

SHL6-02

Knightly Distractions

A One-Round D&D Living Greyhawk® Shield Lands Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

Gensal has been reduced to rubble. Only the brave sacrifices of Shield Lands men and women prevented its ultimate destruction. During the horrific attack, good Shield Landers were lost. In the aftermath, a contingent of Knights of Holy Shielding went to Gensal to recover prisoners of war. Many never returned, and those that did refused to speak of what they found. Now their story can now be told. An unfolding adventure for audacious adventuring parties APLs 2 through 10.

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

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

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Shield Lands is ruled by the Council of Lords. One of those council members is Lord Natan Enerick. Technically, he is not a lord at all, but a placeholder for the true lord to be, Simen Sharn of Bright Sentry. Simen has just turned 14, and is old enough to be given an advisory position on the council. When he turns 16, he is legally entitled, with council support, to replace his uncle Enerick. Regardless of council support, he will automatically take rightful place upon his 18th birthday.

In the meantime, other matters have come to light. A few years ago it was learned that some merchants in the Shield Lands have been willing to deal with Iuz. The exact identity of those merchants is unknown. However, someone was outfitting goblin mercenaries with excellent equipment and more importantly, excellent information. Again, the source of this information is unknown.

Gensal was reduced to rubble by the armies of Iuz nearly two years ago. Since then, the Shield Lands has been hard at work re-establishing border forts and rebuilding the walls of Gensal. However, not all the bodies of the defeated army were ever found. A group of the Shield Lands' finest was sent to Gensal in the aftermath of the attack to search for survivors, particularly for the once commander of Gensal Keep, Knight Baronette Lemanda. Many of the retrieval group returned, many did not. Of those that returned, none will speak of the events that unfolded in the lands near Gensal.

ADVENTURE SUMMARY

Introduction: One or more of the PC's are approached by a mysterious traveler of some exotic race. He informs the PC that he knows the location and fate of Lemanda. He will share this information with the PC, but there is a price for such desirable information.

In encounter one, an optional encounter, the party is told by a representative of the council of lords that this is useful, perhaps important information. The PC(s) are requested to investigate this information. A group will be assembled to assist the PC(s). Any PC not currently involved will be given Player's Handout #1, inviting them to join the expedition.

Encounter two pits the PC's against a small, heavily equipped, Iuzian strike force. Once the patrol is defeated, the PC's discover that nearly all the patrol's equipment is masterwork!

In encounter three the PC's stop to recuperate in Gensal.

Encounter four has the PC's witnessing a disturbing scene as a dozen or so orcs are horribly killed.

Encounter six puts the PC's at the border camp that the informant spoke of. It is a small farmhouse turned fort with some three dozen guards wandering the perimeter. The PC's must find a way to discover the secret tunnel built into the nearby hill structure to locate the cell of Lemanda.

During encounter seven, the PC's must gain entrance to the underground prison cell without setting off the general alarm. A cunning trap bars the way to open the prison cell's locking mechanism. The party cannot proceed further without solving the puzzle or using significant magical means.

The party finds Lemanda in encounter eight being horribly tortured by the prison cell's warden and her assistants. The party drives off or kills the warden and frees the Knight Baronette.

During encounter nine, Lemanda tells the party the horrible truth regarding her fall and the arrival of the retrieval force, as well as its fate.

During game play, any PC who has the Prophecy special from SHL6-01, Blood and Rain, might attempt to use their augury ability. After the augury finishes, the PC enacting the augury will experience the vision encounter in encounter 10A – Visions of Future Past. If no PC uses their augury ability, they will experience the vision in encounter 10A at the modules conclusion.

PREPARATION FOR PLAY

This is part of a new story arc for the Shield Lands. Players are encouraged to understand that high level characters will probably not see the entire three year adventure through to its ultimate conclusion.

INTRODUCTION

This introduction will be for only one of the PCs. The rest of the party is free to listen to the introduction and subsequent conversation between the NPC and the named PC, but is not considered present at the meeting.

