

IUZ3-01

Across the Border

A One–Round D&D LIVING GREYHAWK®
Iuz's Border States Meta–regional Adventure

Version 1.0

by Jason Bulmahn

A stranger in need asks you for a simple favor, help a friend of his get out of danger. Unfortunately, his friend is in Dorakaa, the capitol of Iuz's domain. Part 1 of the Machinations plot line. An adventure for the bravest of heroes, levels 5–13.

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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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 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 three 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 player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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 following 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.

CR	1	2	3	4
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	5	6	7

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.

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. Three or 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 three 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 Meta-regional adventure, set in Iuz's Border States. Characters native to the Bandit Kingdoms, Furyondy, Highfolk, Perrenland, and the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Felkas Kilran is a man in deep trouble. Recruited by a mysterious organization, Felkas was tasked with the impossible. His job was to travel deep into Iuz's domain, to his capitol city of Dorakaa, and once there learn as much as he could about the Old One's current machinations. To his credit, he has been most successful, garnering information of vital importance to all that stand deep within the shadow of the Old One.

Unfortunately, Felkas was not as careful as he should have been. A group of clerics, reporting directly to the lesser Boneheart, have become suspicious of Felkas and as time has passed, they have begun to suspect his true identity. So far, he has been able to keep hidden, but his pursuers are getting more persistent. Normally, he would just flee to safer lands, but he is being watched and would not make it far beyond the city without help. To this end, he has sent a message to his friends in the organization to arrange for an escort out of the domain of Iuz. This is where the PCs come in.

Adventure Summary

This adventure begins in the home region of the PCs, when they are contacted by an agent of a mysterious organization, one that operates inside of Iuz's domain. The contact explains to the PCs that there may be some work for them, if they are willing, having heard of their previous exploits. If agreeable, this agent arranges for their transportation to Furyondy, and the town of Redoubt, not far from the border of Iuz's domain.

Once there, a young woman who calls herself The Shade contacts the PCs. Shade is a member of the organization and has just received the message from Felkas requesting aid. After assuring the PCs loyalty, Shade fills them in on the mission and arranges for their transport to deep within the Vesve forest where they will begin their journey to rescue Felkas. Assuming the PCs agree, they are sent out immediately.

Arriving at the border to Iuz's domain within the Vesve, the group meets an elven contact that gives them common outfits, a pair of draft horses and a wagon laden with goods. They are to pose as crooked merchants on their way to Dorakaa to make a steep profit. This wagon also contains a hidden compartment for all of their precious gear and a place to stow Felkas once retrieved. Making their way, they quickly come upon a border patrol that questions their intent and demand a toll but let them go without question.

Soon after, the party runs afoul of slave traders intent upon gaining a few more chattel to meet his quota. The PCs become prime targets in this raid and some may be

dragged off to the slave pits not too far away (conveniently along the way). No matter the outcome of the previous encounter, the PCs soon approach the slave pit and all of the depravities it contains. Here they may have to rescue some of their friends or might decide to liberate some of the oppressed. Those with strong convictions may have a difficult decision to make at this juncture.

Depending upon their actions up to this point, the PCs may attract the attention of a stealthy demon that suspects the PCs are more than they appear. If their actions warrant it, this demon will begin to follow the PCs from this point onward, spying on them for any obvious sign of their true nature. Continuing on their journey, the PCs must cross the Dulsi River, under the scrutiny of the army that controls the newly created bridge.

Across the river, the PCs have a long way to travel before reaching Dorakaa across one of the most desolate plains in the Old Ones domains. Some vile creatures inhabit this place and the PCs must deal with some of these, under bad portents and evil omens.

Finally, upon reaching the Road of Skulls, just outside the city, the PCs meet up with Felkas, who is desperate to get away and sure he is being followed. Soon after, a group of clerics and their escorts arrive on the scene, intent upon taking Felkas and all of the PCs back to Dorakaa. If being followed by the demon, it also reveals itself at this time, leading to the battle that is sure to ensue.

Assuming the PCs survive, they can easily make their way out, using their false identities, and escorting Felkas back to his friends. Although unwilling to divulge all the details to the heroes, Felkas does give them a few hints about the danger that is brewing in the lands of torment.

It is important to note that this adventure can be very long. Although it can be run during a normal four hour time period, this forces the roleplaying to be kept to a minimum. It is suggested that the event organizer lay out six hours for this event if possible.

Introduction

The introduction is broken into five parts, one for each region in the meta-region that is Iuz's Border States. Please refer to the section that corresponds to the region that you are currently in while running this event.

Bandit Kingdoms

When you are ready to begin, read or paraphrase the following to the players.

The gloomy weather has not yet let up in the town of Balmund. Winter seems to be holding on longer than usual this year and there appears to be no end in sight. Heavy sleet and driving winds have kept most of the townsfolk at home, huddled around their hearths, hoping for some sign of spring.

Unfortunately, this does not include you. Two days ago, you found a drenched piece of parchment that someone had apparently slipped into your pocket. Upon taking a closer look, you came to realize that it was a summons of a sort, asking to meet with you at the Showdown Saloon on this very night. Although barely legible, you could make out a signature at the bottom that read Keth. Sitting in the common room, trying to gather a bit of warmth into your chilled bones, you see others about the room, with a very similar piece of parchment sitting in front of them as well.

At this point, ask the PCs what they are doing. They may decide to strike up a conversation with one another, or simply wait for the arrival of Keth. The parchment that was slipped into their pocket was placed there by Keth, a local member of The Organization. Keth has decided that the PCs are worthy of possible membership and may have what it takes to help defy the Old One. To this end, he has called them all here to speak with them on this matter. After about an hour of waiting, Keth enters and approaches each of the PCs in turn, asking them to join him in his room upstairs. He gives them no further information unless they do so. When the party is fully gathered, proceed with the following.

"Greetings, and great thanks for heeding my call." Keth begins, looking each of you dead on. "I have recognized each of you for your deeds both here and abroad and have judged you to be worthy to our cause. I have been asked to gather a number of brave souls together to lend us some aid. Now, I know what you are all thinking, so let me explain. There are those who walk among us who brave danger of unbelievable proportions to defy the Old One." With that he spits on the ground. "In times of need, those with this level of bravery gather together, to fight and work as one, helping all against his will. I have asked you here because it seems to me that each of you shares these qualities at least to some extent or might be useful to our cause. I cannot promise any great reward, nor can I promise your safety, but let it be known that all those who would wish to see an end to the Old One's tyranny would do well to aid us. Now is your chance, what is your choice?"

This is a test of the PCs faith and convictions in these ideals. Keth will give them little more information (as he knows little himself). The PCs may very well be skeptical about his claim. If this is too much for them to overcome, he leaves telling them that perhaps he misjudged them. If the PCs agree to aid him, read or paraphrase the following.

"I knew I chose the rightly. Well, if your conviction is strong then you will take this next step that I am about to ask of you. If not, then I thank you for your time here and ask that you divulge none of this to anyone. If you wish to proceed, you must travel to the Furyondian garrison town of Redoubt, there you must go to a small inn called The Last Stand. Once there, another operative of my organization will contact you, called The Shade. I can tell you little else I am afraid but hope that you will undertake this journey. I know you have what it takes." With that he stands up and departs, thanking you all once again before closing the door.

If the PCs agree to go on this journey, proceed to Encounter 1 – Doubt in Redoubt. If not, the adventure ends here.

Furyondy

When you are ready to begin, read or paraphrase the following to the players.

The gloomy weather has not yet let up in the city of Libernon. Winter seems to be holding on longer than usual this year and there appears to be no end in sight. Heavy sleet and driving winds have kept most of the townsfolk at home, huddled around their hearths, hoping for some sign of spring.

Unfortunately, this does not include you. Two days ago, you found a drenched piece of parchment that someone had apparently slipped into your pocket. Upon taking a closer look, you came to realize that it was a summons of a sort, asking to meet with you at the Horn of Plenty inn on this very night. Although barely legible, you could make out a signature at the bottom that read "Ellyana." Sitting in the common room, trying to gather a bit of warmth into your chilled bones, you see others about the room, with a very similar piece of parchment sitting in front of them as well.

At this point, ask the PCs what they are doing. They may decide to strike up a conversation with one another, or simply wait for the arrival of Ellyana Freespeaker. The parchment that was slipped into their pocket was placed

there by Ellyana, a cleric of Trithernon and local member of The Organization. Ellyana has decided that the PCs are worthy of possible membership and may have what it takes to help defy the Old One. To this end, she has called them all here to speak with them on this matter. After about an hour of waiting, Ellyana enters. She is an attractive human woman with long, curled brown hair and hazel eyes. She wears chainmail armor beneath a surcoat of blue with the emblem of Trithereon. Around her neck is a copper-colored rune of pursuit. Ellyana will approach each of the PCs in turn, asking them to join her in her room upstairs. She gives them no further information unless they do so. When the party is fully gathered, proceed with the following.

"Greetings, and great thanks for heeding my call." Ellyana begins, looking each of you dead on. "I have recognized each of you for your deeds both here and abroad and have judged you to be worthy to our cause. Some of you provided assistance to me in the past, for which I again thank you. Rest assured that since that time I am more careful of those with whom I associate. As a result, I was the one selected to gather a number of brave souls together to lend us some aid. Now, I know what you are all thinking, so let me explain. There are those who walk among us who brave danger of unbelievable proportions to defy the Old One." With that she spits on the ground. "In times of need, those with this level of bravery gather together, to fight and work as one, helping all against his will. I have asked you here because it seems to me that each of you shares these qualities at least to some extent or might be useful to our cause. I cannot promise any great reward, nor can I promise your safety, but let it be known that all those who would wish to see an end to the Old One's tyranny would do well to aid us. Now is your chance, what is your choice?"

This is a test of the PCs faith and convictions in these ideals. Ellyana will give them little more information (as she knows little herself). The PCs may very well be skeptical about her claim. If this is too much for them to overcome, she leaves after telling them that perhaps she misjudged them. If the PCs agree to aid her, read or paraphrase the following.

"I knew I chose the rightly. Well, if your conviction is strong then you will take this next step that I am about to ask of you. If not, then I thank you for your time here and ask that you divulge none of this to anyone. If you wish to proceed, you must travel north to Redoubt and go to a small inn called The Last Stand. Once there, another operative of my

organization will contact you, called The Shade. I can tell you little else, I am afraid, but hope that you will undertake this journey. I know you have what it takes." With that she stands up and departs, thanking you all once again before closing the door.

If the PCs agree to go on this journey, proceed to Encounter 1 – Doubt in Redoubt. If not, the adventure ends here.

Highfolk

When you are ready to begin, read or paraphrase the following to the players.

The gloomy weather has not yet let up in the town of Highfolk. Winter seems to be holding on longer than usual this year and there appears to be no end in sight. Heavy sleet and driving winds have kept most of the townsfolk at home, huddled around their hearths, hoping for some sign of spring.

Unfortunately, this does not include you. Two days ago, you found a drenched piece of parchment that someone had apparently slipped into your pocket. Upon taking a closer look, you came to realize that it was a summons of a sort, asking to meet with you at the Hero's Rest Tavern on this very night. Although barely legible, you could make out a signature at the bottom that read Imbric Galerin. Sitting in the common room, trying to gather a bit of warmth into your chilled bones, you see others about the room, with a very similar piece of parchment sitting in front of them as well.

At this point, ask the PCs what they are doing. They may decide to strike up a conversation with one another, or simply wait for the arrival of Imbric. The parchment that was slipped into their pocket was placed there by Imbric Galerin, a local member of The Organization. Imbric has decided that the PCs are worthy of possible membership and may have what it takes to help defy the Old One. To this end, he has called them all here to speak with them on this matter. After about an hour of waiting, Imbric enters and approaches each of the PCs in turn, asking them to join him in his room upstairs. He gives them no further information unless they do so. When the party is fully gathered, proceed with the following.

"Greetings, and great thanks for heeding my call." Imbric begins, looking each of you dead on. "I have recognized each of your for your deeds both here and abroad and have judged you to be worthy to our cause. I have been asked to gather a number of brave souls together to lend us some aid. Now, I know what

you are all thinking, so let me explain. There are those who walk among us who brave danger of unbelievable proportions to defy the Old One.” With that he spits on the ground. “In times of need, those with this level of bravery gather together, to fight and work as one, helping all against his will. I have asked you here because it seems to me that each of you shares these qualities at least to some extent or might be useful to our cause. I cannot promise any great reward, nor can I promise your safety, but let it be known that all those who would wish to see an end to the Old One’s tyranny would do well to aid us. Now is your chance, what is your choice?”

This is a test of the PCs faith and convictions in these ideals. Imbric will give them little more information (as he knows little himself). The PCs may very well be skeptical about his claim. If this is too much for them to overcome, he leaves telling them that perhaps he misjudged them. If the PCs agree to aid him, read or paraphrase the following.

“I knew I chose the rightly. Well, if your conviction is strong then you will take this next step that I am about to ask of you. If not, then I thank you for your time here and ask that you divulge none of this to anyone. If you wish to proceed, you must travel to the Furyondian garrison town of Redoubt, there you must go to a small inn called The Last Stand. Once there, another operative of my organization will contact you, called The Shade. I can tell you little else I am afraid but hope that you will undertake this journey. I know you have what it takes.” With that he stands up and departs, thanking you all once again before closing the door.

Creatures: Imbric Galerin is a non-descript human of mixed descent. He arrives at the Hero’s Rest dressed in brown leathers with a gray cloak pulled tightly over his black hair and wearing high mud stained boots.

☛ **Imbric Galerin:** human, rog5/rng4.

If the PCs agree to go on this journey, proceed to Encounter 1 – Doubt in Redoubt. If not, the adventure ends here.

Perrenland

When you are ready to begin, read or paraphrase the following to the players.

The gloomy weather has not yet let up in the City Of Traft. Winter seems to be holding on longer than

usual this year and there appears to be no end in sight. Heavy sleet and driving winds have kept most of the townsfolk at home, huddled around their hearths, hoping for some sign of spring.

Unfortunately, this does not include you. Two days ago, you found a drenched piece of parchment that someone had apparently slipped into your pocket. Upon taking a closer look, you came to realize that it was a summons of a sort, asking to meet with you at The Raggletail Tavern on this very night. Although barely legible, you could make out a signature at the bottom that reads “Rex Rillander”. Sitting in the common room, trying to gather a bit of warmth into your chilled bones, you see others about the room, with a very similar piece of parchment sitting in front of them as well.

At this point, ask the PCs what they are doing. They may decide to strike up a conversation with one another, or simply wait for the arrival of Rex. The parchment that was slipped into their pocket was placed there by Rex, a local member of The Organization. Rex has decided that the PCs are worthy of possible membership and may have what it takes to help defy the Old One. To this end, he has called them all here to speak with them on this matter. After about an hour of waiting, Rex Rillander enters and approaches each of the PCs in turn, asking them to join him in his room upstairs. He is clearly a “ladies’ man” with a swashbuckling style about him and a huge ego (which is probably justifiable) – yet on this occasion he is quite serious. He gives them no further information unless they follow him upstairs. When the party is fully gathered, proceed with the following.

“Greetings, and great thanks for heeding my call.” Rex begins, looking each of you dead on. “I have recognized each of your for your deeds both here and abroad and have judged you to be worthy to our cause. I have been asked to gather a number of brave souls together to lend us some aid. Now, I know what you are all thinking, so let me explain. There are those who walk among us who brave danger of unbelievable proportions to defy the Old One.” With that he spits on the ground. “In times of need, those with this level of bravery gather together, to fight and work as one, helping all against his will. I have asked you here because it seems to me that each of you shares these qualities at least to some extent or might be useful to our cause. I cannot promise any great reward, nor can I promise your safety, but let it be known that all those who would wish to see an end to the Old One’s tyranny would do well to aid us. Now is your chance, what is your choice?”

This is a test of the PCs faith and convictions in these ideals. Rex will give them little more information (as he knows little himself). The PCs may very well be skeptical about his claim. If this is too much for them to overcome, he leaves telling them that perhaps he misjudged them. If the PCs agree to aid him, read or paraphrase the following.

