon Focus (Greataxe).

Possessions: greataxe, hide armor, 3 javelins.

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal8; CR 8; Medium humanoid (high elf); HD 8d10+16; hp 68; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16 (+4 armor, +2 shield, +1 Dex); Base Atk +8; Grp +10; Atk +12 Melee (1d8+3, +1 warhammer); Full Atk +12/+7 Melee (1d8+3, +1 warhammer) or +11/+6 Melee (1d8+3, masterwork lance); SA Smite Evil 2/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (16), Aura of Courage, Divine Health, Turn Undead, Special Mount, Remove Disease 1/week; AL LG; SV Fort +10, Ref +5, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 13, Cha 14;

Skills and Feats: Handle Animal +3, Heal +2, Knowledge (religion) +3, Ride +9, Sense Motive +10; Mounted Combat, Weapon Focus (warhammer), Divine Shield*.

Spells Prepared: (2, spell save DC = 11+spell level) 1-*lesser restoration*, cure light wounds.

Possessions: Masterwork chain shirt, +1 warhammer, Masterwork Lance, Masterwork Heavy steel shield, healers kit, 1 set of masterwork manacles, potion of cure moderate wounds.

* see **Appendix Two: New Rules Items**.

Hammerstrike: Heavy Warhorse, (special mount) Large Animal; HD 8d8+32; hp 73; Init +1; Spd 60ft; AC 22; touch 10; flat-footed 21 (-1 Size, +2 armor, +1 Dex, +10 natural armor); Base Atk +6; Grp +15; Atk +11 (1d6+5, hoof); Full Atk +11/+11 (1d6+5, 2 hooves) and +6 (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, Special mount, empathic link, improved evasion, share spells, share saving throws, improved speed; AL N; SV Fort +10, Ref +7, Will +3; Str 20, Dex 13, Con 18, Int 7, Wis 13, Cha 6;

Skills and Feats: Jump +16, listen +9, spot +8; Endurance, Run, Weapon Focus (Hooves);

Possessions: Military saddle, bit and bridle, MW leather barding.

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (6): Male human Ftr1/Rog3; CR 4; Medium humanoid (human); HD 1d10+3d6+4; hp 27; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +3; Grp +5; Atk +6 melee (2d6+3, greatsword) or +7 (1d8+2, masterwork composite longbow (+2)) or +6 (1d3+2, whip); Full Atk +6 melee (2d6+3, greatsword) or +7 (1d8+2, masterwork composite longbow (+2)) or +6 (1d3+2, whip); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +4, Ref +6, Will +1; Str 15, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Jump +4, Listen +6, Profession (Slaver) +6, Search +5, Sense Motive +6, Spot +6, Tumble +8, Use Rope +9; Exotic Weapon Proficiency (Whip), Improved Initiative, Power Attack, Toughness.

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+2), 20 arrows, manacles, whip.

Slaver Lieutenant (2): Male human Ftr4/Rog3; CR 7; Medium humanoid (human); HD 4d10+3d6+14; hp 52; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +6; Grp +8; Atk +10 melee (2d6+5, greatsword) or +10 (1d8+2, masterwork composite longbow (+2)) or +9 (1d3+2, whip); Full Atk +10/+5 melee (2d6+5, greatsword) or +10/+5 (1d8+2, masterwork composite longbow (+2)) or +9/+4 (1d3+2, whip); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +10, Jump +6, Listen +6, Profession (Slaver) +6, Search +5, Sense Motive +6, Spot +6, Tumble +8, Use Rope +9; Combat Reflexes, Exotic Weapon Proficiency (Whip), Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+2), 20 arrows, manacles, whip.

* see **Appendix Two: New Rules Items**.

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Lycanth Rollen (not aware): Male human; Clr3/Wiz3/MyTh4; CR 10; Medium humanoid (human); HD 7d4+3d8+20; hp 71 (87); Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); Base Atk +5; Grp +5; Atk: +7 melee (2d4, masterwork guisarme); Full Atk: +7 melee (2d4, masterwork guisarme); SQ Spells,

summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +8, Ref +5, Will +16; Str 10, Dex 12, Con 14, Int 18, Wis 20, Cha 13.

Skills and feats: Concentration +15, Diplomacy +8, Knowledge (arcana) +17, Knowledge (geography) +6, Knowledge (religion) +17, Profession (Slaver) +18, Sense Motive +8, Spellcraft +18; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (6/6/4/3/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 9): *o-mending* x2, *light*, *read magic*, *detect magic*, *purify food and drink*; *1st- cause fear* x2, *comprehend languages*, *cure light wounds* x2, *enlarge**, *sanctuary*; *2nd- calm emotions**, *cure moderate wounds*, *enthrall*, *zone of truth*; *3rd- magic circle against chaos**, *dispel Magic* x2, *stone shape* x2; *4th- sending*, *tongues* x2, *orders wrath**.

*Domain spell. Domains: **Law** (cast law spells at +1 caster level); **War** (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/5/5/4/3; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 14): *o- daze* x2, *mage hand*, *ray of frost* x2; *1st- alarm*, *charm person* x2, *magic missile*, *shield*, *sleep*, *trueshield*; *2nd- false life*, *scare*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; *3rd- deep slumber*, *empowered magic missile*, ~~*greater mage armor**~~, *suggestion*; *4th- detect scrying*, *charm monster*, *fear*.

Possessions: masterwork glaive, *arcane scroll of ice storm*, *peripat of wisdom +4*, *headband of intellect +2*, *gloves of dexterity +2*, *cloak of resistance +1*, *potion of cure serious wounds*.

* see **Appendix Two: New Rules Items**.

Lycanth Rollen (aware): Male human; Clr3/Wiz3/MyTh4; CR 10; Medium humanoid (human); HD 7d4+3d8+20; hp 71 (87); Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); Base Atk +5; Grp +5; Atk: +7 melee (2d4, masterwork guisarme); Full Atk: +7 melee (2d4, masterwork guisarme); SQ Spells, summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +8, Ref +5, Will +16; Str 10, Dex 12, Con 14, Int 18, Wis 20, Cha 13.

Skills and feats: Concentration +15, Diplomacy +8, Knowledge (arcana) +17, Knowledge (geography) +6, Knowledge (religion) +17, Profession (Slaver) +18, Sense Motive +8, Spellcraft +18; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (6/5/4/3/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 9): *o-mending* x2, *light*, *read magic*, *detect magic*, *purify food and drink*; *1st- bless*, *cause fear* x2, *comprehend languages* x1, *cure light wounds*, *enlarge**; *2nd- calm emotions**, *cure moderate wounds*, *resist energy*, *silence*, *spiritual weapon*; *3rd- magic circle against chaos**, *dispel magic*, *prayer*, *searing light*; *4th- cure critical wounds*, *freedom of movement*, *orders wrath**.

*Domain spell. Domains: **Law** (cast law spells at +1 caster level); **War** (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/5/5/4/3; base DC = 14 + spell level; Evocation spells base DC= 17 + spell level; caster level 12): *o- daze* x2, *mage hand*, *ray of frost* x2; *1st- magic missile* x3, *shocking grasp*, *shield*, *trueshield*; *2nd- false life*, ~~*protection from arrows*~~, *scorching ray* x3; *3rd- fireball*, *lightning bolt*, *empowered magic missile*, ~~*greater mage armor**~~; *4th- Evard's black tentacles*, *empowered scorching ray*, *wall of ice*.

Possessions: masterwork glaive, *arcane scroll of ice storm*, *peripat of wisdom +4*, *headband of intellect +2*, *gloves of dexterity +2*, *cloak of resistance +1*, *potion of cure serious wounds*.

* see **Appendix Two: New Rules Items**.

Minsk: Male hobgoblin Rgr9; CR 9; Medium humanoid (goblinoid); HD 9d8+27; hp 75; Init +3; Spd 30 ft; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk +8; Grp +13; Atk: +15 melee (1d6+6, +1 *short sword*/17-20/x2) or +11 ranged (1d8+4, composite longbow [Str +4]); Full Atk: +13/+8 melee (1d6+6, , +1 *short sword*/17-20/x2) and +13/+8 melee (1d6+3, +1 *short sword*/17-20/x2) or +11/+6 ranged (1d8+4, composite longbow [Str +4]); SA Favored enemy: halflings (+4), favored enemy: elves (+2); SQ Darkvision 60 ft. , fast tracker, wild empathy, woodland stride; AL LE; SV Fort +10, Ref +10, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +5, Knowledge (geography) +2, Knowledge (nature) +4 Listen +13, Profession (Slaver) +7, Ride +15, Spot +12, Survival +13, Use Rope +7; Endurance, Improved Critical (short sword), Improved Two-Weapon Fighting, Natural Bond, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Spells Prepared: (2, base DC = 11 + spell level) *1st- endure elements*, *longstrider*.

Possessions: 2 +1 *short swords*, mighty (+4) composite long bow, +1 *chain shirt*, *gauntlets of strength +2*, *cloak of resistance +1*, 20 arrows, *belt of halfling heads*

(see treasure summary), *potion of cure moderate wounds*,
potion of barkskin (+2).

Animal companion: Dire Wolf; Large animal; HD 6d8+18; HP 45; Init +2; Spd 50 ft; AC 16, touch 12; flat-footed 14 (-1 size +2 armor, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk: +11 melee (1d8+10, bite); Full Atk: +11 melee (1d8+10, bite; trip); Space/Reach 10/5; SA Trip; SQ Animal companion, link spells, share spells, low light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6); Alertness, Run, Track, Weapon Focus (Bite).

Possessions: spiked leather barding, exotic military saddle.

APL 10

ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr12; CR 12; Medium humanoid (human); HD 12d10+36; hp 112; Init +1; Spd 20 ft; AC 21, touch 12, flat-footed 20 (+6 armor, +3 shield, +1 Dex, +1 deflection); Base Atk +12; Grp +15; Atk +18 melee (1d6+7, masterwork sap) or +14 ranged (1d8, masterwork light crossbow); Full Atk +18/+13/+8 melee (1d6+7, masterwork sap) or +14 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +11, Ref +6, Will +8; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 12

Skills and Feats: Intimidate +16, Profession (Constable) +9, Sense Motive +9, Spot +9; Blind-Fight, Endurance, Iron Will, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*, Combat Expertise, Improved Disarm, Improved Trip, Greater Weapon Focus (sap), Improved Toughness*, Greater Weapon Specialization (sap), Power Attack.

