

ONW5-02

The Rescue

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

Version 2.0

Round 1

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In all the years of the Brotherhood occupation many have been slain, but a worse hurt are those who have been enslaved, sold, or worse — simply disappeared. Milos Feralen of Sornhill knows where some are, can you help him get them back?

A one-round Onnwal regional module, for APL 2-12.

Note: This module cannot be played by any character possessing the additional "Rary Cert" from Kill a Kesh

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

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

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Wrath of the Slavelords

In 593 CY, players who had taken part in the Onnwal Regional module ONW3-06 *For Want of a Nail* may have received the AR entry "Wrath of the Slavelords". This could hinder their actions in this module

For the DM's convenience this is repeated below:

Wrath of the Slavelords. For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj, and in particular of Markessa the White. This may have far reaching consequences in future modules

If one or more players has this AR entry, then at the beginning of this module the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be identified. All the Slavelord compound will be on alert for the PC and the crew of the Slavelord ship

detailed in optional Encounter 5 (if present) will actively join the hunt for the PC if they are detected on the island.

Adventure Background

Ryandh, the brother of Milos Feralen, a prominent Onnwalon merchant, has been missing for a year since travelling near the Volanots with a supply caravan. The caravan was destroyed in a Brotherhood raid but Ryandh and others were not found among the dead. Given the Brotherhood's practice of selling slaves to finance the war, Milos set about using his family's resources to track down his brother's fate. He discovered that he was taken to the town of Stormshore in the Storm Isles and sold to slavers of the Pomarj, before being taken to their way station deeper in the Storm Isles. Now he needs skilled and powerful help to mount a rescue, and contacts the PCs, requesting their help.

The slavers are operating a way station in the isles to provide food, water, repair and safe anchorage near to their operations on the Onnwal coast. This particular island was chosen because the shape provides a safe anchorage against the storms that blow off the Sea of Gearnat in spring and autumn. The island is difficult to find without knowledge of the Storm Isles due to treacherous rocks and strong currents in the area. The nearest other island is about 5 miles away.

The slavers' island is roughly 5 miles along the southwest northeast axis and 1 mile wide at its widest. The northwest shores facing the Gearnat Sea are rocky and windswept rising up to a low hilly ridgeline that runs the length of the island, and slopes, gently down to sandy beaches on the southeastern shore. The terrain is predominately low scrub bush covering the entire island apart from the cleared area around the outpost, which is in crops. Two streams can be found, running from springs to the sea one running through the slaver compound the other in the northeast of the island. Apart from the compound itself the only other slaver installation is a watchtower on the ridgeline overlooking the compound and the surrounding sea.

The slavers use slaves to grow crops on the island, repair and re-victual their ships, and to allow slaves who are injured or malnourished to recover and increase in value before shipping them on to market.

Introduction

The scenario is primarily location based, with some additional events that may occur based on the PCs' actions or inactions. The encounters detail the main areas that can be investigated, and the additional events are listed separately, along with the conditions that trigger them.

The adventure starts with Milos Feralen, a prominent Onnwalon merchant, contacting the party and asking for help freeing his brother Ryandh Feralen who has been missing for a year since travelling near the Volanots. He offers a small reward and his gratitude, if the PCs will help him.

If they accept, he tells the party he has found a way station used by the slavers, in the Storm Isles and believes that slaves, including his brother, are being held there. His information suggests that there is only a small garrison, but that the PCs should be wary of a slaver ship arriving. The PCs receive a rough map of the island and Milos will put a fast ship at their disposal, making clear that the crew are civilian sailors, not marines and will be unable to assist with any combat.

Encounter 1 To the Isles

The PCs board the ship provided, “*Homewind*”, a small fast merchant vessel, to travel to the Isles. The travel is straightforward and without incident as the captain is skilled and used to dodging Brotherhood ships.

At this point the captain asks the PCs to think about their plans, particularly where they want to put ashore on the slavers’ island. The Captain also states that he will not put his ship in danger especially from any slaver ship nor can he spare any crew to assist them to do anything other than to put them ashore.

Encounter 2: Reconnaissance

Having landed on the island, the PCs may wish to reconnoitre the compound prior to breaking in. This encounter details what they can find out and the risks involved. It may trigger events “Patrol” or Escape”. While on the island, the PCs actions (or inactions) may trigger a number of possible events:

Event 1 Fog: This event comes into play if **any** of the encounters on the island take place 2 hours before and 1 hour after dawn.

Event 2 Escape: This event occurs if a prisoner in the fields detects the PCs, and details the prisoners’ attempts to evade their guards and escape.

Event 3 Patrol: This event occurs if the slavers detect the PCs or if a slave successfully escapes to the jungle, and details the slavers’ response to identify and eliminate the PCs. DMs should note that the opponents for this event are the same those in the compound and are not additional creatures. Therefore, if the PCs defeat these opponents, they will not face them again in the compound.

Event 4 Hunters: This event occurs after 2 days if the PCs have not been detected. It details a party of slavers hunting the island for birds and small game to supplement their diet. It provides the PCs with an opportunity to reduce the numbers in the compound before any rescue attempt. DMs should note that the opponents for this event are the same those in the compound and are not additional creatures. Therefore, if the PCs defeat these opponents, they will not face them again in the compound.

Encounter 3: The Compound

This encounter details the slavers compound, inhabitants and protections and how they will react to an attack.

Encounter 4: The Ship

This encounter only occurs at higher APLs (6+) and details the slaver ship, its crew and their actions. If the PCs observe the compound but are not discovered, then the slaver ship will sail away with half the slaves after 3 days, provided the PCs have not made a move before then.

Conclusion

The PCs return to Sornhill for their rewards and to decide what to do with the information they have uncovered.

Introduction

Once the players are settled and the Player Characters have been introduced to each other, proceed with the introduction. The module starts in the town of Sornhill.

Read aloud or paraphrase the following:

You have recently arrived in the town of Sornhill, taking an opportunity to rest from the ongoing war during a lull in the fighting. Your rest however, is disturbed, by the arrival of a letter. It asks if you would be willing to meet with a member of the Merchant House of Feralen on a matter of some personal urgency. The letter concludes with a promise of recompense for your time.

The letter asks the PCs to go immediately to meet with the merchant Milos Feralen, and provides the location – a small booth with the Briny Halls fishmarket.

Due to the need to go directly to the meeting, there is no time for the PCs to gather information on House Feralen. However a DC 10 Knowledge (Local: Splintered Suns) check will identify the house as one of the four major merchant houses in Onnwal and that it has been involved in supplying arms and armour to the Free State almost from the beginning of the rebellion against the Scarlet Brotherhood.

Assuming the PCs choose to attend the meeting, they are greeted by Milos Feralan in person.

☛ **Milos Feralan**, member of the Merchant House of Feralan

Appearance: Milos is a middle-aged man, with thinning brown hair. Dressed in fine clothes, he nevertheless presents a distracted, and somewhat unkempt appearance.

Character: Milo's words have an undercurrent of urgency to them, and he does not appreciate frivolity.

The meeting takes place in a small booth behind some of the stalls within the Briny Halls. Although the market's produce has declined in quality and quantity since the occupation, there is still trade going on, accompanied with an all-pervasive smell of fish and brine.

"Good day and thank you for coming. I am Milos Feralen and I need your help. My brother Ryandh was taken in a Brotherhood raid while accompanying a supply caravan to Tarlesan. My family knew he was alive since his body was not among the slain.

"I have recently obtained information which suggests that slavers are holding him in a compound on one of the Storm Isles.

"Will you rescue him and the other prisoners held there? I can put a ship at your disposal but no marines or house guards."

At this point Milos hands each of the PCs a small purse of coin for their time and as a token of future reward should they undertake this mission.

The PCs are likely to have some questions; what Milos knows is shown below.

Q. Why don't you use house guards for the rescue?

A. "The house is heavily involved in supplying weapons and equipment to the Szek and has no spare resources sufficient to mount a successful rescue."

Q. Why don't you ransom him back from the slavers?

A. "Because this would send a message to all bandits and brigands that it is worthwhile to kidnap Merchants of House Feralen."

A DC 25 Sense Motive check allows the PCs to notice that he is holding something back, and if pressed he will admit that with the family's commitment to the war, the finances of the house would not stretch to ransoming back several family members.

Q. Where did the information come from and how recent is it?

A. "The information comes from a variety of sources. We know that the Brotherhood has been selling slaves to finance the war. My family's merchant contacts report that he has not turned up for sale in Blue or any other port of the Pomarj and recently agents of the house discovered that the slavers are operating a base hidden in the Storm Isles."

Q. What reward are you offering for rescuing your brother?

A. "The house is heavily involved in supplying weapons and equipment to the Szek, but we should be able to supply a reasonable reward for your endeavour and of course you will have the thanks of House Feralen.

"Also, it is possible that the slaves could provide valuable information on Brotherhood activities, not to mention the boost in morale it would provide for the people of free Onnwal if their family and friends were known to be alive, and possibly saved."

If the PCs accept, Milos will put the family ship *Homewind* under the command of Captain Greyrn at their disposal and will give them a rough map of the slavers' Isle (distribute Players' Handout 1). There is little else of value he can tell them, but wishes them well on their mission. If they choose not to help, the module ends here.

Treasure:

APL 2: Coin: 20 gp
APL 4: Coin: 40 gp
APL 6: Coin: 60 gp
APL 8: Coin: 80 gp
APL 10: Coin: 100 gp
APL 12: Coin: 120 gp

Encounter 1: To the Isles

Read aloud or paraphrase the following:

Boarding the Homewind you quickly set sail from Sornhill. Watching Captain Greyrn and his crew at work,

you realize that they know their business and the Homewind is a fast ship. Setting sail to the north to avoid the town of Stormshore, still held by the Brotherhood, you reach the isles themselves without incident, not having seen any Brotherhood or pirate ship which are known to haunt these waters.

The *Homewind* is a small keelboat modified for personal use by House Feralen. She has an extra mast and luxury passenger cabins. While she is significantly faster than a normal keelboat, she has a reduced cargo and passenger capacity. The voyage takes three days, and the PCs are free to do whatever they wish in this time.

As you travel carefully through the reefs and rocks and islands of the Storm Isles, Captain Greyrn approaches you. "Well sirs, what are your plans? I can put you ashore on the eastern side of the island but the Homewind is no warship. I cannot risk her in a scrap with no pirate nor privateer for 'tis a long swim home to Onnwal".

Once the PCs agree where they want to be landed and at what time, the captain tells them:

"I will land you by longboat then stand off in a small cove that I seen yesterday. I will have my men stand a watch for you at the landing point and know that I will be able to pick you up within half an hour of you signalling me. Remember these are dangerous waters and I cannae stay out here forever. What do you want as a signal for pickup?"

Once the PCs and the captain should agree on a time and signal, such as a fire, smoke, hanging a white sheet from the scrub trees or flashing a light at night etc. Once they have done so, move to Encounter 2. The captain does not have men to spare to accompany the PCs, nor will he take any action that would endanger the ship. He is aware of the PCs mission, but seems reluctant to discuss it at any length.

Note: Counting the time for the return voyage the captain can only be sure of supplies for a stay of 5 days in the vicinity of the island and will refuse to stay any longer.

Encounter 2: Reconnaissance

Note: If the PCs decide to land between 2 hours before dawn or 1 hour after, then "Event 1: Fog" is in effect. Captain Greyrn can confirm that it is a natural fog and usual for the time of year.

Read aloud or paraphrase the following:

The rowboat beaches on the white sand where you asked to be landed, and as you move up the beach, it heads back out to the ship. As you look at the low scrub forest gently rising up to the distant hills, you hear the gentle creaking of Homewind coming about as she heads back to her hidden cove.

Travel on the island is not difficult and is uneventful as the slavers do not patrol and there is no native dangerous wildlife. The PCs can reach the edge of the cleared area around the camp without difficulty or risk of detection. What the PCs can see depends on the time of day of their approach.

If during the day:

Looking out from the edge of the scrub, you can see a series of fields in which are growing wheat and various root vegetables. A small herd of goats are grazing in a fenced off field. Approximately 30 people in plain cotton shifts are working at various locations of the fields, tending the plants and animals, scaring off birds and weeding, under the watchful eye of two men with dogs. About a mile distant you can see the slavers compound, consisting of a watchtower, several one storey buildings all surrounded by what appears to be a six foot high thorn fence with only one gate in the centre. Another watchtower sits on the heights overlooking the compound.

If the module is being played at APL6 or higher you should also read aloud or paraphrase the following:

Looking out to the harbour you can see a caravel, her yellow sails furled swaying gently, at the end of a wooden pier. The ship looks to be at anchor as no one is visible in the rigging.

PCs who have played the Onnwal Regional module ONW3-06 *For Want of a Nail* will recognize the ship as the slaver ship from that module. PCs may make a check to recognize the ship as belonging to the Slavelords of the Pomarj check; Knowledge (local – the Splintered Sun) (DC 20) or Profession (Sailor) check (DC 18).

Should the PCs examine the compound from the heights above the compound, give them PCs' Handout 2 (the PCs' map to the compound).

If during the night:

Looking out from the edge of the scrub you can see a cleared area, which you suspect, contains fields. About a mile distant you can see the slavers compound lit by torches around the perimeter. In the torchlight you can just see a watchtower, and the outlines of several one-storey buildings all surrounded by a six-foot-high wall. You can also see a light up on the heights overlooking the compound.

If the module is being played at APL6 or higher you should also read aloud or paraphrase the following

Looking out to the harbour you can see lights and shadows swaying gently in the sheltered bay suggesting that there is a ship at anchor.

PCs who wish to approach closer will have to make opposed Move Silently checks. The guards have a –2 circumstance penalty on their spot checks at this point, as they believe themselves to be alone on the island and are concentrating on the slaves.

The dogs will smell anyone approaching within 30 feet of a guard patrol (unless the PCs have taken some precaution to disguised their scent), and the guards will become alerted, releasing the dogs to find the PCs.

Tactics: If the guards spot the PCs they will raise an alarm and try and get the slaves back to the compound while the guard in the watchtower will attempt long range sniping and call out the locations of PCs within his line of sight. While in the watchtower, guards have cover and concealment (+4 cover bonus to AC and 20% miss chance). Event 3 will occur within an hour if the PCs do not attempt to storm the compound in the meantime.

If the slaves (and not the guards) spot the PCs, Event 2 will occur immediately.

Should the PCs attack the guards, this will trigger Event 2 “Escape” immediately and Event 3 within an hour if the PCs do not attempt to storm the compound.

At night the PCs are only at risk from the compound guards and DMs should move on to Encounter 3 if the PCs wish to approach.

APL2 (EL2)

🐉 **Human Slaver Guards (3):** male human War1, hp 8, see Appendix 1.

🐾 **Dog (2):** hp 6, see *Monster Manual*, page 271.

APL4 (EL2)

🐉 **Human Slaver Guards (3):** male human War1, hp 8, see Appendix 1.

🐾 **Dog (3):** hp 6, see *Monster Manual*, page 271.

APL6 (EL3)

🐉 **Human Slaver Guards (2):** male human War1, hp 8, see Appendix 1.

🐉 **Half-Euroz Slaver Guard (1):** male half-euroz Ftr1, hp 8, see Appendix 1.