"I knew I chose the rightly. Well, if your conviction is strong then you will take this next step that I am about to ask of you. If not, then I thank you for your time here and ask that you divulge none of this to anyone. If you wish to proceed, you must travel to the Furyondian garrison town of Redoubt, there you must go to a small inn called The Last Stand. Once there, another operative of my organization will contact you, called The Shade. I can tell you little else I am afraid but hope that you will undertake this journey. I know you have what it takes." With that he stands up and departs, thanking you all once again before closing the door.

If the PCs agree to go on this journey, proceed to Encounter 1 – Doubt in Redoubt. If not, the adventure ends here.

Note that the organization presented in this adventure has nothing to do with the Dark Wave Organisation (often known simply as The Organisation). PCs that ask questions to this end, are quickly told otherwise.

Shield Lands

This introduction is for PCs playing this event in the Shield Lands. When you are ready to begin, read or paraphrase the following to the players.

The gloomy weather has not yet let up in the city of Critwall. Winter seems to be holding on longer than usual this year and there appears to be no end in sight. Heavy sleet and driving winds have kept most of the townsfolk at home, huddled around their hearths, hoping for some sign of spring.

Unfortunately, this does not include you. Two days ago, you found a drenched piece of parchment that someone had apparently slipped into your pocket. Upon taking a closer look, you came to realize that it was a summons of a sort, asking to meet with you at the Weary Shield tavern on this very night. Although barely legible, you could make out a signature at the bottom that read Quatain. Sitting in the common room, trying to gather a bit of warmth into your chilled bones, you see others about the

room, with a very similar piece of parchment sitting in front of them as well.

At this point, ask the PCs what they are doing. They may decide to strike up a conversation with one another, or simply wait for the arrival of Quatain. The parchment that was slipped into their pocket was placed there by Quatain, a mysterious member of the Greycloaks. Quatain the Cold is human male of average height and build and dark countenance. He is grim, and blunt to the point of being rude. He has no patience for anything other than his mission; that being to drive Iuz from the Shield Lands and kill his followers as possible. A Knowledge (Shield Lands) check (DC20) reveals he is rumored to have killed more of Iuz's minions than any other Greycloak. Members of the Greycloaks will know that he generally travels alone, rarely returns to the reclaimed lands and spends weeks in the occupied lands. He is also rumored to have an extensive network of contacts throughout Iuz's empire. Anything that would bring him to Critwall personally must be very important.

Quatain has decided that the PCs are worthy of possible membership and may have what it takes to help defy the Old One. To this end, he has called them all here to speak with them on this matter. After about an hour of waiting, Quatain enters and approaches each of the PCs in turn, asking them to join him in his room upstairs. He gives them no further information unless they do so. When the party is fully gathered, proceed with the following.

"Greetings, and great thanks for heeding my call." Quatain begins, looking each of you dead on. "I have recognized each of your for your deeds both here and abroad and have judged you to be worthy to our cause. I have been asked to gather a number of brave souls together to lend us some aid. Now, I know what you are all thinking, so let me explain. There are those who walk among us who brave danger of unbelievable proportions to defy the Old One." With that he spits on the ground. "In times of need, those with this level of bravery gather together, to fight and work as one, helping all against his will. I have asked you here because it seems to me that each of you shares these qualities at least to some extent or might be useful to our cause. I cannot promise any great reward, nor can I promise your safety, but let it be known that all those who would wish to see an end to the Old One's tyranny would do well to aid us. Now is your chance, what is your choice?"

This is a test of the PCs faith and convictions in these ideals. Quatain will give them little more information (as he knows little himself). The PCs may very well be

skeptical about his claim. If this is too much for them to overcome, he leaves telling them that perhaps he misjudged them. If the PCs agree to aid him, read or paraphrase the following.

"I knew I chose the rightly. Well, if your conviction is strong then you will take this next step that I am about to ask of you. If not, then I thank you for your time here and ask that you divulge none of this to anyone. If you wish to proceed, you must travel to the Furyondian garrison town of Redoubt, there you must go to a small inn called The Last Stand. Once there, another operative of my organization will contact you, called The Shade. I can tell you little else I am afraid but hope that you will undertake this journey. I know you have what it takes." With that he stands up and departs, thanking you all once again before closing the door.

If the PCs agree to go on this journey, proceed to Encounter 1 – Doubt in Redoubt. If not, the adventure ends here.

Encounter One

Doubt in Redoubt

After the PCs have had a chance to introduce themselves to one another and begin their journey to the Furyondy town of Redoubt, read or paraphrase the following to them.

Your journey to the Furyondy garrison town of Redoubt was mostly uneventful, aside from the weather that has been plagued by sleet and occasional snow. Now, standing only a few miles from the town, you can clearly make out the five-towered castle that dominates the landscape and the town surrounding it. Making your way into the town, you are informed of the curfew that exists from dusk until dawn for all those not given specific leave by the Baroness Kalistren, ruler of these lands. All of the soldiers present certainly give you the impression that this is a rule that is not taken lightly.

The town of Redoubt is primarily a military town; one of the few this close to Iuz's lands that survived the Greyhawk wars. Most of the people living in this town are either soldiers themselves or support the soldiers in some way. The grim folk of this walled community have seen too much bloodshed over the years and it is apparent in their mood and outlook. The town is ruled over by Baroness Jelleneth Kalinstren, whose current

ambitions lie in reclaiming much of the lands stolen by the Old One. All lawlessness in the town is handled by the military with punishments that are often swift and harsh. Breaking curfew alone can net a week of hard labor (1 TU) and a fine of 50 gp.

The PCs will undoubtedly want to make their way to the Last Stand inn here in town. Asking around the town locates the inn without difficulty. Upon approaching the inn, read or paraphrase the following to the players.

Just down the road from you is the simple two-story building that you seek. Made of wood with a stone base, the Last Stand inn looks warm and inviting compared to the cold gloom that has chilled your bones. A flickering golden light plays from behind the heavily frosted windows.

Inside, you find a simple common room with only a few guests huddled around the large fireplace, sharing quiet conversation. An old man bearing many scars approaches you, taking your cloaks and hats and putting them on pegs next to the door. "What can I help ye with this cold evening? Rooms or perhaps just a hot meal, we have plenty of both for only a few Sheridans."

The old man is Krestok, the owner and sole employee of the Last Stand. A veteran of the Greyhawk Wars, Krestok has since retired to a more simple life. His prices are quite reasonable (Sheridans are the Furyondy name for Silver Pieces) and a single room can be had for only 2sp, while a meal of spiced beef stew, roasted turnips, cornbread, and golden mead can be had for only 1sp. The rooms are comfortable and warm, the food delicious. Note that the Last Stand is an inn, not a tavern, and while Krestok will serve more mead to those who have a taste for it, he frowns upon drunkenness and is not afraid to cut anyone off who has had too much.

In addition to the PCs, there are a number of other guests staying at the Last Stand. An elven couple is here from Highfolk, named Kirth and Somyrin. These two are on their way back to Highfolk after a journey to Greyhawk City. One Oeridian man staying at the inn is a merchant named Oliandar who deals entirely in locks (and lockpicks for those who might be interested in such things). Last but not least, the inn is currently home to three Furyondy soldiers from Chendyl, here on business (escorting a noble to visit with the baroness). Close examination reveals them to be brothers, Meryt, Colmat, and Westgan by name. These three do not have much to say to a bunch of upstart adventurers.

Undoubtedly, the PCs will enquire about "the Shade" that they have been sent here to meet. None in the tavern have any idea what they are talking about aside from Krestok who replies:

"Shade you say!" The old man suddenly pipes up. "We don't get much shade here, especially not in the winter. Who knows though, maybe a bit later?"

Krestok knows The Shade but will tell the PCs nothing more about her, simply shrugging and returning to his business. The Shade does indeed plan to visit the PCs, but not until much later in the evening. If the PCs have turned in by midnight, she will knock on their door, otherwise she is waiting for them in one of their rooms when they do retire. In either case, proceed with The Shade as noted below.

☛ **Krestok:** Male Human Ftr3/Exp2; hp 25; Bluff +5, Sense Motive +4.

The Shade

As noted above, roughly around midnight, The Shade pays the PCs a visit. If they are not in their room at this time, she picks one of their rooms to wait in (she has a key to all of the rooms). Otherwise she picks one of their doors at random to knock on. In either case, none of the PCs will notice her enter the inn. Once the PCs encounter her, read or paraphrase the following to them.

Standing before you is a tall but lithe woman barely visible under a deep blue cloak. She raises her head revealing a shapely chin and inviting lips. "You may call me The Shade," she says with a calm even voice. "Where are the rest of your friends?"

The Shade will not begin speaking to the PCs in earnest until they are all present. If questioned, she will confirm the name of the contact that sent them here and nothing more. Once they are all present, continue with the following.

"Now that you are all here, please be at ease," the mysterious woman continues. "As I am sure you are aware, you have been sent here because you are considered trustworthy by those in my organization." As she speaks to you, she removes her cloak, revealing her long black hair, tied neatly behind her head, and sparkling blue eyes. "As a sign of that trust, I am going to tell you a great many things, things that you will need to survive in the times that are fast approaching. First however, I must have your word of secrecy. Revealing what I am about to tell you carries a penalty of death most swift. What say you?"

The shade gives them no more information without first getting their promise. PCs that refuse are asked to leave,

this adventure is over for them. If all of the PCs refuse, The Shade looks disappointed as she leaves. This ends the adventure for the PCs as well. Once the PCs have agreed, continue with the following.

"Good, then we have an understanding. Let me start by saying although you are not bound by what I am about to propose, should you decide to undertake it, there is no turning back." She stops to look each of you in the eye with a dreadfully serious look on her face. "There are those in this world who would lay down their very lives to see the Old One stopped. For those with that level of devotion, there is an organization, one that I will not name here. Suffice to say, we are dedicated to our cause above all else. This dedication often takes us into harms way, into the lands of the Old One, sometimes even to Dorakaa itself, which is why I am here to speak with you tonight. One of our order is in trouble. He believes that he has been discovered and seeks an escort out of enemy lands. I know this seems impossible, but you may consider this a test of your mettle. Succeed and you will have gained our gratitude, and I can tell you that is no small thing. Failure brings death or worse. Knowing that, now I must ask you if you are interested. There is no shame in saying no but I hope your bravery gets the better of you."

At this point, The Shade wants a commitment to undertake the quest before giving them any more information. As mentioned above, declining carries no shame but it does end the adventure for the PCs. If they agree to go on this mission, The Shade has the following information to share with them. When playing The Shade, be very calm and calculating, accepting no deception and very insistent about her opinions and perceptions.

- ☛ Three months ago, a member of the organization, by the name of Felkas, left on a mission of utmost danger, to spy out the plans of the Old One in Dorakaa.
- ☛ Since then, they have received brief reports hinting that something big is afoot under his dread gaze.
- ☛ Only two weeks ago, they received a message informing them that Felkas felt that he was in trouble, his identity suspect.
- ☛ Earlier today, they received another message requesting an escort out of Dorakaa. Apparently, Felkas feels that he can make it out of Dorakaa, but not without notice and would need protection getting out of the Empire.

- The PCs are to go to Dorakaa and meet with Felkas just north of the city on the Road of Skulls in two weeks time.
- The PCs are to travel there under the guise of crooked merchants. All of the preparations for the journey are being arranged for by an elf named Bowsong, who will meet them in the Vesve. The journey will begin in the northern Vesve forest and take the most direct route to Dorakaa. A map will be provided.
- Once the PCs have Felkas, they are to leave the Empire by the same route that they came, as quickly as possible and escort Felkas back to Verbeeg Hill, the nearest sizable community.

After touching on all of the above points, The Shade is more than happy to answer any simple questions the PCs might have. She gives the following information if asked.

- “Tell me more about this organization.” She will not give the name of the Organization, nor give any further details on it, telling the PCs that they have not proven themselves worthy of that information yet. If they press the matter, she simply tells them that they hail from all the lands that would live more peacefully if the Old One were no more.
- “How will we recognize this Felkas?” Felkas is a man of slight build with pale blond hair. He has a scar across his forehead disappearing behind his scalp. If the PCs are still uncertain, The Shade tells them to ask him what her favorite gemstone is? The answer is sapphire.
- “What is the pay for this mission?” There is no pay for this mission. If saving a man from the hands of the Boneheart’s torture is not enough for them, then the Organization wants nothing to do with them.
- “What else can you tell us about our cover?” The PCs will be posing as shady merchants out of Greyhawk. Upon arriving at the meeting spot not far from border, they will be provided with a wagon and horses, complete with trade goods and clothing to complete the disguise. The wagon will also be prepared with a secret compartment for hiding Felkas once they have him.

Assuming that the PCs agree to all of this, The Shade thanks them and prepares to leave. She gives them a map, detailing where in the Vesve they need to travel to and departs, thanking them one last time before disappearing into the night. Proceed to Encounter 2.

If the PCs somehow attempt to harm or fight The Shade, she simply vanishes, ending the adventure for the PCs.

Encounter Two

Across the Border

Assuming that the PCs leave the next morning, their journey to the arranged meeting spot in the Vesve takes a little less than a week by horse (the PCs are provided with horses by The Shade if they do not have any themselves). Read or paraphrase the following to them.

Your journey to the designated meeting spot within the Vesve was mostly uneventful, with only the thrill of dodging a few patrols breaking up the near unending journey through the great wood. After only six days, you find yourself approaching the spot pointed out to you by The Shade on your map. On the path up ahead, you spot a wagon laden with crates hitched to a pair of horses. Stepping out of the brush in front of the wagon is an elf, clad in supple leather armor with an ivory bow slung over his shoulder.

The man standing on the path is called Bowsong and he has been waiting for the PCs’ arrival. As the PCs approach, he holds up his hand to halt their approach and then asks them who sent them, at first in elven, then in common if he receives no response. Assuming the PCs respond “The Shade”, he warmly approaches and shakes each of their hands.

Bowsong is a gray elf, known for his amazing feats with his ivory bow. He is a member of the Organization, and has made all of the preparations necessary for the PCs’ journey. Bowsong is a prankster at heart, but he takes his duty to the Organization very seriously. Although he does have a bit of information to pass on to the PCs, he first goes over the wagon and its contents as well as the depth of their disguise. The wagon contains the following.

- Two draft horses, suitable for pulling the wagon and all of its cargo for long distances.
- Two spare wagon wheels and the tools needed to replace a wheel.
- One extra harness for the two horses.
- Two crates containing eight bolts of fine dyed linen each (all dark colors).
- One crate of fine silk cloth, black, white, and red.
- Two small crates containing tobacco.
- Four barrels of fine and potent ale from Greyhawk.
- Two small casks of elven wine.
- 100 ft. of hemp rope.
- Four tents.
- Two lanterns with eight pints of oil.

- Enough dried rations for two weeks travel for each member of the party and some to spare.
- One barrel of drinking water.
- One disguise kit.
- One travelers outfit for each PC present, sized appropriately.
- A Map displaying the path of the journey (give the PCs Player Handout #1)
- 100 gp worth of coins of various mints to be used as bribes.
- Along the front of the wagon is a secret compartment big enough for one medium or two small sized creatures. Although cramped, it is cleverly hidden requiring a Search check (DC 25) to locate, although looking under the wagon to see how it is constructed gives a +5 bonus to the check. The compartment is entered from underneath the wagon and can be opened from within. The compartment is lead lined to prevent detection through simple magics.

After going over everything in the wagon, Bowsong has the following points to go over with the PCs.

- The PCs are currently only a day away from the edge of the Vesve and what is traditionally known as the border of the Old One's land. However, the PCs could encounter a patrol at any time.
- It is best if only half the PCs look like merchants and the rest look like guards of some sort. Any other mix might look suspicious. PCs are warned to keep any holy symbol hidden while in the empire.
- In speaking with patrols or any member of the clergy, make sure to grovel. These are lords of their domain and do not like it much if they are treated otherwise. Even if victory appears simple, do not let that lead to foolish actions, things are not always as they seem.
- Do not be afraid to use bribes, but not too much. Appearing too rich invites attack.
- If a fight does break out, make sure to leave no survivors. They will summon help soon enough and hunt you down.
- The PCs are not there to right every wrong, they can help where they can, but only if it does not endanger the overall mission. There is a great deal at stake with this particular mission to risk it all on every inequity.
- Bowsong will take any horses or animals that the PCs do not wish to have travel with them on this dangerous mission. They will be waiting for the PCs at Verbeeg Hill upon completion of their task. If the PCs do not return, he swears to find them a suitable home.

