

SHL4–05

If the Towers Should Fall

A One-Round D&D LIVING GREYHAWK®
Shield Lands Regional Adventure

Version 1.0

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A Disturbing dream has drawn you to Admundfort where the mad wizard Waquonis, servant of Iuz, has learned the secret of the Shield Mages! He stands poised to overrun the Towers of the Shield Mages, slaughter any survivors who still defend them and seize the power within. Can you steal his prize out from under his wicked nose before all is lost? The conclusion to the *Towers* series. A Living Greyhawk adventure for character levels 4-16 (APLs 6-14) containing extended play options and un-tiered encounters. Play at your own risk! This adventure uses the revised Dungeons & Dragons rules.

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least 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. Also note that characters three or more levels lower than the APL only receive half GP at the end of the adventure.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the 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 event is the fifth and final part of the Towers series of Shield Lands' regional events. The first four parts each contain background information that is helpful, but not essential for DMs running this event. Regardless, DMs are encouraged to be familiar with the prior events so as to provide a greater sense of continuation for players who have already played the earlier events. For convenience, the adventure backgrounds and summaries for parts 1-4 are included in Appendix 2 and very briefly discussed in this section.

In 583 CY, the Shield Lands were in dire peril. Iuz's armies were on the march and Lord Holmer and the Council of Lords were blinded by arrogance and paranoia. To those able to see more clearly, the end may very well have been upon the Holy Realm. This was the case with the Arcane Order of Shield Mages.

The elders of the Order called a High Moot at the Towers of the Shield Mages in Admundfort and all members of the Order were required to attend. Though some refused and sent proxies instead, almost all the Shield Mages gathered in Admundfort to discuss the coming danger. Their concern was for the Shield Lands and its people, but also for something very few outside the Order even knew about.

The greatest asset (and greatest secret) of the Shield Mages was a powerful repository of arcane energy called the Spellpool. The spellpool was locked in the largest of three Towers that made up the Order's legendary home. From it, each Shield Mage could add or withdraw arcane energy to power a vast repertoire of spells. This afforded the Shield Mages considerable leeway in the preparation of daily spells and the ability to easily adapt to new situations.

With the coming war against an overwhelming enemy (almost all the Shield Mages agreed that alone, the Shield Lands had no hope of defeating Iuz), the spellpool was at risk. If it fell into Iuz's wicked hands, he might become all but unstoppable. If the Shield Mages offered their might to the Council of Lords, it would divide their power and leave the Towers (and the spellpool) vulnerable. At the same time, they could not simply abandon the Shield Lands to Iuz and hide within their home. A compromise was developed.

The oldest and most powerful members of the Order would remain in Admundfort to seal and protect the Towers (and the massive storehouse of arcane knowledge and power within) when the end was nigh. Younger members would aid the Shield Lands in the fight against Iuz. Finally, the apprentices would scatter across the Flanaess and go into hiding. The hope was that as long as there were free and living Shield Mages to lend power to

the spellpool, the elders could continue to protect the Towers and keep the spellpool from Iuz.

The plan worked for many years. The few Shield Mages who survived the war with Iuz followed their apprentices into hiding and added their arcane power to the spellpool (often leaving themselves vulnerable in the process). The disappearance of the Shield Mages became a mystery that most Shield Landers still have no answer to.

As is so often the case, rumors flew about the fate of the Shield Mages and ranged from stories about the Shield Mages dying heroically in the war, to dark rumors of betrayal and collusion with the Old One. Some rumors even suggested that the Shield Mages had never really been human and they returned to wherever they had hailed from originally. In any case, their disappearance created a power vacuum that allowed many other groups step in an attempt to take their place. None succeeded to any great extent.

The intervening decade was not kind to the Shield Mages. Those inside the Towers suffered from isolation from the outside world, the stress of being under constant siege by Iuz's forces and a lack of everyday resources. As time passes, the elders succumbed to old age, illness and in one case madness, which in turn killed several other Shield Mages before the poor individual was brought down by his associates. By 594 CY only one Shield Mage remained alive inside the Towers.

The Shield Mages living in hiding outside the Towers fared little better. With most of their available spell slots devoted to keeping the spellpool powered, they lived secret lives with only a bare fraction of their normal power. Those who hunted them, for many agents of evil seek the deaths of members of the Arcane Order of Shield Mages, found this to their advantage. By 593 CY, only two Shield Mages survived; Alewyn and Yseron. Yseron's betrayal and murder of Alewyn in Sunsebb, 593 CY and his own eventual death at the hands of Pathfinders in the service of the Shield Lands foretold the eventual fall of the Towers to Iuz when the spellpool ran dry.

Before his death, Yseron sold the secret of the spellpool to Ryszard, an agent of Iuz. The Pathfinders who eventually slew Yseron gave chase to Ryszard, but his escape was well planned and he returned to Dorakaa with proof that the Towers of the Shield Mages contained one of the greatest sources of power in the Flanaess and the key to claiming its power; Alewyn's spellpool focus.

Members of the Greater Bonehart spent months studying the device and came to the conclusion that without access to the spellpool, they could do nothing with the focus. On her trip to the Shield Lands High Priestess Althea ordered the mad wizard of Admundfort,

Waquonis, to make breaking down the wall of the Towers his priority while she and others focused on removing the thorn that was Lady Katarina from Iuz's side.

Following leads found in the Shield Mage Eórsidh's light house, Pathfinders journeyed to Castle Mukos and the Great Effluvial Swamp in search of Eórsidh's missing apprentice. Orlienas, the apprentice was sent with her companions in search of something Eórsidh felt may stand a better chance of keeping the spellpool from Iuz. Orlienas and her friends never returned. The Pathfinders hoped to discover what she was looking for.

The Pathfinders did indeed discover Orlienas's fate (and that of her companions) at the hands of a band of meenlocks and managed to recover an item believed to be a key to open the Towers of the Shield Mages. In a bizarre encounter with the Hag of the Great Effluvial Swamp, Thingizzard, the Pathfinders also received an oddly familiar hunk of obsidian.

Back in Admundfort, Waquonis is nearing the completion of his task. Gathering a huge array of spellcasters and engines of destruction, he pounds on the Tower defenses relentlessly. His victory is only a matter of time.

When the PCs begin this event, they are in the possession of both the key-device and the obsidian shard and have returned to Critwall. At least one PC at the table must have played *SHLo4-04 A Deepening Malice*, but even if there are more, it is assumed that there is only one key-device and one chunk of obsidian at the table.

Adventure Summary

The adventure begins with a flash back to a disturbing dream each PC had a week ago. The dream left each PC feeling compelled to travel to Admundfort to resolve and clarify the cryptic images they experienced in the dream. Despite their confusion about the true meaning of the dream, they are all sure it involves the Towers of the Shield Mages and perhaps the very fate of the Shield Lands; particularly now after the death of Lady Katarina and the chaos it began.

To that end, each PC has made subtle inquiries into the feasibility of making a covert trip to Admundfort. During those inquiries, the PCs learned that others (i.e., the rest of the PCs at the table) also had the same dream and may be interested in going to Admundfort.

Through various contacts, the PCs learn that Dravish, a Rhene barge captain (from *SHLo3-04 A Light in the Dark*) is willing to ferry them to a rendezvous with Captain Jadana and the Reclamation (the ship from *CORo2-10 Forgotten Echoes*).

Captain Jadana and her crew aboard the Reclamation have for the last two years been using their disguised ship to sneak into Admundfort and deliver supplies, and

messages to the small but growing Shield Lands resistance in the city. She is willing to bring the PCs to Admundfort and wait twenty-four hours for them to return, but can do nothing else for them once they leave the docks. She also refuses to introduce them to her contacts in the city, for fear of exposing the resistance should the PCs be captured.

After deliberating on the dangers of entering Admundfort based on nothing more than the half-remembered images of a dream, the PCs decide to follow the path they have been set upon, seemingly by forces beyond their control.

(Note: Higher level PCs may find other ways to reach Admundfort. All that's important is that once the PCs decide to continue the event, they reach Admundfort by whatever means available.)

The trip to Admundfort is surprisingly uneventful and the PCs disembark the disguised Reclamation posing as something far different than former Pathfinders from the Reclaimed Lands. Making their way through the dirty, rubble-strewn streets, the PCs head for the Towers of the Shield Mages and hopefully the answers they seek.

The trip through the streets of occupied Admundfort remind the PCs just what Iuz's rule would be like if all the Shield Lands fell once again to his evil reign. Bullies and thugs harassing the weak; fiends walking the streets with impunity; and the ideals of freedom and justice replaced by slavery and oppression. It is all the PCs can do to stop themselves from intervening in any number of atrocities occurring around them.

Upon reaching the Towers of the Shield Mages, the PCs are greeted by an astonishing site. The Towers, while still standing and apparently un-breached even after all these long years of occupation, are besieged by Iuz's forces, led by the mad wizard Waquonis himself.

As the PCs watch, Waquonis coordinates an attack from all sides. Bolder-hurling giants pound the tower walls relentlessly with the remains of buildings that once surrounded the Shield Mages' home. Spellcasters of all types toss arcane and divine magic against the invisible defenses protecting the towers. The potential for devastation caused by Waquonis' assault is mind-boggling, yet the towers inexplicably repulse the attack, but even so, it is readily apparent that whatever protects the towers is weakening.

With the forces arrayed against the Towers, the PCs realize they have no chance of reaching the towers to even attempt to get inside. The key-device they recovered earlier this year; the one everyone assumed would open the gates to the Towers of the Shield Mages, is useless to the PCs if they cannot get close enough to use it.

As despair and frustration settle over the party, they are challenged once again by a roving patrol of orcs guards. Before things get out of hand, a mysterious figure steps from the shadows and orders the guards to move on. Without a word, but some obvious confusion, the orcs obey and leave the PCs alone.

Their mysterious benefactor does not introduce himself to the PCs, but to some he seems vaguely familiar (i.e., any PC who played *SHLor-06 - The Bleak Shores of Axeport*). He tells them that he can help them if they trust him. He knows they are interested in the Towers of the Shield Mages, but admits he doesn't know why. After a brief debate over the wisdom of trusting a stranger in Admundfort, the PCs agree to allow the man to guide them to the entrance to the sewers under the city and provide them with a map that should get them under the towers.

The man is as good as his word and delivers the PCs to the entrance to the sewers as promised; avoiding patrols and other dangers along the way (as if the man had intimate knowledge of the procedures and orders followed by the occupying forces). Handing the PCs a quickly drawn map, he wishes them good luck and begins to leave. Before disappearing back into the shadows, he pauses to ask if the rumors of Lady Katarina's death are true. When the PCs confirm his fears, he looks obviously shaken and whispers a prayer to Heironeous under his breath. Without another word, he is gone.

The PCs find the sewers beneath Admundfort to be even more repulsive than others they have visited. Despite the filth and refuse, the PCs soon learn that someone or something lives in the sewers and has devised a number of devious traps to incapacitate intruders. Luckily the PCs are able to avoid the worst of the traps and continue deeper into the maze of tunnels beneath the former capitol of the Shield Lands.

At first, the map given to them by their mysterious ally seems accurate enough, but soon things begin to get confusing. Before long, the PCs run into a dead end where there should be a four way intersection. Turning back, the PCs are attacked from all sides through tunnels that did not exist just moments ago.

The darkness in the sewers makes it hard to identify who has maneuvered the PCs into a four-way crossfire, but with no obvious escape, the PCs must take the battle to their attackers or be cut down by missile fire and spells.

As the last of their enemy falls, three figures step from the murky shadows with blood-stained weapons and drop a number of dead kobolds at the party's feet. Dropping their hoods, the new arrivals are unmistakably wererats. Sheathing their weapons, the wererats gesture (using Bluff) that they come in peace and do not wish to fight. They explain that the kobolds were their enemy as

well and the PCs have done them a great service ridding the sewers of their menace. The wererats wish to return the favor by guiding the PCs to their destination. Along the way, the PCs learn the story of the kobolds from their new allies.

As the PCs near their destination, the leader of the wererats approaches one of the PCs (any PC who is or once was infected by lycanthropy of any kind) and asks them to join them, going as far as to offer to share their curse so a cured individual might once again enjoy the "life of a true hunter". Though obviously angered by the PC's refusal, the wererats uphold their end of the bargain and deliver the PCs to a section of the sewers directly below the Towers of the Shield Mages.

Immediately upon reaching their destination, the wererats tell the PCs that they have paid their debt and leave. Unbeknownst to the PCs, the wererats hide nearby trying to discover the PCs' plans and possibly steal whatever the PCs are after out from under them. While the PCs investigate the chamber and try to figure out how to get into the Tower, the wererats' deception is discovered and a fight ensues.

With their wererat enemies defeated, the PCs turn back to the chore of getting inside the Towers of the Shield Mages. Unfortunately, no matter how closely they search they can't find anything resembling an entrance. Just before they loose hope, one PC spots an odd and nearly unremarkable indentation in the center of the ceiling of a large intersection of the sewers. The indentation looks like a shallow engraving of the key-device they carry!

With a little effort, the PCs manage to boost someone up to the indentation and insert the key-device only for nothing to happen... at first. A stone-grinding rubble echoes through the sewers as massive granite slabs slowly descend from the ceiling blocking escape in all directions. The rumbling subsides leaving the PCs in utter silence with only the sounds of their own breathing and the sputtering of torches to pierce the inky darkness and unnatural silence. And then, a woman's feeble voice calls from above and questions the PCs on why it took them so long to arrive.

The voice belongs to Eórdsidh, a Shield Mage. Hurrying the PCs up into the towers, she quickly reseals them through arcane means. She then proceeds to explain what the current situation in the Towers of the Shield Mages is and why the PCs were summoned by the dream. As it turns out, Eórdsidh is the last Shield Mage and she has brought the PCs to Admundfort to help her destroy the Towers of the Shield Mages and the Spellpool within.

Once inside the Towers, the PCs can see and hear the results of Waquonis' most recent assault. The outside wall of every towers and adjoining building is lined with

candles of varying color, shape, substance and duration; most are nearly burnt down to mere stubs. With each barrage of stone and spell, another candle is knocked from its perch and sputters out to a dying wisp of smoke. Eórdsidh explains that when the last of her fellow Shield Mages died expending his life energy to maintain the wards protecting the towers, she was left to hold the fort (so to speak) the best way she knew; through candle magic.

Sensing her own demise growing near, she sent the dream to each of the PCs hoping at least one of them would manage to reach Admundfort with the Obsidian Shard and help her destroy the Spellpool before her defenses failed. After some debate, Eórdsidh convinces the PCs that there is indeed no way to either save the spellpool, or protect it any longer from Iuz; only destroying it can prevent it from being used against the Shield Lands.

She explains that the small piece of obsidian given to them by Thingizzard in the Great Swamp is the only remaining piece of the original Obelisk that stood in this place. Inserting the Obsidian Shard (as she has named the piece the PCs carry) into the matrix of the Spellpool will disrupt its patterns and cause it to destroy itself, most likely quite spectacularly. Eórdsidh asks the PCs to help her hold off Waquonis' attack long enough for her to destroy the spellpool and possibly a large number of the troops occupying Admundfort; perhaps even Waquonis himself.

Eórdsidh leads the PCs to the Spellpool room where they are greeted by an extraordinary sight; the Spellpool of the Shield Mages. A seething maelstrom of arcane energy is held in check by a series of glowing violet symbols identical to those the PCs remember from each Obelisk they have seen to date. The difference is that the obsidian obelisk itself is missing replaced by the arcane matrix of the spellpool.

While the PCs wait and prepare for the Towers' defenses to fall, Eórdsidh gives them a simple leather pack and asks them to give it to someone "who seeks the good of the Shield Lands above all else". The PCs do not have long to wait as one by one the candles begin to flicker and die and Waquonis' assault begins to have a much more noticeable effect on the Towers. At first tiny cracks form, then larger ones and eventually whole sections of the ancient walls crumble. For the first time in known history, the walls of the Towers of the Shield Mages fall.

A horde of Iuz's minions pour through the breaches in the walls, but Eórdsidh asked that the PCs allow her to wait until Waquonis showed his foul presence before disrupting the spellpool matrix. Anxious seconds pass and the battle grows more intense and deadly. Finally, the mad wizard of Admundfort flies through a large hole

in the outer wall. Gloating, he demands the surrender of the secrets of the Shield Mages and promises a quick death to the PCs if they comply.

The PCs respond with a staggering attack as Eórdsidh dives head first into the spellpool holding the Obsidian Shard before her like a shield. Realizing what has just happened Waquonis bats the PCs aside and follows Eórdsidh into the spellpool. And then all hell breaks loose.

The glowing runes that formed the outer barrier of the spellpool flare brilliantly and then fade away as the arcane energies of the spellpool explode in all directions as if in slow motion. The PCs have only seconds to make their escape before the rapidly enlarging wave of arcane energy engulfs them as it already has many of Iuz's minions with deadly results. Luckily their escape plan works as they had hoped and the PCs avoid a gruesome demise along side their enemies.

From a safe distance away, the PCs can see the spellpool wave engulf and destroy nearly the entire northeastern section of the city leaving nothing but rich fertile earth in its wake. Then the realization of what has happened sinks in. The PCs have successfully helped Eórdsidh destroy the Shield Lands' greatest source of arcane energy and its greatest secret to keep it from Iuz. The PCs are left to ponder if this was the right thing to do or if there may have been another way to keep the spellpool from Iuz without destroying it.

Introduction

This event includes added encounters PCs may play by taking advantage of the extended play option. If the players agree to pay double the normal time unit cost for the event, they may participate in the extra encounters and gain additional experience points and treasure.

The first part of the Introduction is a flashback scene to a dream each of the PCs had about a week ago. Read the following to the players before explaining anything else about the event or reading the blurb.

You are flying. Far below you, beneath thick clouds is the Oerth. Mountain ranges, rivers, lakes, cities and roads rush past at incredible speeds as you streak north. You slow as the clouds thin revealing the Shield Lands from an incredible height.

You drift above what must be the Nyr Dyv. Nearby you make out Admundfort. It lies at the bottom of a massive circle formed by Critwall, Law's Forge and Ringland; a point near Gensal at its center. Each point on the wheel is clear and distinct, yet the rest of the land seems blurry. Yet even through the vagueness of your senses, you feel the wholeness and life permeating the land.

Your soaring flight ends directly above the former capitol of the Holy Realm... and then you fall.

Whatever magic held you aloft is gone. Your mind races considering a thousand ways to slow or stop your uncontrolled descent. But though the will to save yourself is strong, your body refuses to act.

As you fall, the land begins to change; first along the edges of the great circle and then inward. The lush colors of life darken and turn gray like ash. The pastoral appearance of the Shield Lands turn gloomy and twisted and still you fall. Admundfort rushes up towards you, but not the Admundfort you knew. This is a dark and evil city of warped architecture and shadowy streets. Troops bearing the mark of the Old One march through the streets and pour across the land without pause.

Fear and despair wash from the stones of the city in waves threatening to engulf you. The urge to flee rises up in you, but still your body is helpless and unresponsive. You plummet closer to the city and see many startling changes. The Sea Keeps are gone, replaced by claw-like towers leering over the bay like huge gargoyles. The Citadel of Holy Shielding is gone as well, in its place a massive temple dedicated to Iuz. Gone too are the Towers of the Shield Mages, their crumbled ruins the last thing you see before slamming into the ground... and then all is black.

Even now, almost a week later, memories of that dream haunt your waking thoughts and send chills down your spine. The feeling of impending doom still troubles you. Worse, the nagging sense that somehow you are expected to act... to prevent something from happening... or perhaps to make sure something does happen, has followed you for days.

At first you were merely curious, but after learning that several other erstwhile Pathfinders had the same exact dream did you understand what you needed to do. You and your companions must go to Admundfort!

Give the players Player Handout #1 and allow them to discuss the dream and how (or even if) they can (or should) get to Admundfort. A Gather Information check (DC9+APL) will get them the following information:

Subtle inquires into transportation to Admundfort have given you the name "Dravish", a Rhenne barge captain who frequents the Rhenne camp at the mouth of the Veng River. Despite his heritage, he has a reputation for honest dealings and even a measure of sympathy for the people of the Shield Lands and their War of Reclamation.

Captain Dravish is the Rhenne barge captain from **SHLo3-04 A Light in the Dark**. He is willing to help the PCs to a point. He will not take them to Admundfort, but he can take them anywhere else on the Nyr Dyv. Captain Dravish maintains a few river barges from the Rhenne river camp on the Veng and a small, but fast ship docked in Bright Sentry.

On a successful Diplomacy check (DC9+APL), Captain Dravish will confide in the PCs rumors of a ship called the Black Sparrow that makes port in Admundfort quiet regularly. For (5xAPL)gp per PC he will take the PCs to a rendezvous with the Black Sparrow if the PCs can arrange passage to Admundfort with Captain Jadana.

A Gather Information check will get them the following additional information about Captain Jadana and the Black Sparrow:

- **DC4+APL** – The Black Sparrow is a smuggler and some-time pirate ship captained by a former Shield Lander named Jadana.
- **DC9+APL** – Captain Jadana works for a merchant house out of Dyvers and aside from black-market goods, stolen loot and weapons, she will occasionally take passengers (willing or not) to Admundfort... for a price.

All inquiries into the Black Sparrow will draw Captain Jadana's attention in the form of loyal associates in cities around the Nyr Dyv. Regardless of where the PCs are (most likely Bright Sentry or Critwall) when they start asking questions, the PC who made the Gather Information check is approached by Oldria after returning home or when alone in a non-public place:

A striking woman in expensive, stylish clothing stands in the shadows across from you. With a warm smile, she greets you.

"Hello darling. No need for weapons; I'm completely harmless. I've been told you're looking for a friend of mine. I just want to know why and I'll be on my way."

Oldria wants to know why the PCs are asking about the Black Sparrow. She is one of Captain Jadana's most trusted informants and has the authority to make deals for the captain as well as make troublesome individuals disappear if needed. She rarely does this personally, or at least not in direct melee combat, preferring more subtle means to dispatch foes. In fact, she is always very subtle, believing it safer to avoid definitive answers when innuendo will suffice.

Oldria's demeanor during negotiations will remain friendly (and at times even flirtatious), but takes on an icy edge when making a particularly important point or to

underscore the seriousness of her words. If threatened in any way during negotiations, she will pout and immediately leave saying dejectedly “I believe our time together is at an end, my love.” An honest apology (and successful Diplomacy check DC19+APL) will get her to reconsider, but doubles the price of passage.

She has Sense Motive +18. Her Spy Master abilities give her a constant *undetected alignment* (as the spell), and both the Slippery Mind (as the Rogue ability) and Spot Scrying (Spot check DC20 to spot magical sensors created by scrying magic) special abilities.

Oldria: Female human Rog6/SpyMstr5.

As long as the PC is able to make his case clearly and honestly, Oldria will arrange for a rendezvous with the Black Sparrow on the following grounds:

- Payment of (100xAPL)gp per PC. 50% in advance to Oldria and the rest to Captain Jadana when they board the Black Sparrow. Double this if the PC(s) insult or threaten her during the negotiations. She will go as low as (50xAPL)gp if the PC(s) haggle well (in character), but she requires half up front no matter what.
- How they get to the Black Sparrow is up to them, but it must be at night far enough to sea in the Nyr Dyv to avoid being seen from shore. Oldria will give them coordinates upon payment.
- Captain Jadana will bring them to Admundfort and wait twenty-four hours for them to return, but can do nothing else for them once they leave the docks.
- If they are caught or cause any trouble in Admundfort, the Black Sparrow will leave immediately and never look back.

If the PC(s) are subtle and discreet during their negotiations for passage aboard the Black Sparrow, Oldria will remember them in the future and assist them in the future as described under *Oldria's Favor* in the Treasure Summary section.

Aboard the Black Sparrow

It is quite possible that the PCs may have strong objections to Captain Jadana and her crew's activities on the Nyr Dyv. As a former Shield Lander herself (and possibly someone the PCs met a few years ago), this could turn into a confrontation once the PCs come on board. Obviously she and the crew will be careful not to make their secret immediately apparent to the PCs, but the DM should drop a few subtle hints for the PCs to overhear or find if they look around or pay particular attention. This encounter should not turn into a melee and Captain Jadana will intervene personally when trouble starts. Use the following information to help roleplay this encounter

if the PCs choose to interact with the crew during the voyage.

☛ **Captain Jadana:** Female human Ftr2/Rog3/DrdPrt6.

☛ **Quellio:** Male human Exp1/Wiz6.

☛ **Crewman of the Black Sparrow:** Male human Exp2/War1.

Captain Jadana is a flirtatious woman who loves sailing the Nyr Dyv with her all-male crew. She is an adventuresome spirit with a good heart.

Her brother, Quellio, is a bookish wizard and the ship's navigator. Both are Shield Landers who originally tried to help the Shield Lands indirectly through shipping and trading at far below average costs, they have since taken a new, far more dangerous and exciting, approach.

Captain Jadana and her crew aboard the Black Sparrow are not what they appear. The ship is actually the disguised Shield Lands' vessel Reclamation (the ship from **CORo2-10 Forgotten Echoes**).

For the last two years Captain Jadana has been using her disguised ship to sneak into Admundfort and deliver supplies, and messages to the small but growing Shield Lands resistance in the city under the guise of black market smugglers and some-time pirates.

The disguised ship flies no flag, but bears the forged registry (DC20) of a small, fictitious merchant house from Dyvers. No one Captain Jadana deals with in Admundfort cares they are forged (she is supposedly a smuggler and pirate after all), though they would if they knew what she was really doing.

Captain Jadana and her crew are still loyal to the Shield Lands and do what they can to fight the War of Reclamation in their own way.

Captain Jadana will only confide this to the PCs if it will stop a fight, avoid potential damage to her ship or she learns why the PCs are headed to Admundfort. Otherwise she doesn't care what the PCs think of her; she knows what she's doing is right and ultimately in the best interest of the Shield Lands.

If Captain Jadana learns of the PCs' reason for going to Admundfort she will take them to her quarters (with her brother) and explain the real situation, including why she needs their passage fee (what she and her crew do, requires gold). She will offer to refund it to the PCs, but will gladly keep it if they refuse.

After the truth is in the open, she will tell the PCs that taking passengers to Admundfort offers excellent opportunities to gather information on who goes there and what's happening in the city. It also allows her to aid any prisoners that might be brought along and from time to time the Nyr Dyv is a dangerous place... bad things sometimes happen to bad people.

If the PCs ask for names of the her contacts in Admundfort, she will refuse. She cannot take a chance that they will be discovered if the PCs are captured. She will warn the PCs that no where is safe in the city and they had best get in and get out as quickly as possible.

Captain Jadana and her brother will remember any PC who played **CORo2-10 Forgotten Echoes**.

Development: At higher APLs, it's entirely possible the PCs will have their own means of getting to Admundfort. That's fine. The point of the Introduction is for the PCs to get to Admundfort presumably undetected and free to act as they wish (of course that might quickly change).

Encounter One: Arriving in Admundfort

Your journey aboard the Black Sparrow is surprisingly uneventful. Captain Jadana and her crew prove particularly adept at avoiding unwanted attention while under sail. The reputation of the Black Sparrow is such that she can call none on the waters of the Nyr Dyv friend. Both ships flying the flags of the Shield Lands, Furyondy or any of the other nation or city with interests on the Nyr Dyv, and those who ply the waters with much darker designs in mind are a danger to the sleek caravel that carries you to your destination.

In the distance, you catch your first glimpse of Admundfort in the morning sunlight. While no Greyhawk City, the stories of Admundfort's quaint beauty and picturesque location upon the shores of Walworth Isle are well known; at least before the coming of the Old One.

As you approach, you see twin keeps jutting from the shore at opposite ends of the city. The Sea Keeps, as they were called, act as anchors for walls that form a rough horseshoe around the city. Before the Greyhawk Wars they would have proudly borne the flags of the Shield Lands, but now they endure the hideous mark of Iuz the Evil. Though heavily damaged in the retreat years ago, the keeps seem crudely, but fully repaired; no doubt by the hands and blood of slaves taken during the city's fall.

Near the eastern sea keep lies what was once the Military Quarter. It housed the armory and both the naval and army barracks. Now it appears to be home to scores of orcs, whose tribal standards whip in the wind coming off the lake. Even from this distance you can see them scuttle like vermin amidst the corpse of the once splendid city.

Opposite the barracks in the old fisherman's wharf district are the slave pens. These filthy shacks

are home to the numerous slaves kept by Iuz and used to perform the work his minions are too lazy or stupid to perform themselves. Few guards bother to watch the slaves as their spirits have long since been broken by tortures too horrible to speak of.

Near the waterfront, colorful banners and sails mark the section of the city now occupied by Rhennee bargefolk in league with Iuz. Lashed to the docks are numerous barges and even a few caravels flying the Rhennee's colors. The caravels are pirate ships known to stalk the Nyr Dyv shipping lanes between the cities of the Lake of Unknown Depths. Dealing mostly in captured ships, slaves and information, these Rhennee pirates are hunted by almost every nation with shipping interests on the Nyr Dyv.

Almost directly between the Sea Keeps, sits the ruined temple of Procan. The once proud tribute to the god of seas and navigation is now little more than a burnt out shell. The magnificent frescoes depicting mundane and magical water creatures are blackened by fire and defaced by savage hands unable to comprehend their beauty.

