

YEO2-06



SCARLET WATERS

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

Version 1

by William Altizer

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The long ride to Thistledale is nearing its end and you can almost taste “The Rift’s” legendary stew. Your little vacation may come to a quick end if the rumors are true about missing fisherman. An adventure for characters level 3-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Yeomanry. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community that serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A 'MILITARY ADVENTURE?'

As the defense of the homeland is imperative in this adventure, members of the Yeoman military may count this adventure toward any annual TU requirement for their branch of the military.

Is this adventure "*promotion worthy*?"

There is no possibility for Yeomanry promotion in this adventure.

IS THIS A "DUSTDIGGER ADVENTURE?"

As this adventure does not involve artifacts and magic of an unknown origin, students in the Academy of Lore also may NOT count this adventure towards the 12 TUs they must spend per year in study.

"THE QUAKE"

Year Two of Yeomanry Living Greyhawk adventures (CY 592) centers around a large earthquake that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. Soothsayers and self-proclaimed prophets espouse that the earthquake, or "Landstraad" as it is called by the locals, was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear that something has emerged from Slerotin's Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid that the soothsayers might speak the truth....

Thistledale

Thistledale is a hamlet nestled in a lightly-wooded area near the east banks of Long Pond. The town survives through farming, fishing, and lumber. A small, locally used tavern, simply called The Rift,

sits in a low valley at the south edge of town, and it is known for a beef stew that is second-to-none in the region. It is rumored that Thistledale's residents are protected by a shape-shifting druid, but currently those rumors are unsubstantiated.

TUMBLEBROOK

Tumblebrook sits at the western edge of the lightly wooded area that it shares with Thistledale. It gets its name from a rock-strewn creek, of the same name, that flow southward from the Little Hills. It is a bustling town of 1,000 that gets its livelihood from farming, fishing, and recreation. The waters of Long Pond are cool and crystal clear, and the superstitious people of the region believe that they hold therapeutic powers of some sort. As such, a number of small always-crowded inns and taverns are scattered throughout town, and there is considerable non-permanent population in Tumblebrook at any one time. Since the Landstraad, traffic along the roads to Tumblebrook has increased as injured folk seek the healing water of Long Pond. Tumblebrook currently has no Grosspokesman. The most recent official, Marshall Furlowe, was killed after being thrown from his horse during a hunting expedition. An election is to be held soon to name the new Grosspokesman.

ADVENTURE SUMMARY AND BACKGROUND

The Scarlet Brotherhood has begun sending agents into the Yeomanry. The members of the Brotherhood encountered here in this adventure are a group of slavers, lead by a priest of Nerull named Kellin. Spies that had been into the Yeomanry before have noticed the vast amount of vacationers going into the city of Tumblebrook. Tumblebrook has become a popular place for those of influence and means to vacation due to the legendary healing properties of the spring water found there, and for those less fortunate hoping for a miracle.

This healing water has also brought an influx of people wanting to use those waters as a way to earn a profit from those visiting Tumblebrook. The Scarlet Brotherhood is one of these groups that prey on those traveling through the region. With so many people coming into and out of the town it is hard to keep track of everyone. As such, agents of the Brotherhood see this as a perfect opportunity to boost the slave trade in the region. Victims are captured, placed onto small boats, dropped off in a little cove, and are kept until enough people have been gathered to make the trip southward on larger vessels.

A fisherman from Thistledale named Nelthan Elephson was unfortunate enough to come across one of these small boats as it was taking a new group of captured people to their hidden cove. Nelthan heard a voice call for help in the darkness and thought that it was someone who had fallen overboard. As he went to help, he was captured and his boat, "Stargazer", was taken by the Brotherhood.

A few days ago, during a rather thick fog, another fisherman named Gellas Thorenson, seeking a safe place to anchor for the night, went into the cove being used by the agents of the Scarlet. Gellas and his crew had not gotten very far into the cove when the fog momentarily parted to reveal them to the guards. Gellas' two crewmen were struck with arrows and fell overboard. One was killed and the other was captured. Gellas was severely injured, but was able to reach his boat and get the sail partially raised before falling unconscious. He was able to escape and ended up in the port of Thistledale the morning after the characters arrive.

It is up to the characters to follow the clues given to them by Gellas and the people of Tumblebrook, find the hidden cove used by the Scarlet Brotherhood, and end their slave collection in the region.

INTRODUCTION

It is early autumn and the humid air blowing from Long Pond has made the dust of the road coat your body in a fine layer of grit. If all goes well you will reach the town of Thistledale shortly after sunset. You can already taste the legendary stew of "The Rift" Inn and if its wine cellar is as well stocked, as rumors

would lead you to believe, then your journey might just be worth the detour off of the main road.

This is a good point to allow the characters to meet. If not everyone at the table knows each other; spend a few minutes roleplaying out the encounters. Have those players traveling at a faster pace overtake the ones traveling at a slower pace or have them come across other characters who have stopped to eat some lunch before continuing on northward. Another possibility is that some of them might be ahead on the road before the encounter and travel back down to the road to see what is happening and meet the others while fighting off the howler(s). Use your imagination and try not to thrust them all together without a reason.

Encounter 1a: Children of the Night

The sun has begun its descent and the shadows of the woods have expanded. The warm breeze is accented with the smell of smoke and the promise of a hot meal. The serenade of nature's nighttime choir has begun to sing ever so softly, but this is suddenly interrupted with the sound of a humanoid scream followed quickly by the loud baying of some sort of hound.

Allow each character to make a Listen check (DC 15) to be able to tell from which direction the sounds came from. Here would be a good point to allow any stragglers from the party to be able to get together. Once they arrive they see one or more dog-like creatures bent over something vaguely humanoid, tearing away at it with their teeth.

How the party approaches determines if the howlers are ready for them. Have the howlers make a Listen check. The DC is 10 if the characters ride in quickly, and 15 if they approach more slowly. If the characters are actively trying to move silently, the DC is based on an opposed Move Silently/Listen check. There is a bend in the road, and unless the party travels through the woods the howlers are 100 feet away when the party can first see them.

APL 4 (EL 5)

🐾 **Howlers (2):** hp 39, 39; see *Monster Manual*.

APL 6 (EL 7)

🐾 **Howlers (4):** hp 39, 39, 39, 39; see *Monster Manual*.

APL 8 (EL 9)

🐾 **Howlers, Advanced (4):** hp 80; see Appendix I

ENCOUNTER 1B: MR. BODY

Once the howlers have been dealt with, the party probably checks the body. What they see is the remains of a human male of Suel descent who was in his late twenties. A Search check (DC 13)

reveals a small scrap of canvas with a woman's portrait drawn upon it. Also found are scars across the man's back; most of them seem to be recent. A Heal check (DC 15) reveals that they were most likely done with a whip.

If the party tries to follow the tracks made by the victim and the howlers, they find that they disappear after about a hundred yards. Anyone making a Track check (DC 18), or a Search check (DC 20) find another set of humanoid footprints just before they all disappear. The owner of the howlers heard the fighting and realized that his hunters had come across other people. Knowing that they would return if they survived, he used *dust of tracelessness* to hide the trail back toward the encampment. A Track check (DC 38) can be made to find the trail if the party is resolute in trying to follow the victim's path.

ENCOUNTER 2: WELCOME STRANGER

As the characters have no idea about the identity of the victim, they may decide to take the body with them to Thistledale. If they do not think of this, you could encourage them to do so.

As you enter the town of Thistledale you begin to notice the stares that the body you carry inevitably draws.

Pause and allow them a chance to flag down a pedestrian and ask them some questions. If asked where the constable can be found or asked the location of a good inn the villager points down the street and tells them to keep heading toward the lake.

Gull Kutler is the de facto constable of Thistledale. He is a quiet man who, after serving several years in the Yeomanry military, retired from active duty to take a public service position. Even though he served in the military, Gull does not like violence and does his best to find other solutions to a problem if they can be found.

 **Gull:** Male human War3; hp 24; see Appendix I

Gull's deputy, Yenbar, is basically a Barney Fife character. When seen, he is holding a cocked crossbow that does not have a bolt loaded. He stares at the party with his bulging eyes as if he would faint if anyone actually tried to attack.

A man in his middle-years, carrying a quarterstaff, steps off of the walkway and approaches your group. He has a look of grim determination upon his face. "My name is Gull Kutler and I am the constable of Thistledale. This is a peaceful town and troublemakers are not wanted."