- The path leads nearly straight to Dorakaa, so be sure not to deviate as it is dangerously close to Izlen and a number of other minor settlements.
- Upon completing the mission, make sure to change the organization of the goods, just in case they run across the same guards again, showing them different goods from when they entered.
- A representative of the Organization in Verbeeg Hill will meet the PCs once their mission is over.

After sharing this information with the PCs, Bowsong points them in the right direction and wishes them luck before departing to safer lands. From here on, the PCs are on their own, heading into unimaginable peril.

The Border

After leaving the company of Bowsong, the trail that the PCs are on takes a turn dead east heading straight into Iuz's lands. As this is not one of the larger trails, the going is slow at first, but it does avoid patrols for a portion of their journey. Spending most of the rest of the day in the Vesve, the PCs do not break clear of the great wood until the late afternoon. This is also when they encounter their first border patrol. Read or paraphrase the following to the PCs when ready.

Your long journey through the near endless forest comes to a close later that afternoon as the trees begin to thin and then stop all together, replaced instead by vast stretches that have been crudely cleared. Stumps of all sizes, large and small, dot the landscape for miles in every direction, most still covered in a thick blanket of snow. Off in the far distance to the south, you can see thin plumes of smoke coming from crude settlements, obviously of orc kind. To the east, storm clouds hang heavy in the sky over your destination, still far away but never has it been so close.

Rising over a small hillock, not two hundred yards away is a band of figures pushing through the sleet and snow. They look like a patrol and they appear to have spotted you.

The group approaching the PCs is indeed a patrol of the Old Ones army. They are making their way to the PCs and will arrive in ten rounds (closing 60 ft per round, starting 600 ft away). PCs succeeding at a Spot skill check (DC 20 –1 per round beyond the first) can determine the exact number and race of those approaching. After five rounds, the patrol will be able to clearly make out the PCs and will notice any spellcasting that occurs out in the open. If the PCs draw weapons or are seen spellcasting, the patrol attacks as noted below, otherwise read or

paraphrase the following to them when the patrol is about thirty feet away.

Stopping thirty feet shy of your group is a patrol consisting of both orcs and men. While the orcs bear various symbols on their gear, both of the men bear only one symbol, that of the Old One, a screaming skull on a blood red field.

One of the men steps forward from the group. He wears a blood red cloak and has a bone white gauntlet on one hand. "Who are you that dares to enter the Empire of Iuz? This is no time of year for merchants and travelers are rarely welcome," he says with a sneer, obviously eyeing your heavily laden wagon.

Creatures: The patrol consists of four Jebli orcs (orcs native to the northern Vesve), the Patrol Leader, and Patrol Cleric (both of which are human). The leader of the patrol is more than willing to let the PCs pass, so long as they bribe him and his men sufficiently. If the PCs give him any obvious lie, seem hesitant, or do not offer a bribe he and his men proceed to search the wagon and PCs (using *detect magic* as well as simple searches). If the PCs resist or the guards find incriminating items (such as holy symbols of good gods), they demand the PCs surrender immediately and escort them to the nearest slave pit (see encounter two). If the PCs draw a weapon, fail to surrender when demanded, or take any other obviously offensive action, the patrol attacks without mercy.

If the PCs attempt to bribe the patrol to let them pass, the Leader wants no less than 50gp to split up between himself and his men (75 if the group contains any obvious elves). However, if the PCs start by offering more than 50gp, he assumes that they have much more and will settle for no less than double their opening offer. If the PCs fail to meet the amount he seeks, he demands their surrender as noted above.

The PCs may attempt to disguise themselves as member of the army or perhaps even clerics of Iuz. Both the Patrol Leader and Patrol Cleric get a +5 circumstance bonus to any check to see through this sort of deception because of their familiarity with the army. In addition, the patrol cleric may ask a few questions of anyone attempting to pass him or herself off as a cleric, such as "Who is the High Priestess of these woods?" (Halga) or perhaps "Who is the lord's mother?" (Iggwilv). Failure to answer questions such as these provokes an immediate attack.

All APLs (EL 8)

🐉 **Jebli Orcs (4):** hp 10; see Appendix A.

🐉 **Patrol Leader:** hp 40; see Appendix A.

🐉 **Patrol Cleric:** hp 37 (47); see Appendix A

Tactics: If combat breaks out between the patrol and the PCs, the captain's first action is to blow on his signal whistle (a move equivalent action that does not provoke an attack of opportunity) before engaging the PCs. This will summon two more patrols, identical to this one minus one orc (as noted in developments below) to this location in 20 rounds. These patrols will not be visible for 10 rounds and then spend 10 more rounds closing. If the PCs defeat the patrol within the first 10 rounds and move back into the Vesve, they will avoid these additional patrols.

The Patrol Cleric begins combat by casting *prayer* followed by *bless* to aid the other orcs before moving on to other offensive spells. The Jebli orcs engage in melee immediately.

Treasure: Aside from mundane gear, the Patrol Leader has two *potions of cure light wounds* and the Patrol Cleric has a *scroll of invisibility purge* as well as a *scroll of cure serious wounds*. Perhaps of more value to the PCs is the Patrols clothing, which gives them a +5 circumstance bonus to Disguise skill checks when attempting to appear like common soldiers in the army of the Old One. Of course, these clothes only fit mediums sized characters of roughly the same build as the patrol members (humans, elves, half elves, and orcs should have no problem).

Developments: More powerful parties (APL 10+) will have little difficulty with this encounter even if the additional patrols arrive. However, as noted above, the additional patrols are short one orc total (meaning only seven between the two). This orc drinks a *potion of expeditious retreat* and runs toward the settlements to the south. This is in fact the northern most reaches of Izlen. If the PCs have an easy time of these patrols, the orc reaches Izlen in five minutes and alerts the captain. Five minutes after that, a group of 6 ogres and a pair of Bebeliths are sent to investigate. They will only encounter the PCs, if they remain on that battle site for more than twenty minutes. See the monster manual for full statistics on these creatures.

Please note that the PCs receive no experience points for any of these combats, as they are a failure of their mission, especially when bribing the patrol is so simple.

After dealing with the patrols, the PCs are free to continue on their journey, making their way through the hills, slowly down grade toward the bridge crossing the Dulsi River. This is however about a day away and the PCs have another encounter first. Proceed to Encounter 3, the Slave Pit.

Encounter Three

The Slave Pit

This encounter has two parts, the first dealing with group of slavers that encounter the party and attempt to take a few prisoners. The second part is further up the road, the slave pit used by the slavers to keep their wares. This first part occurs four hours after the run in with the patrol, just before dusk.

The Slavers

Read or paraphrase the following to the players after they have continued on their journey.

Leaving the outskirts of the Vesve behind, you now travel steadily east, the land gently sloping down toward Lake Whyestil. As the hours roll by and the afternoon leads to evening, the weather begins to worsen with a blowing wind from the north accompanied by a heavy sleet. Little cover exists in this bleak land aside from the occasional hillock and cluster of dead trees.

Just as the day begins to make way into night, your wagon gets caught in a patch of deep slop, the wheels refusing to move. Worse still, there is some noise on the wind, barely indistinguishable from the howl and not too far away.

Creatures: The noise the PCs are hearing is coming from the wolves traveling with the slavers. Allow the PCs one round to prepare before giving them a Spot check (DC 20) to notice wolves, charging the party from their flank. Those that fail this check are surprised.

The wolves charge on the first round, closing to the nearest PC and attempting to bite and trip them. One ogre who follows behind released these wolves. The rest of the slavers approach from the opposite direction hoping to capture some of the PCs as noted below.

The slavers picked up the PCs trail a half mile back and decided to ambush them. Visibility is only forty feet in this sleet and any character wishing to move above their base speed must succeed at a Balance skill check (DC 15) or fall prone ten feet from their starting position.

APL 6 (EL 8)

- 🐾 **Worgs (2):** hp 30; see the Monster Manual.
- 🐾 **Ogres (2):** hp 26; see the Monster Manual.
- 🐾 **Zygrat the Slaver:** hp 20; see Appendix A.

APL 8 (EL 10)

- 🐾 **Worgs (4):** hp 30; see the Monster Manual.

- 🐾 **Ogres (4):** hp 26; see the Monster Manual.
- 🐾 **Zygrat the Slaver:** hp 28; see Appendix A.

APL 10 (EL 12)

- 🐾 **Winter Wolves (2):** hp 51; see the Monster Manual.
- 🐾 **Ogres (6):** hp 26; see the Monster Manual.
- 🐾 **Zygrat the Slaver:** hp 37; see Appendix A.

APL 12 (EL 14)

- 🐾 **Winter Wolves (4):** hp 51; see the Monster Manual.
- 🐾 **Ogres (4):** hp 26; see the Monster Manual.
- 🐾 **Ogre Mage:** hp 40; see the Monster Manual.
- 🐾 **Zygrat the Slaver:** hp 45; see Appendix A.

Tactics: While the wolves and ogres are out to kill anyone that gets in their way, they do not coup de grace unconscious PCs, instead binding their wounds if the situation permits it (hoping to capture them as slaves). They only do this if left alone with an unconscious PC and no others are around. If successful, the ogre will then pick up the PC and carry him or her back to the slave pit about half a mile up the road from here.

Zygrat is another matter entirely. His spells focus on incapacitation. These he will use quickly and often, hoping to neutralize any obvious spellcasters the group might have. Since most of his spells require fort saves, Zygrat only uses these on fighter type characters as a last resort (well knowing that they have little chance of success he instead uses his *charm person*). If he manages to paralyze or otherwise incapacitate a PC, he quickly picks them up and flies off up into the sleet storm. From there he flies away for one round, ties up the PC (utilizing his bonus from his gloves of the slaver) before returning to the fight. Zygrat's primary goal is to capture more slaves, sacrificing his simple ogres if the target seems valuable enough.

If given the opportunity with one or more PCs captured, Zygrat uses his *wand of web* to immobilize the party allowing his group to escape. Note that it only takes Zygrat 10 rounds to reach the slave pit through use of his *fly* spell while others must spend three times this amount or more as noted below.

Zygrat has cast a number of spells on himself before combat begins, most notably a *bull's strength*, *fly*, and *mage armor*. The effects of these and other precast spells are listed in his stat block in parenthesis. At APL 10 and above, he has cast *mass haste* on himself, the ogres, and the wolves two rounds before combat begins (this reduces the duration by two rounds).

Developments: Due to this encounter, one or more of the PCs may be captured and dragged off to the slave pit as noted below. It may also be possible that some or all of the slavers may escape and flee back to the pit.

These should be added to the encounter below in areas that seem appropriate. If none of the heroes are captured, the PCs may very well pass by the slave pit and continue on their way. In this case proceed to encounter four.

The Slave Pit

Located only one half mile (roughly 2,500 feet) up the path from where the PCs were attacked by the slavers is their slave pit, used to hold all sorts of captives before they are sold off to some horrible end. Some of the PCs may have been dragged off to this pit due to their run in with the slavers. Even if this is not the case, the PCs will still encounter the pit and have to make a decision whether or not to leave the unfortunate souls inside to their doom or risk further danger in attempting to free them.

If the PCs simply walk, or must track the enemy back to this pit, it takes them roughly ten minutes to reach the pit. If the PCs bother to get the wagon unstuck and lead it to the site, this takes thirty minutes. When the PCs approach, read or paraphrase the following to them.

Becoming clear through the driving sleet and howling wind is a large pit just twenty feet from the path. It appears to be covered by a large metal grate of some sort and is belching forth a thick black smoke. There appears to be no way into this pit. Not fifteen feet beyond this is a small hillock made entirely of stone blocks. Set into the near side is a stone door. Light emanates from square window set into the door.

The covered pit is the top of the slave pit, whose floor is some forty feet below. The stone hillock is the roof of the common room of the slavers quarters. Entering through the door leads the PCs into area 1 of the slave pit. See DM Map 2 for further details.

This portion of the encounter is broken down into two parts. The first describes each area in the slave pit complex while the second part describes the inhabitants of the slave pit, including the slavers themselves and the few captives they have here. Only a few creatures are linked to locations and these are static (not broken down by APL) and are really only weak sentinels to keep the slaves in line. All of the doors in this complex are locked and have the following statistics. Only Zygrat has the keys to these doors, the ogres rely upon him or others who are inside to open the doors for them.

🔪 **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Break DC 28; Open Locks DC 25.

PCs that approach the pit on the surface level find that the bars do not permit entry into the pit by anyone of

medium size or larger and small characters must succeed at a Escape Artist skill check (DC 20) to wiggle through the bars. Note that any PC going through must still have some way of not falling forty feet to the bottom. Looking into the pit reveals a vast fire pit in the middle belching black smoke. A successful Spot skill check (DC 15) locates the door leading into the tunnel (Area 5) as well as the two skeletons standing in front of that door. For more information, see Area 6, The Pit below. The bars covering the pit have the following statistics.

🔪 **Iron Bars:** 2 in. thick; Hardness 10; Hit Points 60; Bend DC 30.

It may come to pass that all of the PCs are captured and thrown into the slave pit. If this is the case, all of their gear, weapons and armor are taken from them and stored in Zygrat's personal chamber and they are thrown into the pit. That evening all of the slavers are in the compound (but none in the pit itself). The next morning, Zygrat and his patrol (those noted above) leave the complex to hunt for more prisoners. This gives the PC a prime opportunity to attempt an escape, using the gnomes picks and perhaps some big bones as rough clubs. This should be near impossible, but they could pull off an escape. The exact details of this attempt are left up to the DM to devise.

Area 1 – The Common Room

All of the doors leading into or out of this chamber are locked (the door leading out and to areas 2 and 5). Knocking on the outside door summons one of the slavers who looks through the small slot window to see who it is. Seeing anyone other than Zygrat summons all of the slavers to this chamber to deal with the newcomers. Upon entering this chamber read or paraphrase the following.

This large chamber appears to be the only one underneath the stone dome you saw from the outside. Two stairways lead down and out of this room, while two other stone doors are on opposite ends. In the center of the chamber is a large battered table standing almost five feet off the ground surrounded by a number of cut stumps used for stools. The remains of a rather grisly meal litter the table and floor. The stench of this room is that of unwashed flesh and fur.

PC succeeding at a Heal skill check (DC 15) can determine that last night's meal was elven, but little more can be made from all of the bones that are scattered about the room. A crude mural on the ceiling depicts ogres

doing horrible things to people of all races. There is little else of interest in this room. The two stairways leading down head to the ogre grotto (Area 4) and the wolf den (Area 3) as noted below. The eastern door leads to Zygrat's personal chamber (Area 2) while the western door leads to the guard hallway (Area 5).

Area 2 – Zygrat's Personal Chamber

The door leading into this chamber is locked as noted above. Written in blood on the door to this room is "Bozzes Rom – Tay Out!" in broken common. Read or paraphrase the following to the PCs upon entering this room.

Opening the door reveals a cramped chamber packed with old cloths, rusted weapons and a few bits of furniture. Although messy, this room actually has a mildly pleasant scent of cinnamon. On the far wall is the symbol of the Old One scratched into the stone. A torch with ghostly glowing flames sheds a bit of light into this small private chamber.

This is Zygrat's personal chamber at this particular slave pit (he controls many in the area). It is packed with all of the gear and garbage of five years worth of slaves. Although of little value, PCs can find nearly any piece of mundane gear from the phb (valued at 10 gp or less) somewhere in this room with a successful Search skill check (DC 20) and 10 minutes. None of this gear is in good shape or of any real value (falling apart soon after this adventure is over). The only real things of note are in the treasure section below.

Creature: In this chamber is Zygrat's personal servant, a single Dretch. This creature has been ordered to attack anyone entering Zygrat's chamber without him. Although no fearsome opponent, Zygrat has managed to convince the ogres that this is a powerful demon not to be trifled with. As such, his loot here is secure while he is not around.

All APLs (EL 0)

👉 **Dretch:** hp 15 (he is well fed); see the Monster Manual.

Treasure: Most obviously, hanging on the wall of this room is an *Everburning Torch*. However, a successful Search skill check (DC 25) reveals a locked chest. Opening the chest (DC 30) reveals a large number of gold coins and jeweled trinkets. These are of some value as noted in the treasure summary. Another successful Search skill check (DC 25) discovers one of Zygrat's spellbooks. Although not complete, this is the only one that he has at this complex. This room also contains

Kessarín's spellbook as noted below as well as some of the gear from the various other prisoners.