From Procan's temple the Grand Promenade arcs to the north and east past the Guilder's Quarter and the Citadel of Holy Shielding towards the famous Admundfort Gardens. The Citadel, once both the city's main castle and largest temple of Heironeous, stands no longer as it seems every stone was torn down by the invaders in the drunken revels that followed the Old One's victory. Even the gardens have been defiled and ruined, leaving a twisted gnarl of overgrown weeds and the skeletons of once mighty trees that lined the idyllic paths the city's sylvan retreat. The Guilder's Quarter, former home of the Guild of Merchants and Traders and the city's largest market square, lies empty and quiet; no trade comes here any longer but for slaves and booty paid for with blood.

Beyond the waterfront lies the heart of the city. The retreat left Admundfort in fair shape, except for its defenses, which were intentionally ruined in hopes of making it more difficult for the Old One to hold the city when it came time to reclaim it. In the years since the occupation began, Vayne (and now Waquonis) has allowed his soldiers to destroy what was left.

Today, parts of the city are entirely leveled, while others seem completely untouched. Along the west wall in what was the commoner's quarter, or Westgate, more orcish banners flap in the breeze and smoke rises from numerous fires, many the result of carelessness. North of Westgate lies the merchant's quarter, or Northgate. This section seems well

maintained and houses Iuz's priests and his non-humanoid troops and officers.

Finally, in the northeast portion of the city is what's left of the Artisan's Quarter. Formerly the home of the city's artists and aristocrats, it is now an unoccupied wasteland within the walls of Admundfort. Oddly, three massive stone towers spear skyward near the north wall; but unlike most other buildings rising above the walls, they bear no markings of the Old One.

Closer now to the city, you catch the rank smell of Admundfort and see the filth that mars its streets. Besides the ever-present stink of decaying fish there is the unmistakable stench of unwashed bodies and rotting dead. Though parts of the city remain recognizable, Admundfort is no longer the majestic heart of the Shield Lands it once was, but it is your final destination.

Despite the uneventful trip, arriving in Admundfort should cause great trepidation for the PCs. This is the true test of whether Captain Jadana can be trusted.

At some point prior to their arrival, the PCs should have worked out just how they are going to disguise themselves during their visit. The DM should roll all Disguise checks for the PCs (as described under the skill in the Player's Handbook).

For the most part, inhabitants of Admundfort will pay only minor attention to others (minding your own business often means survival in this city) and thus should be assumed to be taking 10 on their spot checks to see through any disguise. If the PCs are behaving oddly, or have done something to raise an alarm within the city, roll Spot checks normally. Keep in mind that anyone the PCs encounter on the streets is a potential informant. Even if a passerby doesn't confront the PCs directly, assume they tell the nearest soldiers within 2d6 minutes.

When the PCs are ready to disembark from the Black Sparrow, read or paraphrase the following:

The sleek Black Sparrow slides into its temporary berth amidst a flurry of activity by the crew. Though familiar with their chores and no stranger to the danger of docking in Admundfort, the jovial attitude displayed by the crew during the trip is replaced by deadly seriousness now. With a "THUMP", the gangplank is dropped onto the pier, emphasizing the fact, that there is no turning back.

A voice from somewhere amid ship yells:

"All ashore! Start unloadin' the goods ya scabrous dogs! The longer ye take, the less drinkin' I do and I'll not have the like's 'o ye distrubin' my revels!"

Every ship that docks in Admundfort is watched, at least for a short time to see just what the intentions of the

crew are. If the players are smart, they'll recognize the danger of just walking off the ship and heading into the city, particularly in a small group. Assuming the PCs have not made a nuisance of themselves during the voyage, Captain Jadana will explain this to them and (if they don't think of it) suggest they PCs help unload the cargo for a while to dissuade suspicions by the dock master and his cronies. She will also warn them that the city is under a curfew; none but Iuz's soldiers may walk the streets after sundown.

Successful Spot checks (DC4+APL) will confirm the ship is being watched, but as long as no one draws undue attention to themselves, the watchers lose interest after a few minutes.

Presumably, the PCs' destination will be the Towers of the Shield Mages. How they get there is up to them. They may try the direct route; from the docks up the Grande Procession to the Gardens and north through the Artisans' Quarter; or they may try a more roundabout route.

Encounter Two A: The Streets of Admundfort

This encounter is designed for players not using the extended play option. If the players have chosen to pay the extra time units for the extended play option, run Encounter Two B instead of this one.

When the PCs leave the docks and enter the city, read or paraphrase the following as appropriate:

As you leave the docks, the interior of the city grows more dark and oppressive. Plentiful shadows take on sinister aspects at your approach. Passersby eye you warily and arrogant orcish and orog soldiers toy with the weak who cower and beg for mercy. Violence, oppression and fear are ever-present.

More than once you make the mistake of allowing your gaze to linger too long on a belligerent group of soldiers nearly drawing their attention upon yourselves.

With each block new atrocities assault your senses; down one side street a group of soldiers have cornered a human and are threatening to kill him for blocking their path with his cart. Down another a cleric of Iuz brazenly walks down the street followed by an entourage of rotting undead creatures. From the corner of your eye, you could swear you saw a fiend, dripping in blood, drag the struggling bodies of two elves (one male, one female) across the street behind you and disappear into the shadows of a nearby alley.

Your trip through the streets of occupied Admundfort reminds you just what Iuz's rule would be like if all the Shield Lands fell once again to his evil reign. Bullies and thugs harassing the weak; fiends walking the streets with impunity; and the ideals of freedom and justice replaced by slavery and oppression.

The PCs need to be careful while in Admundfort. Open combat in the streets of the city (or within sight of its walls if outside) is going to be noticed. Every round there is a cumulative 20% chance the battle will be noticed and a group of soldiers will come to investigate in 2d4 rounds. Take particular note of what spells the PCs cast. Spells that have easily noticed effects (e.g., flame strike, wall of fire, etc.) immediately double the chance of discovery and call for another percentile roll.

Once noticed, the alarm is sounded and the city placed on alert. If a battle is in progress, another group of soldiers will arrive every 2d4 rounds until the PCs are captured or escape. Once the alarm is sounded, the chance of open combat being noticed increases to 40% per round and soldiers will respond in 1d4 rounds.

PCs walking openly on the streets of the city during an alarm will be challenged very often. For every ten minutes on the streets, there is a cumulative 20% chance a patrol will come by and question the PCs purpose and authority. In essence, if the PCs are not careful and draw too much attention to themselves, moving through Admundfort unmolested will eventually become impossible.

There is no limit to the number of groups of soldiers that can respond to the alarm, but the APL of the encounters increase by two levels (e.g., from APL6 to APL8, etc.) for every two groups encountered (e.g., the first two groups of soldiers encountered at APL6 will use the APL6 encounter stats; the third and fourth will use APL8 encounter stats, etc.). Eventually, the PCs will be overwhelmed if they stick around fighting every group who comes looking for them.

Since the point of this event is to sneak into the city and learn the meaning of the dream, not to assault Admundfort and fight their way to the Towers of the Shield Mages in some heroic suicide mission, the PCs do not get any XP or treasure for wasting time and resources on fights with patrolling soldiers

Creatures: The streets of Admundfort are constantly patrolled by groups of varying size and composition. They are also home to individuals of power and importance, particularly clerics and other agents of Iuz, some of who command minions of their own such as orcs, undead, or fiends. If discovered, the PCs may be forced to deal with one (or more) such groups.

APL6 (EL6)

👉 Elite Orc Sergeant: hp 58; see *Appendix 1*.

👉 Elite Orc Soldiers (2): hp 43 each; see *Appendix 1*.

- or -

👉 Cleric of Iuz (1): hp 64; see *Appendix 1*.

APL8 (EL8)

👉 Elite Orc Sergeant: hp 88; see *Appendix 1*.

👉 Elite Orc Soldiers (2): hp 73 each; see *Appendix 1*.

- or -

👉 Cleric of Iuz (1): hp 84; see *Appendix 1*.

APL10 (EL10)

👉 Cleric of Iuz (1): hp 108; see *Appendix 1*.

👉 Elite Orc Sergeant: hp 88; see *Appendix 1*.

👉 Elite Orc Soldiers (3): hp 73 each; see *Appendix*

APL12 (EL12)

👉 Cleric of Iuz (1): hp 108; see *Appendix 1*.

👉 Vrock (2): hp 120, 115; see *Monster Manual*.

APL14 (EL14)

👉 Cleric of Iuz (1): hp 108; see *Appendix 1*.

👉 Vrock (5): hp 129, 125, 120, 118, 115; see *Monster Manual*.

Tactics: At each APL, the creature(s) encountered demand the PCs to identify themselves and state their business. A stunning Diplomacy or Intimidation check (DC24 + APL) is about the only way to avoid combat here. Obviously, once combat starts, the PCs no longer have the option of defusing the situation, even when new groups of soldiers arrive.

Once combat begins, the creature(s) will attempt to subdue the PCs, leaving one for interrogation and killing the rest only after the entire party has been defeated. Only the demons will bother to coup de grace a fallen foe while others still threaten them.

Elite Orc Soldiers – These elite soldiers are massive brutes with obvious ogre blood somewhere in their heritage. They use their size, strength and reach weapons for cooperatively surround and devastate the PCs with flanks, trips, disarms and other combined attacks. If the battle turns against them, one will break off and run for reinforcements (immediately increasing the chance of the PCs being noticed to 100%).

Cleric of Iuz – When present, a cleric of the Old One is in charge, even when demons are present as well (of course the demons resent this immensely and will often allow bad things to happen to the cleric if they know it will not look like their fault). Most are fanatical servants of the Iuz, but most are also conniving power-mongers hoping to gain an advantage of their own. This

can work in the PCs' favor as the clerics will sacrifice the soldiers under their command without a second thought and they will rarely call for backup so as not to share the glory of the kill. They will almost never run away knowing death by their masters' hands is a far worse fate than death or capture by PCs.

Vrock – These demons have been summoned and bound to Iuz's service. They hate being commanded by mere mortals and will try to subvert and twist any commands they receive. When it comes to fighting the PCs, they are utterly vicious releasing the frustration felt towards Iuz's clerics on an enemy they can rend and shred with impunity.

Development: If the players insist on fighting to the bitter end, let them and be brutal about it. Captured PCs are tortured, killed, animated as undead of appropriate level and sent on a suicide attack on the border fort at South Keep. Killed PCs are also animated as undead of appropriate level and sent on a suicide attack on the border fort at South Keep. In either case, the PC is removed from play permanently and performs horrible atrocities against the Shield Lands in the service of Iuz. The Old One is pleased!

Encounter Two B: The Dangerous Streets of Admundfort

This encounter is designed for players using the extended play option. If the players have not chosen to pay the extra time units for the extended play option, run Encounter Two A instead of this one.

When the PCs leave the docks and enter the city, read or paraphrase the following as appropriate:

Despite the sunlight, the interior of the city is dark and oppressive. Plentiful shadows take on sinister aspects at your approach. Passersby eye you warily and arrogant orcish and orog soldiers toy with the weak who cower and beg for mercy. Violence, oppression and fear are ever-present.

More than once you make the mistake of allowing your gaze to linger too long on a belligerent group of soldiers nearly drawing their attention upon yourselves.

Your trip through the streets of occupied Admundfort reminds you just what Iuz's rule would be like if all the Shield Lands fell once again to his evil reign. Bullies and thugs harassing the weak; fiends walking the streets with impunity; and the ideals of freedom and justice replaced by slavery and oppression.

The DM should describe a few situations the PCs would find difficult to ignore. A few examples follow:

- A group of soldiers have cornered a human and are threatening to kill him for blocking their path with his cart. (APL6)
- An old man lies in a pool of blood at the feet of three soldiers who are laughing about how easily the dead man's skull was crushed by the leader's barbed club. (APL8)
- Something has a young woman trapped in an alley and is terrorizing her. (APL10)
- A cleric of Iuz brazenly walks down the street followed by an entourage of undead creatures. (APL12)
- A fiend, dripping in blood, drags the struggling bodies of two elves (one male, one female) across the PCs' path and disappears into the shadows of a nearby alley. (APL14)

If the PCs intercede, run the appropriate encounter below.

Creatures: The streets of Admundfort are constantly patrolled by groups of varying size and composition. They are also home to individuals of power and importance, particularly clerics and other agents of Iuz, some of who command minions of their own such as orcs, undead, or fiends. If discovered, or if the PCs force the issue by interviewing in one of the situations listed above, they may be forced to deal with one (or more) such groups. The rules for alarms and the stats for patrols listed in Encounter Two A and Appendix 1 also apply for this encounter as well.

APL6 (EL6)

- Elite Orc Sergeant: hp 58; see *Appendix 1*.
- Elite Orc Soldiers (2): hp 43 each; see *Appendix 1*.

APL8 (EL8)

- Elite Orc Sergeant: hp 88; see *Appendix 1*.
- Elite Orc Soldiers (2): hp 73 each; see *Appendix 1*.

APL10 (EL10)

- Cleric of Iuz (1): hp 108; see *Appendix 1*.
- Elite Orc Sergeant: hp 88; see *Appendix 1*.
- Elite Orc Soldiers (3): hp 73 each; see *Appendix 1*.

APL12 (EL12)

- Cleric of Iuz (1): hp 74; see *Appendix 1*.
- Mohrg (4): hp 91 each; see *Monster Manual*.

APL14 (EL14)

☛ **Nalfshnee (1):** hp 175; see *Monster Manual*.

Tactics: At each APL, the creature(s) encountered demand the PCs to identify themselves and state their business. A stunning Diplomacy or Intimidation check (DC24 + APL) is about the only way to avoid combat here.

Once combat begins, the creature(s) will attempt to subdue the PCs, leaving one for interrogation and killing the rest only after the entire party has been defeated. Only the demons will bother to coup de grace a fallen foe while others still threaten them.

Elite Orc Soldiers – These elite soldiers are massive brutes with obvious ogre blood somewhere in their heritage. They will all drink their potions in the first round and then use their size and strength to cooperatively surround and devastate the PCs with flanks and sunder power reach attacks. If the battle turns against them, one will break off and run for reinforcements (immediately increasing the chance of the PCs being noticed to 100%).

Cleric of Iuz & Orcs – This cleric of the Old One has displeased one of his superiors and has earned patrol duty with a stinking group of orcs. He wants nothing more than to redeem himself (or catch the notice of someone more important than his direct superior) and move on to a better assignment. To that end he's willing to take some risks and sacrifice the orcs without regret.

As soon as possible he'll cast *flame strike* and *unholy blight* to soften up the PCs. Then he'll focus on using his Reach Spell feat as often as possible hoping to disable the spellcasters with ranged touch attacks of *inflict* and *poison* spells while his orcs take out the warriors. If the orcs can't keep the PCs off him, he'll cast *dispel good* to protect himself. If his touch attacks aren't connecting, or he has to enter melee himself, he'll cast *divine power* to boost his strength and hit points. He'll also cast *bear's endurance* before cure spells if he gets hit for damage.

These elite orcs are massive brutes with obvious ogre blood somewhere in their heritage. They use their size, strength and reach weapons for cooperatively surround and devastate the PCs with flanks, trips, disarms and other combined attacks. If the battle turns against them, one will break off and run for reinforcements (immediately increasing the chance of the PCs being noticed to 100%).

Cleric of Iuz & Mohrg – This cleric of the Old One has displeased one of his superiors and has earned patrol duty with a stinking group of undead. He wants nothing more than to redeem himself (or catch the notice of someone more important than his direct superior) and move on to a better assignment. To that end he's willing

to take some risks and sacrifice the mohrg without regret.

As soon as possible he'll cast *deseccate* to bolster the mohrg. Then he'll cast *flame strike* and *unholy blight* to soften up the PCs. Then he'll focus on using his Reach Spell feat as often as possible hoping to disable the spellcasters with ranged touch attacks of *inflict* and *poison* spells while his undead take out the warriors. If the mohrg can't keep the PCs off him, he'll cast *dispel good* to protect himself. If his touch attacks aren't connecting, or he has to enter melee himself, he'll cast *divine power* to boost his strength and hit points. He'll also cast *bear's endurance* before cure spells if he gets hit for damage.

Nalfshnee – The demon's master has ordered him not to gate in other fiends, so he will not use his *summon tanar'ri* ability during the fight.

The nalfshnee is NOT one Iuz's minions. He is here to recover the elves for his true master (someone who opposes Iuz, but is equally evil). If the PCs force a fight, he will think they are trying to stop him from taking his prey. He had to chase them through the city away from where he originally arrived. Since he cannot teleport with them in addition to himself, he is making his way back to his arrival point to turn them over to his current master (he is under the effect of a *greater planar binding*).

If the PCs follow him down the alley, he will turn to face them in a back alley courtyard. While they fight, the elves disappear unless someone cast *dimensional anchor* (or other spells that inhibit *teleport* spells). The nalfshnee's master has been *scrying* on his this alley waiting for is servant to return with the elves. Once the elves disappear (about 5 rounds into the battle or as soon as it looks like the PCs will finish off the demon), the nalfshnee will growl **"He has retrieved the elves. My end of the bargain is complete and I am free. You are fortunate!"** and teleport back to his home plane. Let the PCs read into this whatever they wish.

The nalfshnee will use his *unholy aura* first and then *smite*. Dazed PCs will take a *call lighting* and juiced PCs will suffer from an area based *greater dispel magic*. Hasted combat monster PCs and spring attack junkies will get nailed by *slow*. Spellcasters can enjoy *feeblemind*. Once the PCs are softened up, he'll wade in and shred them with claws and bites.

Treasure:

APL6 – loot (685 gp), coin - (85 gp), *breastplate* +1 - (1,350 gp).

APL8 – loot (685 gp), coin - (360 gp), *breastplate* +1 - (1,350 gp), *potion of bull's strength* (x3) - (900 gp), *potion of enlarge* - (250 gp).

APL10 – loot (1,067 gp), coin - (410 gp), *breastplate* +1 - (1,350 gp), *potion of bull's strength* (x3) - (900 gp), *potion of enlarge* - (250 gp), *potion of cure serious*

wounds - (750 gp), full plate +1 - (2,650 gp), periapt of wisdom +2 - (4,000 gp).

APL12 – loot (382 gp), coin - (50 gp), *amulet of health* +2 - (4,000 gp), potion of cure serious wounds - (750 gp), full plate +1 - (2,650 gp), periapt of wisdom +2 - (4,000 gp).

APL14 – loot (0 gp), coin - (0 gp), *none* - (0 gp).

Other Extended Play Encounters

If the PCs have otherwise avoided trouble on their journey through Admundfort or managed to overcome an earlier encounter with little difficulty, they will have **ONE** of the following encounters as described below. Which encounter they have depends on which route they take to get to the Towers of the Shield Mages.

The encounters are listed in the order of priority. If any part of the party's route takes them through an area described below, use the highest priority encounter only.

The Gardens

Before the Shield Lands fell to both the armies of the Horned Society and the endless minions of the Old One, the Gardens of Admundfort were known across the Flanaess for their stunning variety of plants and the unique beauty with which they were arranged. Stories told that a veritable army of druids tended the city's gardens with a devotion that exceeded their love for all else. The truth was the gardens were the work of a single druid and a small coven of loyal initiates, but the results were no less spectacular for it.

Sadly, the druid and her helpers are long dead; killed by Iuz's minions when they refused to abandon the garden during the fall of the city. Today, the garden is a terrible place indeed. Overgrown, twisted and sick with rot and decay, the once lush park is now a place avoided by all. The air is heavy with the reek of decaying vegetation and the air is moist and foul, covering everything in a film of slimy dew. The once well tended paths are gone; only a hint of a trail through thick underbrush and a chaos of shrubs, bushes and trees, each now imbued with the taint of Iuz's evil presence.

Through the thick foliage, the Towers of the Shield Mages still peak above the skyline providing a beacon to follow through twisting trials of the garden.

Traveling through the garden is slow (half move) and travelers are easily confused by the twisting trails. To make matters worse, the vegetation seems to move subtly to block and impeded travel. A Survival check (DC9+APL) is required to make progress towards the north (or any direction the PCs choose). A failed roll means the PCs

have wasted thirty minutes going in circles. When about halfway through, the PCs will find the following:

The overgrown living labyrinth opens into a large clearing; it would seem you have reached the inner gardens, but all that remains is a huge mound covered in sickly plants and strewn with the fallen branches of long dead trees. The air is eerily calm and the sounds of the city around you fade into the background.

The clearing is a rough oval shape; about 70 ft. wide (east to west) and about 60ft wide (north to south). As with the rest of the gardens, this area is heavily overgrown reducing movement by half (i.e., the cost of movement is double).

If the PCs investigate the mound by moving within 20ft., read the following:

Some overgrown foliage atop the mound rustles; perhaps a rodent hides within. But then the rest of the mound follows suit and the slight quivering becomes violent shuddering as the mound rises up, becoming a massive beast born from the rotting evil now infesting the gardens. With an earthy growl, the plant thing opens its thorn-toothed maw and flails its woody tentacles threateningly.

Successful Spot (DC21+APL) or Listen (DC13+APL) checks avoid surprise.

Creatures: The gardens have acted like a sink of the negative energy put out by the occupation of Admundfort warping the once peaceful place into a dark shadow of its former glory. In the new gardens, predatory plant creatures have taken up residence (whether by chance or design is unknown) and thrived. While none of the plant creatures are evil, they are somewhat more malevolent than normal. They will attack the PCs when they reach what was once the center of the gardens.

APL6 (EL6)

☛ **Tendriculos** (1): hp 94; see *Monster Manual*.

APL8 (EL8)

☛ **Tendriculos** (1): hp 104; see *Monster Manual*.

☛ **Shambling Mound** (1): hp 78; see *Monster Manual*.

APL10 (EL10)

☛ **Tendriculos** (1): hp 126; see *Monster Manual*.

☛ **Shambling Mounds** (3): hp 88; see *Monster Manual*.

APL12 (EL12)

☛ **Tendriculos, Advanced (1):** hp 350; see *Appendix 1*.

☛ **Shambling Mounds (4):** hp 88; see *Monster Manual*.

APL14 (EL14)

☛ **Tendriculos, Advanced (2):** hp 350, 340; see *Appendix 1*.

☛ **Shambling Mounds (8):** hp 88; see *Monster Manual*.

Tactics: Neither the tendriculos nor the shambling mounds (at higher APLs) are particularly intelligent, but they are cunning in their own way. The tendriculos relies on surprise and brute force to grapple and then consume its foes. The shambling mounds are hidden around the edges of the clearing (which counts as a forested area). PCs can avoid surprise from their attacks with successful Spot and Listen checks at DC19+APL and DC12+APL, respectively. The shamblers attack to grapple and crush the life from their foes so their bodies can be consumed by them or the tendriculos to whom they give a portion of each kill.

Treasure: Buried beneath the cobblestones surrounding the remains of the square's fountain (Search DC10+APL) is a cache of treasure belonging to the druids who once tended these gardens. Aside from the various magical items, all of the treasure is in the form of gems.

APL6 – loot (0 gp), coin - (275 gp), *amulet of natural armor +1* - (2,000 gp), *elemental gem (earth)* - (2,250 gp).

APL8 – loot (0 gp), coin - (250 gp), *druid's vestment* - (3,750 gp), *elemental gem (earth)* - (2,250 gp), *pearl of power* (1st lvl) - (1,000 gp).

APL10 – loot (0 gp), coin - (450 gp), *candle of invocation (neutral)* - (8,400 gp), *druid's vestment* - (3,750 gp).

APL12 – loot (0 gp), coin - (600 gp), *candle of invocation (neutral)* - (8,400 gp), *pearl of power* (3rd lvl) - (9,000 gp).

APL14 – loot (0 gp), coin - (0 gp), *swarming insects staff* - (24,750 gp), *elemental gem (earth)* - (2,250 gp), *pearl of power* (3rd lvl) - (9,000 gp).

Outside Admundfort

The landscape outside the walls of Admundfort has been blasted clear and trampled to dust by the booted feet of Iuz's war machine. Nothing grows or stands within sight of the walls (an area about one quarter mile around the city). Orcs and hobgoblins patrol the city's battlements keeping a constant, if disinterested, eye on all approaches. Troops both mounted and afoot patrol the entire length and breadth of Walworth Isle making all attempts to reach the city without being noticed almost certainly futile.

To make matters worse, Iuz ordered Waquonis (and Wayne before him) to release horrible beasts to wander the island hunting any who were not strong enough to defend themselves. Since Iuz's troops only travel in large and/or powerful groups, this adds to the difficulty of traversing the island unmolested.

If the PCs approach the city by land, or attempt to circumvent the city streets by making their way around the city walls in their journey to the Towers of the Shield Mages, they will suffer one of the following extended play option encounters.

Being careful to keep your silhouettes low on the horizon to avoid being spotted by Iuz's soldiers on the Walls of Admundfort, you slowly make your way around the city. In the past, this would have all been pastoral villages and manors full of people and happiness. Now it is a bleak wasteland devoid of these things, occupied only by hunters that stalk the land seeking prey.

You continue on your way and gradually become certain something has started to stalk you; something terrible. You know you cannot reach the city before it is upon you; better to face it here beyond the gaze of the city than wait until it runs you down.

Your preparations made, you wait for your enemy to appear.

Creatures: The creatures in this encounter were either brought to Walworth Isle by Wayne, or summoned and tasked (using *planar binding*) by Waquonis to patrol the island

APL6 (EL6)

☛ **Wyvern (1):** hp 59; see *Monster Manual*.

APL8 (EL8)

☛ **Erinyes (1):** hp 85; see *Monster Manual*.

APL10 (EL10)

☛ **Manticore, Advanced (1):** hp 202; see *Appendix 1*.

APL12 (EL12)

☛ **Elder Air Elemental (1):** hp 204; see *Monster Manual*.

☛ **Huge Air Elemental (1):** hp 178; see *Monster Manual*.

APL14 (EL14)

☛ **Night Hag, Advanced (1):** hp 141; see *Appendix 1*.

☛ **Nightmare, Cauchemar (1):** hp 172; see *Monster Manual*.

Tactics: In all cases, the creatures use the typical tactics for their kind as described in the *Monster Manual*. The exception being the mounted Night Nag who relies on hit and run attacks to keep herself out of the PCs' reach until she can ride them down mounted combat feats.

Encounter Three: The Towers Under Siege

Upon reaching the Towers of the Shield Mages, the PCs are greeted by an astonishing sight. Read or paraphrase the following:

Your journey towards the Towers of the Shield Mages is nearing its end. As you've carefully moved through the streets of Admundfort, the dark gray spires of the Towers have steadily grown in height at your approach. Now, standing in the shadows of a building on the opposite side of a large city square you finally see the Towers in all their glory.

To your surprise, the rumors of the Towers remaining undamaged even after years of occupation are true! Three granite towers, two circular and one square reach into the sky to dizzying heights. Except for the Sea Keeps and (before its destruction) the Citadel of Holy Shielding, nothing in Admundfort comes close to matching the stature of these impressive edifices.

Arrayed in the square before the Towers is a vast host of Iuzian troops led by a vicious little man of Kettish decent, barely five-feet tall with black curly hair; Waquonis himself!

As you watch. Waquonis coordinates an attack from all sides. Bolder-hurling giants pound the tower walls relentlessly with the remains of buildings that once surrounded the Shield Mages' home. Spellcasters of all types toss arcane and divine magic against the invisible defenses protecting the towers. The potential for devastation caused by Waquonis' assault is mind-boggling, yet the towers inexplicably repulse the attack... barely. When the dust settles, it is readily apparent that whatever protects the towers is weakening.

With an ear-piercing scream of rage, Waquonis orders his troops to continue the assault.

"AGAIN! Hit it AGAIN! I will have the spellpool before the sun sets this day!"

Without pause, the well-trained minions let loose with another volley upon the weakening walls of the Towers. Once again the Towers withstand the abuse, but as before, small cracks grow larger and more dust shakes loose from the rapidly crumbling mortar; how many more times will the Towers be able to resist?

With the forces arrayed against the Towers, the PCs should realize they have no chance of reaching the towers to attempt to get inside; at least from this avenue. Unfortunately, the key-device they recovered a short time ago is useless to the PCs if they cannot get close enough to use it. They should also know that it is only a matter of time before Waquonis gets his wish and the towers fall. If the PCs don't find a way in quickly, they may have come all this way only to watch Iuz claim the thing so many have died trying to protect; the spellpool of the Shield Mages.

Presumably, the PCs will make every effort to find a way into the Towers as quickly as possible. Encounter Four gives them their best hope of using the key-device in time. Allow the PCs a few minutes to discuss their options and then run Encounter Four.

Development: From this point forward, the PCs have about 8 hours to reach the sewers beneath the Towers and use the key device to get inside. If they decide to hole up and rest before entering the sewers in Encounter Five, they fail in their mission. The Towers fall to Waquonis and the spellpool is claimed by Iuz. Go to the Conclusion section and read the players the box text under "You Failed!"

If for some bizarre reason the PCs attempt to assault the forces arrayed around the Towers directly, modify Encounter ten to fit the situation and proceed, ignoring the destruction of the spellpool. Without the intervention the explosion of the spellpool brings in Encounter Ten, it is highly unlikely the PCs will survive for very long. Regardless, they are welcome to try.