Allow the characters a chance to explain what has happened. If they are aggressive or belligerent then have the constable's mood change and get a little more

aggressive. This is his town and he does not take belligerence from wanderers.

He steps forward and looks at the body you carry. His face goes pale and he turns to a wiry young man still upon the walkway and says, "Yenbar, go fetch Brianna. Don't tell her why, just tell her I need to see her." He turns to you and says, "I'll need to get your statement and to put the body someplace decent. Will you follow me to the jailhouse? I promise this is no trick." He looks at you with for a moment before he begins walking slowly down the street.

Give them a chance to decide how they want to proceed. Some parties may not want to follow the constable out of suspicion. He does not force them to go to the jailhouse, and can conduct his business with them at the inn if this is the only way to find out everything they know about the attack. Assuming they follow, continue reading below.

You follow the constable for a few blocks north, and then he turns a corner and begins heading west. You can feel the cool moist breeze coming off of Long Pond as you head west, and in the distance you can make out the port section of the town, and you pass several buildings in different states of repair. It seems that even this town was not spared from the damage caused by the quake earlier in the year.

If asked about the buildings Gull tells them that thankfully nobody was killed but several citizens were injured. A few of the most severe cases were taken to Tumblebrook in hopes that the healing waters there might cure the damage done to their bodies.

Your procession stops in front of a modest one-story building that looks like it might have been a barn at some point. Gull opens the door and asks you to bring the body inside.

Again, some parties may balk, and if they do then Gull walks to where the body is and carries it himself though he has a look of sad disappointment upon his face.

Once inside you see to your right a small office area with two desks. In the corner is a rather sturdy, albeit rusty, holding pen that at one time probably held animals of some sort. It has a heavy lock much newer than the pen itself. Gull gestures toward the pen and asks, "Would a couple of you mind putting the body in there?"

Gull is trying to get a feel of the party and figures that anybody with anything to hide would not be so trusting as to walk blindly into the holding pen. If they do balk at taking the body into the back room he relieves them of

the body and moves it himself, but his trust in the party is diminished somewhat.

Constable Gull takes a seat at a desk, leans back in the chair and asks, "Please tell me your story about how you came to have the body of a fisherman thought to have been lost on the lake over a week ago, but now happens to be found miles inland?"

Give the players a chance to explain themselves and as long as they don't try to blatantly lie he believes their story. Here is some of the information Gull has to offer to the characters. He may not necessarily reveal everything, as much of what he offers is dependent upon what the characters ask.

- The dead man before them is Nelthan, a local fisherman who spends most of his working days on Long Pond. Brianna is his wife, who has been worried sick about him.
- He finds the information about the large dogs attacking the man to be of real significance since no such creature has been reported in the area before. He then asks if they can share what knowledge they have of such beasts and where such creatures could have come from.
- He knows that over the last few weeks' rumors have spread about people missing from some of the nearby villages.
- He has not been officially told of any missing persons other than the man they found and the crew of one other boat that was due back yesterday.
- The constable has written the local governmental representative to appraise him of the situation and ask for further assistance, but the letter was sent out just this morning and it will be a few days before any response can be expected. Furthermore, as there is no current Grosspokesman in the region, he expects a reply to take longer than usual.
- He thanks them for their help and requests that they stay in town for the night in case he might have further questions.
- No reward was set as Nelthan was thought lost on the lake. Gull does offer to buy the characters a round a drinks as a show of appreciation.
- Gull suggests the inn called "The Rift" as a good place to eat and to get a room for the night. He tells them to mention his name and that they will be treated well.

ENCOUNTER 3: FOOD AT LAST

Following the ever-increasing scent of food and the sound of good cheer you reach the inn called "The Rift." From the lantern-light you see the dark blue sign with stylized crevasse painted in white and gray. The inn's name is written in silvery paint that

occasionally catches the flickering light of the lantern and throws off tiny sparkles of light.

If any of the party is riding a mount then a ten-year-old boy approaches and asks if any of them wish to have their mounts stabled. The cost is 5 silver pieces and includes water and feed for the mount.

You enter the building and are rewarded with the familiar sight of a busy inn. The place is nearly filled with patrons and the serving girls are busy trying to fill the orders of food and drink. To your left you see the long bar which nearly stretches the entire length of the north side. Standing behind the bar is a man of Suel descent cleaning a large wooden tankard with the hem of his crisp white apron, and he gives you a friendly smile when he notices your attention. After a moment he steps from behind the bar and says, "Greetings travelers, my name Tavis Varn and I am the owner of The Rift. How may I be of service to you?"

This is a roleplaying encounter. Allow the players to interact with the innkeeper and some of the patrons. Tavis inherited the inn from his father several years ago and now runs the place with the help of his wife and children. A few of the local women also work the inn. One of these women is Brianna Elaphson, wife of the man killed by the howlers early that evening.

If the players have not encountered the constable and turned in their information on the body they found, then Brianna is working when they enter. If the party did find the piece of paper with the woman's portrait then allow each player a Spot check (DC 15) to notice that the young woman serving their table, bears a striking resemblance to the portrait.

If approached and asked about the portrait, shown the portrait, or given a description of the man they found she begins to cry. When she starts to cry several of the patrons stand and look harshly at the party, but before any trouble can be made she intercedes and explains that they have information about her husband. Later the constable arrives and asks if one or more of the party will join him at the jailhouse to fill out a report.

If the party does mingle in with the crowd some of the information below can be gathered. Otherwise the meal is fabulous and they have a restful night at the inn.

- There have been rumors of people missing lately. If asked who, the missing folks are a few fishermen and a few local farmers.
- Some say that the old witch of the lake has awakened. If the party asks about the witch, there are old legends of a witch that lives on an island in the middle of the lake. The island is protected by a thick fog and only appears when mists form upon the lake. Otherwise the island cannot be found and the witch stays silent. The fog has been worse since the Landstraad.
- There has been a lot of strange traffic on the lake lately. The rich folk who go to Tumblebrook for the healing waters are known to pay for day cruises out on the lake.

- The fish have recently changed their schooling habits. The fish normally found close to shore have been found swimming in deeper waters. Except for the eels. The eels have been staying very close to shore. The fishermen are taking this to be an ill omen.
- Some strange fish have been caught lately. The fish have a strange rust colored stripe that runs down the body from gills to tail. When cut open the flesh underneath those stripes are a sickly-yellow and not fit to eat. The meat has a strange taste like an egg that has gone sour.

Another patron is actually a disguised Aranea named Morthian. Morthian is under the employment of the Scarlet Brotherhood and was the handler of the howlers that the party encountered earlier in the night. He has made his way into town to see what news there is about the missing fisherman and if those responsible for the death of his beloved howlers have come to town. Morthian only observes and does not react to anything that might occur in the inn. If confronted for any reason he feigns innocence and states that he is only a traveler passing through the region. In case anyone in the room can read minds Morthian keeps his mind focused on listening to the local gossip and tries not to let his thoughts stray and betray him.

ENCOUNTER 4: ANOTHER CLUE

An apparently abandoned fishing boat is discovered on the outskirts of the town's harbor. The characters discover a wounded and unconscious fisherman, Gellas, who can tell the characters what had transpired for him and his crew.

After a night's rest the smell of baking bread and frying meat brings you to the common area of the inn. After a few moments the barmaid comes to take your order.

"Good morn. I hope you rested well. Our special this morning is two eggs with a fried fish, and 2 slices of fresh baked bread. We also have cooked oats sweetened with wildflower honey for those of you wish it."

This is for a little roleplay before the real encounter begins. Allow players to make other meal requests if they are reasonable. She is friendly but not flirtatious, and any requests of that nature are rudely rebuffed.

A short time later you are rewarded with a fine meal. Near the conclusion of your meal you notice the sound of excited voices coming from outside the inn.

After leaving the inn they no doubt try and ask somebody about what has gotten the people so stirred up. An elderly woman stops and tells them that a fishing boat has just drifted into the cove with no signs of life aboard.

Once you reach the docks you see a couple of men arguing and gesturing westward. As you look out toward the open water you see a small boat with its sail half raised bobbing gently in the nearly calm water. The men seem to be arguing about whether or not they will go out to the boat.