🐾 **Dog (3):** hp 6, see *Monster Manual*, page 271.

APL8 (EL4)

🐉 **Human Slaver Guards (2):** male human Ftr1, hp 8, see Appendix 1.

🐉 **Half Euroz Slaver Guard (1):** male half-euroz Ftr1, hp 8, see Appendix 1.

🐾 **Dog (3):** hp 6, see *Monster Manual*, page 271.

APL10 (EL5)

🐉 **Human Slaver Guards (2):** male human Ftr1, hp 8, see Appendix 1.

🐉 **Half-Euroz Slaver Guard (1):** male half-euroz Ftr2, hp 16, see Appendix 1.

🐾 **Dog (3):** hp 6, see *Monster Manual*, page 271.

APL12 (EL6)

🐉 **Human Slaver Guards (2):** male human Ftr2, hp 16, see Appendix 1.

🐉 **Half-Euroz Slaver Guard (1):** male half-euroz Ftr3, hp 24, see appendix 1

🐾 **Dog (3):** hp 6, see *Monster Manual*, page 271.

Treasure:

APL 2: Loot – 38 gp, Coin – 4 gp.

APL 4: Loot – 51 gp, Coin – 2 gp.

APL 6: Loot – 22 gp; Coin – 8gp; Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 22 gp; Coin – 8gp; Magic – *potion of cure light wounds* (4 gp).

APL 10: Loot – 55 gp; Coin – 18gp; Magic – *potion of cure moderate wounds* (2) (25gp each).

APL 12: Loot – 101 gp; Coin – 20gp; Magic – *potion of bull's strength* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *Quaal's feather token (whip)* (41 gp).

Events

DM Note: All the events detailed here either occur naturally or as a result of the PCs' actions. In each case they detail a natural event or the slavers response to some action of the PCs. The events do not include additional

protagonists or encounters and will detail which main encounter area the protagonists are from.

Event 1: Fog

This event always comes into play if **any** of the encounters take place 2 hours before and 1 hour after dawn on the Island and may be a help or hindrance to the PCs.

The effects of the fog are to obscure all sight, including darkvision, beyond 5 feet range. Maximum visibility is 30 feet with a -10 circumstance penalty to Spot checks and a -2 circumstance penalty to Listen checks. Combat at 5ft. has a 20% miss chance rising to 50% at 5-30 ft.

Event 2: Escape

One of the slaves has spotted the PCs and three of them attempt to escape to them. They will try to hide and move silently initially but if spotted by the guards (roll opposed Hide checks vs the guard's Spot), they will run to the PCs, calling out for help. This will give the guards a +2 circumstance bonus on Spot checks to notice any PCs outside the scrub area.

If the PCs are noticed, the guards will behave as in Encounter 2. If they are not spotted they will release the dogs and pursue the slaves to the edge of the scrubland. If a slave escapes into the scrubland they will not follow, instead this will activate Event 3 within 1 hour.

If the PCs rescue the escaped slaves then they will be able to tell the PCs the details of the slavers' compound, the locations of the other slaves at the various times of the day and that the Slavelord commander keeps a personal slave who is skilled in figures as a personal servant and scribe. The PCs should be given the compound details map and the guard and slave locations table.

Event 3: Patrol

The PCs have been spotted or a slave has escaped into the scrubland. This event details the slavers response to either occurrence.

Approximately 1 hour after the slave escapes or the PCs are spotted a band of slavers led by the "Beastmaster" and accompanied by the "Beast", will leave the slavers compound and move to the spot the PCs or slave was last spotted. They will then attempt to track them down being wary of traps or ambushes.

Note: These are not additional creatures and if slain outside are not found within Encounter 3 (The Compound). Any slaver guards slain should be removed from Encounter 3C.

APL 2 (EL5)

☠ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 22, see Appendix 1.

🐾 **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

☠ **Human Slaver Guards (4):** mix male and female human War 1, hp 8, see Appendix 1.

APL 4 (EL5)

☠ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 23, see Appendix 1.

🐾 **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

☠ **Human Slaver Guards (4):** mix male and female human War1, hp 8, see Appendix 1.

APL 6 (EL6)

☠ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 23, see Appendix 1.

🐾 **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

☠ **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

APL 8 (EL7)

☠ **Beastmaster:** male half-euroz Rgr2/Bbn2, hp 31, see Appendix 1.

🐾 **The Beast:** death dog, hp 15, see Fiend Folio page 41.

☠ **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

APL 10 (EL8)

☠ **Beastmaster:** male half-euroz Rgr3/Bbn2, hp 37, see Appendix 1.

🐾 **The Beast:** hell hound, hp 22, see Monster Manual, page 152.

☠ **Human Slaver Guards (4):** mix male and female human Ftr2 hp 16 see appendix 1

APL 12 (EL9)

☠ **Beastmaster:** male half-euroz Rgr3/Bbn3, hp 23, see Appendix 1.

🐾 **The Beast:** Barghest, hp 33, see Monster Manual, page 23.

☠ **Human Slaver Guards (4):** mix male and female human Ftr3, hp 20, see Appendix 1.

Treasure:

APL 2: Loot – 102 gp; Coin – 8 gp; Magic – *potion of cure light wounds* (4 gp).

APL 4: Loot – 102 gp; Coin – 8 gp; Magic – *potion of cure light wounds* (4 gp).

APL 6: Loot – 103 gp; Coin – 8 gp; Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 103 gp; Coin – 8 gp; Magic – *potion of cure moderate wounds* (25 gp), *wand of charm animal* (62 gp).

APL 10: Loot – 67 gp; Coin – 8 gp; Magic – *potion of cure moderate wounds* (25 gp), *+1 longsword* (192 gp), *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each).

APL 12: Loot – 78 gp; Coin – 12 gp; Magic – *potion of cure serious wounds* (62 gp), *+1 longsword* (192 gp), *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (4) (25 gp each).

Event 4: Hunters

This event occurs if the party has been on the island for 2 days and has not been spotted or no slave has escaped.

A band of slavers will leave the slavers' compound and move to the nearest spot of the scrubland. They will then form up into a line with 15 ft. spacing and attempt to bring down birds or other small game for the pot. They will be alert and moving carefully but will not be expecting significant opposition; hence crossbows will not be initially loaded.

Note: these are not additional creatures and if slain outside are not found within Encounter 4 the Compound. Any slaver guards slain should be removed from Encounter 3C.

APL2 (EL 2)

🗡️ **Human Slaver Guards (4):** mix male and female human War1, hp 8 see Appendix 1.

APL 4 (EL2)

🗡️ **Human Slaver Guards (4):** mix male and female human War1, hp 8, see Appendix 1.

APL 6 (EL4)

🗡️ **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

APL 8 (EL4)

🗡️ **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

APL 10 (EL6)

🗡️ **Human Slaver Guards (4):** mix male and female human Ftr2, hp 16, see Appendix 1.

APL 12 (EL7)

🗡️ **Human Slaver Guards (4):** mix male and female human Ftr3, hp 16, see Appendix 1.

Treasure:

APL 2: Loot – 34 gp; – Coin 4 gp; Magic – 0 gp.

APL 4: Loot – 51 gp; Coin – 6 gp; Magic – 0 gp.

APL 6: Loot – 35 gp; Coin – 4 gp; Magic – 0 gp.

APL 8: Loot – 35 gp; Coin – 4 gp; Magic – 0 gp.

APL 10: Loot – 26 gp; Coin – 8 gp; Magic – *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each).

APL 12: Loot – 37 gp; Coin – 8 gp; Magic – *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (4) (25 gp each).

Encounter 3: The Compound

Read aloud or paraphrase the following:

The slavers' compound stands before you, guarded by a wicked looking thorn fence. The eerie howls of the guard dogs echo around. Faintly, you can hear the hushed conversation of guards as they call out to each other.

Note: The occupancy of the various areas is dependent on the time of day. You should read this section carefully to familiarize yourself with who is where at what time. A summary of the guards' and slaves' locations during the day and night is given in Appendix 4.

All the buildings within the compound with the exception of the watchtower are of light wooden construction with the following stats.

🚪 **Doors:** Light wood 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

🧱 **Walls:** Wooden 1.5 in. thick; Hardness 5; HP 15; AC5; Break DC 18.

This encounter details the slavers' compound, inhabitants and protections and how they will react to an attack. Each location and its inhabitants are dealt with in turn.

Tactics: Once an alarm is raised, the various groups of guards will move to their assigned alert positions as shown by the dotted circles on the DM's Map of the compound. The order in which they arrive are:

- off-duty guards to the slaves' quarters (if night time),
- Beastmaster and his pet to the perimeter defences,
- Commander Orsen to the Slavers' quarters.

The PCs will then be engaged first depending on whether they are closest to the perimeter gate or to the slavers' quarters.

Note: In practice this should mean that each group of guards will reach the PCs and initiate combat approximately five rounds after the previous combat ends. This is dependant on the time of day, if the fog is down when the PCs go in and where they are in the compound if an alarm is raised. The DM should use his/her judgment on the timing and encounter distances. As a rule of thumb, more time and shorter distances at night, more so if foggy at night, while shorter times and greater encounter distances are the norm if action is during the day.

Watchtower Support: Wooden 5 inch thick; Hardness 6, HP 50; Break DC 30. Note: the Watchtower will only topple after 2 supports are broken.

Encounter 3A: Perimeter Defences

The slaver compound sits on the end of the southwestern tip of the island and is protected by a double thorn fence, 5 feet thick, which runs across the whole of the peninsula from the rocky shoreline into the water on the sandy beach. It is pierced by a set of double gates, which are normally open in the daytime and closed at night. The northern end can be bypassed by climbing round the wet rocks. This requires a DC 20 Climb check with failure resulting in a 10-foot fall into the sea (no damage, see *Dungeon Master's Guide* p.303). The southern end can be bypassed by wading through the water, which requires a DC 5 Balance check to avoid being dragged under by the current. If this occurs a DC 15 Swim check is required to get back to the shallows and avoid the risk of drowning. The whole perimeter is visible from a watchtower 50 feet behind the central gates.

Moving through the thorn fence is similar to passing a *wall of thorns*. Moving through it as a part of a move action will cause the person damage equal to 20 less that person's flat-footed AC points of damage. Using full round actions, a gap can be cleared in 4 rounds but this will make noise (though a *silence* spell will negate this obviously), which may attract the guards and the dogs. They each get a DC 18 Listen check to detect the PCs. As the soil is sandy a crawl space under the fence may be created in 30 minutes, however this will have to avoid 4 checks by the guards on their rounds, by making Hide checks with a +2 Circumstance bonus (assuming the PCs stop when the guards are near - if not have the PCs make an opposed Move Silently check against the guard's Listen), against the guards' and dogs' Listen and Spot Checks. Note that digging in the sand will hide the PCs' scent at this time, so that the dogs will not smell them while digging.

The watchtower is manned at all times by a slaver guard and is a 20 feet tall raised platform with wooden sides reached by wooden ladder. At night, the gap between the fences is used as a dog run for the guards' dogs.

During the day, the gate is open and the guards are in the fields with the slaves and will act as per Encounter 2, while at night, two slaver guards will patrol each sector of the perimeter.

Tactics: In the event of an alert, these guards will not leave their areas of responsibility; hence the PCs will only have to defeat one set of perimeter guards.

APL2 (EL2)

🐾 **Human Slaver Guards (3):** male human War1, hp 8, see Appendix 1.

🐾 **Dog (2):** hp 6, see Monster Manual, page 271.

APL4 (EL2)

🐾 **Human Slaver Guards (3):** male human War1 hp 8 see Appendix 1

🐾 **Dogs (3):** hp 6, see Monster Manual, page 271.

APL6 (EL3)

🐾 **Human Slaver Guards (2):** male human War1, hp 8, see Appendix 1

🐾 **Half-Euroz Slaver Guard:** male half-euroz Ftr1, hp 8, see Appendix 1.

🐾 **Dogs (3):** hp 6, see Monster Manual, page 271.

APL8 (EL4)

🐾 **Human Slaver Guards (2):** male human Ftr1, hp 8, see Appendix 1.

🐾 **Half-Euroz Slaver Guard:** male half-euroz Ftr1, hp 8, see Appendix 1.

🐾 **Dogs (3):** hp 6, see Monster Manual, page 271.

APL10 (EL5)

🐾 **Human Slaver Guards (2):** male human Ftr1, hp 8, see Appendix 1.

🐾 **Half-Euroz Slaver Guard:** male half-euroz Ftr2, hp 16, see Appendix 1.

🐾 **Dogs (3):** hp 6, see Monster Manual, page 271.

APL12 (EL6)

🐾 **Human Slaver Guards (2):** male human Ftr2, hp 20, see Appendix 1.

🐾 **Half-Euroz Slaver Guard:** male half-euroz Ftr3, hp 28, see Appendix 1.

🐾 **Dogs (3):** hp 6, see Monster Manual, page 271.

Treasure:

APL 2: Loot – 38 gp, Coin – 4 gp.

APL 4: Loot – 51 gp, Coin – 2 gp.

APL 6: Loot – 22 gp; Coin – 8gp; Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 22 gp; Coin – 8gp; Magic – *potion of cure light wounds* (4 gp).

APL 10: Loot – 55 gp; Coin – 18gp; Magic – *potion of cure moderate wounds* (2) (25gp each).

APL 12: Loot – 101 gp; Coin – 20gp; Magic – *potion of bull's strength* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *Quaal's feather token (whip)* (41 gp).

Encounter 3B: Animal Pens

This area of the compound holds the slavers' dogs, the beastmaster who trains them, and the beast, a half-trained creature found by the beastmaster which answers only to him.

The location consists of a 20 ft. diameter, 10 ft. high wooden stockade surrounding the dogs' kennels and a 15 ft. square wood building used to hold the beast. Attached to the end of the stockade is the beastmaster's hut.

Both the main gate to the stockade and the door from the beastmaster's hut are barred with a strong but simple bar. The kennels themselves have no doors but the door to the beast's enclosure is secured with a simple lock, requiring a DC 20 Open Lock check to open.

Other than the beastmaster's belongings, bed and spare clothing there is nothing of value here.

Tactics: In the event of the compound being attacked the beastmaster will fetch the beast and together they will join the perimeter defence guards after 5 rounds. If intruders have successfully bypassed the perimeter, are detected within the compound and no further attacks are apparent, the whole group will move to engage the PCs.

APL 2 (EL4)

☛ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 22, see Appendix 1.

☛ **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

APL 4 (EL4)

☛ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 23, see Appendix 1.

☛ **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

APL 6 (EL4)

☛ **Beastmaster:** male half-euroz Rgr2/Bbn1, hp 23, see Appendix 1.

☛ **The Beast:** fiendish riding dog, hp 15, see Appendix 1.

APL 8 (EL5)

☛ **Beastmaster:** male half-euroz Rgr2/Bbn2, hp 32, see Appendix 1.

☛ **The Beast:** death dog, hp 15, see Fiend Folio page 41.

APL 10 (EL6)

☛ **Beastmaster:** male half-euroz Rgr3/Bbn2, hp 39, see Appendix 1.

☛ **The Beast:** hellhound, hp 22, see Monster Manual, page 152.