Encounter Four: The Mysterious Benefactor

Note: This encounter includes a lot of box text. Some of it should be read or paraphrased as is, but the conversation with the mysterious benefactor should be roleplayed as much as possible. The box text is provided to help DMs properly portray the NPC and the conditions of the encounter.

As the PCs are about to act on their plan to get inside the Towers, run this encounter.

Allow everyone a Spot check (DC4+APL) to notice the group of soldiers led by a cleric of Iuz with obvious fiendish blood who have taken an interest in them. To any PC who succeeds, read or paraphrase the following:

Not far from your position, a group of soldiers are talking to a tall, robed and hooded priest of Iuz. The soldiers seem agitated and are grunting and waving in your direction. Slowly the priest turns towards you as

his hood falls back revealing black scaly skin, sharply pointed fangs and ears, and wicked horns curling up and back from his forehead. His eyes glow an evil reddish-purple color as he points at you and demands "You there! Hold your ground and submit to the power of Iuz!"

Allow the PCs to react short of opening fire with spells and weapons. Before they can take any offensive actions, another player enters the mix. Continue with the following box text:

As the cambion and his troops move to detain you, a man of average height and build wearing dark, but stylish clothing and light armament intercepts them. The priest calls his men to a halt and stares menacingly down at the new arrival.

Listen checks (DC4+APL) allow the PCs to overhear the exchange.

The cambion speaks in snarling common "My lord, why have you interfered with my interrogation of the strangers?"

The smaller man replies "Since when does an underling such as you question my authority? His calmness does nothing to hide the icy tone of his question.

Chastised, the cambion responds "Forgive me my lord, I meant no disrespect. I was ordered by Waquonis to keep the streets near the Towers clear of riff raff and voyeurs. He demands no interruptions at this critical time.

"Your orders from Waquonis came through me!" the smaller man snarls in response. "You would be wise not to forget the chain of command lest you choke yourself with it. Move on and I will deal with these strangers personally."

The cambion is obviously not pleased with the situation, but amidst the grumbles of his soldiers, he manages to maintain a modicum of respect "As my lord commands. I will be sure to include this in my report as is my duty to Iuz."

The smaller man does not miss the implied threat in the cambion's words and smiles in response "I would expect no less from a faithful servant of the Old One. Dismissed!"

Swallowing his obvious rage, the cambion and his soldiers turn and move off to the south, leaving you alone with your mysterious benefactor.

Turning towards you, he says "Come with me." And heads off down a side street away from the Towers of the Shield Mages.

If the PCs follow, continue below, otherwise the man disappears and does not return. See the development section below for how to handle things if the PCs refuse to work with him.

The man walks with confidence through the streets and alleys of Admundfort like few others you've seen so far. His pace is brisk and deliberate, leading you deeper into the city and away from the Towers.

Oddly, the man pauses momentarily in one alley, and then rushes through two others and across a main thoroughfare. He repeats this bizarre style of movement several times during your trip as if he is timing your movements exactly. At the end of a long alley somewhere in the Merchant's Quarter of the city, he ushers you inside the basement of a fine home. "Inside please, we can talk here. It is protected from preying eyes."

Their mysterious benefactor does not introduce himself to the PCs saying only *"a friend in a city where you have no others."* To some PCs he may seem vaguely familiar. Any PC who played *SHL01-06 - The Bleak Shores of Axeport*) should recognize this man as the mysterious agent who helped them escape the pits of Axeport.

He will allow the PCs to cast minor detection spells on him (whether they ask or not), but the PCs will find that his alignment and magical equipment are masked from casual detection and his mind is blocked from intrusion. Assume he makes whatever saves he needs to prevent the PCs from learning more than what he willingly provides in this encounter. A little mystery is good for the soul.

When the PCs are ready to get down to business, continue.

"I suspect why you have come, but to be honest, I do not wish to know the reasons. As it is, I will have much to answer for once Keshold files his report; and he will, to be sure. If you will trust me, I can help you."

The PCs must make a choice. If they refuse, he will shrug and bid them farewell. See the development section below for how to handle things if the PCs refuse to work with him.

If the PCs agree, he continues:

"Waquonis is getting close to shattering the wards protecting the Towers and nothing will be allowed to interfere. You will never get close enough to the Towers to get inside... at least not above ground."

"There are a series of tunnels and sewers below the city that have been useful in the past for getting from place to place unnoticed and unchallenged. These tunnels can take you under the Towers, but the journey will not be without peril. The rot that has infested this city goes deep and things below ground are no less dangerous than those above. The difference is, at least in the sewers, there are fewer soldiers to dog your heels."

"I can take you to an entrance to these tunnels and even draw you a rough map to lead you to your destination. Once below, I can do no more to help you."

If the PCs agree, he draws a quick map (give the players Player's Handout #2). He then feels along the east wall of the basement and opens a hidden catch revealing a small alcove with a ladder leading down.

If the PCs insist on interrogating the man, he will reply very matter-of-factly:

"I understand your curiosity, but you must know that I cannot answer your questions. You must trust me, or you must not."

Before disappearing back into the shadows, he pauses to ask one last question.

Before he departs, the mysterious man asks for a single boon in return for his help.

"Are the rumors true? Is Lady Katarina truly dead? We have been told many lies before to hide the truth and reinforce the fiction that the Old One is all-powerful. I hoped this was one of those lies."

After the PCs confirm his fears, continue:

The man looks obviously shaken and whispers something quietly under his breath "May the Archpaladin protect her soul." And without another word, he is gone.

Development: It is possible the PCs will refuse to cooperate with this man. That is a mistake, but not necessarily the end of the event. Even without his help, the PCs may think to use the sewers to make their way under the Towers. That's fine, but they will have to do that without a map and it will likely use up a considerable amount of their limited time. See Encounter Five for more on how to proceed without a map of the sewers.

Encounter Five: Into the Sewers

The traps and obstacles presented in this encounter are designed for players using the extended play option. If the players have not chosen to pay the extra time units for the extended play option, run this encounter without the challenges, using only the box text to describe the PCs difficult trip through the sewers.

Baring breaks taken by the PCs, the trip through the sewers (including encounters) takes about four hours. The following timeline presents a rough estimate of when each obstacle or encounter takes place. DMs should modify the timeline based on the actions of the PCs.

Sewer Timeline:

Hour	Event
0	Encounter Five: Into the Sewers
0.25	Encounter Five: Vermin, Vermin, Everywhere
2.50	Encounter Five: Collapsing Walls
2.75	Encounter Five: Tripping Chain
3.25	Encounter Six: Ambush!
3.75	Encounter Seven: Be-Were, Rats!
4	Encounter Eight: Beneath the Towers of the Shield Mages

Read or paraphrase the following when the PCs enter the sewers.

The first thing you notice about the sewers is the stench. It goes far beyond the normal odor that accompanies sewers in even the largest, most over crowded cities of the Flanaess, making your eyes water and your guts churn. With the concentration of evil creatures living in Admundfort, you can safely assume that these sewers have been used for dumping more than your typical types of wastes.

Next you notice the eerie stillness of the tunnels as if they are waiting for something. In the darkness, things move about, most likely rodents and other vermin..., perhaps something more sinister.

At the bottom of the ladder four tunnels head off into the darkness; one roughly in each cardinal direction.

Have the PCs make Fort saves (DC6+APL) to avoid being sickened by the stench of the sewers. PCs who make their saves and those immune to poison are not effected by the smell. Everyone else is sickened (see the DMG) until they can breath fresh air for at least 30 minutes. If they return to the sewers they'll need to make another Fort save (at -2) or become sickened again. Those who

make the initial save need not worry about the smell even if they leave and return.

The map given to the PCs is reasonably accurate, but woefully incomplete. Hundreds of side passages, drains and alcoves branch at irregular intervals throughout the sewers. A Survival roll (DC14+APL, or DC4+APL if the PCs has the Track feat) is required every hour to avoid getting lost.

The sewer tunnels range from barely 10 ft. wide (in the main tunnels) to 5 ft. wide (most other side tunnels that are not simply drains) to narrow drains only inches in diameter.

Movement in the sewers is slow and dangerous. Anyone attempting to move at faster than 50% normal movement rate risks falling down (Reflex save vs. DC4+APL) and taking 1d6 points of damage. If the save is missed by more than 10, they must also make a Fort save (DC12) to avoid contracting *filth fever* from the filthy water. Because of the twisting nature of the sewers, PCs cannot run or charge more than 15 ft.

Allow the PCs to make their way through the sewers using the map given them in Encounter Four (assuming they have it, otherwise see below). Using the DM's Map to the Sewers, throw the following challenges at the PCs when they reach the designated place on the map.

Vermin, Vermin, Everywhere (#1)

Vermin are everywhere; bugs, rats, slugs, and even more nasty creatures lurk in the stagnant pools, slow moving runoff and piles of refuse and debris. If the PCs stop to rest, eat (an unthinkable act that requires another Fort save as above) or even relieve themselves they will find these denizens crawling all over them within seconds.

All APLs (EL2)

☛ **Vermin Swarm (1):** hp 13; see *Monster Manual* (use stats for rat swarm).

Kobold Tricks

The filth and muck are not the only deterrents in the sewers and the vermin are not its only inhabitants. The sewers are also home to a unique tribe of kobolds spawned from the union of three kobold "princesses" and a fiendish creature of some sort. See Encounter Six for a full description.

To protect their lair (mainly from a pack of wererats who use the sewers to move about the city undetected, the fiendish kobolds have laced the tunnels with devious traps aimed at discouraging travelers and herding them towards ambush sights throughout the sewers. Two such traps are described below.

Collapsing Walls (#2)

You continue to follow your crude map, which so far seems accurate enough. As you round a bend in the tunnel you're currently following, you are stopped before a possible dead end.

The passageway before you is blocked by a half dozen wooden logs that have become jammed across the tunnel. There is enough room between them for water to flow, but your group may have trouble getting through.

The logs are part of a sinister trap. The kobolds realized that this section of tunnel was going to collapse because water was draining into an opening behind one wall. Once the opening filled with water, pressure would rupture the stone wall and flood the tunnel, albeit briefly. They decided to reinforce the wall with the logs leaving only enough room between them for small creatures to easily move. Anyone larger (like their wererat enemies) would be forced to change size (something that would delay them for at least a short time) or move the logs (which would cause the wall to collapse with obvious results).

If the PCs investigate the walls, both sides are wet and slime covered, but one side (the left) has a barely noticeable trickle of water seeping through some of the cracks and between the blocks. Search or Spot (DC14+APL) is needed to notice the seeping water.

If the logs are moved, the wall to the north will rupture, showering a 10 ft. by 10 ft. section of the tunnel with heavy rocks and flooding the tunnel with filthy, diseased water.

APL6 & 8 (EL2)

☛☛ **Collapsing Walls:** CR2; mechanical, location trigger, repair reset; +12 melee (2d6/x3, stones); multiple targets (all targets within 5 ft. of either side of the logs); Search (DC20); Disable Device (DC28).

APL10 & 12 (EL3)

☛☛ **Collapsing Walls:** CR3; mechanical, location trigger, repair reset; +12 melee (4d6/x3, stones); multiple targets (all targets within 5 ft. of either side of the logs); Search (DC24); Disable Device (DC32).

APL14 (EL4)

☛☛ **Collapsing Walls:** CR4; mechanical, location trigger, repair reset; +12 melee (6d6/x3, stones); multiple targets (all targets within 5 ft. of either side of the logs); Search (DC24); Disable Device (DC36).

After the walls rupture, the PCs will need to make Reflex saves (DC8+APL) to keep their footing as the water rushes out of the opening behind the wall. If the save is

missed by more than 10, they must also make a Fort save (DC12) to avoid contracting *filth fever* from the filthy water.

After the trap is triggered, read or paraphrase the following:

With a deep groan the logs come free of their position between the walls and thump to the tunnel floor. For a moment, all is still, but then small rivulets of water begin to seep through the cracks in the stone. The rivulets quickly become streams and the streams, floods... and soon the entire left wall ruptures spraying the tunnel with broken stone fragments and cold water. The pressure is amazing as hundreds, perhaps thousands of gallons of water cascade through the now gaping hole in the wall and rush down the tunnel in both directions. The current threatens to sweep you off your feet and smash you against the walls. It's all you can do to stop your self from being swept away in the torrent.

As the flow subsides, you can see a chamber beyond the new opening in the wall. Most of the chamber is filled with debris, most likely from the collapse of a building above. In one corner, a skeleton lies beneath a massive timber. It's obvious the unfortunate individual was trapped. Tangled in the skeleton's bony hand is a water skin, a constant stream issuing from its open mouth. For longer than seems natural, the water continues to flow forming pools on the ground.

At APLs 6 & 8, continue with this:

After a few more seconds, the skin goes limp and the water stops.

The skin is a decanter of endless water. The man trapped under the timber lived in the house above. When it collapsed, he fell into the basement and through to the sewers. In a stroke of bizarre luck his decanter of endless water landed next to him. Hoping to survive until rescues, the man drank from the skin until his wounds killed him. He failed to turn the decanter off before he died and it filled the room with water, weakening the walls and ultimately allowing the kobolds to design their trap. At all APLs the decanter “runs dry” and becomes a non-magical water skin.

Tripping Chain (#3)

In this section, it might be better to paraphrase the box text rather than read so players aren't immediately suspicious of the situation.

Your map has led you to an intersection, but the intersection isn't on the map. By the looks of it, you should continue down the main tunnel through the ankle deep, filthy water.

The lack of side tunnels on the map is actually nothing more than an oversight on the artist's part, but there is a trap. When the PCs move through the intersection a trigger under the water sets off the trap.

APL6 (EL2)

↗ **Tripping Chain:** CR2; mechanical, location trigger, automatic reset, multiple traps (tripping and melee attack); +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC20; Disable Device DC18.

APL8 & 10 (EL3)

↗ **Tripping Chain:** CR3; mechanical, location trigger, automatic reset, multiple traps (tripping and melee attack); +18 melee touch (trip), Atk +18 melee (3d4+3, spiked chain); Search DC24; Disable Device DC22.

APL12 & 14 (EL4)

↗ **Tripping Chain:** CR4; mechanical, location trigger, automatic reset, multiple traps (tripping and melee attack); +21 melee touch (trip), Atk +21 melee (4d4+4, spiked chain); Search DC28; Disable Device DC24.

Any PC tripped by the trap needs to make a Fort save (DC12) to avoid contracting *filth fever* from the filthy water.

Development: Traversing the sewers without the map will be very difficult. The DM should make the trip much more difficult this way, adding side passages and dead ends to slow the PCs substantially. Parties without at least one PC with the Track feat have no hope of finding their way alone. Luckily, the wererats in Encounter Seven can lead the PCs (assuming they party doesn't attack and kill them right away).

Allow the PCs to wander aimlessly for several hours (long enough to frustrate and annoy them, and make them worry that they will not make it in time) and then proceed to Encounter Six. The DM should also immediately move to Encounter Six if the PCs attempt to leave the sewers.

Encounter Six: Ambush!

By the time the PCs make it three-quarters of the way to their destination they will have attracted the attention of the trap-setting kobolds. The kobolds will use their superior knowledge of the sewers to get ahead of the PCs and set up a nasty little ambush.

Read or paraphrase the following when the PCs arrive at the “dead end” (as marked on the DM’s Map of the Sewers).

About fifty feet down the tunnels after the last intersection, you come to a dead end. Looking at the map, you see that either you are not where you thought you were, or the map is wrong. You should be at a five-way intersection, yet you have stumbled into a dead end. While there are indeed five ways into the cistern you find your self looking into, four of them are nothing more than drainage pipes dumping more stinking filth into the drain below your feet.

The cistern is a 40 ft. diameter circular room with a 20 ft. diameter platform in the center. A narrow 12 inch wide walkway encircles the outside of the room along the wall. Evenly spaced around the room are five drainage pipes, one just below the passageway you’re following. Above the opening of each pipe is a narrow, 12 inch wide walkway leading to the platform in the center of the room. The intervening 10 ft. between the walkway along the wall and the center platform drops 5 ft. down to a metal grate through which the draining water and filth filter in hopes of stopping debris too large to fit into the lower drainage tunnels that eventually dump the waste into the Nyr Dyv.

The kobolds set up their ambush at an intersection of five tunnels which happens to also be the convergence point of each tunnels’ draining sewage. Sarrukh’s mothers have covered four of the tunnels with a *permanent image* (*dispel magic* DC25) making it appear as if travelers have come to a dead end. Use DM Aid #3 to help describe the area to the players.

Since water and sewage flows from each tunnel, the illusions are designed to look as if each of the other four tunnels are nothing more than small drains which converge at the end of a larger tunnel. This makes the illusion all the more realistic since it includes and takes advantage of the existing area. The only part of the room that is illusion is the “walls” covering the other four tunnels.

When the kobolds detect intruders, they keep a rapt, but distant eye on them using the smaller tunnels and drains most tall folk ignore. When it becomes clear the intruders are headed for the “crossfire” (as the kobolds call the intersection), they prepare their ambush.

To make matters worse, the design of the intersection is such that five tunnels drain into one location and empty 5 ft. below through iron grates into a larger tunnel below. Only narrow (12 in.), muck-covered paths crisscross from side to side. Movement through

the intersection requires a Balance check (DC15). Failure by five or more means the PC has fallen into the muck (no damage, but a Fort save (DC12) to avoid contracting *filth fever* from the filthy water is required). Fallen PCs must then take a round to climb out of the muck, during which the kobolds continue their attack.

Creatures: These kobolds are not your typical members of the species. Shortly after the fall of the Shield Lands to Iuz, a small, lizard-like demon of uncommon sort found its way into the sewers. The demon found the conditions to its liking and spent much time there hunting away from the much larger demon now stalking the street of Admundfort. During his time, it also found a band of kobolds living in secrecy in his newly claimed territory.

Much to their credit, the kobolds resisted the demon, who found them both a decent hunting challenge and tasty eating. Eventually, the demon slew the kobold leader and claimed the band as his own. Much to his delight, the former leader had three daughters whom the band thought of as princesses. Taking the princesses as his “wives”, the demon proceeded to rule the kobolds. The introduction of fiendish blood into the kobold population made the band strong and for the most part they quickly managed to take the sewers for their own (at the time there were quite a few groups vying for control).

The demon and his “wives” produced many hatchlings before he was banished back to his home plane by the Crook of Rao in the Flight of Fiends. After his banishment, his progeny grew exceptionally fast because of their fiendish heritage. Within less than a decade, the new generation of fiendish kobolds quickly dominated the band, taking wives of their own and siring yet another generation of fiendish kobolds. Within a few years, this second generation will reach adulthood and the band will become even stronger.

The current leader of the band is the demon’s first and most powerful son, Sarrukh. Sarrukh rules with an iron claw listening only to his “mothers” who act as his advisors. Sarrukh’s fiendish blood gives him strong sorcerous abilities, which he uses to help the tribe hunt and defend itself from their current enemy, a group of wererats who have recently taken to using the sewers as their personal highway beneath the city.

Sarrukh and his brothers have become the primary hunters and warriors of the tribe. They are fearless, believing their tainted blood makes them the most powerful kobold to ever live. Still, their innate tendency for cowardice keeps the band from straying too far from the “old ways”. Stealth, trickery, ambush and speed are highly prized methods every true warrior uses to defeat his enemy. It is these methods they will use in their attack on the PCs.

APL6 (EL7)

☛ Sarrukh: hp 24; see *Appendix I*.

☛ Fiendish Kobolds (5): hp 7 each; see *Appendix I*.

APL8 (EL9)

☛ Sarrukh: hp 28; see *Appendix I*.

☛ Fiendish Kobolds (6): hp 18; see *Appendix I*.

APL10 (EL11)

☛ Sarrukh: hp 36; see *Appendix I*.

☛ Fiendish Kobolds (6): hp 18; see *Appendix I*.

APL12 (EL13)

☛ Sarrukh: hp 44; see *Appendix I*.

☛ Fiendish Kobolds (10): hp 18; see *Appendix I*.

APL14 (EL15)

☛ Sarrukh: hp 52; see *Appendix I*.

☛ Fiendish Kobolds (12): hp 32; see *Appendix I*.

Tactics: The ambush is quiet simple. Sarrukh and his brothers hide about 65 ft. behind the illusion, wait until the intruders stumble into the “dead end” and let loose with spells (*fireball*, *slow*, *Evard's black tentacles*, etc.) and javelins. If the intruders overcome the illusions, and give chase, the kobolds use the small side tunnels and drains to run away and regroup down a different tunnel.

The kobolds are so familiar with the area it only takes them two rounds to move from one tunnel to any adjacent tunnel. Only small creatures with ranks in Escape Artist (DC4+APL) have any hope of following a retreating kobold, but needs the Track feat to attempt it. Most intruders advance beyond an illusionary wall after their attacker only to find they now have two attackers behind them and their quarry is long gone.

Their major advantage is staying away from their enemies. They can't go toe to toe with most foes, so moving and attacking from hiding is their best offense. The fiendish kobolds try to distract the PCs while Sarrukh moves around and hammers them with spells. Running away isn't cowardice to them, it's just smart!

Each fiendish kobold has an additional six javelins hidden in their escape tunnels.

Treasure:

APL6 – loot (49 gp), coin - (206 gp), *bracers of armor* +2 - (4,000 gp), *Potion of Invisibility* - (300 gp).

APL8 – loot (148 gp), coin - (607 gp), *bracers of armor* +2 - (4,000 gp), *Potion of Invisibility* (x2) - (300 gp each).

APL10 – loot (148 gp), coin - (57 gp), *bracers of armor* +3 - (9,000 gp), *cloak of charisma* +2 - (4,000 gp).

APL12 – loot (244 gp), coin - (111 gp), *bracers of armor* +3 - (9,000 gp), *cloak of charisma* +2 - (4,000 gp).

APL14 – loot (292 gp), coin - (798 gp), *bracers of armor* +4 - (16,000 gp), *cloak of charisma* +4 - (16,000 gp).

Development: The kobolds will not face the PCs openly if at all possible, preferring instead to run away. If the PCs overcome the illusion and leave (by any of the five tunnels), the kobolds will harass them for about 100 ft. and then give up.

Encounter Seven: Be–Were, Rats!

As soon as the ambush is over or the PCs move far enough away from the kobold ambush that the kobolds lose interest, read or paraphrase the following:

Three figures step from the murky shadows with blood-stained weapons and drop a number of dead kobolds to the ground. The new arrivals slowly clean and sheath their weapons and raise their hands in a gesture of peace.

With a slightly high-pitched, but clearly inhuman voice, the lead figure growls “We are in your debt for your ridding these tunnels of some of its most troublesome vermin. Allow us to repay you.”

Carefully drawing back their hoods, the new arrivals reveal their faces for the first time. Wererats!

The new arrivals are evil wererats who normally would not think twice about killing the PCs, but they are both interested in why the PCs are in the sewers and grateful (to an extent) for the PCs ridding the sewers of the kobolds. As long as the PCs make no aggressive actions, they will reveal the following information:

- ☛ Their names are Rausder (the leader), Gotin (male) and Ronvina (female). They are Shield Landers who did not escape Admundfort during the retreat. They have been trapped here ever since and contracting lycanthropy is but a small part of what they have endured. (true)
- ☛ The kobolds were their enemy as well and the PCs have done them a great service ridding the sewers of their menace. (true)
- ☛ The kobolds were the spawn of a demon and three female kobold sisters. Their leader, Sarrukh, was a talented spellcaster, who often used illusions to mask and confuse the tunnels to lure intruders into ambushes. (true)
- ☛ The wererats wish to return the favor by guiding the PCs to their destination. (true)
- ☛ The wererats do not serve Iuz or his servants directly. (true and false, the wererats sell information

to anyone willing to pay, but are not loyal servants of the Old One)

What the wererats don't tell the PCs is that they have no intention of keeping the PCs presence or purpose a secret once they learn what it is. If the PCs aren't careful what they discuss around the wererats (who have very good hearing), they will learn what they want to know, kill the PCs and sell the information to Iuz's servants.

The DM should ask the players if any of their PCs have ever been (or currently are) infected with lycanthropy. If so, the DM should take that player aside and run this short side encounter.

Join Us, Brother!

As the PCs near their destination, the leader of the wererats (Rausder) approaches any PC(s) who is or once was infected by lycanthropy of any kind. The leader will take the PC(s) aside and ask him to join them. If the PC is no longer infected, Rausder offers to share his curse so the cured PC might once again enjoy the "life of a true hunter". If a PC claims ignorance of his infected state, Rausder will tell him of it; whether the PC believes him is another story.

Rausder is obviously angered if the PC(s) refuse his (in his mind, generous) offer, but he and his companions will uphold their end of the bargain and deliver the PCs to a section of the sewers directly below the Towers of the Shield Mages. Read or paraphrase the following:

Unlike the rest of the sewers you have trudged through today, this section seems less disgusting. Not much, but enough where the air isn't quite so foul. You can hear the rumblings now and feel the vibrations; you must be close to the Towers... Waquonis must still be trying to hammer through the Shield Mages' defenses. That's a good sign. You may still have time to figure out just what it is you are supposed to do.

Your path leads you into a large chamber with two other exits; each leading back into the depths of the sewers. The chamber is similar to others you've encountered today, but something is wrong. The architecture is different... older maybe. Much older. Each of the three exits is framed by heavy stone pillars etched with odd sigils. Most are nearly indistinguishable from years of muck and slime filling in the delicate carvings. What you can see is beautiful and oddly familiar.

The six-sided chamber is much larger as well; a full fifty feet across with the openings spaced equally apart from one another. The columns that frame each opening arch upwards towards a central point in the ceiling some thirty feet above you. Were it not

surrounded by sewers, this chamber could be found in any well-appointed temple across the Flanaess.

Your guides enter the chamber with a surprising amount of reverence. Rausder whispers in the dim light "The Towers of the Shield Mages are above us. We have paid our debt to you. The slate is clean." Bowing slightly, the wererats back away down one of the tunnels leading away from the chamber and disappear back into the sewers.

The wererats don't go far though. They quietly slip down the tunnel about 100 ft. and then circle back through another set of tunnels. They sneak back to as close to the PCs as they can and listen and watch what they are doing. At higher APLs they may even be able to enter the chamber undetected. Regardless, as soon as the PCs have figured out how to use the key device in Encounter Eight, the wererats ambush the PCs and try to take the key-device and Obsidian Shard from them to sell to Waquonis.

At all APLs, the wererats are after one thing; whatever the PCs are after. Unless the PCs are particularly open in front of the wererats on the trip to the key-device chamber, they will still be looking for clues. This makes them very careful about hiding out of sight, but within hearing range to try and discover the secret. Once they have the information they want, they'll sneak into the room (assume they have been moving up slowly so you can time it right before the PCs use the key-device) and attack from surprise.

Creatures: Rausder and his friends are sneaky, deceitful and sly. They do not have any real desire to harm the PCs, just to sell the information they carry to one of Iuz's minions. They are former Shield Landers (as they tell the PCs), but years of living with their curse and under Iuz's heel has turned them into selfish opportunists, much like the rats they resemble.

APL6 (EL8)

- ✦ Rausder: hp 42/48; see *Appendix 1*.
- ✦ Gotin: hp 24/29; see *Appendix 1*.
- ✦ Ronvina: hp 24/29; see *Appendix 1*.

APL8 (EL10)

- ✦ Rausder: hp 54/62; see *Appendix 1*.
- ✦ Gotin: hp 34/41; see *Appendix 1*.
- ✦ Ronvina: hp 34/41; see *Appendix 1*.

APL10 (EL12)

- ✦ Rausder: hp 68/78; see *Appendix 1*.
- ✦ Gotin: hp 46/55; see *Appendix 1*.
- ✦ Ronvina: hp 46/55; see *Appendix 1*.

APLI2 (ELI4)

➤ **Rausder:** hp 80/92; see *Appendix 1*.

➤ **Gotin:** hp 56/67; see *Appendix 1*.

➤ **Ronvina:** hp 56/67; see *Appendix 1*.

APLI4 (ELI6)

➤ **Rausder:** hp 92/106; see *Appendix 1*.

➤ **Gotin:** hp 66/79; see *Appendix 1*.

➤ **Ronvina:** hp 66/79; see *Appendix 1*.

Tactics: These wererats are particularly stealthy and dangerous. They take full advantage of their stealth, maneuverability and sneak attack abilities, working together to set up flanks, deprive opponents of their Dex bonuses, Bluff them into dropping their guard and staying hidden to line up assassination attempts (at APLS12-14). The key is to keep them moving, keep them hidden and make sure they work together in coordinated attacks. They do not stand around waiting to be attacked, instead moving as often as possible to keep the PCs off balance and confused.

Treasure:

APL6 – loot (185 gp), coin - (1,000 gp), *rapier +1* - (2,320 gp), potion of cure light wounds (x2) (50 gp each).

APL8 – loot (172 gp), coin - (3,012 gp), *rapier +1* - (2,320 gp), potion of cure light wounds (x2) (50 gp each).

APL10 – loot (640 gp), coin - (553 gp), *rapier +1* - (2,320 gp), potion of cure light wounds (x4) (50 gp each), cloak of resistance +2 (4,000 gp), studded leather armor +1 (x3) (1,175 gp each).

APL12 – loot (15 gp), coin - (771 gp), *rapier +1* (x3) (2,320 gp each), potion of cure light wounds (x4) (50 gp each), cloak of resistance +2 (4,000 gp), studded leather armor +2 (4,175 gp each), studded leather armor +1 (x2) (1,175 gp each), potion of cure serious wounds (750 gp).