Possessions: masterwork sap, +1 breastplate, +1 heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure serious wounds*, *potion of enlarge*, *potion of bull strength*, *potion of haste*, *ring of protection +1*, *cloak of resistance +1*.

* see **Appendix Two: New Rules Items**.

Constables (4): Male human Ftr4/Rog4; CR 8; Medium humanoid (human); HD 4d6+4d10+16; hp 60; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +7; Grp +10; Atk +12 melee (1d6+5, masterwork sap) or +10 ranged (1d8, light crossbow); Full Atk +12/+5 melee (1d6+5, masterwork sap) or +10 ranged (1d8, light crossbow); SA Sneak Attack +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL LN; SV Fort +7, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +8, Gather Information +10, Intimidate +14, Knowledge (local) +9, Profession (Constable) +5, Search +7, Sense Motive +8, Spot +8; Feats: Blind-Fight, Combat Reflexes, Dodge, Weapon Focus (sap), Weapon Specialization (sap), Power attack, Close-Quarters Fighting*.

Possessions: masterwork sap, masterwork chain shirt, masterwork shortspear, masterwork light crossbow, 20 bolts, 3 sets of manacles, *potion of cure moderate wounds*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human Rog9; CR 9; Medium humanoid (human); HD 9d6+9; hp 47; Init +7; Spd 30 ft; AC 17, touch 14, flat-footed 17 (+3 Dex, +3 armor, +1 deflection); Base Atk +6; Grp +7; Atk +9 melee (1d6+1, sap) or +9 melee (1d6+1, short sword); Full Atk +9/+4 (1d6+1, sap) or +9/+4 melee (1d6+1, short sword); SQ Sneak attack 5d6, Evasion, Uncanny dodge, Improved uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +18, Disguise +12, Escape Artist +15, Hide +17, Listen +11, Move Silently +17, Open Lock +15, Search +14, Spot +11, Tumble +15, Use Magic Device +12; Combat Expertise, Improved Feint, Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, sap, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), *hat of disguise*, *elixir of sneaking*, *potion of invisibility*, *ring of climbing*, *ring of protection +1*, *bag of holding type II*.

Stiletto: Male human Rog5/Asn6; CR 11; Medium humanoid (human); HD 11d6+11; hp 57 (70); Init +9; Spd 30 ft; AC 19, touch 15, flat-footed 19 (+4 armor, +5 Dex); Base Atk +7; Grp +8; Atk +13 (1d6+1, sap), +13 melee (1d4+1, Masterwork Dagger), +13 ranged (1d4, masterwork hand crossbow); Full Atk +13/+8 (1d6+1, sap), +13/+8 melee (1d4+1, Masterwork Dagger), +13 ranged (1d4, masterwork hand crossbow); SA Death Attack, sneak attack +6d6; SQ Evasion, uncanny dodge, trap sense +1, poison use, +3 saves versus poison, improved uncanny dodge; AL LE; SV Fort +4, Ref +14, Will +4; Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 10;

Skills and Feats: Bluff +13, Disable Device +13, Disguise +14, Escape Artist +16, Gather Information +8, Hide +24, Knowledge (local) +8, Listen +5, Move Silently +19, Open Lock +19, Search +10, Spot +5, Tumble +19; Combat Expertise, Improved Initiative, Weapon Finesse, Death Blow*.

Spells prepared (4/4/2, save DC = 13 + spell level): 1st- *critical strike**, *distract assailant**, *feather fall*, *true strike*; 2nd- ~~absorb weapon~~, *invisibility*, *spider climb*, *swift invisibility**; 3rd- *false life*, *non-detection*.

Possessions: +1 shadowed studded leather armor, *gloves of dexterity +4*, *amulet of health +2*, *hat of disguise*, sap, masterwork dagger, masterwork hand crossbow, 10 quarrels, MW thieves tools, 3 doses of large scorpion venom (Injury DC 18, 1d6 Str/1d6 Str), 1 dose catstink*, 2

flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER SEVEN: STALKERS IN THE WOODS

Bugbear Ranger: Male bugbear Rgr8; CR 9; Medium humanoid (goblinoid); HD 11d8+33; hp 91; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +10; Grp +15; Atk +17 melee (1d8+6, *+1 morningstar*) or +15 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +15/+15/+10/+10/+5 melee (1d8+6, *+1 morningstar*, two-weapon fighting), or +15/+10/+5 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: elf (+4), favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy, woodland stride, swift tracker; AL CE; SV Fort +10, Ref +13, Will +5; Str 20, Dex 18, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +6, Handle Animal +3, Hide +18, Knowledge (nature) +8, Listen +11, Move Silently +18, Spot +11, Survival +16; Alertness, Endurance, Improved Two-Weapon Fighting, Oversized Two-Weapon Fighting*, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Spells Prepared (2/1; base DC = 11 + spell level); 1st-~~endure elements~~, resist energy, 2nd- *blades of fire**

Possessions: *+1 studded leather armor*, 2 *+1 morning stars*, *gauntlets of strength +2*, *amulet of health +2*, *potion of cat's grace*, *potion of cure moderate wounds*, *scroll of barkskin*, 20 arrows.

* see **Appendix Two: New Rules Items**.

Wolf Companion: Medium animal; HD 4d8+12; hp 35; Init +3; Spd 50 ft; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d6+3; bite); Full Atk +6 melee (1d6+3, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +3, Spot +5, Survival +1; Toughness, Track, Weapon Focus (bite).

Bugbears: Male bugbear Rgr6; CR 7; Medium humanoid (goblinoid); HD 9d8+18; hp 66; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +8; Grp +13; Atk +15 melee (1d8+6, *+1 morningstar*) or +13 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +13/+7 melee (1d8+6, *+1 morningstar*) and +13/+7 melee (1d8+3, *+1*

morningstar) or +13/+7 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: elf (+4), favored enemy: fey (+2); SQ Darkvision 60 ft, scent, wild empathy; AL CE; SV Fort +8, Ref +12, Will +5; Str 20, Dex 18, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +6, Handle Animal +3, Hide +16, Knowledge (nature) +5, Listen +9, Move Silently +16, Spot +10, Survival +14; Alertness, Endurance, Improved Two-Weapon Fighting, Oversized Two-Weapon Fighting*, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Spells Prepared (2; base DC = 11 + spell level); 1st-~~endure elements~~, resist energy.

Possessions: *+1 studded leather armor*, 2 *+1 morning stars*, *gauntlets of strength +2*, *potion of bear's endurance*, *potion of cure moderate wounds*, *scroll of barkskin*, 20 arrows

* see **Appendix Two: New Rules Items**.

Wolf Companions: Medium animal; HD 4d8+12; hp 35; Init +3; Spd 50 ft; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +3, Spot +5, Survival +1; Toughness, Track, Weapon Focus (bite).

ENCOUNTER NINE: ARMED, ARMORED, AND AMORE ESCORT

Graw Pak: Female orc Bbn2/Rog7; CR 9; Medium humanoid (orc); HD 7d6+2d12+27; hp 83; Init +2; Spd 40 ft; AC 17, touch 12, flat-footed 17; Base Atk +7 (+5 armor, +2 Dex); Grp +13; Atk +14 melee (1d12+10, *+1 great axe*) or +10 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +14/+9 melee (1d12+10, *+1 great axe*), or +10/+5 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Sneak attack +4d6; SQ Darkvision 60 ft, evasion, improved uncanny dodge, light sensitivity, rage 1/day, trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +7, Will +3; Str 22, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Gather Information +3, Handle Animal +1, Intimidate +10, Knowledge (local) +7, Listen +11, Open Lock +7, Ride +4, Sense Motive +8, Spot +8, Survival +4, Use Rope +9; Improved Toughness*, Iron Will, Power Attack, Staggering Strike*.

Possessions: +1 great axe, +1 chain shirt, masterwork composite longbow (Str +4), amulet of health +2, 20 arrows, potion of cure moderate wounds, potion of enlarge, thieves tools.

* see **Appendix Two: New Rules Items.**

Orc Thug: Male orc Bbn3; CR 3; Medium humanoid (orc); HD 3d12+6; hp 32; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); Base Atk +3; Grp +8; Atk: +9 melee (1d12+7, greataxe) or +5 ranged (1d6+5, javelin); Full Atk: +9 melee (1d12+7, greataxe) or +5 ranged (1d6+5, javelin); SQ Darkvision 60 ft, light sensitivity, fast movement, rage 1/day, illiteracy, uncanny dodge, trap sense +1; AL CE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 14, Con 15, Int 6, Wis 10, Cha 6.

Skills and Feats: Handle Animal +0, Intimidate +2, Listen +2, Survival +4; Power Attack, Weapon Focus (Greataxe).

Possessions: greataxe, hide armor, 3 javelins.

* see **Appendix Two: New Rules Items.**

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal10; CR 10; Medium humanoid (high elf); HD 10d10+20; hp 84; Init +1; Spd 20 ft; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); Base Atk +10; Grp +12; Full Atk +14/+9 Melee (1d8+3, *+1 warhammer*) or +13/+8 Melee (1d8+4, masterwork lance); SA Smite Evil 3/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (20), Aura of Courage, Divine Health, Turn Undead, Special Mount, Remove Disease 2/week; AL LG; SV Fort +12, Ref +7, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 14;

Skills and Feats: Handle Animal +3, Heal +5, Knowledge (religion) +3, Ride +9, Sense Motive +13; Mounted Combat, Weapon Focus (warhammer), Divine Shield*, Ride-by Attack.

Spells prepared: (2/2; *spell save DC = 12+spell level*) 1st- *lesser restoration, cure light wounds*; 2nd- *resist energy, zone of truth*.

Possessions: masterwork full plate armor, *+1 warhammer*, masterwork lance, masterwork heavy steel shield, *periapt of wisdom +2, cloak of resistance +1*, healers kit, 1 set of masterwork manacles, *potion of cure serious wounds*, divine scroll of *remove paralysis*.