APL 12 (EL7)

☛ **Beastmaster:** male half-euroz Rgr3/Bbn3, hp 48, see Appendix 1.

☛ **The Beast:** Barghest, hp 33, see Monster Manual, page 23.

Treasure:

APL 2: Loot – 38 gp, Coin – 4gp.

APL 4: Loot – 38 gp, Coin – 4gp.

APL 6: Loot – 68 gp; Coin; – 4 gp; Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 68gp; Coin; 4gp; Magic – *potion of cure moderate wounds* (25 gp), *wand of charm animal* (62 gp).

APL 10: Loot – 41 gp; Coin; – 4 gp; Magic – *potion of cure moderate wounds* (25 gp), *+1 longsword* (192 gp).

APL 12: Loot – 41 gp; Coin – 4 gp; – Magic *potion of cure serious wounds* (62 gp), *+1 longsword* (192 gp).

Encounter 3C: Slavers' Quarters

This 30 ft. by 20 ft. hut has a single door and multiple arrow slits to provide light. The door itself is usually open but has a heavy bar on the inside that can be closed, in which case a DC 18 Strength check will enable someone outside to break in.

The hut houses the slaver guards for the compound when they are off duty. The furnishings consist of a hammock, weapons rack and a small chest for their personal belongings for each guard that includes a small amount of coin. There is accommodation for twenty guards. At the end next to the door there is a basin of water and a bucket for night soil.

Tactics: The number of guards present depends on the time of the encounter.

During the day, seven guards are present and in the event of the compound being attacked these guards will assemble outside their quarters and move to the point of the attack, once identified, and engage the attackers.

During the night, eleven guards are present and of these 4 are in armour to deal with any problems with the slaves. In the event of the compound being attacked, seven of the guards will assemble outside their quarters and move to the point of attack, once identified, and engage the attackers. The other guards will move immediately to the

slave huts and secure them as shown on the DM's map of the compound.

Troubleshooting: if the PCs attack the guards at night without raising an alarm, the guards earmarked to guard the slaves will attempt to escape to their assigned duty while the others hold off the attackers.

Note: At APL6 or higher i.e. when the slaver ship is in port, the priority for the guards who would normally go to the slave huts will be to protect the ship first, hence they will go to the Docks and are included in optional Encounter 4.

APL 2 (EL2)

🔪 **Human Slaver Guards (4):** mix male and female human War 1, hp 8, see Appendix 1.

APL4 (EL4)

🔪 **Human Slaver Guards (6):** mix male and female human War1, hp 8, see Appendix 1.

🔪 **Half Euroz Slaver Guard:** male half-euroz Ftr1, hp 8, see Appendix 1.

APL 6 (EL5)

🔪 **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

🔪 **Half Euroz Slaver Guard (2):** male half-euroz Ftr1 hp 8 see appendix 1

APL 8 (EL6)

🔪 **Human Slaver Guards (4):** mix male and female human Ftr1, hp 8, see Appendix 1.

🔪 **Half Euroz Slaver Guard (2)** male half-euroz Ftr2, hp 16, see Appendix 1.

APL 10 (EL7)

🔪 **Human Slaver Guards (4)** mix male and female human Ftr2 hp 16 see appendix 1

🔪 **Half Euroz Slaver Guard (2)** male half-euroz Ftr2, hp 16, see Appendix 1.

APL 12 (EL8)

🔪 **Human Slaver Guards (4):** mix male and female human Ftr3, hp 24, see Appendix 1.

🔪 **Half Euroz Slaver Guard (2)** male half-euroz Ftr3 hp 24, see Appendix 1.

NB: If four of these guards were encountered in event 3 (Patrol), then they are removed from this encounter.

Treasure: the following treasure is available depending on the APL of the encounter

APL 2: Loot – 56 gp; Coin; – 21 gp; Magic – 0 gp.

APL 4: Loot – 56 gp; Coin; – 21 gp; Magic – 0 gp.

APL 6: Loot – 45 gp; Coin; – 17 gp; Magic – *potion of cure light wounds* (2) (4 gp each).

APL 8: Loot – 111 gp; Coin; – 37 gp; Magic – *potion of cure moderate wounds* (4) (25 gp each).

APL 10: Loot – 164 gp; Coin; – 24 gp; Magic – *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each), *potion of cure moderate wounds* (4) (25 gp each).

APL 12: Loot – 113 gp; Coin; – 40 gp; Magic – *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (8) (25 gp each), *Quaal's feather token (whip)* (2) (41 gp each).

Encounter 3D: Slave Huts

These 60 ft. by 20 ft. huts have one entrance in the narrow end with only narrow slits in the walls for light. The door is normally kept barred from the outside at all times and the furnishings are rudimentary consisting of old sacking and straw for bedding and a couple of buckets.

Each hut currently holds approximately 30 slaves. They will all be present during the night, but during the day, only approximately 5 slaves who are healing or are too ill to work will be present. The remainder will either be working in the fields or working at the warehouses. The slaves have not been deliberately mistreated but they have been kept on minimum rations and been terrified by the guards. The slaves will not be in any condition to aid the PCs in any combat and can only manage a speed of 20' per round.

During the day there are no guards present at this location. Instead they are dealing with the majority of the slaves outside.

If the PCs attack at night and an alarm is raised, guards will arrive from the Slavers' quarters (see above) to secure the slaves, following the route from their quarters shown by the dotted line on the DM's map of the compound. In the event of the slaves already being freed, they will pursue the slaves and attempt to recapture them.

APL2 (EL2)

🔪 **Human Slaver Guard (4):** mix male and female human War1, hp 8, see Appendix 1.

APL4 (EL4)

🔪 **Human Slaver Guard (4):** mix male and female human War1, hp 8, see Appendix 1.

🔪 **Half-Euroz Slaver Guard (2):** male half-euroz Ftr1, hp 8, see Appendix 1.

APL6 or Higher

Note: At APL 6 or higher, these guards are included with the crew of the ship, who rush to secure the slaves and deal with any trouble once the ship is secure. In this case, the priority of the slavers is protecting ship before controlling the slaves. Please use Encounter 4.

Treasure:

APL 2: Loot – 34 gp; Coin – 4 gp; Magic – 0 gp.

APL 4: Loot – 44 gp; Coin – 18 gp; Magic – *potion of cure light wounds* (2) (4 gp each).

Encounter 3E Commander's Quarters

This basic 30 ft. by 15 ft. hut has one entrance and all the windows securely boarded over. It is the home of Orsen the slaver's commander on the island. It consists of 2 rooms. The first is the outer study, containing a table, 4 chairs, a small cabinet containing a pitcher of rum, 4 tankards and some food and cutlery and a small bedroll for the captain's personal scribe Ryandh Feralan.

The inner room is the commander's bedroom and contains a bed, lamp stand, wardrobe and a small locked chest (Average lock, Open Lock DC 25). The chest contains the commander's gold and his personal ledgers and orders.

Tactics: At APL 2 the commander is not present. At higher APLs the commander will stay out of combat giving orders to his guards. If things start looking bad he will attempt to escape in the launch with his personal chest.

Ryandh will be uncooperative to the PCs until the commander has been defeated or he can see a realistic escape opportunity. This requires a DC 15 Diplomacy check with circumstance modifiers for defeating the commander (+3), freeing the other slaves (+2) and defeating the guards at location 4C (+2). Once convinced Ryandh will want the ledgers for his family and will use the gold as a bribe to the PCs, to encourage them to get the chest. He will be able to open it himself as he has created a lock pick specifically for the job.

APL2

Commander is not present.

APL4 (EL4)

Commander is not present.

APL6 (EL4)

☛ **Commander Orsen:** male half-euroz Clr3/Bbn1, hp 32, see Appendix 1.

APL8 (EL5)

☛ **Commander Orsen:** male half-euroz Clr3/Bbn2, hp 39, see Appendix 1.

APL10 (EL6)

☛ **Commander Orsen:** male half-euroz Clr4/Bbn2, hp 46, see Appendix 1.

APL12 (EL7)

☛ **Commander Orsen:** male half-euroz Clr4/Bbn3, hp 55, see Appendix 1.

Treasure:

APL2: Coin – 100 gp, Special: Commander Orsen's Ledgers.

APL4: Coin – 200 gp, Special: Commander Orsen's Ledgers.

APL 6: Loot – 5 gp; Coin – 300 gp; Magic – *potion of cure light wounds* (2) (4 gp), *+1 warhammer* (192 gp); Special – Commander Orsen's Ledgers.

APL 8: Loot – 5 gp; Coin – 400 gp; Magic – *potion of cure light wounds* (2) (4 gp), *+1 warhammer* (192 gp); Special – Commander Orsen's Ledgers.

APL 10: Loot – 2 gp; Coin – 500 gp; Magic – *+1 warhammer* (192 gp), *+1 chainmail* (108 gp) *potion of cure moderate wounds* (2) (25 gp each); Special – Commander Orsen's Ledgers.

APL 12: Loot – 2 gp; Coin – 600 gp; – Magic *+1 warhammer* (192 gp), *+1 chainmail* (108 gp), *elixir of fire breath* (91 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (62 gp); Special – Commander Orsen's Ledgers.

Encounter 3F Docks and Warehouses

These buildings are used to store supplies for the compound and to re-supply and repair slaver ships. They contain a variety of foodstuffs, timber, rope, sailcloth, tar and foodstuffs.

During the day there will be approximately 20 slaves working here, stocking the warehouse, filling crates, preparing timbers etc under the watchful eye of two slaver Guards.

The small 20 ft. by 20 ft. hut is the compound kitchen, where slaves prepare meals for all the people. It contains various cooking and eating utensils and when in use during the day, holds five slaves and two very watchful slaver guards.

At APLs above 2, a small launch is tied up at the end of the pier, which the slavers use for any travel within the Storm Isles. At APL2 the commander has taken the launch to Stormshore to pick up supplies

At night, there are no guards stationed in this area, as they rely on the fact that the slaves are all cowed and locked in and that the watchtower gives them a view of the area.

Note: Due to the nature of much of the shipbuilding supplies these buildings will catch fire very easily if subject to any ignition.

Troubleshooting: Should the PCs defeat all the slavers, they may wish to take and sell the contents of the warehouses. However, there is nowhere near enough space on their ship and the launch to take the freed slaves and the stores. Should they later return, the stores will be gone. Any stores they do manage to haul away somehow will immediately be requisitioned by the Free State Navy. No payment will be offered.

APL2 (EL2)

♣ **Human Slaver Guards (4):** male human War1, hp 8, see Appendix 1.

APL4 (EL4)

♣ **Human Slaver Guard (4):** male human War1, hp 8, see Appendix 1.

♣ **Half Euroz Slaver Guard (2):** male half-euroz Ftr1, hp 12, see Appendix 1.

APL6 or Higher

DM Note: at APL 6 or higher these guards are included with the crew of the ship, who rush to secure the slaves and deal with any trouble once the ship is secure, as defending the ship is the the slavers' main priority. Please use Encounter 4.

Treasure: the following treasure is available depending on the APL of the encounter.

APL 2: Loot – 34 gp; Coin – 4gp; Magic – 0 gp.

APL 4: Loot – 44 gp; Coin – 18gp; Magic – *potion of cure light wounds* (2) (4 gp).

Troubleshooting: Some PCs may wish to claim the launch as loot. However while adequate for travel within the islands, it will not last the journey on the open sea to Sornhill, unless the PCs load it onto the *Homewind*. In this case the *Homewind* will not have capacity for any slaves. If they try to tow it behind the ship, it will be lost in a squall.

Encounter 4: The Ship

Note: This encounter is present only at APL 6 and higher. At lower APLs, the ship will have left before the PCs arrive on the island.

The Slaver ship in the harbour is that of Markessa The White, who has arrived at the compound to take on supplies and take approximately half the slaves to the markets of Blue in the Pomarj. The ship will remain in harbour for 3 days and then depart with half the slaves unless a PC with the “Wrath of the Slavelords” is known to be in the area, in which case Markessa will stay to the module's end.

Tactics: in the event of an attack on the compound, Markessa and her men's priority will be to protect the ship until it is fully crewed, alert and ready for action. Once the ship's crew can protect themselves, Markessa's priority will shift to getting as many of the slaves as possible from their huts to the ship. Once this is achieved, the ship will leave. Only in the situation where a PC has been identified at the start of the module as having the “Wrath of the Slavelords”, or a PC with this is personally seen by Markessa, will she take any serious interest in killing PCs. In this case, once the slaves are on board the ship, the ship will lay off the coast and Markessa will go hunting for her enemies. In the event of a similarly identified PC being spotted before an attack on the compound Markessa will take her troops and hunt the PCs. However, in her arrogance she will not accompany Event 3 (Patrol) and will instead try to find them herself. If she cannot track or find the PCs herself, she will follow the patrol and use it for bait, arriving approximately 2 minutes after the end of the patrol encounter.

Markessa will cast her protective spells at the first sign of trouble and then try to engage the PCs with spells at long range. While moving the slaves, Markessa will take advantage of the cover and hide among them. Identifying her among the slaves before she has cast any spells will require an opposed Spot check against Markessa's Hide check (Markessa has a +2 cover bonus for the cover provided by the slaves). If in dire straits, Markessa will *teleport* out, back to her lair in the port of Blue in the Pomarj.

The crew of the slaver ship is well trained and competent; however, they are not at full combat alert status. Once an alarm sounds, it will take the crew 20 minutes to be ready to sail. During this period Markessa will keep the slaves off the ship but on the pier, so as not to interfere with the readiness preparation. While taking the time to make ready to sail, the ship is not defenceless. On hearing the alert,

Markessa and her soldiers will assemble on the pier to protect the ship. One minute later, the ship will be able to crew one quarter of its weapons. (see below). Five minutes after the alert, the ship will have manned half its weapons (see below) and Markessa will be confident enough to go and get the slaves. After the 20 minutes, all the ship's weapons will be fully manned.

Note: Before any alarm has been sounded, anyone trying to Hide or Move Silently near the ship or to approach the ship will have their Move Silently and Hide Checks opposed by Listen and Spot with a Modifier of +APL+6 (i.e. +10 at APL6) or be spotted by the ship's sentries, who will raise the alarm. Modifiers of +APL+6 will oppose PCs trying these skills, near the ship, after an alarm has been raised.

The slaver ship: The slaver ship when fully crewed is armed with 24 heavy crossbows, with 12 firing in alternate rounds and 3 ballistae (one firing every round). Any PCs visible within 360 feet of the ship will receive a broadside of missiles from the crew. As long as the PCs stay at least 100 feet from the ship (effectively the wood piles to the south of the warehouses on the map) and do not attack it or the crew with spells, do not actually roll to hit. Just describe bolts falling thickly around the PCs. If the PCs are foolish enough to approach any closer – begin rolling attacks for real. The crew will not fire on any melee combat that Markessa is involved in for fear of hitting the olve (though they are not bothered about the soldiers). None of the crew wants to accept the consequences that would follow from that, if the sorcerer survived to wreak her vengeance.

APL 6 (EL8)

☛ **Markessa the White:** female olve Sor8, hp 25, see Appendix 1.

☛ **Human Slavelord soldiers (6):** mix male and female human Ftr1, hp 11, see Appendix 1.