APL14 – loot (15 gp), coin - (309 gp), *rapier +2* - (8,320 gp), *rapier +1* (x2) (2,320 gp), potion of cure light wounds (x4) (50 gp each), cloak of resistance +2 (4,000 gp), silent moves studded leather armor +2 (7,925 gp each), studded leather armor +1 (1,175 gp each), potion of cure serious wounds (750 gp), slaying arrows (human (x2), half-orc & elf) - (2,282 gp each).

Development: After the wererats depart, the DM should begin Encounter Eight, but return here to finish this encounter when the wererats' deception is discovered, or right before the PCs use the key-device.

Encounter Eight: Beneath the Towers of the Shield Mages

With their wererat enemies defeated, the PCs are free to explore the chambers beneath the Towers of the Shield Mages. Remind the PCs of the description of the

chamber using the box text in Encounter Seven if they need it.

The PCs have arrived at where they have been headed for the last few hours. Unfortunately, there doesn't seem to be anything even remotely like a door. No stairs lead up; not even a ladder.

The answer lies in the shadows above the PCs' heads. At the center point where the arches come together in the ceiling, is a very faint indentation that matches the key-device the PCs carry. If the key device is place into the indentation and the PC willing sacrifices one spell slot of his/her highest level arcane spell, the key-device will activate the chamber's opening sequence.

If a non-spellcaster places the key-device in the indentation, nothing happens. If a divine spellcaster does it, he will sense that he/she lacks something needed to open the lock. Arcane spellcasters will know that they need to give something else, but not exactly what. It's up to the PCs to experiment and find the right answer.

When the PCs figure out the lock and open it, read or paraphrase the following:

You press the key-device into the indentation and will the transfer of arcane energy into the lock mechanism. For a moment, nothing happens... Suddenly, the key-device merges with the indentation and disappears into the stone. All around you the sound of stone grinding on stone assaults your ears and echoes down the tunnels.

From the pinnacle of the ceiling, stone slabs begin to slide down towards the three entryways. You have only seconds until all exits are blocked! What do you do?

The PCs have one round to get out if they choose. If not, the slabs slide into place and block the exits completely. *Detect Magic* shows the entire area is now covered in a powerful cloak of magic that blocks attempts to enter, leave or scry into the area by any spell, spell-like or supernatural power. In essence, the chamber has now been included in the magic that has protected the towers for more than a decade. Any PCs remaining inside the chamber are effectively trapped; those outside, cannot get in.

A secondary effect of opening the lock is each PC is targeted by a *greater dispel magic* spell at (1d20+20).

Continue with the following box text:

With only small clouds of dust and the pooping of your ears to mark their movement, the stone slabs come to rest in front of your only exits out. You are trapped in the utter tomb-like darkness.

Long seconds pass in the darkness before a noise draws your attention upward. The center of the

ceiling where you inserted the key-device slowly opens like an iris and bright light pours into the chamber. Without a sound, a narrow stone staircase descends from the ceiling forming a perfect, though not particularly sturdy looking double spiral starting just in front of your feet.

Cautiously, a silhouette partially blocks the opening and calls down in a clearly aged, but powerful, woman's voice.

"It's about time you got here. I'm an old woman about to be killed by the Old One's stinking maggots! I don't have time to wait around for foolish adventurers. Get up here and give me the obsidian shard. We have work to do!"

Development: If any PCs got locked outside the chamber, they will be separated from the rest of the party until Encounter Ten. When Waquonis breaks through the walls of the main tower, the PCs stuck outside might get in through that opening if they think to head back out of the sewers and around to where they were in Encounter Three. Let them try other things, but if the Shield Mages' defenses kept Iuz out for over ten years, there's not much they can do in less than an hour. Be sure to remind them that this is what happens when you split the party.

Encounter Nine: Eórdsidh Alone

The voice belongs to Eórdsidh (pronounced OR sith), a Shield Mage; the last Shield Mage in fact. She is very old, very cranky and very blunt. She is also the source of the dreams the PCs received that began this whole journey.

If the PCs don't respond to her orders right away, she will chastise them with comments like "Did you come all this way only to turn around now?" and (timed after a particularly loud crash from outside the towers) "As you can see, I have other visitors to attend to, so if you could stop wasting my time and get in here, I'd really appreciate it."

Once the PCs decide to climb the stairs and enter the towers, read or paraphrase the following:

You start up the spiral stairs and find them far sturdier than they look. As the last of your party steps off into the twenty foot by twenty foot chamber above, the stairs recede back into the ceiling (now the floor) and the opening closes once again with a hiss. Lying on the floor is your key-device.

The room you are in appears to be a lower basement of some sort. Equally spaced along the base of each wall are a series of candles; all lit and

shedding enough light to brighten the entire room. Besides the candles, yourselves and the woman, it is empty. The walls and floor are made of the same ash-gray granite as the outer walls of the Towers.

The woman (who seems spry for her obvious advanced age) is already at the base of a staircase that arcs up and to the right. "This way, we have little time," she says and begins climbing the stairs. "Mind the candle wax."

The PCs are probably confused at this point and may not suspect who this is. That's not surprising since none have met her before and she has not been seen by anyone outside the Towers in over ten years. Eórdsidh on the other hand assumes the PCs know who she is and why they've come. She won't bother to introduce herself unless they ask. At which point you can read this:

"Who am I? You mean, you don't know? Then you probably don't know why I sent for you either. I hadn't considered that possibility when I entered your dreams. Well, the mind of a sleeper is a tricky thing; I suppose I should not be all that surprised."

"I am Eórdsidh, Shield Mage of the Arcane Order and last defender of the spellpool of the Shield Mages. My brothers and sisters of the Arcane Order of Shield Mages are all dead. The fool Waquonis is going to try to take the power of the spellpool for Iuz ::SPIT:: I intend to see he fails. Follow me and I will explain all."

☞ **Eórdsidh:** Female human Wiz5/Cnd1Cstr6/MotAO7.

Eórdsidh (OR-sith) is a woman in her late seventies. Most likely attractive in her youth, the years within the Towers have not been kind to her. She bears their heavy weight in many ways, but most noticeably in her eyes, which are soul-weary, and her body, which is terribly thin and sickly. Her mind, on the other hand, shows no obvious sign of impairment aside from some understandable fatigue and her normal intolerance for stupidity, selfishness and triviality.

She is a woman (a small, wrinkled, old, frail woman to be sure) on a mission and she expects the PCs to follow her lead, at least until the ritual begins. She brought the PCs here to defend her during the final ritual and she expects them to do just that. Still, she's not completely incapable of understanding that the PCs may have ideas and input they want to share. She is set on her path to destroy the spellpool and nothing will change her mind, but she will allow the PCs to determine how best to protect her and the spellpool until the ritual is finished; it is afterall, what Pathfinders do best.

When the PCs follow her up the stairs, continue:

The stairs lead to a short passage that opens into a large circular great hall more than one hundred feet across and at least thirty feet high. To the south, two massive doors, apparently made of the same gray granite as the walls, stand closed and barred with a single silver rod perhaps an inch in diameter and six feet long.

To the north and west, two other doors lead to places unknown. You stand near the eastern wall looking into the chamber through an open door. Equally placed between all four doors are graceful staircases consisting of nothing more than large granite blocks protruding from the wall arc up to the right to the next level of the tower.

A massive tapestry bearing the symbol of the Shield Lands hangs proudly above the northern doors. Slightly below and circling the hall, dozens of smaller banners bearing the symbols of Shield Mages from times past hang in silent memory of those who came before.

The entire hall is lit from the light of hundreds of candles of every shape, color and size. Each is placed at regular intervals around the base of the walls and on each step the stairs and all seem to be nearly spent.

The light pours from the candles covering every inch of the surface of the walls in a pale yellow-white glow. Waquonis' assault can be heard through the thick walls and with each barrage, the light of the candles flickers madly threatening to go out.

Eórsidh walks to the center of the hall, "This is the East Tower. It is... was, where the Shield Mages lived. Above us are their personal quarters. To the west are kitchens, servants' quarters and storage. Beyond the doors to the south across the courtyard is the Greeting Hall of the South Tower. That was where visitors came to be greeted by the Shield Mages. It also contained offices used to run the finances and every day affairs of the Order. Our path leads through the doors to the north and on to the West Tower.

Eórsidh walks north opening the doors as she goes and leads you down another staircase and then a long tunnel. At the end, another staircase leads up. Lit candles line your entire path.

At the top, a massive granite door blocks your way. Eórsidh says a few unintelligible words and places her hands on the clean gray face of the door, which opens at her touch.

The sight that awaits you beyond the door is spectacular and sobering. More candles line the walls of this one hundred foot diameter circular tower, but their wane light is muted and almost unnoticeable in

comparison to the light coming from the center of the 40 ft. high room.

Beginning at the floor and rising thirty feet above it, a web of dark violate runes floats in the air. The runes nearest the floor are roughly four feet wide on each of the four sides and narrow to about one foot per side at the top.

Within the web of violet runes is a swirling miasma of arcane energy. Lights from across the visual spectrum churn and twist in a random dance of power and beauty.

Eórsidh steps closer to the chaos at the center of the room and gazes upon it with obvious reverence.

"Isn't it beautiful? she asks. "The power of magic wrapped up in a thin veil of gossamer runes left from a time long before we existed. There is nothing else like it in all the Flanaess."

Shaking free from her fascination, Eórsidh turns to you, "This is the Spellpool of the Arcane Order of Shield Mages and we are going to destroy it."

The players will likely have many questions. Eórsidh does her best to answer them, but reminds the PCs that there isn't much time.

- **Why are we going to destroy the spellpool?** – I am the last of the Shield Mages. My power and resources are nearly spent. When the Towers' defenses fail, Waquonois will break in and seize the spellpool for Iuz.
- **What is the spellpool?** – This spellpool is a cache of magical energy invested into it by members of the Arcane Order of Shield Mages.
- **Where did the spellpool come from?** – Long ago, the spellpool was an obelisk like the ones in Ringland, Critwall, Law's Forge and outside Gensal. Together they formed a circle of power sacred to followers of the Old Faith. At some point in the distant past, Ur—Flan necromancers corrupted the obelisks. Most of the obelisks turned as black and twisted as the necromancers themselves, but the followers of the Old Faith managed to protect this one after a fashion. The obsidian of the obelisk crumbled to ruin, but the magical runes on its surface remained creating what would become the spellpool.
- **What happened to the followers of the Old Faith and the Ur-Flan necromancers?** – No one knows for sure.
- **How did the Shield Mages gain control of the spellpool?** – When the first Earl of Walworth settled the island one of his closest friends (a mage of considerable power) found it and learned its secrets.

That mage went on to found the Arcane Order of Shield Mages.

- **What happened to all the other Shield Mages?** – They died for various reasons over the last decade. Most just expended themselves trying to protect the towers. Others fell ill or passed from old age. One went mad and killed several others before being stopped.
- **Why did the Shield Mages go into hiding?** – To protect the spellpool from Iuz. The elders locked themselves in the Towers and devoted their lives to keeping the spellpool and all the other resources of the Order out of Iuz's hands. The apprentices went into hiding to help feed the spellpool from outside. Since the spellpool cannot be moved and Admundfort was going to fall regardless, this was the Order's only option. Had Iuz claimed the spellpool, the Greyhawk Wars would have ended very differently.
- **Why didn't the Shield Mages just destroy the spellpool to begin with?** – I and a few others wanted to, but the majority did not want to part with their power; some out of greed, but most believed that even if Iuz conquered the Shield Lands, it would not be forever. When they were reclaimed, the people of the Holy Realm would need the spellpool.
- **Why do you want to destroy the spellpool now?** – Now there is no hope of keeping it from Iuz. It's only a matter of time before Waquonis breaches the Towers. I cannot stand alone against him, not even with your help. Even all the Shield Mages combined could not have stood against the power of the Old One in a direct confrontation. Now that he knows about the spellpool, he wants it bad enough to claim it personally if Waquonis fails.
- **How did Iuz learn about the Spellpool?** – The traitor Yseron sold the secret to Iuz's priest after killing Alewyn. With both Aelwyn and Yseron dead, I knew time was running out.
- **How do you plan to destroy the spellpool?** – There is a ritual I can perform using the Obsidian Shard given you by Thingizzard.
- **What is the Obsidian Shard?** - The shard is part of the original obelisk that stood here. By performing the ritual and casting the shard into the spellpool, it will become unstable and collapse. The spellpool will cease to exist, but Iuz will never claim it. At this point, that is the best we can hope for.
- **When the spellpool is destroyed, what's going to happen?** – I'm not entirely sure, but I suspect there will be a spectacular explosion.
- **Do you have an escape plan?** – No. My time is nearly done. I will see this through to the end. When it begins, you are welcome to escape if you

can, in fact at least one of you must escape and return with something I will give you (see below). With luck, the resulting backlash will take out many of Iuz's forces.

- **What are all the candles for?** – When the last of my fellow Shield Mages died, I was left to protect the Towers alone. My specialty is candle magic, so I used them to reinforce the walls and feed the protective magics of the Towers. When the candles die, the Towers will fall.
- **Did you send us the dream?** – Yes.
- **Why did your apprentice go to Castle Mukos?** - I sent my apprentice (Orlienias) and her companions to get the shard from Thingizzard. Her journey must have taken her to that accursed place. When she did not return, I knew she had failed, but I did not know how or why until now.
- **Why did you send her to get the Obsidian Shard?** - I wanted it in case destroying the spellpool ever became necessary. Since I knew I could never leave once the Towers were sealed, it seemed like a good idea to get the shard before that.
- **How did you know we had the Obsidian Shard?** - Through my connection to the Spellpool, I felt the reappearance of the Obsidian Shard on Oerth when Thingizzard gave it to you. I hoped that meant you could somehow come here and deliver it to me before it was too late.
- **What do you need from us?** – I needed you to bring me the Obsidian Shard and now you must protect me from Waquonis and his troops until I can finish the ritual. I must then carry the Obsidian Shard into the spellpool.
- **How long do we have?** – Not long, so we should begin now.

The PCs may want to investigate the spellpool. Eórdsidh warns them not to touch it and that probing its depths too deeply is dangerous. Obviously it glows with a massively powerful magical aura under a detect magic spell. Anyone who touches it takes (APL)d6 damage (Fort save, DC9+APL for half). This can be useful knowledge in the coming fight. If the PCs manage to toss their opponents into the spellpool, they'll take damage. Of course the enemy learns from this tactic after the PCs use it a few times and will try to do the same in return (especially the giants!).

As Eórdsidh talks to the PCs, she studies each one intently trying to determine which one is the most suitable guardian for an extremely important item. She bases her estimation on the following factors:

- **Alignment:** Good over neutral and lawful over neutral or chaotic. In order of preference: LG, NG,

LN, CG, N. She will not choose a chaotic neutral individual.

- **Class:** Arcane spellcasters over all others, spellcasters in general over everyone else. Wizards and bards before sorcerers. She will not give the item to rogues, barbaiains or clerics or paladins other than followers of Heironeous. In order of preference: Wizards, bards, sorcerers, paladins and clerics of Heironeous, fighters who worship Heironeous, fighters of other gods.
- **Level:** Highest level first after the above two criteria.
- **Region:** She will not give the item to a PC from a region other than the Shield Lands.

Once she selects someone, she will take them aside and offer them a unique opportunity. Read or paraphrase the following:

While the others begin preparing for the coming battle, Eórsidh takes you aside and asks something very important of you. "I sense that you are true of heart and hold the good Shield Lands as your primary concern. I would ask that you take this and keep it safe."

She hands you a small leather pouch made of fine leather.

"Keep this safe and there will come a time when you will know what to do with its contents. Only then will it open. Trust no one with its safety but yourself. What you carry is more important than your life!"

Do you accept Eórsidh's request?

If there are no suitable candidates, Eórsidh gives the item to whichever PC is the closest unsuitable match and asks them to deliver it to the Lord Torkeep. They do not get to keep the item.

When the PCs are done asking questions give them time to discuss what they plan to do to protect Eórsidh. She has no input other than to say "Keep them away from me until I can finish the ritual."

Depending on the APL of the table, the PCs will have different amounts of time to prepare. They do not have enough time to rest and recover spells or heal. The timer starts when they decide on a plan, but before they start to cast buff spells.

- **APL6** – 15 minutes
- **APL8** – 10 minutes
- **APL10** – 5 minutes
- **APL12** – 2 minutes
- **APL14** – 1 minute (10 rounds)

When time is up, read or paraphrase the following:

You know it hasn't been very long, but time drags by with interminable slowness. All around you, the assault from outside the Tower becomes more intense. The occasional crash of stone on stone and the sound of exploding magic gradually increases from an occasional disturbance to an almost continuous pounding. With each attack, the walls shake a bit more. Behind you, Eórsidh has begun the ritual and chants in a low, steady voice, her eyes focused on the spellpool and the Obsidian Shard held out before her cradled in her palms.

Then it happens; the first candle flickers out with nothing but a wisp of smoke to note its passing. The next attack is louder as if the magic of the candles not only protected the Tower, but muted the assault from without. More attacks crash against the tower walls and more candles topple and go out. A crack forms in the south wall and quickly grows larger. More form around it in an intricate lattice of fissures. And then it goes quiet.

The silence lasts no longer than a few seconds when yet another attack pummels the walls, only this time the attack succeeds! A huge section of the tower wall explodes inward raining crushed granite upon your heads.

For the first time in over a decade, the Towers of the Shield Mages have been breached; Waquonis has come to claim the spellpool and you are all that stands between him, and it.

Encounter Ten: Final Battle for the Spellpool

The breach in the tower wall is large enough for two huge creature to pass though unhindered (about 30 ft. by 30 ft. and roughly oval in shape).

When the dust settles, you finally get a look at what you are about to face. Through the irregularly shaped, twenty-foot diameter hole in the wall you see a veritable army of evil. Above and behind them floats the little dark-haired man you saw commanding the earlier today. Where before his face was twisted in anger, now it is lit with satisfaction and wanton anticipation. Flanking him protectively are two fierce, yet beautiful women with feathery wings, pale, flawless skin and burning red eyes; both wield powerful shinning red bows and wicked looking longswords.

"We are through!" He shouts, "Bring me a live Shield Mage for questioning. Kill the rest and bring the towers down upon their corpses!"

A horde of Iuz's minions pour through the breach in the walls intent on following Waquonis' orders. The APL decides how personally involved the Mad Mage of Admundfort becomes.

Creatures: During this encounter, the PCs face overwhelming odds. Waquonis has gathered nearly half of the forces guarding the city to face whatever stands between him and the spellpool. Unbeknownst to him, that is only the PCs. Expecting the worst from the Shield Mages (of whom he has no idea of their fate), his plan is to send wave after wave of minions to soften them up before stepping in himself. As he watches the battle, he will begin to participate if it looks as if his troops are losing. Waquonis begins the combat at all APLs 30 ft. in the air and 60 ft. away from the tower.

All APLs

☛ **Eórdsidh:** Female human Wiz5/CndI Cstr6/MotAO7.

Tactics: During the battle, Eórdsidh's attention will be focused on the ritual. She is depending on the PCs to keep Waquonis' minions away from her long enough for her to finish the ritual and destroy the spellpool. She trusts the PCs, but isn't stupid, so she also has *globe of invulnerability* and *repulsion* up. Each round she performs the ritual (a full round action).

The DM should have some of the monsters try to get to her to keep the PCs on their toes and concerned with who is keeping an eye on the old woman. If they leave her wide open, have one of the bad guys take a shot at her. When Waquonis (or other NPC) takes a shot at her, assume she always makes her save and Concentration check to continue the ritual, just ham it up to make the PCs worry about her. Under no circumstances should any attack on her take her out of the fight... dramatic damage and danger are good; instant death or disablement not so much. She needs to make it to the end of the battle for the final scene to occur, so keep it exciting, but don't let her get geeked by accident.

Prior to the battle beginning, Eórdsidh will not be able to cast any buff spells on the party. She will tell them she needs all her power for the ritual.

APL6 (EL9)

- ☛ **Waquonis:** hp 97; see *Appendix 1*.
- ☛ ***Nalfshnee (1):** hp 175; see *Monster Manual*.
- ☛ ***Erinyes (2):** hp 199; see *Monster Manual*.
- ☛ **Elite Orc Soldiers (3):** hp 43; see *Appendix 1*.
- ☛ **Hill Giant (1):** hp 102; see *Monster Manual*.
- ☛ **6th-Level Cleric of Iuz (1):** hp 64; see *Appendix 1*.

* These creatures are not counted in the EL calculation for this encounter. As long as the PCs do not leave the Tower, they do not face them directly.

Tactics: At this APL, Waquonis leaves the fighting to his minions and doesn't join the battle until the very end (and then only in box text). For flavor, the DM can describe Waquonis' attempts to attack Eórdsidh. For purposes of the story, she can't be killed, but a few dramatic close calls and minor damage is fine. If the DM can spur the PCs into making heroic attempts to protect her, all the better!

The cleric will hang back and leave the melee combat to the orcs and giant. The giant uses the rubble as a source of ammunition for throwing boulders at spellcasters and lightly armored PCs and backs up the orcs against fighter-types, staying behind the orcs and using his reach to keep away from PCs. The orcs gang up on melee fighters and try to take them out fast.

APL8 (EL11)

- ☛ **Waquonis:** hp 97; see *Appendix 1*.
- ☛ ***Nalfshnee (1):** hp 175; see *Monster Manual*.
- ☛ ***Erinyes (2):** hp 199; see *Monster Manual*.
- ☛ **Elite Orc Sergeants (2):** hp 58, 54; see *Appendix 1*.
- ☛ **Elite Orc Soldiers (3):** hp 49, 44, 41; see *Appendix 1*.
- ☛ **Hill Giants (3):** hp 115, 109, 102; see *Monster Manual*.
- ☛ **6th-Level Cleric of Iuz (1):** hp 64; see *Appendix 1*.

* These creatures are not counted in the EL calculation for this encounter. As long as the PCs do not leave the Tower, they do not face them directly.

Tactics: At this APL, Waquonis takes only a minor interest in the PCs casting 5th level or lower spells on round five (and every other round later). As for APL6, he focuses on Eórdsidh.

In the first advance, two of the orcs and one of the hill giants hold back until the beginning of the third round when yet another smaller (10 ft. by 10 ft.) breach forms in the west wall. These three creatures will then move into the tower and join the fight.

The cleric will hang back and leave the melee combat to the orcs and giants. The giants use the rubble as a source of ammunition for throwing boulders at spellcasters and lightly armored PCs and backs up the orcs against fighter-types, staying behind the orcs and using their reach to keep away from PCs. The orcs gang up on melee fighters and try to take them out fast.

APL10 (EL13)

- ☛ **Waquonis:** hp 97; see *Appendix 1*.
- ☛ ***Nalfshnee (1):** hp 175; see *Monster Manual*.
- ☛ ***Erinyes (2):** hp 199; see *Monster Manual*.
- ☛ **Elite Orc Sergeants (2):** hp 58, 54; see *Appendix 1*.
- ☛ **Elite Orc Soldiers (3):** hp 49, 44, 41; see *Appendix 1*.

☛ **Frost Giants (3):** hp 139, 133, 130; see *Monster Manual*.

☛ **8th-Level Clerics of Iuz (2):** hp 84, 84; see *Appendix 1*.

* These creatures are not counted in the EL calculation for this encounter. As long as the PCs do not leave the Tower, they do not face them directly.

Tactics: At this APL Waquonis starts to take more interest in the PCs, particularly if they are doing well against his minions. He will add a 6th level or lower spell to the battle on round three (and every other round later), spending the rest of his time attacking Eórsidh.

In the first advance, two of the orcs and one frost giants hold back until the beginning of the third round when yet another smaller (10 ft. by 10 ft.) breach forms in the west wall. These three creatures will then move into the tower and join the fight.

The clerics will hang back and leave the melee combat to the orcs and giants. The giants use the rubble as a source of ammunition for throwing boulders at spellcasters and lightly armored PCs and backs up the orcs against fighter-types, staying behind the orcs and using their reach to keep away from PCs. The orcs gang up on melee fighters and try to take them out fast.

APL12 (EL15)

☛ **Waquonis:** hp 97; see *Appendix 1*.

☛ ***Nalfshnee (1):** hp 175; see *Monster Manual*.

☛ ***Erinyes (2):** hp 199; see *Monster Manual*.

☛ **Elite Orc Sergeants (3):** hp 65, 58, 54; see *Appendix 1*.

☛ **Elite Orc Soldiers (6):** hp 55, 51, 49, 45, 44, 41; see *Appendix 1*.

☛ **Fire Giants (4):** hp 149, 145, 142, 139; see *Monster Manual*.

☛ **10th-Level Clerics of Iuz (2):** hp 108, 108; see *Appendix 1*.

* These creatures are not counted in the EL calculation for this encounter. As long as the PCs do not leave the Tower, they should never have to face them directly.

Tactics: At this APL the PCs are possibly a direct threat to Waquonis so he pays much more attention to them now, but still does not enter combat directly. As needed, he will add a 7th or lower level spell to the battle every other round (i.e., the 1st round, the 3rd round, etc.).

In the first advance, four orcs and one fire giant hold back until the beginning of the third round when yet another smaller (10 ft. by 10 ft.) breach forms in the west wall. These creatures will then move into the tower and join the fight.

The clerics will hang back and leave the melee combat to the orcs and giants. The giants use the rubble as a source of ammunition for throwing boulders at spellcasters and lightly armored PCs and backs up the orcs against fighter-types, staying behind the orcs and using their reach to keep away from PCs. The orcs gang up on melee fighters and try to take them out fast.

APL14 (EL17)

☛ **Waquonis:** hp 97; see *Appendix 1*.

☛ ***Nalfshnee (1):** hp 175; see *Monster Manual*.

☛ ***Erinyes (2):** hp 199; see *Monster Manual*.

☛ **10th-Level Cleric of Iuz (1):** hp 108; see *Appendix 1*.

☛ **Storm Giant (1):** hp 199; see *Monster Manual*.

☛ **Fire Giants (2):** hp 149, 142; see *Monster Manual*.

☛ **Frost Giant (1):** hp 139; see *Monster Manual*.

☛ **Elite Orc Sergeants (15):** hp 55 each; see *Appendix 1*.

* These creatures are not counted in the EL calculation for this encounter. As long as the PCs do not leave the Tower, they should never have to face them directly.

Tactics: At this APL the PCs must face Waquonis and his minions directly. Good luck!

In the first advance, all of the orcs and one of the fire giants hold back until the beginning of the third round when yet another smaller (10 ft. by 10 ft.) breach forms in the west wall. These three creatures will then move into the tower and join the fight.

The cleric will hang back and leave the melee combat to the orcs and giants. The giants use the rubble as a source of ammunition for throwing boulders at spellcasters and lightly armored PCs and backs up the orcs against fighter-types, staying behind the orcs and using their reach to keep away from PCs. The orcs gang up on melee fighters and try to take them out fast. The storm giant will use his spell-like abilities to drain hit points off PCs so Waquonis' spells can finish them off.

Running the Final Battle

The following tactics apply to all APLs, but are mostly aimed at APL14 tables where Waquonis faces the PCs directly. At all APLs, Waquonis begins 30 ft. in the air and 40 ft. away from the south breach in the tower.

Waquonis' plan is simple. Kill anything that stands between him and the spellpool. He was expecting the defenders of the Towers to be powerful Shield Mages and is well prepared for a magical assault. What will surprise him slightly and delight him greatly is that all that keeps him from his goal is a rag tag bunch of former Pathfinders and one spent Shield Mage. At least at first, he will hang back and lob spells into the melee (see below).

After he realizes what Eórdsidh is doing, his tactics will change (again, see below).

Waquonis is well armed with magical offensive and defensive items. Most important is his *rod of absorption* which he keeps in his hand at all times. With *globe of invulnerability* up, only 5th and higher level spells need to be absorbed. Currently the rod contains a number of stored spell levels equal to the APL of the table and can absorb two times that much more before being burnt out (max 50). Waquonis will use the rod to power his spells until it is drained.

He also has a lesser metamagic rod (quicken). It currently has three uses left for the day. If for any reason he is forced to use his prepared *teleport* spell before the end of the battle, he will save his *pearl of power* to recall it when the box text indicates (again, see below).

Both rods have leather straps on one end which Waquonis wraps around his wrists to prevent anyone from disarming him and to drop them as needed to cast spells.

Last but not least, he has a *wand of fireballs* (8th level) he will use as needed. He is keenly aware of the immunities of the various giants assaulting the Towers and will often ground zero appropriate spells (or the wand) on them to hurt any PCs the giant might be engaged in melee with. When possible, he will select his summoned creatures with the same tactics in mind.

In addition to the spells he has precast (see Appendix 1), Waquonis will start with *Evard's black tentacles* to allow the cleric and giants to get at the PCs with ranged touch and reach attacks. He then adds summoned monster to the melee to keep the PCs busy, and then use carefully chosen spells (like *disintegrate*, *reverse gravity*, *flesh to stone* and even *touch of idiocy*) to incapacitate the PCs making them easier targets for the giants and cleric.