* see **Appendix Two: New Rules Items.**

Hammerstrike: Heavy Warhorse, (special mount) Large Animal; HD 8d8+32; hp 73; Init +1; Spd 60ft; AC 23 (-1

Size, +3 armor, +1 dex, +10 natural armor); touch 10; flat-footed 22; Base Atk +6; Grp +15; Full Atk +11/+11 (1d6+5, 2 hooves); Space/Reach 10 ft./5 ft.; SA n/a; SQ low-light vision, scent, Special mount, empathic link, improved evasion, share spells, share saving throws, improved speed; AL N; SV Fort +10, Ref +7, Will +3; Str 20, Dex 13, Con 18, Int 7, Wis 13, Cha 6;

Skills and Feats: Jump +16, Listen +9, Spot +8; Endurance, Run, Weapon Focus (Hooves);

Possessions: Military saddle, bit and bridle, MW studded leather barding.

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (6): Male human Ftr3/Rog3; CR 6; Medium humanoid (human); HD 3d10+3d6+12; hp 44; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +5; Grp +7; Atk +9 melee (2d6+3, greatsword) or +9 (1d8+2, masterwork composite longbow (+2)) or +8 (1d3+2, whip); Full Atk +9 melee (2d6+3, greatsword) or +9 (1d8+2, masterwork composite longbow (+2)) or +8 (1d3+2, whip); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL LE; SV Fort +5, Ref +7, Will +2; Str 15, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +9, Jump +6, Listen +6, Profession (Slaver) +6, Search +5, Sense Motive +6, Spot +6, Tumble +8, Use Rope +9; Combat Reflexes, Exotic Weapon Proficiency (Whip), Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus (Greatsword).

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+2), 20 arrows, manacles, whip.

* see **Appendix Two: New Rules Items.**

Slaver Lieutenant (2): Male human Ftr4/Rog5; CR 9; Medium humanoid (human); HD 4d10+5d6+18; hp 66; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +7; Grp +10; Atk +12 melee (2d6+6, greatsword) or +11 (1d8+3, masterwork composite longbow (+3)) or +10 (1d3+3, whip); Full Atk +12/+7 melee (2d6+6, greatsword) or +11/+6 (1d8+3, masterwork composite longbow (+3)) or +10/+5 (1d3+3, whip); SA Sneak attack +3d6; SQ Evasion, trap sense +1; AL LE; SV Fort +6, Ref +8, Will +2; Str 16, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +11, Jump +8, Listen +7, Profession (Slaver) +7, Search +6, Sense Motive +7, Spot +7, Tumble +9, Use Rope +10; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (Whip), Improved

Initiative, Improved Toughness*, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+3), 20 arrows, manacles, whip.

* see **Appendix Two: New Rules Items**.

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Lycanth Rollen (not aware): Male human; Clr3/Wiz3/MyTh6; CR 12; Medium humanoid (human); HD 9d4+3d8+24; hp 81 (97); Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); Base Atk +6; Grp +6; Atk +8 melee (2d4, masterwork guisarme); Full Atk +8/+3 melee (2d4, masterwork guisarme); SQ Spells, summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +9, Ref +6, Will +17; Str 10, Dex 12, Con 14, Int 18, Wis 20, Cha 14.

Skills and feats: Concentration +17, Diplomacy +10, Knowledge (arcana) +19, Knowledge (geography) +7, Knowledge (religion) +19, Profession (Slaver) +20, Sense Motive +10, Spellcraft +20; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (6/6/5/4/3/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 9): *o-mending x2, light, read magic, detect magic, purify food and drink; 1st- cause fear x2, comprehend languages, cure light wounds x2, enlarge*, sanctuary; 2nd- calm emotions*, cure moderate wounds, enthrall, hold person, zone of truth; 3rd- magic circle against chaos*, dispel Magic x3, stone shape x2; 4th- cure critical wounds, sending, tongues x2, orders wrath*; 5th- greater command, mark of justice, scrying, flame strike*.*

*Domain spell. Domains: **Law** (cast law spells at +1 caster level); **War** (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/6/6/5/4/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 14): *o- daze x2, mage hand, ray of frost x2; 1st- alarm, charm person x2, magic missile, shield, sleep, truestrike; 2nd- false life, scare x2, scorching ray, Tasha's hideous laughter, touch of idiocy; 3rd- deep slumber, fireball, empowered magic missile, greater mage armor*, suggestion; 4th- detect scrying, charm monster, fear, empowered scorching ray; 5th- cone of cold, dominate person.*

Possessions: masterwork glaive, arcane scroll of ice storm, periapt of wisdom +4, headband of intellect +2,

gloves of dexterity +2, cloak of resistance +1, potion of cure serious wounds.

* see **Appendix Two: New Rules Items**.

Lycanth Rollen (aware): Male human; Clr3/Wiz3/MyTh6; CR 12; Medium humanoid (human); HD 9d4+3d8+24; hp 81 (97); Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); Base Atk +6; Grp +6; Atk: +8 melee (2d4, masterwork guisarme); Full Atk: +8/+3 melee (2d4, masterwork guisarme); SQ Spells, summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +9, Ref +6, Will +17; Str 10, Dex 12, Con 14, Int 18, Wis 20, Cha 14.

Skills and feats: Concentration +17, Diplomacy +10, Knowledge (arcana) +19, Knowledge (geography) +7, Knowledge (religion) +19, Profession (Slaver) +20, Sense Motive +10, Spellcraft +20; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (6/6/5/4/3/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 9): *o-mending x2, light, read magic, detect magic, purify food and drink; 1st- bless, cause fear x2, comprehend languages x1, cure light wounds, enlarge*; 2nd- calm emotions*, cure moderate wounds, hold person, resist energy, silence, spiritual weapon; 3rd- magic circle against chaos*, dispel magic x2, prayer, searing light; 4th- cure critical wounds, death ward, freedom of movement, orders wrath*; 5th- greater command, slay living, flame strike*.*

*Domain spell. Domains: **Law** (cast law spells at +1 caster level); **War** (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/6/6/5/4/2; base DC= 14 + spell level; Evocation spells base DC= 17 + spell level; caster level 12): *o- daze x2, mage hand, ray of frost x2; 1st- magic missile x3, shocking grasp, shield, truestrike; 2nd- false life, protection from arrows x2, scorching ray x3; 3rd- fireball, lightning bolt, empowered magic missile x2, greater mage armor*; 4th- Evard's black tentacles, ice storm, empowered scorching ray, wall of ice; 5th- cone of cold, mind fog.*

Possessions: masterwork glaive, arcane scroll of ice storm, periapt of wisdom +4, headband of intellect +2, gloves of dexterity +2, cloak of resistance +1, potion of cure serious wounds.

* see **Appendix Two: New Rules Items**.

Minsk: Male hobgoblin Rgr10; CR 10; Medium humanoid (goblinoid); HD 10d8+40; hp 93; Init +3; Spd 30 ft; AC 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1

deflection); Base Atk +10; Grp +15; Atk +17 melee (1d6+6, +1 *short sword*/17-20/x2) or +13 ranged (1d8+4, composite longbow [Str +4]); Full Atk +15/+10 melee (1d6+6, +1 *short sword*/17-20/x2) and +15/+10 melee (1d6+3, +1 *short sword*/17-20/x2) or +13/+8/+5 ranged (1d8+4, composite longbow [Str +4]); SA favored enemy: halflings (+6), favored enemy: elves (+4), favored enemy: humans (+2); SQ Darkvision 60 ft., evasion, fast tracker, wild empathy, woodland stride; AL LE; SV Fort +12, Ref +11, Will +6; Str 20, Dex 16, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Handle Animal +7, Knowledge (geography) +3, Knowledge (nature) +5, Listen +14, Profession (Slaver) +7, Ride +15, Spot +12, Survival +14, Use Rope +7; Combat Reflexes, Endurance, Improved Critical (Sword, short), Improved Two-Weapon Fighting, Natural Bond, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Divine Spells Prepared: (2/1, base DC = 11 + spell level) 1st- *endure elements*, *longstrider*; 2nd- *blades of fire**.

Possessions: 2 +1 *short swords*, mighty (+4) composite long bow, +1 *chain shirt*, *gauntlets of strength* +2, *amulet of health* +2, *cloak of resistance* +1, 20 arrows, *belt of halfling heads* (see treasure summary), *potion of cure serious wounds*, *potion of barkskin* (+5), *potion of haste*, *potion of owls wisdom*, *ring of protection* +1.

* see **Appendix Two: New Rules Items**.

Animal companion: Dire Wolf; Large animal; HD 6d8+18; HP 45; Init +2; Spd 40 ft; AC 19, touch 12; flat-footed 17 (-1 size +5 armor, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite; trip); Space/Reach 10/5; SA Trip; SQ Animal companion, link spells, share spells, low light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6); Alertness, Run, Track, Weapon Focus (Bite).

Possessions: spiked chain mail barding, exotic military saddle.

APL 12

ENCOUNTER TWO: JAILBREAK

Ulthar: Male human Ftr13; CR 13; Medium humanoid (human); HD 13d10+39; hp 121; Init +1; Spd 20 ft; AC 21, touch 12, flat-footed 20 (+6 armor, +3 shield, +1 Dex, +1 deflection); Base Atk +13; Grp +17; Atk +20 melee (1d6+8, masterwork sap) or +15 ranged (1d8, masterwork light crossbow); Full Atk +20/+15/+10 melee (1d6+8, masterwork sap) or +15 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +11, Ref +6, Will +8; Str 18, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Intimidate +14, Profession (Constable) +10, Sense Motive +10, Spot +10; Blind-Fight, Endurance, Iron Will, Combat Expertise, Greater Weapon Focus (sap), Greater Weapon Specialization (sap), Improved Disarm, Improved Sunder, Improved Trip, Improved Toughness*, Power Attack, Weapon Focus (sap), Weapon Specialization (sap), Close-Quarters Fighting*.

Possessions: masterwork sap, +1 breastplate, +1 heavy wooden shield, masterwork longsword, masterwork light crossbow, 20 quarrels, 3 sets of masterwork manacles, *potion of cure serious wounds*, *potion of enlarge*, *potion of bull strength*, *potion of haste*, *ring of protection +1*, *cloak of resistance +1*, *gauntlets of strength +2*.

