

GRM4-02

On the Royal Road to Hookhill

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

Version 1.1

by P. John Freeman

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You are tasked to escort an important dignitary across Gran March for an important meeting. A more tedious task could not be imagined, but at least you are out of harm's way and can earn some coin. This scenario counts as Gran March military time. A Gran March Regional adventure for APLs 2-12, and Part Two of the *For Commandant and Country* series (begun with **GRM4-01 Homecoming**).

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the PCs.

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

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

Living Greyhawk Levels of Play

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Author's Acknowledgements

I wish to thank the members of the Gran March Triad, present and past, for setting up a great environment to create in. I also wish to thank all those authors who have inspired me over the years; not just in Living Greyhawk, but in all the works of fantasy that provide such enjoyment and escape.

I thank the editors and playtesters who helped me put this into a better format than the rough version I started with.

Also, I thank my wife and daughter for their love and support over the years in all my endeavors, be they gaming or otherwise.

Have fun!

P. John Freeman

Adventure Background

This adventure takes place three weeks after the events of **GRM4-01 Homecoming**, in which the characters meet an individual who is returning to his home in Gran March from abroad. Gwalchen Wynnavwynn, whom the characters helped in that scenario, has sent his wife away from Gran March in hopes of keeping her safe from the influences threatening the country while he gathers heroes to help him get to the bottom of the threat lurking in the shadows of Gran March. Winter is at an end, and spring is just around the corner. Already, the birds that have migrated elsewhere for the cold season are returning, bringing back the signs of life that had been missing through the bitter cold of winter. Gwalchen, now confident that his family is safe from the hidden enemy, has resolved to meet with Commandant Vrianian in hopes of warning him of the danger that hides in his midst. To ensure that he arrives safely in Hookhill, he sends word out to the heroes who saved his wife three weeks before (**GRM4-01 Homecoming**), requesting that they escort him and his caravan to Hookhill. Gwalchen sends letters by way of courier to summon these heroes to meet him at the Inn of the Four Winds in Shibolet. In case he is unable to reach all of the heroes who helped him three weeks ago, he uses some of his contacts to locate potentially trustworthy Marchers who can bolster his retinue as he travels to Hookhill. This adventure counts as military time for those characters that are active members of the Gran March military.

Adventure Summary

Military PCs are assigned to escort Gwalchen Wynnavwynn from his home in Shibolet though some of the calmest areas of Gran March to an important meeting in Hookhill. Those military PCs who have influence with Gwalchen Wynnavwynn from **GRM4-01 Homecoming** have come specifically to Gwalchen's attention because of their heroic efforts in rescuing his wife, Leonora. Those who have not played **GRM4-01 Homecoming** have come to Gwalchen's attention through the recommendation of some of Gwalchen's close and trusted friends in some of the highest echelons of Gran March military command. Suffice it to say, Gwalchen knows considerably more about the PCs than the PCs know about him.

While traveling, PCs will have the opportunity to interact with Gwalchen's aides, but not Gwalchen himself - at least, not initially.

After several boring days of travel, the caravan is set upon by starving wolves looking for an easy meal.

Several days later, the caravan becomes mired in the mud, and the PCs will trigger a trap, which awaken undead who attack the caravan.

At this point, Gwalchen will believe he can trust the PCs and share a great secret, which is not going to be a secret for long.

The final evening before the caravan reaches Hookhill, the forces opposing it, whomever they may be, make a final, desperate assault on the caravan, attacking from cover of darkness.

Introduction

The PCs are recruited for this mission in a variety of fashions. Military PCs are told that they are being sent on a special mission to escort a visiting dignitary from Shibolet to Hookhill. One of two spins can be taken here, depending on player preference for his or her character concept. Either the military character is being given a cushy assignment as a reward for good service, or alternatively a malcontented military character can be told the job is a punishment for misbehaving or making a mistake that could put fellows at risk in combat; that is, the PC is being given a boring job well away from any real danger.

If the PC is a Gran March military veteran, the character is contacted by the local militia representative and asked officially to undertake the job. A veteran PC will not be re-activated for this job, though he or she will be paid (active military PCs do not receive any pay for this beyond their normal military pay).

If the PC is neither active military nor a veteran, then he or she is contacted discretely by a courier, who asks the character to meet for an assignment. The PC is told his or her exploits have brought them to someone's attention, and requests specific services of the character. If the PC declines this invitation, then the adventure is over for that character. It is up to the GM to be flexible in recruiting the PCs for the module.

If the PC met Gwalchen in **GRM4-01 Homecoming** then they will be contacted with a note thanking them for getting him to Shibolet safely and rescuing his wife from the clutches of Nolar Thotec. After commending the PC for bravery and valor, he requests his help again and that the PC meet his personal aide, Karvane, at the Inn of the Four Winds in Shibolet at noon. If the PC is active military, he or she will also receive a set of orders instructing him or her to muster at the Inn of the Four Winds in Shibolet on the last day of Coldeven.

The courier or militia representative does not know much about what the PCs are being recruited to do. They can only offer the following information:

- The PC is to serve as an escort for a visiting noble or dignitary (the courier is unclear).
- The PC will be compensated for his or her time; each character is to be paid 50 gp plus expenses.

- The PC is to report to the Inn of the Four Winds in Shibolet on the last day of Coldeven (which is far enough away for the PC to make it easily on time.)
- The noble dignitary is traveling from Shibolet to Hookhill, possibly by way of Proman. Presumably, this is because the noble dignitary has business in one or both towns (the courier has no idea).
- The PC will not be the only member of the escorting party.

When the PCs arrive in Shibolet, go to Encounter One.

Encounter One: At the Inn of the Four Winds

Upon arriving in Shibolet, you ask around and are given directions to the Inn of the Four Winds. The Inn borders a district where the affluent live and is a well-maintained establishment. Upon entering, you notice that comparing it to a tavern does not do it justice, for you detect the smell of well-prepared exotic food immediately upon entering.

PCs who are crude in mannerism and nature will immediately feel out of place, while PCs who are refined or polished will immediately recognize this as a very elegant restaurant with a nice hotel upstairs.

The time for the noon meal is quickly approaching, and numerous affluent people herd through the doors to a large, open room on the first floor of this elegant, polished four-floor establishment for a taste of some of the finest sweetmeats and confections to be had in Gran March. A well-trained staff of servants bustles about to provide their guests with the very best service to be had. A suave, somewhat gaunt gentleman with sunken cheekbones and a stiff posture glides toward you with the grace of a nimble dancer. When he comes within speaking distance, he asks you with a refined manner: "May I be of service?"

This is the maître d', a middle aged human, who will clearly give greater deference to characters who demonstrate good breeding in their mannerisms, etiquette, and sense of propriety. Faced with crudity and uncouth characters, he is likely to be visibly uncomfortable and find a smooth means of minimizing his interaction with them. If military characters show their orders or tell him that they were instructed to report here, he will escort them to a private room on the second floor of the restaurant.

There is a large, open room on the ground floor, and private serving rooms on the second floor. The building itself is 4 stories tall; the third and fourth floors are the rooms and suites for the overnight guests.

You are ushered into a private suite, where a large tray of well-prepared food is placed on a table. You

see immediately that you are not the only person to have been invited for this task. The maître d' informs you that your host will be along shortly, and you should make yourself comfortable.

This is the opportunity for the PCs to introduce themselves if they have not traveled here together.

After a short time, the door opens, and a powerfully built man with arms thick as tree trunks enters the room. He wears a flowing royal blue robe over a polished suit of armor. At his side is a sheathed longsword held prominently in a position that is telling of his profession, since the way it hangs from his waist lends itself to quick and easy access for immediate use.

Any PC who makes a DC 10 Profession (soldier) check, a DC 15 Knowledge (local - Sheldomar Valley Metaregion) check, or a DC 20 Knowledge (nobility and royalty) check will immediately recognize the rhythmic gait of a man who has marched in many formations – perhaps indicating years of experience. His bearing is that of a disciplined man. Karvane is a middle aged human, with cropped, graying hair, though his face bears no wrinkles, and his spry movement suggests a man much younger.

☛ **Karvane:** male human Ftr12; hp 99; see Appendix One.

The impressive man acknowledges your presence immediately and makes eye contact as though he recognizes your gathering. Nodding to each of you, the man sits across the table and begins speaking without preamble, "Thank you for coming. My master has requested your aid as guides on a business trip he has planned for some time. Some of you, he requested by name quite specifically, and some of you were recommended to him by acquaintances of his to whose attention you have come. My name is Karvane, and my master is Gwalchen Wynnavwynn, whom I believe some of you might have already met." Karvane pauses, reading your reactions and noting them as if for future reference.

Karvane continues, "My master is traveling from Shibolet to Hookhill, though he has business in Proman to attend to on the way. He has requested the [number of characters] of you to escort him to ensure his safety should the caravan run into trouble. His security is my primary concern, and though at first I admit that I objected to allowing just any soul to serve in this capacity, I have to agree that we do need trusted men and women who have established themselves as trustworthy in my master's eyes, and I ask for your acceptance of this mission."

Military characters, of course, will point out that they have been ordered to perform this mission. Karvane will respond frankly that if they were requested, it is very likely because they have demonstrated loyalty to the

March or trustworthiness or noteworthiness in some other capacity. Characters might be inquisitive of other matters, and if asked to provide further details, he will provide the following information:

- Gwalchen is an Elector. He has been away from Gran March on personal endeavors and has only recently returned when he heard distressing news that affects his familial holdings in Gran March.
- Gwalchen is traveling to Hookhill for some important meetings. Karvane does not know the details and does not believe that the characters need to know either.
- Gwalchen is stopping in Proman because it is on the way (see **DM Aids: Map #1**). Karvane believes that Gwalchen is checking on some financial holdings there.
- Karvane and some of the master's other servants and advisors will be making the trip as well.
- The caravan will consist of the master's carriage and supply wagons.
- The characters will ride ahead of the caravan as supplemental guards. In this, Karvane is most adamant; he wants to protect his master and will expect the same from the party. Characters with horses are expected to bring them. If the characters do not have horses, they are given a writ to pick up light riding horses at a local stable at Gwalchen's expense. It is clear that Karvane is extremely loyal to Gwalchen and will protect him with his life, if necessary.
- Gwalchen has been quiet lately, and Karvane expects the characters not to disturb him unless he speaks to them first. He might have matters on his mind, but Karvane does not discuss such things with his master unless his master brings it up first.
- Gwalchen will pay for all mundane supplies, including foodstuffs and items for a long journey, but not weapons. The characters will have the opportunity to purchase basic weapons and any additional basic items from the Players Handbook in Shibolet. They are to be ready to leave at first light tomorrow. A room has been secured for them at the Inn of the Four Winds tonight.
- Karvane understands that the reason certain PCs were requested by name is that they earned Gwalchen's trust.
- Karvane believes that the Army sent active duty military personnel because Gwalchen made a special request, invoking his rights as a noble and an Elector to do so. Even if he did not make an official request, his master is clearly worthy of a military escort.

- Karvane does not expect any trouble on the trip, but he has learned over the years that it is better to be well prepared than caught off guard.
- Non-military characters will be paid 50 gp at the end of their service; military characters are expected to receive only their military pay.
- The entire trip should take approximately one week.