Waquonis also has several aces up his sleeve. The first three are in the form of two erinyes and a nalfshnee summoned weeks ago via *greater planar binding*. The fiends are tasked to protect Waquonis from harm for one year and a day in exchange for something known only to Waquonis and each fiend. The nalfshnee's job is to protect him from spells using readied counterspelling via his innate *greater dispel magic* ability. On top of that, the nalfshnee is currently invisible and positioned directly in front of, and slightly below Waquonis. Any spells cast at Waquonis greater than 4th level (using his Spellcraft +25 to determine the level of the spell being cast) (except *dispel magic*, which he will dispel to prevent Waquonis' other enchantments from being lost) are counterspelled by the fiend. The nalfshnee will never leave Waquonis' side, entering melee only if the PCs manage to get close enough to attack directly.

The erinyes stand next to Waquonis and guard him from all physical attacks using their bows to pick off approaching PCs and spellcasters (readying actions to attack spellcasters who are targeting Waquonis).

Waquonis also has a *contingency* spell running. A *teleport* with the trigger to return him and his familiar to a secret location if he is rendered unconscious, dead, held (including paralyzed or grappled), stunned or succumbs to a hostile enchantment that prevents him from acting under his own volition.

If the PCs erect some form of barrier across the breach, Waquonis will urge his minions through no matter the cost and/or attempt to dispel it for them.

* None of the bonded fiends will engage the PCs unless they threaten Waquonis (directly or indirectly) and thus are NOT included in the EL for this encounter.

Keep in mind that many of Waquonis' magical defenses do not move and thus he will not move outside is defensive cocoon and the protection of his summoned defenders. This limits his line of sight within the Tower allowing the PCs a few blindspots within where he cannot target spells. From where he is positioned, assume he can only see a 30 ft. radius area centered 20 ft. in front of the spellpool. Outside of this area, he cannot target PCs with spells, but they can still be affected by burst and other area effect spells cast by the mad wizard.

To some degree, this encounter is not tiered. If the PCs defeat their opponents before Eórdsidh finishes the ritual, another wave will climb through the breach and attack.

If the PCs decide to leave the limited protection the tower offers, they will quickly find themselves in great danger. Due to the small size of the breached wall and the close confines of the Spellpool chamber, the PCs need only worry about one set of creatures at a time inside the tower. The same is not true outside. The DM should feel free to subject the PC(s) to multiple groups of creatures from this encounter – of any APL! To mix things up again, the DM can also add creatures from Encounters Two A, B (except the plant creatures from the Gardens) and Seven (these would not be Rausder and his friends, but individuals with similar abilities). If the PCs are flying be sure to use some of the flying creatures from the Outside the Walls section of Encounter Two B. Be sure to describe to any PC who looks through the breaches in the tower wall just what waits for them beyond. If they head outside after that, then let them reap what they have sown.

The PCs must protect Eórdsidh for seven rounds before she can finish the ritual and destroy the spellpool. Even she doesn't know how long this is until she finishes, but she assures the PCs it won't be more than 1 minute or two.

If the PCs finish off the first wave of attackers before this, keep bringining in more creatures to keep the battle raging until the end. If they die or run away before then, go to the Aftermath: You Failed! section of the Conclusion.

Timing the last part of this encounter is extremely important. The DM should wait until just before Waquonis' turn on the eight round of combat for Eórdsidh to finish the ritual. When Eórdsidh finishes the ritual, position her 5 ft. from the spellpool on the side that has the fewest (but at least one) PCs and read or paraphrase the following:

Amidst the chaos of the battle you hear Eórdsidh's voice from near the spellpool.

"It is done"

She speaks no louder than a whisper, but her words echo throughout the chamber and beyond.

"You have failed, Waquonis! You will not claim the spellpool for your wretched master. I defy you and I spit on the Old One!"

When the last syllable of the old Shield Mages' curse leaves her lips, Waquonis realizes what she plans to do and cries out.

"NOOOOOOOOOOOOOOO!" he screams and disappears from view, only to reappear right behind Eórdsidh.

"You will not steal this from me Shield Mage! Give it to me!" he says as he grabs the feeble old woman and tries to take the Obsidian Shard from her wrinkled hand. With all her remaining strength, Eórdsidh struggles to move towards the spellpool, her eyes pleading with you to help her reach it.

"Please help me! she pleads "I must take the Obsidian Shard into the spellpool before it's too late!"

Because Waquonis is the next to act in the round, he can *teleport* to just behind Eórdsidh and grab her. Even if the PCs have held actions, there is probably not much they can do to stop him *before* he does this. After his action, the PCs have one round to react. They must do something to help Eórdsidh carry the Obsidian Shard into the spellpool before Waquonis takes it from her.

Creativity should be rewarded, but simplicity works too. The easiest way to get her into the spellpool with the shard, is to bullrush both her and Waquonis and drive them into the spellpool. Waquonis has Eórdsidh grappled and will not let go no matter what the PCs try. If the PCs intend to help Eórdsidh into the spellpool, Waquonis is going with her no matter what. Make sure you use whatever other enemies are left on the battlefield to make the PCs nervous, taking any attacks of opportunity, etc.

If the PCs seem at a loss, have Eórdsidh offer this tender piece of advice:

"Help me you fools! Push us into the spellpool!"

As long as whatever the players come up with makes sense and can be done quickly, let it work and continue with the boxt text.

With your help, the fragile old Shield Mage and the mad wizard of Admundfort tumble head first into the spellpool holding the Obsidian Shard before them like a shield.

As soon as the Obsidian Shard touches the matrix of the spellpool, the glowing runes forming the outer barrier flare brilliantly and quickly fade away as its reintroduction disrupts the arcane energies of the spellpool.

And then... the spellpool explodes.

The initial shockwave hits you like a sledgehammer threatening to knock you off your feet. Around you, allies and enemies alike feel its force as well and fall to the ground stunned.

At this point the PCs need to make a DC30+APL Fort save to remain standing. Failure means they are knocked prone and stunned for one round. PCs immune to stunning are still knocked prone.

Now engulfed in the matrix of the spellpool, Eórdsidh and Waquonis still struggle for possession of the Obsidian Shard while around them the swirling energies of the spellpool become more agitated, building to a crescendo of unimaginable proportions... and then..., all is white.

Following behind the first wave, a second of pure white light bursts from the spellpool blinding you for a moment. When your sight returns, the spellpool is gone along with Eórdsidh and Waquonis. In place of the spellpool, a wall of arcane energy creeps slowly forward engulfing and consuming everything it touches. If you are going to escape, now is your only chance.

The PCs have only seconds to make their escape before the rapidly enlarging wave of arcane energy engulfs them as it already has many of Iuz's minions with deadly results. On the first round after the spellpool explodes, the arcane wave is on 5 feet in diameter. The wave moves from the center in all directions at a rate of 10 ft. per round thereafter, disintegrating anything it touches as a *disintegrate* spell cast by a 20th level caster (40d6, Fort save for half, DC10+APL). Don't bother rolling for NPCs; some escape, most don't.

PCs caught in the wave that fail their save, but do not die immediately are lost, following Eórsidh and Waquonis into oblivion. Players of lost PCs should contact the Shield Lands triad at poc@shieldlands.net to learn the fate of their character.

Treasure: Due to the explosion of the spellpool, the PCs get no treasure for this encounter. If they failed to destroy the spellpool, they are probably dead, or ran away before they could take any spoils.

Development: At all APLs, the DM should use common sense to make the battle as challenging as possible without simply killing the PCs. If the PCs are doing well, Waquonis may choose to cast a spell sooner than mentioned above. Or perhaps an extra monster will climb over the rubble and join the fight. If the PCs are faring badly, the DM should feel free to forego using Waquonis on schedule.

What if Waquonis gets killed or knocked unconscious before the final scene? His *contingency* spell should immediately *teleport* him away. If he was just knocked out or incapacitated, he'll come back healed and free of enchantment just in time for the final struggle with Eórsidh. If he's dead, he just goes away; his fate a mystery to the PCs... for now.

Conclusion

This event has two possible major outcomes; the PCs succeed and the spellpool is destroyed, or they don't and they die or run away. Each means very different things for the Shield Lands and possibly the Flanaess. Run the conclusion below that applies to the result the PCs achieved modifying as needed under the circumstances.

Aftermath: You Destroyed the Spellpool!

Escaping away from the minions of Iuz and ahead of the expanding wave of annihilation released by the destruction of the spellpool you eventually find your way to safety... or at least a momentary respite from danger.

After expanding nearly 1000 ft. in all directions, the wave dissipated leaving behind naught but bare earth. Nothing else remains; no buildings, no bodies, no sign that any of it was ever there to begin with! It is as if the spellpool washed the taint of Iuz, the taint of civilization itself from almost one quarter of Admundfort leaving behind only dark, fertile soil.

Looking out on the street you see that chaos now reigns in Admundfort. Word has spread that Waquonis is dead. The normally unruly orcs and other violent races are in total disarray from lack of strong leadership in the wake of his fall. Clerics of Iuz can be seen trying to regain order... and

eventually they will, but not before you and your companions are long gone.

Your mission to Admundfort was a success... or was it? You did indeed find the source of your dream, as well as the story behind the strange key-device and the Obsidian Shard. Though you did not know it at the time, you also came to Admundfort to help Eórsidh destroy the Shield Lands' greatest source of arcane energy; the spellpool. Its destruction kept it out of the Old One's clutch to be sure, but was it the right thing to do? Was there another way to keep it from Iuz without destroying it.

And what of the Shield Mages? The Towers have fallen, the last of the Shield Mages is dead, and the Arcane Order is no more. They had hoped to one day win free of the Towers and aid the people of the Shield Lands once again, but that hope is gone. All that remains is the memory of their sacrifice and a small leather pouch.

Aftermath: You Failed!

You survived. Barely! You'll be lucky to get out of Admundfort alive. Even that small victory tastes like ashes in your mouth. Eórsidh is captured and most likely dead and the spellpool now belongs to Iuz. Ten years of sacrifice and suffering by members of the Arcane Order of Shield Mages all for naught because you failed to protect the last Shield Mage long enough to snatch victory from the Old One. With Lady Katarina dead, the Council of Lords in chaos and the spellpool in the hands of the Old, what chance do the Shield Lands have for the future?

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 B (extended play only)

Defeat Servants of Iuz

APL6 180 xp

APL8 240 xp

APL10 300 xp

APL12 360 xp

APL14 420 xp

Encounter Five (extended play only)

Overcome Vermin Swarm

All APLs 60 xp

Overcome Rupturing Wall Trap

APL6 60 xp

APL8 60 xp

APL10 90 xp

APL12 90 xp

APL14 120 xp

Overcome Tripping Chain Trap

APL6 60 xp

APL8 90 xp

APL10 90 xp

APL12 120 xp

APL14 120 xp

Encounter Six

Defeat Fiendish Kobolds

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 450 xp

Encounter Eight

Defeat Wererat spies

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

APL14 480 xp

Encounter Ten

Delay Waquonis and Escape

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 510 xp

Story Award

Introduction

Arrange Transport on the Black Sparrow

All APLs 30 xp

Encounter Four

Get Map of the Sewers

All APLs 30 xp

Encounter Ten

Destroy Spellpool

APL6 120 xp

APL8 165 xp

APL10 210 xp

APL12 255 xp

APL14 300 xp

Total Possible Experience

Without Extended Play Option:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

APL14 1800 xp

With Extended Play Option:

APL6 1260 xp

APL8 1575 xp

APL10 1890 xp

APL12 2205 xp

APL14 2520 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 Two B (extended play option only):

Only one of the following:

Dangerous Streets of Admundfort

APL6: L: 57 gp; C: 14 gp; M: 113 gp
APL8: L: 57 gp; C: 60 gp; M: 208 gp
APL10: L: 89 gp; C: 23 gp; M: 729 gp
APL12: L: 32 gp; C: 8 gp; M: 950 gp
APL14: L: 0 gp; C: 0 gp; M: 0 gp

OR

The Gardens of Admundfort

APL6: L: 0 gp; C: 46 gp; M: 708 gp
APL8: L: 0 gp; C: 42 gp; M: 1,167 gp
APL10: L: 0 gp; C: 75 gp; M: 2,025 gp
APL12: L: 0 gp; C: 100 gp; M: 2,900 gp
APL14: L: 0 gp; C: 0 gp; M: 6,000 gp

Encounter Six:

APL6: L: 8 gp; C: 34 gp; M: 358 gp
APL8: L: 25 gp; C: 101 gp; M: 383 gp
APL10: L: 25 gp; C: 10 gp; M: 1,083 gp
APL12: L: 40 gp; C: 19 gp; M: 1,083 gp
APL14: L: 49 gp; C: 121 gp; M: 2,837 gp

Encounter Seven:

APL6: L: 31 gp; C: 167 gp; M: 202 gp
APL8: L: 29 gp; C: 402 gp; M: 210 gp
APL10: L: 53 gp; C: 92 gp; M: 837 gp
APL12: L: 3 gp; C: 129 gp; M: 1,726 gp
APL14: L: 0 gp; C: 54 gp; M: 3,109 gp

Total Possible Treasure

APL6: L: 39 gp; C: 201 gp; M: 560 gp - Total: 800 gp
APL8: L: 54 gp; C: 603 gp; M: 593 gp - Total: 1,250 gp
APL10: L: 78 gp; C: 102 gp; M: 1,920 gp - Total: 2,100 gp
APL12: L: 43 gp; C: 148 gp; M: 2,809 gp - Total: 3,000 gp
APL14: L: 49 gp; C: 175 gp; M: 0 gp - Total: 6,000 gp

Total Possible Treasure (extended play option only):

Due to the variable and possible untiered nature of the extended play encounters, PCs who recover treasure are simply given maximum gp value for their APL. If the PCs avoided and/or ran from these encounters, use the totals for the event without the extended play encounters.

APL6: Total: 1,200 gp
APL8: Total: 1,875 gp
APL10: Total: 3,150 gp
APL12: Total: 4,500 gp
APL14: Total: 9,000 gp

Special

Oldria's Favor:

The PC's subtle and discreet negotiations for passage aboard the Black Sparrow impressed Oldria. She tends to remember those who impress her (it being a rare occurrence) and offers future assistance in one of three ways:

- ☛ +6 Gather Information check.
- ☛ +6 Disguise check.
- ☛ +6 Forgery check.

The PC may take advantage of any one of the three once during an event set in a Shield Lands regional event or an Iuz meta-regional event which takes place in the Shield Lands. The PC may request that Oldria assist one of his companion instead of himself. This assistance can only be used once and should then be crossed of the Adventure Record.

Eórdsidh's Leather Pouch:

You have received a small, nondescript leather pouch from Eórdsidh. She did not explain what it is, or why it will not open, but she asked that you protect it with your life. In the cryptic way wizards are so fond of she told you "When the time is right, you will know what to do with this."

This item is given to one PC by Eórdsidh based on criteria listed in Encounter Nine. Only one PC per table can obtain this item. It has no current value or use, but may be very important in later Shield Lands' regional events.

Value: Unknown. Cost: 0 gp. Frequency: Unique

Items for the Adventure Record

Item Access

APL 6:

Elemental Gem (Earth) *

APL 8:

APL 6 Items

Bracers of Armor +3

Druid's Vestments *

Pearl of Power (1st Lvl) *

APL 10:

APL 6 & 8 Items

Cloak of Resistance +2

Candle of Invocation (Neutral) *

APL 12:

APL 6, 8 & 10 Items

Studded Leather Armor +2

Pearl of Power (3rd Lvl) *

Arrow of Slaying (Human)

APL 14:

APL 6, 8, 10 & 12 Items

Bracers of Armor +4

Silent Moves Studded Leather Armor +2

Swarming Insects Staff *

* Must have played the Gardens of Admundfort section of Encounter Two B.

Appendix 1: NPC & Monster Stats

Encounter Two A:

Admundfort Street Patrols

APL6

👉 **Elite Orc Sergeant:** CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

👉 **Elite Orc Soldiers (2):** CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

👉 **Cleric of Iuz:** CR6; Male Human Clr6; Medium Humanoid (5'7") 6d8+12 (+24); 52 (64) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 21 (23 vs. good) (+1 Dex; +8 Full plate mail; +2 Shield, heavy steel, +2 *magic circle against good*) [touch 11 (13 vs. good); flat-footed 20 (22 vs. good)]; Atk Mace, heavy +5 melee (1d8+1/); Masterwork Greatsword +2 melee (2d6+1/19-20); SQ Rebuke Undead; SV Fort +7 (+9), Ref +3 (+5), Will +9 (+11); AL CE; Str 12, Dex 12, Con 14 (18), Int 10, Wis 19, Cha 12.

Skills & Feats: Concentration +11, Diplomacy +1, Heal +4, Knowledge (Religion) +9, Spellcraft +9;

Combat Casting, Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail (AC +8), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (5/4+1/4+1/3+1; base DC = 15 + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison*; 1st—*Protection from good**, *bane*, *cure light wounds*, *divine favor*, *doom*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *hold person*, *silence*; 3rd—~~*magic circle against good**~~, *bestow curse*, *cure serious wounds*, *dispel magic*.

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

APL8

👉 **Elite Orc Sergeant:** CR6; Male Orc Bbn5/Ftr1; Medium Humanoid (6'10"); 5d12+1d10+18; 88 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +6/+11; Atk Falchion +11/+6 melee (2d4+7/18-20); Greataxe +11/+6 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +8, Jump +3, Listen +8, Ride +1, Survival +7, Swim -1; Combat Reflexes, Diehard, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1 (AC +6), Bull's Strength Potion, Enlarge Person Potion, 160 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

👉 **Elite Orc Soldiers (2):** CR5; Male Orc Bbn4/Ftr1; Medium Humanoid (6'10"); 4d12+1d10+15; 73 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate); touch 11; flat-footed 16; Base +5/+10; Atk Falchion +10 melee (2d4+7/18-20); Greataxe +10 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +7, Jump +2, Listen +7, Ride +1, Survival +5, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, *Potion of Bull's Strength*, 100 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

✚ **Cleric of Iuz:** CR8; Male Human Clr8; Medium Humanoid (5'7"); 8d8+16 (+32); 68 (84) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 21 (23 vs. good) (+1 Dex; +8 Full plate mail; +2 Shield, heavy steel, +2 *magic circle against good*) [touch 11 (13 vs. good); flat-footed 20 (22 vs. good)]; Atk Mace, heavy +7/+2 melee (1d8+1/); Masterwork Greatsword +4/-1 melee (2d6+1/19-20); SQ Rebuke Undead; SV Fort +8, Ref +3, Will +11; AL CE; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +13, Diplomacy +1, Heal +5, Knowledge (Religion) +11, Spellcraft +11; Combat Casting, Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail (AC +8), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 (16 for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*, 1st—*Protection from good**, *bane*, *cause fear*, *cure light wounds*, *divine favor*, *doom*, *magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *resist energy*, *silence*; 3rd—~~*magic circle against good*~~*, *bestow curse*, *cure serious wounds*, *dispel magic*; ; 4th—*unholy blight**, *divine power*, *poison* (x2).

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

APL10

✚ **Cleric of Iuz:** CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25 vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail +1 (AC +9), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*, 1st—*Protection from good**, *bane*, *cause fear*, *cure light wounds*, *divine favor*, *doom*, *magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *resist energy*, ~~*owl's wisdom*~~, *silence*; 3rd—*magic circle against good**, *bestow curse*, *cure serious wounds*, *dispel magic*; ; 4th—*unholy blight**, *divine power*, *poison* (x2); 5th—~~*Dispel good*~~*, *flame strike*), *slay living*, ~~*spell resistance*~~.

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

✚ **Elite Orc Sergeant:** CR6; Male Orc Bbn5/Ftr1; Medium Humanoid (6'10"); 5d12+1d10+18; 88 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +6/+11; Atk Falchion +11/+6 melee (2d4+7/18-20); Greataxe +11/+6 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +8, Jump +3, Listen +8, Ride +1, Survival +7, Swim -1; Combat Reflexes, Diehard, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1 (AC +6), Bull's Strength Potion, Enlarge Person Potion, 160 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

✚ **Elite Orc Soldiers** (2): CR5; Male Orc Bbn4/Ftr1; Medium Humanoid (6'10"); 4d12+1d10+15; 73 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate); touch 11; flat-footed 16; Base +5/+10; Atk Falchion +10 melee (2d4+7/18-20); Greataxe +10 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +7, Jump +2, Listen +7, Ride +1, Survival +5, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, *Potion of Bull's Strength*, 100 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APLi2

☛ **Cleric of Iuz:** CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25 vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22 ; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail +1 (AC +9), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (16 (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*; 1st—*Protection from good**, *bane, cause fear, cure light wounds, divine favor, doom, magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength, resist energy, owl's wisdom, silence*; 3rd—*magic circle against good**, *bestow curse, cure serious wounds, dispel magic*; ; 4th—*unholy blight**, *divine power, poison* (x2); 5th—~~*Dispel good*~~*, *flame strike, slay living, spell resistance*.

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

APLi4

☛ **Cleric of Iuz:** CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25 vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22 ; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail +1 (AC +9), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (16 (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*; 1st—*Protection from good**, *bane, cause fear, cure light wounds, divine favor, doom, magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength, resist energy, owl's wisdom, silence*; 3rd—*magic circle against good**, *bestow curse, cure serious wounds, dispel magic*; ; 4th—*unholy blight**, *divine power, poison* (x2); 5th—~~*Dispel good*~~*, *flame strike, slay living, spell resistance*.

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

Encounter Two B:

APL6

🦋 **Elite Orc Sergeant:** CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

🦋 **Elite Orc Soldiers** (2): CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL8

🦋 **Elite Orc Sergeant:** CR6; Male Orc Bbn5/Ftr1; Medium Humanoid (6'10"); 5d12+1d10+18; 88 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +6/+11; Atk Falchion +11/+6 melee (2d4+7/18-20); Greataxe +11/+6 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +8, Jump +3, Listen +8, Ride +1, Survival +7, Swim -1;

Combat Reflexes, Diehard, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, Bull's Strength Potion, Enlarge Person Potion, 160 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

🦋 **Elite Orc Soldiers** (2): CR5; Male Orc Bbn4/Ftr1; Medium Humanoid (6'10"); 4d12+1d10+15; 73 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate); touch 11; flat-footed 16; Base +5/+10; Atk Falchion +10 melee (2d4+7/18-20); Greataxe +10 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +7, Jump +2, Listen +7, Ride +1, Survival +5, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, *Potion of Bull's Strength*, 100 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL10

🦋 **Cleric of Iuz:** CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25 vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Amulet of Health +2, Cure Serious Wounds Potion, Full plate mail +1, 50 gp, Periapt of Wisdom +2, Shield, heavy steel, masterwork greatsword, heavy mace.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (16 (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison*, *light*; 1st—*Protection from good**, *bane*, *cause fear*, *cure light wounds*, *divine favor*, *doom*, *magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's*

strength, resist energy, owl's wisdom, silence; 3rd—*magic circle against good**, *bestow curse, cure serious wounds, dispel magic*; 4th—*unholy blight**, *divine power, poison* (x2); 5th—*Dispel good**, *flame strike*, *slay living, spell resistance*.

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

🦋 **Elite Orc Sergeant**: CR6; Male Orc Bbn5/Ftr1; Medium Humanoid (6'10"); 5d12+1d10+18; 88 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +6/+11; Atk Falchion +11/+6 melee (2d4+7/18-20); Greataxe +11/+6 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +8, Jump +3, Listen +8, Ride +1, Survival +7, Swim -1; Combat Reflexes, Diehard, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1 (AC +6), Bull's Strength Potion, Enlarge Person Potion, 160 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

🦋 **Elite Orc Soldiers** (2): CR5; Male Orc Bbn4/Ftr1; Medium Humanoid (6'10"); 4d12+1d10+15; 73 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate); touch 11; flat-footed 16; Base +5/+10; Atk Falchion +10 melee (2d4+7/18-20); Greataxe +10 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 2/day, Trap Sense: +1 bonus to Ref and AC vs. traps, Uncanny Dodge (Ex); SV Fort +9, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +7, Jump +2, Listen +7, Ride +1, Survival +5, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, *Potion of Bull's Strength*, 100 gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL12

🦋 **Cleric of Iuz**: CR 9; Male Human Clr9; Medium Humanoid (5'7"); 9d8+18; 74 hp; Init +5; Spd 30 ft.; AC 13 (+1 Dex; +2 Shield, heavy steel); touch 11; flat-footed 12; Base +6/+7; Atk Mace, heavy +7/+2 melee (1d8+1/);

Masterwork Greatsword +4/-1 melee (2d6+1/19-20); SQ Chaos Domain, Evil Domain, Iuz: Chaotic Evil (Chaos, Evil, Trickery, War), Turn or Rebuke Undead: Rebuke; SV Fort +8, Ref +4, Will +11; AL Chaotic Evil; Str 12, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +13, Craft +0, Diplomacy +1, Heal +5, Knowledge (Religion) +11, Spellcraft +11; Reach Spell, Combat Casting, Improved Initiative, Spell Focus (Necromancy).

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 (16 for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*, 1st—*Protection from good**, *bane, cause fear, cure light wounds, divine favor, magic weapon, shield of faith*; 2nd—*desecrate**, *bear's endurance, bull's strength, hold person, resist energy, silence*; 3rd—*magic circle against good**, *bestow curse, blindness/deafness, cure serious wounds, dispel magic*; 4th—*unholy blight**, *divine power, poison* (x2); 5th—*dispel good**, *flame strike, slay living*.

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

Possessions: Amulet of Health +2, Cure Serious Wounds Potion, Full plate mail +1, 50 gp, Periapt of Wisdom +2, Shield, heavy steel, masterwork greatsword, heavy mace.

Description: Age: 32; Eyes: Dark Blue; Hair: Short, Blond; Skin: Pale White; Build: Thin.

The Gardens (APLs12-14)

🦋 **Tendriculos, Advanced**: CR 10; Gargantuan plant; 25d8+200; 350 hp; Init +3; Spd 20 ft. (4 squares); AC 18 (-4 size; -1 Dex; +13 natural); (touch 5; flat-footed 18); Base Atk +18/+43; Atk Bite +27 melee (3d8+13) and Tendril (2) +23 melee (1d8+15); Full Atk Bite +27 melee (3d8+13) and Tendril (2) +23 melee (1d8+15); Space/Reach 20 ft/20 ft.; SA Improved grab (Ex); Paralysis (Ex); Swallow whole (Ex); SQ Low-light vision (Ex); Plant traits; Regeneration (Ex): 10; Immunities: all mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, not subject to critical hits; SV Fort +22, Ref +9, Will +9; AL Neutral; Str 36, Con 26, Dex 9, Int 3, Wis 8, Cha 3.

Skills & Feats: Hide +17; Listen +9; Move Silently +9; Spot +9; Alertness; Combat Reflexes; Improved Initiative; Iron Will; Lightning Reflexes; Power Attack; Stealthy; Weapon Focus (tendrils); Weapon Specialization (tendrils).

Outside Admundfort

APL10

☛ **Manticore, Advanced:** CR 10; Huge magical beast; 18d10+108; 202 hp; Init +5; Spd 30 ft. (6 squares), fly 50 ft. (clumsy); AC 18 (-2 size; +1 Dex; +9 natural); touch 9; flat-footed 17; Base +18/+35; Atk Claw +25 melee (2d6+9) or Spike (6) +18 ranged (2d6+4/19-20); Full Atk Claw (2) +25 melee (2d6+9) and Bite +23 melee (2d6+9) or Spike (6) +18 ranged (2d6+2/19-20); Space/Reach 15 ft./10 ft.; SA Spikes (Ex); SQ Darkvision (Ex): 60 ft.; Low-light vision (Ex); Scent (Ex); SV Fort +17, Ref +12, Will +9; AL Lawful evil; Str 28, Con 23, Dex 13, Int 7, Wis 12, Cha 9.

Skills & Feats: Listen +13; Spot +17; Survival +9; Flyby Attack; Improved Initiative; Iron Will; Multiattack; Track; Weapon Focus (spikes); Weapon Specialization (spikes).

APL14

☛ **Night Hag, Advanced:** CR 13; Medium outsider; 16d8+64; 141 hp; Init +1; Spd 20 ft. (4 squares); AC 22 (+1 Dex; +11 natural); touch 11; flat-footed 21; Base +16/+20; Atk Bite +20 melee (2d6+4 plus disease); Full Atk Bite +20 melee (2d6+4 plus disease); SA Disease (Ex); Spell-like abilities: Sorcerer 8 (Detect chaos, Detect evil, Detect good, Detect law, Detect magic, Magic missile, Polymorph, Ray of enfeeblement, Sleep); Spell-like abilities: Sorcerer 16 (Etherealness); Dream haunting (Su); SQ Damage reduction 10/cold iron and magic; Immunities: fire, cold, charm, sleep, fear; SR 25; Saving Throw Bonus: +2 on all saves when carrying a Heartstone (included in stat block); SV Fort +16, Ref +13, Will +14; AL Always neutral evil; Str 19, Con 18, Dex 12, Int 11, Wis 15, Cha 12.

Skills & Feats: Bluff +17; Concentration +20; Diplomacy +5; Disguise +1 (+3 acting); Intimidate +14; Listen +15; Ride +18; Sense Motive +13; Spellcraft +11; Spot +15; Alertness; Combat Casting; Lightning Reflexes; Mounted Combat; Ride-by-Attack; Trample.