Area 3 – Wolf Den

There is a gate on the stairs leading down into this chamber. The gate is not locked. Upon entering this chamber, read or paraphrase the following to the players.

This stairs leading down to this chamber of covered in a thin layer of frost, as is the walls and floor of this room. In addition the floor is covered in bones and dung, obviously the lair of some wild animals.

This chamber is used as a pen for the wolves kept by the slavers. Unless alert to attack, any remaining wolves will be kept here. There is nothing else of value in this room.

Area 4 – Ogre Grotto

Halfway down the stairs leading into this chamber is a heavy curtain of fur. Beyond this is the chamber used by the ogres when they are not on watch. Read or paraphrase the following to the players upon opening the curtain.

Pushing aside the heavy fur curtain reveals a chamber covering in straw and bones. There are a number of mounds of straw and old tattered cloth obviously used as a bed for some large humanoid. In the center of the chamber is small fire whose smoke disappears through a small natural chimney.

Unless alerted to the PCs, most of the remaining slavers can be found in this chamber. There are beds enough in this chamber for all of the ogres present. A thorough search of the room reveals very little of value aside from 10 gp in assorted coins and a masterwork dagger used by the ogres to clean food from their teeth.

Area 5 – Guard Hallway

Both doors leading into this narrow hallway are locked from the inside. Positioned here are all times are four skeletons as noted below. These skeletons and the ones beyond the door in Area 6 have been commanded not to attack any of the slavers. They will only attack slaves if they enter the chamber or climb the stairs in Area 6. There is a small slit in the door leading into Area 6, allowing the skeletons to watch for trouble and summon the slavers if the prisoners revolt.

All APLs (EL 0)

👉 **Medium-sized Skeletons (4):** hp 6; see the Monster Manual.

Area 6 – The Pit

This pit consists of three chambers, only one of which is open to the sky above. This primary chamber is forty feet deep and covered by iron bars as noted in the description above. This chamber also contains a rough stone staircase rising up 25 ft. to a platform and door that leads to Area 5. On the ground level of the pit is two caves used by the slaves to stay out of the elements and get some sleep. Upon entering this chamber, read or paraphrase the following to the players.

This broad open chamber is nothing more than a pit, the bottom of which is covered in sleet and remains. Along one side is a staircase that goes from the floor of the pit up to a platform and a door. Opposite this is a pair of tunnels that lead into darkness. In addition there are a number of pairs of shackles bolted to the wall of the bottom of the pit. Some contain the skeletal remains of former prisoners, while one contains a live subject. A sulouise man devoid of any hair, covered in many tattoos and dressed in only a thick leather strip wrapped around his form. A large fire pit burns coal in the center of the pit.

The pit is broken up into three areas. The first of which is the main pit that is open to the sky above. The fire in the center is burning hot with coal mined by the gnomes in from one of the side chambers. This chamber also contains the stairs that go up to the guard hallway (Area 5). At the top of these stairs is a pair of skeletons that have been given orders to attack anyone who climbs the stairs or attempts to escape by climbing the pit. These skeletons will not attack any of the slavers. Chained on the wall of the side of the pit is one of the five current prisoners of the pit. This strange sulouise man is Kessarín, a mage who has spent occasional periods of his life in slave pits such as this. Due to this fact he has gone quite insane. For more information on this crazed man, see below. There are also a large number of bones of all sort scattered about this chamber, most half buried in the snow. The walls of the pit require a Climb check (DC 20) to make any real progress, although this will do them little good as the bars above are quite sturdy.

All APLs (EL 0)

👉 **Medium-sized Skeletons (2):** hp 6; see the Monster Manual.

One of the side chambers off the main pit is a coal pit. Three of current prisoners, gnomish miners spend most of their days in this chamber, mining the coal here for warmth and food (they only get food when they produce coal). The only tools that they have are very rudimentary

picks that could not be used for combat effectively at all (-2 to hit, 1d2 damage).

The other chamber is used as a sleeping pit for the five prisoners (aside from Kessarín who is chained to the wall). Only one of the prisoners can often be found here, and that is Soliquan, an elven ranger from the Vesve who is currently horribly ill with filth fever. There is little in this chamber aside from filthy mats and a few moldy scraps of food.

Inhabitants

There are only two types of inhabitants in this slave pit, the slavers and the prisoners.

The following slavers are all that remain in the complex when the raiding party attacks the PCs on the path. If any of those escaped the combat, they would flee to here and should be added to the numbers present. These NPCs are not placed in any particular chamber but should be placed according to the DMs needs. Often the ogres will simply be in their grotto or in the common chamber, only occasionally in the slave pit, beating or feeding the prisoners. The wolves are often in their pen or perhaps being used to torment the prisoners. Their final placement is up to you.

APL 6 (EL 6)

👉 **Worgs (2):** hp 30; see the Monster Manual.
👉 **Ogres (2):** hp 26; see the Monster Manual.

APL 8 (EL 8)

👉 **Worgs (4):** hp 30; see the Monster Manual.
👉 **Ogres (4):** hp 26; see the Monster Manual.

APL 10 (EL 10)

👉 **Winter Wolves (3):** hp 51; see the Monster Manual.
👉 **Ogres (8):** hp 26; see the Monster Manual.

APL 12 (EL 12)

👉 **Winter Wolves (3):** hp 51; see the Monster Manual.
👉 **Ogres (8):** hp 26; see the Monster Manual.
👉 **Ogre Mage (2):** hp 40; see the Monster Manual.

In addition to the slavers, there are five prisoners currently in the pit. Of them, Kessarín has been here the longest (over a year now), while the gnomes were only brought in three weeks ago. Soliquan has been here for two months, but is now grown very ill. If freed, the gnomes and Soliquan make back for safer lands, thanking the PCs profusely but wishing to escape as quickly as possible. Kessarín, on the other hand, wishes a bit of revenge and will travel with the PCs if they will have him.

☛ **Kessarín the Destructive:** hp 24; see Appendix A.

Kessarín is a wandering mage who has quite literally lost his mind. Captured as a young boy in the Bandit Kingdoms, he has spent a good deal of his life in the slave pits of the Old One having escaped and been recaptured more than once. His spellbook is located in Zygrat's chamber but it written in gibberish that only he understands. His greatsword is there as well as his spell component pouch. If freed and all of these returned to him, he will offer to accompany the PCs if they will have him for the remainder of this scenario. When playing Kessarín, play him as a man bent on destruction, of himself and those around him. This only goes so far however as he is not quite suicidal. His favorite tactic is to enhance himself with spells and wade into combat.

☛ **Farlg, Begin, Solmy:** hp 5; see Appendix A.

Farlg, Begin, and Solmy are three gnomish miners from the Sepia Uplands who were abducted some three weeks ago while on a supply run in the Vesve. Of all the prisoners here, these three are in the best condition both in body and spirit. They have spend their days doing what they do best, mining the coal from one of the smaller side caverns, giving them something to burn for warmth and trade to the slavers for food. They have in turn made sure both Kessarín and Soliqan are well fed. Having no real combat skills, these three have become resigned to their fate but are overjoyed to be free. If allowed to do so, they swear to take Soliqan back to his people before returning home themselves. When playing the gnomes (all brothers by the way) they should be played like overactive teenagers, prone to pranks and bad jokes.

☛ **Soliqan:** hp 36 (currently 4); see Appendix A.

Soliqan is a high elven ranger from the Vesve. He was captured about two months ago and has since caught filth fever due to the poor conditions of the pit and lack of proper nourishment. He has had it for almost two weeks now and his Constitution is down to four. He is only barely conscious and knows little about where or who he is. If freed, he will go with the gnomes back to safe lands and hopefully someone with the means to heal him. If healed, he instead offers to lead the gnomes back to safety and thanks the PCs for his rescue. When playing Soliqan, he should be treated as a man on deaths door full of hallucinations and incoherent ramblings.

After dealing with the slave pit, proceed to Encounter 4, the River Dulsi.

Encounter Four

The River Dulsi

After the PCs leave the slave pit behind, they must travel for nearly another full day before reaching the Dulsi River. The going is easy though as they can get on the rough road that leads from Izlen to the bridge over the Dulsi River. The going is made even easier by a brief break in the weather, the snow finally stops and occasional shafts of sunlight break through the heavy cloud canopy above. When the PCs finally approach the river, read or paraphrase the following to them.

Your journey over the next day is an uneventful one. Fortunately, the sky has cleared a little and the snow has stopped. That combined with a worn and well-used trail has made travel with the wagon quite a bit easier. As the day progresses, the shores of Lake Whyestil draw nearer and shortly after midday, you see the mouth of the Dulsi River. Not two miles away, you spot a bridge that crosses the river and a bit of an encampment on either side. Your map shows only a ford in the river and no encampment to speak of.

Both the encampment and the bridge are relatively new to this area, having only been finished a few months ago. The PCs might try to find another way to cross the River, but this will take far longer than they desire, as the next ford is almost a day away from here to the north.

Assuming that the PCs decide to continue to toward the bridge, continue with the following.

Drawing closer to the bridge, you can now clearly make out the encampment on either side. The buildings consist of simple log structures, patched with mud and straw roofs. They number only half a dozen to a side but all have smoke rising from their chimneys. You can also clearly make out a number of humanoids going about their business, some on patrol, while others are busy constructing a watchtower. Mostly orc, you do catch sight of a few humans and one tall lumbering figure that can only be a giant.

The PCs can approach the settlements quite freely so long as they keep up their cover as merchants. The orcs and ogres present certainly take notice of them but make no move to stand in their way or attack them.

Once the PCs actually enter the settlement, the local captain in charge of this operation approaches them. He is accompanied by a number of his orcs, as well as a small fiend perched upon his shoulder (for more information

on this demon, see The Spy below). Read or paraphrase the following to the players.

Upon entering the settlement, your group is approached by a heavily scarred man wearing blood red armor with a heavy black cloak. He is accompanied by a grinning fiend that sits upon his shoulder and a dozen orcs that follow behind. "Who are you and what are you doing here?" The soldier demands!

Creatures: The man is Captain Hazzaran who has served in the army of Iuz since he was only fourteen. He has been put in charge of this bridge, both to oversee its construction and man it once it is complete. He is not difficult to fool however and readily accepts the PCs story so long as it is plausible and not any obvious threat. However, he does wish to charge them a toll for using the bridge. The cost is 10gp per PC as well as 30gp for the wagon. This fee is non-negotiable and only doubles if the PCs attempt to bargain with him. He gladly tells them about the ford one day to the north if they are unwilling to pay. If the PCs get belligerent, use spells, or otherwise attempt to bully their way across, he orders them killed, throwing everything in his disposal at them if necessary.

While all of this is happening, the fiend sitting on the Captain's shoulder is studying the PCs intently. If any of the PCs are good (as it can *detect good*) or behave oddly in any way, the fiend decides to follow them as noted below.

The following numbers represent all of the enemies present here at the ford. Not all of these would assail the PCs at once of course, should a fight break out, but would come in waves until the PCs are slain or driven off (a quarter of the forces every five rounds). Note that this is far more than the PCs should be able to handle and as a result, will probably force a retreat and end of the PCs adventure.

All APLs (EL roughly 16)

- **Captain Hazzaran, Ftr 9:** hp 70; Bluff +5, Intimidate +8, Sense Motive +5, Spot +5.
- **Jebli Orcs (70):** hp 10; see Appendix A, Encounter 3.
- **Ogres (16):** hp 26; see the Monster Manual.
- **Ogre Mage (4):** hp 40; see the Monster Manual.
- **Trolls (5):** hp 63; see the Monster Manual.
- **Frost Giants (2):** hp 133; see the Monster Manual.

The Fiend

Sitting on the Captain's shoulder, appearing to be nothing more than a simple pet is a Quasit. No ordinary demon, this Quasit is for more than it appears, and was actually sent here by the lesser boneheart to keep watch

on the bridge and assure its completion. The Quasit, which goes by the name of Fexassit, is actually quite a bit more powerful than others of its kind, possessing intelligence and abilities far beyond those normally found with such lesser demons. This has been accomplished over the years by various magical rituals and rights to grisly to speak of here. All of this time Fexassit has been loyal to the Old One and his cause. As such, his skills have been recognized and put to good use.

Developments: While the PCs are talking to the Captain, Fexassit uses his *detect good* and *detect magic* abilities to observe the PCs. Undoubtedly, he will see powerful magical auras as well as possibly some good auras as well. This causes him to become quite suspicious of the PCs. Shortly after they leave and make their way across the bridge, he decides that it would be in the Old One's best interest to follow these strange merchants and keep an eye on them. He informs the Captain of his plans and sets off after the PCs, first making himself *invisible*. From this point, forward, Fexassit is always about 200 ft. away from the PC under the cover of *invisibility*. If for some reason, he needs to be closer, he assumes the form of a raven and flies past for a closer look. He is particularly looking for any incriminating signs or obvious markings that the PCs are not what they appear to be. This may prove important in Encounter 6.

There is only one way that Fexassit does not follow the party. For this to occur, the party must have little to no magic items visible (those in the secret compartment cannot be detected) as well as no good aligned PCs visible. This is up to the DM to decide. Some magic items are to be expected, but if the PCs have a number of items that normal merchants would never normally have, this triggers Fexassit's suspicion. In addition to this, if the party fought the patrol in Encounter 2, Fexassit follows them regardless, suspecting that they may be the ones that were involved (news travels fast in Iuz's realm, the Quasit received a *sending* informing him of the disturbance).

APL 6 (EL 7)

- **Fexassit:** hp 32; see Appendix A.

APL 8 (EL 9)

- **Fexassit:** hp 46; see Appendix A.

APL 10 (EL 11)

- **Fexassit:** hp 60; see Appendix A.

APL 12 (EL 13)

- **Fexassit:** hp 70; see Appendix A.

After dealing with the bridge crossing, the PCs can continue on their way to the Desolate Plain that surrounds Dorakaa for many miles. Proceed to encounter five.

Encounter Five

The Desolate Plain

Leaving the River Dulsi, the PCs now are at the longest, most desolate stage of their journey. The journey from the Dulsi River to Dorakaa is about 150 miles long and will take the PCs four days with the wagon in tow. There are no villages or settlements along this trail aside from the occasional abandoned building or burnt down farmstead. Aside from occasional snowdrifts, there is little aside from sand, ash and bone along the trail. Feel free to embellish the absolute desolation of these lands. When setting out on this stage of the journey, read or paraphrase the following to the players.

Leaving the River Dulsi behind, you now embark on the longest leg of your journey, through the wide wastelands that surround the Capitol City of Dorakaa. As the days pass, the landscape turns from a gentle plain to an absolute desolation. Only an occasional abandoned tower or burnt out building marks the passage of miles. The snow and sleet covering the ground often parts to reveal large mounds of bones piled like some grim altar. It seems that the skulls are looking at you as you pass and a pale green light comes from them when moon is high in the sky. Nothing grows here aside from a few gnarled trees struggling for life. The only animals you have seen have been carrion birds that seem to be very plentiful in these lands.

Three days pass completely uneventfully but not without a sense of growing dread. The weather has turned worse, occasionally turning to blasting gales of sand like snow. Only a day now to the end of your journey, the clouds above have become a boiling torment of black and red. Lighting arcs from their lofty heads in spite of the heavy snow and hail that seems to be constantly falling. Occasionally, you could swear that the clouds form some withered head that gazes at you before unleashing some blast of lighting and snow.

The PCs have now entered the storm that surrounds Iuz's capitol of Dorakaa. When the Old One is particularly angered or in a foul mood, this storm can be deadly. Today is one of those days. As the day marches on the storm only gets worse, eventually turning into driving

hail. Although not yet damaging, it only seems to be getting worse and there is no shelter to be found. Tents set up in this weather would be quickly destroyed. When ready, read or paraphrase the following to the players.

Worsening by the minute, the near constant hail stings your skin, as the clouds seem to draw ever nearer. Quite suddenly, they form a large grinning skull made of blood red vapors. Opening its maw wide, the huge skull slams into the ground, enveloping all of you in its gaping maw. It is as if a broiling dome of blood red fog now surrounds the ground that you were standing on and there are shapes moving in that fog, shapes with wicked claws and angry red glowing eyes.

