

SHL4–03

End of the Path

A one-Round D&D LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1.0

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As the chill winds of Fireseek set in, a young man's long road is coming to a close. The council has requested brave adventures to aid him in the final leg of his journey. An adventure for intrepid adventurers APL 2 to 12

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

This adventure deals with the recent death of the former Knight Commander of the Shield Lands, Lady Katarina, and her apparent inability to be contacted beyond the grave. Recently a young man named Bicallis Debello, from the city of Niole Dra, in Keoland had a vision. The vision showed him standing over the body of a beautiful female warrior wearing the armor of Heironeous. In the vision, Bicallis saw the grass around the woman's body wither and die and her sword snap in twain. Reaching down, Bicallis was able to repair her blade with only the simple wave of his hand. The Lady immediately awoke, smiled at him, and said one word to him, "*Fressen*".

Bicallis, taking this as a calling from the gods, did some researching and learned the woman in his vision was none other than Lady Katarina, Knight Commander of the Shield Lands. He immediately sold all his worldly possessions and set off north for the Shield Lands.

This news came to the attention of one Shelton Halfhand, the secretary to the council of lords. Seeing this as his chance to strike a blow to the pathfinders, whom he considers undisciplined and erratic, he enlisted the unwitting help of Count Bladehone. He convinced the count, and much of the council, that this young man was the key to bringing back Lady Katarina. In addition to this, he prompted Lord Bladehone into convincing the council that a group of pathfinders should escort the young man to his final destination. Little does anyone know however that Shelton also hired a cleric of Vatun to ambush the party and kill Bicallis. In this way, he hopes to bring disgrace on all the Pathfinders.

Adventure Summary

This adventure starts with the PC's being summoned to the private residence of Garridan Bladehone, the only dwarf to sit on the Council of Lords, but who is currently in exile. Here they are introduced to Count Bladehone and Bicallis Debello. The count informs the PC's of Bicallis' journey and requests they undertake the mission of escorting young Bicallis to his final destination, a small, abandoned outpost two not five days ride to the north-west.

Count Garridan Bladehone was informed of the young man's journey by Shelton Halfhand, the secretary to the Council of Lords. The count immediately agreed with Bicallis' interpretation of the dream and began inquiring into suitable guides. The PC's names came up. What Count Garridan Bladehone does not know is that Shelton is using the Count to get the PC's to fail and have Bicallis killed. In this way, he hopes to finally convince the needed votes on the council that the Pathfinders are

too dangerous on their own and must be incorporated into the standing army.

The group spends the night as quests of the baron and leaves early the next morning. They set out under orders of utmost secrecy and stealth. Neither is sure exactly what they will find in the outpost, but Bicallis' safety is paramount.

The journey to the outpost is hampered by a winter storm and a group of wolves lead by Henick Klostaf, a cleric of Vatun, paid by Shelton to attempt to kill Bicallis. The wolves will attempt to destroy Bicallis's guards before dealing with him though, so Bicallis should survive this attack and the PC's should get to show off their display of bodyguard might.

Bicallis leads the group directly to the outpost. The place shows signs of recent use and the party is forced to contend with a pair of orcs who are hiding out from Iuz. An extensive search of the small outpost reveals no other information, except that the female orc is very obviously pregnant. With no other option in hand, Bicallis becomes convinced the orcs are the key to returning Lady Katarina to life. The orcs violently protest and it takes either diplomatic measures or force to convince the pair to return with the party.

On the return trip to Critwall, a party of humanoids, working as bounty hunters for Iuz and tracking the orcs stumbles upon the group, determined to get their bounty. In the ensuing melee, Bicallis will most likely fall attempting to protect the female Orc.

Once the bounty hunters are dealt with, the group arrives back in Critwall, tired from the hard ride. Shelton Halfhand makes an appearance to the PC's and furiously informs them they will explain their actions to the council. Count Garridan Bladehone and the rest of the council are most distressed at the loss of Bicallis and their apparent empty handed return. They are given a chance to explain their actions to the entire council of lords. Here Shelton Halfhand makes a grand speech about the incompetence of the Pathfinders and their continued disobedience of lawful orders. He immediately calls for a vote to permanently disband the Pathfinders and incorporate them into the regular army. The PC's are dismissed in short order.

Late that afternoon the announcement is made. In a wide open market square with hundreds of Pathfinders gathered together, the council officially disbands the Pathfinders and orders them to report to their commanding officers for reassignment. Shelton's speech is interrupted by Lord Torkeep who offers an alternative. Any Pathfinder may sign up to work for him instead of joining the army, he offers poor wages, bad lodging, and nothing but broth until winter breaks. The PC's then must decide weather to throw in their lot with Torkeep, or be reassigned to the army. The end.

Introduction

The winter has dragged on for months now, a bleak reflection of the mood of the nation since the fall of the great lady. However, be you seasoned veteran or first time adventurer, the one thing everyone in the Shield Lands can count on, is garrison duty. You stand on the icy battlements of Critwall trying to shield yourself from the winds' numbing gusts and think of warmer things to come, a roaring fire, hot drink, and good company.

It's late, or early morning now, so you're surprised to see another group of Pathfinders, bundled up in layers of cloaks, carefully making their way up the treacherously slippery stairs. One of them approaches and peeks out beneath a well shielded face. "It's your lucky night." He calls out loudly, fighting the wind in volume. "We're here to replace you. Here." From the folds of his cloths he produces a small, folded piece of parchment and thrusts it into your hand. Without another word he motions his fellows to the wall, seemingly to replace you.

Hand one of the players Player Handout # 1.

The PC's should be familiar enough with Critwall to quickly locate the Bladehone house, but in the extreme case of newcomers to Critwall, one of the replacement guards will be able to provide directions.

Encounter 1: Noble Meetings

The Bladehone household is not hard to find. A large two-story manner, it dominates most of an entire block only a ways down from the Temple of the Shield Reclaimed. The manner looks well kept and prosperous and is one of the only buildings in Critwall to display a large banner with the hammer and anvil of Moradin on it. Two dwarves stand guard outside the main door, huddled up against the wall.

The dwarves are Dilk and Marin Oboron, two brothers who have been in the service of the Bladehone family for many years. They are cheerful folk, though the wind has sated their cheer a bit. The party is expected and Dilk will show the PC's in to a simple waiting chamber equipped with several comfortable chairs and couches, but not before eyeing the party over for a bit.

The PC's should feel free to introduce themselves if they have not already. The group has been on watch together, but this does not always necessarily indicate a

familiarity with one another. Shortly after introductions read or paraphrase the following.

Maybe five minutes has gone by and you're just beginning to feel the familiar tingle of warmth creep into your fingers and toes when the doors to the small study opens and two men walk in. The first is tall for a dwarf, he is scared and weathered, but gives off a regal air. He's dressed in fine clothing and carries a bejeweled hand axe at his hip. The other is a young boy maybe fifteen years old. His clothing is dusty and well worn and a medallion of Heironeous hangs strangely at his belt. The well dressed man clogs in, screeches a chair back from the main table and plops heavily down next to you. "Good, ya got me message. I'm Garridan and this be me house. Me thanks for coming so late as it is. Ye have questions, but it be best if I tell ye why I've summoned ya up for before answering d'em. Sit and listen if ye would."

He will wait for the party to agree and get comfortable before continuing.

"Dis here be Bicallis Debello, of the Kingdom of Keoland." The young man bows clumsily to you before taking his seat. "Young Bicallis been journeying these many miles on foot from Keoland on request of Heironeous himself. He intends to bring Lady Katarina back to us. I know, it sounds crazy, but the boy can explain it better then me."

The young man stands again looking very unsure of himself. He fumbles with words for a second then seems to take on a determined look. "Forgive me; I am not good with words. What Lord Bladehone has said is true. I had a vision several months ago. I saw Lady Katarina, dead, lying on a field of grass. Before my eyes the grass began to wither and die until only an odd looking dirt remained. In the next breath her sword snapped in twain. I saw myself reach down and take her sword from her. I placed the two ends together and the sword became whole again. She opened her eyes and smiled at me, such a beautiful smile, like I had never seen." He stops talking, seemingly lost in the memory. A few seconds later he shakes his head and continues. "She said to me only one word, Fressen. I woke up after that and remembered every detail so vividly, I knew it was more then a dream, it was a request from Heironeous, a quest to bring back the Lady!."

Lord Bladehone breaks in. "He's done a good job getting so far on his own, but he'll need more den luck to get into Iuzian lands." Bladehone stops for a second and spits on the floor, as if the taste of the word Iuz was sour in his mouth. "As such, the council

has discussed this and we feel Bicallis would do well to have an escort up to where we hope, his journey will end, Fressen Outpost."

Bicallis looks to Bladehone skeptically, sadness on his face, before Bladehone continues. "Dis is the Council's wish; bring young Bicallis up to Fressen. Tis an abandoned outpost some two days ride north and west of here. Keep 'em safe, we need ta find out what dis means. So, what da ya say? Ya willing ta do dis task for the Shield Lands?"

Lord Bladehone of course expects compliance. Anything else is simply unfathomable. The PC's are free to ask any questions they have for either person. Bicallis answers all questions honestly and to the best of his abilities. He is a shy blacksmith's son and feels he isn't as important in this task as the council seems to think he is.

He has had no other contact or dreams since his initial one almost two months ago, which leads him to believe he is on the right track. Any "zone of truth" spell will only reveal that the young man is speaking truthfully.

The issue was brought to the council by Lord Bladehone himself after he was advised by his secretary, Shelton Halfhand, of the boy's existence. Lord Bladehone never questioned how Shelton came into this information, but was quick to see the potential reward to the Shield Lands if the Lady can be restored.

Fressen outpost was abandoned during the occupation. It's defenses are minimal as it served really only as a way station between the larger nearby cities.

Once the PC's agree read the following.

"Excellent! I knew ye would. Heroes ye be and your kind always does the right thing, no matter what others say. There was some debate in da council, some of da members think we should send a detachment of regular army troops as an escort, instead of Pathfinders, but we were able to convince the rest that the Pathfinders are best suited for this type of mission. Leave at your leisure, but keep yer mission quiet. No one must know what yer doing, Iuz has spies everywhere." He spits again and looks as if he's been chewing on something sour.