Encounter Six

APL6

☛ **Sarrukh:** CR6; Male Kobold/Fiendish Creature Sor6; Small Humanoid/Small Outsider (2'6"); 6d4; 24 hp; Init +7; Spd 30 ft.; AC 21 (+1 size; +3 Dex; +2 Bracers of Armor +2; +1 natural, +4 *shield*) [touch 14 (18); flat-footed 14 (18)]; Atk Javelin (6) +7 ranged (1d4-2, 30 ft.); Spear +2 melee (1d6-3); SQ Damage Reduction: 5/magic, Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Spell Resistance: 11, Summon Familiar; SV Fort +2, Ref +5, Will +4; AL Lawful Evil; Str 6, Dex 16, Con 10, Int 10, Wis 9, Cha 18.

Skills & Feats: Bluff +4, Concentration +12, Craft +0, Hide +7, Listen +4, Move Silently +4, Search +1, Spellcraft +8, Spot +1; Alertness, Combat Casting, Improved Initiative, Spell Focus (Evocation).

Possessions: Bracers of Armor +2, Invisibility Potion, javelin (6), spear.

Spells (6/7/6/4, base DC 14 (15 for evocation) + spell level): 0 – *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Resistance*, 1st – *Color Spray, Grease, Obscuring Mist, shield*, 2nd – *Touch of Idiocy, Web*, 3rd – *Fireball*.

☛ **Bat Familiar:** Diminutive Animal; 6d8; 12 hp; Init +2; Spd 5 ft (1 square), fly 40 ft. (good); AC 19 (+4 size; +2 Dex, +3 natural) [touch 16; flat-footed 17]; Base +3/-14; Atk ; Full Atk ; SQ Blindsight (Ex) 20 ft., deliver touch spells (SU), empathic link (Su); Improved evasion (Ex), low-light vision (Ex), share spells, speak with master (Ex); SV Fort +2, Ref +4, Will +7; AL ; Str 1, Con 10, Dex 15, Int 8, Wis 14, Cha 4.

Skills & Feats: Hide +14; Listen +8 (+4 if Blindsight is negated); Move Silently +6; Spot +8 (+4 if Blindsight is negated); Alertness.

☛ **Fiendish Kobold:** CR1; Male Kobold/Fiendish Creature Rog1; Small Humanoid/Small Outsider (2'2"); 1d6+1; 7 hp; Init +4; Spd 30 ft.; AC 18 (+1 size; +4 Dex; +2 Leather armor; +1 natural) [touch 15; flat-footed 14]; Base +0/-4; Atk Javelin (6) +1 melee (1d4); Javelin (6) +5 ranged (1d4, 30 ft.); Spear +1 melee (1d6); Spear +5 ranged (1d6, 20 ft.); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance (cold): 5, Resistance (fire): 5, Smite Good (Su), Sneak Attack: +1d6, Spell Resistance: 6, Trapfinding; SV Fort +1, Ref +6, Will -1; AL Lawful Evil; Str 10, Dex 19, Con 12, Int 10, Wis 8, Cha 9.

Skills & Feats: Appraise +0, Balance +8, Bluff -1, Climb +4, Craft +0, Diplomacy -1, Disable Device +4, Disguise -1, Escape Artist +8, Forgery +0, Gather Information -1, Hide +12, Intimidate -1, Jump +0,

Listen +3, Move Silently +8, Perform -1, Search +0, Sense Motive -1, Spot +1, Swim +0, Tumble +8, Use Rope +4.

Possessions: Leather armor (AC +2), javelin (6), spear.

APL8

☛ **Sarrukh:** CR7; Male Kobold/Fiendish Creature Sor7; Small Humanoid/Small Outsider (2'6"); 7d4; 28 hp; Init +7; Spd 30 ft.; AC 21 (+1 size; +3 Dex; +2 Bracers of Armor +2; +1 natural, +4 *shield*) [touch 14 (18); flat-footed 14 (18)]; Atk Javelin (6) +7 ranged (1d4-2, 30 ft.); Spear +2 melee (1d6-3); SQ Damage Reduction: 5/magic, Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Spell Resistance: 12, Summon Familiar; SV Fort +2, Ref +5, Will +4; AL Lawful Evil; Str 6, Dex 16, Con 10, Int 10, Wis 9, Cha 18 (22).

Skills & Feats: Bluff +4, Concentration +10, Craft +0, Hide +7, Listen +4, Move Silently +4, Search +1, Spellcraft +8, Spot +1; Alertness, Combat Casting, Improved Initiative, Spell Focus (Evocation).

Possessions: Bracers of Armor +2, Invisibility Potion (x2), javelin (6), spear.

Spells (6/7/7/5, base DC 16 (17 vs. evocation): 0 – *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Resistance*, 1st – *Cause Fear, Color Spray, Grease, Obscuring Mist, shield*, 2nd – ~~Eagle's Splendor~~, *Touch of Idiocy, Web*, 3rd – *Fireball, Slow*.

☛ **Bat Familiar:** Diminutive Animal; 7d8; 14 hp; Init +2; Spd 5 ft (1 square), fly 40 ft. (good); AC 19 (+4 size; +2 Dex, +3 natural) [touch 16; flat-footed 17]; Base +3/-14; Atk ; Full Atk ; SQ Blindsight (Ex) 20 ft., deliver touch spells (SU), empathic link (Su); Improved evasion (Ex), low-light vision (Ex), share spells, speak with animals of its kind (Ex); speak with master (Ex); SV Fort +2, Ref +4, Will +7; AL ; Str 1, Con 10, Dex 15, Int 9, Wis 14, Cha 4.

Skills & Feats: Hide +14; Listen +8 (+4 if Blindsight is negated); Move Silently +6; Spot +8 (+4 if Blindsight is negated); Alertness.

☛ **Fiendish Kobold:** CR2; Male Kobold/Fiendish Creature Rog1/Ftr1; Small Humanoid/Small Outsider (2'2"); 1d6+1d10+2; 18 hp; Init +4; Spd 30 ft.; AC 18 (+1 size; +4 Dex; +2 Leather armor; +1 natural) [touch 15; flat-footed 14]; Atk Javelin (6) +6 ranged (1d4, 30 ft.); Spear +2 melee (1d6); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Sneak Attack: +1d6, Spell Resistance: 7,

Trapfinding; SV Fort +3, Ref +6, Will -1; AL LE; Str 10, Dex 19, Con 12, Int 10, Wis 8, Cha 9.

Skills & Feats: Appraise +0, Balance +8, Bluff -1, Climb +5, Craft +0, Diplomacy -1, Disable Device +4, Disguise -1, Escape Artist +8, Forgery +0, Gather Information -1, Hide +12, Intimidate -1, Jump +1, Listen +3, Move Silently +8, Perform -1, Ride +4, Search +0, Sense Motive -1, Spot +1, Swim +0, Tumble +8, Use Rope +4; Dodge, Point Blank Shot.

Possessions: Leather armor (AC +2), javelin (6), spear.

APL10

☛ **Sarrukh:** CR11; Male Kobold/Fiendish Creature Sor9; Small Humanoid/Small Outsider (2'6"); 9d4; 36 hp; Init +7; Spd 30 ft.; AC 22 (+1 size; +3 Dex; +3 Bracers of Armor +3; +1 natural, +4 *shield*) [touch 14 (18); flat-footed 15 (19)]; Atk Javelin (6) +8 ranged (1d4-2, 30 ft.); Spear +3 melee (1d6-3); SQ Damage Reduction: 5/magic, Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 10 vs. Cold, Fire, Smite Good (Su), Spell Resistance: 14, Summon Familiar; SV Fort +3, Ref +6, Will +5; AL Lawful Evil; Str 6, Dex 16, Con 10, Int 10, Wis 9, Cha 21 (25).

Skills & Feats: Bluff +5, Concentration +12, Craft +0, Hide +7, Listen +4, Move Silently +4, Search +1, Spellcraft +10, Spot +1; Alertness, Combat Casting, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment).

Possessions: Bracers of Armor +3, Cloak of Charisma +2 javelin (6), spear.

Spells (6/8/7/7/5, base DC 17 (19 vs. enchantment) + spell level: 0 – *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Message, Prestidigitation, Resistance*, 1st – *Cause Fear, Color Spray, Grease, Obscuring Mist, Shield*, 2nd – ~~*Eagle's Splendor*~~, *Tasha's HIDEOUS Laughter, Touch of Idiocy, Web*, 3rd – *Blink, Fireball, Slow*, 4th – *Enervation, Evard's Black Tentacles*.

☛ **Bat Familiar:** Diminutive Animal; 9d8; 18 hp; Init +2; Spd 5 ft (1 square), fly 40 ft. (good); AC 21 (+4 size; +2 Dex, +5 natural) [touch 16; flat-footed 19]; Base +4/-13; Atk ; Full Atk ; SQ Blindsight (Ex) 20 ft., deliver touch spells (SU), empathic link (Su); Improved evasion (Ex), low-light vision (Ex), share spells, speak with animals of its kind (Ex); speak with master (Ex); SV Fort +3, Ref +5, Will +8; AL ; Str 1, Con 10, Dex 15, Int 10, Wis 14, Cha 4.

Skills & Feats: Hide +14; Listen +8 (+4 if Blindsight is negated); Move Silently +6; Spot +8 (+4 if Blindsight is negated); Alertness.

☛ **Fiendish Kobold:** CR2; Male Kobold/Fiendish Creature Rog1/Ftr1; Small Humanoid/Small Outsider (2'2"); 1d6+1d10+2; 18 hp; Init +4; Spd 30 ft.; AC 18 (+1 size; +4 Dex; +2 Leather armor; +1 natural) [touch 15; flat-footed 14]; Atk Javelin (6) +6 ranged (1d4, 30 ft.); Spear +2 melee (1d6); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Sneak Attack: +1d6, Spell Resistance: 7, Trapfinding; SV Fort +3, Ref +6, Will -1; AL LE; Str 10, Dex 19, Con 12, Int 10, Wis 8, Cha 9.

Skills & Feats: Appraise +0, Balance +8, Bluff -1, Climb +5, Craft +0, Diplomacy -1, Disable Device +4, Disguise -1, Escape Artist +8, Forgery +0, Gather Information -1, Hide +12, Intimidate -1, Jump +1, Listen +3, Move Silently +8, Perform -1, Ride +4, Search +0, Sense Motive -1, Spot +1, Swim +0, Tumble +8, Use Rope +4; Dodge, Point Blank Shot.

Possessions: Leather armor (AC +2), javelin (6), spear.

APL12

☛ **Sarrukh:** CR11; Male Kobold/Fiendish Creature Sor11; Small Humanoid/Small Outsider (2'6"; 11d4; 44 hp; Init +7; Spd 30 ft.; AC 22 (+1 size; +3 Dex; +3 Bracers of Armor +3; +1 natural, +4 *shield*) [touch 14 (18); flat-footed 15 (19)]; Javelin (6) +9 ranged (1d4-2, 30 ft.); Spear +4 melee (1d6-3); SQ Damage Reduction: 10/magic, Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 10 vs. Cold, Fire, Smite Good (Su), Spell Resistance: 16, Summon Familiar; SV Fort +3, Ref +6, Will +6; AL Lawful Evil; Str 6, Dex 16, Con 10, Int 10, Wis 9, Cha 21 (25).

Skills & Feats: Bluff +5, Concentration +14, Craft +0, Hide +7, Listen +4, Move Silently +5, Search +1, Spellcraft +10, Spot +1; Alertness, Combat Casting, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment).

Possessions: Bracers of Armor +3, Cloak of Charisma +2 javelin (6), spear.

Spells (6/8/7/7/7/5, base DC 17 (19 vs. enchantment) + spell level: 0 – *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*; 1st – *Cause Fear, Color Spray, Grease, Obscuring Mist, Shield*, 2nd – ~~*Eagle's Splendor*~~, *Invisibility, Tasha's HIDEOUS Laughter, Touch of Idiocy, Web*; 3rd – *Blink, Fireball, Hold Person, Slow*; 4th – *Confusion, Enervation, Evard's Black Tentacles*; 5th – *Cloudkill, Dominate Person*.

☛ **Bat Familiar:** Diminutive Animal; 11d8; 22 hp; Init +2; Spd 5 ft (1 square), fly 40 ft. (good); AC 22 (+4 size; +2 Dex, +6 natural) [touch 16; flat-footed 20]; Base +5/-

12; Atk ; Full Atk ; SQ Blindsense (Ex) 20 ft., deliver touch spells (SU), empathic link (Su); Improved evasion (Ex), low-light vision (Ex), share spells, speak with animals of its kind (Ex); speak with master (Ex), spell resistance 16 (Ex); SV Fort +3, Ref +5, Will +9; AL ; Str 1, Con 10, Dex 15, Int 11, Wis 14, Cha 4.

Skills & Feats: Hide +14; Listen +8 (+4 if Blindsense is negated); Move Silently +6; Spot +8 (+4 if Blindsense is negated); Alertness.

☛ **Fiendish Kobold:** CR2; Male Kobold/Fiendish Creature Rog1/Ftr1; Small Humanoid/Small Outsider (2'2"); 1d6+1d10+2; 18 hp; Init +4; Spd 30 ft.; AC 18 (+1 size; +4 Dex; +2 Leather armor; +1 natural) [touch 15; flat-footed 14]; Atk Javelin (6) +6 ranged (1d4, 30 ft.); Spear +2 melee (1d6); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Sneak Attack: +1d6, Spell Resistance: 7, Trapfinding; SV Fort +3, Ref +6, Will -1; AL LE; Str 10, Dex 19, Con 12, Int 10, Wis 8, Cha 9.

Skills & Feats: Appraise +0, Balance +8, Bluff -1, Climb +5, Craft +0, Diplomacy -1, Disable Device +4, Disguise -1, Escape Artist +8, Forgery +0, Gather Information -1, Hide +12, Intimidate -1, Jump +1, Listen +3, Move Silently +8, Perform -1, Ride +4, Search +0, Sense Motive -1, Spot +1, Swim +0, Tumble +8, Use Rope +4; Dodge, Point Blank Shot.

Possessions: Leather armor (AC +2), javelin (6), spear.

APL14

☛ **Sarrukh:** CR13; Male Kobold/Fiendish Creature Sor13; Small Humanoid/Small Outsider (2'6"); 13d4; 52 hp; Init +7; Spd 30 ft.; AC 23 (+1 size; +3 Dex; +4 Bracers of Armor +4; +1 natural, +4 *shield*) [touch 14; flat-footed 16]; Atk Javelin (6) +10/+5 ranged (1d4-2, 30 ft.); Spear +5/+0 melee (1d6-3); SQ Damage Reduction: 10/magic, Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Resistance: 10 vs. Cold, Fire, Smite Good (Su), Spell Resistance: 18, Summon Familiar; SV Fort +4, Ref +7, Will +7; AL Lawful Evil; Str 6, Dex 16, Con 10, Int 10, Wis 9, Cha 24 (28).

Skills & Feats: Bluff +7, Concentration +16, Craft +0, Hide +7, Listen +4, Move Silently +6, Search +1, Spellcraft +10, Spot +1; Alertness, Combat Casting, Empower Spell, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment).

Possessions: Bracers of Armor +4, Cloak of Charisma +4, javelin (6), spear.

Spells (6/8/8/8/7/7/5, base DC 19 (21 vs. enchantment) + spell level: 0 – *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*, 1st –

Cause Fear, Color Spray, Grease, Obscuring Mist, Shield, 2nd – ~~*Eagle's Splendor*~~, *Invisibility, Tasha's Hideous Laughter, Touch of Idiocy, Web*, 3rd – *Blink, Fireball, Hold Person, Slow*, 4th – *Confusion, Evard's Black Tentacles, Enervation, Wall of Fire*, 5th – *Cloudkill, Dominate Person, Feeblemind*, 6th – *Chain Lightning, Disintegrate*.

☛ **Bat Familiar:** Diminutive Animal; 13d8; 26 hp; Init +2; Spd 5 ft (1 square), fly 40 ft. (good); AC 23 (+4 size; +2 Dex, +7 natural) [touch 16; flat-footed 21]; Base +6/-11; Atk ; Full Atk ; SQ Blindsense (Ex) 20 ft., deliver touch spells (SU), empathic link (Su); Improved evasion (Ex), low-light vision (Ex), scry on familiar (Sp), share spells, speak with animals of its kind (Ex); speak with master (Ex), spell resistance 16 (Ex); SV Fort +4, Ref +6, Will +10; AL ; Str 1, Con 10, Dex 15, Int 12, Wis 14, Cha 4.

Skills & Feats: Hide +14; Listen +8 (+4 if Blindsense is negated); Move Silently +6; Spot +8 (+4 if Blindsense is negated); Alertness.

☛ **Fiendish Kobold:** CR4; Male Kobold/Fiendish Creature Rog3/Ftr1; Small Humanoid/Small Outsider (2'2"); 3d6+1d10+4; 32 hp; Init +5; Spd 30 ft.; AC 19 (+1 size; +5 Dex; +2 Leather armor; +1 natural) [touch 16; flat-footed 14]; Base +3/-1; Javelin (6) +9 ranged (1d4, 30 ft.); Spear +4 melee (1d6); SQ Damage Reduction: 5/magic, Darkvision (Ex): 60 ft., Evasion (Ex), Light Sensitivity (Ex), Resistance: 5 vs. Cold, Fire, Smite Good (Su), Sneak Attack: +2d6, Spell Resistance: 9, Trap Sense: +1 bonus to Ref and AC vs. traps, Trapfinding; SV Fort +4, Ref +8, Will +0; AL Lawful Evil; Str 10, Dex 20, Con 12, Int 10, Wis 8, Cha 9.

Skills & Feats: Appraise +0, Balance +12, Bluff -1, Climb +5, Craft +0, Diplomacy -1, Disable Device +4, Disguise -1, Escape Artist +12, Forgery +0, Gather Information -1, Hide +16, Intimidate -1, Jump +3, Listen +6, Move Silently +12, Perform -1, Ride +5, Search +0, Sense Motive -1, Spot +1, Swim +0, Tumble +12, Use Rope +5; Dodge, Point Blank Shot, Rapid Shot.

Possessions: Leather armor, javelin (6), spear.

Encounter Seven

APL6

☛ **Rausder:** CR6; Male Human/Wererat (Afflicted) Rog3/Ftr2; Medium Humanoid / Medium Shapechanger (5'6"); 1d8+3d6+2d10+12; 42/48 hp; Init +4; Spd 30 ft.; AC 19/18 (+4 Dex; +3 Studded Leather Armor; +2 natural) [touch 14; flat-footed 15]; Atk Hybrid Bite +9 melee (1d4); rapier +1 +8 melee (1d6+1); Rat Bite +9 melee (1d4); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Disease (Ex), Evasion (Ex), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +2d6, Trap Sense: +1 bonus to Ref and AC vs. traps, Trapfinding; SV Fort +8/9, Ref +7/10, Will +4; AL Chaotic Evil; Str 10, Dex 18/24, Con 14/16, Int 13, Wis 12, Cha 8.

Skills & Feats: Appraise +1, Balance +5, Bluff +6, Climb +13, Control Shape +2, Craft +1, Diplomacy +1, Disguise -1, Escape Artist +11, Forgery +1, Gather Information +3, Hide +11, Intimidate +7, Jump +1, Listen +5, Move Silently +11, Perform +4, Ride +4, Search +1, Sense Motive +1, Spot +5, Swim -2, Tumble +11, Use Rope +4; Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion, Studded Leather Armor, rapier +1.

Description: Age: 33; Eyes: Dark Blue; Hair: Short and wiry, Light Brown; Skin: Pale White; Build: Thin.

☛ **Gotin & Ronvina:** CR5; Male Human/Wererat (Afflicted) Rog4; Medium Humanoid/Medium Shapechanger (5'8"); 1d8+4d6+5; 24/29 hp; Init +3; Spd 30 ft.; AC 18/17 (+3 Dex; +3 Studded Leather Armor; +2 natural) [touch 13; flat-footed 18/17]; Atk Hybrid Bite +9 melee (1d4); Masterwork Rapier +7 melee (1d6+1/18-20); Rat Bite +9 melee (1d4+1/); Strike, Unarmed +6 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Disease (Ex), Evasion (Ex), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +2d6, Trap Sense: +1 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +4/5, Ref +7/10, Will +4; AL Chaotic Evil; Str 12, Dex 17/23, Con 12/14, Int 12, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +4, Bluff +8, Climb +8, Control Shape +2, Craft +1, Diplomacy +3, Disable Device +5, Disguise +1, Escape Artist +7, Forgery +1, Gather Information +5, Hide +9, Intimidate +7, Jump +2, Knowledge (Local) +5, Listen

+8, Move Silently +9, Perform (Dance) +6, Search +1, Sense Motive +3, Spot +8, Swim -1, Tumble +9, Use Rope +3; Combat Reflexes, Dodge, Iron Will, Mobility, Weapon Finesse.

Languages: Common, Undercommon

Possessions: Cure Light Wounds Potion, Studded Leather Armor, masterwork rapier.

APL8

☛ **Rausder:** CR8; Male Human/Wererat (Afflicted) Rog5/Ftr2; Medium Humanoid/Medium Shapechanger (5'6"); 1d8+5d6+2d10+16; 54/62 hp; Init +4; Spd 30 ft.; AC 19/18 (+4 Dex; +3 Studded Leather Armor; +2 natural) [touch 14; flat-footed 19/18]; Atk Hybrid Bite +10 melee (1d4); Rapier +1 +8 melee (1d6+1); Rat Bite +10 melee (1d4); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Disease (Ex), Evasion (Ex), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +3d6, Trap Sense: +1 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +8/9, Ref +8/11, Will +4; AL Chaotic Evil; Str 10, Dex 19/25, Con 14/16, Int 13, Wis 12, Cha 8.

Skills & Feats: Appraise +1, Balance +5, Bluff +9, Climb +13, Control Shape +2, Craft +1, Diplomacy +1, Disguise -1, Escape Artist +13, Forgery +1, Gather Information +3, Hide +13, Intimidate +11, Jump +1, Knowledge (Local) +3, Listen +5, Move Silently +13, Perform +4, Ride +4, Search +1, Sense Motive +4, Spot +5, Swim -2, Tumble +13, Use Rope +4; Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Studded Leather Armor, masterwork rapier.

Description: Age: 33; Eyes: Dark Blue; Hair: Short and wiry, Light Brown; Skin: Pale White; Build: Thin.

☛ **Gotin & Ronvina:** CR7; Male Human/Wererat (Afflicted) Rog6; Medium Humanoid/Medium Shapechanger (5'8"); 1d8+6d6+7; 34/41 hp; Init +7; Spd 30 ft.; AC 18/17 (+3 Dex; +3 Studded Leather Armor; +2 natural) [touch 13; flat-footed 18/17]; Atk Hybrid Bite +10 melee (1d4); Masterwork Rapier +8 melee (1d6+1/18-20); Rat Bite +10 melee (1d4+1/); Strike, Unarmed +7 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Disease (Ex), Evasion (Ex), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +3d6, Trap Sense: +2 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +5/6, Ref

+8/11, Will +5; AL Chaotic Evil; Str 12, Dex 17/23, Con 12/14, Int 12, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +4, Bluff +10, Climb +8, Control Shape +2, Craft +1, Diplomacy +3, Disable Device +5, Disguise +1, Escape Artist +11, Forgery +1, Gather Information +8, Hide +12, Intimidate +7, Jump +2, Knowledge (Local) +5, Listen +10, Move Silently +11, Perform (Dance) +6, Search +1, Sense Motive +3, Spot +9, Swim -1, Tumble +12, Use Rope +3; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Studded Leather Armor, masterwork rapier.

APL10

➤ **Rausder:** CR10; Male Human/Wererat (Afflicted) Rog5/Shaz/Ftr2; 1d8+5d6+2d8+2d10+20; 68/78 hp; Init +8; Spd 30 ft.; AC 20/18 (+4 Dex; +4 Studded Leather Armor +1; +2 natural) [touch 14; flat-footed 21/18]; Atk Hybrid Bite +11 melee (1d4); Rat Bite +11 melee (1d4); Rapier +1 +9 melee (1d6+1/18-20); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +3d6, Trap Sense: +1 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +10/11, Ref +13/16, Will +6; AL Chaotic Evil; Str 10, Dex 19/25, Con 14/16, Int 13, Wis 12, Cha 8.

Skills & Feats: Appraise +1, Balance +6, Bluff +11, Climb +14, Control Shape +2, Craft +1, Diplomacy +1, Disguise -1, Escape Artist +16, Forgery +1, Gather Information +3, Hide +16, Intimidate +11, Jump +2, Knowledge (Local) +3, Listen +9, Move Silently +16, Perform -1, Perform (Dance) +4, Ride +4, Search +1, Sense Motive +4, Spot +7, Swim +0, Tumble +16, Use Rope +4; Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Rapier +1, Cloak of Resistance +2, Studded Leather Armor +1.

Description: Age: 33; Eyes: Dark Blue; Hair: Short and wiry, Light Brown; Skin: Pale White; Build: Thin.

➤ **Gotin & Ronvina:** CR9; Male Human/Wererat (Afflicted) Rog6/Shaz; Medium Humanoid/Medium Shapechanger (5'8"); 1d8+6d6+2d8+9; 46/55 hp; Init +8; Spd 30 ft.; AC 20/18 (+4 Dex; +4 Studded Leather

Armor +1; +2 natural) [touch 14; flat-footed 20/18]; Atk Hybrid Bite +12 melee (1d4); Masterwork Rapier +10 melee (1d6+1/18-20); Rat Bite +12 melee (1d4+1/); Strike, Unarmed +9 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +3d6, Trap Sense: +2 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +5/6, Ref +12/15, Will +5; AL Chaotic Evil; Str 12, Dex 18/24, Con 12/14, Int 12, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +6, Bluff +13, Climb +9, Control Shape +2, Craft +1, Diplomacy +3, Disable Device +5, Disguise +1, Escape Artist +16, Forgery +1, Gather Information +8, Hide +16, Intimidate +7, Jump +3, Knowledge (Local) +5, Listen +12, Move Silently +16, Perform +1, Perform (Dance) +6, Search +1, Sense Motive +3, Spot +10, Swim +1, Tumble +16, Use Rope +4; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Studded Leather Armor +1, masterwork rapier.

APL12

➤ **Rausder:** CR12; Male Human/Wererat (Afflicted) Rog7/Shaz/Ftr2; Medium Humanoid/Medium Shapechanger (5'6"); 1d8+7d6+2d8+2d10+24; 80/92 hp; Init +9; Spd 30 ft.; AC 22/19 (+5 Dex; +5 Studded Leather Armor +2; +2 natural) [touch 15; flat-footed 22/19]; Atk Hybrid Bite +14 melee (1d4); Rat Bite +14 melee (1d4); Vicious Rapier +1 +12/+7 melee (1d6+1/18-20); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +4d6, Trap Sense: +2 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +11/12, Ref +15/18, Will +7; AL Chaotic Evil; Str 10, Dex 20/26, Con 14/16, Int 13, Wis 12, Cha 8.

Skills & Feats: Appraise +1, Balance +7, Bluff +13, Climb +14, Control Shape +2, Craft +1, Diplomacy +1, Disguise -1, Escape Artist +19, Forgery +1, Gather Information +3, Hide +19, Intimidate +15, Jump +5, Knowledge (Local) +3, Listen +9, Move Silently +19, Perform -1, Perform (Dance) +4, Ride +5, Search +1, Sense Motive +4, Spot +10, Swim +0, Tumble +19, Use Rope +5; Combat Expertise, Combat Reflexes, Dodge,

Improved Feint, Improved Initiative, Improved Trip, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Cure Serious Wounds Potion, Rapier +1, Cloak of Resistance +2, Studded Leather Armor +2, short bow, 20 arrows, arrow of slaying (human), black lotus extract poison (one dose on 1 arrow; DC20, 3d6 Con/3d6 Con).

Description: Age: 33; Eyes: Dark Blue; Hair: Short and wiry, Light Brown; Skin: Pale White; Build: Thin.

✦ **Gotin & Ronvina:** CR11; Male Human/Wererat (Afflicted) Rog7/Asn1/Shaz; Medium Humanoid/Medium Shapechanger (5'8"); Age: 23; Eyes: Green; Hair: Braid, Blond; Skin: Windburned; Build: Lithe; 1d8+7d6+1d6+2d8+11; 56/67 hp; Init +8; Spd 30 ft.; AC 20/18 (+4 Dex; +4 Studded Leather Armor +1; +2 natural); touch 14; flat-footed 20/18; Base +6/+7; Atk Hybrid Bite +13 melee (1d4); Rapier +1 +11/+6 melee (1d6+2/18-20); Rat Bite +13 melee (1d4+1/); Strike, Unarmed +10/+5 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Death Attack: DC: 12, Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Poison Use, Rat Empathy (Ex), Scent (Ex), Sneak Attack: +5d6, Trap Sense: +2 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +5/6, Ref +14/17, Will +5; AL Chaotic Evil; Str 12, Dex 18/24, Con 12/14, Int 12, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +6, Bluff +15, Climb +9, Control Shape +2, Craft +1, Diplomacy +3, Disable Device +5, Disguise +5, Escape Artist +18, Forgery +1, Gather Information +8, Hide +18, Intimidate +7, Jump +3, Knowledge (Local) +5, Listen +12, Move Silently +18, Perform +1, Perform (Dance) +6, Search +1, Sense Motive +3, Spot +12, Swim +1, Tumble +18, Use Rope +4; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion, Studded Leather Armor +1, rapier +1.