APL 8 (EL10)

☛ **Markessa the White:** female olve Sor10, hp 34, see appendix 1

☛ **Human Slavelord soldiers (6):** mix male and female human Ftr2, hp 18, see Appendix 1.

APL 10 (EL12)

☛ **Markessa the White:** female olve Sor12, hp 43, see Appendix 1.

☛ **Human Slavelord soldiers (6):** mix male and female human Ftr4, hp 32, see Appendix 1.

APL 12 (EL14)

☛ **Markessa the White:** female olve Sor14, hp 49, see Appendix 1.

☛ **Human Slavelord soldiers (6):** mix male and female human Ftr6, hp 46, see Appendix 1.

Treasure:

APL 6: Loot – 45 gp; Coin – 0 gp; Magic – *potion of cure moderate wounds* (25 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of teleport* (93 gp), *potion of cure moderate wounds* (6) (25 gp each).

APL 8: Loot – 195 gp; Coin – 12gp; Magic – *bracers of armour +1* (83 gp), *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of teleport (2)* (93 gp each), *scroll of wall of ice* (58 gp), *potion of bull's strength (6)* (25 gp each), *potion of cure serious wounds (6)* (62 gp each).

APL 10: Loot – 3 gp; Coin – 6gp – Magic – *bracers of armour +2* (333 gp), *cloak of resistance +2* (333 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of greater teleport* (189 gp), *scroll of teleport (2)* (93 gp each), *scroll of wall of ice* (58 gp), *potion of bull's strength (6)* (25 gp each), *potion of cure serious wounds (6)* (62 gp each), *potion of heroism (6)* (62 gp each), *+1 scimitar* (6) (192 gp each), *+1 studded leather armour* (6) (97 gp each).

APL 12: Loot – 9 gp; Coin – 10gp; Magic – *bracers of armour +4* (1333 gp), *cloak of resistance +4* (1333 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of greater teleport* (189 gp), *scroll of teleport (2)* (93 gp each), *scroll of wall of ice* (58 gp), *potion of bull's strength (6)* (25 gp each), *potion of cure serious wounds (6)* (62 gp each), *potion of heroism (6)* (62 gp each), *+1 scimitar* (6 each) (192 gp), *+1 studded leather armour* (6) (97 gp each).

Conclusion

The conclusion of the module depends on whether or not the PCs were successful in freeing Ryandh and the slaves and whether they have recovered Commander Orsen's Ledgers.

If the PCs have successfully freed the slaves and Ryandh Feralen:

Read aloud or paraphrase the following:

The Homewind has lived up to its name and your journey back from the Storm Isles has been without incident. As Sornhill comes into sight, the freed slaves give voice to a massive cheer. As you look at them, you see the knowledge dawning on them that they have truly escaped the clutches of the dread Slavelords. Arriving in the docks, you find Milos eagerly awaiting your arrival. As the two brothers embrace and head to the waiting carriage, Milos turns and thanks you and asks you to call at his Inn tomorrow for your reward, as he wants to catch up with his brother.

All PCs should gain the gratitude of the Free:

☛ **Gratitude of the Free:** In gratitude for freeing them from the slavery of the Slavelords, the bearer can have free Adventurer's Standard upkeep for two Onnwal Regional Modules per common year.

If the PCs have Commander Orsen's Ledgers read aloud or paraphrase the following:

Later that day as you rest in your favourite inn relaxing from your recent trials, a priest of Zilchus, from the local temple approaches you.

He says: "I have been tasked with a business transaction. You have in your possession some ledgers you recently acquired on a certain Island. If you are willing to return them to their original owners unread and uncopied, then their owners are prepared to look favourably on you and forget about recent transgressions. Will you do this?"

The priest, Eward, a junior member of the local church, has no idea what the ledgers are for or of the true identity of the ledgers original owners. He was approached by a half-orc man and hired to negotiate the return of the ledgers. Eward took the job in good faith and is deeply shocked to learn that the ledgers are linked to the Slavelords of the Pomarj and profoundly apologises for troubling the PCs. Eward will agree, if asked, to help the PCs track down the half-orc that hired him. However, if they investigate the PCs will quickly find that the Slaver agent has vanished. It seems that the Slavers have eyes and ears aplenty in Sornhill...

If the PCs give Commander Orsen's Ledgers to Eward, then they gain:

☛ **Favour of the Slavelords**—For returning Commander Orsen's ledgers to them, the Slavelords of the Pomarj are prepared to forget one past or future transgression against them. The benefit need not be taken immediately. Once used cross off the favour and the specific condition it is used to erase.

If the PCs refuse to hand over the ledgers or they do not have them then they gain:

☛ **Wrath Of the Slavelords**—For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj. This may have far reaching consequences in future modules.

Read aloud or paraphrase the following:

The next day as asked you go to Milos Feralen's Inn where Milo and Ryandh both meet with you. Both the brothers again thank you over refreshments grant your reward and assure you of the gratitude of House Feralen.

☛ **Gratitude of House Feralen**—You have earned the gratitude of House Feralen for rescuing Ryandh Feralen from the clutches of the Slavelords of the Pomarj. You have been awarded 3 Regional Influence Points with this merchant House.

Treasure:

APL 2: Coin: 80 gp
APL 4: Coin: 160 gp
APL 6: Coin: 240 gp
APL 8: Coin: 320 gp
APL 10: Coin: 400 gp
APL 12: Coin: 480 gp

If the PCs have Commander Orsen's Ledgers, read aloud or paraphrase the following:

"You have in your possession some ledgers. It would be very useful for my house to have these and use them against our common enemy. I can afford to be very grateful if you would give them to us."

If the PCs hand over the Ledgers to House Feralen or have already allowed Ryandh to take and keep possession of the ledgers, then they gain the favour of house Feralen:

☛ **Favour of House Feralen**—You have earned the Favour of House Feralen by returning Commander Orsen's ledgers to them. You gain well liked RIP Status with House Feralen and they will arrange for one weapon, shield or suit of armour of your choice to be upgraded to +2. Cross through this favour when used.

If the PCs decide to hand over the ledgers to the Navy or Army or representative of free Onnwal then they gain the Favour of the Free State Navy:

☛ **Favour of the Free State Navy**—By returning Commander Orsen's ledgers to them, you have gained 3 Regional Influence points with the Armed Forces of free Onnwal. Serving members of the Free State Navy also gain a commendation that will count as a decoration for metaorg purposes.

If the PCs have failed to free the slaves and Ryandh Feralen

Read aloud or paraphrase the following:

The Homewind has lived up to its name and your journey back from the Storm Isles has been without incident. Arriving in the Sornhill docks you find Milos eagerly awaiting your arrival. As Milos sweeps his gaze over the ship, the look on his face turns from one of anticipation to one of worry.

"What happened? Where is Ryandh?" Milos asks.

Allow the PCs to respond.

As Milos listens his face turns pale with a look of deep sadness.

"Thank you for trying", he says and turns away. "One of my servants will deliver your expenses to you at your inn."

Treasure:

- APL 2: Coin: 80 gp
- APL 4: Coin: 160 gp
- APL 6: Coin: 240 gp
- APL 8: Coin: 320 gp
- APL 10: Coin: 400 gp
- APL 12: Coin: 480 gp

your answers to tismith@ntlworld.com. General comments about the module are also welcomed at this address.

1. Was Ryandh Feralen rescued? How many of the other slaves were killed?
2. Was Commander Orsen's ledger recovered?
 1. If so, what group was the ledger given to? House Feralen, the Slavelords, or the Forces of Free Onnwal? Or did the PCs keep it?
 2. Did Markessa the White survive?

Please email consequences to jeny.triad@gmail.com

The End

Campaign Consequences

This adventure has campaign consequences and may direct future events in the course of the campaign. Please send

Experience Point Summary

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

Encounter 2 Reconnaissance

Get a first look at the compound without being detected by the guards

APL2	30 XP
APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP
APL12	30 XP

Encounter 3A the Perimeter Defences

Defeat the perimeter defences

APL2 (EL2)	60 XP
APL4 (EL2)	60 XP
APL6 (EL3)	90 XP
APL8 (EL4)	120 XP
APL10 (EL5)	150 XP
APL12 (EL6)	180 XP

Encounter 3B Animal Pens*

Defeat the Beast master and his Beast

APL2 (EL4)	120 XP
APL4 (EL4)	120 XP
APL6 (EL4)	120 XP
APL8 (EL5)	150 XP
APL10 (EL6)	180 XP
APL12 (EL7)	210 XP

Encounter 3C Slavers Quarters*

Defeat the slaver guards

APL2 (EL2)	60 XP
APL4 (EL4)	120 XP
APL6 (EL5)	150 XP
APL8 (EL6)	180 XP
APL10 (EL7)	210 XP
APL12 (EL8)	240 XP

Encounter 4 D Slave Huts

Defeat the slaver guards

APL2 (EL2)	60 XP
APL4 (EL4)	120 XP

Encounter 3E Commanders Quarters

Defeat Commander Orsen

APL6 (EL4)	120 XP
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APL8 (EL5)	150 XP
APL10 (EL6)	180 XP
APL12 (EL7)	210 XP

Rescue Ryandh Feralen

APL2	30 XP
APL4	45 XP
APL6	45 XP
APL8	45 XP
APL10	60 XP
APL12	75 XP

Encounter 3F Docks and Warehouses

Defeat the slaver guards

APL2 (EL2)	60 XP
APL4 (EL4)	120 XP

Encounter 4 the Ship (APL6+)

Defeat the ship's crew

APL6 (EL8)	240 XP
APL8 (EL10)	300 XP
APL10 (EL12)	360 XP
APL12 (EL14)	420 XP

Event 3 Patrol*

Defeat the patrol

APL2 (EL5)	150 XP
APL4 (EL5)	150 XP
APL6 (EL5)	150 XP
APL8 (EL7)	210 XP
APL10 (EL8)	240XP
APL12 (EL9)	270 XP

Event 4 Hunters*

Defeat the hunters

APL2 (EL2)	60 XP
APL4 (EL2)	60 XP
APL6 (EL4)	120 XP
APL8 (EL4)	120 XP
APL10 (EL6)	180 XP
APL12 (EL7)	210 XP

***DM Note:** if event 3 is played and defeated then no experience is awarded for encounter 4B and reduce experience for encounter 4C by the equivalent experience gained for event 4.

If event 4 is played then reduce experience for encounter 4C by the experience gained in event 4.

Free all the Slaves

None of the slaves get taken away aboard Markessa's ship

APL6	45 XP
APL8	60 XP
APL10	75 XP
APL12	90 XP

Discretionary Role-playing Award

APL2	30 XP
APL4	60 XP
APL6	60 XP
APL8	90 XP
APL10	105 XP
APL12	120 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL10	1125XP
APL8	1350 XP
APL12	1575 XP

Treasure Summary

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

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

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

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

adventure, its total is subtracted from the adventure totals below.

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

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

Introduction

APL 2: Coin: 20 gp.
 APL 4: Coin: 40 gp.
 APL 6: Coin: 60 gp.
 APL 8: Coin: 80 gp.
 APL 10: Coin: 100 gp.
 APL 12: Coin: 120 gp.

Encounter 2 Reconnaissance

APL 2; Loot; 38 gp; Coin 4gp; Magic; 0 gp.
 APL 4; Loot; 51 gp; Coin 2gp; Magic; 0 gp.
 APL 6: Loot: 0 gp; Magic: 0 gp
 APL 8: Loot: 0 gp; Magic: 0 gp
 APL 10: Loot: 0 gp; Magic: 0 gp
 APL 12: Loot: 0 gp; Magic: 0 gp

Encounter 3A the Perimeter Defences

APL 2: Loot; 38 gp; Coin 4gp; Magic; 0 gp.
 APL 4: Loot; 51 gp; Coin 2gp; Magic; 0 gp.
 APL 6: Loot; 22 gp; Coin 8gp; Magic; *potion of cure light wounds* (4 gp).
 APL 8: Loot; 22 gp; Coin 8gp; Magic; *potion of cure light wounds* (4 gp).
 APL 10: Loot; 55 gp; Coin 18gp; Magic; *potion of cure moderate wounds* (2) (25gp each).
 APL 12: Loot; 101 gp; Coin 20gp; Magic; *potion of bull's strength* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *potion of cure moderate wounds* (2) (25 gp each), *Quaal's feather token (whip)* (41 gp).

Encounter 3B Animal Pens

APL 2: Loot; 68 gp; Coin; 4 gp; Magic; *potion of cure light wounds* (4 gp).
 APL 4: Loot; 68 gp; Coin; 4 gp; Magic; *potion of cure light wounds* (4 gp).
 APL 6: Loot; 68 gp; Coin; 4 gp; Magic; *potion of cure light wounds* (4 gp).

APL 8: Loot; 68gp; Coin; 4gp; Magic; *potion of cure moderate wounds* (25 gp), *wand of charm animal* (62 gp).

APL 10: Loot; 41 gp; Coin; 4 gp; Magic *potion of cure moderate wounds* (25 gp), *+1 longsword* (192 gp).

APL 12: Loot; 41 gp; Coin 4 gp; Magic; *potion of cure serious wounds* (62 gp), *+1 longsword* (192 gp).

Encounter 3C Slavers Quarters

APL 2; Loot; 56 gp; Coin; 21 gp; Magic; 0 gp

APL 4; Loot; 56 gp; Coin; 21 gp; Magic; 0 gp

APL 6: Loot; 45 gp; Coin; 17 gp; Magic; *potion of cure light wounds* (2) (4 gp).

APL 8: Loot; 111 gp; Coin; 37 gp; Magic; *potion of cure moderate wounds* (4) (25gp each).

APL 10: Loot; 164 gp; Coin; 24 gp; Magic; *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each), *potion of cure moderate wounds* (4) (25gp each).

APL 12: Loot; 113 gp; Coin; 40 gp; Magic; *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (8) (25gp each), *Quaal's feather token (whip)* (2) (41 gp each).

Encounter 3D Slave Huts

APL 2: Loot; 34 gp; Coin 4gp; Magic; 0 gp

APL 4: Loot; 44 gp; Coin 18gp; Magic; *potion of cure light wounds* (2) (4 gp)

Encounter 3E Commanders Quarters

APL 2: Coin; 100 gp; Special; Commander Orsen's Ledgers.

APL 4: Loot; 5 gp; Coin; 200 gp; Magic; *potion of cure light wounds* (2) (4 gp), *+1 warhammer* (192 gp); Special; Commander Orsen's Ledgers.

APL 6: Loot; 5 gp; Coin; 300 gp; Magic; *potion of cure light wounds* (2) (4 gp), *+1 warhammer* (192 gp); Special; Commander Orsen's Ledgers.

APL 8: Loot; 5 gp; Coin; 400 gp; Magic; *potion of cure light wounds* (2) (4 gp), *+1 warhammer* (192 gp); Special; Commander Orsen's Ledgers.

APL 10: Loot; 2 gp; Coin; 500 gp; Magic; *+1 warhammer* (192 gp), *+1 chainmail* (108 gp) *potion of cure moderate wounds* (2) (25 gp each); Special; Commander Orsen's Ledgers.

APL 12: Loot; 2 gp; Coin; 600 gp; Magic; *+1 warhammer* (192 gp), *+1 chainmail* (108 gp), *elixir of fire breath* (91 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (62 gp); Special; Commander Orsen's Ledgers.