Lord Bladehone will provide mounts for the entire group. If questioned who championed the Pathfinders over the regular army, he will say mainly he did. At the prompting of Shelton who agreed the Pathfinders were best suited for stealth. He thought this odd, as Shelton has protested vigorously against the Pathfinders as of late, but assumed he simply realized the truth of the need of the Pathfinders.

Encounter 2: The Journey Northward

Travel to the outpost will be uneventful except for the biting wind and drifts of snow, unless the PC's have a way to move easier through the snow, travel will take three days traveling on horse. Bicallis is very fearful of magic and will not except any form of magical aid which changes his form substantially. The DM is free to roleplay his fear and is encouraged to use her judgment when deciding if a particular spell is appropriate or not. But he is utterly afraid of most types all types of agic and will accept no spell to be placed on him be it beneficial or not. The first two days will be uneventful, but on the morning of the third day, a cold snap will develop and a winter storm will role in. Read or paraphrase the following.

You've just started to gather your things and break camp when the snow starts falling again. The wind whips up suddenly and it feels as if an icy claw cuts through your clothing and scratches at your bones.

Any character may attempt a Survival check DC 15 to predict the coming of a fierce storm. The storm hits two hours later.

The storms intensity has been gathering for the past few hours, the wind and cold crescendoing into a high fever. Your best estimates put you still seven or eight hours from the outpost, but one thing is certain, it will be a long, cold road if you continue to press through the storm.

The PC's have the option of either stopping or attempting to find shelter from the storm. Appropriate shelter can be found by making a Survival check DC 10+APL. The other alternative is to press through the storm. Unless protected from the elements, this will require four separate Survival checks, one per hour for the duration of the storm. (Four hours) The Survival DC's will be 15, 16, 17, and 18. Appropriate use of the Survival skill and cold weather clothing can grant characters bonuses to these checks. For each check failed a PC takes 1D6 points of nonlethal damage begins to suffer from hyperthermia. (Effectively fatigued) This nonlethal damage can not be healed until the character is removed from the cold and warms up again. Once the cold is dealt with, the PC's are free to move on to encounter three. Rules for running cold weather adventures can be located on page 302 of the DMG

Encounter 3: Wolves!

Read or alter the following text depending on if the PC's made shelter or pushed through the storm.

"After hours of braving the storm for many hours, the wind begins to die down and the snow ceases to fall. It seems however that the snow is the least of your problems. From up ahead several small, dog-like shapes are barreling towards you. They don't look happy and are closing fast!"

Give the PC's one round of prep time, then place the wolves forty feet from the nearest PC.

Creatures: The wolves were trained and are controlled by a man named Henick Klostaf. He is currently out of view behind a hill, but will crest the top of the hill to watch his beasts tear apart the PC's on the third round. Allow the PC's Spot checks DC 12+APL after the second round to notice Henick's presence. Once he begins casting spells, no Spot check is needed to notice him.

APL 2, EL 3

🐾 **Wolf (2):** Hp 13 each; see *Monster Manual*, page 283

🐾 **Henick:** Male Human Clr1; Hp 10; See Appendix 1.

APL 4, EL 5

🐾 **Wolf (3):** Hp 13 each, see *Monster Manual*, page 283

🐾 **Henick:** Male Human Clr4; Hp 26; See Appendix 1.

APL 6, EL 7

🐾 **Wolf (2):** Hp 13 each, see *Monster Manual*, page 283

🐾 **Winter Wolf (1):** Hp 51, see *Monster Manual*, page 256

🐾 **Henick:** Male Human Clr4; Hp 26; See Appendix 1.

APL 8, EL 9

🐾 **Wolf (2):** Hp 13 each, see *Monster Manual*, page 283

🐾 **Winter Wolf (2):** Hp 51, see *Monster Manual*, page 256

🐾 **Henick:** Male Human Clr6; Hp 42; See Appendix 1.

APL 10, EL 11

🐾 **Winter Wolf (5):** Hp 51 each, see *Monster Manual*, page 256

🐾 **Henick:** Male Human Clr8; Hp 54; See Appendix 1.

APL 12 EL 13

🐾 **Winter Wolf, Advanced (3):** Hp 119 each, see *Monster Manual*, page 256

🐾 **Henick:** Male Human Clr10; Hp 68; See Appendix 1

Tactics: The wolves will attack independently according to whatever they perceive as their most immediate threat, but are considered very cunning hunters. They will *always* use their free trip attacks, but retreat back to Henick if dropped to below 25% of their hit points. Any winter wolves present will use their breath weapons when ever available, preferring to catch as many people in its cone effect as possible. At APL 12 the winter wolves will be huge and thus have reach.

Henick will stand on the hill 90 feet away and cast spells to aid the wolf's attacks. He will take priority in healing any injured wolves that return to him. If engaged directly, he will fight to the death, preferring an honorable death to a life of imprisonment. Any injured wolves will fight to the death in his defense.

Conditions: The snow covered ground effectually halves all ground based movement. The wolves are not subject to this movement penalty.

Development: Because of the nature of Henick's God, Vatun, he must have an open flame within ten feet of him to cast spells. The torch resting at his feet is his current source of fire, if this goes out spell casting will be impossible unless he comes within ten feet of another source of fire.

Henick will fight until he considers victory impossible or the PC's lie dead. If forced to flee, the wolves will do their best to shield him from incoming attacks. If captured alive, Henick will withhold any information from the PC's unless "convinced" otherwise. The DM is encouraged to use her own discretion on what it takes to convince him to speak. If searched, Henick bears a letter of employment. This is represented as Players Handout # 2.

Henick is based out of Law's Forge and is simply a hired mercenary who's lived in the wilds for most of his life. He is cruel and enjoys torture and pain.

Treasure: APL 2 *pearl of power*, 1st level, *Quaal's feather token*, *tree*,

APL 4 *pearl of power*, 1st level, *Quaal's feather token*, *tree*, *cloak of resistance* +1

APL 6 *pearl of power*, 1st level, *Quaal's feather token*, *tree*, *cloak of resistance* +1

APL 8 *pearl of power*, 1st level, *Quaal's feather token*, *tree*, *cloak of resistance* +1, *boots of striding and sprinting*.

APL 10 *pearl of power*, 1st level, *Quaal's feather token*, *tree*, *cloak of resistance* +1, *boots of striding and sprinting*.

APL 12 *pearl of power*, 1st level, *Quaal's feather token*, *tree*, *cloak of resistance* +1, *boots of striding and sprinting*.

Encounter 4: Proud Parents

After days of trekking through the wind and snow your destination lies in sight. Cresting a small hill you see the run down visage of an old, one story outpost. The fence circling the outpost has fallen into decay and you're not sure what miracle of magic is still keeping the roof standing, but the structure itself looks fairly stable. On closer inspection, however, you see small wisps of smoke rising from the broken down chimney. Apparently the outpost is still in use by someone, or something.

The outpost is a small, ten by eight, one room building that is boarded up and run down. Although the windows are covered crudely with wooden planks, anyone peering between the cracks will be able to scan the contents of the room. It is currently home to a run away orc couple, Jug and Hutana. Hutana, the female of the pair, is in her final trimester of birth and fearful for her child. When the PC's arrive, the orcs will be busy cooking and oblivious to the PC's arrival. However, they did take the precaution of setting a deadly trap on the main door. The party must bypass or defeat the trap in order to gain entrance via the door.. Any of the window planks could be ripped off though it would alert the two inside..

✦ **Poisoned Lock Darts Trap:** CR 6; mechanical; touch trigger; manual reset; +15 ranged (1D4+4) plus giant wasp poison (1d6 Dex/1d6 Dex); Fort save resists (DC 18); Search (DC 21); Disable Device (DC 25).

Creatures: The two orcs here, Jug and Hutana are runaways from the camp of Iuz. The two are the rare breed of orc who met and were more concerned with each other and their baby than with killing and slaughter. Fearing for their baby's future, they fled the service of Iuz and took up residence here. Jug speaks rough Common, but Hutana will be oblivious to any conversation in Common. The two are fairly courteous, for orcs, but very suspicious and defend their future expectant child to the death. They have no qualms about the group searching the outpost and are happy to offer them a place at their fire and some warm broth if the party is especially polite.

Tactics: The pair are not much of fighters and would be a push over for most experienced groups, however fighting will be their last resort. The two will prefer dialogue and only fight if it looks like there is no way out of the situation.

A search of the outpost reveals absolutely nothing. Anything of value has long been stripped away and no

cunningly hidden secret doors or illusionary walls exist. After an extensive search, Bicallis will get frustrated with their lack of progress.

"I don't understand! What we're looking for should be here. All my feelings, everything I know tells me what we're looking for should be here."

If the party does not suggest it, Bicallis will mull the situation over before becoming convinced the orcs are the key to his quest. After all, how often do orcs show this much hospitality? Whether the party or Bicallis comes up with the idea, read or paraphrase the following.

"Yes, yes, that's it. The orcs, they must be the key! They must be. We should take them back to Critwall with us."

Jug and Hutana will of course not be very keen on this idea. They know they have worked for Iuz and believe they would be walking to their death. The PC's must convince the orcs to join them through diplomacy, threat, or force. The DC for a Diplomacy or Intimidate check is 12+APL. Another other option is to subdue the duo and drag them back to Critwall, though this is not an especially heroic act, it will get the job done. The orcs can be convinced to return with the party through skillful negotiation, but can not be bribed with money or goods. After all, what good is a fortune in gold if your marching to your death? Do not allow retries on either check if the first is failed, though individual PC's can each attempt either or any check they desire.

Encounter 5: Bounty Hunters

Once the group has convinced or bullied the orcs to returning to Critwall with them, Bicallis will insist that they set out at once.

"How ironic is it that a pair of orcs holds the key to bringing back Lady Katarina. I wonder what it is these two can tell us? No matter, we should set out as soon as possible."

Bicallis is wrong. The orcs hold no special key to the return of Lady Katarina. In fact, there is really nothing unique about the two at all. While they do show a civilized streak, this is simple happenstance and nothing more.