The two fishermen are Regan and Perges. Regan is the older of the two, being about 59 years old, and tries to convince everyone that his age is proof that he knows what he is doing, and that by living this long he must be doing something right. Regan believes that the witch of the lake has taken the crew and it would bode ill for anyone to board the boat.

Perges, who is about 53, and has been a lifelong friend and sometimes adversary to old Regan, thinks the old legend is nothing more than a story and feels that a few of the men should go and see if Gellas and his crew are still aboard. He tries to get some of the younger fisherman to go but does not seem too eager to go himself. The other fisherman, who are about are torn between what the two are saying and really only need someone to take charge. If the players do nothing then in a couple of rounds Gull appears and takes charge, sending a boat out to pull the other boat ashore.

Allow the players to make a Spot check (DC 15) to see if they notice the arrows half buried in the boat and a smear of blood on the starboard side.

If the characters offer to go out on one of the boats a fisherman hesitantly agrees to take them, but argues that he is to pilot the boat. Six medium-size characters can fit on the boat, but with very little room to maneuver. After a few minutes the small fishing vessel pulls along side. The players find the body of Gellas Thorenson, the captain of the boat. He is unconscious and near death from blood loss and dehydration.

As the distance between the two vessels diminishes, you still cannot make out any signs of life. Suddenly a pair of ravens leaps from the boat squawking angrily. (Pause for the players to try something.)

Once you reach the side of the boat you peer inside and see the prone form of a human male who looks to be about 40 summers in age. Protruding from his torso, a pair of arrows that match the near dozen that are protruding from other parts of the boat.

A curative spell heals the damage to his body done by the arrows, but he needs many days of bed rest before the blood loss and dehydration can be cured. When his wounds are healed, the fisherman is able to tell the following information.

- The injured man is a fisherman named Gellas.
- He is the only survivor of the three men that normally make up the crew of the "Bella's Dream," the name of the small fishing vessel in which he lay.
- Gellas and his crew had decided to seek shelter in a nearby cove that they knew of when a dense evening fog began to form on the lake. They heard voices coming from shore and the sound of a cracking whip

followed by the distinctive screams of something humanoid in pain.

- Gellas had ordered them to leave the cove and go back onto the main lake when the fog between their ship and shore opened up. The tiny boat was spotted and they were barraged with missiles, killing one of his crewmen (Deffran) instantly and knocking the other (Braden) overboard.
- Gellas was shot himself a number of times, but was able to set the sail before he went unconscious.
- Although he is not certain, he has drifted for a couple of days on the lake. He also is suffering from mild dehydration, but astute characters can tell with a successful Heal check (DC 12) that he can make a full recovery, given enough time.

The cove Gellas is speaking of is known by many of the fisherman and has been used from time to time by some of the locals. With good wind, a boat could reach the cove in a day. The cove also can be reached easily by foot and would take a person 1½ days on foot or a day by horse.

Actually this is untrue. Due to the damage done by the Landstraad earlier in the year the land travel time will actually take 1½ days with or without horses. The ground has become so broken and trees have been knocked to the ground in some places that a rider has to dismount and lead his horse.

Once the party has finished asking Gellas questions, the constable approaches them. He asks them if they can investigate the information gotten from the fisherman. He has heard rumors of other missing townsfolk and travelers from the surrounding region and believes that this might be the break he has needed.

He touches upon the following subjects in his discussion.

- He cannot spare any of the local fishermen to sail them to the cove. They are needed to set up some patrols on the lake and to spread the word to the nearby villages.
- For going he offers each of them 25 gp per APL in which this adventure is being run. So at APL 6, for example, he offers each character 150 gp.
- In preparation for the trip, he can offer them provisions (food) for their trip, but nothing else.

ENCOUNTER 5: ALONG CAME A SPIDER

The night after the party leaves the town they are attacked by the spy from town. The “man” who was in charge of the attacking howlers earlier. He is in the crowd, and overhears the offer made to the characters by Gull. He attacks the party, mainly in hopes of stopping them from finding out what really is going on in the cove, but he does want to exact some measure of revenge against them for killing his pet howlers.

Describe to the party that the day’s travel is difficult due to the damage done to the land by the Landstraad; some waterways have changed course and/or depth, and the trip is taking longer than they expected.

Allow the party to set up their watch schedule and any other preparations they want to make during the night. Just before the end of the first watch is when the Aranea (and his cohort, at higher APLs) attack. He tries to sneak up on whoever is guarding and take them out quickly before turning on the rest of the party.

If the characters decide to travel through the night, the Aranea stages an ambush, attacking whomever is at the back of the marching order.

APL 4 (EL 5)

☛ **Morthian:** Male aranea Rgr1; hp 32; see Appendix I

APL 6 (EL 7)

☛ **Morthian:** Male aranea Rgr1; hp 32; see Appendix I

☛ **Nelik:** Male half-elf Rog5; hp 32; see Appendix I

APL 8 (EL 9)

☛ **Morthian:** Male aranea Rgr1/Rog2; hp 44; see Appendix I

☛ **Nelik:** Male half-elf Rog7; hp 44; see Appendix I

Tactics: Their tactics depend on what sort of person is on watch or at the rear of the march. If that character seems to be a close-combat fighter, then Morthian attempts to cast *charm person* upon the guard to lead him into an ambush. Once the spell is cast Morthian steps out of the brush and makes the “be silent” sign with one hand while the other beckons them to come closer.

If the guard is obviously of elven blood then they just try to sneak in and sneak attack the guard. Morthian has his *web* spell ready to cast if the target becomes aware of him before he can get close enough to attack. They should be played intelligently, using the skills they have to their advantage.

Once Morthian and Nelik are defeated, move on to *Encounter 6a*.

ENCOUNTER 6A: ENTERING THE COVE

Use MAP 1 for all of *Encounter 6*.

Whether the party travels by horseback or on foot they reach the camp in late afternoon of the second day, just as the sun begins to finish its descent. The slavers are preparing to load their cargo of slaves aboard their ship and sail down the lake under the cover of darkness. Since Morthian has not returned from hunting down the escaped slave, they can only assume the worst, and are going to abandon the site for a few months until they are sure that things have settled down.

The cove entrance is in a crook shape (See Map 1). This keeps any prying eyes on the lake from being able to see into the cove. To the east of the opening is a small platform built onto the trees. This platform is about 20 feet up in the tree and was built not only to conceal its presence, but also to allow the guard stationed there (Archer, currently) a good view of the lake. For any observers on land to see the platform a Spot check (DC 20) is necessary, and a successful Spot check (DC 25) is necessary to see the guard as well. For anyone on the lake to see the platform and the guard stationed there the DCs are increased by 5 (DC 25) for the platform and (DC 30) for the guard. However, characters must actively declare they are examining the cove area in order for the platform to be discovered from a distance. A small bell has been tied to the bottom of the rope ladder leading up to the platform. A successful Search (DC 22) reveals the alarm and a successful Disable Device (DC 15) disables it. If the characters approach by land, Archer gets a normal Spot check to discover them.

If the characters somehow come up with a way to come into the cove via the lake, their boat is spotted automatically unless they somehow take precautions to cover their entrance. The NPC on guard fires an arrow into the side of the guard hut to warn them of intruders. This is undetectable by the characters. Once the players' boat has gotten within the cove, all three NPCs inside the cove begin firing down upon the characters. Clambering up the muddy bank hampers movement; characters can only move at ¼ speed the round they move from the boat to the shore.

There is a muddy stream that separates the open terrain inside the grove. On the north side is a hut and a concealed cave entrance (Encounter 7) occupied by the leader and his two bodyguards. On the south side is the guard platform, the slave pen, a hut for the guards, and the dock where the slavers' boat is moored.

Once it starts getting dark, which is right before the party arrives, Tello, the rogue/sorcerer, has his owl familiar fly around the perimeter to make sure that nobody is trying to sneak into camp. He stands guard near the slave pen. If the owl spots the party it informs its master who then quietly informs the others of a stranger(s) approaching. They then start preparing for an attack. The owl is sent to the leader's hut to inform him of the intruders.

The leader of this group of slavers, who are members of the Scarlet Brotherhood, is a cleric/sorcerer of Nerull named Kellin. Being a junior member of the organization and seeing an opportunity not only to advance himself with the Brotherhood but also a chance to make some offerings to his god, he took the assignment. A few of the slaves gathered that were not deemed fit to keep, were ritually murdered. Other slaves are kept charmed at all times by Kellin to insure that any plans of escape are foiled. The charmed slaves are told that they are spying upon the others to find out who is the enemy of Kellin. This lie seems to help keep the victim charmed. The slaves are satisfactorily fed, contributing to their willingness to be charmed.