Encounter 3F Docks and Warehouses

APL 2: Loot; 34 gp; Coin 4gp; Magic; 0 gp

APL 4: Loot; 44 gp; Coin 18gp; Magic; *potion of cure light wounds* (2) (4 gp)

Optional Encounter 4 the Ship (APL6+)

APL 6: Loot; 45 gp; Coin 0gp; Magic; *potion of cure moderate wounds* (25 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of teleport* (93 gp), *potion of cure moderate wounds* (6) (25 gp each).

APL 8: Loot; 195 gp; Coin 12gp; Magic; *bracers of armour +1* (83 gp), *cloak of resistance +1* (83 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of teleport* (2) (93 gp each), *scroll of wall of ice* (58 gp) *potion of bull's strength* (6) (25 gp each), *potion of cure serious wounds* (6) (62gp each).

APL 10: Loot; 3 gp; Coin 6gp; Magic; *bracers of armour +2* (333 gp), *cloak of resistance +2* (333 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of greater teleport* (189 gp) *scroll of teleport* (2) (93 gp each), *scroll of wall of ice* (58 gp) *potion of bull's strength* (6) (25 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of heroism* (6) (62 gp each), *+1 scimitar* (6) (192 gp each), *+1 studded leather armour* (6) (97 gp each).

APL 12: Loot; 9 gp; Coin 10gp; Magic; *bracers of armour +4* (1333 gp), *cloak of resistance +4* (1333 gp), *potion of cure serious wounds* (62 gp), *potion of protection from energy (fire)* (62 gp), *potion of remove blindness/deafness* (62 gp), *potion of water breathing* (62 gp), *scroll of greater teleport* (189 gp) *scroll of teleport* (2) (93 gp each), *scroll of wall of ice* (58 gp) *potion of bull's strength* (6) (25 gp), *potion of cure serious wounds* (6) (62 gp), *potion of heroism* (6) (62 gp), *+1 scimitar* (6) (192 gp), *+1 studded leather armour* (6) (97 gp).

Event 3 Patrol*

APL 2: Loot; 102 gp; Coin; 8 gp; Magic; *potion of cure light wounds* (4 gp).

APL 4: Loot; 102 gp; Coin; 8 gp; Magic; *potion of cure light wounds* (4 gp).

APL 6: Loot; 103 gp; Coin; 8 gp; Magic; *potion of cure light wounds* (4 gp).

APL 8: Loot; 103 gp; Coin; 8 gp; Magic; *potion of cure moderate wounds* (25 gp), *wand of charm animal* (62 gp).

APL 10: Loot; 67 gp; Coin; 8 gp; Magic *potion of cure moderate wounds* (25 gp), *+1 longsword* (192 gp), *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each).

APL 12: Loot; 78 gp; Coin 12 gp; Magic; *potion of cure serious wounds* (62 gp), *+1 longsword* (192 gp), *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (4) (25 gp each).

Event 4 Hunters*

APL 2: Loot; 34 gp; Coin; 4 gp; Magic; 0 gp

APL 4: Loot; 51 gp; Coin; 6 gp; Magic; 0 gp

APL 6: Loot; 35 gp; Coin; 4 gp; Magic; 0 gp.

APL 8: Loot; 35 gp; Coin; 4 gp; Magic; 0 gp.

APL 10: Loot; 26 gp; Coin; 8 gp; Magic; *potion of bull's strength* (4) (25 gp each), *potion of cure serious wounds* (4) (62 gp each).

APL 12: Loot; 37 gp; Coin; 8 gp; Magic; *potion of bull's strength* (4) (25 gp each), *potion of cure moderate wounds* (4) (25 gp each).

Conclusion*

APL 2: Coin: 80 gp

APL 4: Coin: 160 gp

APL 6: Coin: 240 gp

APL 8: Coin: 320 gp

APL 10: Coin: 400 gp

APL 12: Coin: 480 gp

Total Possible Treasure (before cap)

APL 2: Loot; 196 gp; Coin; 233 gp; Magic; 4 gp; Total 433 gp

APL 4: Loot; 224 gp; Coin; 445 gp; Magic; 212 gp; Total 881 gp

APL 6: Loot: 245 gp; Coin: 569 gp; Magic: 508 gp; Total 1322 gp

APL 8: Loot: 481 gp; Coin: 781 gp; Magic: 1571gp; Total 2833 gp

APL 10: Loot: 365 gp; Coin: 952 gp; Magic: 5040 gp; Total 6357 gp

APL 12: Loot: 386 gp; Coin: 1154 gp; Magic: 7264 gp; Total 8804 gp

Total Possible Treasure (after cap)

APL2: 400gp

APL4: 600gp

APL6: 800gp

APL8: 1250gp

APL10 2100gp

APL12: 3000gp

Special

Commander Orsen's Ledgers: These ledgers contain details of all the transactions taken place and planned for the next year at the slavers compound. In the hands of House Feralen it will enable them to make some very profitable privateering and information brokering. In the hands of the Free State Navy it will enable them to seriously cut back the activities of the Slavelords of the Pomarj for the next year. The Slavelords of the Pomarj would be willing to forget almost anything to ensure that it was returned unread by anyone else.

Items for the Adventure Record

☛ **Gratitude of House Feralen**—You have earned the gratitude of House Feralen for rescuing Ryandh Feralen from the clutches of the Slavelords of the Pomarj. You have been awarded 3 Regional Influence Points with this merchant House.

☛ **Favour of House Feralen**—You have earned the Favour of House Feralen by returning Commander Orsen's ledgers to them. You gain well liked RIP Status with House Feralen and they will arrange for one weapon, shield or suit of armour of your choice to be upgraded to +2. Cross through this favour when used.

☛ **Favour of the Free State Navy**—By returning Commander Orsen's ledgers to them, you have gained 3 Regional Influence points with the Armed Forces of free Onnwal. Serving members of the Free State Navy also gain a commendation that will count as a decoration for metaorg purposes.

☛ **Wrath Of the Slavelords**—For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj. This may have far reaching consequences in future modules.

☛ **Favour of the Slavelords**—For returning Commander Orsen's ledgers to them, the Slavelords of the Pomarj are prepared to forget one past or future transgression against them. The benefit need not be taken immediately. Once used cross off the favour and the specific condition it is used to erase.

☛ **Gratitude of the Free:** In gratitude for freeing them from the slavery of the Slavelords, the bearer can have free Adventurer's Standard upkeep for two Onnwal Regional Modules per common year.

☛ **Commander Orsen's Ledgers:** These ledgers contain details of all the transactions taken place and planned for

the next year at the Slavelords of the Pomarj base in the Storm Isles.

Item Access

APL 2

universal solvent (Frequency: Regional, CL 20th, DMG)

APL 4 (All of APL 2 plus the following)

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

scroll of teleport (Frequency: Adventure, CL9, DMG)

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

scroll of wall of ice (Frequency: Adventure, CL7, DMG)

wand of charm animal (Frequency: Adventure, CL1, DMG)

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

scroll of greater teleport (Frequency: Adventure, CL13, DMG)

bracers of armour +2 (Frequency: Adventure, CL6, DMG)

cloak of resistance +2 (Frequency: Adventure, CL6, DMG)

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

bracers of armour +4 (Frequency: Adventure, CL12, DMG)

cloak of resistance +4 (Frequency: Adventure, CL12, DMG)

elixir of fire breath (Frequency: Adventure, CL11, DMG)

Quaal's feather token (whip) (Frequency: Regional, CL 12th, DMG)

Appendix 1:NPC Statistics

All APLs

Ryandh Feralan; Male human Rog2/Exp3; CR 4; Size M; HD 5d6+5; hp 27; Init +1 (+1 Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Base Atk +3; Grp +2; Atk: +2 melee (1d3 – 1 nonlethal, unarmed strike); AL N; SV Fort +2, Ref +5, Will +6; Str 9, Dex 12, Con 12, Int 14, Wis 16, Cha 13.

Skills and Feats: Appraise +12, Bluff +9, Craft (armoursmithing) +7, Craft (weaponsmithing) +7, Decipher Script +10, Diplomacy +13, Forgery +10, Gather Information +8, Knowledge (Local) +7, Listen +8, Profession (Merchant) +14, Profession (Scribe) +11, Sense Motive +8; Deceitful, Diligent, Skill Focus (Profession(Merchant)).

Languages spoken: Common, Old Oeridian, Orc

Character Background: Since his capture by the Brotherhood, Ryandh has passed himself off as a merchant's clerk and not a member of his house, hoping to get into the situation where he could engineer his escape or rescue. Since arriving at the slavers' island, he has ingratiated himself with the commander, doing the accounts and ledgers for the slavers' and showing Commander Orsen how to skim off a tidy percentage without being caught. His plan is to lead the commander to greater greed, leading to the exposure of his fraud and then offer him sanctuary in his house if he will help him escape. Ryandh knows where the commander keeps the ledgers and his stash of gold, and if he realizes the camp may be taken he will try to grab the ledgers even if he has to offer the location of the gold as a bribe. He will want to take the information contained in the ledgers to his family.

APL 2

Encounter 2: Reconnaissance

Slaver Guard (3): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow), or +2 ranged touch (1d6 or 1 splash, alchemist's fire); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20]), or +2 ranged touch (1d6 or 1 splash, alchemist's fire). light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +0, Jump +1; Improved Initiative, Weapon Focus (longsword)

Possessions: 1 flask alchemist's fire, 20 bolts, light crossbow, longsword, studded leather, 8gp.

Dog (2): Male dog, hp 6, see Monster Manual p.271.

Encounter 3A: Perimeter Defenses

Slaver Guard (3): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow), or +2 ranged touch (1d6 or 1 splash, alchemist's fire); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20]), or +2 ranged touch (1d6 or 1 splash, alchemist's fire). light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +0, Jump +1; Improved Initiative, Weapon Focus (longsword)

Possessions: 1 flask alchemist's fire, 20 bolts, light crossbow, longsword, studded leather, 8gp.

Dog (2): Male dog, hp 6, see Monster Manual p.271.

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20],

shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favored enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-good creature, the smite good attempt is wasted for the day.

Note: If the Beastmaster and beast were fought in event 3 (Patrol), then they are not encountered here.

Encounter 3C: Slavers' Quarters

Slaver Guard (6): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow);

AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Jump +2, Handle Animal +3; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Note: if four of these guards were encountered and defeated in event 3 (Patrol) or event 4 (Hunters), then only two of them remain here.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, scale mail; amethyst (value 80gp [must be appraised]), 10gp.

Encounter 3D: Slave Huts

Slaver Guard (4): Male human (Baklunish) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Encounter 3F: Docks and Warehouses

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow);

AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Event 3: Patrol

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favored enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-

good creature, the smite good attempt is wasted for the day.

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8. light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20]. light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Event 4: Hunters

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8. light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20]. light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

APL 4

Encounter 2: Reconnaissance

Slaver Guard (3): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, scale mail, light crossbow, longsword, 4gp.

Dog (3): Male dog, hp 6, see Monster Manual p.271.

Encounter 3A: Perimeter Defenses

Slaver Guard (3): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, scale mail, light crossbow, longsword, 4gp.

Dog (3): Male dog, hp 6, see Monster Manual, page 271

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Diehard, Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-good creature, the smite good attempt is wasted for the day.

DM Note: If the Beastmaster and beast were fought in event 3 (Patrol), then they are not encountered here.

Encounter 3C: Slavers' Quarters

Slaver Guard (6): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Note: if four of these guards were encountered and defeated in event 3 (Patrol) or event 4 (Hunters), then only two of them remain here.

Half-Euroz Slaver Guard (2): Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, scale mail; onyx (value 30gp [must be appraised]), 1 vial of *universal solvent*, 10gp.

Encounter 3D: Slave Huts

Slaver Guard (4): Male human (Baklunish) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; moonstone (value 30gp [must be appraised]), 10gp.

Encounter 3E: Commander's Quarters

Commander Orsen: Male half-orc Clr3 (Shargass)/Bbn1; CR 4; Medium humanoid (orc); HD 3d8+6 and 1d12+4; hp 32; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +3; Grp +6; Atk +7 melee (1d8+4 [×3], +1 *warhammer*) or +6 melee (1d6+3 [19-20], shortsword); Full Atk +7 melee (1d8+4 [×3], +1 *warhammer*) or +6 melee (1d6+3 [19-20], shortsword); SA Rage 1/day, spells; SQ darkvision 60ft., orc blood, spontaneous casting (*inflict*); AL NE; SV Fort +7, Ref +1, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 9.

Skills and Feats: Climb -1, Concentration +5, Heal +5, Listen +7; Diehard, Endurance.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-up Suite (bull's strength + raging): HD 3d8+12 and 1d12+4; hp 40; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Grp +10; Atk +11 melee (1d8+8 [×3], +1 *warhammer*) or +10 melee (1d6+7 [19-20], shortsword); Full Atk +11 melee (1d8+8 [×3], +1 *warhammer*) or +10 melee (1d6+7 [19-20], shortsword); SV Fort +9, Will +7; Str 24, Con 18. *Note: Cannot cast spells while raging.*

Possessions: Chainmail, heavy steel shield, two *potions of cure light wounds*, shortsword, +1 *warhammer*.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, light, resistance, virtue*, 1st—*bane, cause fear*, doom, magic weapon*, 2nd—*bull's strength, death knell*, summon monster II*.

*Domain spell. *Domains:* Death (death touch 1/day, make a melee touch attack on a living creature, if successful roll 3d6, if this exceeds the creature's hp, it dies (no save)), Evil (cast evil spells at +1 caster level; evil spells marked † above).

Encounter 3F: Docks and Warehouses

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2;

Spd 20 ft; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; moonstone (value 30gp [must be appraised]), 10gp.

Event 3: Patrol

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favored enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-good creature, the smite good attempt is wasted for the day.

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Event 4: Hunters

Slaver Guard (4): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

APL 6

Encounter 2: Reconnaissance

Slaver Guard (2): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; moonstone (value 30gp [must be appraised]), 10gp.

Dogs (3): hp 6, see Monster Manual, page 271.

Encounter 3A: Perimeter Defences

Slaver Guard (2): Male human (Suloise) War1; CR ½; Medium humanoid (human); HD 1d8+3; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2 [19-20], longsword) or +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Improved Initiative, Weapon Focus (longsword)

Possessions: 20 bolts, light crossbow, longsword, scale mail, 6gp.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; moonstone (value 30gp [must be appraised]), 10gp.

Dogs (3): hp 6, see Monster Manual, page 271.

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Diehard, Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk

+3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-good creature, the smite good attempt is wasted for the day.

DM Note: If the Beastmaster and beast were fought in event 3 (Patrol), then they are not encountered here.

Encounter 3C: Slavers' Quarters

Human Slaver Guard (4): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (scythe).

Possessions: 20 bolts, light crossbow, scale mail, scythe, 6 gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; onyx (value 30gp [must be appraised]), 10gp.

Note: if four of these guards were encountered and defeated in event 3 (Patrol) or event 4 (Hunters), then only two of them remain here.