Spells Known (-/1, base DC 11 + spell level); 1st—*feather fall, true strike.*

APL14

✦ **Rausder:** CR14; Male Human/Wererat (Afflicted) Rog9/Shaz/Ftr2; Medium Humanoid/Medium Shapechanger (5'6"); 1d8+9d6+2d8+2d10+28; 92/106 hp; Init +9; Spd 30 ft.; AC 22/19 (+5 Dex; +5 Silent Moves Studded Leather Armor +2; +2 natural) [touch

15; flat-footed 22/19]; Atk Hybrid Bite +15 melee (1d4); Rat Bite +15 melee (1d4); Vicious Rapier +2 +14/+9 melee (1d6+2/18-20); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Rat Empathy (Ex), Scent (Ex), Sneak Attack: +5d6, Trap Sense: +3 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +12/13, Ref +16/19, Will +8; AL Chaotic Evil; Str 10, Dex 20/26, Con 14/16, Int 13, Wis 12, Cha 8.

Skills & Feats: Appraise +1, Balance +7, Bluff +15, Climb +14, Control Shape +2, Craft +1, Diplomacy +3, Disguise -1, Escape Artist +21, Forgery +1, Gather Information +3, Hide +21, Intimidate +17, Jump +5, Knowledge (Local) +3, Listen +11, Move Silently +26, Perform -1, Perform (Dance) +4, Ride +5, Search +1, Sense Motive +8, Spot +12, Swim +0, Tumble +21, Use Rope +5; Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Improved Initiative, Improved Trip, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion (x2), Cloak of Resistance +2, Silent Moves Studded Leather Armor +2, Rapier +2, short bow, 20 arrows, Arrows of Slaying (human, half-orc, elf & dwarf), black lotus extract poison (one dose on 1 arrow; DC20, 3d6 Con/3d6 Con).

Description: Age: 33; Eyes: Dark Blue; Hair: Short and wiry, Light Brown; Skin: Pale White; Build: Thin.

✦ **Gotin:** CR13; Male Human/Wererat (Afflicted) Rog9/Asn1/Shaz; Medium Humanoid/Medium Shapechanger (5'8"); 1d8+9d6+1d6+2d8+13; 66/79 hp; Init +8; Spd 30 ft.; AC 20/18 (+4 Dex; +4 Silent Moves Studded Leather Armor +1; +2 natural) [touch 14; flat-footed 20/18]; Atk Hybrid Bite +14 melee (1d4); Rapier +1 +12/+7 melee (1d4+3/18-20); Rat Bite +14 melee (1d4+1/); Strike, Unarmed +11/+6 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Death Attack: DC: 14, Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Poison Use, Rat Empathy (Ex), Scent (Ex), Sneak Attack: +6d6, Trap Sense: +3 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +6/7, Ref +15/18, Will +6; AL Chaotic Evil; Str 12, Dex 18/24, Con 12/14, Int 16, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +6, Bluff +17, Climb +9, Control Shape +3, Craft +1, Diplomacy +5, Disable Device +5, Disguise +5, Escape Artist +20, Forgery +1, Gather Information +8, Hide +20, Intimidate +7, Jump +3, Knowledge (Local) +5, Listen

+15, Move Silently +25, Perform +1, Perform (Dance) +6, Search +1, Sense Motive +6, Spot +15, Swim +1, Tumble +20, Use Rope +4; Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion, Studded Leather Armor +1, *rapier* +1, black lotus extract poison (one dose on *rapier* +1; DC20, 3d6 Con/3d6 Con).

Spells Known (-/1, base DC 11 + spell level); 1st—*feather fall*, *true strike*.

☛ **Ronvina:** CR13; Male Human/Wererat (Afflicted) Rog9/Asn1/Shaz; Medium Humanoid/Medium Shapechanger (5'8"); 1d8+9d6+1d6+2d8+13; 66/79 hp; Init +8; Spd 30 ft.; AC 20/18 (+4 Dex; +4 Silent Moves Studded Leather Armor +1; +2 natural) [touch 14; flat-footed 20/18]; Atk Hybrid Bite +14 melee (1d4); *Rapier* +1 +12/+7 melee (1d4+3/18-20); Rat Bite +14 melee (1d4+1/); Strike, Unarmed +11/+6 melee (1d3+1/); SQ Alternate Form (Su), Curse of Lycanthropy (Su), Damage Reduction: 10/silver, Darkvision (Ex): 60 ft., Death Attack: DC: 14, Disease (Ex), Evasion (Ex), Hide in Plain Sight (Shadows) (Su), Low-light Vision, Movement: 40 ft (8 squares), climb 20 ft. (rat); 30 ft. (hybrid), Poison Use, Rat Empathy (Ex), Scent (Ex), Sneak Attack: +6d6, Trap Sense: +3 bonus to Ref and AC vs. traps, Trapfinding, Uncanny Dodge (Ex); SV Fort +6/7, Ref +15/18, Will +6; AL Chaotic Evil; Str 12, Dex 18/24, Con 12/14, Int 16, Wis 12, Cha 12.

Skills & Feats: Appraise +1, Balance +6, Bluff +17, Climb +9, Control Shape +3, Craft +1, Diplomacy +5, Disable Device +5, Disguise +5, Escape Artist +20, Forgery +1, Gather Information +8, Hide +20, Intimidate +7, Jump +3, Knowledge (Local) +5, Listen +15, Move Silently +25, Perform +1, Perform (Dance) +6, Search +1, Sense Motive +6, Spot +15, Swim +1, Tumble +20, Use Rope +4; Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Languages: Common, Undercommon.

Possessions: Cure Light Wounds Potion, Studded Leather Armor +1, *rapier* +1, black lotus extract poison (one dose on *rapier* +1; DC20, 3d6 Con/3d6 Con).

Spells Known (-/1, base DC 11 + spell level); 1st—*feather fall*, *true strike*.

Encounter Ten

APL6

☛ **Cleric of Iuz:** CR6; Male Human Clr6; Medium Humanoid (5'7") 6d8+12 (+24); 52 (64) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 21 (23 vs. good) (+1 Dex; +8 Full plate mail; +2 Shield, heavy steel, +2 *magic circle against good*) [touch 11 (13 vs. good); flat-footed 20 (22 vs. good)]; Atk Mace, heavy +5 melee (1d8+1/); Masterwork Greatsword +2 melee (2d6+1/19-20); SQ Rebuke Undead; SV Fort +7 (+9), Ref +3 (+5), Will +9 (+11); AL CE; Str 12, Dex 12, Con 14 (18), Int 10, Wis 19, Cha 12.

Skills & Feats: Concentration +11, Diplomacy +1, Heal +4, Knowledge (Religion) +9, Spellcraft +9; Combat Casting, Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail (AC +8), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (5/4+1/4+1/3+1; base DC = 15 + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison*; 1st—*Protection from good**, *bane*, *cure light wounds*, *divine favor*, *doom*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *hold person*, *silence*; 3rd—~~*magic circle against good*~~*, *bestow curse*, *cure serious wounds*, *dispel magic*.

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

☛ **Elite Orc Soldiers** (2): CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL8

☛ **Cleric of Iuz:** CR6; Male Human Clr6; Medium Humanoid (5'7") 6d8+12 (+24); 52 (64) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 21 (23 vs. good) (+1 Dex; +8 Full plate mail; +2 Shield, heavy steel, +2 *magic circle*

against good) [touch 11 (13 vs. good); flat-footed 20 (22 vs. good)]; Atk Mace, heavy +5 melee (1d8+1/); Masterwork Greatsword +2 melee (2d6+1/19-20); SQ Rebuke Undead; SV Fort +7 (+9), Ref +3 (+5), Will +9 (+11); AL CE; Str 12, Dex 12, Con 14 (18), Int 10, Wis 19, Cha 12.

Skills & Feats: Concentration +11, Diplomacy +1, Heal +4, Knowledge (Religion) +9, Spellcraft +9; Combat Casting, Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail (AC +8), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (5/4+1/4+1/3+1; base DC = 15 + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison*; 1st—*Protection from good**, *bane*, *cure light wounds*, *divine favor*, *doom*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *hold person*, *silence*; 3rd—~~*magic circle against good*~~*, *bestow curse*, *cure serious wounds*, *dispel magic*.

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

☛ **Elite Orc Sergeant:** CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

☛ **Elite Orc Soldiers** (2): CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL10

✦ **Cleric of Iuz:** CR8; Male Human Clr8; Medium Humanoid (5'7"); 8d8+16 (+32); 68 (84) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 21 (23 vs. good) (+1 Dex; +8 Full plate mail; +2 Shield, heavy steel, +2 *magic circle against good*) [touch 11 (13 vs. good); flat-footed 20 (22 vs. good)]; Atk Mace, heavy +7/+2 melee (1d8+1/); Masterwork Greatsword +4/-1 melee (2d6+1/19-20); SQ Rebuke Undead; SV Fort +8, Ref +3, Will +11; AL CE; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20, Cha 12.

Skills & Feats: Concentration +13, Diplomacy +1, Heal +5, Knowledge (Religion) +11, Spellcraft +11; Combat Casting, Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail (AC +8), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/4+1/4+1/3+1; base DC = 15 (16 for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*; 1st—*Protection from good**, *bane*, *cause fear*, *cure light wounds*, *divine favor*, *doom*, *magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *resist energy*, *silence*; 3rd—~~*magic circle against good*~~*, *bestow curse*, *cure serious wounds*, *dispel magic*; 4th—*unholy blight**, *divine power*, *poison* (x2).

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

✦ **Elite Orc Sergeant:** CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

✦ **Elite Orc Soldiers** (2): CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL12

✦ **Cleric of Iuz:** CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25 vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail +1 (AC +9), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*; 1st—*Protection from good**, *bane*, *cause fear*, *cure light wounds*, *divine favor*, *doom*, *magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength*, *resist energy*, ~~*owl's wisdom*~~, *silence*; 3rd—*magic circle against good**, *bestow curse*, *cure serious wounds*, *dispel magic*; 4th—*unholy blight**, *divine power*, *poison* (x2); 5th—~~*Dispel good*~~*, *flame strike*, *slay living*, ~~*spell resistance*~~.

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

🦋 **Elite Orc Sergeant**: CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

🦋 **Elite Orc Soldiers** (2): CR3; Male Orc Bbn2/Ftr1; Medium Humanoid (6'10"); 2d12+6+1d10+3; 43 hp; Init +1; Spd 30 ft.; AC 16 (+1 Dex; +5 Breastplate) [touch 11; flat-footed 16]; Atk Falchion +8 melee (2d4+7/18-20); Greataxe +8 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex); SV Fort +8, Ref +1, Will -1; AL Chaotic Evil; Str 20, Dex 12, Con 16, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +4, Craft +0, Intimidate +5, Jump +2, Listen +4, Ride +1, Survival +2, Swim -3; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate, falchion, greataxe, 25gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

APL14

🦋 **Waquonis**: CR16; Male Human Wiz16; Medium Humanoid; 16d4+48; 97 hp; Init +7; Spd 30 (60) ft./ fly 60 ft.; AC 21 (30) (+3 Dex; +4 *mage armor*; +4 *shield*; +1 *haste*; +4 Amulet of Natural Armor +4; +4 Ring of Protection +4); touch 17; flat-footed 20; Base +8/0 (+9/+1); Atk Rod of Absorption +4/-1 (+5/+0) melee (1d6); SQ Conjuratation Specialization, Necromancy & Illusion Prohibited, Summon Familiar; SV Fort +13, Ref +13, Will +16; AL CE; Str 10, Dex 16, Con 17, Int 24, Wis 12, Cha 10.

Skills & Feats: Concentration +22, Decipher Script +26, Knowledge (Arcana) +26, Knowledge (The Planes)

+26, Spellcraft +28; Augment Summoning, Combat Casting, Empower Spell, Extend Spell, Great Fortitude, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll.

Languages: Abyssal, Aquan, Auran, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran.

Possessions: Amulet of Natural Armor +4, Boots of Speed, Cloak of Resistance +3, Cure Serious Wounds Potion (x2), Fly Potion, Hat of Disguise, Headband of Intellect +4, Ioun Stone (deep red sphere), Pearl of Power (5th-level spell), Ring of Jumping, Ring of Protection +4, Wand of Fireball (8th).

Description: 5'1"; 138 lbs.; Age: 38; Eyes: Gray; Hair: Short, Black; Skin: Dusky; Build: Thin.

Spells *Prepared*

(4+1/6+1/6+1/6+1/5+1/5+1/4+1/4+1/2+1, base DC 17 (19 vs. conjuration) + spell level): 0—*Acid splash*, *daze*, *detect magic*, *mage hand*, *prestidigitation*, 1st—~~*Mage armor*~~, *magic missile* (x3), ~~*shield*~~, *summon monster I* (x2), 2nd—~~*Protection from arrows*~~, ~~*resist energy* (fire)~~, *summon monster II*, *Tasha's hideous laughter*, *touch of idiocy* (x2), *web*, 3rd—*Dispel magic*, ~~*fly*~~, *lightning bolt*, *hold person*, *slow* (x2), *summon monster III*, 4th—*Evard's black tentacles*, *ice storm*, *globe of invulnerability* (lesser), ~~*stoneskin*~~, *summon monster IV*, *wall of fire*, 5th—*Cloudkill*, *dominate person*, *feeblemind*, *summon monster V*, *teleport*, *wall of force*, 6th—*Disintegrate*, *dispel magic* (greater), ~~*globe of invulnerability*~~, ~~*repulsion*~~, *summon monster VI*, 7th—*reverse gravity*, ~~*spell turning*~~, *summon monster VII* (x2), *teleport* (greater), 8th—*Incendary cloud*, *maze*, *protection from spells*.

Remaining Duration of Pre-cast Spells:

Spell	Duration
Boots of Haste	10 rds.
Repulsion	14 rds.
Globe of Invulnerability	15 rds.
True Seeing*	9 min.
Fly	15 min.
Resist Energy (Fire)	15 min.
Shield	15 min.
Stoneskin	15 min.
Spell Turning	2.5 hrs.
Mage Armor	8 hrs.
Protection from Arrows	15 hrs.

* This spell was cast by the Cleric of Iuz from a scroll before the battle begins.

Spellbook: 0—*Acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, 1st—*Endure elements*, *grease*, *identify*, *mage*

armor, magic missile, mount, obscuring mist, shield, summon monster I, unseen servant, 2nd—Acid arrow, fog cloud, fox's cunning, glitterdust, protection from arrows, resist energy, summon monster II, summon swarm, Tasha's hideous laughter, touch of idiocy, web, 3rd—Dispel magic, fireball, fly, haste, hold person, lightning bolt, phantom steed, protection from energy, sepia snake sigil, sleet storm, slow, stinking cloud, summon monster III, 4th—Dimension door, Evard's black tentacles, ice storm, globe of invulnerability (lesser), Leomund's secure shelter, minor creation, solid fog, stoneskin, summon monster IV, wall of fire, wall of ice, 5th—Cloudkill, dismissal, dominate person, feeblemind, major creation, Mordenkainen's faithful hound, planar binding (lesser), secret chest, summon monster V, telekinesis, teleport, wall of force, wall of stone, 6th—Acid fog, chain lightning, contingency, disintegrate, dispel magic, greater, flesh to stone, globe of invulnerability, planar binding, repulsion, summon monster VI, wall of iron, 7th—Banishment, hold person, mass, instant summons, Mordenkainen's magnificent mansion, plane shift, reverse gravity, spell turning, summon monster VII, teleport object, teleport (greater), 8th—Incendiary cloud, maze, mind blank, planar binding (greater), prismatic wall, protection from spells, summon monster VIII, trap the soul.

☛ **Familiar. Quasit:** Tiny Outsider (Chaotic, Extraplanar, Evil, Demon); 3d8+6; 48 hp; Init +7; Spd 20 ft. (4 squares), fly 50 ft. (perfect); AC 26 (+2 size; +3 Dex; +11 natural) (touch 15; flat-footed 23); Base +5/-4; Atk Claw +10 melee (1d3-1 plus poison); Full Atk Claw (2) +10 melee (1d3-1 plus poison) and bite +5 melee (1d4-1); SA Spell-like abilities: as Sor6 (detect good, detect magic, invisibility, cause fear: 1/day); Poison (Ex); Spell Resistance 21 (Ex), Improved Evasion (Ex), Share Spells, Empathic Link (Su); Deliver Touch Spells (Su); Speak with master (Ex); Scry on Familiar (Sp); SQ Alternate form (Su); Damage reduction 5/cold iron or good; Darkvision (Ex): 60 ft.; Fast Healing (Ex): 2; Immunities (poison); Resistance (fire) 10; SV Fort: +10, Ref: +13, Will: +16. AL CE; Str 12, Con 14, Dex 17, Int 10, Wis 12, Cha 10.

Skills & Feats: Bluff +6; Diplomacy +2; Disguise +0 (+2 acting); Hide +17; Intimidate +2; Knowledge (Arcana) +6; Listen +7; Move Silently +9; Search +6; Spellcraft +6; Spot +6; Alertness, Improved Initiative; Weapon Finesse.

Cleric of Iuz: CR10; Male Human Clr10; Medium Humanoid (5'7"); 10d8+20 (+40); 88 (108) hp; Init +5; Spd 20 ft.; base speed 30 ft.; AC 22 (26 vs. good) (+1 Dex; +9 Full plate mail +1; +2 Shield, heavy steel, +4 *dispel good*) [touch 11 (15 v. good); flat-footed 21 (25

vs. good)]; Atk Mace, heavy +8/+3 melee (1d8+1/); Masterwork Greatsword +5/+0 melee (2d6+1/19-20); SQ Rebuke Undead, Spell Resistance (Sp): 22; SV Fort +9, Ref +4, Will +12; AL Chaotic Evil; Str 12, Dex 12, Con 14 (18), Int 10, Wis 20 (24), Cha 12.

Skills & Feats: Concentration +15, Diplomacy +1, Heal +5, Knowledge (Religion) +13, Spellcraft +13; Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Reach Spell, Spell Focus (Necromancy).

Possessions: Cure Serious Wounds Potion, 50 gp, Full plate mail +1 (AC +9), Periapt of Wisdom +2, Shield, heavy steel (AC +2).

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 (17) (16 (18) for necromancy spells) + spell level): 0—*Cure minor wounds* (x2), *detect magic* (x2), *detect poison, light*; 1st—*Protection from good**, *bane, cause fear, cure light wounds, divine favor, doom, magic weapon*; 2nd—*desecrate**, ~~*bear's endurance*~~, *bull's strength, resist energy, owl's wisdom, silence*; 3rd—*magic circle against good**, *bestow curse, cure serious wounds, dispel magic*; 4th—*unholy blight**, *divine power, poison* (x2); 5th—~~*Dispel good**~~, *flame strike, slay living, spell resistance*.

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

Elite Orc Sergeant: CR4; Male Orc Bbn3/Ftr1; Medium Humanoid (6'10"); 3d12+1d10+12; 58 hp; Init +1; Spd 30 ft.; AC 17 (+1 Dex; +6 Breastplate +1); touch 11; flat-footed 17; Base +4/+9; Atk Falchion +9 melee (2d4+7/18-20); Greataxe +9 melee (1d12+7/x3); SQ Darkvision (Ex): 60 ft., Light Sensitivity (Ex), Rage: 1/day, Uncanny Dodge (Ex), Trap Sense: +1 bonus to Ref and AC vs. traps; SV Fort +8, Ref +2, Will +0; AL Chaotic Evil; Str 20, Dex 12, Con 17, Int 10, Wis 8, Cha 8.

Skills & Feats: Climb +5, Craft +0, Intimidate +6, Jump +3, Listen +6, Ride +1, Survival +3, Swim -1; Combat Reflexes, Improved Sunder, Power Attack.

Languages: Common, Orc.

Possessions: Breastplate +1, falchion, greataxe, 35gp.

Description: Age: 20; Eyes: Black; Hair: Bald; Skin: Greenish-gray; Build: Massive.

Appendix 2: Towers Series Adventure Backgrounds and Summaries

SHL03–01 The Lonely Tower Adventure Background

Late in the month of Harvester in the common year 591, the Shield Lands won a tremendous victory against the occupying forces loyal to the evil demigod Iuz. After three years at a virtual standstill in the War of Reclamation, the Knights of Holy Shielding and the Shield Lands' army repatriated Torkeep. Torkeep is the ancestral home of Earl Franz Torkeep of the Council of Lords. The keep, a smallish moat and bailey structure in the northwest portion of the nation had been under Iuz's control since its fall in 583 CY. This victory was the Shield Lands' first real success against Iuz since the end of the Great Northern Crusade in 588 CY and the first territorial gain without the aid of the nation's major allies. Within days Iuz's forces made an attempt to retake the keep. Though seriously outnumbered, Pathfinders and Shield Lands soldiers held the keep long enough for Knight Commander Katarina Walworth to arrive with reinforcements and drive off Iuz's minions.

Six individuals, brave Pathfinders all, played a unique role in holding Torkeep against a second fall to the Old One. While their companions faced death on the walls of Torkeep during the final hours of the now famous Battle of Torkeep, Omay Fairspeak of Heironeous, Eiorhn of Kord, Darius Skye, Reeves Nithtel, Lannona and Brandy Fardale left what little safety the keep offered to race off on what might have been a fool's errand.

The Pathfinders were sent northwest along the banks of the Ritensa River to an abandoned tower. The tower once belonged to Orand Hastironn the Artificer, a powerful wizard and member of the mysterious Shield Mages. Known for his skill at creating magical constructs, it was hoped the six heroes could recover something to aid Torkeep until reinforcements arrived. Of particular note was the wizard's mighty Shield Guardian that had not been seen since Iuz invaded. Both it and its master disappeared shortly after the wizard suffered an apparent mortal wound in battle.

The Pathfinders reached the tower only to find it devoid of life and infested with undead shadows. In the highest room of the tower they found the remains of missing wizard strung up and violated in unspeakable ways. Apparently, the wizard ordered his construct to return him to his tower to heal, only to be

overwhelmed by the undead minions of the Old One. Sorely wounded and trapped in the tower by undead, the wizard could not call his Shield Guardian servant to his side. The giant construct lay quietly at the bottom of the Ritensa River while its master was torn to shreds.

The heroes found the control device for the shield guardian in the rubble of the wizard's laboratory, unknowingly left behind by Iuz's forces. With a simple mental command, the giant warrior rose amidst a cloud of silt from the bottom of the river, once again ready to serve the Holy Realm.

With time running out for the defenders of Torkeep, the Pathfinders hurried back hoping to find the keep's defenses still intact. They arrived in time for the final assault by Lord Arbas, a former-lord of the Shield Lands, now traitor and servant of Iuz's Lesser Boneheart mage Vayne. Orcs, hobgoblins, ogres and giants in great numbers pounded at the gates of Torkeep. The shield guardian waded into the fray flailing its powerful stone fists, crushing foes with silent fury. The unexpected attack from outside the walls threw Lord Arbas' troops into disarray long enough for Lord Torkeep and the remaining defenders to rally and push the attackers from the walls. By the time Lord Arbas reorganized his confused troops, Lady Katarina and a large force of Shield Knights arrived and broke the siege.

In the end, Torkeep remained in the possession of the Shield Lands, but the traitorous Lord Arbas escaped. The six heroes later learned that for their part in his defeat, Lord Arbas placed a price on each of their heads. Though they had likely saved Torkeep and its defenders, their own lives were now in constant danger.

Since its recovery, Torkeep has become the northern-most bastion of the Shield Lands, replacing the Ritensa Outpost as the first line of defense against attacks coming south along the Ritensa River. When Gensal was recovered later the same year, Fort Vigilance, the headquarters of the Order of the Northern Guard was moved north to create a steady line of defense stretching from the banks of the Ritensa east to Gensal, and turning south to the South Keep Outpost. From these border forts, Shield Land's patrols monitor and protect the border up to a half-day's ride into the occupied lands.

Between each of the major forts (Torkeep, Fort Vigilance, Gensal and the South Keep Outpost) lie smaller border forts consisting of little more than a wooden lookout tower surrounded by a stout wooden palisade and manned by 50-100 soldiers, Pathfinders and Knights of Holy Shielding. One of these smaller

outposts now occupies the Shield Mage Orand's former tower.

Due to its proximity to Torkeep, the outpost has no official name (though it has earned the nickname "Orand's Tomb") and does not support a large garrison (usually less than 20 soldiers and Pathfinders). In fact, the tower is occupied only for its position along the river that allows for an excellent view of the surrounding territory. The defenses at Torkeep have similar vantage points, but the small tower provides a slightly better line of sight to locations across the Ritensa.

With Torkeep so close by (only about an hour away on foot), the garrison at Orand's "Tomb" is rotated fairly regularly. The party is one such group of garrison replacements.

Unfortunately, not all things are as they are believed to be. Minions of Iuz did not kill Orand. Months before Iuz invaded the Shield Lands, Orand began a project on a new kind of construct. During his travels he found an incomplete copy of a book written in the infernal language of the Nine Hells of Baator, describing the making of a type of golem constructed entirely of chains. The construction of these powerful golems is a closely guarded secret known only to the constructs' usual masters, called chain devils on Oerth, the hellish kytons. Because the book was incomplete, Orand was forced to fill in the blanks by experimentation. Ultimately the Shield Mage was successful, or nearly so, but his success was also his downfall.

The kyton, to whom the book originally belonged, (and whom Orand suspected wrote the book, or served the one who did) became aware of Orand's experiments and his goal to use the chain golems in the coming war with Iuz. Enraged that a mere human dared to usurp the secret of the chain golems from the kytons of Hell, the kyton found a way to Oerth and killed Orand and one of his apprentices. After the battle, the kyton hoped to retrieve the book and remove it from the Prime Material Plane. Unfortunately, Orand had foreseen the possibility of evil creatures attempting to recover the book and had a permanent *protection from evil* enchantment cast on the book. The kyton found that as an otherworldly evil creature, he could not touch the book.

Unable to take the book back to the City of Chains in the Nine Hells, the kyton decided to place a number of guardians around the book and keep a close eye on the book.

Years later on the day this event begins, a few curious soldiers of the tower's garrison stumbled on the Shield Mage's hidden workshop. While investigating, they found and opened Orand's book.

This drew the attention of the kyton's, who then appeared and slaughtered them all (including the ones still upstairs). After sunset, a group of hobgoblins showed up and were killed as well (except for a few that hid upstairs). After the bloodshed was finished the kyton dragged all the bodies down into the basement workshop and removed all signs of his attack so others, possibly more powerful than the soldiers, would not find and take the book from him.

As the adventure begins, the kyton is just finishing his grim work and will still be in the tower's lower levels when the PCs arrive.

The adventure takes place in mid-Readying, 593 CY.

Adventure Summary

The adventure begins with the PCs about a half-mile away from Orand's tower. The weather is terrible and a constant cold rain falls, making things wet, muddy and generally unpleasant.

Magical attempts to communicate with, or scry, the outpost reveal no activity and no garrison, only the tower, the recently constructed wooden palisade and a few, apparently empty tents remain. Oddly, the outpost's four horses are still in their pen and seem to be unharmed and completely normal. The PCs have been ordered to relieve the Pathfinder garrison at the Tower.

Upon arrival, the PCs find things just aren't right. There are no signs of a struggle outside the tower and even the outpost's horses are still where they should be, but everyone else is gone. The gates of the palisade are open, but look like they were opened from within. Tracking reveals what are obviously the garrison's own tracks, but also shows a group of booted humanoids entering the gates sometime last night, but do not show them leaving again.

Proceeding cautiously the PCs enter the tower to continue their investigation. Much like outside, they find no obvious signs of trouble and continue up to the tower's highest level. In the makeshift outpost headquarters they find two hobgoblins, more frightened than hostile. The hobgoblins serve Iuz, but do not attack the PCs on sight, attempting instead to parlay and possibly convince the PCs to release them.

Interrogation of the prisoners earns the PCs some interesting information that confirms much of what they've found so far, but introduces some new mysteries. Without a true answer to what happened to the garrison or the reinforcements, the PCs look more closely at the tower.

In the entry hall on the first level of the tower, the PCs find faint marks on the floor that lead up to and

end at the wall. With some effort, they open the secret door, revealing a passage down into the depths below the tower. The PCs head down the passageway hoping to find an answer to what happened to the missing soldiers.

On the way down, the party is attacked by shadows. The tight confines of the narrow, twisting staircase make the battle very difficult, but the PCs overcome the undead and continue down.

At the bottom of the stairs, the PCs find a much larger and better-stocked lab devoted to the creation of mechanical constructs. Early visitors to the tower found another smaller lab in the upper levels of the tower, but this one far surpasses it in content and size.

Before the PCs can search, several piles of what appeared to be iron chains come alive and attack the PCs. These “chain golems” give the PCs a good fight, but are defeated.

A quick search of the room reveals a number of books including the personal journal of one of Orand’s apprentices, a complete set of instructions for the creation of a homunculus and incomplete notes on the creation of something called a “chain golem”. The notes indicate that Orand had not yet deciphered the complete process to create a chain golem.

In the one room connecting to the lab the PCs find a horrific sight and a new foe. All of the missing soldiers are scattered about, their bodies crushed and broken as if lashed with iron chains. Standing over the bodies is a hellish kytan who demands Orand’s book.