On a successful Sense Motive check on Karvane (DC 20 + APL), they will sense that he is holding back some additional information. The PC's impression is that he is very loyal to his master and does not wish to divulge all the masters' secrets. All the information given about the assignment is absolutely true as far as Karvane knows. If pressed, Karvane will reveal that he does not share the same level of trust for the PCs that his master has, and he does not necessarily agree with Gwalchen's choice to use outsiders as part of his escort, but he follows his master's orders. He does not necessarily resent the characters individually but wishes that the master would allow his normal guards to accompany the caravan. Karvane will depart after answering the PCs' questions, for he needs to make preparations for the trip.

The characters have the afternoon free to wander around Shibolet and can purchase any basic items they might need out of the PH. The caravan will provide food, supplies for the horses, water, bedrolls, and basic items (flint and steel, etc.).

Some characters might try to gather information around town about their new employers. If characters make a successful Gather Information check (DC 15), inquiring soldiers in the garrison of Shibolet about Karvane, they will be told that Karvane was a highly decorated Battle Commander during the Greyhawk Wars, with numerous commendations and medals for being instrumental in victories in the liberation of Sterich. He did campaign in Geoff as well, in the latter operations right before the abdication of the former Commandant, Petros. They will also find out that Karvane is believed to have been in the 1st Battle as his last assignment.

On a successful Gather Information check about Gwalchen Wynnavwynn (DC 20), characters find that Gwalchen is a family name of some prominence in Shibolet. Their prominence is quite significant in this city as longtime producers of some of the noblest Electors in Gran March. Gwalchen was once an Elector, but they will be reluctant to say more, especially if PCs have informed them that Gwalchen is their employer. If characters make a successful Sense Motive check (DC 15 + APL), they will find that the soldiers are apparently conspiring to keep some information that they obviously know about Gwalchen to themselves. Older soldiers can relate battles that Gwalchen has led them on during his military days, when he commanded a Battle of his own. If a second Sense Motive check (DC 20 + APL) is made, the PC will gather that the people they are talking to are trying to respect Gwalchen's desire for privacy.

The party should meet at the north gate of Shibolet at sunrise.

As dawn breaks, you arrive at the gate, where Karvane can be seen riding atop a large carriage. There is a supply wagon and two horses being pulled behind it. The wagon is drawn by two riding horses and driven by a weathered man. Karvane gestures for you to come closer. "This is Alquash," he says enthusiastically, patting the smaller man on the back, "wagon driver and cook extraordinaire." He points to the weathered man, and it is clear that the two are long time comrades, evidenced by the man's somewhat toothless smile in return.

♣ **Alquash:** male human Ftr4; hp 33; see Appendix One.

"The master, one of his business advisors, and a family friend of his are in the carriage upon which I ride, beside its driver, Garn." Karvane clasps the shoulder of the younger man beside him. "You should ride ahead of the caravan, for we shall look to you as our scouting eyes and ears. We can travel no faster than the draw horses of the supply wagon driven by Alquash, but it should be a steady enough pace." You can see a longbow atop the carriage clearly visible and within easy reach of Karvane, and his sword rests at his side. You also note a light crossbow beside the supply wagon driver. The caravan makes ready to depart.

♣ **Garn:** male human Rgr4; hp 27; see Appendix One.

Encounter Two: The Road from Shibolet

Have the PCs describe, in detail, how they will ride in relation to the carriage and supply wagon. The carriage rides first, and the PCs are expected to ride ahead of it. Karvane will be uncomfortable if all of the PCs ride further than line of sight from the caravan, though he does not mind if some of them are out of sight for tactical reasons. Part of what he expects from the party, though he does not expect any trouble, is for them to be visible, which usually serves to deter most highwaymen.

If the PCs are powerful enough to suggest a magical form of travel or some enhanced method of traveling (teleport, flying, etc.), Karvane will decline. If pressed for a reason, he will indicate that his master wishes to see the countryside and does not wish to travel in such a fashion.

Reviewing the map, the caravan is to travel out of Shibolet on the main road, then turn northeast, leaving the main road about one day out of Shibolet, where the main road turns back to the northwest. This is a fairly common shortcut from Shibolet to Provan. If the PCs strongly object, Karvane will discuss the matter privately with his master in the carriage out of earshot of the PCs and defer to their judgment. This will add approximately

one day to the trip, as the road turns back to Buxton's Crossing before heading almost due east back to Provan.

During the trip, have the PCs describe their regular evening preparations (watches, etc.). There are plenty of places to stop alongside the main road, and there is actually an Inn at the junction of the main road north of Shibolet, where it turns back towards Buxton's Crossing. Karvane will want to stop here for the first evening unless the PCs make a compelling case otherwise, in which case he will consider the characters' alternate suggestions. A room will be provided at the Inn for each two characters. There is no Inn between Buxton's Crossing and Provan, though there are numerous campsites at the road's edge.

If the caravan turns northeast at the road junction, it will take approximately 2½ days to make it to Provan. Otherwise, it will take almost 4 days to make it to Provan on the main road.

The first day of travel is uneventful. There are occasional stops for meals and breaks to allow for the stretching of legs and answering the call of nature. The characters occasionally catch glimpses of Gwalchen and his traveling companions during these times. Gwalchen is an enigmatic figure. His long, shock white hair flows smoothly to his broad shoulders, resting on a velvet cloak held by a clasp bearing the golden lightning symbol of Heironeous. His eyes suggest a man of many years of wisdom, but his physique and carriage demonstrate a man who has kept his body in excellent working condition, impressive for any man in his prime. He occasionally catches the eye of one of the guards [the PCs] and nods at them in acknowledgement. The caravan pulls in at the Provan Junction Inn at the junction of the main road and the road to Provan.

♣ **Gwalchen Wynnavwynn:** male human Ftr11/KnW4/Pal3; hp 189.

The party sleeps at the Provan Junction Inn without incident. Sleeping arrangements have been made ahead of time, and the PCs have three rooms with two beds each apportioned for their use. They can divide the rooms as they fit, but if Karvane overhears bickering and disagreement about who gets which rooms, he will settle it quickly by assigning two PCs each to their own rooms.

At dawn on the following day, Gwalchen emerges and takes a healthy swig of water from a canteen. Then, he begins stretching outside the inn for twenty minutes while his servants begin waking and preparing for the following day's journey. If there are any characters awake at this time, they will see him begin to run on the side of the road toward Provan.

Each morning at dawn, Gwalchen insists on conducting a rigorous exercise routine, with an alternating program of muscular conditioning and aerobic exercise. PCs will be expected to maintain security while he conducts his

regimen. On even-numbered calendar days, Gwalchen jogs alongside the caravan for three to four miles, depending on the terrain. Afterward, the caravan must stop while he performs personal field hygiene to make himself presentable to those with whom he must deal in close quarters confined to the carriage. On odd calendar days, he works feverishly at strengthening his upper body, torso, and legs through various calisthenics and practicing form training with a special longsword that has been weighted so as to make every movement require enough effort to test every muscle he must use to move the sword. Those who observe these exercises will note the fluidity of his motion with the sword and the incredible shape he is in, not just for a man of his age, but for a man of any age.

PCs can attempt to follow him, and if they do, they will find that Gwalchen maintains a brisk pace in his running routine. Unless the PC is in particularly good physical condition, he or she will find it a challenge to keep up with the man.

Karvane will confront the PCs about Gwalchen's desire to maintain excellent physical health and scold them for not protecting him if they do not maintain a guard on him while he conducts his daily regimen. Any suggestion that Gwalchen forego a workout on any day will be met with violent resistance. This is one thing on which he absolutely will not budge, and any suggestion to the contrary will get an outright negative response. There is no Diplomacy check that will get Gwalchen to change his mind on this. His physical health and condition are a great obsession to him, one that he might never shake. Karvane will intervene if any argument ensues on this matter and simply state that this routine of his master's is a challenge that the characters will just have to work around or overcome. If PCs decide to join Gwalchen in his exercise routine, Karvane will remind the characters that they are to perform security functions, not act as exercise companions for his master.

If the PCs do not protest and the caravan goes off the main road, read the following:

Turning off the main road, you see a well-trodden path heading across the open fields to the Northeast. Clearly, you are not the first party to take this shortcut.

If the PCs insist the caravan stay on the main road, read the following:

Following the main road, you turn northwest, heading towards the familiar streets of Buxton's Crossing.

If the PCs travel to Buxton's Crossing, they will also be able to stay at an Inn there and purchase basic supplies, as in Shibolet.

The trip should be monotonous. Karvane and the carriage driver Garn are difficult to talk to during the day. Karvane will mention that he would prefer them to ride

ahead of the caravan if any PC lingers around the carriage or supply wagon too long. In the evening, Karvane will set up a tent for Gwalchen and his advisors. The PCs will not be allowed to speak to Gwalchen, though they will note that his traveling companions are all human males. At lunch and dinner meals, a tent is set up for Gwalchen and his companions to eat in. During the day, it is only to provide light shelter from the elements, but it is a full tent in the evenings (the tents are stored on the supply wagon). Breakfast is a light fare, and eaten in the carriage.

They can talk to Alquash the wagon driver, though. They can also talk to Garn in the evenings, when the day's chores are finished. Both men do not necessarily initiate conversation, though they are easy enough to talk with if the PC speaks to them first.

The PCs might be able to learn the following, with appropriate questioning:

- Alquash is a veteran of the cooking unit of the Gran March Army, having served more than 20 years before mustering out. He has worked with Karvane for many years, but was hired by Gwalchen only a few months ago, when Gwalchen returned to Gran March from some business abroad. Gwalchen is a decent man, who pays a fair wage for fair days' work, which is good enough for Alquash. Alquash will take an immediate liking to any character who has any ranks in Craft (cooking).
- Garn is a former Cavalry soldier, also having recently been hired by Gwalchen when he returned to Gran March. He did not know Karvane before being hired but generally respects him. He finds Gwalchen to be a good employer as well. He has not encountered any trouble on the routes with Gwalchen since he has been hired, though he has encountered trouble in times past while on patrol. He is also charged with caring for the horses, and will tend to their needs in the evenings.
- Karvane is tight-lipped, and it is evident to the PCs that his primary concern is for his master's safety. He adds little to the previous information provided. In the evening, he sleeps watch outside the master's tent. He does not introduce the master's aides, and interacts little with the PCs on this part of the trip. He is clearly serving as a bodyguard for Gwalchen and his aides.

Alquash is a very good cook. In the evening, he prepares dinner for Gwalchen first, then brings the same fare to the PCs. The food is not elegant, insofar as he is cooking in the wilderness, but it is very good nonetheless.

Encounter Three: When Animals Attack

If the party took the shortcut to Provan, they will travel for one day uneventfully. They will camp for the night, with the usual watch plan, and then morning will bring another day of Gwalchen insisting on a rigorous exercise routine, this time with a weighted sword designed to test his muscular strength while he practices his form. Gwalchen demonstrates a fluid motion and surpassing skill that impresses the most able and skilled fighters in the party, though his insistence on attending to his personal training at the break of day each morning can be an annoyance to those who have been assigned to protect him on the journey to Hookhill.

Alquash has prepared another excellent breakfast for the whole caravan party. Eggs prepared in a perfect, light, fluffy, scramble, crisp bacon with a minimum of grease, and rolls so light they almost float.

Have the PCs describe again their positions relative to the caravan; Karvane does not mind if they ride out of sight of the caravan, as long as at least half of the PCs are near the caravan at any given point.