Unfortunately for the PC's, a group of mercenary bounty hunters has been hunting these two particular orcs and will catch up with their prey two days after the

PC's leave for Critwall. Around midday on the second day, request Spot checks from the group. The DC for noting the bounty hunters hiding amongst the snow is 15+APL. Whether the group is seen or not, they quickly make their presence known by popping out from their hiding spots in the snow

"Well, well, well, what have we here?" From in front of you a middle-aged human woman in chainmail and winter clothing rises from her apparent hiding spot in the snow. A long spear rests in her hand and she stands with the confidence of many battles. "I don't know who you people are, but you have something I need." Her face squints into a small smirk as four other humanoids rise out in a semi-circle in front of you. The man to her left is a tall Flan holding a longbow and with a short sword at his side. The man to his right is much older and holds a loaded shortbow. The two women on the left side of the group are identical twins. Each has long brown hair and stands with massive loaded crossbows at the ready.

The group, known as the Hand of Omari, is not interested in negotiation or talk. They want one thing, the orcs returned to them so they may bring the duo back to their employer, Vayne. They do not hide their motives or care about bribes. They are doing their best to rise in Vayne's respect so they may receive more lucrative contracts in the future. As such, they will not back down from a fight, indeed will instigate one if the orcs are not handed over in the next three rounds.

A successful spot check DC 20+APL will reveal the hiding place of the groups sixth member, hiding almost behind the PC's in the snow. To avoid suspicion, if none of the PC's notice the sixth members, but make a DC 10 on their check, instead notice the symbol of Iuz on the lead woman's clothing.

Creatures: The Hand of Omari, named for their deceased, first employed, is composed of six members. Shalisihi the leader, Timbo the groups logistics master, Tunali the resident wizard, Kalat and Rian the twin clerics of Kurell (God of jealousy, revenge, and theft), and Yresa the rogue

APL 2, EL 5

- **Shalisihi:** female human War1 Hp9; See Appendix 1
- **Tunali:** male human War1; Hp 9; See Appendix 1
- **Timbo:** male human War1; Hp 9; See Appendix 1
- **Kalat:** female human War1; Hp 9; See Appendix 1
- **Rian:** female human War1; Hp 9; See Appendix 1
- **Yresa:** male human War1; Hp 9; See Appendix 1

APL 4, EL 7

- **Shalisihi:** female human Fig2; Hp 19; See Appendix 1
- **Tunali:** male human Wiz2; Hp 7; See Appendix 1
- **Timbo:** male human Rgr2; Hp 17; See Appendix 1
- **Kalat:** female human Clr2; Hp 17; See Appendix 1
- **Rian:** female human Clr2; Hp 17; See Appendix 1
- **Yresa:** male human rog2; Hp 12; See Appendix 1

APL 6, EL 9

- **Shalisihi:** female human Fig4; Hp 34; See Appendix 1
- **Tunali:** male human Wiz4; Hp 12; See Appendix 1
- **Timbo:** male human Rgr4; Hp 30; See Appendix 1
- **Kalat:** female human Clr4; Hp 30; See Appendix 1
- **Rian:** female human Clr4; Hp 30; See Appendix 1
- **Yresa:** male human rog4; Hp 21; See Appendix 1

APL 8, EL 11

- **Shalisihi:** female human Fig6; Hp 47; See Appendix 1
- **Tunali:** male human Wiz6; Hp 16; See Appendix 1
- **Timbo:** male human Rgr6; Hp 43; See Appendix 1
- **Kalat:** female human Clr6; Hp 43; See Appendix 1
- **Rian:** female human Clr6; Hp 43; See Appendix 1
- **Yresa:** male human rog6; Hp 31; See Appendix 1

APL 10, EL 13

- **Shalisihi:** female human Fig8; Hp 62; See Appendix 1
- **Tunali:** male human Wiz8; Hp 21; See Appendix 1
- **Timbo:** male human Rgr8; Hp 54; See Appendix 1
- **Kalat:** female human Clr8; Hp 54; See Appendix 1
- **Rian:** female human Clr8; Hp 54; See Appendix 1
- **Yresa:** male human rog8; Hp 42; See Appendix 1

APL 12, EL 15

- **Shalisihi:** female human Fig10; Hp 75; See Appendix 1
- **Tunali:** male human Wiz10; Hp 26; See Appendix 1
- **Timbo:** male human Rgr10; Hp 67; See Appendix 1
- **Kalat:** female human Clr10; Hp 67; See Appendix 1
- **Rian:** female human Clr10; Hp 67; See Appendix 1
- **Yresa:** male human rog10; Hp 51; See Appendix 1

Tactics: The group fights well as one cohesive unit. Shalisihi will move to guard Tunali who will open up with defensive spells, following by spells to hamper the enemy's movement. Timbo will rapid shot into the group aiming first for any spell casters. Kalat and Rian will delay, taking shots at any spell casters and then drop their heavy crossbows for favor of spells to help divide their enemy or boost their allies fighting abilities. Yresa will move slowly are carefully to the rear of the group. (Assume Hide and Move Silently checks of 15+APL) On the third round he will move in and attack Bicallis, who will draw his short sword and defend the Orcs. Unless

one of the PC's sees and stops this, this will most likely kill Bicallis as he is a simple 1st level commoner. Throughout the combat, various members of the opposing party should take shots at Bicallis, as his death drives the storyline from here on. Any attempts to "speak with dead" will result in Bicallis telling the PC's exactly what he knows, which is, not much. He is a simple commoner who had a dream and set out to fulfill that dream. Any attempt to raise him will fail as Bicallis considers his mission complete. He firmly believes the orcs are the key to bringing Lady Katarina back. If the PC's do somehow manage to save him, the DM will have to alter the ending a bit. See "Developments" in encounter seven. Jug will draw his short spear and defend his mate to the best of his ability.

If things begin to go poorly for the mercenary group, they will not hesitate to fallback and / or flee. They will not die needlessly for the money on a contract. The exception to this is if either Kalat or Rian fall, where as their sister will cease all spell casting and enter melee in a rage with the PC who killed her sister.

Conditions: The snow covered ground effectually halves all ground based movement. The NPC's are subject to this as well.

The PC's may decide to give up the orcs, considering them not worth taking the risk to protect. In this case, Bicallis will do his best to protect them alone. Although this is considered extremely cowardly, there really is no one around to tell of their cowardly deeds. Of course Paladins, good clerics, or clerics of Trithereon should have issues with this.

Treasure: **APL 2** Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (1st lvl), 25gp in miscellaneous coinage.

APL 4 Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (1st lvl), 142gp in miscellaneous coinage.

APL 6 Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (3rd lvl), Longspear +1, 133gp in miscellaneous coinage.

APL 8 Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (3rd lvl), Longspear +1, Shortsword +1, 125gp in miscellaneous coinage.

APL 10 Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (5th lvl), Longspear +1, Short Sword +1, Necklace of Fireballs Type IV, 218gp in miscellaneous coinage.

APL 12 Chainmail +1, Studded leather +1, Scroll of Magic Missile (X3) (7th lvl), Longspear +1, Short Sword +1, Necklace of Fireballs Type IV, Bracers of Armor +3, 284gp in miscellaneous coinage.

Encounter 6: Failure

Use this encounter if Bicallis falls in battle.

After the party defeats the mercenary group and Bicallis falls in battle, the PC's should bring news back to Lord Bladehone. Upon entering the Bladehone estate, they will be greeted with a very different type of character.

After a hard week of travel you find yourself right back where you started, sitting in the lounge of Lord Bladehone's house. You've been waiting there for only a few minutes when someone you weren't expected enters the room. With an annoyed look on his face, Shelton Halfhand, secretary to the Council of Lords walks in and plants himself in the room's most comfortable chair. "Well?"

Shelton will listen to the news of Bicallis's death with mounting rage. Allow the PC's to get well into their story before Shelton cuts them off.

"You- You! I should have known better then to trust Pathfinders on such an important mission! You may have let the only hope for Lady Katarina fall. We trusted you with Bicallis' life and this is how our trust is repaid? That's it; you've gone too far this time. Your negligence may have cost us the only way for us to return Lady Katarina to us." In a rage he leaps up from his chair and storms over to the door. He turns in wrath and screams out at you. "I'll see you all punished for this! All of you! Every last one of your kind!" The door slams with a crash as he blusters out of the room.

Give the PC's a few seconds to get their bearings and take in what was screamed at them. If one of the PC's requests it, they may make a Sense Motives check DC 30 to notice his anger didn't seem too authentic. After the PC's have had a small reprieve, read or paraphrase the following.

As you contemplate Shelton's words the doors open again and a comely dressed man you know as Lord Bladehone's butler enters the room. He speaks in a rich baritone voice. "My lords, Lord Halfhand, requests, that you join him in the main council chambers at midday. He hopes Master Bladehone will be there to hear your report. Shall I show you out?"

The PC's are free to do as they will until the council meeting at midday.

Encounter 7: Success?

Use this encounter is Bicallis does not fall in battle.

After the party defeats the mercenary group, the PC's should bring news back to Lord Bladehone. Upon entering the Bladehone estate, they will be greeted with a very different type of character

After a hard week of travel you find yourself right back where you started, sitting in the lounge of Lord Bladehone's house. You've been waiting there for only a few minutes when someone you weren't expected enters the room. With an annoyed look on his face, Shelton Halfhand, secretary to the Council of Lords walks in and plants himself in the room's most comfortable chair. "Well?"

Shelton will listen to the news of that the party found nothing at the outpost but the two Orcs. Throughout the story he will be extremely rude, rolling his eyes and sighing at their story. Allow the PC's to get well into their story before Shelton cuts them off.

"So the council gives you this all important mission to bring back Lady Katarina and you come back bearing nothing but a few mangy Orcs? Is this your idea of a successful mission?" He stands up in a huff and moves to the door as he talks. "Your negligence may have cost us the only way for us to return Lady Katarina to us. Obviously you missed something of vital importance and instead settled for these orc riffraff. I'll see you all punished for this! All of you! Every last one of your kind!" The door slams with a crash as he blusters out of the room.