* see **Appendix Two: New Rules Items**.

Constables (3): Male Human Ftr5/Rog5; Medium Humanoid (Human); CR 10; HD 5d6+5d10+30; hp 84; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16 (+4 armor, +2 shield, +2 Dex); Base Atk +8; Grp +11; Atk +13 melee (1d6+5, masterwork sap) or +11 ranged (1d8, light crossbow); Full Atk +13/+8 melee (1d6+5, masterwork sap) or +11 ranged (1d8, light crossbow); SA Sneak Attack +3d6; SQ Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge; AL LN; SV Fort +7, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +9, Gather Information +12, Intimidate +12, Knowledge (local) +11, Profession (Constable) +5, Search +9, Sense Motive +9, Spot +9; Feats: Blind-Fight, Combat Reflexes, Dodge, Endurance, Weapon Focus (sap), Weapon Specialization (sap), Power attack, Close-Quarters Fighting*, Improved Toughness*.

Possessions: masterwork sap, masterwork chain shirt, masterwork shortspear, masterwork light crossbow, 20 bolts, 3 sets of manacles, *potion of cure moderate wounds*.

* see **Appendix Two: New Rules Items**.

ENCOUNTER THREE: COMPLICATIONS

Dirk: Male human Rog11; CR 11; Medium humanoid (human); HD 11d6+11; hp 57; Init +7; Spd 30 ft; AC 17, touch 14, flat-footed 17 (+3 Dex, +3 armor, +1 deflection); Base Atk +8; Grp +9; Atk +11 melee (1d6+1d6+1, sap) or +11 melee (1d6+1, short sword); Full Atk +11/+6 (1d6+1, sap) or +11/+6 melee (1d6+1, short sword); SQ Sneak attack 6d6, Evasion, Uncanny dodge, Improved uncanny dodge, Opportunist; AL NE; SV Fort +4, Ref +10, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Climb +20, Disguise +14, Escape Artist +17, Hide +19, Listen +13, Move Silently +19, Open Lock +17, Search +16, Spot +13, Tumble +17, Use Magic Device +14; Combat Expertise, Improved Feint, Improved Initiative, Stealthy, Weapon Finesse.

Possessions: rapier, masterwork studded leather, thieves tools, 2 doses of medium spider venom (Injury DC 14, 1d4 Str/1d4 Str), +1 *merciful sap*, *hat of disguise*, *elixir of sneaking*, *potion of invisibility*, *ring of climbing*, *ring of protection +1*, *bag of holding type II*.

Stiletto: Male human Rog5/Asn8; CR 13; Medium humanoid (human); HD 13d6+13; hp 67 (82); Init +9; Spd 30 ft; AC 19, touch 15, flat-footed 19 (+4 armor, +5 Dex); Base Atk +8; Grp +9; Atk +13, (1d6+1, sap), +14 melee (1d4+1, Masterwork Dagger), +14 ranged (1d4, masterwork hand crossbow); Full Atk +13/+8, (1d6+1, sap), +14/+9 melee (1d4+1, Masterwork Dagger), +14 ranged (1d4, masterwork hand crossbow); SA Sneak Attack +7d6, Death Attack; SQ Trap Finding, Evasion, uncanny dodge, trap sense +1, poison use, spells, +3 saves versus poison, improved uncanny dodge; AL LE; SV Fort +6, Ref +15, Will +6; Str 12, Dex 21, Con 12, Int 18, Wis 12, Cha 10;

Skills and Feats: Bluff +20, Disable Device +16, Disguise +16, Escape Artist +18, Gather Information +8, Hide +26, Knowledge (local) +8, Listen +5, Move Silently +21, Open Lock +21, Search +11, Spot +5, Tumble +21; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse, Death Blow*, Staggering Strike*.

Spells prepared (4/4/3/1, save DC = 14 + spell level): 1st- *critical strike**, *distract assailant**, *feather fall*, *true strike*; 2nd- ~~absorb weapon~~, *invisibility*, *spider climb*, *swift invisibility**; 3rd- *false life*, *magic circle against good*, *non-detection*; 4th- *greater invisibility*.

Possessions: +1 shadowed studded leather armor, headband of Intellect +2, gloves of dexterity +4, amulet of health +2, mask of lies*, sap, masterwork dagger,

masterwork hand crossbow, 10 quarrels, MW thieves tools, *cloak of resistance* +1, 3 doses of large scorpion venom (Injury DC 18, 1d6 Str/1d6 Str), 1 dose catstink*, 2 flash pellets*, 1 application lockslip grease*, weapon capsule retainer*, 1 application quickfrost*.

* see **Appendix Two: New Rules Items.**

ENCOUNTER SEVEN: STALKERS IN THE WOODS

Bugbear Ranger: Male bugbear Rgr10; CR 11; Medium humanoid (goblinoid); HD 13d8+39; hp 107; Init +4; Spd 30 ft; AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +12; Grp +18; Atk +19 melee (1d8+6, *+1 morningstar*) or +17 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +17/+12/+7 melee (1d8+6, *+1 morningstar*) and +17/+12 melee (1d8+3, *+1 morningstar*) or +17/+12/+7 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: elf (+6), favored enemy: fey (+4), favored enemy: animal (+2); SQ Darkvision 60 ft., evasion, scent, swift tracker, wild empathy, woodland stride; AL CE; SV Fort +11, Ref +14, Will +6; Str 20, Dex 19, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +7, Handle Animal +5, Hide +20, Knowledge (nature) +8, Listen +13, Move Silently +20, Spot +13, Survival +18; Alertness, Endurance, Improved Two-Weapon Fighting, Oversized Two-Weapon Fighting*, Quick Draw, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Spells Prepared (2/1; base DC = 11 + spell level); 1st-~~endure elements~~, resist energy, 2nd- *blades of fire** x2

Possessions: +1 studded leather armor, 2 +1 morning stars, gauntlets of strength +2, amulet of health +2, *potion of cat's grace*, *potion of cure serious wounds*, *scroll of barkskin*, 20 arrows.

* see **Appendix Two: New Rules Items.**

Wolf Companion: Medium animal; HD 4d8+12; hp 35; Init +3; Spd 50 ft; AC 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +3, Spot +5, Survival +1; Toughness, Track, Weapon Focus (bite).

Possessions: MW leather barding

Bugbears: Male bugbear Rgr8; CR 9; Medium humanoid (goblinoid); HD 11d8+33; hp 91; Init +4; Spd 30 ft; AC 21,

touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural); Base Atk +10; Grp +15; Atk: +17 melee (1d8+6, *+1 morningstar*) or +15 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk: +15/+10 melee (1d8+6, *+1 morningstar*) and +15/+10 melee (1d8+3, *+1 morningstar*) or +15/+10/+5 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Favored enemy: elf (+4), favored enemy: fey (+2); SQ Darkvision 60 ft, scent, swift tracker, wild empathy, woodland stride; AL CE; SV Fort +10, Ref +13, Will +5; Str 20, Dex 18, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Climb +6, Handle Animal +3, Hide +18, Knowledge (nature) +8, Listen +11, Move Silently +18, Spot +11, Survival +16; Alertness, Endurance, Improved Two-Weapon Fighting, Oversized Two-Weapon Fighting*, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Morningstar).

Spells Prepared (2/1; base DC = 11 + spell level); 1st-~~endure elements~~, resist energy, 2nd- *blades of fire**

Possessions: +1 studded leather armor, 2 +1 morning stars, gauntlets of strength +2, amulet of health +2, *potion of cat's grace*, *potion of cure moderate wounds*, *scroll of barkskin*, 20 arrows.

* see **Appendix Two: New Rules Items.**

Wolf Companions: Medium animal; HD 4d8+12; hp 35; Init +3; Spd 50 ft; AC 17, touch 13, flat-footed 14 (+3 dex, +4 natural); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite; trip); SA Trip; SQ Scent, low-light vision, animal companion, link, share spell, evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +3, Spot +5, Survival +1; Toughness, Track, Weapon Focus (bite).

ENCOUNTER NINE: ARMED, ARMORED, AND AMORE ESCORTS

Graw Pak: Female orc Bbn2/Rog9; CR 11; Medium humanoid (orc); HD 9d6+2d12+33; hp 83; Init +2; Spd 40 ft; AC 17, touch 12, flat-footed 17 (+5 armor, +2 Dex); Base Atk +8; Grp +15; Atk +16 melee (1d12+11, *+1 great axe*), or +11 ranged (1d8+4, masterwork composite longbow [Str +4]); Full Atk +16/+11 melee (1d12+11, *+1 great axe*), or +11/+6 ranged (1d8+4, masterwork composite longbow [Str +4]); SA Sneak attack +5d6; SQ Darkvision 60 ft, light sensitivity, fast movement +10, rage 1/day, uncanny dodge, trap finding, evasion, trap sense +3, improved uncanny dodge; AL CN; SV Fort +8, Ref +8, Will +4; Str 24, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Gather Information +5, Handle Animal +1, Intimidate +11, Knowledge (local) +8, Listen +12, Open Lock +8, Ride +4, Sense Motive +9, Spot +9, Survival +4, Use Rope +10; Improved Toughness*, Iron Will, Power Attack, Staggering Strike*.

Possessions: +1 great axe, +1 chain shirt, masterwork composite longbow (Str +4), *amulet of health* +2, *gauntlets of strength* +2, 20 arrows, *potion of cure serious wounds*, *potion of enlarge*, thieves tools, *potion of haste*.

* see **Appendix Two: New Rules Items**.

Orc Thug: Male orc Bbn5; CR 5; Medium humanoid (orc); HD 5d12+15; hp 55; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); Base Atk +5; Grp +10; Atk: +10 melee (1d12+7, greataxe) or +7 ranged (1d6+5, javelin); Full Atk: +10 ranged (1d12+7, greataxe) or +7 ranged (1d6+5, javelin); SQ Darkvision 60 ft, light sensitivity, fast movement, rage 2/day, illiteracy, uncanny dodge, trap sense +1, improved uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +1; Str 20, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Handle Animal +0, Intimidate +2, Listen +2, Survival +4; Power Attack, Weapon Focus (Greataxe).