Creatures: When the broiling red skull envelops the PCs, it creates a 50-ft. radius dome that surrounds them. Floating within the broiling cloud is a number of incorporeal undead creatures that immediately move from the cloud wall to attack. For the duration of this combat, the PCs must also deal with horribly adverse weather conditions as noted below.

APL 6 (EL 7*)

☞ **Allips (4):** hp 26; see the Monster Manual.

APL 8 (EL 9*)

☞ **Allips (4):** hp 26; see the Monster Manual.

☞ **Wraiths (2):** hp 32; see the Monster Manual.

APL 10 (EL 11*)

☞ **Wraiths (4):** hp 32; see the Monster Manual.

☞ **Specters (2):** hp 45; see the Monster Manual.

APL 12 (EL 13*)

☞ **Specters, Advanced (4):** hp 78; see Appendix A.

* - All ELs are effectively one higher than listed due to adverse conditions as noted below.

Tactics: The undead simply move to attack the nearest PC during this fight. However, this danger is multiplied by the storm that surrounds the PCs. At the beginning of each round, the DM should roll on the following chart to determine the current weather effect. Please note that none of these results have any effect on the undead, only the PCs suffer.

d6 result Weather Effect

- | | |
|---|--|
| 1 | Hail – driving hail slams the site dealing 2d6 damage to all unless the PCs succeed at a |
|---|--|

- Fortitude save (DC 18) for half damage. Those under the wagon are immune.
- 2 Lightning Blast – a large bolt of lightning comes arcing from the storm striking one of the PCs at random. This deals 6d6 points of electrical damage unless a Reflex save (DC 20) is made for half.
 - 3 Howling Wind – the wind picks up to an incredible speed. All ranged attack rolls suffer a –8 penalty and moving against the wind (DM choice of direction) requires a Strength check (DC 20).
 - 4 Thunder Clap – a huge thunderclap occurs directly above the PCs. This deafens everyone for the round, giving all spells a 20% spell failure chance if they have a verbal component. In addition, no communication is possible between PCs this round.
 - 5 Earthquake – the ground shakes and splits open, requiring each PC on the ground to make a Balance skill check (DC 20) or be thrown to the ground. In addition, a pit opens up underneath one of the PCs. This pit is only 30 ft. deep but deals 3d6 damage to any PC that falls down it. A Reflex save (DC 15) avoids this fate.
 - 6 Calm – everything grows eerily calm for one round. Next round however, roll twice, rerolling any 6's that come up.

In addition to the weather, each undead should be treated as if it were bolstered, adding four to its effective HD (for example, the Allips are treated like 10 HD for the purposes of turning). Anyone foolish enough to leave the dome and enter the broiling cloud must deal with the effects of Hail, Howling Wind, Thunderclap, and Earthquake every round (as noted above, with the wind blowing them back in and without the earthquake pit).

After the undead are defeated (or all turned), the cloud lifts and the landscape returns to normal. Although the weather is still quite horrible, the PCs can continue on their journey to Dorakaa unimpeded. Any undead the PCs might have control of fade away when the cloud dissipates. Proceed to Encounter 6, The Road of Skulls.

Encounter Six

The Road of Skulls

When the PCs have finished dealing with the broiling storm and its undead host, proceed with the following.

Although the storm continues to broil overhead, its effects seem to lessen with every step. The rest of the day goes without incident as your destination grows ever closer. That night, you can clearly make out a soft light in the distance, the light of a large city and there is only one in this area that could create such a glow. Dorakaa is now less than a day away!

Waking the next morning, the sky is a pale blue, the clouds having lifted overnight. The last miles of your journey are easy ones. Finally, just before noon, the city comes into sight. Surrounded by stone walls that must be fifty feet in height, the city is crowned by a vast black cloud, ever swirling around His dread domain. Wicked towers of barbed stone and metal break the height of the walls forming a landscape of gloom and oppression. Even from this distance you can see winged forms flying from place to place, obviously those of demons.

Within an hour, you are standing on the legendary Road of Skulls, a swath of land over a hundred feet wide heading from Dorakaa to the south, to the hills in the north. Scattered all along its length are thousands of skulls, many in small piles, some all alone and more than one placed upon tall blackwood staffs. There is a palpable sense of menace here and images of the victims that made this grim road fill your thoughts. Thankfully, according to your information, Felkas should be here within hours.

The PCs have to wait two hours before Felkas emerges from the city in a dead sprint to the heroes. During this time, they are free to investigate the area if they like. More than likely this will involve checking out the skulls to see what properties they possess or at the very least, which ones to avoid. When dealing with the skulls themselves, see The Skulls as noted below.

If time allows during the play of this event, feel free to have another patrol come down the trail and harass the PCs for some GP. Treat this patrol just as the patrol from Encounter 2. If there is little time, these patrols simply pass by the PCs, paying them little heed as they make their way back to the city.

Should the PCs lose all sense of reason and actually head toward Dorakaa, they can make it right up to the gates without much trouble (other than a few patrols). However, there are amazingly powerful fiends here as well as high ranking clerics of Iuz. Any foolish move here spells certain doom. The DM is free to punish any foolish adventurers that actually make it up to the city using any demon less than CR 15, and a limitless supply of clerics, wizards, fighters and rogues of 8th level and lower.

After two hours have passed, Felkas emerges from the city (bypassing the walls via *dimension door* cast

from a scroll) and begins running toward the PCs. When this happens, read or paraphrase the following to them.

Keeping your eyes ever watchful toward the city of dread, you suddenly spot a man some distance from the black stone walls. He appears to be running toward you with all the speed he can muster.

This is Felkas and he feels that he is in trouble. It takes him over three minutes to reach the PCs unless they make their way toward him (if taking the wagon, this cuts the time to 2.5 minutes, without cuts it to 2).

🐉 **Felkas Kilran, Rog3/Wiz3 (Enc):** hp 30; see Appendix A.

When Felkas reaches the PCs, read or paraphrase the following to them.

Bounding up to your group with as much speed as he can muster is a thin man dressed in dark clothing. A black cloak draped around his shoulders is flung back revealing dirty blonde hair and a scar disappearing underneath it from his forehead. His eyes are dark and troubled. "Are you the merchants send here to deal with me?" he asks nearly out of breath. "I am Felkas and I pray that you have the goods that I am looking for!"

Assuming that the PCs confirm their identities, he asks them how refreshing The Shade is, his final bit of proof that they are indeed the ones sent to help him. So long as the PCs play along with his line of questioning, Felkas heads to the wagon and asks to be hid immediately for he is certain that some priests are following him. Just as he is about to climb into the wagon, a contingent from Dorakaa appears to challenge them.

Creatures: Felkas was right to be worried about his safety. He has been watched in the city for some time now and the clerics have been searching for him for the past five days looking to arrest him. The lead in this investigation is a cleric by the name of Asolgat, a devout worshipper of Iuz that has great aspirations in the clergy. He is accompanied by a number of highly trained guards and possibly a fiend or two (depending upon the APL). This group appears from under the cover of *invisibility* (from a potion) as they make their first attacks. The PCs should be allowed a Listen skill check (DC 15) to avoid surprise on the first round of combat unless they have some way of seeing through the *invisibility* in which case they are spotted at range and attack immediately.

APL 6 (EL 8)

- 🐉 **Asolgat, Clr5:** hp 40 (50); see Appendix A.
- 🐉 **Celbit Orcs (3):** hp 26; see Appendix A.
- 🐉 **Howlers (2):** hp 39; see the Monster Manual.

APL 8 (EL 10)

- 🐉 **Asolgat, Clr7:** hp 58 (72); see Appendix A.
- 🐉 **Celbit Orcs (6):** hp 26; see Appendix A.
- 🐉 **Red Slaad:** hp 52; see the Monster Manual.

APL 10 (EL 12)

- 🐉 **Asolgat, Clr9:** hp 71 (89); see Appendix A.
- 🐉 **Celbit Orcs, Elite (3):** hp 40; see Appendix A.
- 🐉 **Retriever, demon:** hp 55; see the Monster Manual.

APL 10 (EL 12)

- 🐉 **Asolgat, Clr11:** hp 82 (104); see Appendix A.
- 🐉 **Celbit Orcs, Elite (6):** hp 40; see Appendix A.
- 🐉 **Retrievers, demon (2):** hp 55; see the Monster Manual.

Tactics: Asolgat has cast a number of spells before approaching the PCs, most notably *bull's strength* and *endurance*. Where applicable, these spells have been taken into account in the stat block and are listed in parenthesis. Also note that he has drank one *potion of heroism* as well and this is not taken into account in his statistics. When combat begins, he casts other spells on his party to boost them, such as *prayer* or *bless* before moving on to other options. Given the opportunity, he will also use his *lesser bonewand* to activate some of the skulls in the area as noted below.

The orcs move to attack the PCs immediately, first closing on spellcasters to take them down quickly. The outsiders that are with the group use their power to the best of their abilities, closing into melee as soon as the opportunity presents itself (except for the Retrievers which use their rays first).

Although bent upon capturing Felkas, the villains are not above destroying him if left with no other options. Felkas has used a number of his spells this day before arriving with the PCs. At the beginning of combat, the only spells he has up and running is *cat's grace*, the *expeditious retreat* running out just as he arrives to them. During the combat, he focuses on keeping out of harms way, lending a hand where possible.

This is also the point in which the quasit spy, Fexassit makes himself known. If, while spying on the PCs, Fexassit observes the PCs worshipping or using the symbol of a good god or obviously speaking of their plan, means, goals, or allegiances, the quasit joins in the melee. He uses his sneak attack ability to best effect, attacking

and then turning *invisible* the next round to regain the advantage. He flees if brought to less than 25% of his original hit points. If not convinced of the PCs treachery, he instead watches them and after the combat is over, he flies to Dorakaa to report, with the PCs none the wiser.

The Skulls

Scattered all over the trail are a number of skulls that carry powerful magics, allowing those who possess the right tools to utilize those magics. These skulls are placed atop blackwood staffs in ever increasing numbers as one approaches the city. Although their exact position on the field of battle is up to the DM, no two skulls are closer than 40 ft. from one another. These skulls are only on the Road of Skulls (so clever PCs can bypass this threat by staying off the road, even though they were told to meet Felkas on it). To determine the effects any given skull, roll a 1d10 and consult the following chart.

1d10 result Skull Power

- 1 The skull screams if any good aligned creature comes within 50 ft of the skull.
- 2 The skull can belch forth a 15 ft. radius cloud of acid once per day. This acid does 4d6 damage per round to those inside its radius. A Reflex save (DC 15) halves this damage. The acid lasts for 1d4 rounds unless dispersed.
- 3 Skull can cast *magic missile* once per round up to five times per day. This is cast at 5th as a 5th level wizard. The missiles take the appearance of teeth.
- 4 The skull radiates a *protection from good* effect with a 30 ft. radius. This effect is always active.
- 5 The skull can fire a *ray of enfeeblement* from its eye sockets twice per day. This effect is cast at 6th level and has a Fort save (DC 13). This works in all ways like the spell of the same name.
- 6 The skull can cast *shout* once per day as a 7th level caster. The Fort save for this effect is DC 16.
- 7 The skull can be commanded to explode as a *fireball* cast at 8th level. The successful Reflex save (DC 14) halves this damage.
- 8 The skull can cast *cause fear* three times per day as a 5th level caster. A successful Will save (DC 15) negates this effect.
- 9 The skull has two attributes, roll again, ignoring any rerolling any result of 9 or higher.

- 10 The skulls magic has faded. It still radiates magic of a type (necromancy or evocation) but will no longer function.

The skulls are also protected versus theft and destruction. Characters that remove a skull suffer one negative level until they are put down. Once put down, the skulls strangely vanish and reappear on their pole. PCs can attempt to destroy the skulls (AC 13, hardness 5, hp 8). Doing so carries a bad omen. Any PC that destroys a enchanted skull on the Road of Skulls comes under the effect of a *doom* that lasts for 24 hours unless a *remove curse* is cast by at least an 8th level caster.

After defeating the cleric and his minions, the PCs would be well advised to begin the journey home. Assuming that they do not wait around, they can make their escape without incident. PCs that linger, run into patrols, similar to those from Encounter 2. Felkas, if alive, is desperate to leave immediately and will leave on his own if left with no other alternative. Assuming the PCs survive and begin the journey home with Felkas, proceed to the conclusion.

Conclusion

Assuming that the players have succeeded and survived, read or paraphrase the following to them.

The journey home was fraught with peril, from roaming patrols to avoiding an entire regiment of the Old Ones army, but in the end, you manage to make it back to the borders of the Vesve forest without further incident. Felkas has been very quite this time, speaking little of his ordeal and only mentioning the organization in vague references that yield no real information.

Making your way through the great wood, Felkas appears to ease quite a bit. Somehow, leaving he dominion of the Old One has done a great deal for his spirit. You have even seen the grim man smile now and again.

Pulling the wagon into the small town of Verbeeg Hill, your journey is almost over. Felkas directs you to a small inn called "Melick's Pub", a respectable place not far from the mighty Velderdyva River. Stabling the horses and stowing the wagon, Felkas gets a room and asks you all to join him for a bit of a parlay.

Opening the door to the room, you are confronted with the tall black cloak of The Shade, hanging on a peg on the wall. She is waiting for you all within. Felkas moves to take a seat next to her and the two of them begin a quiet conversation. Speaking

louder, The Shade says, “No, I think they have deserved to at least hear some of what they have fought so hard to learn.” She motions all of you closer.

Felkas looks unsure but then begins, his voice unsteady and fearful. “The Old One is up to something, this much I am sure of. I have seen creatures, new things of terror, the likes of which I have never seen before. Wreathed in flame, but made of dead flesh, with a cruel intelligence and truly terrible powers. They are like nothing else in his army and all others fear them. Fortunately they are still few, but as the weeks past, I began to see more of them, and of different kinds.” Felkas pauses for a moment to shudder. “I fear that the Old One has something new to use on the battlefield, and I am afraid that we will have no way to stop it.”

The Shade shakes her head. “Don’t worry my friend, we will find a way.” She then turns to you, “I wish to thank you once again for all that you have done, know that our organization appreciates your work greatly and that is something that we will not soon forget. Now if you will excuse us, we have much still to discuss.”

With that, she escort you out, and with a wink, closes the door. Standing in the hall, you can’t help but wonder what this is all about, and what the future will hold.

The adventure is now over for the PCs. Please note that under no circumstance do they get to keep the wagon or its cargo. If Felkas should happen to die, they do not get to keep any of his possessions either, as a mysterious member of the organization shows up to claim these things if they attempt to. Proceed to the experience and treasure summary to determine the PCs final totals. Thank you for running this event.

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.

Please note that while some encounters award experience above and beyond what can be gained on the AR, no PCs may earn more than these limits. Also make note that some encounters (such as the border patrol and bridge settlement) do not award any experience for their defeat, as these are fights that should not be fought.

Encounter Three

Defeating the Slavers on the road
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp.

Defeating the Slavers in the pit
APL6 180 xp; APL8 240 xp; APL10 300 xp;
APL12 360 xp.

Encounter Four

Defeating the Fexassit
APL6 90 xp; APL8 120 xp; APL10 150 xp;
APL12 180 xp.

Encounter Five

Defeating the Undead within the storm
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp.

Encounter Six

Defeating the Cleric of Iuz and his minions
APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp.

Story Award

Bribing the patrol (Enc 2) and captain (Enc 4):
APL6 30 xp; APL8 35 xp; APL10 45 xp;
APL12 50xp.

Rescuing the prisoners (Enc 3)
APL6 30 xp; APL8 40 xp; APL10 45 xp;
APL12 55xp.

Rescuing the Felkas (Enc 6)
APL6 60 xp; APL8 75 xp; APL10 90 xp;
APL12 105xp.

Discretionary roleplaying award

APL6 60 xp; APL8 75 xp; APL10 90 xp;
APL12 105xp.

Total possible experience:

APL6 900 xp; APL8 1,125 xp; APL10 1,350 xp;
APL12 1,575xp;
(Note that these are less are the caps, no PC can earn more than these amounts)

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 Two: Across the Border

APL 6-12: L: 124 gp; C: 0 gp; M: *potion of cure moderate wounds* x2 50 gp, *scroll of invisibility purge* 31 gp, *scroll of cure serious wounds* 31 gp.