Give the PC's a few seconds to get their bearings and take in what was screamed at them. If one of the PC's requests it, they may make a Sense Motives check DC 30 to notice his anger didn't seem too authentic. After the PC's have had a small reprieve, read or paraphrase the following.

As you contemplate Shelton's words the doors open again and a comely dressed dwarf you know as Lord Bladehone's butler enters the room. He speaks in a rich baritone voice. "My lords, Lord Halfhand, requests, that you join him in the main council chambers at midday. He hopes Master Bladehone will be there to hear your report. Shall I show you out?"

The PC's are free to do as they will until the council meeting at midday.

Encounter 8: Addressing the Council

You walk up to the building containing the council chambers and are quickly escorted through the outer wings and to a large set of double doors that marks the entrance to the council chambers. Strangely the guard who has brought you here turns with a deep breath. "You ready?" He stands looking at you all for a reply. After a courteous nod to you all he whispers almost under his breath, "Good luck." And throws open the doors.

Before you is the lavish hall of the council of Lords. Your expectation at finding Baron Bladehone present is justified as he sits at the far end of the Council table; however what you hadn't counted on, was that the entire Council has been assembled and sits quietly waiting for you to enter! Your boots echo off the walls as the silence seems to envelop you, something is wrong, something is very wrong.

The guard escorts you to the front of the chamber and quickly scurries back out the way you came. For the first time you see the pair of orcs sitting bound up off to the side of the room. Shelton walks up and bows to the Council the turns to you with a sneer. "My Lords and Ladies of the Council, these, Pathfinders, have destroyed what may have been our last chance to get our beloved lady back. Their utter failure brings to light the weakness and incompetence in all Pathfinder units. A properly trained unit would never have failed so utterly and miserably." You notice Lord Bladehone look down at the table in disappointment and embarrassment as Shelton rambles on. "I humbly request the council reassess the motion to permanently and forever disband all the Pathfinders. Our lands will be safer once all these rogue adventures are stationed in--"

"We all know your feelings on this subject Shelton." Lord Torkeep stands and speaks over Shelton. "And I for one grow tired of your voice." He looks up at your group, his face growing soft. "Do any of you have anything to say on this subject? Anything at all that might help to restore the honor of the Pathfinders?"

Give the PC's each a chance to speak their mind to the council. Play up Shelton's role in this. He will constantly interrupt the PC's with *tisks* or *humps*. If one of the PC's gives Shelton the chance to speak again he will use it to its full effect, monopolizing the time and belittling any excuses the PC's bring up. If one of the PC's bring up that he, himself championed a Pathfinder unit over a unit from the army for this mission, he will use remarks such

as, "A mistake I will never make again." Or "That was a moment of lapse in judgment."

After their speeches, allow the PC's to make Diplomacy check DC 15+APL. The group is free to assist one another, but each member may only use their attempt once.

If they succeed, read the following.

Lord Torkeep looks at you with sad eyes and forces a strained smile onto his lips. "Very well friends, you may go. Expect the announcement of our decision this evening, at dusk."

If the group fails its Diplomacy check, read the following.

Lord Torkeep looks at you in a way that doesn't completely cover his annoyed mood. "I see." He says in a calm even tone. "You may go for now, but officials of the Lords will have more questions for you later. Expect the announcement of our decision this evening, at dusk."

If the PC's succeeded in their Diplomacy checks, they may give any closing remarks they wish before leaving. If they failed however, any further disturbance will be cut off from Shelton and they will rudely dismissed, with none of the Council coming to their defense this time.

Give the PC's time to perform any extra tasks they wish to perform before reading the following.

Word spreads almost immediately, everyone you meet seems to tell of an important declaration critical to the future of the Shield Lands that is to be announced this evening. So, it is that you find yourself gathered at Bohdon Center with many others. As you walk through the grounds you see familiar faces, faces you've fought besides before. Hundreds of Pathfinders must be gathered here, battling the late winter's cold.

From a quickly constructed stage, Shelton Halfhand shouts out across the grounds for quiet. The crowd slowly dies down to a hush and even the wind seems to dim a bit for his words. "It's cold so I shall make this brief." A small smile curls up on his lip as he looks out across the gathered group. "By order of the Council, all Pathfinder groups are hereby disbanded." The crowd erupts in an uproar as the news sinks in to the assembled Pathfinders. Many angry shouts and curses rise up from those around you. One man in particular shouts out above the din of the rest of the group. "So what're we suppose to do?" The crowd dies down again listening for an answer.

"If you and the rest of the cattle will keep quiet I can finish with the declaration! All Pathfinders are hereby ordered to report to their commanding officers for reassignment into the regular army." The crowd again rises, this time to a fevered pitch. Shelton stands with his hands folded on the stage, not even trying to conceal the smile on his face. The same man who spoke earlier cries out above the crowd.

"What if we don't want'ta join the stinkin' Army?" Shelton looks down at the man with his customary patronizing smile.

"Well then you have two other options. Take up a trade useful to us in the Shield Lands, or get out." He says these last words with a great deal of pleasure.

The crowd's volume grows in intensity as the seconds pass by. A few small fistfights break out and it seems the place may soon break out in a riot.

Give the PC's a chance to act as they see fit. If they wish to quell the angered shouts and petty fighting, they must use strong or elegant words and succeed at a Diplomacy or Intimidate check, DC 12+APL to get the crowd to settle down. If they do nothing, small bouts of fist-fighting will erupt, but no serious combat will take place.

After the announcement a contingent of twelve soldiers from the army will march up to the stage to guard Shelton. Anyone attacking Shelton will have to go through the guards first. This should raise moral questions to any good aligned PC's.

♣ **Soldiers:** male and female humans War1; Hp 9; See Appendix 1

This combat option really should not be pursued by any of the PC's, but if it is, feel free to add more guards each round, adding army sergeants and other officers as you see fit, until the PC's are subdued. As such, the DM should stress the chaos and injury to the Shield Lands a brawl or fight would cause.

Depending on the PC's actions, read or paraphrase the following.

The groups are just starting to disperse when a loud horn sounds from one of the near-by building tops. Turning your attention to the rooftop, you are surprised to see Lord Torkeep with several retainers standing fully arrayed for battle and gripping a standard of the Shield Lands. In a booming voice he dominates all around him.

"My fellow Shield Lander's! The Council has spoken and it must be obeyed. However! I bring to you an alternative. Join me. Come with me to Torkeep. I offer poor wages, poor lodgings, and even worse food, but we will stand united against the

minions of Iuz. In this way, the strength of you Pathfinders will not fade to the mediocracy of the army, but will remain strong and alive. Join me in my service and in the service of the Shield Lands. What say you?"

Within seconds many of the gathered Pathfinders are cheering and waving their weapons in the air in support of Lord Torkeep. You glance over and see Shelton shaking in rage.

Conclusion

Through the bars and inns that night Lord Torkeep's clerks go about with tomes filled with the scribbling of Pathfinder names that have agreed to join him. Many of the names you look for are there, but interesting enough, many are missing as well. As the clerk makes his way over to you, he produces a single copper piece and a quill. "So, what say ya adventurer? This is the pay for the first month; we're leaving for Torkeep in two days time. You with us, or with them?"

The PC's are free to join the ranks heading to Torkeep, be reassigned into the army, or take up a trade useful to the Shield Lands in which they have profession or craft ranks in. Either way, they're story will continue another day.

Any PC that joins Torkeep will become a "Pathfinder of Torkeep". Any PC that joins the army will become a "Soldier of the Army". Anyone else may, in the future, be forced to show proof of gainful employment. If Hutana, the female orc is never injured on the return journey to Critwall, they will receive Hutana's Thanks. However, any injury to her will negate this thanks.

The End

Experience Point Summary

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

Encounter Two

Surviving the winter storm.

ALL APL's 60 xp

Encounter Three

Defeating Henick and the wolves.

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Four

Defeating or bypassing the Orcish trap.

ALL APL's 180xp

Encounter Five

Defeating the bounty hunters.

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Discretionary roleplaying award

APL2 80 xp;

APL4 120 xp;

APL6 160 xp;

APL8 250 xp;

APL10 420 xp;

APL 12 600 xp;

Total Possible Experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

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

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

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

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

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

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

Encounter Three:

APL 2: L: 241 gp; C: 25 gp; M: 0 gp
APL 4: L: 241 gp; C: 142 gp; M: 0 gp
APL 6: L: 283 gp; C: 133 gp; M: 167 gp
APL 8: L: 283 gp; C: 125 gp; M: 167 gp
APL 10: L: 256 gp; C: 218 gp; M: 951 gp
APL 12: L: 256 gp; C: 284 gp; M: 1701 gp

Encounter Five:

APL 2: L: 17 gp; C: 0 gp; M: 117 gp
APL 4: L: 17 gp; C: 0 gp; M: 200 gp
APL 6: L: 17 gp; C: 0 gp; M: 200 gp
APL 8: L: 17 gp; C: 0 gp; M: 658 gp
APL 10: L: 17 gp; C: 0 gp; M: 658 gp
APL 12: L: 17 gp; C: 0 gp; M: 742 gp

Total Possible Treasure

APL 2: L: 258 gp; C: 25 gp; M: 117 gp - Total: 400gp
APL 4: L: 258 gp; C: 142 gp; M: 200 gp - Total: 600 gp
APL 6: L: 300 gp; C: 133 gp; M: 367 gp - Total: 800 gp
APL 8: L: 300 gp; C: 125 gp; M: 825 gp - Total: 1250 gp
APL 10: L: 273 gp; C: 218 gp; M: 1609 gp - Total: 2100 gp

APL 12: L: 273 gp; C: 284 gp; M: 2443 gp - Total: 3000 gp

Special

☛ **Lord Torkeep's Boon:** For successfully portraying the Pathfinders in a positive light, Lord Torkeep has taken special notice of you. This translates into one Influence Point with Lord Torkeep. Alternatively, this Influence Point may be used to have Lord Torkeep use his influences to attempt to procure any single magic item of less than 2,000 gp while at Torkeep. This item must be listed in the DMG on tables 7-17, 7-23, 7-24, 7-26, or 7-27. The item must still be paid for by the PC, any may only be purchased once. Write the name of the item and the AR number when purchased below

☛ **Pathfinder of Torkeep:** You are now in the gainful employment of Lord Franz Torkeep. Other pathfinders of Torkeep look on you with favor. This translates into a +2 Charisma bonus when dealing with members of the Torkeep pathfinders. However, for abandoning Critwall and relocating to Torkeep, you have earned the ire of many in the regular army. This translates into a -2 Charisma bonus when dealing with any members of the army of the Shield Lands, its nobles, and any official member of the state.