Possessions: greataxe, hide armor, 3 javelins.

ENCOUNTER TEN: VENGEANCE INCARNATE

Wyndella: Female elf Pal12; CR 12; Medium humanoid (high elf); HD 12d10+24; hp 100; Init +1; Spd 20 ft; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 Dex); Base Atk +12; Grp +15; Full Atk +17/+12/+7 Melee (1d8+4, +1 warhammer), +16/+11/+6 Melee (1d8+5,, +1 lance); SA Smite Evil 3/day; SQ Low-light vision, Elven resistances, Aura of Good, Detect Evil, Divine Grace, Lay on Hands (36), Aura of Courage, Divine Health, Turn Undead, Special Mount, Remove Disease 3/week; AL LG; SV Fort +13, Ref +8, Will +10; Str 16, Dex 12, Con 14, Int 10, Wis 16, Cha 16;

Skills and Feats: Handle Animal +4, Heal +6, Knowledge (religion) +3, Ride +11, Sense Motive +16; Mounted Combat, Weapon Focus (warhammer), Divine Shield*, Ride-by Attack, Spirited Charge.

Spells Prepared: (2/2/2, spell save DC = 13+spell level) 1st- lesser restoration, cure light wounds; 2nd- Resist energy, shield other; 3rd- heal mount, dispel magic.

Possessions: +1 full plate armor, +1 warhammer, +1 lance, masterwork heavy steel shield, *gauntlets of strength* +2, *periapt of wisdom* +2, *cloak of charisma* +2, healers kit, 1 set of masterwork manacles, *potion of cure*

serious wounds, *divine scroll of remove paralysis*, *divine scroll of daylight*, *potion of bear's endurance*.

* see **Appendix Two: New Rules Items**.

Hammerstrike: Heavy Warhorse, (special mount) Large Animal; HD 10d8+40; hp 93; Init +1; Spd 60 ft; AC 25 (-1 Size, +3 armor, +1 dex, +12 natural armor); touch 10; flat-footed 24; Base Atk +7; Grp +16; Atk +12 (1d6+5, hoof); Full Atk +12/+12 (1d6+5, 2 hooves) and +7 (1d6+2, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, Special mount, empathic link, improved evasion, share spells, share saving throws, improved speed, command creatures of its kind; AL N; SV Fort +10, Ref +7, Will +3; Str 21, Dex 13, Con 18, Int 8, Wis 13, Cha 6;

Skills and Feats: Jump +16, Listen +9, Spot +8, Survival +4 (+8); Endurance, Run, Weapon Focus (Hooves), Track;

Possessions: Military saddle, bit and bridle, MW studded leather barding.

ENCOUNTER THIRTEEN: INTO THE DRAGON'S MAW

Slaver (6): Male human Ftr4/Rog4; CR 8; Medium humanoid (human); HD 3d10+3d6+16; hp 58; Init +7; Spd 30 ft; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +7; Grp +7; Atk +12 melee (2d6+6, masterwork greatsword) or +11 (1d8+3, masterwork composite longbow [Str +3]) or +10 (1d3+3, whip); Full Atk +12/+7 melee (2d6+6, masterwork greatsword) or +11/+6 (1d8+3, masterwork composite longbow [Str +3]) or +10/+5 (1d3+3, whip); SA Sneak attack +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +5, Ref +7, Will +2; Str 16, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +11, Jump +8, Listen +7, Profession (Slaver) +7, Search +6, Sense Motive +7, Spot +7, Tumble +9, Use Rope +10; Combat Reflexes, Exotic Weapon Proficiency (Whip), Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+3), 20 arrows, manacles, whip.

* see **Appendix Two: New Rules Items**.

Slaver Lieutenant (2): Male human Ftr7/Rog4; CR 11; Medium humanoid (human); HD 5d6+4d10+22; hp 82; Init +7; Spd 30 ft; AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); Base Atk +10; Grp +13; Atk +15 melee (2d6+6, greatsword/17-20x2) or +14 (1d8+3, masterwork composite longbow [Str +3]) or +13 (1d3+3, whip); Full Atk +15 melee (2d6+6, greatsword/17-20x2) or +14

(1d8+3, masterwork composite longbow [Str +3]) or +13 (1d3+3, whip); SA Sneak attack +2d6; SQ Evasion, trap sense, uncanny dodge; AL LE; SV Fort +7, Ref +9, Will +3; Str 16, Dex 16, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +14, Jump +11, Listen +7, Profession (Slaver) +7, Search +6, Sense Motive +7, Spot +7, Tumble +11, Use Rope +10; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (Whip), Improved Critical (Greatsword), Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: chain shirt, masterwork greatsword, short sword, dagger, masterwork composite longbow (+3), 20 arrows, manacles, whip.

* see **Appendix Two: New Rules Items.**

ENCOUNTER FOURTEEN: FINAL SHOWDOWN

Lycanth Rollen (not aware): Male human Clr3/Wiz3/MyTh8; CR 14; Medium humanoid (human); HD 11d4+3d8+28; hp 93 (109); Init +1; Spd 30 ft; AC 18, touch 12, flat-footed 17 (+6 armor, +1 dex, +1 deflection); Base Atk +7; Grp +7; Atk +9 melee (1d10, masterwork glaive); Full Atk +9/+4 melee (1d10, masterwork glaive); SQ Spells, summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +9, Ref +6, Will +18; Str 10, Dex 12, Con 14, Int 20, Wis 20, Cha 14.

Skills and feats: Concentration +19, Diplomacy +10, Knowledge (arcana) +22, Knowledge (geography) +8, Knowledge (religion) +22, Profession (slaver) +22, Sense Motive +13, Spellcraft +24; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (5/7/5/5/4/3/1; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 11): *o-mending* x2, *light*, *read magic*, *detect magic*, *purify food and drink*; 1st- *cause fear* x2, *comprehend languages*, *cure light wounds* x3, *enlarge**, *sanctuary*; 2nd- *calm emotions**, *cure moderate wounds*, *enthrall*, *hold person*, *zone of truth*; 3rd- *magic circle against chaos**, *dispel Magic* x3, *stone shape* x2; 4th- *cure critical wounds*, *sending*, *tongues* x2, *orders wrath**; 5th- *greater command*, *mark of justice*, *scrying*, *flame strike**; 6th- *hold monster**, *wind walk*.

*Domain spell. Domains: **Law** (cast law spells at +1 caster level); **War** (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/7/6/6/5/4/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level;

caster level 14): *o-daze* x2, *mage hand*, *ray of frost* x2; 1st- *alarm*, *charm person* x2, *magic missile*, *shield*, *sleep*, *truestrike*; 2nd- ~~*false life*~~, *scare* x2, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd- *deep slumber* x2, *fireball*, *empowered magic missile*, ~~*greater mage armor**~~, *suggestion*; 4th- *detect scrying*, *charm monster*, *fear*, *Otiluke's resilient sphere*, *empowered scorching ray*; 5th- *cone of cold*, *dominate person*, *sending*, *waves of fatigue*; 6th- *Bigby's forceful hand*, *mass suggestion*.

Possessions: masterwork glaive, arcane scroll of ice storm, divine scroll of heal, periapt of wisdom +4, headband of intellect +4, gloves of dexterity +2, ring of protection +1, cloak of resistance +1, potion of cure serious wounds.

* see **Appendix Two: New Rules Items.**

Lycanth Rollen (aware): Male human Clr3/Wiz3/MyTh8; CR 14; Medium humanoid (human); HD 11d4+3d8+28; hp 93 (109); Init +1; Spd 30 ft; AC 18, touch 12, flat-footed 17 (+6 armor, +1 dex, +1 deflection); Base Atk +7; Grp +7; Atk +9 melee (1d10, masterwork glaive); Full Atk +9/+4 melee (1d10, masterwork glaive); SQ Spells, summon familiar, scribe scroll, rebuke undead; AL LE; SV Fort +9, Ref +6, Will +18; Str 10, Dex 12, Con 14, Int 20, Wis 20, Cha 14.

Skills and feats: Concentration +19, Diplomacy +10, Knowledge (arcana) +22, Knowledge (geography) +8, Knowledge (religion) +22, Profession (Slaver) +22, Sense Motive +13, Spellcraft +24; Empower Spell, Greater Spell Focus (Evocation), Improved Toughness*, Leadership, Practiced Spellcaster* (Wizard), Spell Focus (Evocation).

Cleric spells prepared: (6/7/5/5/4/3/1; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 11): *o-mending* x2, *light*, *read magic*, *detect magic*, *purify food and drink*; 1st- *bless*, *cause fear* x2, *comprehend languages* x1, *cure light wounds* x3, *enlarge**; 2nd- *calm emotions**, *cure moderate wounds*, *hold person*, *resist energy*, *silence*, *spiritual weapon*; 3rd- *magic circle against chaos**, *dispel magic* x3, *prayer*, *searing light*; 4th- *cure critical wounds* x2, *death ward*, *freedom of movement*, *orders wrath**; 5th- *flamestrike**, *greater command*, *slay living*, *true seeing*, 6th- *anti-life shell*, *blade barrier**.

*Domain spell. Domains: Law (cast law spells at +1 caster level); Domain War (Proficiency and Weapon Focus with glaive).

Wizard spells prepared: (5/7/6/6/5/4/2; base DC = 15 + spell level; Evocation spells base DC= 17 + spell level; caster level 14): *o-daze* x2, *mage hand*, *ray of frost* x2; 1st- *magic missile* x3, *shocking grasp*, *shield*, *truestrike* x2; 2nd- ~~*false life*~~, ~~*protection from arrows*~~ x2, *scorching ray*

x3; 3rd- fireball, lightning bolt, empowered magic missile x2, ~~greater mage armor~~; magic circle of protection versus good; 4th- Evard's black tentacles, ice storm, empowered scorching ray, stone skin, wall of ice; 5th- cone of cold, empowered lightning bolt, empowered fireball, cloud kill; 6th- chain lightning, fires of purity*.*

Possessions: masterwork glaive, arcane scroll of ice storm, divine scroll of heal, periapt of wisdom +4, headband of intellect +4, gloves of dexterity +2, ring of protection +1, cloak of resistance +1, potion of cure serious wounds.