Three hours of travel pass uneventfully. Have each PC make a Listen check (DC 10 + APL). Any PC who makes the Listen check will not be surprised. The Listen check is calculated by range from the caravan, so it should be adjusted relative to the party's distance from the caravan.

You hear a sound to your left (west) and turn to see a pack of canines – dogs or wolves, you're sure, moving at high speed towards you. The sound increases until it rises in a crescendo of howling.

At all APLs, the wolves come out of the woods 220 feet from the party. As the wolves approach, it will take a Spot check (DC 20 + APL) or a Handle Animal check (DC 10 + APL, +2 if the PC has the wild empathy ability) to notice that the wolves' ribs are poking out as they charge, and some appear to be foaming at the mouth and displaying an appearance of a lack of grooming. This is because the animals are starved and desperate. At APL 12, it is very obvious that the huge dire wolves are starved, so the Spot check is actually easier when they appear (+5 to roll).

APL 2 (EL 3)

🐾 **Wolves (2):** hp 15 each; see *Monster Manual*.

APL 4 (EL 5)

🐾 **Wolves (5):** hp 15 each; see *Monster Manual*.

APL 6 (EL 7)

🐾 **Wolves (9):** hp 15 each; see *Monster Manual*.

APL 8 (EL 9)

🐾 **Dire Wolves (9):** hp 50 each; see *Monster Manual*.

APL 10 (EL 11)

🐾 **Advanced Dire Wolves (9):** hp 108 each; see Appendix One.

APL 12 (EL 1513)

🐾 **Advanced Dire Wolves (9):** hp 162 each; see Appendix One.

Tactics: In the first round of combat, all horses not trained for combat will be spooked. Any character riding on a mount that is not war trained must make a successful Ride check (DC 15) or Handle Animal check (DC 10) to keep the horse from bolting. Remember that making this check is a standard action and thus hampers the character's ability to fight on the back of the horse while trying to calm it.

Although the pack cannot speak, they do have a pack mentality and are driven by hunger and near-starvation. They will act as one, attacking as a pack. At all APLs, the wolves' tactics are the same. They will either attack any creatures near where they break out of the woods, or they will break up into two approximately equal sized groups. The groups will then circle around the rest of the caravan and attack the nearest targets. The pack animals, once broken into groups, will attack jointly on a single target. If a character has not attacked an animal, then the pack animal will attack the character's horse first, sensing it as the easier target. A successful attack on a non-trained mount will cause it to become panicked, and the character riding it must make a Ride check (DC 20) or Handle Animal check (DC 20) to keep it under control; the DC is modified by the damage taken, and +5 if the horse has seen another horse go down to the pack previously. If a character dismounts, a pack will turn its attention to him, charging and flanking him. The pack will then attack and attempt to trip the character; when he is down, the rest of the pack will then attack him.

The advanced dire wolves will use the Power Attack feat to subtract –5 from their attack roll and gain +10 damage on their bite attack (this is not reflected in the Attack bonus nor the bite damage as listed), since the bite attack is treated as a two-handed weapon for this purpose. However, if a wolf tries a trip attack, it might forego the Power Attack to increase its chance of success – in the pack mentality, the first one trips, and then the rest bite and attack a prone, more helpless foe.

Because the animals are attacking out of desperation and hunger, they will not respond to any wild empathy checks, although they will still respond to magical calming effects.

It will be necessary for PCs to control their horses if the pack approaches them or if they successfully attack one

of the horses. The caravan driver and cook will be able to control their animals, though they will stop immediately.

Karvane will stand up in the top of the coach and draw his longbow. He will shoot any animal that comes within 60 feet of the main coach. If any animals get to the coach, he will dismount and draw his longsword while shouting orders to Garn the wagon driver and Alquash to “stand fast”. Alquash will draw a light crossbow and shoot if any animals come within 80 feet of him; he will not shoot if another character is involved in melee combat (he does not have Precise Shot) unless a character calls for him to shoot. Garn will control the horses on the main coach. Garn and Alquash will only call for help if the animals set upon them. However, the PCs should remember that they have been hired to protect the caravan, and it is presumed they will take the brunt of the attack.

Review the rules for mounted combat prior to this encounter. If a PC dismounts his horse, it may bolt – in which case some of the pack may pursue it, sensing an easy kill.

There is nothing from the wolves’ carcasses to suggest that they are anything other than a pack of starved animals as evidenced by their drawn ribs. Characters can make DC 10 Knowledge (nature) checks or DC 15 Knowledge (local - Sheldomar Valley Metaregion) checks to determine that animal attacks are not unheard of, though they are unusual in this area. The wolves are native to the region, but there is plenty of food to be had in Gran March so starving animals is almost unheard of in a region as prosperous as this.

Karvane will confirm that everyone is okay and enter the carriage to speak with Gwalchen and his traveling companions. After confirming that they are okay, he will convey his thanks and the thanks of his master to the party and suggest that they move on a little ways before stopping for lunch. He does not think it prudent to remain in the area where the animals’ corpses are, as other scavengers might come along.

If the PCs insist on backtracking the animals into the wooded area they emerged from, they may stumble on a discovery. It will take one Survival check using the Track feat (DC 15 + APL) to follow the tracks to their point of origin. It will also take the characters around 5 minutes and around one mile to the west of the point of attack. Karvane will be against having the party leave the caravan for any length of time, so a Diplomacy check (10 + APL) will be required for him to approve this. In any case, he will not want more than half of the party to leave the caravan for any reason.

The PCs will ride through the brush and light woods and finally arrive at a clearing:

Breaking through the brush, you see a clearing ahead. This is clearly the point where the animals began their charge. You see what appear to be the remains of a very crude pen, though it has mostly collapsed.

If the PCs locate the pen, it appears at first that someone brought the animals out here for hunting, but something happened to the animals’ master so that he could not return. The animals became starved and finally broke out of their pen, setting on the nearest source of food they could smell or hear.

PCs making successful Knowledge (engineering) checks (DC 10 + APL) or Survival checks (DC 15 + APL) can tell that this was a crude, man-made wooden pen where there are several animal prints (the size of the pen varies, depending on the number of animals encountered; it is large enough to hold all of them). It appears to have been abandoned, and the animals must have escaped when it collapsed. If a PC makes a DC 20 + APL Disable Device check and declares that they are looking at the site with that skill (do not suggest this skill to the PCs), then they will note that this is not the case. It will appear that the pen was made to look as if it has been abandoned but was actually broken or shattered in some fashion. If the same PC makes a Survival check (DC 15 + APL) and has ranks in Disable Device, then he or she gets a +2 bonus to the Disable Device check. Under no circumstance will there be any humanoid tracks found leaving from the pen.

If the PCs locate the pen and return to the caravan, Karvane will suggest that the animals were left by an unfortunate hunter who met his demise and believe it. However, if the party determines that it was deliberately disabled, he will be very troubled and insist that the party remain close to the caravan from that point forward.

After the combat, the party might have fewer animals than they did previously. In this case, the PCs will be allowed to ride on the food wagon with Alquash. If more than two PCs have lost horses, there is no room on the supply wagon for more than three people, so some of the characters will have to double up on their horses (small characters may easily ride with Medium characters), provided the animal is not encumbered to the point of restricting its movement. There is more than adequate space on the supply wagon for the party’s gear. If a PC has lost a horse, and wishes to replace it in Proman, they will be expected to do so out of their own funds.

After an appropriate amount of traveling, the caravan arrives in Proman.

Encounter Four: A Visit to Proman

Crossing a final small bend in the road, you see the outline of Proman. Beyond it, you can almost see the outline of mountains in the distance.

The mountains are the beginnings of the Cragmors, which are approximately 15-20 miles from Proman.

As the Caravan pulls into Proman, Karvane calls a halt and indicates that you will be staying here the rest of the day and into the evening, as his master

has business to conduct here. He tells you that you can purchase any supplies you desire, and that you are staying at the Inn of the Silent Hills, which is located near the business district.

If characters decide to follow Gwalchen around to ensure his safety and to find out more about this man, Gwalchen will not object and in fact will make it easy for characters to keep him in his sights. He will stop in at a local trading post to conduct some business with respectable Herdmasters regarding family business relating to some head of cattle and land trading, and then he will speak with some rather affluent dwarves about mineral trades, the primary industry of Proman, as it is near the Lortmils.

The Inn of the Silent Hills, where the party is being put up for the night, offers a stable for their horses.

Allow the PCs to move around town easily. If they wish to gather information, they will find no rumors of note, though they might find some of the same general rumors heard in Shibolet. In fact, since Proman is so far removed from the Western border of the March, the PCs will find that the locals are very interested in any news of the Giants (in Geoff).

The PCs will be put up in the Inn of the Silent Hills that evening. They can eat dinner there, though Gwalchen will eat in his room with his aides and traveling companions.

At some point, the PCs will turn in. They have absolutely no reason to suspect or feel anything is amiss, but they should be allowed to set watches if they want (in their rooms, of course).

After a very relaxed afternoon and a good dinner, you return to your room and settle in for the evening. Throughout the night, your dreams are troubled but not by any particular vision. Waking in the morning, you find that your night's sleep was not as restful as you would have wished.

Characters who awaken at dawn again will experience firsthand Gwalchen's obsession with his physical fitness, as they will see him stretch and run again, as he has done on alternating days since the trip began.

Karvane meets the party downstairs first thing in the morning and indicates that the caravan will be ready to depart as soon as the PCs have breakfast. Gwalchen and his traveling companions will have breakfast in a separate room.

Encounter Five: Day of the Living Dead

Upon leaving Proman, Karvane will indicate that they are to follow the main road back to Buxton's Crossing, then they will take a shortcut about one day's travel in. They will leave the road and go northwest, cutting the corner

once they have cleared the mountains to save at least two days off their trip. This shortcut will re-connect with the main road into Hookhill about 1½ days ride south of Hookhill. Going to Buxton's Crossing again will take at least two days longer.

Any PC with Knowledge (local - Sheldomar Valley Metaregion) can confirm that the shortcut is a fairly common way for folks to travel. The way has a little more risk of being waylaid by highwaymen than the main road, but there is actually a path worn by the folks traveling that way. If the caravan took the main road from Shibolet to Proman, then he will point out that they have already lost time. If the PCs are extraordinarily adamant, then he will consult with Gwalchen, out of earshot of the party, and they will grudgingly agree.

The first day's travel takes the party on the main road, and then onto the shortcut (which is clearly visible as a well traveled path), for several hours.

Read the following if the party cuts the corner:

Traveling to the Northwest, you can see the mountain ranges to the East in the distance. Their outlines are imposing, even from a vast distance.

If the PCs insist on staying on the main road, read the following:

Heading to Buxton's Crossing again, you find little traffic on the road to Proman. The miles seem to roll by, and the road quickly becomes almost hypnotic in its endless progression. The skies above darken with clouds pregnant with rain. In the late afternoon after the noon meal, rain falls heavily, soaking most of the caravan's supplies and everyone riding beside the wagons. You can barely see beyond your noses, and that takes effort.

Making camp in the steady rain proves to be a somewhat daunting task. It is hard to keep focused on the tasks at hand, as the weather makes every task dreary and time-consuming.

Have the party identify what watches they are keeping, but advise them that visibility and hearing are reduced greatly because of the rain, which causes double range penalties for Listen and Spot checks. Make some rolls during the evening, but the PCs will hear only suggestions of sounds; the night passes uneventfully.