☛ **Solider of the Army:** You have shown your loyalties by abandoning the Pathfinder units as ordered and being reassigned to a regular army company. Your personal liberties are a bit diminished as you must report your comings and goings to your company sergeant, but members of the army and Critwall look on you favorably for your decision. This translates into a +2 Charisma bonus when dealing with members of the army, Council nobles, and any official member of the state. However, for abandoning your Pathfinder companions, they look upon you in an unfavorable light. This translates into a -2 Charisma bonus when dealing with any members of the Pathfinders of Torkeep.

☛ **Hutana's Thanks:** For escorting the pregnant Hutana safely to Critwall and ensuring that her child was not harmed, she offers to help you in one of two ways. First, she can teach you an ancient way her people have used to bless their weapons, effectively gaining Bane: Humanoids, elf. The PC must pay the cost difference for the item gaining this upgrade. Alternatively, she will offer to sell "Orcish Ale" to the PC. This is a potion in all ways similar to a *potion: Rage*. Upon gaining this favor, the PC must choose which option to receive. In either case, this favor may only be used once.

Items for the Adventure Record

Item Access

APL 2:

Pearl of Power, 1st Lvl (Adventure, DMG) (83gp)

Quaal's feather token, tree (Adventure, DMG) (33gp)

Potion of False Life (Adventure, DMG) (25gp)

APL 4 & 6: (All of APL 2 plus the following)

+2 Cloak of resistance (Adventure, DMG) (333gp)

Ring of Sustenance (Adventure, DMG) (208gp)

Immovable Rod (Adventure, DMG) (417gp)

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

Boots of striding and sprinting (Adventure, DMG)
(458gp)

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

Necklace of fireballs, type IV (Adventure, DMG) (450gp)

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

Bracers of armor +3 (Adventure, DMG) (750gp)

Appendix or DM Aid

Encounter 1 – Noble Meetings

ALL APL's

☛ **Bicallis Debello:** Male human Com1; CR 1/2, medium humanoid; HD 1/2+1; hp 5; Init +0, Spd 30 ft. AC 10 (touch 10, flat-footed 10); Atk +1 melee (short sword 1d6+1); SV Fort +1, Ref +0, Will +1, Str 13, Dex 10, Con 12, Int 10, Wis 12, Cha 13.

Skills and Feats: Handle Animal +3, Profession (blacksmith) +3, Use Rope +1; Alertness.

Possessions: short sword, backpack.

Physical Description: Nervous but driven. Friendly to a point of naivety.

Encounter 3 - Wolves!

APL 2

☛ **Henick Klostaf:** Male Human, Clr1; CR1; Medium Humanoid; HD 1d8+2; hp 10; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 breastplate]; Base Atk/Grapple +0/+2; Atk +3 melee (1d8+2, battleaxe); Full Atk +3 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +6, Diplomacy +1, Handle Animal +7, Knowledge Nature +4, Listen +1, Spot +1, Survival +4; Weapon Focus (battleaxe), Power Attack

Possessions: Flail, breastplate, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel.

Spells Prepared (3/3; base DC = 13 + spell level): 0 – *create water*, *detect magic*, *light*; 1st – *bless*, *bane*, *calm animals**

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

APL 4

☛ **Henick Klostaf:** Male Human, Clr4; CR4; Medium Humanoid; HD 4d8+12; hp 30; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 breastplate]; Base Atk/Grapple +3/+5; Atk +6 melee (1d8+2, battleaxe); Full Atk +6 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +8, Ref +2, Will +8; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +10, Diplomacy +3, Handle Animal +11, Knowledge Nature +8, Listen +2, Spot +3, Survival +6; Weapon Focus (battleaxe), Power Attack, Track

Possessions: Flail, breastplate, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel, +1 *cloak of resistance*.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 – *create water*, *detect magic* (2), *light* (2); 1st – *bless*, *bane*, *calm animals**, *endure elements* (2) 2nd – *bulls strength**, *silence*, *sound burst*, *endurance*

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

APL 6

☛ **Henick Klostaf:** Male Human, Clr4; CR4; Medium Humanoid; HD 4d8+12; hp 30; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 breastplate]; Base Atk/Grapple +3/+5; Atk +6 melee (1d8+2, battleaxe); Full Atk +6 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +8, Ref +2, Will +8; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +10, Diplomacy +3, Handle Animal +11, Knowledge Nature +8, Listen +2, Spot +3, Survival +6; Weapon Focus (battleaxe), Power Attack, Track

Possessions: Flail, breastplate, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel, +1 *cloak of resistance*.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0 – *create water*, *detect magic* (2), *light* (2); 1st – *bless*, *bane*, *calm animals**, *endure elements* (2) 2nd – *bulls strength**, *silence*, *sound burst*, *shield other*, *endurance*

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

APL 8

☛ **Henick Klostaf:** Male Human, Clr6; CR6; Medium Humanoid; HD 6d8+18; hp 42; Init +0; Spd 40 ft.; AC 15 (touch 10, flat-footed 15) [+5 breastplate]; Base Atk/Grapple +4/+6; Atk +7 melee (1d8+2, battleaxe); Full Atk +7 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +9, Ref +3, Will +9; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Diplomacy +5, Handle Animal +13, Knowledge Nature +10, Listen +3, Spot +3, Survival +7, Jump +7; Weapon Focus (battleaxe), Power Attack, Track, Spell Penetration

Possessions: Flail, breastplate, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel, +1 *cloak of resistance* +1, *boots of striding and sprinting*

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0 – *create water*, *detect magic* (2), *light* (2); 1st – *bless*,

*bane, calm animals**, *endure elements* (2) 2nd – *bulls strength**, *silence, sound burst, shield other, endurance*, 3rd – *prayer, dispel magic, inflict serious wounds, magic vestment**

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

APL 10

☛ **Henick Klostaf:** Male Human, Clr8; CR8; Medium Humanoid; HD 8d8+24; hp 54; Init +0; Spd 40 ft.; AC 15 (touch 10, flat-footed 15) [+5 breastplate]; Base Atk/Grapple +6/+8; Atk +9 melee (1d8+2, battleaxe); Full Atk +9/+4 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +10, Ref +3, Will +10; Str 14, Dex 10, Con 16, Int 10, Wis 17, Cha 11.

Skills and Feats: Concentration +14, Diplomacy +5, Handle Animal +15, Knowledge Nature +12, Listen +4, Spot +4, Survival +8, Jump +7; Weapon Focus (battleaxe), Power Attack, Track, Spell Penetration

Possessions: Flail, breastplate, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel, +1 *cloak of resistance*, *boots of striding and sprinting*

Spells Prepared (6/6/5/5/3; base DC = 13 + spell level): 0 – *create water, detect magic* (2), *light* (2), *Guidance*; 1st – *bles*, *bane, calm animals**, *endure elements, cause fear* (2); 2nd – *bulls strength**, *silence, sound burst, shield other, endurance, darkness*, 3rd – *prayer, dispel magic, inflict serious wounds, magic vestment**, *wind walk*, 4th – *divine power, poison, inflict critical wounds*

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

APL 12

☛ **Winter Wolf, Advanced:** CR 9, Huge Magical Beast (Cold); HD 14d10+42; hp 119; Init +5, Spd 50 ft. AC 17 (touch 9, flat-footed 15) [-2 size, +1 dex, +8 natural]; Space/Reach 15ft/10ft; Atk/Grapple +16/+26; Atk +17/+12 melee (bite 2D6+10 plus 1d6 cold); SA Reach 10ft, trip, breath weapon, freezing bite; SQ Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; SV Fort +14, Ref +10, Will +4, Str 26, Dex 12, Con 20, Int 9, Wis 13, Cha 10

Skills and Feats: Hide +4, Listen +8, Move Silently +9, Survival +4*; Spot +7; Alertness, rack, Improved Initiative, Power Attack, Cleave.

Possessions: None.

Physical Description: A white wolf the size of a massive horse with icy blue eyes.

☛ **Henick Klostaf:** Male Human, Clr10; CR10; Medium Humanoid; HD 10d8+30; hp 68; Init +0; Spd 40 ft.; AC 16 (touch 10, flat-footed 15) [+6 breastplate +1]; Base Atk/Grapple +7/+9; Atk +10 melee (1d8+2, battleaxe); Full Atk +10/+5 melee (1d8+2 battleaxe); SA spells, feat of strength; AL CN; SV Fort +11, Ref +4, Will +11; Str 14, Dex 10, Con 16, Int 10, Wis 17, Cha 11.

Skills and Feats: Concentration +16, Diplomacy +6, Handle Animal +17, Knowledge Nature +14, Listen +5, Spot +5, Survival +9, Jump +7; Weapon Focus (battleaxe), Power Attack, Track, Spell Penetration, Cleave

Possessions: Battleaxe, *breastplate* +1, holy symbol of Vatun, *pearl of power*, 1st level, *Quaal's feather token*, *tree*, lit torch, torch (6), flint and steel, +1 *cloak of resistance*, *boots of striding and sprinting*

Spells Prepared (6/6/6/5/4/3; base DC = 13 + spell level): 0 – *create water, detect magic* (2), *light* (2), *Guidance*, 1st – *bles*, *bane, calm animals**, *endure elements, cause fear* (2); 2nd – *bulls strength**, *silence, sound burst, shield other, endurance, darkness*, 3rd – *prayer, dispel magic, inflict serious wounds, magic vestment**, *wind walk*, 4th – *divine power, poison, inflict critical wounds, greater magic weapon*, 5th – *mass cure light wounds, flame strike, righteous might*

*Domain spell

Physical Description: Large and rugged he dresses in tattered clothing and his hair and face are covered in think, unruly, black hair.