The slavers begin loading their gear onto the boat about 30 minutes after the party arrives.

Modify the text below if the party is detected while approaching or doesn't arrive at the expected time.

The sun has begun to set when you notice that the trail ahead begins opening up and you begin to hear the sound of moving water. Ahead you can catch a glimpse of flickering light through the thinning trees. Moving closer you look into clearing a surrounding a small cove.

The clearing is split in two by a stream that comes out of the woods from the north and flows southward into the lake. To the west of the stream is a hut with a door facing eastward and a curtained window to the left of the door. On the eastern side of the stream you can see another hut much like its counterpart. You can also see to the west of the stream, a small makeshift pier where a boat is moored.

In the flickering torchlight you can see another structure between the pier and the building. This structure is obviously used as some sort of pen. The walls are nothing more than polls, woven together with rope and a makeshift roof covering most of the top of the structure. Leaned up against the hut you see a dark clothed figure keeping watch on whatever inhabits the pen.

The guard is Tello, and if his owl familiar spots the party, he slowly walks toward the nearby window and whispers inside to warn the others that there are strangers outside the clearing. Tello then casts *mage armor* and *shield* on himself if time allows. He and his archers then try to neutralize the characters before they become a problem.

APL 4 (EL 6)

➤ **Archer:** Male half-elf Ftr3; hp 28; see Appendix I.

➤ **Brattic:** Male human Ftr3; hp 28; see Appendix I.

➤ **Tello:** Male human Rog2/Sor1; hp 19; see Appendix I.

APL 6 (EL 8)

➤ **Archer:** Male half-elf Ftr5; hp 44; see Appendix I.

➤ **Brattic:** Male human Ftr4/Clr1 (Hextor); hp 43; see Appendix I.

➤ **Tello:** Male human Rog4/Sor1; hp 31; see Appendix I.

APL 8 (EL 10)

➤ **Archer:** Male half-elf Ftr7; hp 60; see Appendix I.

➤ **Brattic:** Male human Ftr6/Clr1 (Hextor); hp 59; see Appendix I.

➤ **Tello:** Male human Rog6/Sor1; hp 43; see Appendix I.

ENCOUNTER 6B: THE SLAVE PEN

If any party members approach the pen, the slaves do not attack the characters, but raise an alarm that there are intruders in the camp. After they raise the alarm, the

slaves cower in the far corner of their cell unless they are attacked.

You can smell the stench of the pens for quite a distance before you can make out their inhabitants. You can see in the torchlight several humanoid figures curled up, asleep within.

Once rescued, the five uncharmed slaves are grateful for the rescue. The one charmed slave, Hiram, tries to escape from the characters and make his way across the bridge to the hut concealing the cave entrance. All of the victims, including Hiram, cannot put up any real fight and any action taken to subdue or harm them is effective.

The slaves include:

- Emma, a 14-year-old farmer's daughter who was taken by Morthian while she was out gathering herbs.
- Hiram Dandel, an 18-year-old son of a rich wine merchant from Tumblebrook; currently charmed by Kellin.
- Thirm, a 33-year-old merchant from Keoland who was taken from Tumblebrook while trying to purchase some bottles of healing water.
- Braden, the missing crewman from Gellas's fishing boat. Currently he is at 1 hit point.
- Trella, a 21-year-old barmaid from Tumblebrook
- Ulthram, a 60-year-old dwarven blacksmith; being the only non-human slave has made him quite bitter and hard to deal with at times.

If questioned, they relate similar stories:

- Most of them were enticed into a shop in Tumblebrook, rendered unconscious, and woke up sometime later tied up on board a small boat.
- They were dropped off here and told that they would be starting their new life as slaves down river within a few weeks.
- Kellin, an evil priest, runs the camp and lives in the small hut across the river.
- A few of the slaves have been dragged off and were never brought back.

They ask if Nelthan was able to make it back to town and are saddened to hear that he was killed before reaching the town.

ENCOUNTER 6C: THE BOAT

A medium-size boat bobs slightly in the water. As you approach you can see that the ship and its unfurled sails have been colored a dark gray.

The boat is 20 ft. wide and 60 ft. long and is currently unoccupied. However, it is trapped. The slavers have rigged underneath the floor of the ship a system of ropes and a pulley. Anyone who does not disarm the trap before entering the captain's quarters causes three flasks of

Alchemist's Fire to drop from the mast and into the open hold causing 3d6 points of damage and starting a fire within the boat.

ALL APLS

↗ **Alchemist's Fire Trap:** CR 3; 3d6 damage in 10 ft. radius; Reflex save (DC 15) for half damage; Search (DC 25); Disable Device (DC 25).

There is nothing of interest to be found within the boat. The hold smells of dried sweat and other foul things. The captain's quarters is sparsely decorated with a desk and a small bed. The captain's quarters are nothing more than a bunkroom for several men.

This is Nelthan's boat, and his wife Brianna appreciates its return, should the characters desire to do so.

ENCOUNTER 6D: THE BARRACKS

At the far side of this small room is a makeshift table made from the stump that the hut was obviously built around. Around the table are three stools. A small lantern sitting in the center of the table provides enough feeble light to see the five bedrolls, each with a small chest.

The barracks is nothing more than a collection of makeshift bunks with a small footlocker for storing personal items. The personal items only include such minor things as extra clothes, a whetstone, some fletching tools, and the like.

ENCOUNTER 7A: THE ENTRANCE TO EVIL

Use Map 2 for all of Encounter 7.

Kellin and his two bodyguards are in this hut to the west of the stream. Once combat begins he begins casting spells upon himself and his bodyguards. They also gather up any information they can on who the characters are and what their abilities are. They do not join in the initial fight (from Encounter 6) and lay in wait inside the hut for the characters, should they prevail over the others.

The house is built into the hillside. Only the front section and 10 feet of the side sections can be seen from the outside. Inside this building is the entrance to a tunnel that leads into the hillside. From there Kellin has set up the storage area for the camp's supplies. Hidden within this room is the entrance to the shrine of Nerull that Kellin has set up. See Map 2.

This small structure's only window is covered with a curtain, and now that you are closer to the building you can see that it is actually built into the hill. No cracks of light can be seen coming through the closed door or the window.

The door is a simple locked wooden door. This room has only a pair of bunks and a small chest beside of each of them. In one corner is a curtain. Behind the curtain the characters find a dark hallway made of rock that disappears into the blackness.

Wooden Door: 1 in. thick; hardness 5; hp 10; Break (DC 18).

ENCOUNTER 7B: THE PATHWAY TO EVIL

This curved hallway leads toward the storage area for the camp. The retreating guards set a small alarm at the bend of this hallway. All this trap does is set off a small bell located in the cavern where Kellin and his two bodyguards are waiting.

🔔 **Bell Alarm:** CR ½; sets of bell alarm in 7c; Search (DC 23); Disarm (DC 23).

The pathway runs some 45 feet to a closed door. Above the doorway is a small (1-ft. diameter) hole, which is actually a tunnel leading to the room beyond. At the entrance to this tunnel is Kellin's toad familiar, which is sitting there and waiting for any movement below to report. Spotting the toad in the small, dark tunnel requires a significant Spot check (DC 38).

ENCOUNTER 7C: THE DEN OF EVIL

Note: Read this description *only* if the characters have adequate light or darkvision. Otherwise, it is pitch black.

The door opens up into a small cavern. On either side of the entrance are stacks of crates, and boxes. Fifteen feet away from you, a muscular figure stands, as if waiting for you to enter. He smiles as he tosses something in your direction.

The door is not locked and anyone who listens at the door must make a Listen check against the Move Silently check of the occupants to hear anyone inside.

Once they open the door they may be able to see Garhk standing in the middle of the room. This depends on the range of their light source, or if the one opening the door has darkvision.

In this small cavern is where Kellin and his two guards have decided to fight the characters. All along the north side of this 25-foot wide by 30-foot. long room are boxes, crates, bags, and barrels with the supplies used by the camp. All that is left is a 25-foot by 25-foot open area, and in the center stands Garhk with Trelk and Kellin hiding in the corners. They are waiting for the characters

in total darkness, hoping to use their darkvision to their advantage.