After defeating the devil, the PCs return to Torkeep to report and are allowed to keep a copy of the apprentice’s journal and the book on homunculus creation.

SHL03–04 A Light in the Dark

Adventure Background

Lord Linard, a Shield Lands’ noble rumored to be under consideration by the Council of Lords to become the new Lord of South Keep was visiting with Lord Enerick in Bright Sentry two days ago. Lord Enerick was interested in gauging where the man would stand in the Council of Lords and wished to discuss matters with Lord Linard. It is believed that agents of Iuz in the city, hoping to sow discord and capture a valuable prisoner, noted when his ship was to return to the mainland and made arrangements with Rhennee pirates in the service of Iuz to have the ship attacked on its return voyage. The pirates were in the area as they have been using a recently established Rhennee settlement at the mouth of the Veng River to spy on the port of Bright Sentry for their master, known as “Eyes”. During the attack, Lord Linard, was struck by

an arrow and fell overboard and drowned. The remaining officers were captured and taken by the Rhennee to Corell’s Watch on Walworth Isle.

The lighthouse at Corell’s Watch was once the home of the Shield Mage Eórdsidh. Towers of Shield Mages are protected from scrying and divination magic. When some of the occupying forces learned of this, they began using it as a prison to hide those who might be sought out by magic. In a previous adventure, Pathfinders may have learned that Alewyn, an apprentice to the Shield Mage Orand, was sent to Corell’s Watch on an urgent errand. Still hidden within the tower are clues as to what that errand was and what the fate of the Shield Mages may be.

Worried by the disappearance of Lord Linard, the Council of Lords has had the Church of Holy Shielding attempt scrying and divinations on the matter, with no result. They have now ordered a Pathfinder Unit to investigate the disappearance.

Adventure Summary

The adventure begins with the Pathfinders en route to a barge landing southeast of Critwall. They have been tasked with investigating the disappearance of a ship, the Honor Reclaimed, which was carrying Lord Linard, the man rumored to soon be named the new Lord of South Keep, from Bright Sentry. The commander tells them that the only other boat that day was a Rhennee barge that left about an hour before the missing cog was to arrive; it should have seen the ship. Another Rhennee barge is at the docks currently, they don’t know the barge in question, but say that it should be at the new Rhennee settlement at the mouth of the Veng River.

After traveling to the mouth of the Veng River, they meet the bargelord of the settlement, Dravish, and his Veth, Daverna. He recognizes the barge in question as one that he suspects of being from a Rhennee settlement on Walworth Isle. A barge also reported seeing a ship being attacked by another vessel on that day. If the pirates took any prisoners, they were probably taken to Admundfort Isle, though he doesn’t know where. Daverna recommends that they speak with Linene Blackford as she has extensive knowledge of the Shield Lands, and Dravish offers to take them to Bright Sentry on his personal barge.

The barge is attacked halfway to Bright Sentry by an aquatic creature that is attempting to force its way onto the barge to get away from something that is attacking it from below the waves. When the creature is defeated, it is dragged below the waves and devoured by whatever it was running from.

On Bright Sentry, they meet with Linene who tells them that the lord met with Lord Enerick, who was less than pleased that another Heironean was being considered for the Council of Lords. She has heard rumors of Rhennee pirates working in the service of Iuz, led by someone called "Eyes". If they captured the lord, he might be being held at Corell's Watch, a lighthouse on Walworth Isle that once was home of a Shield Mage named Eórdsidh. Towers of Shield Mages are protected from scryings and that could be the reason for the failed scrying and it is the reason prisoners are kept there. The lamp of the lighthouse hasn't been lit since the fall of the tower and the shore is very treacherous along the Corell Straight.

Dravish offers to sneak the Pathfinders ashore near the lighthouse, and then wait offshore for them to light the lamp of the lighthouse to signal that they are ready to be picked up. He drops them off a mile down shore, and as they approach, they find the tower guarded on the outside by crocodiles.

Inside they find twelve prisoners hanging in cages suspended from the inside of the tower, accessible by the stairs that wind up the inside of the tower. Lord Linard isn't among them, but members of his crew are. They tell that he is dead, washed overboard when the ship was captured. There is also a Furyondian Admiral, former commander of the blockade among the prisoners, and a minor noble of the Shield Lands whose ship was captured earlier this year. At the base of the lighthouse is a room with the quarters of the commander of the prison tower, an evil mage who is using the study of the Shield Mage. Stairs also go down to a dock at the base of the cliff. When the lamp atop the tower is lit, a secret door is revealed on the stairs going down to the dock; it is the workshop of Eórdsidh, and contains some hints as to the fate of the Shield Mages.

The jail's commander and his companion attack the barge at dawn. They are attempting to recapture the prisoners. Once the attackers are repelled, the prisoners are returned to Bright Sentry.

SHL03–08 In the Cold Grave

Adventure Background

In part one (SHL03-01 The Lonely Tower); the PCs are sent to Orand's Tomb as the replacement garrison for the outpost. When they arrive they found the tower seemingly deserted. An investigation led them to a secret laboratory belonging to the Shield Mage Orand. After a battle with a kyton and his chain golem servants over possession of a book containing instructions to create chain golems, the PCs found a

journal belonging to the Shield Mage's apprentice, Alewyn.

Alewyn's last journal entry was dated shortly before the Shield Lands fell to Iuz and described his plans to travel to Walworth Isle where he would meet a Shield Mage named Eórdsidh and escort her to a meeting of the elder mages of the Arcane Order of Shield Mages.

In the second part of the towers series (SHL03-04 A Light in the Dark), the PCs are sent on a rescue mission to find a noble lost on the Nyr Dyv to Rhennee pirates. The noble, Lord Linard, was rumored to be under consideration for receiving the lands and titles formerly belonging to Lord Arbas the traitor. The PCs learned Lord Linard had died during the attack and thus could not rescue him. They also found another journal entry by the apprentice Shield Mage Alewyn. This one was dated only days before Iuz's victory in the Shield Lands and discussed the events that occurred during the conclave of Shield Mages at their towers in Admundfort at which Alewyn had spoken for his master Orand. Though Alewyn's writings did not reveal the details of the conclave, they hinted at important events happening within the Arcane Order of Shield Mages that might explain their current disappearance from the Shield Lands. The journal also indicated that Alewyn, no longer an apprentice but a full Shield Mage, was headed to his former master's tower before beginning his new mission for the Shield Mages.

The final events leading up to this adventure began only hours before the PCs are drawn into the action. Another Shield Mage who had shared his mission betrayed Alewyn, who has for the last ten years been living in self-imposed exile and isolation as part of his duty to the Shield Mages. The Traitor, a Shield Mage named Yseron, betrayed the Arcane Order of the Shield Mages to Iuz in exchange for control of the Order's greatest secret.

Under a ruse of needing help, Yseron lured Alewyn to the fallen tower of Pelasin, Yseron's former master. After a terrible battle, both mages lay near death. Before his death, Yseron used a magical gem to *magic jar* into Alewyn's body forcing Alewyn's soul into his own dying form. Separated from his body and trapped in the dying one of his enemy, Alewyn "died"... at least that was to be the plan.

Alewyn's devotion to the Arcane Order of the Shield Mages was greater than anything thing else in the man's life. Upon the death of his "new" body, Alewyn's soul became a ghost with one mission; find allies to stop Yseron before he could turn over the secret of the Shield Mages to Iuz. Having no information on the fate of Orand and being unsure

where to begin, Alewyn rushed to his own master's tower to begin his quest.

The adventure takes place in late Sunsebb, 593 CY.

Adventure Summary

The adventure begins with the PCs on night watch at Orand's Tomb, a Shield Lands border outpost near Torkeep. Being late in an unusually cold and stormy Sunsebb, the PCs face a freezing cold night on watch.

Just past midnight the PCs receive a ghostly visitor who to some seems oddly familiar although they are sure they have never seen the man before. The ghost seems insistent the party follows him into the growing storm.

Once beyond the limited protection offered by outpost, the PCs face difficult weather conditions and treacherous terrain. Being well prepared and creative, the PCs find many ways to overcome the storm's fury and proceed.

The ghost leads the party deep into occupied lands over the course of the next few hours. Unfortunate their route takes them across a group of mounted hunter-killers with whom the PCs must deal before they can continue. Questioning a survivor, the PCs learn that the presumed hunter-killers are actually scouts sent out by a larger force of Iuzian troops heading to meet someone with information about the Towers of the Shield Mages in Admundfort. From the looks of it, Iuz's troops are headed to the same place the PCs are.

The ghost continues to lead the PCs deeper into occupied lands and eventually to the ruins of a small tower. The PCs have a chance to look around a bit and find clues to a magical battle. They also find the frozen body of a dead wizard bearing the markings of a Shield Mage.

Before the PCs can do much more, a living wizard, who looks exactly like the ghost they've been following for the last few hours, attacks them. The battle is exceptionally tough, as the attacking wizard seems to be able to cast almost any spell he needs. Eventually the PCs defeat him and learn the truth behind the ghost and the evil Shield Mage they fought. They also learn a considerable amount about the fate of the Shield Mages and the secret of the *spellpool* of the Towers in Admundfort.

Realizing they came too late to the tower, the PCs must pursue and stop the emissaries of Iuz from returning to Law's Forge with the information they gained from the evil Shield Mage. This time the storm works to their advantage and the PCs catch up with Iuz's minions.

The ensuing battle is fierce, but the PCs defeat their enemies. Unfortunately they learn that Iuz's emissary has already returned to Law's Forge via a *teleport* spell, taking the vital information with him.

With the information on the fate of the Shield Mages the party gained from Alewyn's ghost and a warning that Iuz may now be able to wrest control of the *spellpool* in Admundfort from the Shield Mages, the PCs return to Orand's Tomb and eventually Torkeep to report.

SHL04–04 A Deepening Malice

Adventure Background

This event is the fourth in the Towers series of Shield Lands' regional event. Parts 1, 2 and 3 all contain background information that is helpful, but not essential for DMs running this event. Regardless, DMs are encouraged to be familiar with the prior events so as to provide a greater sense of continuation for players who have already played the earlier events. For convenience, the adventure backgrounds and summaries for parts 1, 2 and 3 are included in Appendix 3 and very briefly discussed in this section.

Since the events in SHL03-08 transpired, many schemes have been set in motion by groups intent on penetrating the Tower of the Shield Mages in Admundfort. Its arcane defenses prevent all passage or communication with those inside, if they are alive yet. With the arcane defenses active the only way to enter the Tower is with a key-device; every Shield Mage has their own.

Iuz's emissary returned to Law's Forge and reported what the traitor Yseron told about the Order of the Shield Mages' and its *spellpool*. Yseron also handed over the key-device of Alewyn. While Vayne reported this news to his superior, High Priestess Althea, he began a new plot to use the information to gain advantage over Waquonis in Admundfort. Althea learned of Vayne's scheme soon and, not wanting more inter-factional fighting, put an end to it. Before Vayne's planning was stopped, the spies of the secretive Union of Erudite Scholars in the Black Hand mercenary company learned everything Vayne knew about the Tower, the Order and its *spellpool*. The Union of Erudite Scholars then began a search for a key-device for them.

Word of Yseron's betrayal of the Order of the Shield Mages rippled among the Shield Landers conducting the War of Reclamation. They needed to inform any surviving Shield Mages inside the tower of this deed. Something also needed to be done to prevent the *spellpool* from falling into the hands of Iuz. Many Pathfinders were sent on missions to locate

Shield Mages surviving outside the Tower, but months have gone by and none were found, alive or dead, and neither were their key-devices.

Investigators, becoming ever more desperate went back over everything they knew. Rereading a diary entry of the dead Shield Mage, Alewyn, they came upon a possible clue. In the diary entry Alewyn mentioned in passing that Orlienas, apprentice to the Shield Mage Eórsidh, traveled on a mission before the fall of the Shield Lands and had not been seen since. Also mentioned was a sighting of a map with a ruin near the edge of the Great Effluvial Swamp highlighted. The diary mentioned that Eórsidh did not plan to return to her tower. The assumption of the investigators is that Eórsidh would be inside the Tower, and not needing her key-device, gave it to her apprentice.

The investigators' hope is to send a mission to learn if Orlienas did travel to those ruins, to discover where Eórsidh's key-device is, and bring them back.

Adventure Summary

The PCs begin in the offices of Earl Janszen Reyneld, Knight of Holy Shielding and acting steward of Ringland. Reyneld informs the PCs that they were brought to Ringland to perform a mission that will take them deep into Iuzian occupied territory, to the edge of the Great Effluvial Swamp. The PCs receive their orders and are allowed to outfit themselves for the journey.

On the way, the PCs encounter a large band of armed troops under the banner of the Black Hand on the march not far from the destination. Assuming the PCs evade the forces, they will arrive at the ruins of Castle Mukos. However, already at ruins is a group sent by the Union of Erudite Scholars. The Black Hand troops are under the command of the group here. "Nightmarish things that lurk in the shadows" have decimated this group. They were about to abandon their efforts when the PCs arrive, but then combat will begin.

From the notes left behind, the PCs will be able to determine that the Union of Erudite Scholars was also here looking for the key-device of a Shield Mage. Their expedition has determined that there is a key-device somewhere in the vicinity of the ruins of Castle Mukos. The PCs will discover that the expedition still had not located it.

Eventually, the PCs will need to explore the network of tiny tunnels below the ruins, warrens that span the vicinity for over a mile in all directions. In the tunnels the PCs will encounter the meenlocks that inhabit them. One of the meenlocks the PCs defeat is a

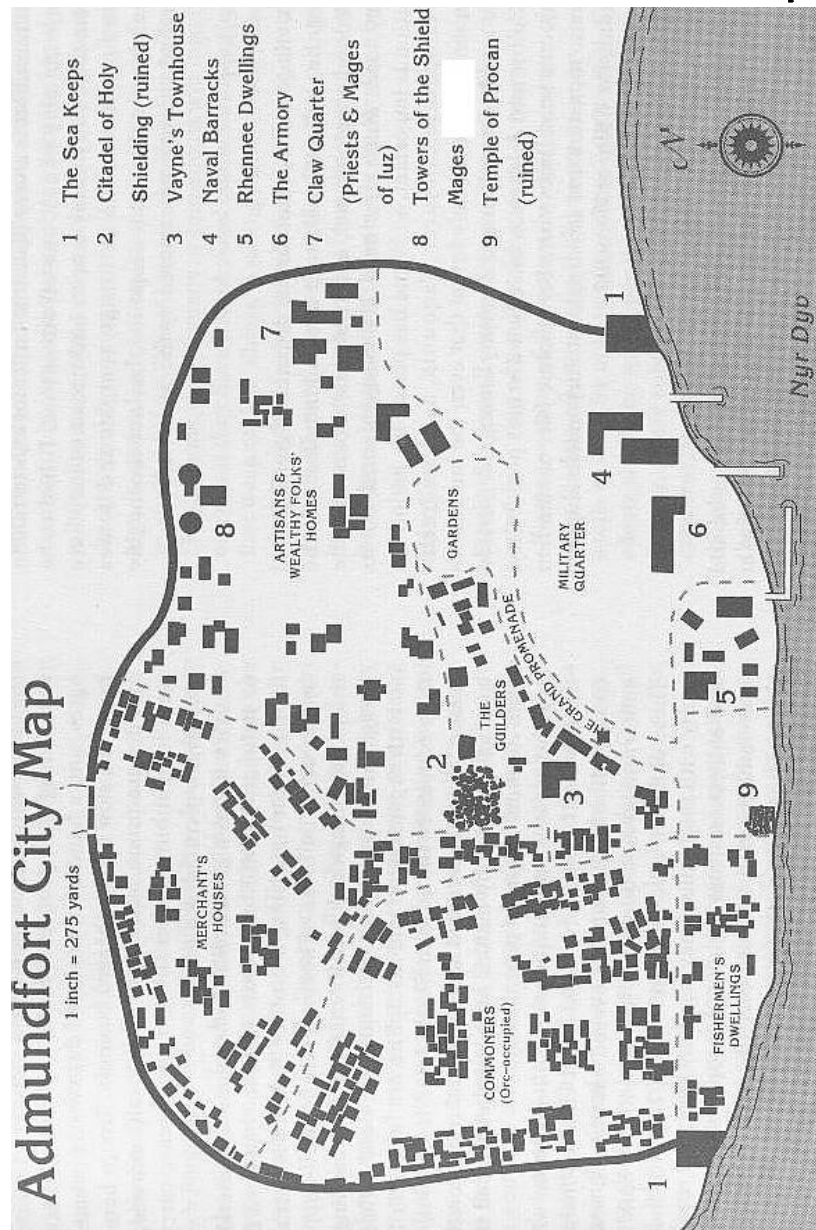
transformed Orlienas, and on its body is the key-device.

The PCs exit the tunnels to find that the Black Hand forces have marshaled themselves around the camp. At this moment, the PCs spot one of Thingizzard's bog mummies nearby, who summons the PCs to follow it, while it then walks into the Great Swamp.

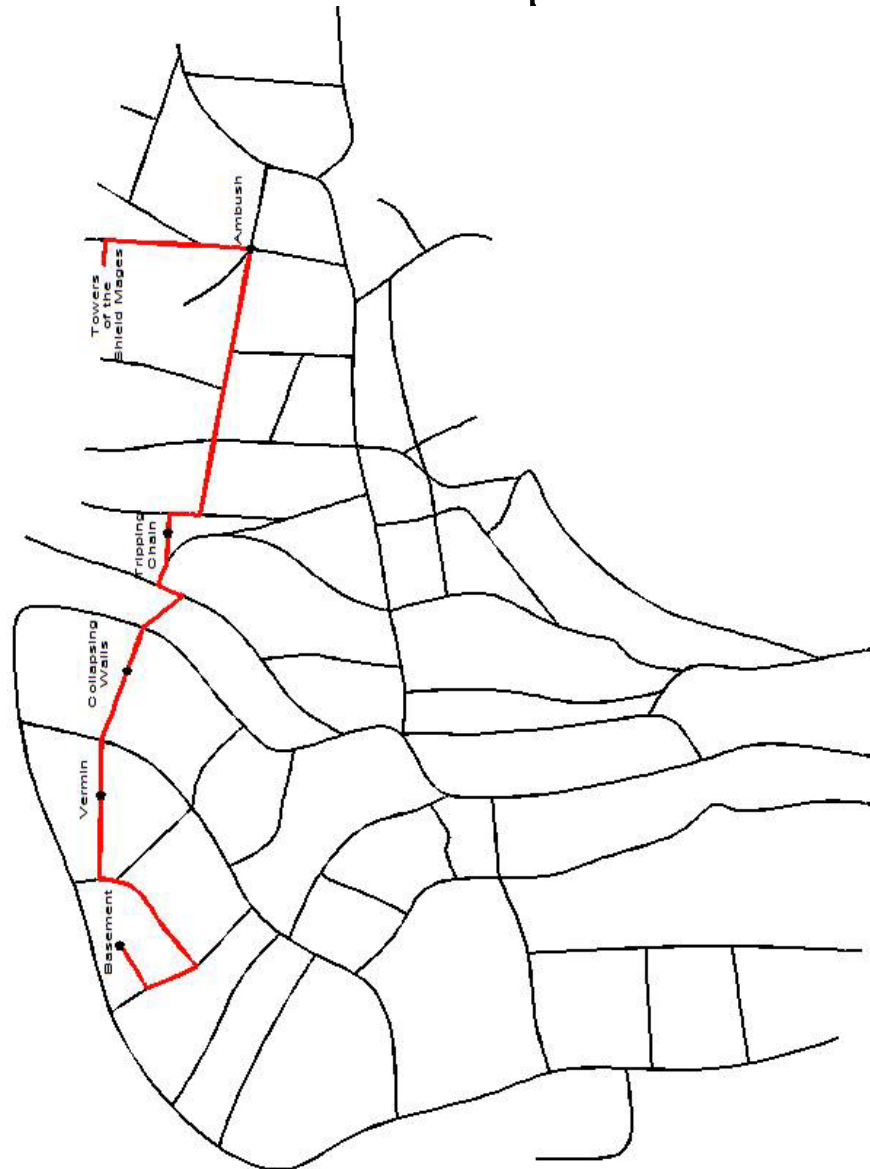
The PCs follow the Bog Mummy to Thingizzard's hut, where Thingizzard proceeds to interrogate the PCs about their mission. She assumes the PCs are following up on the exact same mission that Orlienas originally came for. Under this assumption, Thingizzard gives the PCs the item Orlienas came for. Thingizzard then sends the PCs away. Reorienting themselves, the PCs see they are standing in a circle around the obelisk in Ringland. Those who do not anger Thingizzard will be offered to have a weapon they carry enhanced with spell storing, where Thingizzard will imbue a first spell in it.

Now back in Ringland, Earl Janszen rewards the PCs by allowing them to choose from loot captured from prior missions Ringlanders had conducted over its years of isolation.

DM Aid #1 – Map of Admundefort

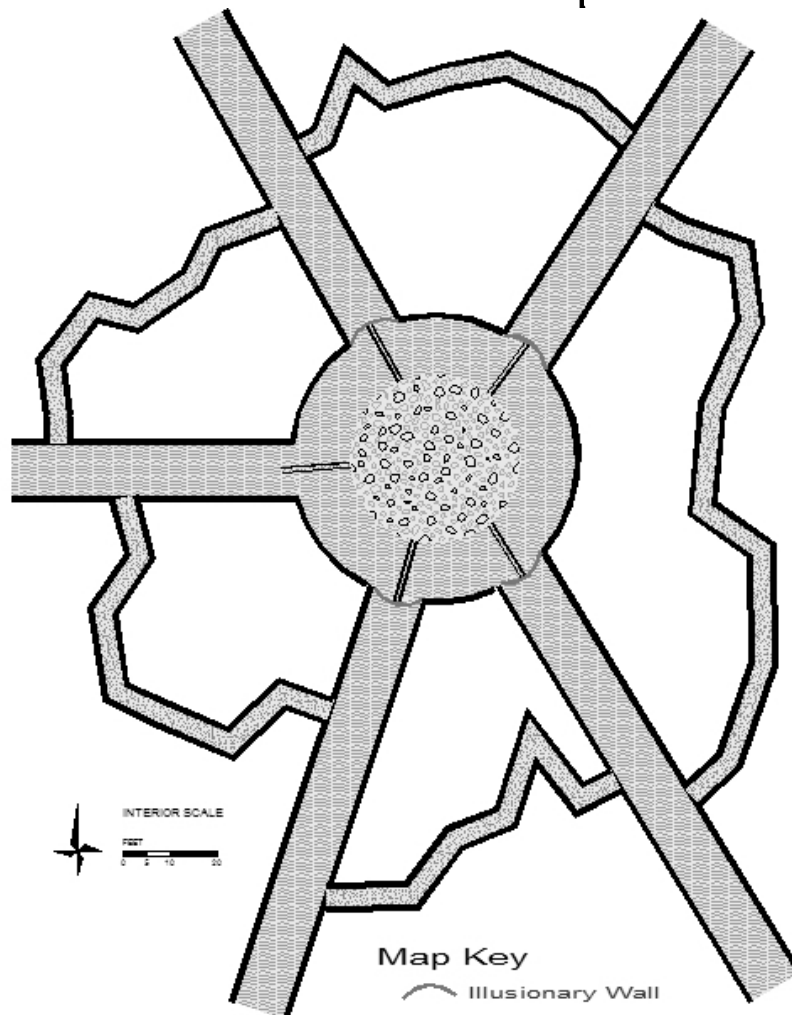


DM Aid #2 – DM Map of Sewers



Map includes only main tunnels. There are hundreds of smaller tunnels ranging from drains a few inches in diameter to side passageways a few feet in diameter.

DM Aid #3 – Map of the Kobold Ambush



Player Handout #1 – Disturbing Dream

You are flying. Far below you, beneath thick clouds is the Oerth. Mountain ranges, rivers, lakes, cities and roads rush past at incredible speeds as you streak north. You slow as the clouds thin revealing the Shield Lands from an incredible height.

You drift above what must be the Nyr Dyv. Nearby you make out Admundfort. It lies at the bottom of a massive circle formed by Critwall, Law's Forge and Ringland; a point near Gensal at its center. Each point on the wheel is clear and distinct, yet the rest of the land seems blurry. Yet even through the vagueness of your senses, you feel the wholeness and life permeating the land.

Your soaring flight ends directly above the former capitol of the Holy Realm... and then you fall.

Whatever magic held you aloft is gone. Your mind races considering a thousand ways to slow or stop your uncontrolled descent. But though the will to save yourself is strong, your body refuses to act.

As you fall, the land begins to change; first along the edges of the great circle and then inward. The lush colors of life darken and turn gray like ash. The pastoral appearance of the Shield Lands turn gloomy and twisted and still you fall. Admundfort rushes up towards you, but not the Admundfort you knew. This is a dark and evil city of warped architecture and shadowy streets. Troops bearing the mark of the Old One march through the streets and pour across the land without pause.

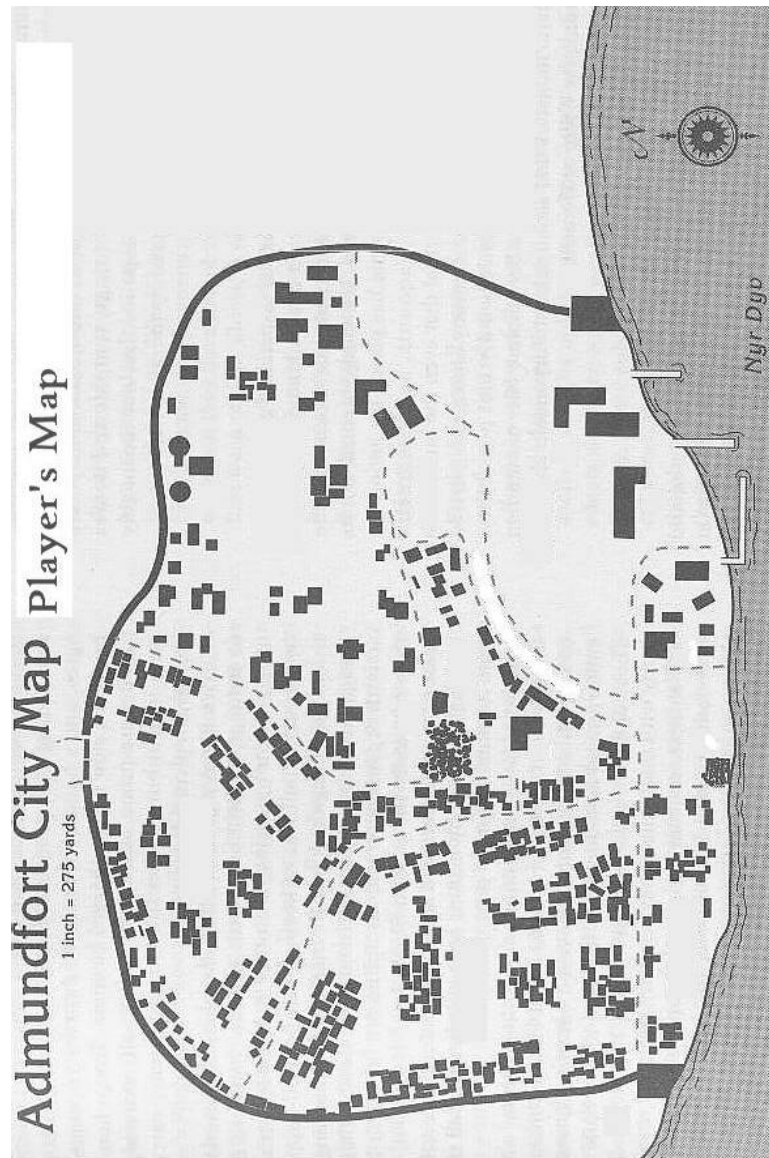
Fear and despair wash from the stones of the city in waves threatening to engulf you. The urge to flee rises up in you, but still your body is helpless and unresponsive. You plummet closer to the city and see many startling changes. The Sea Keeps are gone, replaced by claw-like towers leering over the bay like huge gargoyles. The Citadel of Holy Shielding is gone as well, in its place a massive temple dedicated to Iuz. Gone too are the Towers of the Shield Mages, their crumbled ruins the last thing you see before slamming into the ground... and then all is black.

Player Handout #2 – Hand Drawn Map of Sewers



Player Handout
Map of

#3 – Player's
Admundfort



Event Summary

Did the player's choose to use the extended play option? YES / NO

How did the PCs get to Admundfort? _____

Did any PC get Oldria's Favor? YES / NO

Which sub-encounter did they get in Encoutner 2 B? _____

Did the PCs follow the stranger in Encounter 4? YES / NO

If yes, did they get the map? YES / NO

Did the PCs find the decanter of Endless Water in the sewers? YES / NO

Did the PCs kill Sarrukh? YES / NO

Did the PCs talk openly in front of the wererats? YES / NO

Did the PCs tell the wererats why they came to the Towers? YES / NO

Did any PC get the "small leather pouch" from Eórdsidh? YES / NO

If so, who?

PC Name: _____

Player Name: _____

RPGA #: _____

Did the PC with the "small leather pouch" survive/escape? YES / NO

Did the PCs help Eórdsidh destroy the spellpool? YES / NO

If so, did they succeed? YES / NO

How many PCs died in the final explosion? None 1 2 3 4 5 All