Encounter 4 – Proud Parents

ALL APL's

☛ **Jug** See *Monster's Manual* page 203.

Physical Description: Disheveled and smelly. Typical orc.

Encounter 4 – Proud Parents

ALL APL's

☛ **Hutana** See *Monster's Manual* page 256

Physical Description: Very obviously far along in pregnancy, Hutana is very round of belly and does not move well. All her attacks are at a -2 penalty.

Encounter 5 – Bounty Hunters

APL 2 (EL 5)

☛ **All:** Various War1; CR 1; Medium humanoids (humans); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+4 chain shirt, +2 heavy steel shield, +1 dex] Base Atk +1; Atk +2 ranged (1d6, shortbow) or Atk +2 (1d6, shortsword) SQ none; AL CN; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Swim +2, Ride +1, Spot +2, Listen +2; Alertness, Track

Possessions: arrows (40), shortbow, shortsword, chain shirt, heavy steel shield, backpack, bedroll, winter outfit.

Physical Description

Shalishi: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

Timbo: Weathered and middle-aged. Favors his bow, cruel and sadistic

Yresa: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

Kalat and Rian: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

Tunali: In late forties with goatee. Calm and reserved. Detests hand-to-hand combat.

APL 4, EL 7

☛ **Shalishi:** Female human Ftr2; CR2; Medium humanoid (human); HD 2d10+4; hp 19; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 dex, +6 chainmail +1]; Base Atk +2; Grp +4; Atk +4 ranged (1d8, longbow) or Atk +7 melee (1d8+3, masterwork longsword); Full Atk +4 ranged (1d8, longbow) or +7 melee (1d8+3, masterwork longsword); AL NE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +3, Climb +2; Iron Will, Weapon Focus (longsword), combat reflexes, Power Attack.

Possessions: arrows (40), +1 chainmail, longbow, dagger, longsword, masterwork longsword, backpack, winter outfit

Physical Description: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

☛ **Timbo:** Male human Rgr2; CR2; Medium humanoid (human); HD 2d8+4; hp 17; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 studded leather +1]; Base Atk +2; Grapple +4; Atk +5 ranged (1d8, longbow) or Atk +6 melee (1d6+2, masterwork shortsword); Full Atk +5 ranged (1d8, longbow) or +6 melee (1d6+2, masterwork shortsword); SQ favored enemy (orc), wild empathy, combat style (Rapid Shot); AL NE; SV Fort +5, Ref +6, Will +1; Str 15, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +2, Climb +2, Survival +5, Knowledge (nature) +4, Move Silently +4, Hide +10, Search +2, Listen +4, Spot +3, Swim +1; Weapon Focus (shortsword), Track

Possessions: arrows (40), shortbow, masterwork shortsword, +1 studded leather, backpack, bedroll, winter outfit.

Physical Description: Weathered and middle-aged. Favors his bow, cruel and sadistic

☛ **Yresa:** Male human Rog2; CR2; Medium humanoid (human); HD 2d6+2; hp 12; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 dex, +4 chain shirt]; Base Atk +1; Grapple +1; Atk +5 ranged (1d6, shortbow) or Atk +6 melee (1d6, masterwork shortsword); Full Atk +5 ranged (1d6, shortbow) or +6 melee (1d6, masterwork shortsword); SQ sneak attack +1D6, trapfinding, evasion; AL CN; SV Fort +1, Ref +7, Will +1; Str 10, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +6, Climb +3, Escape Artist +9, Hide +9, Listen +5 Move Silently +9, Open Locks +8, Spot +4, Listen +4, Tumble +9, Use Rope +5; Weapon Finesse

Possessions: arrows (40), shortbow, masterwork shortsword, chainshirt, backpack, bedroll, winter outfit, dagger (3).

Physical Description: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

☛ **Kalat and Rian:** Female humans Clr2; CR2; Medium humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 Scale mail, +2 large steel shield]; Base Atk +1; Grapple +3; Atk +1 ranged (1d10, heavy crossbow) or Atk +3 melee (1d8+2, Flail); Full Atk +1 ranged (1d10, heavy crossbow) or +3 melee (1d8+2, Flail); SQ Spells, Turn Undead, Death Touch; AL LE; SV Fort +5, Ref +0, Will +7; Str 14, Dex 10, Con 14, Int 8, Wis 17, Cha 12.

Skills and Feats: Concentration +4, Knowledge (religion) +2; Rapid Reload

Possessions: bolts (20), heavy crossbow, scale mail armor, backpack, bedroll, winter outfit, holy symbol (Nerull)

Spells Prepared: 4/4; base DC = 13 + spell level): 0 – detect magic, light, virtue, guidance 1st – inflict light wounds, cause fear*, bless, magic weapon

*Domain Spells

Physical Description: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

☛ **Tunali:** Male human Wiz2; CR2; Medium humanoid (human); HD 2d4; hp 7; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 dex]; Base Atk +1; Grapple +1; Atk +3 ranged (1d4, sling) or Atk +1 melee (1d4, dagger); Full Atk +3 ranged (1d4, sling) or +1 melee (1d4, dagger); SQ spells, Summon Familiar; AL LE; SV Fort +0, Ref +2, Will +4; Str 10, Dex 14, Con 10, Int 18, Wis 13, Cha 14.

Skills and Feats: Concentration +5, Knowledge (arcana) +9, Spellcraft +9, Spot +3, Listen +3, Decipher Script +6; Scribe Scroll, Spell Penetration.

Possessions: sling bullets (20), sling, backpack, bedroll, winter outfit, spell component pouch, *scroll with magic missile* (3)

Spells Prepared: 4/2; base DC = 14 + spell level): 0 – *detect magic*, *light*, *ray of frost* 1st – *shield*, *burning hands*, *shocking grasp*

Physical Description: In late forties with goatee. Calm and reserved. Detests hand-to-hand combat.

APL 6, EL 9

☛ **Shalishi:** Female human Ftr4; CR4; Medium humanoid (human); HD 4d10+8; hp 34; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 dex, +7 masterwork half-plate]; Base Atk +4; Grp +6; Atk +6 ranged (1d8, longbow) or Atk +9 melee (1d8+6, longspear +1); Full Atk +6 ranged (1d8, longbow) or +9 melee (1d8+6, longspear +1); AL NE; SV Fort +6, Ref +3, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +3, Climb +4; Iron Will, Weapon Focus (longspear), Combat Reflexes, Power Attack, Weapon Specialization, (longspear)

Possessions: arrows (40), +1 *chainmail*, longbow, dagger, longsword, *longspear* +1, backpack, winter outfit

Physical Description: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

☛ **Timbo:** Male human Rgr4; CR4; Medium humanoid (human); HD 4d8+8; hp 30; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 studded leather +1]; Base Atk +4; Grapple +6; Atk +9 ranged (1d8, longbow) or Atk +7 melee (1d6+2, masterwork shortsword); Full Atk +9 ranged (1d8, longbow) or +8 melee (1d6+2, masterwork shortsword); SQ favored enemy (orc), wild empathy, combat style (Rapid Shot), Animal Companion; AL NE; SV Fort +6, Ref +7, Will +2; Str 15, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +2, Climb +2, Survival +5, Knowledge (nature) +4, Move Silently +4, Hide +10, Search +2, Listen +4, Spot +3, Swim +1; Endurance, Weapon Focus (shortsword), Track, Weapon focus (longbow)

Possessions: arrows (40), longbow, masterwork shortsword, +1 *studded leather*, backpack, bedroll, winter outfit.

Physical Description: Weathered and middle-aged. Favors his bow, cruel and sadistic

☛ **Yresa:** Male human Rog4; CR4; Medium humanoid (human); HD 4d6+4; hp 21; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 dex, +4 chain shirt]; Base Atk +2; Grapple +2; Atk +7 ranged (1d6, shortbow) or Atk +8 melee (1d6, masterwork shortsword); Full Atk +7 ranged (1d6, shortbow) or +8 melee (1d6, masterwork

shortsword); SQ Sneak Attack +2d6, trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +2, Ref +8, Will +2; Str 11, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +9, Climb +5, Escape Artist +10, Hide +11, Listen +6 Move Silently +11, Open Locks +8, Spot +5, Listen +6, Tumble +11, Use Rope +5; Weapon Finesse, Dodge

Possessions: arrows (40), shortbow, masterwork shortsword, chain shirt, backpack, bedroll, winter outfit, dagger (3).

Physical Description: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

☛ **Kalat and Rian:** Female humans Clr4; CR4; Medium humanoid (human); HD 4d8+8; hp 30; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 scale mail, +2 large steel shield]; Base Atk +3; Grapple +5; Atk +4 ranged (1d10, heavy crossbow) or Atk +5 melee (1d8+2, Flail); Full Atk +4 ranged (1d10, heavy crossbow) or +5 melee (1d8+2, Flail); SQ spells, turn undead, death touch; AL LE; SV Fort +6, Ref +1, Will +8; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 12.

Skills and Feats: Concentration +5, Knowledge (religion) +2; Rapid Reload, Weapon Focus (heavy crossbow)

Possessions: bolts (20), Heavy Crossbow, Scale mail armor, backpack, bedroll, winter outfit, holy symbol (Nerull)

Spells Prepared: 5/5/4; base DC = 14 + spell level): 0 – *detect magic* (2), *light*, *virtue*, *guidance* 1st – *inflict light wounds*, *cause fear**, *bless*, *magic weapon*, *doom*; 2nd – *aid*, *bear's endurance*, *hold person*, *death knell**

*Domain Spells

Physical Description: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

☛ **Tunali:** Male human Wiz4; CR4; Medium humanoid (human); HD 4d4; hp 12; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 dex]; Base Atk +2; Grapple +2; Atk +4 ranged (1d4, sling) or Atk +2 melee (1d4, dagger); Full Atk +4 ranged (1d4, sling) or +2 melee (1d4, dagger); SQ spells, Summon Familiar; AL LE; SV Fort +1, Ref +3, Will +6; Str 10, Dex 14, Con 10, Int 18, Wis 14, Cha 14.