The next morning, you wake to a blanket of fog covering the landscape. The rain has moved on but left a thick layer of fog over the landscape. The road is exceedingly muddy from the rain the day before. The remainder of the morning's travel is uneventful. You stop for lunch, and enjoy yet another culinary masterpiece in Alquash's exquisite cooking.

Have the PCs describe their marching order again. The fog obscures vision beyond 30 feet along the trail and road, doubling Spot check penalties for regular, lowlight and darkvision. The morning air is slightly chilly

because of the fog, but the sun will burn the fog away by late morning.

If the PCs have insisted on traveling the main road, they will arrive in Buxton's Crossing at the end of the second day. If they agreed to cut the corner, then they will be more than halfway to Hookhill from Provan by the end of the second day. Parties who go to Buxton's Crossing will be put up again in an Inn for the night and allowed to purchase basic supplies.

Because of the muddy ground, Gwalchen's tent is not set up for lunch, and he eats in his carriage with his traveling companions. Karvane stays very close to his master's carriage, and it is obvious that he is staying closer than usual because of the animal attacks.

After lunch, the PCs will have the opportunity to speak with Alquash, who takes a little longer than usual to put out his fire and put his cooking implements away.

As the caravan prepares to move, the PCs are expected to take up their point of protection again. If the PCs are taking any special precautions, have them describe them in detail again. Karvane is reasonably tolerant of any precaution that seems to increase Gwalchen's safety, but not any that unreasonably slows the caravan.

About an hour and a half later, the party will see a marker telling them that they are now 30 miles from Hookhill (or, if the PCs insisted on taking the road to Buxton's Crossing and succeeded in convincing Karvane to agree, telling them they are halfway to Hookhill (from Buxton's Crossing). The marker will indicate the PCs should make it to the north road to Hookhill from Buxton's Crossing within an hour (still approximately one day's journey in total). Any PC who makes an Intelligence check (DC 10 + APL) and asks about it will remember seeing a similar marker when they first entered the trail from Provan, about the same distance from the other road.

Approximately 5 minutes after passing the marker, the main carriage will run into a rut or ditch in the road. It will disable the front right wheel and require some time to fix. However, the trap is not the ditch, but is directly adjacent to it, buried in the mud.

The trap is a relatively simple pit trap that increases in lethality by APL. However, it has a stone lid covered in mud and muck that covers the top of the pit. The lid is treated as a large stone door (4 in. thick, Hardness 8, 60 hp, Lift/Break DC 28). It is covered in muck, so there is a penalty of -1 per 2 APLs (-1 at APL 2, -2 at APL 4, etc.) on any lift checks that involve actual grabbing of the lid.

As the lid closes on the trap, it opens up a shallow pit with stairs leading out of it. Inside of this shallow pit is a pair of undead creatures (as shown below in their stat blocks). The undead will climb the small stairs and attack any creatures nearby. An *unhallow* spell has been cast in this area, making the undead more difficult to turn. A *prayer* spell is linked to the *unhallow* spell so that the PCs are -1 to all rolls while within radius of effect of the trap

and the undead are +1 to all rolls. See **DM Aids: Map #2** for a detailed diagram of the pit trap. If the trap is triggered:

Rising out of the hole filled with mud and muck are things that can only be classified as the stuff of nightmares. The figures move about, freeing themselves from the dirt, and move to attack.

It will take a Knowledge (religion) check (DC 10 + APL) to identify the foes as undead, because they are covered in mud when they first rise. Any character who is a cleric or paladin may add a +2 circumstance bonus to this roll. It will be obvious to the characters what the foes are once they begin attacking.

The two undead will attempt to flank the closest target and beat it to unconsciousness before going to the next target. This allows them to concentrate their attacks while avoiding area attacks.

APL 2 (EL 4)

➤ **Deeper Pit Trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

➤ **Ghouls (2):** hp 18 each; see *Monster Manual*.

APL 4 (EL 6)

➤ **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); Search DC 21; Disable Device DC 20.

➤ **Wights (2):** hp 36 each; see *Monster Manual*.

APL 6 (EL 8)

➤ **Spiked Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20.

➤ **Mummies (2):** hp 75 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **Venomous Spiked Pit Trap:** CR 7; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (medium spider venom poison (DC 14, 1d4 Str / 1d4 Str); Search DC 21; Disable Device DC 20.

☛ **Mummies, Mnk2 (2):** hp 87 each; see Appendix One.

APL 10 (EL 12)

☛ **Poisonous Spiked Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (nitharit poison (DC 13, 0 / 3d6 Con); Search DC 21; Disable Device DC 20.

☛ **Mummies, Mnk4 (2):** hp 99 each; see Appendix One.

APL 12 (EL 14)

☛ **Very Poisonous Spiked Pit Trap:** CR 11; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (dragon bile poison (DC 26, 3d6 Str / 0); Search DC 21; Disable Device DC 20.

☛ **Mummies, Mnk6 (2):** hp 111 each; see Appendix One.

During the combat, Karvane will shoot from the top of the carriage, dismounting to fight with a longsword if the undead approach the carriage. He can be heard shouting orders to Garn and Alquash and shouting encouragement to his master inside the carriage (and advising him of what is going on – and imploring him to remain in the carriage). Garn and Alquash will pull out light crossbows and shoot at any undead within a clear line of sight.

After the combat, the PCs still must fix the wagon wheel, which will take approximately one hour. Garn will be in charge of this, but any PC with ranks in Knowledge (architecture and engineering) can assist with a DC 5 + APL check, or with ranks in Disable Device (DC 10 + APL to have useful knowledge – the ability to break things includes some knowledge of how to repair them). The main spokes will need to be replaced, which will take the remainder of the afternoon.

Encounter Six: The Long Night

After having the rest of the afternoon to talk with him, the PCs will share a late lunch with Petros.

The rest of the afternoon is uneventful, though your senses are now sharpened to be truly vigilant. You find a safe spot to stop for the evening, and are certain to reach Hookhill tomorrow.

The party should explain very carefully how they are setting up watches for the evening. Do not alert the PCs by asking them again how they plan to sleep or keep watch, but presume they are doing the same as they have previously unless they state otherwise. Also, note which PCs are sleeping in medium or heavier armor and remind

them that they will be fatigued if they do so – unless they possess the Endurance feat. Karvane keeps a very close eye on Gwalchen's tent, which is put in a defensible spot off the roadside.

At some point, the party will turn in for the night.

A large, armed force of assassins, bent on killing Gwalchen will attack the caravan. It is up to the PCs to stop them by any means necessary; the assassins will fight fanatically to the death. They will only flee if it becomes obvious they cannot succeed in their mission.

DM Note: This is the final combat of the module, and the foes are desperate, deadly, and attacking to stop Gwalchen at any cost. They see him (rightly or wrongly) as a threat to whatever plans they have in motion. As such, they are risking an open assault with some of their best killers. The assassins will divide their number and have one or two attack the far side of the camp, disabling Karvane and burning Gwalchen's tent and attacking several rounds after the first wave attack the PCs. The attacks on the PCs are a feint to draw them away from the camp; though they are no less deadly for it. The assassins have coated their weapons with poison and will fight to the death, as they are fanatics (well-trained, but still fanatics). They attack with stealth (and invisibility where noted), trying to flank and sneak-attack any PCs they can. The assassins attack at night.

The assassins will reach a point around 70 feet from the edge of camp. With Gwalchen's tent on the other side, they will send two of their number around there to attack three rounds after the rest of the forces attack the PCs on watch. It is presumed that they have watched the party from a great distance and learned all that they can about them from watching for over ½ hour (which PCs wear armor, robes, etc. – the assassins know that an arcane spellcaster is more likely to have a poor Fort save, for example). Also, where there are assassins, they will have the opportunity to study the PCs for multiple rounds prior to attacking and will use their death attack on those PCs who are walking on watch. They will try to attack these specific PCs with flanking, invisibility or some type of surprise to use the death attack within three rounds of completing study of their foes. The assassins will move in (invisibly, if possible), sneak-attacking any PCs they encounter.

As soon as the other assassins attack the tent, Karvane will yell out a warning. In this encounter, Garn and Alquash remain in their small tent out of the action. Gwalchen will draw his sword and make ready to attack whoever enters his tent first – he is defending his traveling companions, and the PCs are the hired and assigned guards, after all. Though Gwalchen could probably handle this encounter, the PCs are the heroes here, and the focus of the action should be on them (also, he will want to protect the innocents traveling with him). If the PCs do not make it to Gwalchen's tent within 5 rounds of Karvane's warning, then Karvane will be dropped (Strength drain), and the assassins will set fire to

Gwalchen's tent to force him out. The tent will burn for three more rounds before Gwalchen has to abandon it. This is designed to see if the PCs will split their forces or not. If the PCs do not move to help Gwalchen then he will kill one of the attackers on him (8 rounds later) and the others will flee into the night. All of the assassins have goggles or potions that allow them to see in the dark. Because of the waning moon, the normal penalties for Spot checks are doubled for any PC without either low-light vision or darkvision.

APL 2 (EL 5)

✦ **Hextorite Assassins (4):** male human Rog1; hp 6 each; see Appendix One.

APL 4 (EL 7)

✦ **Hextorite Assassins (4):** male human Rog3; hp 16 each; see Appendix One.

APL 6 (EL 9)

✦ **Hextorite Assassins (4):** male human Rog5; hp 27 each; see Appendix One.

APL 8 (EL 11)

✦ **Hextorite Assassins (4):** male human Rog5/Asn2; hp 37 each; see Appendix One.

APL 10 (EL 13)

✦ **Hextorite Assassins (4):** male human Rog5/Asn4; hp 48 each; see Appendix One.

APL 12 (EL 15)

✦ **Hextorite Assassins (4):** male human Rog5/Asn6; hp 58 each; see Appendix One.

The assassins are fanatic and will fight to the death. However, it is possible that a party might be able to capture one of the assassins alive: if so, they may desire to question them. Karvane and Gwalchen will allow this. However, the assassin will resist all attempts to make him talk except for magical attempts. If he is successfully charmed or enchanted, any assassin will know only the identity of their target, and that they received their orders in a mysterious fashion from a man in the robes of a barrister. They can provide no further details on their employer.

Encounter Seven: A Truth Revealed

As soon as the chaos of the fight is resolved, Karvane is summoned to Gwalchen's tent. The PCs can overhear (Listen check DC 10 + APL) him having a heated

discussion with his master, objecting to something. He is heard to say "I do not agree master; there is too much risk...", and similar comments. After a few moments, he will bow his head, and say, "As you wish, Master".

Karvane returns to you and says "My master would like to speak with you, by your leave." It is clear from his face that he does not approve of this decision. "Garn and I will work on the wagon while you talk. Alquash can prepare some light fare for the master's companions, and you are welcome to it after your talk." A Sense Motive (DC 10 + APL) will indicate that Karvane is moving a distance away so that the PCs can talk with his master freely.

If the PCs ask what about, Karvane will say "*That is for my master to say, not I.*" If the PCs agree to see Gwalchen, read the following to the players:

The tent opens, and a middle-aged man with shock white hair steps out. His presence is at once commanding and reassuring. He speaks with a powerful voice, but in soft tones: "My friends, it has been a long ride, in many ways, and I would speak with you openly. I have a confession to make, and you have demonstrated your capacity for trustworthiness."