APL 4 (EL 6)

🗡️ **Kellin:** Male human Clr3/Sor1 (Nerull); hp 33; see Appendix I.

🗡️ **Garhk:** Male half-orc Ftr2; hp 22; see Appendix I.

🗡️ **Trelk:** Male half-orc Bbn2; hp 25; see Appendix I.

APL 6 (EL 8)

🗡️ **Kellin:** Male human Clr4/Sor1 (Nerull); hp 41; see Appendix I.

🗡️ **Garhk:** Male half-orc Ftr5; hp 49; see Appendix I.

🗡️ **Trelk:** Male half-orc Bbn2/Ftr3; hp 52; see Appendix I.

APL 8 (EL 10)

🗡️ **Kellin:** Male human Clr6/Sor1 (Nerull); hp 60; see Appendix I.

🗡️ **Garhk:** Male half-orc Ftr7; hp 67; see Appendix I.

🗡️ **Trelk:** Male half-orc Bbn2/Ftr5; hp 70; see Appendix I.

Tactics: Kellin and his two bodyguards wait for the party to enter the room. There is no light source lit within the structure at the beginning of combat and the two half-orcs try and use their darkvision to give them an advantage at the beginning of the combat. Garhk, the spiked chain-wielding half-orc, stands in the center of the room using his chain to cover the entire room. Once the door is opened, Garhk throws his thunderstone at the square just inside the hallway trying to disrupt any frontline spellcasters.

Kellin casts *invisibility* and *shield* on himself once the alarm trap goes off or the familiar reports the character's movements. He stands in right corner of the room for the first round or two of combat waiting for a good target. He is looking for a target so that he can take a 5-foot move, and use his *death touch* special ability upon either an arcane spellcaster or on a weak-looking rogue or monk. If no good targets present themselves by Kellin's second action, he starts moving toward the back of the room and begins casting.

Trelk the half-orc fighter/barbarian is standing in the other corner hiding and hopes to possibly catch someone between himself and Garhk.

Hidden on the north side of the room is a concealed tunnel leading to Kellin's shrine to Nerull (Encounter 7d). A stack of empty crates that have been nailed together hides the passageway and some small wheels were concealed underneath. A successful Search check (DC 22) reveals the entrance.

ENCOUNTER 7D: THE HEART OF EVIL

As you walk down the short passageway you can feel an ever growing unease. The air about you has become dank and filled with the scent of death and decay. The passageway opens up into a small cavern. Thick candles made of some sort of dark material give off a feeble light in the foul air. In the back you can see what is obviously a shrine. Its dark wood stained even darker by the still viscous fluids still coating its surface.

This short passageway leads into another small cavern where at shrine to Nerull has been constructed. From here Kellin has observed his sacred rights to the god of murder and death.

Beyond the shrine itself there is only one other item of interest. In a hidden nook, which requires a successful Search check (DC 20) to locate, is small box made of mahogany containing a rolled up scroll. Written upon the scroll in Ancient Suel is the following:

Kellin,

You are to proceed with the plan to establish a small camp where newly acquired slaves are to be held, until sufficient numbers have been gathered. Once ready, bring them down the Burn River to the trade house.

Do not fail us in the mission and the appointment you have been seeking will be yours.

Grannath

CONCLUSION

There is very little physical evidence to find in the camp on who these slavers were and who their employer is. Should one of the slavers be captured, the most information any of them can give is that they are employed by the Scarlet Brotherhood. An Intimidate check (DC 22) reveals that they were to take the boat into the swamp and would be met in a cove by another group who would transfer the slaves to their next destination.

If successful the party returns to town to a hero's welcome. Any captured slavers are taken by Gull and held for trial. A large feast is held a few days later in honor of their great courage. If they were able to disarm the trap and save Nelthan's boat, then his widow Brianna thanks each of the characters and promises that her family will always honor their names and offer prayers to Fharlanghn that their journeys be safe ones.

If the characters defeat the slavers and rescue the slaves proceed with the following:

You reach Thistledale and news of your return spreads quickly. A few of the rescued slaves are recognized by people in town and are taken into their care. Other residents in town, as an act of charity, take in the remainder of former slaves. Gull, who greets you with a warm smile, says, "I see that you were successful.

Please come to my office once you have settled in and tell your story."

A short time later you leave Gull's office having related your story and collected your reward. He invites you to stay in town for a few more days to enjoy the feast to celebrate the defeat of the slavers.

If for some reason the party did not defeat the slavers and had to return later to try again they return to find the camp abandoned. Any character that was left behind, have been killed and their body left in the slave pens. They return to Thistledale to tell of their failure. Gull is disappointed and listens to their tale, giving them the promised reward for finding information on what was happening in the cove.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1a: Children of the Night

Defeat the howlers.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5: Along Came A Spider

Defeat Morthin (and Nelik).

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6a: Entering the Cove

Defeat Archer, Brattic, and Tellos.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 7c: The Den of Evil

Defeat Kellin, Garhk, and Trelk.

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1140 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 5: Along Came A Spider

Defeat Morthian (and Nelik) and strip them of their gear.

APL 4: L: 70 gp; C: 0 gp; M: 0

APL 6: L: 78 gp; C: 0 gp; M: 0

APL 8: L: 76 gp; C: 0 gp; M: +1 *studded leather armor* (Value 176 gp per character).

Encounter 6a: Entering the Cove

Defeat Archer, Brattic, and Tello and strip them of their gear.

APL 4: L: 155 gp; C: 0 gp; M: 0

APL 6: L: 155 gp; C: 0 gp; M: 0

APL 8: L: 80 gp; C: 0 gp; M: +1 *two-bladed sword* (Value 360 gp per character); +1 *breastplate armor* (Value 203 gp per character).

Encounter 7c: The Den of Evil

Defeat Kellin, Garhk, and Trelk and strip them of their gear.

APL 4: L: 139 gp; C: 0 gp; M: *Quaal's feather token* (*swan boat*) (Value 68 gp per character).

APL 6: L: 99 gp; C: 0 gp; M: *Quaal's feather token* (*swan boat*) (Value 68 gp per character); 2 suits of +1 *breastplate armor* (Value 203 gp per suit per character); *potion of blur* (Value 45 gp per character).

APL 8: L: 67 gp; C: 0 gp; M: *Quaal's feather token* (*swan boat*) (Value 68 gp per character); 2 suits of +1 *breastplate armor* (Value 203 gp per suit per character); *potion of blur* (Value 45 gp per character); *scroll of invisibility purge* (Value 56 gp per character); +1 *spiked chain* (Value 349 gp per character).

Conclusion

Payment from Gull.

APL 4: L: 0 gp; C: 50 gp; M: 0

APL 6: L: 0 gp; C: 75 gp; M: 0

APL 8: L: 0 gp; C: 100 gp; M: 0

Total Possible Treasure

APL 4: 482 gp

APL 6: 723 gp

APL 8: 1886 gp

APPENDIX I: NPCS

ENCOUNTER 1: CHILDREN OF THE NIGHT

APL 8 (EL 9)

➤ **Howlers, Advanced (4):** CR 5; Huge outsider (chaotic, evil) HD 10d8+40; hp 80; Init +6; Spd 60 ft.; AC 18 (touch 10, flat-footed 16); Atk +17 melee (4d6+9 bite) and +12 melee (1d6+4, 1d4 quills); Face/Reach 10 ft. by 20 ft./10 ft.; SA Quills, howl; SV Fort +11, Ref +9, Will +9; Str 29, Dex 15, Con 19, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +18, Hide +7, Listen +15, Move Silently +11, Search +5, Spot +15; Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): The howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by the howler's quill attack must make a Reflex save (DC 16) or have the quill break off in his or her flesh. A lodged quill imposes a –1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 1d8 additional points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or more are subject to its effect, though it does not help the howler in combat. Those within a 100-foot spread must succeed at a Will save (DC 12) or take 1 point of temporary Wisdom damage. The save must be repeated for each hour of exposure. This is a sonic, mind-affecting attack; deafened creatures are not subject to it.

ENCOUNTER 2: WELCOME STRANGER

➤ **Gull:** Male human War3; Medium-size humanoid (human); CR 3; HD 3d8+6; hp 24; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d8+2/19-20; longsword) or +5 melee (1d6+2, quarterstaff); AL NG; SV Fort +5, Ref +1, Will +3; Str 15, Dex 11, Con 14, Int 14, Wis 11, Cha 10.