* see **Appendix Two: New Rules Items.**

Minsk: Male hobgoblin Rgr12; CR 12; Medium humanoid (goblinoid); HD 12d8+48; hp 111; Init +3; Spd 30 ft; AC 20, touch 15, flat-footed 17 (+5 armor, +3 dex, +2 deflection); Base Atk +12; Grp +17; Atk: +19 melee (1d6+6, +1 short sword/17-20/x2) or +15 ranged (1d8+4, composite longbow [Str +4]); Full Atk +17/+12/+7 melee (1d6+6, +1 short sword/17-20/x2) and +17/+12/+7 melee (1d6+3, +1 short sword/17-20/x2) or +15/+10/+5 ranged (1d8+4, composite longbow [Str +4]); SA Favored enemy: halflings (+6), favored enemy: elves (+4), favored enemy: humans (+2); SQ Darkvision 60 ft. evasion, fast tracker, wild empathy, woodland stride; AL LE; SV Fort +13, Ref +12, Will +6; Str 20, Dex 16, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Concentration +11, Handle Animal +9, Knowledge (geography) +4, Knowledge (nature) +6, Listen +17, Profession (Slaver) +7, Ride +17, Spot +14, Survival +15, Use Rope +7; Combat Reflexes, Endurance, Greater Two-Weapon Fighting, Improved Critical (short sword), Improved Two-Weapon Fighting, Mounted Combat, Natural Bond, Track, Two-Weapon Fighting, Weapon Focus (Sword, Short).

Divine Spells Prepared: (2/1/1, base DC= 11 + spell level) 1st- endure elements, longstrider, cure light wounds; 2nd- blade of fire; 3rd- greater magic fang.

Possessions: 2 +1 short swords, mighty (+4) composite long bow, +1 chain shirt, gauntlets of strength +2, amulet of health +2, cloak of resistance +1, ring of protection +2, 20 arrows, belt of halfling heads (see treasure summary), potion of cure serious wounds, potion of barkskin (+5), potion of haste, potion of owls wisdom.

Animal companion: Dire Wolf; Large animal; HD 8d8+18; HP 63; Init +2; Spd 40 ft; AC 22, touch 13; flat-footed 19 (-1 size +5 armor, +3 dex, +5 natural); Base Atk +6; Grp +18; Atk +15 melee (1d8+12, bite/19-20/x2); Full Atk +15 melee (1d8+12, bite; trip/19-20/x2); Space/Reach 10 ft/5 ft; SA Trip; SQ Animal companion, link spells, share spells, low light vision, scent, evasion; AL N; SV

Fort +10, Ref +9, Will +7; Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3, Listen +7, Move Silently +7, Spot +7, Survival +2 (+6); Alertness, Improved Critical (Bite), Run, Track, Weapon Focus (Bite).

Possessions: spiked chain mail barding, exotic military saddle.

Appendix 2: New Rules Items

Feats, as presented in *Complete Adventurer*

Death Blow [General]: You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

Oversized Two-Weapon Fighting [General]

You are adept at wielding larger than normal weapons in your off-hand.

Prerequisites: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off-hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off-hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

Staggering Strike [General]

You can deliver a wound that hampers an opponent's movement.

Prerequisites: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Feats, as presented in *Complete Arcane*

Practiced Spellcaster [General]

You can cast a spell to maximum effect without special preparation.

Prerequisites: 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 gain 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.

Feats, as presented in *Complete Warrior*

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

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

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

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

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

Divine Shield [Divine]

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

Prerequisite: Turn or rebuke undead ability, proficiency with a shield

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

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

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

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

Spells, as presented in *Spell Compendium*

Absorb Weapon

Transmutation

Level: Assassin 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched weapon not in another creature's possession

Duration: 1 hour/level (D)

You can harmlessly absorb a weapon you are touching (even a poisoned one) into your arm, as long as it is not in another creature's possession. The weapon must be a light weapon for you at the time you cast the spell. The absorbed weapon cannot be felt under the skin and doesn't restrict your range of motion in any way. An absorbed weapon cannot be detected with even a careful search, although *detect magic* reveals the presence of a magical aura. The only evidence of its presence is a faint blotch on your skin shaped vaguely like the weapon.

When you touch the spot (an action equivalent to drawing a weapon), or when the spell duration expires, the weapon appears in your hand and the spell ends. If you attack with the weapon in the same round that you retrieve it from its hiding place, you can attempt a Bluff check to feint in combat as a free action, and you gain a +4 bonus on the Bluff check. An intelligent magic weapon gets a saving throw against this spell, but other weapons do not.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Target: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Critical Strike

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

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.

Distract Assailant

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Fires of Purity

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into contact with the creature.

With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the same damage unless they attack with weapons that have reach, such as longspears.

The subject of *fires of purity* takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

Invisibility, Swift

Illusion (Glamour)

Level: Assassin 2, bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (*Player's Handbook* p. 245) except as noted above.

Iron Silence

Transmutation

Level: Assassin 2, bard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One suit of armor touched per three levels

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

While this spell is in effect, the armor check penalty from the affected suit or suits of armor does not apply on Hide and Move Silently checks. Only wearers proficient

in the armor's use get this benefit when wearing the affected armor. The armor check penalty still applies to other skill checks as normal.

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Magic and Mundane Items, as presented in Complete Adventurer

Alchemical Weapons: Using an alchemical weapon capsule requires only a swift action (and does not provoke attacks of opportunity) if it is held in a properly attached weapon capsule retainer (see below). Otherwise, applying an alchemical weapon capsule is the equivalent of applying a magic oil (a standard action that does provoke attacks of opportunity).

Catstink: A dose of this alchemical compound sprinkled on your trail temporarily confuses the scent ability of any creature. Any creature using scent to track you must succeed on a DC 15 Survival check or lose your trail. If the trail is lost, the creature can attempt to relocate it using the normal rules for the Track feat, but the check DC increases by 2. The odor of catstink remains in effect for 10 minutes after the substance is used. Sprinkling catstink on one's trail is a standard action that provokes attacks of opportunity.

Flash Pellet: This tiny brittle object is often disguised as a button or other decoration. You can throw a flash pellet as a ranged attack with a range increment of 5 feet. When thrown against a hard surface, it bursts with a bright flash of light. All creatures within a 5-foot-radius burst must succeed on a DC 15 Fortitude save or be blinded for 1 round and dazzled for 1 round after that.

Lockslip Grease: Lockslip grease is a thick, reddish oil that loosens the mechanical workings of nonmagical locks. The grease is effective for a short time and provides a slight edge to those attempting to pick a lock. Lockslip

grease provides a +1 alchemical bonus on Open Lock checks made against the affected lock for 1 minute.

One dose of lockslip grease is enough to affect the mechanism of a lock of any size. Although lockslip grease can affect any kind of mundane mechanical lock, it has no effect on magic locks. Applying lockslip grease to a lock is a standard action that provokes attacks of opportunity.

Mask of Lies: This black, featureless mask has only slits for eyes and mouth. The wearer can use *disguise self* on herself at will and is continually under the effect of *undetectable alignment*. In addition, she gains a +5 competence bonus on Bluff checks.

A mask occupies the same space on the body as eye lenses or goggles.

Faint abjuration and illusion; CL 5th; Craft Wondrous Item, *disguise self*, *undetectable alignment*; Price: 17,000 gp.

Quickfrost: A quickfrost alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of oil that instantly cools to a dangerously low temperature. This substance allows the weapon to deal extra cold damage for a short amount of time without damaging the weapon or its wielder. A weapon treated with quickfrost deals 1d6 points of cold damage with each successful strike. The capsule's effects last for 1 round, ending at the beginning of the wielder's next turn. This cold damage doesn't stack with any other cold damage the weapon deals.

Weapon Capsule Retainer: The most common method of delivering the effect of an alchemical weapon capsule is the weapon capsule retainer. This long leather thong, wrapped around a melee weapon or a thrown weapon (but not a projectile weapon) just at the base of the blade or striking surface, holds a thin, fitted ring sized for a single alchemical capsule. A more expensive option is the triple weapon capsule retainer, which stores three capsules rather than one. A character wielding a weapon with a triple retainer can use one, two, or all three capsules it holds as part of the same action.

Only one weapon capsule retainer (or triple retainer) can be attached to any weapon. Attaching a weapon capsule retainer to a weapon or putting a capsule into an empty weapon capsule retainer is a full-round action that provokes attacks of opportunity. Thus, filling an empty triple weapon capsule retainer requires three full-round actions.

An alchemical weapon capsule retainer can be filled with a single dose of an injury poison. Activating the capsule coats the weapon with the poison, allowing the wielder to deliver toxic strikes with the weapon. A

character using poison in this way faces all the normal perils of using poison (including accidental exposure when activating the capsule or with a natural 1 on the attack roll).

Player Handout #1

Give this handout to all members of the Alliance.

- As a member of the Alliance, you have learned certain innuendos and challenge/response scenarios. If you wanted to determine whether or not someone is a member of the Alliance, you might include something like the following in your conversation. Likewise, he or she may include this in his conversation to establish whether or not you are a member of the Alliance.

Prompt: *I'd give my last wheatsheaf for a sturdy hat to keep me dry during the coming storm.*

Reply: *If you want to keep your head dry, kick out some bum in Box Town.*

Prompt: *It's far too warm for a hat. Want to buy mine for 5 wheatsheafs?*

Reply: *Are you trying to send me to Box Town? I'll shove that hat down your throat!*

Prompt: *That's a nice hat. I'd bet you a wheatsheaf, I can knock it to the ground by throwing a rock. I could even do it in high winds.*

Reply: *I've played that trick on someone else. I convinced some bum from Box Town that I could hit a can off his head. I popped him right in the nose. Good times.*

Player Handout #2

This letter was sent by Lord Darian Kesser as he researched Lycanth Rollen from within his base.

My good friends in health,

I've learned a lot here. He is human, as we spoke of. This map shows you where to travel to. I'll wait for you. The scum's name is Lycanth Rollen. Follow for 3 days the Gnarley Road. There is only one way to enter this room. Look for three white oaks off to the side. Past the three white oaks, count to twenty-two. Enter the forest east until a dry creek bed faces you. Enter the cave hidden there and speak the password of tyrant.