Skills and Feats: Concentration +7, Knowledge (arcana) +11, Spellcraft +11, Spot +4, Listen +4, Decipher Script +8; Scribe Scroll, Spell Penetration, Spell Focus (Evocation)

Possessions: sling bullets (20), sling, backpack, bedroll, winter outfit, spell component pouch, *scroll with magic missile* (3)

Spells Prepared: 4/4/3; base DC = 14 + spell level +1 Evocation): 0 – *detect magic*, *light*, *ray of frost* (2) 1st –

shield, shocking grasp (2), magic missile, 2nd – flaming sphere, mirror image, spectral hand

Physical Description: In late forties with goatee. Calm and reserved. Detests hand-to-hand combat.

APL 8, EL 11

☛ **Shalishi:** Female human Ftr6; CR6; Medium humanoid (human); HD 6d10+12; hp 47; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 dex, +7 Masterwork Half-plate]; Base Atk +6; Grp +8; Atk +8 ranged (1d8, *longbow*) or Atk +11 melee (1d8+6, longspear +1); Full Atk +8/+3 ranged (1d8, *longbow*) or +11/+6 melee (1d8+6, longspear +1); AL NE; SV Fort +7, Ref +4, Will +4; Str 17, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +4, Climb +5; Iron Will, Weapon Focus (longspear), combat reflexes, Power Attack, Weapon Specialization, (Longspear), Cleave

Possessions: arrows (40), +1 chainmail, *longbow*, dagger, longsword, longspear +1, backpack, winter outfit

Physical Description: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

☛ **Timbo:** Male human Rgr6; CR6; Medium humanoid (human); HD 6d8+12; hp 43; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 studded leather +1]; Base Atk +6; Grapple +8; Atk +12 ranged (1d8, Masterwork longbow) or Atk +9 melee (1d6+2, Masterwork shortsword); Full Atk +12/+7 ranged (1d8, Masterwork longbow) or +9/+4 melee (1d6+2, masterwork shortsword); SQ favored enemy (orc), wild empathy, combat style (Rapid Shot), Improved combat style (Manyslot), Endurance, Animal Companion; AL NE; SV Fort +6, Ref +7, Will +3; Str 15, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +2, Climb +2, Survival +10, Knowledge (Nature) +5, Move Silently +5, Hide +10, Search +2, Listen +5, Spot +5, Swim +3; Weapon Focus (shortsword), Track, Weapon focus (Longbow), Precise Shot

Possessions: arrows (40), masterwork longbow, masterwork shortsword, +1 studded leather, backpack, bedroll, winter outfit.

Physical Description: Weathered and middle-aged. Favors his bow, cruel and sadistic

☛ **Yresa:** Male human Rog6; CR6; Medium humanoid (human); HD 6d6+8; hp 31; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 dex, +4 chainshirt]; Base Atk +4; Grapple +4; Atk +9 ranged (1d6, shortbow) or Atk +10 melee (1d6, masterwork shortsword); Full Atk +9 ranged (1d6, shortbow) or +10 melee (1d6, masterwork shortsword); SQ Sneak Attack +3D6, trapfinding, evasion,

trap sense +2, Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +5; Str 11, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +9, Climb +5, Escape Artist +10, Hide +11, Listen +6 Move Silently +11, Open Locks +8, Spot +5, Listen +6, Tumble +11, Use Rope +5; Weapon Finesse, Dodge, Iron Will

Possessions: arrows (40), shortbow, masterwork shortsword, chainshirt, backpack, bedroll, winter outfit, dagger (3).

Physical Description: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

☛ **Kalat and Rian:** Female humans Clr6; CR6; Medium humanoid (human); HD 6d8+12; hp 43; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 Scale mail, +2 large steel shield]; Base Atk +4; Grapple +6; Atk +5 ranged (1d10, heavy crossbow) or Atk +6 melee (1d8+2, Flail); Full Atk +5 ranged (1d10, heavy crossbow) or +6 melee (1d8+2, Flail); SQ Spells, Turn Undead, Death Touch; AL LE; SV Fort +7, Ref +2, Will +9; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 12.

Skills and Feats: Concentration +6, Knowledge (Religion) +2; Rapid Reload, Weapon Focus (heavy crossbow), Spell Penetration

Possessions: bolts (20), Heavy Crossbow, Scale mail armor, backpack, bedroll, winter outfit, holy symbol (Nerull)

Spells Prepared: 5/5/5/4; base DC = 14 + spell level: 0 – Detect Magic (2), Light, Virtue, Guidance 1st – Inflict light wounds, Cause Fear*, Bless, Magic Weapon, Doom; 2nd – Aid, Bear's Endurance, Hold Person, Death Knell*, Bull's Strength; 3rd – Prayer, Blindness, Bestow Curse, Magic Vestment*

*Domain Spells

Physical Description: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

☛ **Tunali:** Male human Wiz6; CR6; Medium humanoid (human); HD 6d4; hp 16; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk +3; Grapple +2; Atk +5 ranged (1d4, sling) or Atk +3 melee (1d4, Dagger); Full Atk +5 ranged (1d4, *Sling*) or +3 melee (1d4, Dagger); SQ Spells, Scribe Scroll, Summon Familiar; AL LE; SV Fort +2, Ref +4, Will +7; Str 10, Dex 14, Con 10, Int 18, Wis 14, Cha 14.

Skills and Feats: Concentration +9, Knowledge (Arcana) +13, Spellcraft +13, Spot +4, Listen +4, Decipher Script +10, Search +6; Spell Penetration, Spell Focus (Evocation), Spell Mastery

Possessions: Sling Bullets (20), Sling, backpack, bedroll, winter outfit, Spell Component pouch, scroll, Magic Missile (3)

Spells Prepared: 4/4/4/3; base DC = 14 + spell level +1 Evocation): 0 – Detect Magic, Light, Ray of Frost (2) 1st – Shield, Shocking Grasp (2), Magic Missile; 2nd – Flaming Sphere, Mirror Image, Spectral Hand, Melf's Acid Arrow; 3rd – Lightning Bolt, Vampiric Touch, Haste

Physical Description: In late forties with goatee. Calm and reserved. Detests hand to hand combat.

APL 10, EL 13

☛ **Shalishi:** Female human Ftr8; CR8; Medium humanoid (human); HD 8d10+16; hp 62; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 dex, +7 Masterwork Half-plate]; Base Atk +8; Grapple +11; Atk +10 ranged (1d8, *longbow*) or Atk +15 melee (1d8+7, *longspear* +1); Full Atk +10/+5 ranged (1d8, *longbow*) or +15/+10 melee (1d8+7, *longspear* +1); AL NE; SV Fort +8, Ref +4, Will +4; Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +6, Climb +5; Iron Will, Weapon Focus (*longspear*), combat reflexes, Power Attack, Weapon Specialization, (*Longspear*), Cleave, Greater Weapon Focus (*Longspear*)

Possessions: arrows (40), +1 chainmail, *longbow*, dagger, *longsword*, masterwork *longspear* +1, backpack, winter outfit

Physical Description: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

☛ **Timbo:** Male human Rgr8; CR8; Medium humanoid (human); HD 8d8+16; hp 54; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 studded leather +1]; Base Atk +8; Grapple +11; Atk +14 ranged (1d8+3, Masterwork Mighty Composite *longbow* + 3) or Atk +12 melee (1d6+4, *shortsword* +1); Full Atk +14/+9 ranged (1d8+3, Masterwork *longbow*) or +12/+8 melee (1d6+4, *shortsword* +1); SQ favored enemy (orc), wild empathy, combat style (Rapid Shot), Improved combat style (Manyshot), Endurance, Animal Companion, Woodland Stride, Swift Tracker; AL NE; SV Fort +7, Ref +8, Will +3; Str 16, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +4, Climb +4, Survival +12, Knowledge (Nature) +5, Move Silently +8, Hide +10, Search +3, Listen +6, Spot +6, Swim +3; Weapon Focus (*shortsword*), Track, Weapon focus (*Longbow*), Precise Shot

Possessions: arrows (40), masterwork mighty composite *longbow* +3, *shortsword* +1, +1 studded leather, backpack, bedroll, winter outfit.

Physical Description: Weathered and middle-aged. Favors his bow, cruel and sadistic

☛ **Yresa:** Male human Rog8; CR8; Medium humanoid (human); HD 8d6+12; hp 42; Init +4; Spd 30 ft.; AC 18

(touch 14, flat-footed 14) [+4 dex, +4 chainshirt]; Base Atk +6/+1; Grapple +6; Atk +12 ranged (1d6+1, Masterwork Mighty *shortbow* +1) or Atk +12 melee (1d6+1, Masterwork *shortsword*); Full Atk +12/+7 ranged (1d6+1, Masterwork Mighty *shortbow* +1) or +12/+7 melee (1d6+1, Masterwork *shortsword*); SQ Sneak Attack +4D6, trapfinding, evasion, trap sense +2, Uncanny Dodge, Improved Uncanny Dodge; AL CN; SV Fort +3, Ref +10, Will +5; Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +10, Climb +8, Escape Artist +10, Hide +15, Listen +8 Move Silently +15, Open Locks +9, Spot +8, Tumble +15, Use Rope +5; Weapon Finesse, Dodge, Iron Will

Possessions: arrows (40), Masterwork Mighty *shortbow* +1, masterwork *shortsword*, chainshirt, backpack, bedroll, winter outfit, dagger (3).

Physical Description: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

☛ **Kalat and Rian:** Female humans Clr8; CR8; Medium humanoid (human); HD 8d8+16; hp 56; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 Scale mail, +2 large steel shield]; Base Atk +6/+1; Grapple +8; Atk +7 ranged (1d10, heavy *crossbow*) or Atk +8 melee (1d8+2, *flail*); Full Atk +7 ranged (1d10, heavy *crossbow*) or +8/+3 melee (1d8+2, *flail*); SQ Spells, Turn Undead, Death Touch; AL LE; SV Fort +8, Ref +2, Will +10; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 12.