Skills and Feats: Climb +5, Jump +5, Sense Motive +5, Spot +3; Iron Will, Skill Focus (Sense Motive), Weapon Focus (longsword).

Possessions: masterwork chain shirt, longsword, quarterstaff.

ENCOUNTER 5: ALONG CAME A SPIDER

Morthian's human form is that of a Suel man is his late twenties with sandy blonde hair that reaches down to his shoulders. His eyes are black and not the normal Suel blue. He is about 5'11 and weighs 165 lbs.

Morthian is quiet and evasive when talking and he tends to use very few words when trying to get his point across.

Nelik has dark brown hair and hazel eyes. Nelik is a braggart and talks to his opponents when he has the upper hand. If cornered he easily betrays what he knows if it provides him with a chance to survive.

APL 4 (EL 5)

➤ **Morthian:** Male aranea Rgr1; Medium-size shapechanger; CR 5; HD 3d8+1d10+8; hp 32; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 melee (1d6 and poison, bite) or +3 melee (1d6/18-20, rapier) and +3 melee (1d6/x3, handaxe) or +4 ranged (web) or +4 ranged (1d6/x3, composite shortbow); SA Spells, web, poison, favored enemy (humans); SQ Alternate form; AL N; SV Fort +7, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Animal Empathy +4, Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Handle Animal +6, Hide +6, Jump +6, Knowledge (nature) +4, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Alertness, Improved Initiative, Track, Weapon Finesse (bite), Weapon Focus (rapier)

Possessions: masterwork rapier, masterwork handaxe, composite short bow, 20 arrows.

Spells Known: (6/6; base DC = 12 + spell level): 0 – dancing lights, flare, ghost sound, light, mage hand; 1st – charm person, obscuring mist, shield.

Web (Ex): In spider or hybrid form an aranea can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

APL 6 (EL 7)

➤ **Morthian:** Male aranea Rgr1; Medium-size shapechanger; CR 5; HD 3d8+1d10+8; hp 32; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 melee (1d6 and poison, bite) or +3 melee (1d6/18-20, rapier) and +3 melee (1d6/x3, handaxe) or +4 ranged (web) or +4 ranged (1d6/x3, composite shortbow); SA Spells, web, poison, favored enemy (humans); SQ Alternate form; AL N; SV Fort +7, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Animal Empathy +4, Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Handle Animal +6, Hide +6, Jump +6, Knowledge (nature) +4, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Alertness, Improved Initiative, Track, Weapon Finesse (bite), Weapon Focus (rapier)

Possessions: masterwork rapier, masterwork handaxe, composite short bow, 20 arrows.

Spells Known: (6/6; base DC = 12 + spell level): 0 – dancing lights, flare, ghost sound, light, mage hand; 1st – charm person, obscuring mist, shield.

Web (Ex): In spider or hybrid form an aranea can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

☛**Nelik:** Male half-elf Rog5; CR 5; Medium-size humanoid (elf); HD 5d6+10; hp 32; Init +7; Spd 30ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+2/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack (+3d6); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +4, Escape Artist +7, Hide +10, Listen +10, Move Silently +10, Sense Motive +9, Spot +10, Swim +6, Tumble +10, Use Magical Device +7; Dodge, Improved Initiative

Possessions: rapier, studded leather armor, light crossbow, 12 bolts.

APL 8 (EL 9)

☛**Morthian:** Male aranea Rgr1/Rog2; Medium-size shapechanger; CR 7; HD 3d8+1d10+2d6+12; hp 44; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +6 melee (1d6 and poison, bite) or +4 melee (1d6/18-20, rapier) and +4 melee (1d6/x3, handaxe) or +5 ranged (web) or +5 ranged (1d6/x3, composite shortbow); SA Spells, web, poison, favored enemy (humans), sneak attack (+1d6); SQ Alternate form, evasion; AL N; SV Fort +7, Ref +8, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Animal Empathy +4, Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +9, Handle Animal +6, Hide +8, Jump +9, Knowledge (nature) +4, Listen +8, Move Silently +8, Spot +8, Tumble +8, Wilderness Lore +5; Alertness, Dodge, Improved Initiative, Track, Weapon Finesse (bite), Weapon Focus (rapier)

Possessions: masterwork rapier, masterwork hand axe, composite short bow, 20 arrows.

Spells Known: (6/6; base DC = 12 + spell level): 0 – dancing lights, flare, ghost sound, light, mage hand; 1st – charm person, obscuring mist, shield.

Web (Ex): In spider or hybrid form an aranea can cast a web up to six times per day. This is similar to an

attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

☛**Nelik:** Male half-elf Rog7; CR 7; Medium-size humanoid (elf); HD 7d6+14; hp 44; Init +7; Spd 30ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+2/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack (+4d6); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +5, Escape Artist +12, Hide +13, Listen +11, Move Silently +13, Sense Motive +9, Spot +11, Swim +7, Tumble +13, Use Magical Device +9; Dodge, Improved Initiative, Mobility.

Possessions: rapier, +1 studded leather armor, light crossbow, 12 bolts.

ENCOUNTER 6A: ENTERING THE COVE

Flame-red hair, brown eyes and freckles. Archer is the quiet type who enjoys his line of work. He takes pleasure in making difficult shots with his bow. Singling out a target within a crowd and then watching the rest panic as one of their number crumples to the ground is the height of fun.

Brattic's light blond hair and piercing blue eyes hide the dark soul hidden within his armor. Brattic loves the elegance of the two-bladed sword and enjoys sparring with other dual weapon-wielding opponents, such as rangers. He sees these opponents as true challenges and will seek them out when he can. He will lie and cheat if cornered, but will not betray the trust of the Scarlet Brotherhood out of fear of reprisals.

Tellos has the dark brown hair of his Flan blooded mother, but the light blue eyes of his Suel blooded father. Being the child of a prostitute and growing up on the streets has left its scar upon Tellos, who only shows any sort of kindness to his owl familiar, Perguilli. Tellos has enjoyed this mission with the Brotherhood and has taken pleasure in adding to the discomfort of the slaves when he knows nobody is watching. He hopes the chance arises that he can stick a knife in Brattic's back and take over as the leader of the guards. He fears Kellin's power and has no desire to confront the powerful cleric. If cornered or captured he pleads for his life in order to escape.

APL 4 (EL 6)

➤ **Archer:** Male half-elf Ftr3; CR 3; Medium-size humanoid (elf); HD 3d10+6; hp 28; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d12+3/x3, great axe) or +8 ranged (1d8+2/x3, mighty composite longbow); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Listen +2, Spot +2, Swim -4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: great axe, scale mail, masterwork mighty composite longbow (+2), 30 arrows.

➤ **Brattic:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d8+4/19-20, two-bladed sword) or +6/+6 melee (1d8+3/1d8+1/19-20, two-bladed sword) or +5 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +5, Ref +3, Will +2; Str 16, Dex 15, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Climb +4, Ride +6, Swim -4, Tumble +2; Ambidexterity, Improved Initiative, Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Possessions: masterwork two-bladed sword, masterwork breastplate, heavy crossbow, 10 bolts.

➤ **Tellos:** Male human Rog2/Sor1; CR 3; Medium-size humanoid (human); HD 2d6+1d4+6; hp 19; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d6+2/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6), spells; SQ Evasion; AL NE; SV Fort +2, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Escape Artist +7, Hide +7, Concentration +7, Listen +4, Move Silently +7, Spot +4, Swim +7, Tumble +7, Use Magical Device +6; Dodge, Improved Initiative, Mobility.

Proficiency: rapier, studded leather armor, light crossbow, 10 bolts.

Spells Known (5/4; base DC = 11 + spell level): 0 – *dancing lights, daze, light, mage hand*; 1st – *color spray, shield*.

Familiar (owl): Tiny magical beast; HD 3d8; hp 9; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 15, flat-footed 15); Atk +5 melee (1d2-2, claws); SA Alertness, improved evasion, share spells, empathic link; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL NE; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness); Weapon Finesse (claws).

APL 6 (EL 8)

➤ **Archer:** Male half-elf Ftr5; CR 5; Medium-size humanoid (elf); HD 5d10+10; hp 44; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d12+3/x3, great axe) or +10 ranged (1d8+4/x3, mighty composite longbow); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NE; SV Fort +6, Ref +4, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Listen +2, Spot +2, Swim -2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: great axe, scale mail, masterwork mighty composite longbow (+2), 30 arrows.