If the PCs have already met him in GRM4-01 **Homecoming**, he will acknowledge this, thanking them for the help they provided in that adventure.

The man carries a longsword at one side and an axe on the other, and walks with the authority of someone who knows how to use them. He walks a distance away from the tent and looks to you to follow him.

He moves about 50 ft from the tent and leans against a stump, as if gathering his thoughts. When the PCs are around him, he speaks.

"My friends, you have proven yourself many times, and you have my gratitude. I begin by apologizing to you for a deception, which I felt necessary for the safety of my family and those I care about. If it had been known that I had returned sooner, I feared danger to them. Karvane has served me loyally for many years and was glad to continue the deception, since he believed it would help him protect me. However, I cannot remain hidden away forever, especially when I believe there is a threat to the entire March. The time has come for the truth, and I will not use a false name any longer. My name is Petros Gwalchen, but you may call me Petros.

Gran March PCs will know Petros as the former Commandant of the Gran March, who left the post of Commandant without warning. (Out-of-region PCs might know this, too.) The PCs will probably have many questions, which Petros will do his best to answer. It is impossible to anticipate them all, but some of the main ones are listed below. The GM may improvise reasonable

responses from the questions listed below, but should not add anything not clearly implied from the comments.

For most PCs, especially regional ones, and active and former military ones, this should be an extremely dramatic, once-in-a-lifetime meeting, and its impact on the PCs should not be understated. Petros is a living legend in the Gran March, as the former leader of the entire realm. He was beloved by the populace and had risen through the ranks of the Army to become its commander prior to his election to Commandant. During his approximately four year tenure as Commandant, the realm prospered as never before. There were even rumors that the Gran March might, under his leadership, declare itself independent from the King of Keoland; such rumors were derailed by the giants' invasion of Geoff. Petros himself is a near-epic level character. If the PCs are very rude, or completely disrespectful, then the talk can be cut short. Petros is, among other things, a noble and should be treated as such.

- **Why did you leave Gran March?** Answer: "I left Gran March as part of an agreement with the Knights of the Watch. It was the most difficult decision I have ever made, but the fate of our realm was at stake."
- **Why did you return?** Answer: "I had an encounter with Heironeous himself, and he told me that I must return to Gran March because a terrible threat is facing our realm."
- **What is the threat?** Answer: "I do not know. In my dreams, it is portrayed as a shadow casting across the length and breadth of the land."
- **Why are you going to Hookhill?** Answer: "I am going to tell the Commandant of my visit from Heironeous. I do not know what it means, exactly, but I must tell him of it. There is also a matter of courtesy, since I have returned to the land for the first time in many years. I would inform him of my return and offer him what advice I have to give. I only pray he will listen to it."
- **Are you from Shiboletth?** Answer: "Yes, my family is originally from Shiboletth, and majority of our holdings are in that area, as is most of my family."
- **Why did you travel under the name "Gwalchen?"** Answer: It is a family name by which I have not been known since I became Commandant. I could not take a chance of the shadow from my dreams falling on my family before I had seen to their safety. Also, there are those who believe that I might have designs on becoming Commandant again – and using the name Petros openly would invoke those concerns."
- **What do you think of Vrianian's leadership?** Answer: "I would not cast aspersions on the

Commandant lightly. I believe he serves in troubled times. There are threats both outside and within our borders. Our sons should not be sent lightly to foreign lands to fight the wars of other nations. Gran March must concern itself with its own security. But, he rules in his fashion, as is the nature of the office."

- **Do you plan to become Commandant again? Do you plan to usurp Vrianian?** Answer: "No. I have no such plans. That is not why I have returned." Petros will bristle at such a question, as it is extremely rude. "I do not know what the future holds for the Commandant's chair; that is not for me to say. I will do whatever I can to help Gran March, and now that means offering myself as a defender of the man who holds that position today."
- **Why did you put forth this deception as to your identity?** Answer: "I despise deception, but I have put them forth only for great necessity. I have allowed deceptions in the past for military reasons, and this time I have done so to protect my family. I do not wish to continue it any longer, and you have earned the right to both my trust and the truth."

The PCs should have another opportunity to talk with Petros after the attack. He will be still a little evasive about what he is planning to discuss with the Commandant (such things are private between leaders, after all), but otherwise very open and friendly. He will mention his wife and daughters; one daughter is studying in Sterich, the other two daughters are married – one to an officer, and one to a retired officer who now works in Shiboletth (yes, he has grandchildren as well). His wife is visiting his daughter in Sterich after being kidnapped by Nolar Thotec in **GRM4-01 Homecoming**; that is why she didn't accompany him on the trip.

Petros will also, if asked nicely, recount some of the harrowing tales and exploits of his youth. He has some very interesting stories from his time as a soldier in the Army.

Petros will display an extraordinary amount of nationalist pride (as he should), but will also express the opinion that the Armies of the March should not be fighting battles in other lands. In particular, he will indicate that the March army in Geoff is far too large (Geoff should handle their own battles); the Army is better served to fortify the borders of the March.

Petros will also (if asked) indicate that the road through the Dim Forest is a bad idea in his military opinion. The road will provide access for supplies, but also an easy entrance into the Gran March, he will point out. The traditional allies of the Gran March, the elves of the dim, are divided over the road, so it has brought strife where none was needed.

Petros's traveling companions are two of his advisors, and a family friend – also a noble – who is traveling to

Hookhill on business and to accompany Petros. They do not interact with the PCs in the adventure, though if a PC tries to address them, they are courteous to them; their stats are not given the Appendix.

Encounter Eight: Journey's End

After the attack of the assassins, the party will make it through the rest of the evening without incident (though you can have them roll a few more Spot and Listen checks to keep them on their toes). Karvane and Petros will thank the PCs numerous times for their heroism and bravery.

With the rise of the sun, you seem to feel a renewed sense of purpose. You see the familiar outline of buildings in the distance. Hookhill looms large in the distance. A retinue of armed men on horseback rides towards your party.

The eight riders approach your camp. Petros steps out of his tent and calmly gestures to the riders.

The riders are in full dress uniform. With a DC 5 Profession (soldier) check, the character will recognize the riders as Knights of the Watch. Any PC who is in training to be (or is actively) a Knight of the Watch will automatically recognize the riders.

The riders stop some 15 yards from the camp, and one rider moves forward slowly. He raises his hand for the rest of the riders to wait in place. He dismounts and moves forward to meet Petros.

The PCs may approach if they wish. Karvane walks a few feet behind Petros, ordering the rest of the camp to remain where they are.

The lead Knight looks at Petros, and his lip curls in a slight sneer. He speaks in a slow tone: "So, old man, you have returned?" Gesturing to himself and his companions, he continues, "I must admit, we did not think you would have the nerve to do so. We have been sent here by the Commandant – who has not left his post, as have others in the past – to provide you with an official escort. Do you wish to ride on the back of my horse? I can carry the reins for you."

At this comment, Karvane will stiffen up, but a gesture from Petros will silence whatever he was about to say. It is obvious to any PC listening to the conversation that the tone of the knight is very cool and somewhat detached.

Petros steps forward, salutes the man, and says, "I see that old insults, be they real or imagined, are not easily forgotten. I explained to those of the order why it was vital that I depart, but I do not see the need to repeat it here today. My business is with the Commandant, though I welcome his offer of an escort."

This conversation continues, and the PCs may participate in it if they wish. The following are typical comments that might come up:

- *Knight: "Trust is a difficult thing to regain once tossed aside". Petros: "It was never my intent to betray anyone's trust, but I was ordered away by the highest power."*
- *Knight: "The Knights were your most valuable ally, yet you refused to pay us any heed." Petros: "The needs of Gran March were always first and foremost on my mind."*
- *Knight: "Have you returned to cause more trouble for the Knights?" Petros: "My business and what I have to say are for the Commandant's ears only. If he chooses to share that with you, so be it. I do not, nor have I ever, intentionally caused any trouble to the Knights."*
- *Knight: "Many in the order are far more displeased with you than I." Petros: "I cannot change what has passed, but I will meet with the other Knights to talk things over if they desire it."*
- *Knight: "I am to understand that our order nearly lost interests in Bissel as a result of your inaction and poor judgment." Petros: "I did what I believed was right with the tools given me by great Heironeous. I did my best to defend Gran March."*

Discussion regarding a tense past between the Knights of the Watch and Petros continue for a few moments, although the PCs may participate in the exchange if they wish. It is clear that Petros is being diplomatic, and the Knights are being rude and standoffish, though in a diplomatic fashion. It will be noticed by any PC (Sense Motive DC 5 + APL, +2 to the roll if the PC is a member of the Knights of the Watch or squiring to be a member) that all of the Knight's questions focus on how Petros treated the Knights, and the betrayal they felt when he left. For example, the Knight never once asks Petros "How is your family? How were your travels?"

Petros will cut off any PC if they are overly rude, but the Knights of the Watch show marginal respect for the entire party. They will say things to the PCs such as: "Do you know the true nature of the man with whom you travel?" "Be careful, for if you give him your trust, he will abuse it." Karvane will not speak once Petros waves him back.

The Knights of the Watch are especially concerned if any PC is squiring to be a Knight of the Watch, and one of the riders will take that PC aside, to speak with him privately. He will inform that character to be very careful in placing any trust in Petros, for he (the Knight) feels

that Petros betrayed the order when he left the post of Commandant in the fashion that he did. If the PC presses the Knight, he will advise the character that the Knights had lost confidence in Petros and told him of the same before he left. He will suggest that any other reason Petros might have given for abdicating the Commandant's seat is "either fabricated or grossly exaggerated." He will indicate that Petros was aware of the Knights' decision not to support him any longer only if the character asks.

The entire encounter should leave the PCs with a less-than-favorable impression of the Knights of the Watch, or at least of the unit in front of them. In this meeting, Petros is by far the more humble of the two parties.

If a PC continues to be overly rude after being warned by Petros, the Knight of the Watch will order him to receive a demerit if he is an active member of the military; the Knights do have military standing to do this. Under no circumstances will the Knights of the Watch or Petros draw weapons on each other. A Sense Motive check (DC 5 + APL) will reveal that the Knights dislike Petros (possibly because they feel he let them down in the past), but they will not draw swords on him; they simply wish to confront and possibly insult him.

If a PC moves to attack a Knight, Petros and Karvane will order him to stand down, subduing him or her if possible (an obvious magical attack counts as an attack for this purpose). If the PC does not obey the order, Petros and Karvane will stand back, although the other seven Knights on horseback will draw bows and shoot at the attacking character. The main Knight will simply hold up his shield in a full defensive posture. If the PC attacks for one round after being ordered not to, he or she will be punished immediately (see *Jailed!* in the Treasure Summary).

After a few moments, the Knights will make ready to escort the party into Hookhill to the Commandant.

As he turns to leave, Petros thanks each character for their assistance and salutes any active military characters – unless the character attacked the Knight, in which case he simply looks disappointed. His gratitude is obvious, and it appears he is gathering his inner strength for the upcoming meeting with the Commandant. The PCs receive the *Favor of Petros* (see the Treasure Summary).