Encounter 3E: Commander's Quarters

Commander Orsen: Male half-orc Clr3 (Shargass)/Bbn1; CR 4; Medium humanoid (orc); HD 3d8+6 and 1d12+4; hp 32; Init +0; Spd 30 ft.; AC 19

(touch 10, flat-footed 19); Base Atk +3; Grp +6; Atk +7 melee (1d8+4 [×3], +1 warhammer) or +6 melee (1d6+3 [19-20], shortsword); Full Atk +7 melee (1d8+4 [×3], +1 warhammer) or +6 melee (1d6+3 [19-20], shortsword); SA Rage 1/day, spells; SQ darkvision 60ft., orc blood, spontaneous casting (*inflict*); AL NE; SV Fort +7, Ref +1, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 9.

Skills and Feats: Climb -1, Concentration +5, Heal +5, Listen +7; Diehard, Endurance.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-up Suite (bull's strength + raging): HD 3d8+12 and 1d12+4; hp 40; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Grp +10; Atk +11 melee (1d8+8 [×3], +1 warhammer) or +10 melee (1d6+7 [19-20], shortsword); Full Atk +11 melee (1d8+8 [×3], +1 warhammer) or +10 melee (1d6+7 [19-20], shortsword); SV Fort +9, Will +7; Str 24, Con 18. *Note:* Cannot cast spells while raging.

Possessions: Chainmail, heavy steel shield, two potions of *cure light wounds*, shortsword, +1 warhammer.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, light, resistance, virtue*, 1st—*bane, cause fear*, doom, magic weapon*, 2nd—~~bull's strength~~, *death knell**, *summon monster II*.

*Domain spell. *Domains:* Death (death touch 1/day, make a melee touch attack on a living creature, if successful roll 3d6, if this exceeds the creature's hp, it dies (no save)), Evil (cast evil spells at +1 caster level; evil spells marked † above).

Encounter 4: The Boat

Markessa the White: female olve Sor8; CR 8; Medium humanoid (elf); HD 8d4; hp 25; Init +1 (+1 Dex); Spd. 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grp +4; Atk +5 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4 [19-20], dagger); Full Atk +5 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4 [19-20], dagger); SA spells; SQ Elven traits, low-light vision, *sleep* immunity; AL LE; SV Fort +2, Ref +3, Will +6; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +11, Listen +2, Search +2, Spot +2; Combat Casting, Silent Spell, Spell Focus (Evocation).

Spells (known: 8/5/3/2/1; per day: 6/7/7/6/4; Base DC = 14 + spell level, Evocation = 15 + spell level): 0 — *acid splash, daze, detect magic, flare, ghost sound, ray of frost, resistance, touch of fatigue*; 1st — *mage armour, magic missile, protection from good, ray of enfeeblement, shield*; 2nd — *bear's endurance, eagle's splendour, scorching ray*; 3rd — *fireball, dispel magic*; 4th — *lesser globe of invulnerability*.

Possessions: 20 bolts, dagger, light crossbow, *potion of cure moderate wounds*, *potion of remove blindness/deafness*, *potion of water breathing*, *scroll of teleport*.

Human Slavelord soldiers (6): mix male and female human (Suloise) Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +1; Grp +4; Atk +4 melee (1d6+3 [18-20], scimitar) or +4 ,melee (1d4+3 [19-20], dagger) or +5 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6, Swim +5; Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, *potion of cure moderate wounds*, scimitar, studded leather armour.

Event 3: Patrol

Beastmaster: Male half-orc Rgr2/Bbn1; CR 3; Medium humanoid (orc); HD 2d8+4 and 1d12+2; hp 23; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +6; Atk +7 melee (1d8+3 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +7 melee (1d8+3 [19-20], longsword), or +5/+4 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); SA Favored enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood; AL NE; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Handle Animal +3, Listen +6, Spot +6, Survival +6; Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 1d12+4; hp 29; AC 14 (touch 10, flat-footed 12); Grp +8; Atk +9 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +9 melee (1d8+5 [19-20], longsword), or +7/+5 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +9, Will +3; Str 20, Con 18.

Skills and Feats: Climb +10.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure light wounds*, shortsword, 24gp.

The Beast: Male fiendish riding dog; CR 1; Medium magical beast; HD 2d10+4; hp 15; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA smite good +2; SQ darkvision 60 ft., cold & fire resistance 5; SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 when tracking by scent)

Smite Good (Su): Once per day, the Beast can choose to deal +2 damage to a good creature with a melee attack. It must choose before it attacks. If the attack misses, or the Beast accidentally smites a non-good creature, the smite good attempt is wasted for the day.

Human Slaver Guard (4): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (scythe).

Possessions: 20 bolts, light crossbow, scale mail, scythe, 6 gp.

Event 4 – Hunters

Human Slaver Guard (4): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (2d4+3 [×4], scythe) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (scythe).

Possessions: 20 bolts, light crossbow, scale mail, scythe, 6 gp.

APL 8

Encounter 2: Reconnaissance

Human Slaver Guard (2): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; onyx (value 30gp [must be appraised]), 10gp.

Dog (3): hp 6, see Monster Manual, page 271.

Encounter 3A: Perimeter Defences

Human Slaver Guard (2): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Half-Euroz Slaver Guard: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+2; hp 8; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +5; Atk +6 melee (1d10+6, halberd); Full Atk +6

melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Halberd, potion of *cure light wounds*, scale mail; onyx (value 30gp [must be appraised]), 10gp.

Dog (3): hp 6, see Monster Manual, page 271.

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr2/Bbn2; CR 4; Medium humanoid (orc); HD 2d8+4 and 2d12+4; hp 32; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +4; Grp +7; Atk +8 melee (1d8+3 [19-20], longsword) or +6 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +8 melee (1d8+3 [19-20], longsword), or +6/+5 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +6 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, uncanny dodge; AL NE; SV Fort +8, Ref +5, Will +1; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +9, Handle Animal +4, Listen +7, Spot +6, Survival +6; Diehard, Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 2d12+8; hp 40; AC 14 (touch 10, flat-footed 12); Grp +9; Atk +10 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +10 melee (1d8+5 [19-20], longsword), or +8/+7 melee (1d8+5 [19-20], longsword and 1d6+2 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +3; Str 21, Con 18.

Skills and Feats: Climb +11.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure moderate wounds*, shortsword, *wand of charm animal*, 24gp.

Death Dog: CR 2; Medium magical beast; HD 2d10+4; hp 15; Init +2 (+2 Dex); Spd 50 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, bite); Full Atk 2 +5 melee (1d6+2, bite); SA Disease, trip; SQ Darkvision 60 ft., low-light vision, scent; AL

NE; SV: Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite)

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage per day on a failed fortitude save.

Trip (Ex): A death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Encounter 3C: Slavers' Quarters

Human Slaver Guard (4): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail)

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk +8 melee (1d10+6, halberd); Full Atk +8 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, potion of *cure moderate wounds* (2); amethyst (value 90gp [must be appraised]), 10gp.

Encounter 3E: Commander's Quarters

Commander Orsen: Male half-orc Clr3 (Shargass)/Bbn2; CR 5; Medium humanoid (orc); HD 3d8+6 and 2d12+4; hp 39; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +4; Grp +7; Atk +8 melee (1d8+4 [×3], +1 warhammer) or +7 melee (1d6+3 [19-20], shortsword); Full Atk +8 melee (1d8+4 [×3], +1 warhammer) or +7 melee (1d6+3 [19-20], shortsword); SA Rage 1/day, spells; SQ darkvision 60ft., orc blood, spontaneous casting (*inflict*), uncanny dodge; AL NE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 9.

Skills and Feats: Climb -1, Concentration +5, Heal +5, Listen +7; Diehard, Endurance.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Uncanny Dodge (Ex): Retains Dex bonus to AC if caught flat-footed or struck by an invisible attacker, but still loses it if immobilized.

Power-up Suite (bull's strength + raging): HD 3d8+12 and 2d12+8; hp 49; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Grp +9; Atk +12 melee (1d8+8 [×3], +1 warhammer) or +11 melee (1d6+7 [19-20], shortsword); Full Atk +12 melee (1d8+8 [×3], +1 warhammer) or +11 melee (1d6+7 [19-20], shortsword); SV Fort +10, Will +6; Str 24, Con 18. *Note: Cannot cast spells while raging.*

Possessions: Chainmail, heavy steel shield, two potions of *cure light wounds*, shortsword, +1 warhammer, .

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, light, resistance, virtue*, 1st—*bane, cause fear*, doom, magic weapon*, 2nd—~~bull's strength~~, *death knell**, *summon monster II*.

*Domain spell. *Domains:* Death (death touch 1/day, make a melee touch attack on a living creature, if successful roll 3d6, if this exceeds the creature's hp, it dies (no save)), Evil (cast evil spells at +1 caster level; evil spells marked † above).

Encounter 4: The Ship

Markessa the White: female olve Sor10; CR 10; Medium-sized humanoid (elf); HD 10d4; hp 31; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Base Atk +5; Grp +5; Atk +6 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4 [19-20], dagger); Full Atk +6 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4 [19-20], dagger); SA spells; SQ Elven traits, low-light vision, *sleep* immunity; AL LE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +13, Listen +2, Search +2, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation).

Spells (known: 9/5/4/3/2/1; per day: 6/8/7/7/6/4), base DC = 15 + spell level; Evocation = 16 + spell level): 0 – *acid splash, daze, detect magic, flare, ghost sound, light, ray of frost, resistance, touch of fatigue*; 1st – *mage armour, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *bear's endurance, eagle's splendour, protection from arrows, scorching ray*; 3rd – *dispel magic, fireball, lightning bolt*; 4th – *ice storm, lesser globe of invulnerability*; 5th – *cloudkill*.

Possessions: 20 bolts, bracers of armour +1, cloak of resistance +1, dagger, light crossbow, *potion of cure serious wounds, potion of protection from energy (fire), potion of remove blindness/deafness, potion of water breathing, scroll of teleport (2), scroll of wall of ice*.

Human Slavelord soldiers (6): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength, potion of cure serious wounds*, studded leather armour, 12 gp.

Event 3: Patrol

Beastmaster: Male half-orc Rgr2/Bbn2; CR 4; Medium humanoid (orc); HD 2d8+4 and 2d12+4; hp 32; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +4; Grp +7; Atk +8 melee (1d8+3 [19-20], longsword) or +6 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +8 melee (1d8+3 [19-20], longsword), or +6/+5 melee (1d8+3 [19-20], longsword and 1d6+1 [19-20], shortsword), or +6 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, uncanny dodge; AL NE; SV Fort +8, Ref +5, Will +1; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +9, Handle Animal +4, Listen +7, Spot +6, Survival +6; Diehard, Endurance, Two-Weapon Fighting^B Track^B.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Power-Up Suite (raging): HD 2d8+8 and 2d12+8; hp 40; AC 14 (touch 10, flat-footed 12); Grp +9; Atk +10 melee (1d8+5 [19-20], longsword) or +5 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +10 melee (1d8+5 [19-20], longsword), or +8/+7 melee (1d8+5 [19-20], longsword and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +3; Str 21, Con 18.

Skills and Feats: Climb +11.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), masterwork longsword, *potion of cure moderate wounds*, shortsword, *wand of charm animal*, 24gp.

Death Dog: CR 2; Medium magical beast; HD 2d10+4; hp 15; Init +2 (+2 Dex); Spd 50 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, bite); Full Atk 2 +5 melee (1d6+2, bite); SA Disease, trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV: Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4; Weapon Focus (bite)

Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage per day on a failed fortitude save.

Trip (Ex): A death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Human Slaver Guard (4): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Event 4: Hunters

Human Slaver Guard (4): mix male and female human
Ftr1; CR 1; Medium humanoid (human); HD 1d10+2;
hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [×4], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

APL 10

Encounter 2: Reconnaissance

Human Slaver Guard (2): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Half-Euroz Slaver Guard: Male half-orc Ftr2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk +8 melee (1d10+6, halberd); Full Atk +8 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, potion of *cure moderate wounds* (2); amethyst (value 90gp [must be appraised]), 10gp.

Encounter 3A: Perimeter Defences

Human Slaver Guard (2): mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +5; Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); Full Atk +4 melee (1d10+3 [19-20], heavy flail) or +2 ranged (1d8 [19-20], light crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Jump +2; Dodge, Mobility, Weapon Focus (heavy flail).

Possessions: 20 bolts, heavy flail, light crossbow, scale mail, 6 gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk +8

melee (1d10+6, halberd); Full Atk +8 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, potion of *cure moderate wounds* (2); amethyst (value 90gp [must be appraised]), 10gp.

Dogs (3): hp 6, see Monster Manual, page 271.

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr3/Bbn2; CR 5; Medium humanoid (orc); HD 3d8+6 and 2d12+4; hp 39; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16); Base Atk +5; Grp +8; Atk +10 melee (1d8+4 [19-20], *+1 longsword*) or +7 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +10 melee (1d8+4 [19-20], *+1 longsword*), or +8/+6 melee (1d8+4 [19-20], *+1 longsword* and 1d6+1 [19-20], shortsword), or +7 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, uncanny dodge; AL NE; SV Fort +8, Ref +5, Will +2; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +10, Handle Animal +4, Listen +7, Spot +7, Survival +9; Diehard, Endurance^B, Two-Weapon Fighting^B, Track^B, Weapon Focus (longsword).

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Uncanny Dodge (Ex): Retains Dex bonus to AC when flat-footed or struck by an invisible opponent.

Power-Up Suite (raging): HD 3d8+12 and 2d12+8; hp 49; AC 14 (touch 10, flat-footed 14); Grp +10; Atk +12 melee (1d8+6 [19-20], *+1 longsword*) or +6 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +12 melee (1d8+6 [19-20], *+1 longsword*), or +10/+8 melee (1d8+4 [19-20], *+1 longsword* and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +4; Str 21, Con 18.

Skills and Feats: Climb +12.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), *+1 longsword*, *potion of cure moderate wounds*, shortsword, 24gp.

The Beast: hell hound, hp 22, see Monster Manual, page 152.

Encounter 3C: Slavers' Quarters

Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure serious wounds*, studded leather armour, 12 gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk +8 melee (1d10+6, halberd); Full Atk +8 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, *potion of cure moderate wounds* (2); amethyst (value 90gp [must be appraised]), 10gp.

Encounter 3E: Commander's Quarters

Commander Orsen: Male half-orc Clr4 (Shargass)/Bbn2; CR 6; Medium humanoid (orc); HD 4d8+8 and 2d12+4; hp 46; Init +4; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +5; Grp +8; Atk +9 melee (1d8+4 [×3], +1 warhammer) or +8 melee (1d6+3 [19-20], shortsword); Full Atk +9 melee (1d8+4 [×3], +1 warhammer) or +8 melee (1d6+3 [19-20], shortsword); SA Rage 1/day, spells; SQ darkvision 60ft., orc blood, spontaneous casting (*inflict*), uncanny dodge; AL NE; SV Fort +9, Ref +3, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 9.

Skills and Feats: Climb -1, Concentration +6, Heal +5, Listen +7; Diehard, Endurance, Improved Initiative.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Uncanny Dodge (Ex): Retains Dex bonus to AC if caught flat-footed or struck by an invisible attacker, but still loses it if immobilized.