➤ **Brattic:** Male human Ftr4/Clr1 (Hextor); CR 5; Medium-size humanoid (human); HD 4d10+1d8+10; hp 43; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (1d8+6/19-20, two-bladed sword) or +7/+7 melee (1d8+5/1d8+3/19-20, two-bladed sword) or +6 ranged (1d10/19-20, heavy crossbow); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Handle Animal +5, Climb +5, Ride +7, Swim -3, Tumble +2; Ambidexterity, Improved Initiative, Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Possessions: masterwork two-bladed sword, masterwork breastplate, heavy crossbow, 10 bolts.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – detect magic, guidance, light; 1st – bless, inflict light wounds*, shield of faith.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Evil (You cast evil spells at +1 caster level).

➤ **Tellos:** Male human Rog4/Sor1; CR 5; Medium-size humanoid (human); HD 4d6+1d4+10; hp 31; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d6+2/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack (+2d6), spells; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Escape Artist +9, Hide +9, Concentration +8, Listen +6, Move Silently +9, Spot +6, Swim +9, Tumble +9, Use Magical Device +8; Dodge, Improved Initiative, Mobility.

Proficiency: rapier, studded leather armor, light crossbow, 10 bolts.

Spells Known (5/4; base DC = 11 + spell level): 0 – dancing lights, daze, light, mage hand; 1st – color spray, shield.

Familiar (owl): Tiny magical beast; HD 5d8; hp 15; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 15, flat-footed 15); Atk +6 melee (1d2-2, claws); SA Alertness, improved evasion, share spells, empathic link; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL NE; SV Fort +2, Ref +7, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness); Weapon Finesse (claws).

APL 8 (EL 10)

➤ **Archer**: Male half-elf Ftr7; CR 7; Medium-size humanoid (elf); HD 7d10+14; hp 60; Init +3; Spd 20 ft.; AC 17 (touch 13, flat-footed 14); Atk +9/+4 melee (1d12+3/x3, great axe) or +12/+7 ranged (1d8+4/x3, mighty composite longbow); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NE; SV Fort +7, Ref +5, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Listen +2, Spot +2, Swim +0; Dodge, Mobility, Point Blank Shot, Precise Shot, Far Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: great axe, scale mail, masterwork mighty composite longbow (+2), 30 arrows.

➤ **Brattic**: Male human Ftr6/Clr1 (Hextor); CR 7; Medium-size humanoid (human); HD 6d10+1d8+14; hp 59; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +11/+6 melee (1d8+7/19-20, two-bladed sword) or +9/+9/+4 melee (1d8+6/1d8+3/19-20, two-bladed sword) or +8 ranged (1d10/19-20, heavy crossbow); SA Spells, rebuke undead; AL NE; SV Fort +9, Ref +4, Will +5; Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Handle Animal +7, Climb +7, Ride +9, Swim -1, Tumble +2; Ambidexterity, Dodge, Improved Initiative, Exotic Weapon Proficiency (two-bladed sword), Mobility, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Possessions: +1 two-bladed sword, +1 breastplate, heavy crossbow, 10 bolts.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – detect magic, guidance, light; 1st – bless, inflict light wounds*, shield of faith.

*Domain spell. *Domains*: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Evil (You cast evil spells at +1 caster level).

➤ **Tellos**: Male human Rog6/Sor1; CR 7; Medium-size humanoid (human); HD 6d6+1d4+14; hp 43; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6

melee (1d6+2/18-20, rapier) or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack (+3d6), spells; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +8, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Escape Artist +11, Hide +11, Concentration +9, Listen +8, Move Silently +11, Spot +8, Swim +11, Tumble +11, Use Magical Device +10; Dodge, Improved Initiative, Mobility, Spring Attack.

Proficiency: rapier, studded leather armor, light crossbow, 10 bolts.

Spells Known (5/4; base DC = 11 + spell level): 0 – dancing lights, daze, light, mage hand; 1st – color spray, shield.

Familiar (owl): Tiny magical beast; HD 7d8; hp 21; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 15, flat-footed 15); Atk +6 melee (1d2-2, claws); SA Alertness, improved evasion, share spells, empathic link; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL NE; SV Fort +2, Ref +8, Will +6; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness); Weapon Finesse (claws).

ENCOUNTER 7C: THE DEN OF EVIL

Kellin is of half Rhennee and half Suel decent. Kellin's Rhennee blood is whence his love of the water springs. He was chosen for this mission mainly for his ability to handle a boat, but he secretly believes that he was also sent to further the will of Nerull by culling the weak from the world. Kellin has no mercy for those that he captures and readily kills anyone he deems too dangerous to take as a slave or too weak to be worth a slave. He sees himself as an important member of the faith of Nerull and though he does not beg for his life he tries to find a way to survive if captured. If all goes well with this mission his hopes of establishing a full church to Nerull may finally come to fruition.

Garhk enjoys working for the Brotherhood. They pay him to hurt people and that suits him just fine. He really has no love for anyone, especially other half-breeds like himself, but he does make an exception for Trelk. They were put together on a job earlier in their career with the Scarlet Brotherhood and have found that their fighting styles complement each other's.

Trelk is a boisterous half-orc who plucks his hair to keep his head nice and smooth. He believes that he looks more fearsome without any hair. Trelk loves the feeling of cutting loose when he rages and often asks others what he did while enraged since he often loses himself in the rage.

APL 4 (EL 6)

➤ **Kellin**: Male human Clr3/Sor1 (Nerull); CR 4; HD 3d8+1d4+12; hp 33; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d6, sickle) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +3, Concentration +10, Disguise +3, Hide +5, Knowledge (religion) +3, Knowledge (arcana) +2, Profession (sailor) +5; Blind-Fight, Combat Casting, Improved Initiative.

Possessions: breastplate, sickle, light crossbow, 12 bolts, Quaal's feather token (swan boat)

Sorcerer Spells Known (5/4; base DC = 11 + spell level): 0 – daze, mage hand, prestidigitation, ray of frost; 1st – charm person, shield.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, guidance, light, resistance; 1st – bane, cause fear*, cure light wounds, inflict light wounds; 2nd – bull's strength (2), invisibility*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Trickery (Bluff, Disguise, and Hide are class skills).

Familiar (toad): Tiny magical beast; HD 4d8; hp 16; Init +1; Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Face/Reach 1 ft. by 1 ft./0 ft.; SA Alertness, improved evasion, share spells, empathic link; AL NE; SV Fort +3, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤**Garhk:** Male half-orc Ftr2; CR 2; HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (2d4+6, spiked chain) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will -1; Str 18, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Ride +5, Tumble -1; Combat Reflexes, Exotic Weapon (spiked chain), Weapon Focus (spiked chain).

Possessions: breastplate, masterwork spiked chain, light crossbow, 10 bolts, thunderstone.

➤**Trelk:** Male half-orc Bbn2; CR 2; HD 2d12+6; hp 25; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (2d4+6/18-20, falchion) or +4 ranged (1d8/19-20, light crossbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +7, Ref +2, Will -1; Str 18, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intuit Direction +3, Listen +3, Swim -6, Wilderness Lore +5; Extended Rage*.

Possessions: masterwork falchion, chainmail, light crossbow, 10 bolts

*See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤**Kellin:** Male human Clr4/Sor1 (Nerull); CR 5; HD 4d8+1d4+15; hp 41; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d6, sickle) or +5 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead;

AL NE; SV Fort +7, Ref +3, Will +9; Str 10, Dex 14, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +3, Concentration +11, Disguise +3, Hide +5, Knowledge (religion) +3, Knowledge (arcana) +4, Profession (sailor) +5; Blind-Fight, Combat Casting, Improved Initiative.

Possessions: +1 breastplate, sickle, light crossbow, 12 bolts, Quaal's feather token (swan boat)

Sorcerer Spells Known (5/4; base DC = 11 + spell level): 0 – daze, mage hand, prestidigitation, ray of frost; 1st – charm person, shield.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – detect magic, guidance (2), light, resistance; 1st – bane, cause fear*, cure light wounds, inflict light wounds, shield of faith; 2nd – bull's strength (2), invisibility*, silence.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Trickery (Bluff, Disguise, and Hide are class skills).