Encounter Three: The Slavers The Slavers on the Road

APL 6: L: 25 gp; C: 0 gp; M: *gloves of the slaver* 41 gp, *potion of cure moderate wounds* x2 50 gp, *scroll of hold person* x2 25 gp; *wand of web* (10 charges) 75 gp.

APL 8: L: 25 gp; C: 0 gp; M: *gloves of the slaver* 41 gp, *potion of cure moderate wounds* x2 50 gp; *ring of protection* +1 166 gp, *scroll of hold person* x2 25 gp; *wand of web* (10 charges) 75 gp.

APL 10: L: 0 gp; C: 0 gp; M: *gloves of the slaver* 41 gp, *potion of cure moderate wounds* x2 50 gp; *ring of protection* +1 166 gp, *scroll of hold person* x2 25 gp; *wand of web* (10 charges) 75 gp, +1 *whip* 192 gp.

APL 12: L: 0 gp; C: 0 gp; M: *gloves of the slaver* 41 gp, *headband of intellect* +2 333 gp, *potion of cure moderate wounds* x2 50 gp; *ring of protection* +1 166 gp, *scroll of hold person* x2 25 gp; *wand of web* (10 charges) 75 gp, +1 *whip* 192 gp.

The Slave Pit

APL 6: L: 25 gp; C: 300 gp; M: *everburning torch* 7 gp, *Slavers Spellbook* 21 gp.

APL 8: L: 25 gp; C: 500 gp; M: *everburning torch* 7 gp, *Slavers Spellbook* 21 gp.

APL 10: L: 25 gp; C: 700 gp; M: *everburning torch* 7 gp, *Slavers Spellbook* 21 gp.

APL 12: L: 25 gp; C: 900 gp; M: *everburning torch* 7 gp, *Slavers Spellbook* 21 gp.

Encounter Six: The Road of Skulls

APL 6: L: 180 gp; C: 0 gp; M: +1 *full plate* 220 gp, *potion of heroism* 75 gp, *potion of cure moderate wounds* x2 50 gp, *Lesser Bonerod* (5 charges, see appendix B) 187 gp, *potion of cure light wounds* x3 6 gp.

APL 8: L: 300 gp; C: 0 gp; M: +1 *greatsword* 196 gp, +1 *full plate* 220 gp, +1 *cloak of resistance* 83 gp, *potion of heroism* 75 gp, *potion of cure moderate wounds* x2 50 gp, *Lesser Bonerod* (5 charges, see appendix B) 187 gp, *potion of cure light wounds* x6 12 gp.

APL 8: L: 150 gp; C: 0 gp; M: +1 *greatsword* 196 gp, +1 *full plate* 220 gp, *periapt of wisdom* +2 333 gp, +1 *cloak of resistance* 83 gp, *potion of heroism* 75 gp, *potion of cure moderate wounds* x5 125 gp, *wand of doom* 62 gp, *Lesser Bonerod* (5 charges, see appendix B) 187 gp.

APL 8: L: 300 gp; C: 0 gp; M: +1 *greatsword of frost* 695 gp, +1 *full plate* 220 gp, *periapt of wisdom* +2 333 gp, +1 *cloak of resistance* 83 gp, *potion of heroism* 75 gp, *potion of cure moderate wounds* x8 200 gp, *wand of doom* 62 gp, *Lesser Bonerod* (5 charges, see appendix B) 187 gp.

Total Possible Treasure

APL 6: Total: 800 gp

APL 8: Total: 1,250 gp

APL 10: Total: 2,100 gp

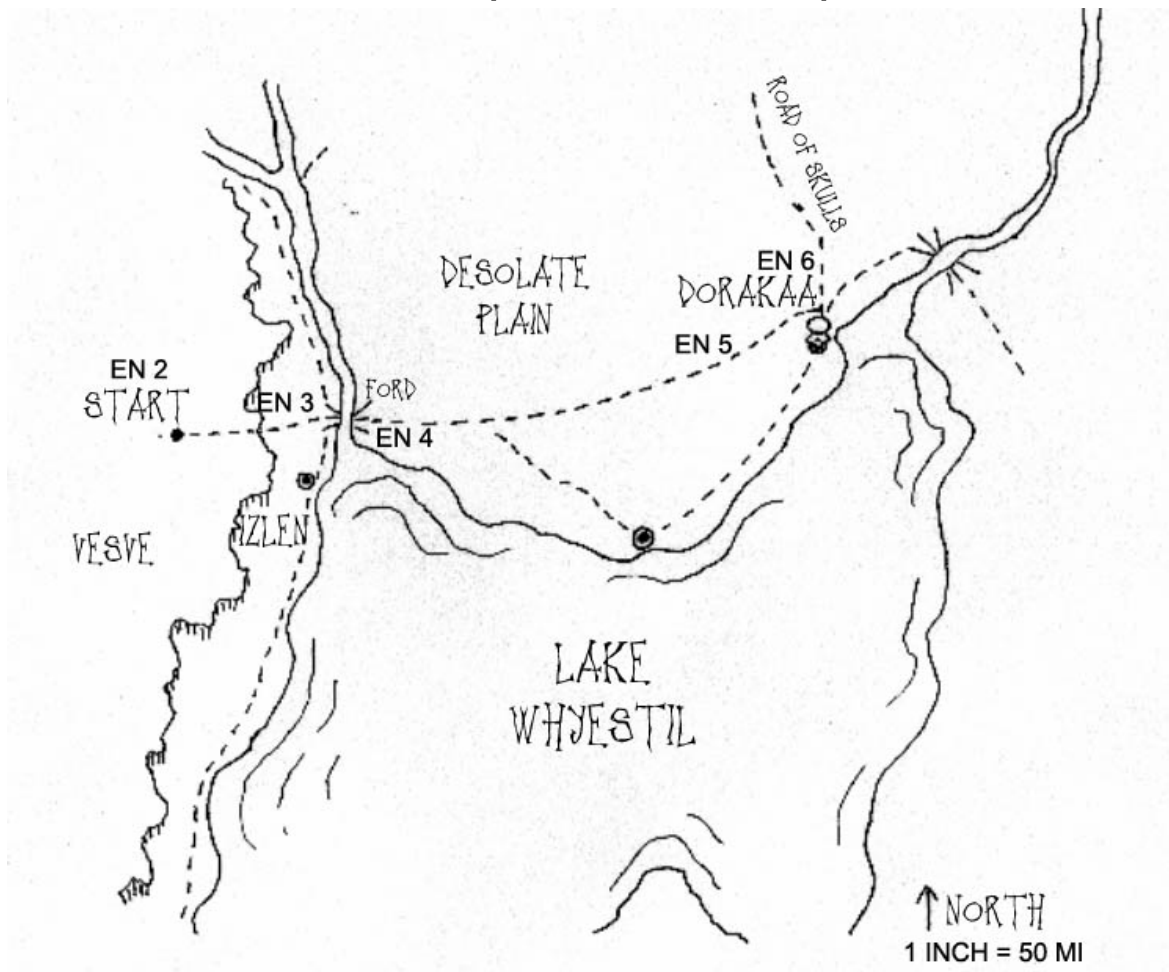
APL 12: Total: 3,000 gp

Special

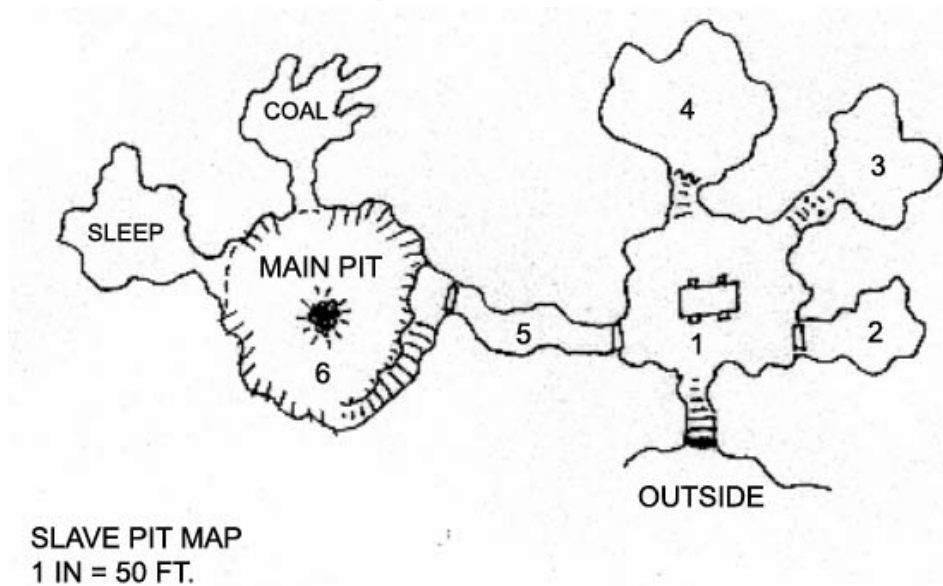
See appendix B for new items gained. In addition to this, PCs that successfully rescue Felkas receive the following.

☛ **Gratitude of The Shade:** The mysterious woman, known only as the Shade has promised you her gratitude for escorting Felkas out of Dorakaa.

DM Map #1 – Overall Map



DM Map #2 – The Slave Pit



Appendix A – Statistics

Encounter 2 – Across the Border

All APLs

🦋 **Jebli Orc:** Male Orc Rgr1; Medium-sized Humanoid (Orc); HD 1d10+2; hp 10; Init +2; Spd 30; AC 15 (flat footed 13, touch 12); Atk +4 melee (1d6+4, Shortsword, 19-20 crit), +4 melee (1d6+2, Shortsword, 19-20 crit); SA: Favored enemy (elf +1); SQ: Light sensitivity, Darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will -1; STR 18, DEX 14, CON 14, INT 8, WIS 9, CHA 8.

Skills and Feats: Hide+4, Move Silently+4, Spot+2, Wilderness Lore+2; Track, Weapon Focus: Shortsword.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: shortsword x2, studded leather, alchemist's fire x2.

🦋 **Patrol Leader:** Male Human Rog1/Ftr4; Medium-sized Humanoid (human); HD 1d6+4d10+5; hp 40; Init +7; Spd 20; AC 20 (flat footed 17, touch 13); Atk +9 melee (1d8+5, Masterwork Longsword, 19-20 crit); +7 ranged (1d10, Heavy Crossbow, x3 crit); +7 melee (1d4+3, Spiked Gauntlet); AL CE; SV Fort +5, Ref +6, Will +1; STR 16, DEX 16, CON 12, INT 10, WIS 10, CHA 9.

Skills and Feats: Bluff+3, Climb+3, Hide+1, Intimidate+5, Jump+0, Listen+4, Move Silently+1, Ride+6, Sense Motive+6, Spot+4, Tumble+1; Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus: Longsword, Weapon Specialization: Longsword.

Possessions: masterwork longsword, heavy crossbow, 20 bolts, spiked gauntlet, breastplate, large steel shield, smokestick x2, signal whistle, *potion of cure moderate wounds* x2.

🦋 **Patrol Cleric:** Male Human Clr5 (Iuz); Medium Humanoid (human); HD 5d8+10; hp 37 (47); Init +1; Spd 20; AC 16 (flat footed 16, touch 10); Atk +6 (+8) melee (2d6+3 (+6), masterwork Greatsword, 19-20 crit); +4 ranged (1d8, light crossbow, x3 crit); AL CE; SV Fort +6 (+8), Ref +2, Will +7; STR 14 (18), DEX 12, CON 14 (18), INT 10, WIS 16, CHA 10.

Skills and Feats: Concentration+10, Heal+7, Intimidate+2, Knowledge (religion)+4, Spellcraft+4; Combat Casting, Martial Weapon Proficiency: Greatsword, Spell Focus: Enchantment.

Possessions: masterwork greatsword, light crossbow, bolts x20, splintmail, *scroll of invisibility* *purge*, *scroll of cure serious wounds*.

Spells Prepared (Clr 5/4/3/2, base DC = 13 + spell level, 15 + spell level for enchantment (marked in **bold**)): 0 - Cure Minor Wounds x2, Detect Magic x2, Light; 1st - **Bless**, Change Self*, **Command** x2, **Doom**; 2nd - ~~Bull's Strength~~, ~~Endurance~~, **Hold Person**, Invisibility*; 3rd - Dispel Magic, Magic Circle against Good*, Prayer.

*Domain spell. *Domains:* Evil (all evil spells cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Encounter 3 – The Slaver Pit

APL 6

🦋 **Zygrat the Slaver:** Male Tiefling Wiz6; Medium-sized Outsider; HD 6d4; hp 20; Init +2; Spd 30; AC 12 (16) (flat footed 14, touch 12); Atk +6 ranged (1d2+1 (+3) subdual, masterwork whip); SA: Spell-like abilities; SQ: cold, fire, electricity resistance 5; AL NE; SV Fort +4, Ref +4, Will +6; STR 12 (16), DEX 15, CON 10, INT 20, WIS 12, CHA 8.

Skills and Feats: Bluff+1, Concentration+9, Hide+6, Knowledge (arcana)+14, Listen+4, Move Silently+4, Spellcraft+14, Spot+4, Tumble+6, Use Rope+11; Combat Casting, Exotic Weapon Proficiency: Whip, Extend Spell, Scribe Scroll, Spell Focus: Necromancy.

Possessions: *gloves of the slaver*, *potion of cure moderate wounds* x2; *scroll of hold person* x2; *wand of web* (10 charges); masterwork whip, 50 ft. silk rope, keyring.

Spells Prepared (Wiz 4/5/4/3; base DC 15 + spell level, base DC 17 + spell level for necromancy): 0 - Daze x3, Detect Magic, Disrupt Undead*; 1st - Charm Person, Expeditious Retreat, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement* x2; 2nd - ~~Bull's Strength~~, Ghoul Touch* x2, Invisibility, Spectral Hand*; 3rd - ~~Fly~~, extended Ghoul Touch*, Lightning Bolt, Slow.

* Necromancy spell. Has a rat familiar that bites if touched.

APL 8

🦋 **Zygrat the Slaver:** Male Tiefling Wiz8; Medium-sized Outsider; HD 8d4; hp 28; Init +3; Spd 30; AC 14 (18) (flat footed 15, touch 14); Atk +8 ranged (1d2+1 (+3) subdual, masterwork whip); SA: Spell-like abilities; SQ: cold, fire, electricity resistance 5; AL NE; SV Fort +4, Ref +5, Will +7; STR 12 (16), DEX 16, CON 10, INT 20, WIS 12, CHA 8.

Skills and Feats. Bluff+1, Concentration+11, Hide+7, Knowledge (arcana)+16, Listen+4, Move Silently+7, Spellcraft+16, Spot+5, Tumble+7, Use Rope+13; Combat Casting, Exotic Weapon Proficiency: Whip, Extend Spell, Scribe Scroll, Spell Focus: Necromancy.

Possessions. *gloves of the slaver*, *potion of cure moderate wounds* x2; *ring of protection* +1, *scroll of hold person* x2; *wand of web* (10 charges), masterwork whip, 50 ft. silk rope, keyring.

Spells Prepared (Wiz 4/6/4/4/3; base DC 15 + spell level, base DC 17 + spell level for necromancy): 0 - Daze x3, Detect Magic, Disrupt Undead*; 1st - Charm Person x2, Expeditious Retreat, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement* x2; 2nd - ~~Bull's Strength~~, Ghoul Touch* x2, Invisibility, Spectral Hand*; 3rd - ~~Fly~~, extended Ghoul Touch*, Haste, Lightning Bolt, Slow; 4th - Fear*, Ice Storm, ~~Stoneskin~~, Wall of Ice.

* Necromancy spell. Has a rat familiar that bites if touched.

APL 10

➤ **Zygrat the Slaver:** Male Tiefling Wiz11; Medium-sized Outsider; HD 11d4; hp 37; Init +3; Spd 30; AC 14 (22) (flat footed 19, touch 18); Atk +9 ranged (1d2+2 (+4) subdual, +1 whip); SA: Spell-like abilities; SQ: cold, fire, electricity resistance 5; AL NE; SV Fort +5, Ref +6, Will +8; STR 12 (16), DEX 16, CON 10, INT 20, WIS 12, CHA 8.

Skills and Feats. Bluff+1, Concentration+14, Hide+10, Knowledge (arcana)+19, Listen+5, Move Silently+7, Spellcraft+19, Spot+5, Tumble+7, Use Rope+15; Combat Casting, Empower Spell, Exotic Weapon Proficiency: Whip, Extend Spell, Quicken Spell, Scribe Scroll, Spell Focus: Necromancy.