Skills and Feats: Concentration +6, Knowledge (Religion) +4; Rapid Reload, Weapon Focus (heavy *crossbow*), Spell Penetration

Possessions: bolts (20), Heavy *Crossbow*, Scale mail armor, backpack, bedroll, winter outfit, holy symbol (Nerull)

Spells Prepared: 6/6/5/5/4; base DC = 14 + spell level): 0 – Detect Magic (2), Light, Virtue, Guidance, Create Water; 1st – Inflict light wounds (2), Cause Fear*, Bless, Magic Weapon, Doom; 2nd – Aid, Bear's Endurance, Hold Person, Death Knell*, Bull's Strength; 3rd – Prayer, Blindness, Bestow Curse, Magic Vestment*, Dispel Magic; 4th – Inflict Critical Wounds, Divine Power, Magic Weapon, Greater, Spell Immunity*

*Domain Spells

Physical Description: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

☛ **Tunali:** Male human Wiz8; CR8; Medium humanoid (human); HD 8d4; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk +4; Grapple +4; Atk +6 ranged (1d4, *sling*) or Atk +4 melee (1d4, *Dagger*); Full Atk +6 ranged (1d4, *Sling*) or +4 melee (1d4, *Dagger*); SQ Spells, Scribe Scroll, Summon Familiar; AL LE; SV Fort

+2, Ref +4, Will +8; Str 10, Dex 14, Con 10, Int 18, Wis 14, Cha 14.

Skills and Feats: Concentration +12, Knowledge (Arcana) +14, Spellcraft +14, Spot +5, Listen +5, Decipher Script +11, Search +7; Spell Penetration, Spell Focus (Evocation), Spell Mastery

Possessions: Sling Bullets (20), Sling, backpack, bedroll, winter outfit, Spell Component pouch, scroll, Magic Missile (3), Necklace of Fireballs, Type IV

Spells Prepared: 4/5/4/4/3; base DC = 14 + spell level +1 Evocation): 0 – Detect Magic, Light, Ray of Frost (2) 1st – Shield, Shocking Grasp (2), Magic Missile (2); 2nd – Flaming Sphere, Mirror Image, Spectral Hand, Melf's Acid Arrow; 3rd – Lightning Bolt, Vampiric Touch (2), Haste; 4th – Dimension Door, Ice Storm, Fire Shield

Physical Description: In late forties with goatee. Calm and reserved. Detests hand to hand combat.

APL 12, EL 15

☛ **Shalishi:** Female human Ftr10; CR10; Medium humanoid (human); HD 10d10+20; hp 75; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 dex, +7 Masterwork Half-plate]; Base Atk +10; Grapple +13; Atk +12 ranged (1d8, *longbow*) or Atk +17 melee (1d8+7, longspear +1); Full Atk +12/+7 ranged (1d8, *longbow*) or +17/+12 melee (1d8+7, longspear +1); AL NE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Ride +7, Climb +6; Iron Will, Weapon Focus (longspear), combat reflexes, Power Attack, Weapon Specialization (Longspear), Cleave, Greater Weapon Focus (Longspear), Quickdraw

Possessions: arrows (40), +1 chainmail, *longbow*, dagger, longsword, longspear +1, backpack, winter outfit

Physical Description: Blond haired and well built woman in her late thirties. Overconfident and impeccably clean

☛ **Timbo:** Male human Rgr10; CR10; Medium humanoid (human); HD 10d8+20; hp 67; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 studded leather +1]; Base Atk +10; Grapple +13; Atk +16 ranged (1d8+3, Masterwork Mighty Composite longbow + 3) or Atk +14 melee (1d6+4, shortsword +1); Full Atk +16/+11 ranged (1d8+3, Masterwork longbow) or +14/+10 melee (1d6+4, shortsword +1); SQ favored enemy (orc/giant/magical beast), wild empathy, combat style (Rapid Shot), Improved combat style (Manyshot), Endurance, Animal Companion, Woodland Stride, Swift Tracker, Evasion; AL NE; SV Fort +8, Ref +9, Will +4; Str 16, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +5, Climb +5, Survival +13, Knowledge (Nature) +7, Move Silently +9, Hide +11, Search +5, Listen +7, Spot +7, Swim +4; Weapon Focus

(shortsword), Track, Weapon focus (Longbow), Precise Shot, Far Shot

Possessions: arrows (40), masterwork mighty composite longbow +3, shortsword +1, +1 studded leather, backpack, bedroll, winter outfit.

Physical Description: Weathered and middle-aged. Favors his bow, cruel and sadistic

☛ **Yresa:** Male human Rog10; CR10; Medium humanoid (human); HD 10d6+10; hp 51; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 dex, +4 chainshirt]; Base Atk +7/+2; Grapple +7; Atk +13 ranged (1d6+1, Masterwork Mighty shortbow +1) or Atk +13 melee (1d6+1, Masterwork shortsword); Full Atk +13/+8 ranged (1d6+1, Masterwork Mighty shortbow +1) or +13/+8 melee (1d6+1, Masterwork shortsword); SQ Sneak Attack +5D6, trapfinding, evasion, trap sense +3, Uncanny Dodge, Improved Uncanny Dodge, Special Ability (Opportunist); AL CN; SV Fort +4, Ref +11, Will +6; Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +12, Climb +9, Escape Artist +11, Hide +16, Listen +10 Move Silently +16, Open Locks +10, Spot +9, Tumble +16, Use Rope +6, Search +4; Weapon Finesse, Dodge, Iron Will, Mobility

Possessions: arrows (40), Masterwork Mighty shortbow +1, masterwork shortsword, chainshirt, backpack, bedroll, winter outfit, dagger (3).

Physical Description: Small and uninteresting, often overlooked. Favors stealth, hit and run over a straight up fight. Will always flank when available

☛ **Kalat and Rian:** Female humans Clr10; CR10; Medium humanoid (human); HD 10d8+20; hp 72; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+4 Scale mail, +2 large steel shield]; Base Atk +7/+2; Grapple +9; Atk +8 ranged (1d10, heavy crossbow) or Atk +9 melee (1d8+2, Flail); Full Atk +8 ranged (1d10, heavy crossbow) or +9/+4 melee (1d8+2, Flail); SQ Spells, Turn Undead, Death Touch; AL LE; SV Fort +9, Ref +3, Will +11; Str 14, Dex 10, Con 14, Int 8, Wis 18, Cha 12.

Skills and Feats: Concentration +6, Knowledge (Religion) +6; Rapid Reload, Weapon Focus (heavy crossbow), Spell Penetration, Toughness

Possessions: bolts (20), Heavy Crossbow, Scale mail armor, backpack, bedroll, winter outfit, holy symbol (Nerull)

Spells Prepared: 6/6/6/5/5/3; base DC = 14 + spell level): 0 – Detect Magic (2), Light, Virtue, Guidance, Create Water; 1st – Inflict light wounds (2), Cause Fear*, Bless, Magic Weapon, Doom; 2nd – Aid, Bear's Endurance, Hold Person, Death Knell*, Bull's Strength, Align Weapon; 3rd – Prayer, Blindness, Bestow Curse, Magic Vestment*, Dispel Magic; 4th – Inflict Critical Wounds, Divine Power, Magic Weapon, Greater, Spell Immunity*,

Restoration; 5th – Break Enchantment, Insect Plague, Slay Living*

*Domain Spells

Physical Description: Young and fair with long brown hair. Prone to bouts of insane feral, ramblings

☛ **Tunali:** Male human WIZ10; CR10; Medium humanoid (human); HD 10d4; hp 26, Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13,) [Bracers of Armor +3, +2 Dex]; Base Atk +5; Grapple +5; Atk +7 ranged (1d4, sling) or Atk +5 melee (1d4, Dagger); Full Atk +7 ranged (1d4, Sling) or +5 melee (1d4, Dagger); SQ Spells, Scribe Scroll, Summon Familiar; AL LE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con 10, Int 18, Wis 14, Cha 14.

Skills and Feats: Concentration +13, Knowledge (Arcana) +15, Spellcraft +15, Spot +7, Listen +7, Decipher Script +12, Search +7; Spell Penetration, Spell Focus (Evocation), Spell Mastery, Greater Spell Penetration, Great Spell Focus (Evocation)

Possessions: Sling Bullets (20), Sling, backpack, bedroll, winter outfit, Spell Component pouch, scroll, Magic Missile (3), Necklace of Fireballs, Type IV, Bracers of Armor +3

Spells Prepared: 4/5/5/4/4/2; base DC = 14 + spell level +2 Evocation): 0 – Detect Magic, Light, Ray of Frost (2) 1st – Shield, Shocking Grasp (2), Magic Missile (2); 2nd – Flaming Sphere, Mirror Image, Spectral Hand, Melf's Acid Arrow, Scorching Ray; 3rd – Lightning Bolt, Vampiric Touch (2), Haste; 4th – Dimension Door, Ice Storm, Fire Shield, Shout; 5th – Cone of Cold, Feeblemind

Physical Description: In late forties with goatee. Calm and reserved. Detests hand to hand combat.

Encounter 7 – Addressing the Council

ALL APL's

☛ **Soldiers:** Male and female humans WAR1; CR1; Medium humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 dex, +3 studded leather, +1 small steel shield]; Base Atk +1; Grp +2; Atk +2 ranged (1d8, light crossbow) or Atk +2 melee (1d8+1, longsword); Full Atk +2 ranged (1d8, light crossbow) or +2 melee (1d8+1, longsword); AL N; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Ride +2, Swim +2 Handle Animal +2, Jump +2, Profession (Soldier) +2;

Possessions: bolts (20), studded leather armor, light crossbow, dagger, longsword, winter outfit, army uniform, small metal shield

Physical Description: typical men and women on the army of the Shield Lands

Player's Handout # 1

Honorable Pathfinders,

I request you join me post-haste at my residence for important matters of state. Your watch shifts have been accounted for and your time will be compensated.

Count Bladehone.

Player's Handout # 2

Henick,

Your work with the slaves has not gone unnoticed; keep up the work you have started. However, I have received a message from my contact regarding employment that is suited to you and your pets. A group of Pathfinders out of Critwall will be heading to the old, abandoned outpost of Fressen. Find them and feed them to your pets. Allow any non-humans to flee if you must, but make sure to slay any humans amongst them. As always I will add a bonus for any Greycloaks you bring in. Good hunting.

Tellin