Familiar (toad): Tiny magical beast; HD 5d8; hp 20; Init +1; Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Face/Reach 1 ft. by 1 ft./0 ft.; SA Alertness, improved evasion, share spells, empathic link; AL NE; SV Fort +4, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤**Garhk:** Male half-orc Ftr5; CR 5; HD 5d10+15; hp 49; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +11 melee (2d4+6, spiked chain) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +3, Will +0; Str 19, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Ride +6, Tumble +0; Combat Reflexes, Dodge, Dual Strike*, Exotic Weapon (spiked chain), Weapon Focus (spiked chain).

Possessions: +1 breastplate, masterwork spiked chain, light crossbow, 10 bolts, thunderstone.

*See Appendix II: New Rules for additional information.

➤**Trelk:** Male half-orc Bbn2/Ftr3; CR 5; HD 2d12+3d10+15; hp 52; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +11 melee (2d4+6/18-20, falchion) or +7 ranged (1d8/19-20, light crossbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +9, Ref +3, Will +0; Str 19, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intuit Direction +3, Listen +3, Swim -5, Tumble -2, Wilderness Lore +5; Dodge, Dual Strike*, Extended Rage*, Weapon Focus (falchion).

Possessions: masterwork falchion, chainmail, light crossbow, 10 bolts, *potion of blur*.

*See Appendix II: New Rules for additional information.

APL 8 (EL 10)

➤ **Kellin:** Male human Clr6/Sor1 (Nerull); CR 7; HD 6d8+1d4+24; hp 60; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6, sickle) or +6 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +4, Will +10; Str 10, Dex 14, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +5, Concentration +12, Disguise +3, Hide +5, Knowledge (religion) +5, Knowledge (arcana) +5, Profession (sailor) +5; Blind-Fight, Combat Casting, Improved Initiative, Toughness.

Possessions: +1 breastplate, sickle, light crossbow, 12 bolts, Quaal's feather token (swan boat), scroll of invisibility purge.

Sorcerer Spells Known (5/4; base DC = 11 + spell level): 0 – daze, mage hand, prestidigitation, ray of frost; 1st – charm person, shield.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – detect magic, guidance (2), light, resistance; 1st – bane, cause fear*, cure light wounds, inflict light wounds, shield of faith; 2nd – bull's strength (2), invisibility*, silence, sound burst; 3rd – bestow curse, cure serious wounds, dispel magic, nondetection*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Trickery (Bluff, Disguise, and Hide are class skills).

Familiar (toad): Tiny magical beast; HD 7d8; hp 30; Init +1; Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Face/Reach 1 ft. by 1 ft./0 ft.; SA Alertness, improved evasion, share spells, empathic link; AL NE; SV Fort +5, Ref +3, Will +9; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤ **Garhk:** Male half-orc Ftr7; CR 7; HD 7d10+21; hp 67; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +13/+8 melee (2d4+8, spiked chain) or +9 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +4, Will +1; Str 19, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Ride +6, Tumble +1; Combat Reflexes, Dodge, Dual Strike*, Exotic Weapon (spiked chain), Mobility, Spring Attack, Weapon Focus (spiked chain).

Possessions: +1 breastplate, +1 spiked chain, light crossbow, 10 bolts, thunderstone.

*See Appendix II: New Rules for additional information.

➤ **Trelk:** Male half-orc Bbn2/Ftr5; CR 7; HD 2d12+5d10+21; hp 70; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +13/+8 melee (2d4+8/18-20, falchion) or +9 ranged (1d8/19-20, light crossbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny

dodge (Dex bonus to AC); AL NE; SV Fort +10, Ref +3, Will +0; Str 19, Dex 14, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Intuit Direction +3, Listen +3, Swim -2, Tumble -2, Wilderness Lore +5; Dodge, Dual Strike*, Extended Rage*, Mobility, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: masterwork falchion, chainmail, light crossbow, 10 bolts, *potion of blur*.

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

DUAL STRIKE [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

EXTENDED RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

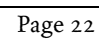
Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

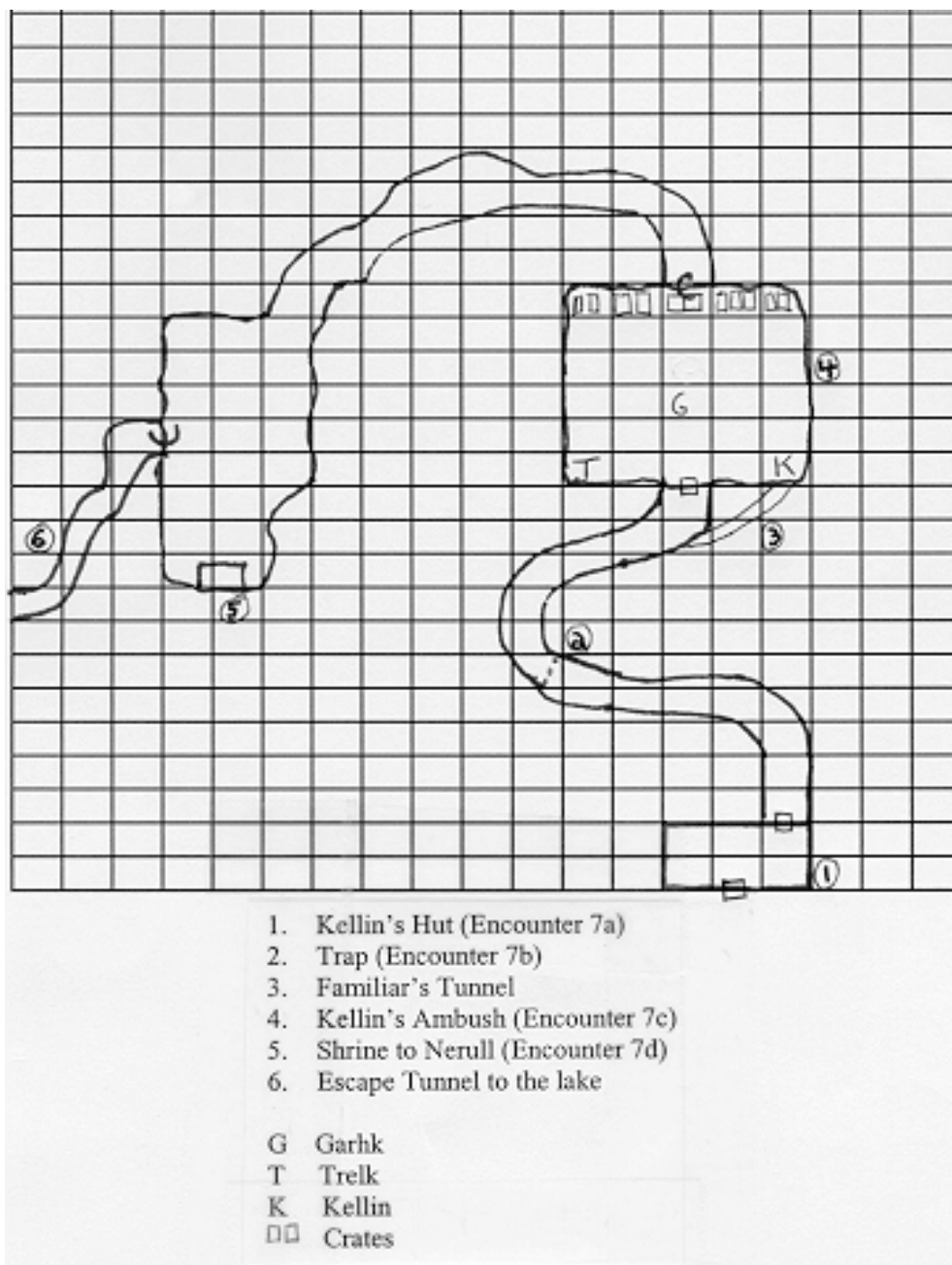
Special: You can take this feat multiple times, and the additional rounds stack.

Scarlet Waters



- | | |
|---|---------|
| B | Brattic |
| T | Tellos |
| A | Archer |
| ⓧ | Torches |

MAP 2: ENCOUNTER 7



PLAYER'S HANDOUT 1

Kellin,

You are to proceed with the plan to establish a small camp where newly acquired slaves are to be held until sufficient numbers have been gathered. Once ready, bring them down the Burn River to the trade house.

Do not fail us in the mission and the appointment you have been seeking will be yours.

Grannath

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.