Darian Kesser

Former Gentry of Dyvers

Player Handout #3

This letter was sent by Lord Darian Kesser as he researched Lycanth Rollen from within his base.

My good friends in health,

I've learned about Lycanth Rollen, the head of this dragon. His base is hidden deep in the Gnarley, where he sends wagons to and from the coast and into the Romarj. Follow the Gnarley Road for 3 days until you come upon three white oaks off to the side. Past the three white oaks, count to twenty-two, and enter the forest east until a dry creek bed faces you. This is the secondary entrance, which is not manned by guards. Instead, Lycanth relies on glyphs and traps. Each section can be bypassed with the password of tyrant. If you are unsure if a part of the hallway is trapped, speak the word anyway. The room at the end of the hallway is especially trapped. Beyond that room is the main staging area.

The staging area is roughly octagonal. To the left are the slave pens. Across the room is Lycanth's audience chamber. There is an elevator that goes upstairs. From there, Lycanth ships and receives wagons. The entrance is large and can be more easily found. As a result, Lycanth has this area heavily guarded and trapped. I suggest avoiding this entrance.

One final warning: Lycanth has learned from the Dyvers major Gentry when they evacuated the city during the One-Day War. He has a wooden chip that whisks him away to another locale. He would not even disclose that location to me. Keep on your toes.

Darian Kesser

Former Gentry of Dyvers

DM's Aid #1: Dyversian Law

Below is a list of laws and punishments a DM is most likely to deal with during a Dyversian adventure. All GP fines are assessed as a "tax" and must be paid directly to the arresting constable at the time of apprehension. These laws are applied differently for Alliance members. The standard Dyversian law is listed first with the Alliance version following in italics. This change applies to all Alliance guilds unless specifically noted in the law's text.

Assault: The fine is 5 gp. Also, if weapons were used, the weapons are confiscated. *The fine is 4 gp for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Breaking and Entering: The fine is 250 gp and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 100 gp and 1 TU in jail for Initiates, 50 gp for Journeymen, and 25 gp for Masters. There is no jail time for the top two tiers.*

Casting Without a Guild License: The fine is 100 gp. If the spell caused damage, this fine is added to that of other laws broken. *The fine is 50 gp for Initiates, 25 gp for Journeymen, and 10 gp for Masters.*

Destruction of a Gelatinous Cube: The fine is 100 gp and 2 TUs public service finding a new cube. *The fine is 1000 gp for Initiates, 2000 gp for Journeymen, and 4000 gp for Masters, but there is no public service required. Alliance members should understand the importance of the cubes and the service they provide by constantly cleaning the sewers.*

Destruction of Private Property: The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *If the member is part of the Cutpurses Guild, Enforcers Guild, Footpads Guild, or Smugglers Guild, the fine is 100% of the cost of the property for Initiates, 50% of the cost of the property for Journeymen, and 25% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Destruction of Public Property: The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 gp of the fine. *The fine is 150% of the cost of the property for Initiates, 75% of the cost of the property for Journeymen, and 35% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 gp of the fine.*

Drawing Weapons: The fine is 2 gp, plus 1 TU doing civic duties, which can be completed at the end of the adventure. If you can prove that it was self-defense, the fine is 1 gp. *The fine is 4 gp but no time in jail for Initiates, 2 gp for Journeymen, and 1 gp for Masters.*

Endangering Innocents: The fine is 4 gp per innocent endangered. *The fine is 4 gp (total, not per innocent endangered) for Initiates, 2 gp for Journeymen, and 1 gp for Masters. Weapons are not confiscated if used.*

Manslaughter (Accidental Death): Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 208 TUs in prison. *Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 104 TUs in prison for Initiates, 52 TUs in prison for Journeymen, and 26 TUs in prison for Masters.*

Murder (Intentional Death): This is an evil act. The character should be turned over to the Triad for removal from the campaign. *This is an evil act, even for Alliance members. The character should be turned over to the Triad for removal from the campaign. The only difference is that the character won't be executed. It may show up later in a module as an evil member of the Alliance.*

Performing in a Tavern Without a Guild License: The fine is 100 gp. *If the member is part of the Bardic Hegemony, he is lawfully permitted to perform in Dyversian taverns.*

Poaching: The fine is 100 gp and 1 TU in jail. *If the member is part of the Fences Guild or Smugglers Guild, the fine is 100 gp (but no TUs in jail) for Initiates, 50 gp for Journeymen, and 25 gp for Masters.*

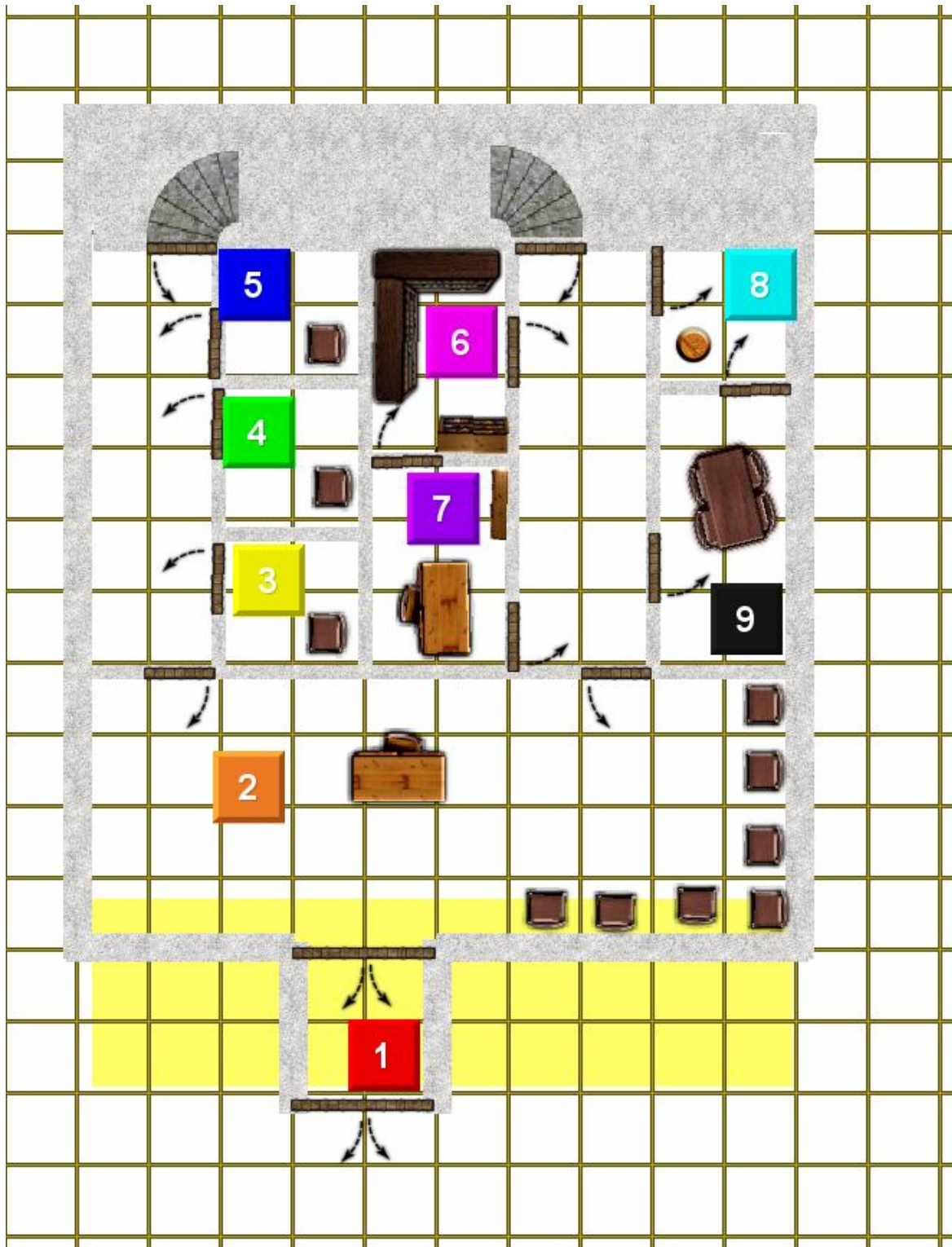
Theft-Petty (Up to 100 gp of value): The fine is 200% of the total value, as well as 1 TU doing civic duties. *The fine is 10% of the total value stolen for Initiates, 5% of the total value stolen for Journeymen, and 1 gp for Masters.*

Theft-Grand (Over 100 gp of value): The fine is 200% of the total value, as well as 1 TU in jail per 100 gp of the total value. *The fine is 20% of the total value stolen for Initiates, 10% of the total value stolen for Journeymen, and 5% for Masters, but no time in jail.*

Unlawful Imprisonment: The fine is 300 gp and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 300 gp for Initiates, 150 gp for Journeymen, and 75 gp for Masters, but no time in jail.*