Power-up Suite (bull's strength + raging): HD 4d8+16 and 2d12+8; hp 58; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Grp +10; Atk +13 melee (1d8+8 [×3], +1 warhammer) or +12 melee (1d6+7 [19-20], shortsword); Full Atk +13 melee (1d8+8 [×3], +1 warhammer) or +12 melee (1d6+7 [19-20], shortsword); SV Fort +11, Will +7; Str 24, Con 18. *Note: Cannot cast spells while raging.*

Possessions: +1 chainmail, heavy steel shield, two *potions of cure moderate wounds*, shortsword, +1 warhammer.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*detect magic*, *light*, *resistance* (2), *virtue*, 1st—*bane*, *cause fear**, *doom*, *magic weapon*, *summon monster I*, 2nd—~~bull's strength~~, *death knell**, *hold person*, *summon monster II*.

*Domain spell. **Domains:** Death (death touch 1/day, make a melee touch attack on a living creature, if successful roll 4d6, if this exceeds the creature's hp, it dies (no save)), Evil (cast evil spells at +1 caster level; evil spells marked † above).

Encounter 4: The Ship

Markessa the White: female olve Sor12; CR 12; Medium-sized humanoid (elf); HD 12d4; hp 40; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Base Atk +6; Grp +6; Atk +6 melee (1d4 [19-20], dagger) or +7 ranged (1d8 [19-20], light crossbow); Full Atk +6/+1 melee (1d4 [19-20], dagger) or +7 ranged (1d8 [19-20], light crossbow); SA spells; SQ Elven traits, low-light vision, *sleep* immunity; AL LE; SV Fort +7, Ref +8, Will +11; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +15, Listen +2, Search +2, Spellcraft +3, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation), Weapon Focus (ray).

Spells (known: 9/5/5/4/3/2/1; per day 6/8/7/7/7/6/3; Base DC = 15 + spell level; Evocation = 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *ray of frost*, *resistance*, *touch of fatigue*; 1st – *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd – *bear's endurance*, *eagle's splendour*, *mirror image*, *protection from arrows*, *scorching ray*; 3rd – *dispel magic*, *fireball*, *fly*, *lightning bolt*; 4th – *ice storm*, *lesser globe of invulnerability*, *stoneskin*; 5th – *cloudkill*, *teleport*; 6th – *chain lightning*.

Possessions: 20 bolts, *bracers of armour* +2, *cloak of resistance* +2, dagger, light crossbow, *potion of cure serious wounds*, *potion of protection from energy (fire)*, *potion of remove blindness/deafness*, *potion of water breathing*, *scroll of greater teleport*, *scroll of teleport (2)*, *scroll of wall of ice*.

Human Slavelord soldiers (6): mix male and female human (Suloise) Ftr4; CR 4; Medium humanoid (human); HD 4d10+4; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +4; Grp +7; Atk +8 melee (1d6+4 [18-20], +1 *scimitar*) or +7 melee (1d4+3 [19-20], dagger), or +8 ranged (1d8 [19-20], light crossbow); Full Atk +8 melee (1d6+4 [18-20], +1 *scimitar*) or +7 melee (1d4+3 [19-20], dagger), or +8 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref +4, Will +1; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Swim +9; Diehard, Endurance, Improved Initiative, Point Blank Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, *potion of bull's strength*, *potion of cure serious wounds*, *potion of heroism*, +1 *scimitar*, +1 *studded leather armour*, 6 gp.

Event 3: Patrol

Beastmaster: Male half-orc Rgr3/Bbn2; CR 5; Medium humanoid (orc); HD 3d8+6 and 2d12+4; hp 39; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16); Base Atk +5; Grp +8; Atk +10 melee (1d8+4 [19-20], +1 *longsword*) or +7 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +10 melee (1d8+4 [19-20], +1 *longsword*), or +8/+6 melee (1d8+4 [19-20], +1 *longsword* and 1d6+1 [19-20], shortsword), or +7 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, uncanny dodge; AL NE; SV Fort +8, Ref +5, Will +2; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +10, Handle Animal +4, Listen +7, Spot +7, Survival +9; Diehard, Endurance^B, Two-Weapon Fighting^B, Track^B, Weapon Focus (longsword).

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Uncanny Dodge (Ex): Retains Dex bonus to AC when flat-footed or struck by an invisible opponent.

Power-Up Suite (raging): HD 3d8+12 and 2d12+8; hp 49; AC 14 (touch 10, flat-footed 12); Grp +10; Atk +12 melee (1d8+6 [19-20], +1 *longsword*) or +6 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +12

melee (1d8+6 [19-20], +1 *longsword*), or +10/+8 melee (1d8+4 [19-20], +1 *longsword* and 1d6+1 [19-20], shortsword), or +5 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +4; Str 21, Con 18.

Skills and Feats: Climb +12.

Possessions: 20 arrows, chain shirt, mighty composite longbow (+3), +1 *longsword*, *potion of cure moderate wounds*, shortsword, 24gp.

The Beast: hell hound, hp 22, see Monster Manual, page 152.

Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure serious wounds*, studded leather armour, 12 gp.

Event 4: Hunters

Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure serious wounds*, studded leather armour, 12 gp.

APL 12

Encounter 2: Reconnaissance

Human Slavelord soldiers (2): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure moderate wounds*, studded leather armour, 12 gp.

Half-Euroz Slaver Guard: Male half-orc Ftr3; CR 3; Medium humanoid (orc); HD 3d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +7; Atk +9 melee (1d10+6, halberd); Full Atk +9 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, *potion of cure moderate wounds* (2), *Quaal's feather token (whip)*, amethyst (value 90gp [must be appraised]), 10gp.

Encounter 3A: Perimeter Defences

Human Slavelord soldiers (2): mix male and female human (Suloise) Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); Full Atk +5 melee (1d6+2 [18-20], scimitar) or +6 ranged (1d8 [19-20], light crossbow) or +4 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure moderate wounds*, studded leather armour, 12 gp.

Half-Euroz Slaver Guard: Male half-orc Ftr3; CR 3; Medium humanoid (orc); HD 3d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +7; Atk +9 melee (1d10+6, halberd); Full Atk +9 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, *potion of cure moderate wounds* (2), *Quaal's feather token (whip)*, amethyst (value 90gp [must be appraised]), 10gp.

Dogs (3): hp 6, see Monster Manual, page 271.

Encounter 3B: Animal Pens

Beastmaster: Male half-orc Rgr3/Bbn3; CR 6; Medium humanoid (orc); HD 3d8+6 and 3d12+6; hp 48; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16); Base Atk +6; Grp +8; Atk +11 melee (1d8+4 [19-20], *+1 longsword*) or +8 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +11 melee (1d8+4 [19-20], *+1 longsword*), or +9/+8 melee (1d8+4 [19-20], *+1 longsword* and 1d6+1 [19-20], shortsword), or +8 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, trap sense +1, uncanny dodge; AL NE; SV Fort +8, Ref +6, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +11, Handle Animal +6, Listen +7, Spot +7, Survival +9; Diehard, Endurance^B, Power Attack, Two-Weapon Fighting^B Track^B, Weapon Focus (longsword).

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Trap Sense (Ex): +1 bonus on Reflex saves to avoid traps, and +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Retains his Dex bonus to AC if flat-footed or struck by an invisible opponent. Still loses the bonus if immobilized.

Power-Up Suite (raging): HD 3d8+12 and 6d12+12; hp 60; AC 14 (touch 10, flat-footed 14); Grp +11; Atk +13 melee (1d8+6 [19-20], *+1 longsword*) or +7 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +13 melee (1d8+6 [19-20], *+1 longsword*), or +11/+10 melee (1d8+4 [19-20], *+1 longsword* and 1d6+2 [19-20], shortsword), or +6 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +5; Str 21, Con 18.

Skills and Feats: Climb +13.

Possessions: 20 arrows, masterwork chain shirt, masterwork shortsword, mighty composite longbow (+3), *+1 longsword*, *potion of cure serious wounds*, 24gp.

The Beast: Barghest, hp 33, see Monster Manual, page 23.

Encounter 3C: Slavers' Quarters

Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2 [18-20], scimitar) or +7 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4+2 [19-20], dagger); Full Atk +6 melee (1d6+2 [18-20], scimitar) or +7 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Dodge, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure moderate wounds*, chain shirt, 12 gp.

Half-Euroz Slaver Guard (2): Male half-orc Ftr3; CR 3; Medium humanoid (orc); HD 3d10+6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +7; Atk +9 melee (1d10+6, halberd); Full Atk +9 melee (1d10+6, halberd); SQ Darkvision 60 ft., orc blood; AL LE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +4; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (halberd).

Orc blood (Ex): For all effects related to race, a half-orc is considered an orc.

Possessions: Chainmail, masterwork halberd, *potion of cure moderate wounds* (2), *Quaal's feather*

token (whip), amethyst (value 90gp [must be appraised]), 10gp.

Encounter 3E: Commander's Quarters

Commander Orsen: Male half-orc Clr4 (Shargass)/Bbn3; CR 7; Medium humanoid (orc); HD 4d8+8 and 3d12+6; hp 55; Init +4; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +6; Grp +9; Atk +10 melee (1d8+4 [×3], *+1 warhammer*) or +9 melee (1d6+3 [19-20], shortsword); Full Atk +10 melee (1d8+4 [×3], *+1 warhammer*) or +9 melee (1d6+3 [19-20], shortsword); SA Rage 1/day, spells; SQ darkvision 60ft., orc blood, spontaneous casting (*inflict*), trap sense +1, uncanny dodge; AL NE; SV Fort +9, Ref +4, Will +6; Str 16, Dex 10, Con 14, Int 8, Wis 16, Cha 9.

Skills and Feats: Climb -1, Concentration +6, Heal +5, Listen +7, Survival +6; Diehard, Endurance, Improved Initiative.

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps, and +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Retains Dex bonus to AC if caught flat-footed or struck by an invisible attacker, but still loses it if immobilized.

Power-up Suite (*bull's strength* + raging): HD 4d8+16 and 3d12+12; hp 69; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Grp +11; Atk +14 melee (1d8+8 [×3], *+1 warhammer*) or +13 melee (1d6+7 [19-20], shortsword); Full Atk +14 melee (1d8+8 [×3], *+1 warhammer*) or +13 melee (1d6+7 [19-20], shortsword); SV Fort +11, Will +8; Str 24, Con 18. *Note: Cannot cast spells while raging.*

Possessions: *+1 chainmail*, *elixir of fire breath*, heavy steel shield, *potion of cure moderate wounds*, *potion of cure serious wounds*, shortsword, *+1 warhammer*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*detect magic*, *light*, *resistance* (2), *virtue*, 1st—*bane*, *cause fear**, *doom*, *magic weapon*, *summon monster I*, 2nd—~~*bull's strength*~~, *death knell**, *hold person*, *summon monster II*.

*Domain spell. *Domains:* Death (death touch 1/day, make a melee touch attack on a living creature, if successful roll 4d6, if this exceeds the creature's hp, it dies (no save)), Evil (cast evil spells at +1 caster level; evil spells marked † above).

Encounter 4: The Ship

Markessa the White: female olve Sor14; CR 14; Medium humanoid (elf); HD 14d4; hp 46; Init +5 (+1 Dex, +1 Improved Initiative); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +7; Grp +7; Atk +7 melee (1d4 [19-20], dagger) or +8 ranged (1d8 [19-20], light crossbow); Full Atk +7/+2 melee (1d4 [19-20], dagger) or +8 ranged (1d8 [19-20], light crossbow); SA spells; SQ Elven traits, low-light vision, *sleep* immunity; AL LE; SV Fort +8, Ref +9, Will +13; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +17, Listen +2, Search +3, Spellcraft +4, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation), Toughness.

Sorcerer Spells Known: (9/5/5/4/4/3/2/1; save DC 15 + spell level, Evocation save DC 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *ray of frost*, *resistance*, *touch of fatigue*, 1st – *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, 2nd – *bear's endurance*, *eagle's splendour*, *mirror image*, *protection from arrows*, *scorching ray*, 3rd – *dispel magic*, *fireball*, *fly*, *lightning bolt*, 4th – *ice storm*, *lesser globe of invulnerability*, *phantasmal killer*, *stoneskin*, 5th – *cloudkill*, *cone of cold*, *teleport*, 6th – *chain lightning*, *disintegrate*; 7th – *spell turning*.

Possessions: 20 bolts, *bracers of armour* +4, *cloak of resistance* +4, dagger, light crossbow, *potion of cure serious wounds*, *potion of protection from energy (fire)*, *potion of remove blindness/deafness*, *potion of water breathing*, *scroll of greater teleport*, *scroll of teleport (2)*, *scroll of wall of ice*.

Human Slavelord soldiers (6): mix male and female human (Suloise) Ftr6; CR 6; Medium humanoid (human); HD 6d10+6; hp 46; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +6/+1; Grp +9; Atk +10 melee (1d6+4 [18-20], +1 *scimitar*) or +9 melee (1d4+3 [19-20], dagger), or +10 ranged (1d8+2 [19-20], light crossbow); Full Atk +10/+5 melee (1d6+4 [18-20], +1 *scimitar*) or +9/+4 melee (1d4+3 [19-20], dagger), or +10 ranged (1d8+2 [19-20], light crossbow); AL LE; SV Fort +6, Ref +5, Will +2; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11, Jump +11, Swim +11; Diehard, Endurance, Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, *potion of bull's strength*, *potion of cure serious*

wounds, *potion of heroism*, +1 *scimitar*, +1 *studded leather armour*, 6 gp.

Event 3: Patrol

Beastmaster: Male half-orc Rgr3/Bbn3; CR 6; Medium humanoid (orc); HD 3d8+6 and 3d12+6; hp 48; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16); Base Atk +6; Grp +8; Atk +11 melee (1d8+4 [19-20], +1 *longsword*) or +8 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +11 melee (1d8+4 [19-20], +1 *longsword*), or +9/+8 melee (1d8+4 [19-20], +1 *longsword* and 1d6+1 [19-20], shortsword), or +8 ranged (1d8+3 [×3], mighty composite longbow); SA Favoured enemy humanoid (human), rage 1/day, two-handed style; SQ Darkvision 60 ft., orc blood, trap sense +1, uncanny dodge; AL NE; SV Fort +8, Ref +6, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +11, Handle Animal +6, Listen +7, Spot +7, Survival +9; Diehard, Endurance^B, Power Attack, Two-Weapon Fighting^B Track^B, Weapon Focus (longsword).

Orc Blood (Ex): For all effects related to race, a half-orc is considered an orc.

Trap Sense (Ex): +1 bonus on Reflex saves to avoid traps, and +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Retains his Dex bonus to AC if flat-footed or struck by an invisible opponent. Still loses the bonus if immobilized.

Power-Up Suite (raging): HD 3d8+12 and 6d12+12; hp 60; AC 14 (touch 10, flat-footed 14); Grp +11; Atk +13 melee (1d8+6 [19-20], +1 *longsword*) or +7 ranged (1d8+3 [×3], mighty composite longbow); Full Atk +13 melee (1d8+6 [19-20], +1 *longsword*), or +11/+10 melee (1d8+4 [19-20], +1 *longsword* and 1d6+2 [19-20], shortsword), or +6 ranged (1d8+3 [×3], mighty composite longbow); Fort +10, Will +5; Str 21, Con 18.