The PCs are not allowed to accompany the carriage, but instead Karvane asks the party to ride with the supply wagon. Karvane instructs the party to meet him at an Inn later that evening, and he will provide them with their share of any supplies or spoils they might have gathered, and Petros will pay for their rest for the evening, their wounds tended to, and they will receive payment for their services. Karvane himself drives the main carriage into town, and Garn moves to the supply wagon with Alquash. The other occupants of the main carriage will be dropped off in town before the meeting with the Commandant.

Conclusion

Sitting in the warm comfort of the Inn, you cannot help but reflect on the trip you have just taken in most auspicious company. Whatever fate has in store for Gran March, you are certain that Petros will be in touch again, and you can be assured that if he comes calling, it will not be a mere social one.

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 Three

Defeat the wolves

APL 2 – 90 xp.

APL 4 – 150 xp.

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Encounter Five

Disarm or survive the trap

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter Six

Defeat the assassins

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. 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 (sell value)

Encounter Five:

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: 2 rings of protection +1 (167 gp each), 2 bracers of armor +1 (83 gp each), 2 monk’s belts (1,063 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 2 rings of protection +2 (667 gp each), 2 bracers of armor +2 (333 gp each), 2 monk’s belts (1,063 gp each).

APL 12: L: 0 gp; C: 0 gp; M: 2 rings of protection +3 (1,500 gp each), 2 bracers of armor +3 (750 gp each), 2 monk’s belts (1,063 gp each).

Encounter Six:

APL 2: L: 216 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 4 potions of darkvision (25 gp each), 4 mithral chain shirts (92 gp each).

APL 4: L: 112 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 4 potions of darkvision (25 gp each), 4 +1 mithral chain shirts (175 gp each), 4 +1 short swords (193 gp each), 4 rings of protection +1 (167 gp each).

APL 6: L: 126 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 4 potions of darkvision (25 gp each), 4 +1 mithral chain shirts (175 gp each), 4 +1 short swords (193 gp each), 4 rings of protection +1 (167 gp each), 4 cloaks of resistance +1 (83 gp each), 4 gloves of dexterity +2 (333 gp each), 4 wands of obscuring mist – 1st level caster (63 gp each).

APL 8: L: 204 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 8 potions of invisibility (25 gp each), 4 goggles of night (1,000 gp each), 4 +1 mithral chain shirts (175 gp each), 8 +1 short swords (193 gp each), 4 rings of protection +2 (667 gp each), 4 cloaks of resistance +1 (83 gp each), 4 gloves of dexterity +2 (333 gp each), 4 wands of obscuring mist – 1st level caster (63 gp each).

APL 10: L: 204 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 4 rings of invisibility (1,667 gp each), 4 goggles of night (1,000 gp each), 4 +1 mithral chain shirts (175 gp each), 8 +1 short swords (193 gp each), 4 rings of protection +2 (667 gp each), 4 cloaks of resistance +1 (83 gp each), 4 gloves of dexterity +4 (1,333 gp each), 4 wands of obscuring mist – 1st level caster (63 gp each), 4 boots of striding and springing (458 gp each).

APL 12: L: 204 gp; C: 0 gp; M: 4 potions of cat’s grace (25 gp each), 4 rings of invisibility (1,667 gp each), 4 goggles of night (1,000 gp each), 4 +1 mithral chain shirts (175 gp each), 8 +1 shock short swords (693 gp each), 4 rings of protection +2 (667 gp each), 4 cloaks of resistance +2 (333 gp each), 4 gloves of dexterity +4 (1,333 gp each), 4 wands of obscuring mist – 1st level caster (63 gp each), 4 boots of striding and springing (458 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 216 gp; C: 0 gp; M: 568 gp – Total: 784 gp (450 gp).

APL 4: L: 112 gp; C: 0 gp; M: 2,340 gp – Total: 2,452 gp (650 gp).

APL 6: L: 126 gp; C: 0 gp; M: 4,256 gp – Total: 4,382 gp (900 gp).

APL 8: L: 204 gp; C: 0 gp; M: 13,754 gp – Total: 13,958 gp (1,300 gp).

APL 10: L: 204 gp; C: 0 gp; M: 27,554 gp – Total: 27,758 gp (2,300 gp).

APL 12: L: 204 gp; C: 0 gp; M: 33,991 gp – Total: 34,195 gp (3,300 gp).

Items for the Adventure Record

Item Access

APL 2:

- ❖ Mithral Chain Shirt (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ +1 Mithral Chain Shirt (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ Gloves of Dexterity +2 (Adventure, DMG)
- ❖ Wand of Obscuring Mist (Adventure, 1st level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Goggles of Night (Adventure, DMG)
- ❖ Monk's Belt +2 (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Boots of Striding and Springing (Adventure, DMG)
- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Gloves of Dexterity +4 (Adventure, DMG)
- ❖ Ring of Invisibility (Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ +1 Shock Short Sword (Adventure, DMG)
- ❖ Bracers of Armor +3 (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)

Special

☛ Favor of Petros

For helping him, the former Commandant of Gran March is grateful to you. This favor can be counted as

one military commendation for purposes of determining advancement and military promotion and may have other uses in the future. Additionally, the PC may use the favor to gain access (Frequency: Adventure) to purchase the *holy* weapon special ability as an upgrade to a single melee weapon. This favor may be used during any Gran March Regional scenario, and the favor should be marked used at that time (once used for this purpose, the favor is gone).

☛ Jailed!

For openly attacking a Knight of the Watch, the character has been jailed for assault on an official of Gran March. The character is incarcerated for 2 TUs, as Petros, in his gratitude, works the legal system with his own influence to have the character released. Otherwise, the penalties would be much stiffer. If the character has the Enmity of Nolar Thotec, this incarceration period is doubled, as the mysterious figure works to delay the process at every turn. If this PC was an active member of the Gran March army, this assault also results in demotion of one full rank.

Appendix One: NPCs

All APLs

Karvane: male human Ftr12; CR 12, medium humanoid (human); HD 12d10+12; hp 99; Init +5, Spd 20 ft., AC 25 (touch 13, flatfooted 24); Base Atk +12; Grp +17; Atk +21 melee (1d8+9/17-20, +2 ghost touch longsword) or Full Atk +21/+16/+11 melee (1d8+9/17-20, +2 ghost touch longsword), +13/+8/+3 ranged; AL NG. SV Fort +9, Ref +5, Will +5; Str 20, Dex 12, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Handle Animal +10, Ride +14, Intimidate +5, Climb +10, Jump +11, Swim +11, Craft: Weaponsmith +8, Profession: Soldier +9, Sense Motive: +6, Diplomacy +9, Knowledge: Nobility +3; Cleave, Combat Expertise, Combat Reflexes, Endurance, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword),

Possessions: Gauntlets of ogre power (Str +2), +2 ghost touch longsword, +2 banded mail of light fortification, +2 heavy wooden shield (Darkwood), ring of protection +2, ring of sustenance.

Karvane is 43 years old. He served in the regular Army for 20 years. He was afforded many honors and then transferred to the 1st Battle: The Commandant's Own. It was here he first met Petros and came to respect him immensely, as both men were soldier's first. When Petros left the position of Commandant, Karvane left the 1st Battle shortly thereafter, retiring with full military honors. Since the army had been his life, he had no real family to speak of, so he spent some time as a mercenary; he found this work distasteful and was considering offering his services to train new recruits in the army when Petros returned and contacted Karvane, who was glad to return to his master's side. Karvane appears well muscled and works out regularly. His skill with a longsword is nothing short of amazing, though he can wield almost any weapon with great ability. Over the years, he recognized the need for a different set of skills as he served in the 1st Battle, so he developed those. His one constant has been his love of crafting weapons, and he has a small forge at his disposal on Petros's estate in Shibolet.

Karvane is loyal to Petros, and his primary concern is for his safety. He respects Petros's wishes, even when he does not agree with them. It seems he seldom sleeps (he wears a *ring of sustenance*) and is always alert and vigilant. He does not tolerate any behavior that might put Petros's safety at risk.

Alquash: male human Ftr4; CR 4, medium humanoid (human); HD 4d10+4; hp 33; Init +5; Spd 30 ft.; AC 15 (touch 11, flatfooted 14); Base Atk +4; Grp +6; Atk +8 melee (1d8+2, masterwork longsword) or +6 ranged

(1d8, light crossbow); Full Atk +8 melee (1d8+2, longsword) or +6 ranged (1d8, light crossbow); AL NG; SV Fort +7, Ref +2, Will +3; Str 14, Dex 12, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Handle Animal + 8, Ride +10, Profession: Soldier +6, Climb +6, Profession (cook) +8, Craft (kitchenware +2) (+4 with masterwork tools); Combat Reflexes, Great Fortitude, Improved Initiative, Point Blank Shot, Skill Focus (Profession (cook)), Weapon Focus (longsword),

Possessions: Studded leather armor, longsword (masterwork), light crossbow, buckler, masterwork artisan tools for crafting kitchen utensils.

Alquash is 55 years old and looks very weather-beaten. He served in the Army as a cook for 30 years, with his last several years under Karvane. Karvane actually had him temporarily assigned to the 1st Battle for the last year of his service. Alquash is a pleasant man who enjoys nothing so much as preparing food and swapping tales and recipes with other folks who like cooking. He crafts his own kitchen tools and is capable of amazing feats of culinary ability. He is aware of Petros's identity but honors his desire for privacy. Despite his years around nobility while cooking for the 1st battle, Alquash is still a commoner in his mannerisms. He finds Petros the most approachable noble he's ever met but still realizes the difference between noble and commoner and maintains that distance. He does have some war stories of his early years on the front line and will gladly speak with anyone in the army about them. He is approachable and good-natured.

Garn: male human Rgr4; CR 4, medium humanoid (human); HD 4d8+4; hp 27; Init +5; Spd 30 ft.; AC 17 (touch 12, flatfooted 15); Base Atk +4; Grp +6; Atk +7 melee (1d8+2/19-20, masterwork longsword) or +7 ranged (1d8/x3, masterwork composite longbow) SA Favored Enemy (Giants), Wild Empathy, Combat Style (Two Weapon Fighting), Animal Companion. SQ Spells; AL NG; SV Fort +5, Ref +6, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 15, Cha 10.

Skills and Feats: Craft (wagonsmith) +6, Handle Animal +7, Jump +4, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +10, Listen +5, Profession (soldier) +4, Ride +11, Search +4, Spot +5, Survival +9; Endurance, Improved Initiative, Mounted Combat, Ride by Attack, Track, Virtual Feat Two-Weapon Fighting (when in light Armor).

Spells: (1; save DC 12 + spell level) - *speak with animals*.

Possessions: Chain shirt, buckler, masterwork longsword, masterwork dagger (off-hand weapon), masterwork composite longbow.

Garn is 25 years old and realizes that he is, by far, the youngest of Petros's employees on this trip. He occasionally acts a bit nervous because of this age

difference but is otherwise easy to talk to. He spends a great deal of time tending to the needs of the animals, and his primary focus (after his immediate job as carriage driver) is on their needs when the caravan stops. He will cast his *Speak with Animals* spell in the evening to make sure the horses' needs are being met. Although he has an animal companion, it is not present with him on this trip. He served in the Army (Calvary) for 7 years and mustered out around 3 years ago. He is from Shibolet (not married, no children), and has family there. He was hired by Karvane, and shows him great respect because of it. He is hesitant to talk to anyone because he is shy, but he will be more comfortable around anyone whom he perceives shares his love of animals. Because he drives the main carriage, he is not accessible during the day - only when the caravan stops.