Possessions. *gloves of the slaver*, *potion of cure moderate wounds* x2; *ring of protection* +1, *scroll of hold person* x2; *wand of web* (10 charges), +1 whip, 50 ft. silk rope, keyring.

Spells Prepared (Wiz 4/6/5/5/4/3/1; base DC 15 + spell level, base DC 17 + spell level for necromancy): 0 - Daze x3, Detect Magic, Disrupt Undead*; 1st - Charm Person x2, Expeditious Retreat, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement* x2; 2nd - ~~Bull's Strength~~, Ghoul Touch* x3, Invisibility, Spectral Hand*; 3rd - ~~Fly~~, extended Ghoul Touch*, Hold Person, Lightning Bolt x2, Slow; 4th - Fear*, Ice Storm, ~~Stoneskin~~, Wall of Ice x2; 5th - Cone of Cold, Dominate Person, empowered Lightning Bolt, empowered Vampiric Touch*; 6th - quickened Ghoul Touch*, ~~Mass Haste~~.

* Necromancy spell. Has a rat familiar that bites if touched.

APL 12

➤ **Zygrat the Slaver:** Male Tiefling Wiz13; Medium-sized Outsider; HD 13d4; hp 45; Init +7; Spd 30; AC 14 (22) (flat footed 19, touch 18); Atk +9/+4 (+11/+6) ranged (1d2+2 (+4) subdual, +1 whip); SA: Spell-like abilities; SQ: cold, fire, electricity resistance 5; AL NE; SV Fort +6, Ref +7, Will +9; STR 12 (16), DEX 16 (20), CON 10, INT 21 (23), WIS 12, CHA 8.

Skills and Feats. Bluff+1, Concentration+16, Hide+11, Knowledge (arcana)+21, Listen+6, Move Silently+7, Spellcraft+21, Spot+6, Tumble+7, Use Rope+16; Combat Casting, Empower Spell, Exotic Weapon Proficiency: Whip, Extend Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus: Necromancy.

Possessions. *gloves of the slaver*, *headband of intellect* +2, *potion of cure moderate wounds* x2; *ring of protection* +1, *scroll of hold person* x2; *wand of web* (10 charges), +1 whip, 50 ft. silk rope, keyring.

Spells Prepared (Wiz 4/6/6/5/5/4/3/1; base DC 16 + spell level, base DC 18 + spell level for necromancy): 0 - Daze x3, Detect Magic, Disrupt Undead*; 1st - Charm Person x2, Expeditious Retreat, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement* x2; 2nd - ~~Bull's Strength~~, ~~Cat's Grace~~, Ghoul Touch* x2, Invisibility, Spectral Hand*; 3rd - ~~Fly~~, extended Ghoul Touch*, Hold Person, Lightning Bolt x2, Slow; 4th - Fear*, Ice Storm x2, ~~Stoneskin~~, Wall of Ice x2; 5th - Cone of Cold, Dominate Person x2, empowered Lightning Bolt, empowered Vampiric Touch*; 6th - Chain Lightning x2, quickened Ghoul Touch*, ~~Mass Haste~~; 7th - Finger of Death*, Power Word, Stun.

* Necromancy spell. Has a rat familiar that bites if touched.

The Prisoners (All APLs)

➤ **Kessarín the Destructive:** Male Human Wiz5; Medium-sized Humanoid (human); HD 5d4+5; hp 24; Init +2; Spd 30; AC 14 (flat footed 12, touch 12); Atk +4 melee (2d6+3, greatsword, 19-20 crit); AL CN; SV Fort +2, Ref +3, Will +4; STR 14, DEX 14, CON 12, INT 17, WIS 10, CHA 8.

Skills and Feats. Concentration+9, Hide+4, Intimidate+3, Knowledge (arcana)+9, Listen+4, Spellcraft+9, Spot+4; Empower Spell, Martial Weapon Proficiency: Greatsword, Scribe Scroll, Spell Focus: Evocation, Toughness.

Possessions. greatsword (in Area 2), leather armor (worn as straps), spellbook (in Area 2).

Spells Prepared (Wiz 4/4/3/2, base DC 13 + spell level, 15 + spell level for evocation spells): 0 - Daze, Detect Magic x2, Flare* x2; 1st - Magic Missile* x2,

Magic Weapon, Shield, True Strike; 2nd - Bull's Strength, Endurance, Flaming Sphere*, Shatter*; 3rd - Fireball* x2, Haste. * Evocation spell.

Spellbook: 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st - Burning Hands, Cause Fear, Enlarge, Expeditious Retreat, Magic Missile, Magic Weapon, Shield, True Strike; 2nd - Bull's Strength, Endurance, Flaming Sphere, Shatter; 3rd - Fireball, Haste.

☞ **Farlg, Begin, Solmy:** Male Gnome Exp1; Small Humanoid (gnome); HD 1d6+2; hp 5; Init +1; Spd 20; AC 12 (flat footed 11, touch 12); Atk -3 melee (1d2+2, rusty mining pick); SA: Spell-like abilities; SQ: Low-light vision; AL NG; SV Fort +2, Ref +1, Will +2; STR 14, DEX 12, CON 14, INT 11, WIS 10, CHA 10.

Skills and Feats: Alchemy+2, Appraise+2, Balance+3, Climb+4, Craft (Stonemasonry)+2, Hide+5, Jump+4, Listen+4, Profession (Miner)+6, Search+2, Spot+2, Use Rope+3; Skill Focus: Profession (Miner).

Possessions: rags, rusty mining pick.

☞ **Soliquan:** Male Elf, High Rgr4; Medium-sized Humanoid (elf); HD 4d10+8; hp 36 (currently 4); Init +6; Spd 30; AC 15 (flat footed 13, touch 12); Atk +4 melee (1d6+2, Rapier, 18-20 crit), +4 melee (1d4+1, Dagger, 19-20 crit); SA: Favored enemy (orc); SQ: Elven traits, Low-light vision; AL CG; SV Fort +6, Ref +3, Will +2; STR 14, DEX 14, CON 14 (currently 3), INT 10, WIS 12, CHA 12.

Skills and Feats: Hide+5, Listen+7, Move Silently+5, Search+2, Spot+8, Swim+2, Wilderness Lore+8; Blind-Fight, Improved Initiative, Track.

Possessions: dagger, rapier, studded leather (all buried in Area 2)

Spells Prepared (Rgr -/1, base DC 11 + spell level): 1st - Pass without Trace.

Encounter 4 – The Dulsi River

APL 6

☞ **Fexassit:** CR 7; Quasit (enhanced) Rog3; Tiny Outsider (Chaotic, Evil); HD 3d8+3d6+6; hp 32; Init +4; Spd 20, Fly, Perfect 50; AC 19 (flat footed 15, touch 14); Atk +11 melee (1d6+1 and poison, 2 Claws), +9 melee (1d4, Bite); SA: Poison, Sneak Attack +2d6, Spell-like abilities; SQ: DR 5/+1, SR 15, Immunities, Resistances, Regeneration 5, Alternate form, telepathy, evasion, uncanny dodge; AL CE; SV Fort +5, Ref +10, Will +6; STR 12, DEX 18, CON 13, INT 12, WIS 14, CHA 10.

Skills and Feats: Bluff+6, Escape Artist+9, Hide+17, Listen+11, Move Silently+13, Read Lips+10, Sense Motive+9, Spellcraft+6, Spot+11, Swim+10, Tumble+10; Flyby Attack, Multiattack, Weapon Finesse, Weapon Finesse: Bite.

Poison (Ex): Claw, Fort save (DC 15), Initial damage 1d4 Dex, Secondary damage 2d Dex.

Spell-like abilities (Su): *Detect Good*, *Detect Magic* and *Invisibility* (self-only) at will. *Cause Fear* once per day, 30-foot radius effect (will save DC 11). All cast at 6th level.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Regeneration (Ex): Takes normal damage from acid, holy and blessed weapons.

Alternate Form (Su): At will, can assume the form of a raven. This is identical to the spell *polymorph self*.

Telepathy (Su): Can communicate telepathically with any creature within 100 ft. that has a language.

APL 8

☞ **Fexassit:** CR 9; Quasit (enhanced) Rog5; Tiny Outsider (Chaotic, Evil); HD 3d8+5d6+16 (Rogue); hp 46; Init +4; Spd 20, Fly, Perfect 50; AC 19 (flat footed 15, touch 14); Atk +12/+7 melee (1d6+1 and poison, 2 Claws), +10 melee (1d4, Bite); SA: Poison, Sneak Attack +3d6, Spell-like abilities; SQ: DR 5/+1, SR 15, Immunities, Resistances, Regeneration 5, Alternate form, telepathy, evasion, uncanny dodge; AL CE; SV Fort +5, Ref +11, Will +6; STR 12, DEX 18, CON 14, INT 12, WIS 14, CHA 10.

Skills and Feats: Bluff+7, Escape Artist+11, Hide+19, Listen+13, Move Silently+15, Read Lips+12, Sense Motive+10, Spellcraft+6, Spot+13, Swim+12, Tumble+12; Flyby Attack, Multiattack, Weapon Finesse, Weapon Finesse: Bite.

Poison (Ex): Claw, Fort save (DC 15), Initial damage 1d4 Dex, Secondary damage 2d Dex.

Spell-like abilities (Su): *Detect Good*, *Detect Magic* and *Invisibility* (self-only) at will. *Cause Fear* once per day, 30-foot radius effect (will save DC 11). All cast at 6th level.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Regeneration (Ex): Takes normal damage from acid, holy and blessed weapons.

Alternate Form (Su): At will, can assume the form of a raven. This is identical to the spell *polymorph self*.

Telepathy (Su): Can communicate telepathically with any creature within 100 ft. that has a language.

APL 10

☛ **Fexassit:** CR 11; Quasit (enhanced) Rog7; Tiny Outsider (Chaotic, Evil); HD 3d8+7d6+20; hp 60; Init +8; Spd 20, Fly, Perfect 50; AC 19 (flat footed 15, touch 14); Atk +14/+9 melee (1d6+1 and poison, 2 Claws), +12 melee (1d4, Bite); SA: Poison, Sneak Attack +4d6, Spell-like abilities; SQ: DR 5/+1, SR 15, Immunities, Resistances, Regeneration 5, Alternate form, telepathy, evasion, uncanny dodge; AL CE; SV Fort +7, Ref +12, Will +7; STR 12, DEX 18, CON 14, INT 12, WIS 14, CHA 10.

Skills and Feats: Bluff+7, Escape Artist+11, Hide+23, Listen+15, Move Silently+17, Read Lips+14, Sense Motive+12, Spellcraft+6, Spot+15, Swim+14, Tumble+14; Flyby Attack, Improved Initiative, Multiattack, Weapon Finesse, Weapon Finesse: Bite.

Poison (Ex): Claw, Fort save (DC 15), Initial damage 1d4 Dex, Secondary damage 2d Dex.

Spell-like abilities (Su): *Detect Good*, *Detect Magic* and *Invisibility* (self-only) at will. *Cause Fear* once per day, 30-foot radius effect (will save DC 11). All cast at 6th level.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Regeneration (Ex): Takes normal damage from acid, holy and blessed weapons.

Alternate Form (Su): At will, can assume the form of a raven. This is identical to the spell *polymorph self*.

Telepathy (Su): Can communicate telepathically with any creature within 100 ft. that has a language.

APL 12

☛ **Fexassit:** CR 13; Quasit (enhanced) Rog9; Tiny Outsider (Chaotic, Evil); HD 3d8+9d6+24; hp 70; Init +8; Spd 20, Fly, Perfect 50; AC 19 (flat footed 15, touch 14); Atk +15/+10 melee (1d6+1 and poison, 2 Claws), +13 melee (1d4, Bite); SA: Poison, Sneak Attack +5d6, Spell-like abilities; SQ: DR 5/+1, SR 15, Immunities, Resistances, Regeneration 5, Alternate form, telepathy, evasion, uncanny dodge; AL CE; SV Fort +8, Ref +13, Will +8; STR 13, DEX 18, CON 14, INT 12, WIS 14, CHA 10.

Skills and Feats: Bluff+8, Escape Artist+13, Hide+24, Listen+17, Move Silently+19, Read Lips+16,

Sense Motive+14, Spellcraft+6, Spot+17, Swim+16, Tumble+16; Flyby Attack, Improved Initiative, Multiattack, Power Attack, Weapon Finesse, Weapon Finesse: Bite.

Poison (Ex): Claw, Fort save (DC 15), Initial damage 1d4 Dex, Secondary damage 2d Dex.

Spell-like abilities (Su): *Detect Good*, *Detect Magic* and *Invisibility* (self-only) at will. *Cause Fear* once per day, 30-foot radius effect (will save DC 11). All cast at 6th level.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Regeneration (Ex): Takes normal damage from acid, holy and blessed weapons.

Alternate Form (Su): At will, can assume the form of a raven. This is identical to the spell *polymorph self*.

Telepathy (Su): Can communicate telepathically with any creature within 100 ft. that has a language.

Encounter 5 – The Desolate Plain

APL 12

☛ **Spectre, Advanced:** CR 9; Medium-sized Undead (Incorporeal); HD 12d12; hp 78; Init +7; Spd 40 ft., Fly, Good 80 ft.; AC 15 (flat footed 12, touch 15); Atk +9/+4 melee touch (1d8 + energy drain, Incorporeal touch); SA: Energy drain, Create spawn; SQ: Undead, Incorporeal, Turn Resistance +2, Unnatural aura, Sunlight powerlessness; AL LE; SV Fort +4, Ref +7, Will +10; STR –, DEX 16, CON –, INT 14, WIS 14, CHA 15.

Skills and Feats: Hide +15, Intimidate +14, Intuit Direction +12, Listen +15, Search +10, Spot +15; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse.

Energy Drain (Su): Those hit by the touch attack suffer two negative levels. The Fortitude save to remove a negative level is 18.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the control of the original spectre and remain enslaved until its death. These spawn possess none of the abilities they had in life.

Undead (Ex): Immune to mind affecting effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability drain, energy drain or death from massive damage.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a

corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Wild and domesticated animals can sense the unnatural presence of a spectre within 30 ft. They do not willingly approach nearer than that and panic if forced to do so, they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only partial actions.

Encounter 6 – The Road of Skulls

All APLs

☛ **Felkas Kilran:** Male Human Rog3/Wiz3; Medium-sized Humanoid (human); HD 3d6+3d4+12; hp 30; Init +7; Spd 30; AC 16 (18) (flat footed 13, touch 16); Atk +7 (+9) melee (1d6+2, +1 Sword, short); SA Sneak Attack +2d6; SQ Evasion; AL CN; SV Fort +4, Ref +7, Will +6; STR 12, DEX 16 (20), CON 14, INT 14, WIS 11, CHA 9.

Skills and Feats: Balance+7, Bluff+6, Climb+5, Concentration+8, Decipher Script+5, Disguise+6, Hide+12, Knowledge (arcana)+5, Knowledge (religion)+5, Listen+9, Move Silently+12, Spellcraft+5, Spot+9, Tumble+8; Improved Initiative, Iron Will, Run, Scribe Scroll, Weapon Finesse: Sword, short.

Possessions: +1 *shortsword*, leather armor, alchemist's fire x2, smokestick x2, *potion of cure moderate wounds*, *ring of protection* +1, thieves tools, 30 ft silk rope, disguise kit.

Spells Prepared (Wiz 4/3/2, base DC 12 + spell level): 0 - ~~Daze~~, Detect Magic, ~~Detect Poison~~, Ghost Sound, Mage Hand; 1st - ~~Change Self~~, ~~Charm Person~~, ~~Expedition Retreat~~, Shield; 2nd - ~~Cat's Grace~~, Invisibility, Tasha's Hideous Laughter.

Many of these spells have already been used, at the time the PCs encounter him, only *cat's grace* and *expedition retreat* are still active.

APL 6

☛ **Asolgat:** Male Human Clr5 (Iuz); Medium Humanoid (human); HD 5d8+10; hp 40 (50); Init +4; Spd 20; AC 19 (flat footed 19, touch 10); Atk +5 (+6) melee (2d6+1 (+3), masterwork greatsword, 19-20 crit); AL CE; SV Fort +6, Ref +1, Will +8; STR 12 (15), DEX 10, CON 14 (18), INT 10, WIS 19, CHA 10.