Skills and Feats: Climb +13.

Possessions: 20 arrows, masterwork chain shirt, masterwork shortsword, mighty composite longbow (+3), +1 *longsword*, *potion of cure serious wounds*, 24gp.

The Beast: Barghest, hp 33, see Monster Manual, page 23.

Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2 [18-20], *scimitar*) or +7 ranged (1d8 [19-20], light

crossbow) or +5 melee (1d4+2 [19-20], dagger); Full Atk +6 melee (1d6+2 [18-20], scimitar) or +7 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Dodge, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure moderate wounds*, chain shirt, 12 gp.

Event 4: Hunters

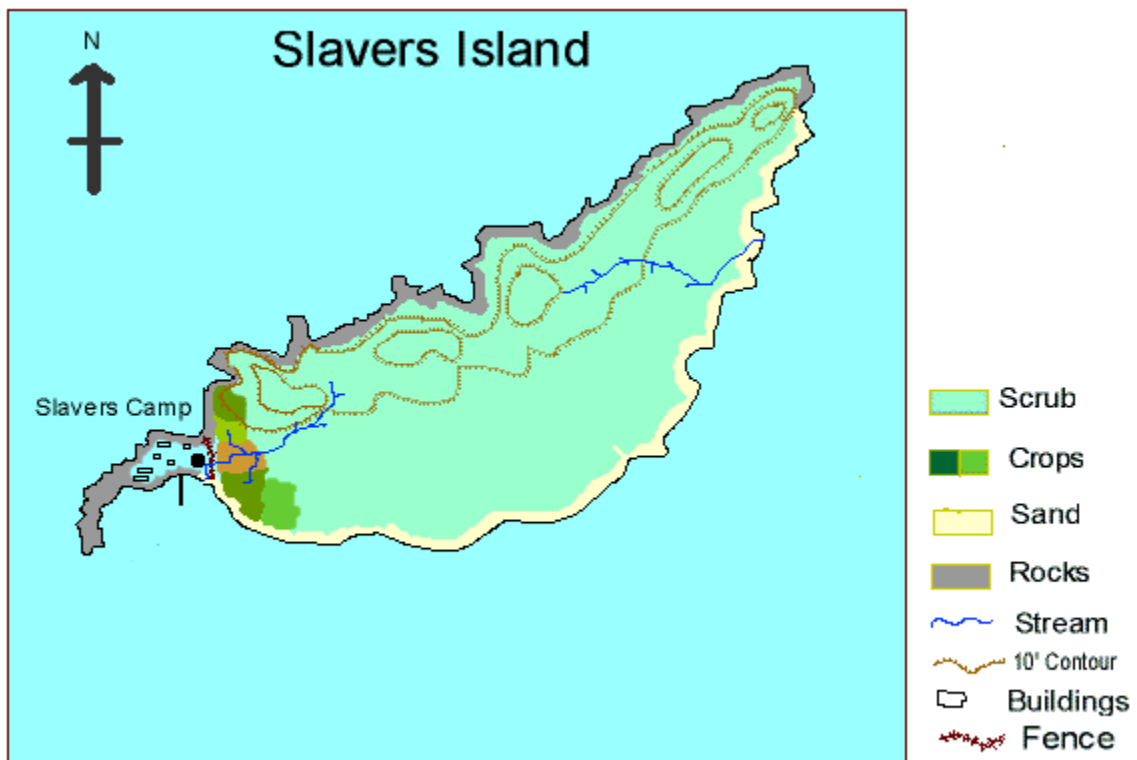
Human Slavelord soldiers (4): mix male and female human (Suloise) Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2 [18-20], scimitar) or +7 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4+2 [19-20], dagger); Full Atk +6 melee (1d6+2 [18-20], scimitar) or +7 ranged (1d8 [19-20], light crossbow) or +5 melee (1d4+2 [19-20], dagger); AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +3, Swim +5; Diehard, Dodge, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: 20 bolts, dagger, light crossbow, masterwork scimitar, *potion of bull's strength*, *potion of cure moderate wounds*, chain shirt, 12 gp.

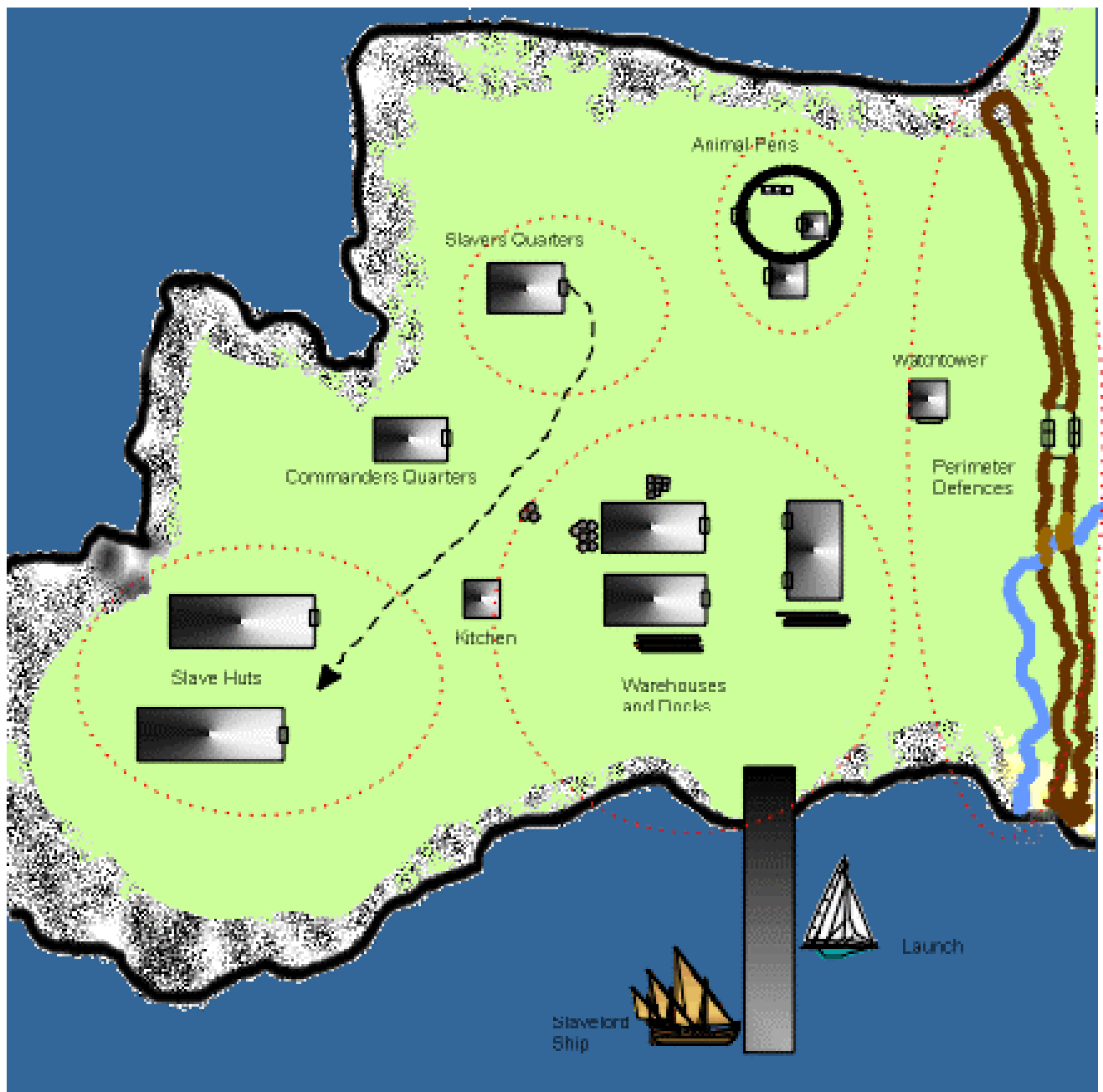
Appendix 2

DM's Map of Slavers' Island



Appendix 3

DM's Map of the Compound



Appendix 4

DM's Table showing locations of Guard and slaves During the night and day

During the Day			
Location	Guards Encounter	Slaves Present	Notes
Encounter 3A the Perimeter Defenses	One Guard in the watchtower the rest in the fields	30 slaves in the fields	
Encounter 3B Animal Pens	Beast master and pets	None	On alert the Beastmaster and the beast will Join with the Guards at 3a
Encounter 3C Slavers Quarters	Resting Guards	None	
Encounter 3 D Slave Huts	None	5 ill slaves	
Encounter 3E Commander's Quarters	Commander Orsen	Ryandh Feralen	On alert the Commander will Join with the Guards at 3C
Encounter 3F Docks and Warehouses	Guards	25 slaves	At APL6+ Replaced by encounter4
During the Night			
Location	Guards Encounter	Slaves Present	Notes
Encounter 3A the Perimeter Defenses	One Guard in the watchtower the rest behind fence	None	On alert the Beastmaster and the beast will Join with the Guards at 3a
Encounter 3B Animal Pens	Beast master and pets	None	
Encounter 3C Slavers Quarters	Resting Guards	None	
Encounter 3 D Slave Huts	Guards	60 slaves	These guards come from 4C and are not initially present. At APL6+ Replaced by encounter 4
Encounter 3E Commander's Quarters	Commander Orsen	Ryandh Feralen	On alert the Commander will Join with the Guards at 3C
Encounter 3F Docks and Warehouses	None	None	

Appendix 5

New Rules Items

DEATH DOG

Medium-Size Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 50 ft.

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

Base Attack/Grapple: +2/+4

Attack: Bite +5 melee

Full Attack: 2 bites +5 melee

Damage: Bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Disease, trip

Special Qualities: Darkvision 60 ft., low light vision, scent

Saves: Fort +5, Ref +5, will +1

Abilities: Str 14, Dex15, Con 14, Int 4, Wis13, Cha 7

Skills: Hide +3, Listen+6, Move Silently +4, Spot +4

Feats: Weapon Focus (bite)

Climate/Terrain: Any desert, hill, plains, mountains, or underground

Organization: Solitary or pack (5-12)

Challenge Rating: 2

Treasure: --

Alignment: Usually neutral evil

Advancement: 3 HD (Medium-size); 4-6 HD (Large)

Thought by some to be descendants of the mythical three-headed dog Cerberus, death dogs certainly don't take well to guard duty. The dogs recognize the disconcerting effect their two heads have on would-be prey and use that fear to their advantage. Nighttime or underground hunters, death dogs are roughly the size of large wolves, covered in thick black or dark gray fur that enables them to blend into the dark. Death dogs are ruthless predators. Those who travel in their territory learn to listen *for* the double bark that heralds a pack's approach.

COMBAT

Death dogs prefer to attack with overwhelming numbers. They tend to pick a single opponent to harry, attempting to trip that foe so the rest of the pack can leap in and finish the fallen victim. Even when they're not hungry, death dogs can strike briefly to infect a victim with the disease they carry, which is characterized by a yellowing of the victim's skin and swelling around the eyes and throat. The dogs then withdraw

and follow from a distance until they grow hungry enough to finish the victim off

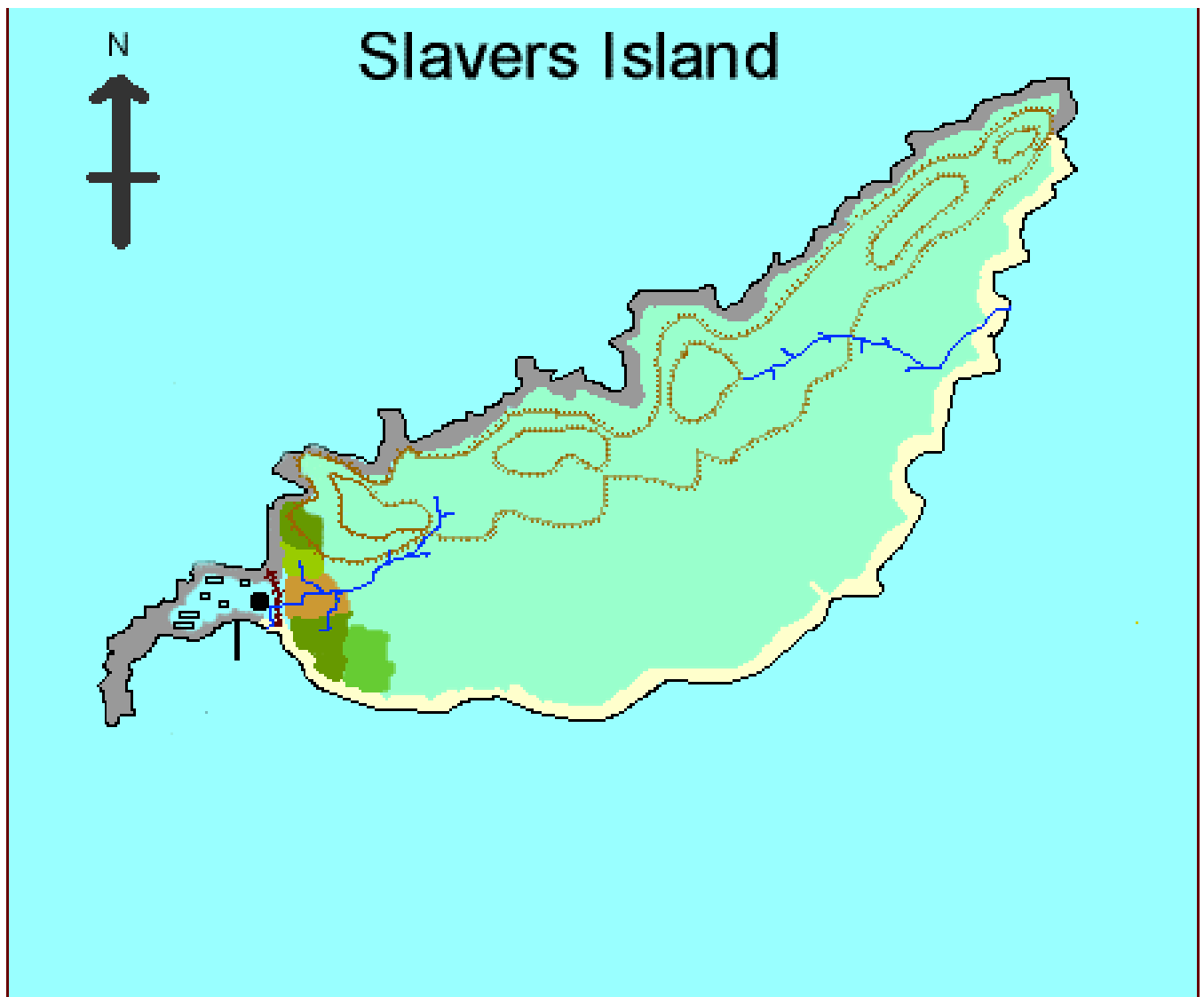
Disease (Ex): Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage. (See Chapter 3 of the *DUNGEON MASTER'S Guide* for more about diseases.)

Trip (Ex): A death dog that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Scent (Ex): A death dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Death dogs have a +4 racial bonus on Listen and Spot checks.

Players' Handout 1:
Map of Slavers' Island



Players' Handout 2

Overview of the compound