APL 2

Encounter Six

Hextorite Assassins (4): male human rog1; CR 1; medium humanoid (human); HD 1d6+1; hp 6; Init +3, Spd 30 ft.; AC 17 (+3 Dex, +4 mithral shirt), touch 13, flat-footed 14; Atk +3 melee (1d6+2, masterwork short sword) +4 ranged (1d8, light crossbow); Space/Reach 5ft./5ft.; SA sneak attack +1d6, trapfinding; AL NE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +7, Disable Device +6, Disguise +3, Escape Artist +7, Hide +7, Jump +6, Listen +4, Move Silently +7, Open Lock +7, Spot +4, Tumble +7; Combat Expertise, Improved Trip.

Possessions: Masterwork light crossbow, 20 bolts, masterwork short sword, *mithral chain shirt*, *potion of cat's grace*, Has poison on short sword: black adder venom (Injury, Fort Save: DC 11: 1d6 Con, secondary 1d6 Con), *potion of darkvision*.

APL 4

Encounter Six

Hextorite Assassins (4): male human rog3; CR 3; HD 3d6 + 3; hp 16; Init +7, Spd 30 ft.; AC 19 (+3 Dex, +5 Leather Armor, +1 Ring), touch 14, flat-footed 16; Atk +5 melee (1d6+3, +1 short sword), +6 ranged (1d8, light crossbow); Space/Reach 5ft./5ft.; SA sneak attack +2d6; SQ trapfinding, evasion, trap sense +1; AL NE; SV Fort +2, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Climb +3, Disable Device +8, Disguise +4, Escape Artist +9, Hide +9, Jump +9, Listen +6, Move Silently +9, Open Lock +9, Spot +6, Tumble +11, Use Rope +4. Combat Expertise, Improved Trip, Improved Initiative.

Possessions: Masterwork light crossbow, 20 bolts, +1 *mithral chain shirt*, *potion of cat's grace*, *potion of darkvision*, +1 short sword, ring of protection +1, Has poison on +1

short sword: medium spider venom (Injury, Fort save DC 14, 1d4 Str, secondary 1d4 Str).

APL 6

Encounter Six

Hextorite Assassins (4): male human rog5; CR 5, medium humanoid (human); HD 5d6+5; hp 27; Init +8, Spd 30 ft.; AC 20 (+4 Dex, +5 mithral shirt, +1 ring), touch 15, flat-footed 16; Atk +6 melee (1d6+3, +1 short sword) or +8 ranged (1d8, light crossbow); Space/Reach 5ft./5ft.; SA sneak attack +3d6, SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +2; Str 14, Dex 19, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Climb +3, Disable Device +10, Disguise +4, Escape Artist +12, Hide +12, Jump +9, Knowledge: Local (Meta-Region) +3, Listen +8, Move Silently +12, Open Lock +12, Spot +8, Tumble +14, Use Magic Device +4, Use Rope +5. Combat Expertise, Improved Trip, Improved Initiative.

Possessions: Masterwork light crossbow, 20 bolts, +1 *mithral chain shirt*, *potion of cat's grace*, *potion of darkvision*, +1 short sword, ring of protection +1, gloves of dexterity +2, cloak of resistance +1, 2 tanglefoot bags, 2 thunderstones, wand of obscuring mist (1st level caster), Has poison on short sword: medium spider venom (Injury, Fort Save DC 14, 1d4 Str, secondary 1d4 Str).

APL 8

Encounter Five

Mummy Monks (2): male mummy Mnk2; CR 7; medium undead; HD 8d12+2d8+3; hp 87; Init +0; Spd 20 ft.; AC 24, flatfooted 24, touch 13; Base Atk +5; Grp +12; Atk +12 melee (1d6+7, slam) or +10/+10 melee (1d6+7, flurry of blows); Full Atk +12 melee (1d6+7, slam) or +10/+10 melee (1d6+7, flurry of blows); SA despair, flurry of blows, mummy rot, stunning fist attack 4/day (DC 17); SQ damage reduction 5/-, evasion, undead traits, vulnerability to fire; darkvision 60 ft.; AL LE; SV Fort +9, Ref +5, Will +11; Str 24, Dex 10, Con *, Int 6, Wis 14, Cha 15.

Skills and Feats: Concentration +2, Escape Artist +2, Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Deflect Arrows, Great Fortitude, Improved Unarmed Strike, Power Attack, Stunning Fist, Toughness.

Evasion (Ex): If the mummy monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected

again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Undead Traits: Darkvision out to 60 feet. Immunity to poison, magic sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or lower. Not affected by raise dead or reincarnate spells or abilities.

Possessions: bracers of armor +1, monk's belt, ring of protection +1.

Encounter Six

Hextorite Assassins (4): male human Rog5/Asn2; CR 7, medium-sized humanoid (human), HD 7d6+7, hp 37, Init +8, Spd 30 ft; AC 21 (+4 Dex, +5 mithral shirt, +2 ring), touch 16, flat-footed 17, Base Atk +5; Grp +7; Atk +8 melee (1d6+3, +1 short sword) or +9 ranged (1d6, shortbow); Full Atk +6/+6 melee (1d6+3, +1 short sword) or +9 ranged (1d6, shortbow); Space/Reach 5ft/5ft; SA sneak attack +4d6, death attack, poison use, spells; SQ trapfinding, evasion, trap sense +1, uncanny dodge, +1 save vs. poison; AL NE; SV Fort +3, Ref +12, Will +2; Str 14, Dex 19, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Climb +3, Disable Device +12, Disguise +4, Escape Artist +13, Hide +13, Jump +9, Knowledge: Local (Meta-Region) +3, Listen +10, Move Silently +14, Open Lock +14, Spot +9, Tumble +15, Use Magic Device +4, Use Rope +5. Combat Expertise, Improved Trip, Improved Initiative, Two Weapon Fighting.

Possessions: masterwork composite shortbow (+2 Str bonus), 20 arrows, +1 mithral chain shirt, potion of cat's grace, two +1 short swords, +2 ring of protection, gloves of dexterity +2, cloak of resistance +1, 2 tanglefoot bags, 2

thunderstones, 2 potions of invisibility, wand of obscuring mist (1st level caster), goggles of night. Has poison on short swords: wyvern poison (Injury, Fort Save: DC 17, 2d6 Con, secondary 2d6 Con).

Spells known: (2; Save DC 12 + spell level) 1st – jump, obscuring mist, true strike.

APL 10

Encounter Three

Dire Wolves, advanced (9): CR 5, large animal; HD 12d8+48; hp 108; Init +6, Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +9; Grp +21; Atk +16 melee (1d8+12, bite); Full Atk +16 melee (1d8+12, bite), Space/Reach 10ft/5ft; SA trip; SQ low-light vision, scent AL N; SV Fort +12, Ref +10, Will +8; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +9, Move Silently +6, Spot +9, Survival +6; Alertness, Run, Track*, Weapon Focus (Bite), Improved Initiative, Power Attack (Bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

*Dire wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Mummy Monks (2): male mummy Mnk 4; CR 9; medium undead; HD 8d12+4d8+3; hp 99 each; Init +0; Spd 30 ft.; AC 26, flat-footed 26, touch 14; Base Atk +7; Grp +14; Atk +14 melee (1d6+7, slam); Full Atk +14 melee (1d6+7, slam) or +12/+12 melee (1d6+7, flurry of blows); SA despair, flurry of blows, ki strike (Magic), mummy rot, stunning fist attack 6/day (DC 18); SQ damage reduction 5/–, evasion, slow fall (20), still mind, undead traits, vulnerability to fire, darkvision 60 ft.; AL LE; SV Fort +10, Ref +6, Will +12; Str 25, Dex 10, Con *, Int 6, Wis 14, Cha 15.

Skills and Feats: Concentration +2, Escape Artist +4, Hide +8, Listen +8, Move Silently +8, Spot +8; Alertness, Cleave, Deflect Arrows, Great Fortitude, Improved Unarmed Strike, Power Attack, Stunning Fist, Toughness.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Undead Traits: Darkvision out to 60 feet. Immunity to poison, magic sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, non-lethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or lower. Not affected by raise dead or reincarnate spells or abilities.

Possessions: *bracers of armor* +2, *monk's belt*, *ring of protection* +2.

Encounter Six

Hextorite Assassin (4): male human rog5/asn4; CR 9, medium-sized humanoid (human), HD 9d6+9, hp 48, Init +10, Spd 40 ft; AC 23 (+6 Dex, +5 mithral shirt, +2

ring), touch 18, flat-footed 17; Base Atk +6; Grp +8; Atk +9 melee (1d6+3, short sword) or +13 ranged (1d6, shortbow); Full Atk +7/+7/+2 melee (1d6+3, short sword) or +13/+8 ranged (1d6, shortbow); Space/Reach 5ft/5ft; SA sneak attack +5d6, death attack, poison use, spells; SQ trapfinding, evasion, trap sense +1, uncanny dodge, +2 save vs. poison; AL NE; SV Fort +3, Ref +12, Will +2; Str 14, Dex 22, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +14, Climb +3, Disable Device +14, Disguise +4, Escape Artist +17, Hide +18, Jump +9, Knowledge: Local (Meta-Region) +3, Listen +10, Move Silently +18, Open Lock +18, Spot +11, Tumble +18, Use Magic Device +4, Use Rope +7. Blind Fight, Combat Expertise, Improved Trip, Improved Initiative, Two Weapon Fighting.

Possessions: Masterwork composite shortbow (+2 Str bonus), 20 Arrows, +1 *mithral chain shirt*, *potion of cat's grace*, two +1 *short swords*, *ring of protection* +2, *gloves of dexterity* +4, *cloak of resistance* +1, 2 tanglefoot bags, 2 thunderstones, *ring of invisibility*, *wand of obscuring mist* (1st level caster), *boots of striding and springing*, *goggles of night*. Has poison on short swords: deathblade poison (Injury, Fort Save: DC 20, 1d6 Con, secondary 2d6 Con).

Spells known (4/2; Save DC 12 + spell level): 1st – *disguise self*, *jump*, *obscuring mist*, *true strike*; 2nd – *darkness*, *invisibility*, *spider climb*.

APL 12

Encounter Three

Dire Wolf, Advanced (9): CR 7, large animal; HD 18d8 + 72; hp 162; Init +6, Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +13; Grp +25; Atk +20 melee (Bite, 2d6 +12); Space/Reach: 10ft/5ft; SA trip; SQ low-light vision, scent; AL N; SV Fort +15, Ref +13, Will +10; Str 27, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +4, Listen +11, Move Silently +8, Spot +11, Survival +10; Alertness, Run, Track*, Weapon Focus (Bite), Improved Initiative, Power Attack, Diehard, Improved Natural Attack.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+20 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

*Dire wolves have a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Mummy Monks: male mummy Mnk 6; CR 11; medium undead; HD 8d12+6d8+3; hp 111 each; Init +0; Spd 40 ft.; AC 29, flat-footed 29, touch 16; Base Atk +8; Grp +15; Atk: +15 melee (1d6+7, slam) or +13/+13 melee (1d6+7, flurry of blows); Full Atk: +15 melee (1d6+7, slam) or +13/+13 melee (1d6+7, flurry of blows); SA despair, evasion, flurry of blows, ki strike (magic), mummy rot, stunning fist attack 8/day (DC

19); SQ damage reduction 5/–, purity of body, slow fall (30), still mind, undead traits, vulnerability to fire, darkvision 60 ft.; AL LE; SV Fort +11, Ref +7, Will +13; Str 25, Dex 10, Con *, Int 6, Wis 14, Cha 15.