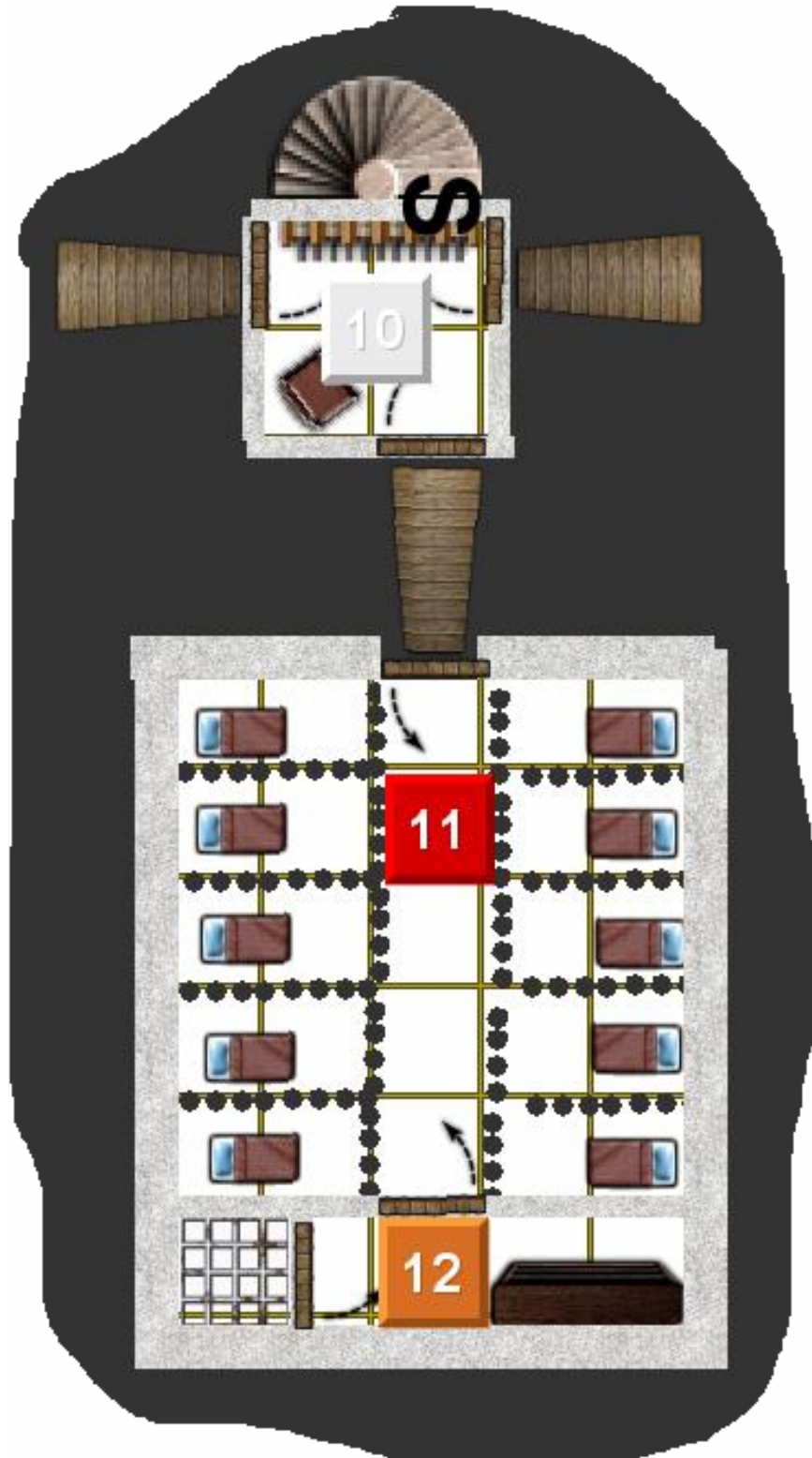
DM's Map #1

Upper level of Pylar Jail.



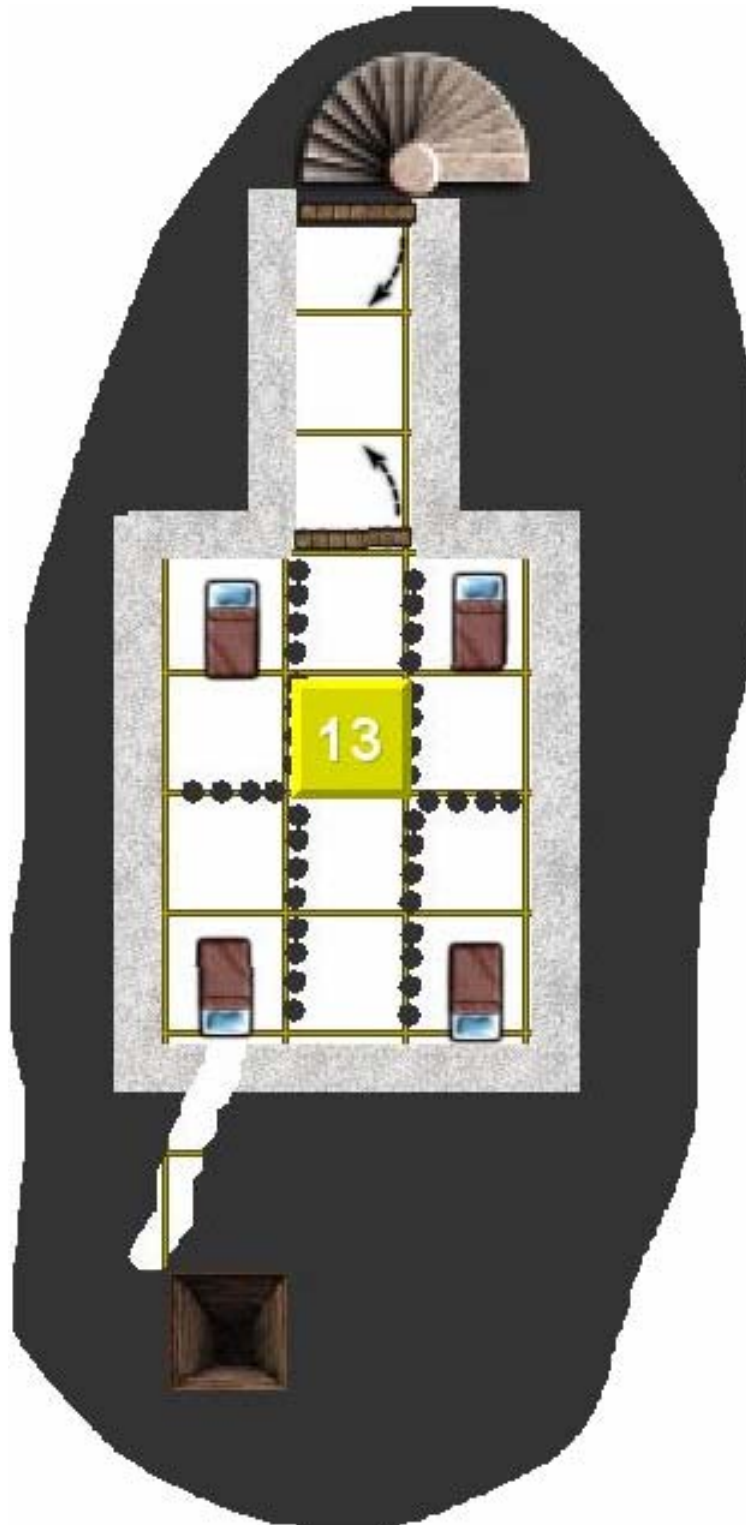
DM's Map #2

Lower level of Pylar Jail.



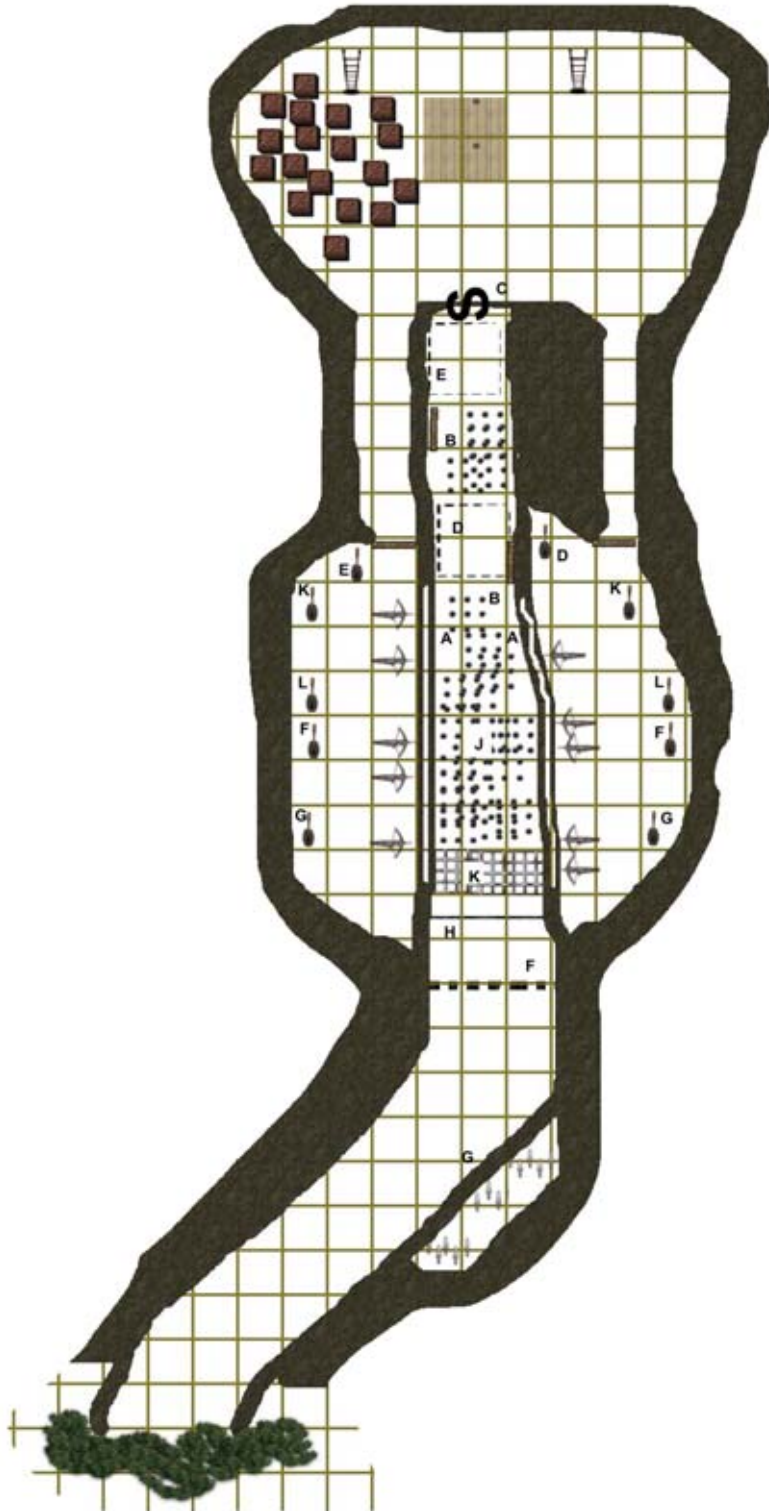
DM's Map #3

Secret level of Pylar Jail.



DM's Map #4

Map of the upper level of Lycanth's base.



DM's Map #5

Map of the lower level of Lycanth's base.