Skills and Feats: Concentration+10, Knowledge (religion)+8, Spellcraft+8; Combat Casting, Improved Initiative, Martial Weapon Proficiency: Greatsword.

Possessions: masterwork greatsword, +1 *full plate*, *potion of heroism* x2, *potion of cure moderate wounds* x2, *Lesser Bonerod* (5 charges, see appendix B).

Spells Prepared (Clr 5/4/3/2, base DC 14 + spell level): 0 - Cure Minor Wounds x2, Detect Magic, Guidance x2; 1st - Bless, Cause Fear, Doom, Protection from Good*, Shield of Faith; 2nd - ~~Bull's Strength~~, ~~Endurance~~, Hold Person, Invisibility*; 3rd - Dispel Magic, Nondetection*, Prayer.

*Domain spell. **Domains:** Evil (all evil spells cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Celbit Orc:** Male Orc Bbn1/Ftr1; Medium Humanoid (orc); HD 1d12+1d10+6; hp 26; Init +1; Spd 40; AC 17 (flat footed 16, touch 11); Atk +9 melee (1d12+7, masterwork greataxe, x3 crit); +3 ranged (1d6, Shortbow, x3 crit); SA: Rage 1/day; SQ: Light sensitivity, Darkvision; AL CE; SV Fort +7, Ref +1, Will -1; STR 20, DEX 12, CON 16, INT 10, WIS 9, CHA 7.

Skills and Feats: Climb+9, Intimidate+3, Jump+7, Listen+3, Ride+4; Power Attack, Weapon Focus: Greataxe.

Possessions: masterwork greataxe, shortbow, 20 arrows, banded mail, *potion of cure light wounds*, tanglefoot bag.

APL 8

☛ **Asolgat:** Male Human Clr7 (Iuz); Medium Humanoid (human); HD 7d8+14; hp 58 (72); Init +4; Spd 20; AC 19 (flat footed 19, touch 10); Atk +8 (+9) melee (2d6+2 (+4), +1 *Greatsword*, 19-20 crit); AL CE; SV Fort +8, Ref +3, Will +10; STR 12 (15), DEX 10, CON 14 (18), INT 10, WIS 19, CHA 10.

Skills and Feats: Concentration+12, Knowledge (religion)+10, Spellcraft+10; Combat Casting, Improved Initiative, Martial Weapon Proficiency: Greatsword, Weapon Focus: Greatsword.

Possessions: +1 *greatsword*, +1 *full plate*, +1 *cloak of resistance*, *potion of heroism* x2, *potion of cure moderate wounds* x2, *Lesser Bonerod* (5 charges, see appendix B).

Spells Prepared (Clr 6/5/4/3/2, base DC 14 + spell level): 0 - Cure Minor Wounds x2, Detect Magic x2, Guidance x2; 1st - Bless, Cause Fear x2, Doom, Protection from Good*, Shield of Faith; 2nd - ~~Bull's Strength~~, ~~Endurance~~, Hold Person x2, Invisibility*; 3rd - Cure Serious Wounds, Invisibility Purge, Nondetection*, Prayer; 4th - Cure Critical Wounds, ~~Freedom of Movement~~, Unholy Blight*.

*Domain spell. **Domains:** Evil (all evil spells cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

🦋 **Celbit Orc:** Male Orc Bbn1/Ftr1; Medium Humanoid (orc); HD 1d12+1d10+6; hp 26; Init +1; Spd 40; AC 17 (flat footed 16, touch 11); Atk +9 melee (1d12+7, masterwork greataxe, x3 crit); +3 ranged (1d6, Shortbow, x3 crit); SA: Rage 1/day; SQ: Light sensitivity, Darkvision; AL CE; SV Fort +7, Ref +1, Will -1; STR 20, DEX 12, CON 16, INT 10, WIS 9, CHA 7.

Skills and Feats: Climb+9, Intimidate+3, Jump+7, Listen+3, Ride+4; Power Attack, Weapon Focus: Greataxe.

Possessions: masterwork greataxe, shortbow, 20 arrows, banded mail, *potion of cure light wounds*, tanglefoot bag.

APL 10

🦋 **Asolgat:** Male Human Clr9 (Iuz); Medium Humanoid (human); HD 9d8+18; hp 71 (89); Init +4; Spd 20; AC 19 (flat footed 19, touch 10); Atk +9/+4 (+10/+5) melee (2d6+2 (+4), *+1 Greatsword*, 19-20 crit); AL CE; SV Fort +9, Ref +6, Will +13; STR 12 (15), DEX 10, CON 14 (18), INT 10, WIS 22, CHA 10.

Skills and Feats: Concentration+14, Knowledge (religion)+12, Spellcraft+12; Combat Casting, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency: Greatsword, Weapon Focus: Greatsword.

Possessions: *+1 greatsword*, *+1 full plate*, *+1 cloak of resistance*, *pariapt of wisdom +2*, *potion of heroism x2*, *potion of cure moderate wounds x2*, *wand of doom (50 charges)*, *Lesser Bonerod (5 charges, see appendix B)*.

Spells Prepared (Clr 6/6/6/4/3/2, base DC 16 + spell level): 0 - Cure Minor Wounds x2, Detect Magic x2, Guidance x2; 1st - Bless, Cause Fear x2, Divine Favor, Doom, Protection from Good*, Shield of Faith; 2nd - ~~Bull's Strength~~, ~~Endurance~~, Hold Person x2, Invisibility*, Silence, Sound Burst; 3rd - Cure Serious Wounds, Dispel Magic, Invisibility Purge, Nondetection*, Prayer; 4th - Cure Critical Wounds, ~~Freedom of Movement~~, Poison, Unholy Blight*; 5th - Dispel Good*, Flame Strike, ~~Spell Resistance~~.

*Domain spell. *Domains:* Evil (all evil spells cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

🦋 **Celbit Orc, Elite:** Male Orc Bbn2/Ftr2; Medium Humanoid (orc); HD 2d12+2d10+12; hp 40; Init +1; Spd 20; AC 17 (flat footed 16, touch 11); Atk +11 melee (1d12+7, masterwork greataxe, x3 crit); +5 ranged (1d6, Shortbow, x3 crit); SA: Rage 1/day; SQ: Light sensitivity, Darkvision; AL CE; SV Fort +9, Ref +1, Will +2; STR 20, DEX 12, CON 16, INT 10, WIS 10, CHA 7.

Skills and Feats: Climb+3, Intimidate+5, Jump+3, Listen+6, Ride+4; Cleave, Iron Will, Power Attack, Weapon Focus: Greataxe.

Possessions: masterwork greataxe, shortbow, 20 arrows, banded mail, *potion of cure moderate wounds*, tanglefoot bag.

APL 12

🦋 **Asolgat:** Male Human Clr11 (Iuz); Medium Humanoid (human); HD 11d8+22; hp 82 (104); Init +4; Spd 20; AC 19 (flat footed 19, touch 10); Atk +11/+6 (+14/+9) melee (2d6+1d6+2 (+6), *+1 Greatsword of frost*, 19-20 crit); AL CE; SV Fort +10, Ref +6, Will +14; STR 12 (15), DEX 10, CON 14 (18), INT 10, WIS 22, CHA 10.

Skills and Feats: Concentration+16, Knowledge (religion)+14, Spellcraft+14; Combat Casting, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency: Greatsword, Weapon Focus: Greatsword.

Possessions: *+1 greatsword of frost*, *+1 full plate*, *+1 cloak of resistance*, *pariapt of wisdom +2*, *potion of heroism x2*, *potion of cure moderate wounds x2*, *wand of doom (50 charges)*, *Lesser Bonerod (5 charges, see appendix B)*.

Spells Prepared (Clr 6/7/6/5/4/3/2, base DC 16 + spell level): 0 - Cure Minor Wounds x2, Detect Magic x2, Guidance x2; 1st - Bless, Cause Fear x3, Divine Favor, Doom, Protection from Good*, Shield of Faith; 2nd - ~~Bull's Strength~~, ~~Endurance~~, Hold Person x2, Invisibility*, Silence, Sound Burst; 3rd - Cure Serious Wounds, Dispel Magic x2, Invisibility Purge, Nondetection*, Prayer; 4th - Cure Critical Wounds, ~~Freedom of Movement~~, ~~Greater Magic Weapon~~, Poison, Unholy Blight*; 5th - Dispel Good*, Flame Strike, Slay Living, ~~Spell Resistance~~; 6th - Blade Barrier, Harm, Mislead*.

*Domain spell. *Domains:* Evil (all evil spells cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

🦋 **Celbit Orc, Elite:** Male Orc Bbn2/Ftr2; Medium Humanoid (orc); HD 2d12+2d10+12; hp 40; Init +1; Spd 20; AC 17 (flat footed 16, touch 11); Atk +11 melee (1d12+7, masterwork greataxe, x3 crit); +5 ranged (1d6, Shortbow, x3 crit); SA: Rage 1/day; SQ: Light sensitivity, Darkvision; AL CE; SV Fort +9, Ref +1, Will +2; STR 20, DEX 12, CON 16, INT 10, WIS 10, CHA 7.

Skills and Feats: Climb+3, Intimidate+5, Jump+3, Listen+6, Ride+4; Cleave, Iron Will, Power Attack, Weapon Focus: Greataxe.

Possessions: masterwork greataxe, shortbow, 20 arrows, banded mail, *potion of cure moderate wounds*, tanglefoot bag.

Appendix B – New Rules Items

☛ **Gloves of the Slaver:** These black leather gloves look like they have been used toward sinister ends and they appeared to be stained with blood. While wearing these gloves, the wearer receives a +5 competence bonus to the Use Rope skill when binding another character. This bonus is in addition to the +10 normally granted for binding a character.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, creator must have 3 ranks in the Use Rope skill; *Market Price:* 500 gp; *Frequency:* Adventure.

Caster Level: 6th; *Prerequisites:* Craft Rod, creator must worship Iuz, *animate dead*, *shatter*; *Market Price:* 9,000 gp; *Frequency:* Adventure.

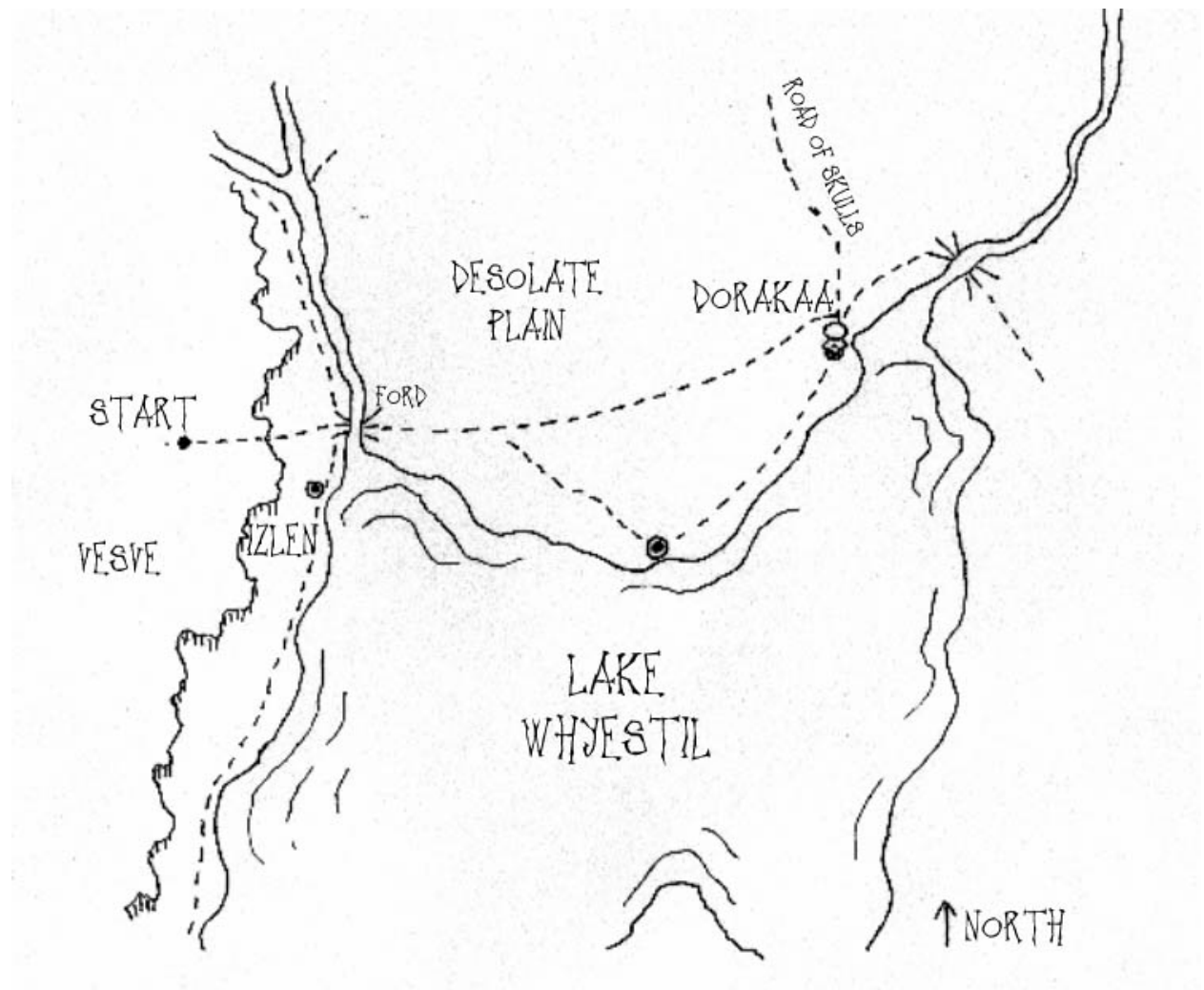
☛ **The Slaver's Spellbook:** This leather bound tome is wrapped in fine silver chains attached to the spine and covers. It contains the following spells: 1st - Cause Fear, Charm Person, Expeditious Retreat, Mage Armor, Ray of Enfeeblement; 2nd - Bull's Strength, Ghoul Touch, Invisibility, Spectral Hand; 3rd - Fly, Lightning Bolt, Slow, Vampiric Touch.

Market Price 250 gp. *Frequency:* Adventure

☛ **Lesser Bonerod:** This insidious item is one favored by the clergy of Iuz and the chosen in his service. The item is made out of one single bone carved into the likeness of a skull totem the top of which is blood red. When created these rods have 20 charges and crumble to dust when used up. The rod has the following abilities.

- ☛ Bone Shards – When used, the rod fires forth a cone of razor sharp bone fragments. This is a 30 ft. cone that does 6d4 points of slashing damage. A successful Reflex save (DC 13) halves this damage. Activating this ability is a standard action that costs 1 charge and may be used by anyone.
- ☛ Bone Dance – When used, the rod casts *animate dead* per the spell as a 6th level cleric. These undead serve the wielder of the rod until the end of the scenario at which point they crumble to dust. Please note that while not an evil act in and of itself, the use of this power is often met with hostility by goodly forces. Activating this ability is a standard action that costs 2 charges and may only be used by those with *animate dead* available to them on their spell list.
- ☛ Skull Activation – By holding the rod, the wielder can determine the power and effect of any skull found on the legendary Road of Skulls within 100 ft. In addition, if the wielder is a cleric of Iuz, the wielder may activate the special powers of any such skull within 100 ft. This is a standard action that does not expend a charge.

Player Handout #1 – Map of the Region



Critical Event Summary

Answer the following questions in an email and send to the address listed below. Please make sure to include the name and RPGA # of the judge as well as the names of all the players.

1. Did the PCs rescue Felkas?
2. Did the PCs skill the Slavers?
3. Did the PCs rescue any of the slavers prisoners? If so, name them.
4. Did the PCs provoke a fight with either the border patrol or bridge settlement?
5. Did Fexassit discover the PCs true goals and if so, did he get a chance to report them?
6. Did the PCs kill Asolgat?
7. Did the oh so foolish PCs actually try to go to Dorakaa?

That's all, answer those seven and send the results to

AskIuz@aol.com

Please put "IUZ3-01 Ad Sum" as the title of the message. Results must be submitted by April 15th, 2003. Thank you.

Iuz