Skills and Feats: Concentration +2, Escape Artist +4, Hide +10, Listen +8, Move Silently +10, Spot +8; Alertness, Cleave, Deflect Arrows, Great Fortitude, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist, Toughness.

Evasion (Ex): If the mummy monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): The mummy monk gains an enhancement bonus to its speed.

Still Mind (Ex): The mummy monk has a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): The mummy monk's unarmed attacks are empowered with *ki*. Its unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): The mummy monk within arm's reach of a wall can use it to slow its descent. When first using this ability, it takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): The mummy monk has immunity to all diseases except for supernatural and magical diseases.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Undead Traits: Darkvision out to 60 feet. Immunity to poison, magic sleep effects, paralysis, stunning, disease, and death effects. Not subject to

critical hits, non-lethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or lower. Not affected by raise dead or reincarnate spells or abilities.

Possessions: bracers of armor +3, monk's belt, ring of protection +3.

Encounter Six

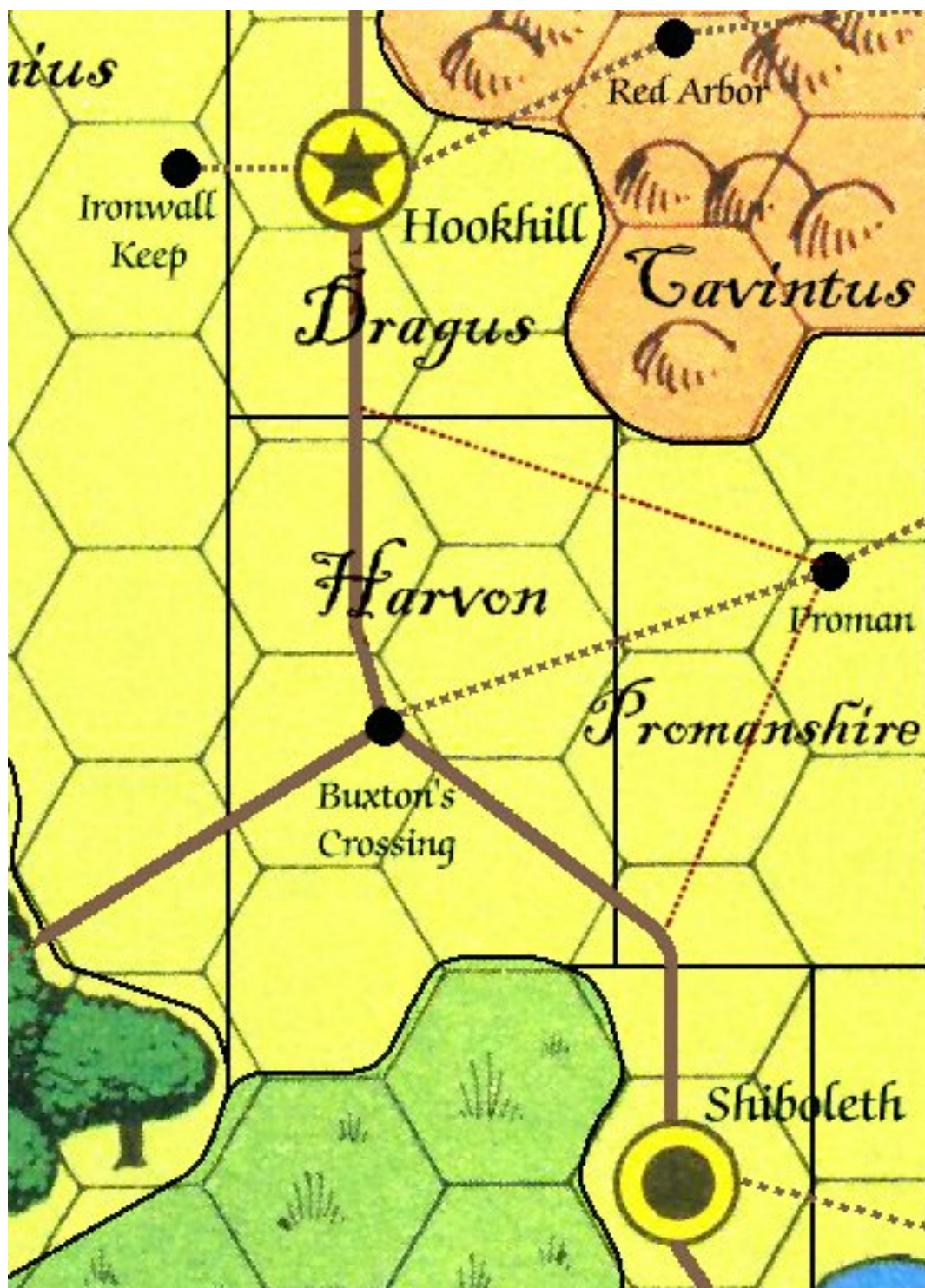
Rogue Assassin (4): male human rog5/asn6; CR 11, medium-sized humanoid (human), HD 11d6+11, hp 58; Init +10, Spd 40 ft; AC 23 (+6 Dex, +5 mithral shirt, +2 ring), touch 18, flat-footed 17; Base Atk 7; Grp +9; Atk +10 melee (1d6+3 plus 1d6 electrical, +1 *shock short sword*) or +14 ranged (1d6, shortbow); Full Atk +8/+8/+3 melee (1d6+3 plus 1d6 electrical, +1 *shock short sword*) or +14 ranged (1d6, shortbow); Space/Reach 5ft/5ft; SA sneak attack +6d6, death attack, poison use, spells; SQ trapfinding, evasion, trap sense +1, uncanny dodge, +3 save vs. poison, improved uncanny dodge; AL NE; SV Fort +4, Ref +13, Will +3; Str 14, Dex 22, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +14, Climb +3, Disable Device +16, Disguise +4, Escape Artist +19, Hide +20, Jump +9, Knowledge: Local (Meta-Region) +3, Listen +12, Move Silently +20, Open Lock +20, Spot +13, Tumble +18, Use Magic Device +4, Use Rope +7; Blind Fight, Combat Expertise, Improved Trip, Improved Initiative, Two Weapon Fighting.

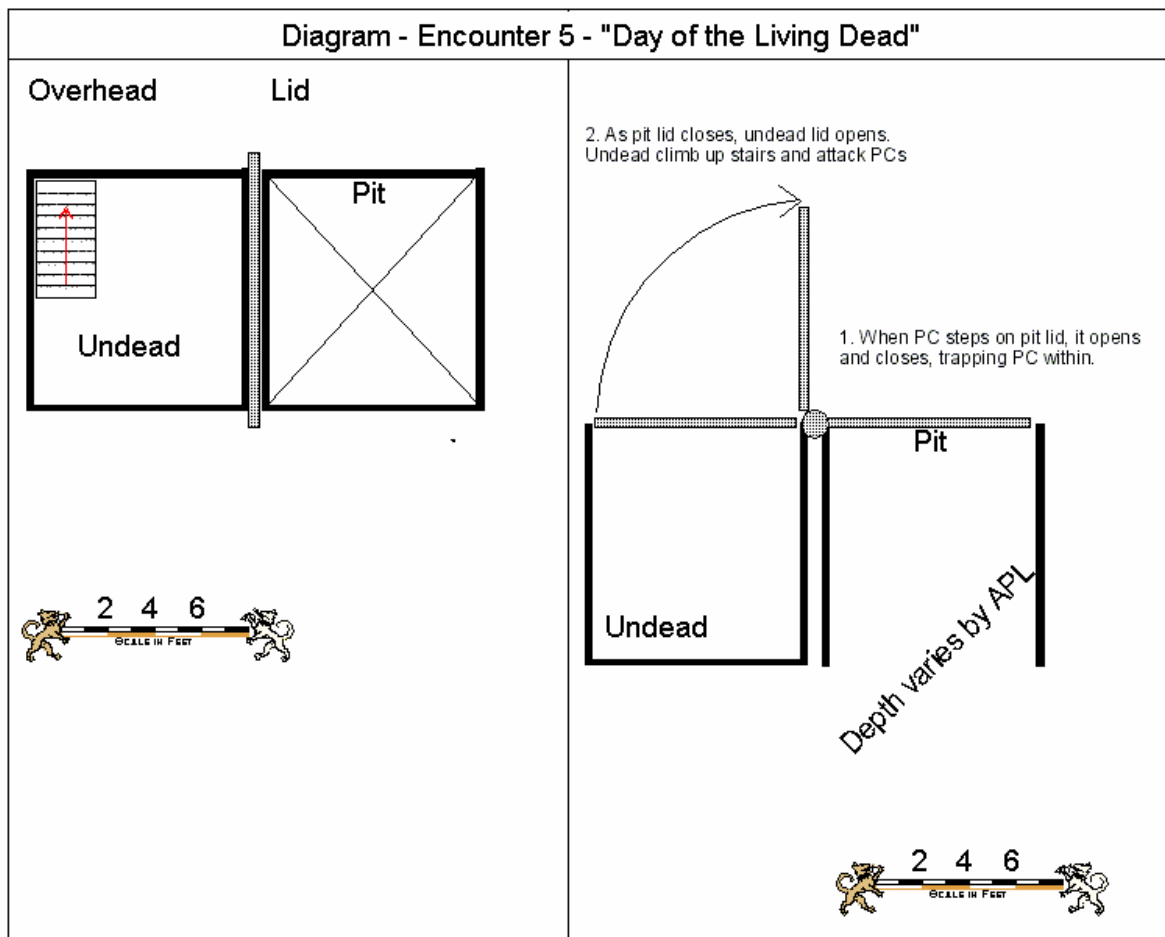
Possessions: Masterwork composite shortbow (+2 Str bonus), 20 bolts, +1 mithral chain shirt, *potion of cat's grace*, two +1 *shocking short swords*, +2 ring of protection, *gloves of dexterity* +4, *cloak of resistance* +2, 2 tanglefoot bags, 2 thunderstones, ring of invisibility, wand of obscuring mist (1st level caster), boots of striding and springing, goggles of night. Has poison on short swords: deathblade poison (Injury, Fort save DC 20, 1d6 Con, secondary 2d6 Con) on one and purple worm poison on the other (Injury, Fort save DC 24, 1d6 Str, secondary 2d6 Str).

Spells known (4/4/1; save DC 12 + spell level): 1st – *disguise self*, *jump*, *obscuring mist*, *true strike*; 2nd – *alter self*, *darkness*, *invisibility*, *spider climb*; 3rd – *deeper darkness*, *false life*, *magic circle against good*.

DM Aids: Map #1 - The Route from Shibolet to Hookhill



DM Aids: Map #2 – Pit Trap Diagram



Critical Event Summary

1. Did the party discover the pens where the wolves were kept? If so, did they figure out that the pens were deliberately opened to release the wolves?
2. Did any Hextorite assassins get away from the party? How many?
3. Did anyone in the party attack the Knights of the Watch in Encounter 8? If so, who? Were they jailed, and did they also have the Enmity of Nolar Thotec?

Please send all results to Michael D. Moore at mayhawk@mindspring.com.