The NPC will choose one of the PC's based on the following criteria. It is important to note that this meeting will take place between one and only one of the

PCs. Choose which PC to approach based on the following criteria in descending order.

- 1) A Knight of the Holy Shielding
- 2) A member of the Church of the Holy Shielding.
- 3) A cleric of any good-aligned deity.
- 4) A pathfinder
- 5) Any PC that has a reputation for honorable or just behavior.
- 6) The PC with the highest Charisma modifier.
- 7) If there are multiple of the highest hierarchical listing, the one with the highest level.
- 8) Any female over any male.

This means that any Knight of the Holy Shielding will be chosen over any other PC, while a level eight, female pathfinder will be chosen over a level seven, male pathfinder.

Once the PC has been chosen, read or paraphrase the following.

It is a crisp, spring day in the Shield Lands. You find yourself roaming the outskirts of Critwall, enjoying the first good break in the winter. Tent Town is busting at the seams. Everyday it grows noticeably, and you wonder how long a semblance of order can be maintained among the chaos that is Tent Town.

You cease your musings as a figure draped heavily in cloaks approaches you. It stops a few feet from you, its head and face obscured by two thick pieces of fabric.

The figure will address the PC by name and be very polite and cordial, though his voice will be raspy and somewhat strained. The figure will introduce himself as Rinola'. His people live near Gensal, though mostly out of sight. He was present at the Gensal assault and knows where the Orcs and their masters brought the prisoners they took. He will answer all of the PC's questions to the best of his ability. Below are questions to some of the most common questions the PC may ask.

What are you?

My people are not known by your kind. We live close to the earth and mind our own business.

Why do you not tell this information to the council?

We do not trust your so-called council completely. We have heard rumors of deception and know your leaders are divided. For that reason we have chosen to bring this message to one who has a reputation for honor and kindness.

Where are the prisoners?

Ah, so now we come down to it. I am taking a great risk in telling you this information. In return for my generosity, I desire something. Information is power and for the relinquishment of such power, I desire a favor from you.

I am in a position where I will need support in the future; as such, I desire an oath for a single service to be performed later. I can promise you it will not be to the detriment of your lands or anyone you hold dear, and if it is, I would release you from your oath. Swear to help me in the future and I will tell you the location of your prisoners.

If the PC agrees, Rinola' will tell the PC's the following.

The orcs have an encampment a few hours north and east of Gensal. If you follow the main road east toward Lardon and turn north at the two double dead trees, you should find it after another hour or so of travel. There, in the farmhouse, are your prisoners, including the former commander of your once-proud keep.

If the PC refuses to agree, or will not agree, then Rinola' will make the offer one last time to the PC, attempting to play on the PC's sense of honor and kindness. Most good aligned PC's should have no qualms about offering their services to someone to save lives. Rinola will make sure the PC knows they may be condemning these people if she does not agree.

Rinola' will talk with the PC, but claims to distrust mages and will not talk with any arcane magic-users. He will also not enter the city or talk with any authority figures. Once the PC has agreed and Rinola' has answered any questions, read or paraphrase the following.

I have delivered my message and feel my task is complete. I must leave now as I have important business with my people. Your gods watch over you, resident of the shield.

He will then make his way into the crowd of people in tent town. Once out of site, he will change shape inside a tent and wonder away.

The truth is that Rinola' is a doppelganger agent of Zhayne the Succubus. Her motives are unknown, but it can be assured that they have ill intent.

PCs may, of course, ask for Sense Motive checks. Zhayne, though not outlined here, has at least a +24 bonus on her Bluff check and may take a ten on the roll. If for some reason she fails, the PC should be told the

creature is holding something back, but it is hard to say exactly what. The DM is encouraged to use creative role-playing to convince the PCs everything is on the up and up.

All APLs

Rinola' (1): doppelganger; Hp 22. See Monster Manual page 67.

ENCOUNTER 1: GAINING SUPPORT

The PC is free to gather the party of PCs at her table and head out toward Gensal. If this happens, they will skip this encounter. The more likely scenario is, however, that the PC(s) will report this information to the council or someone else in authority that they trust. Whoever it is that the PC(s) wishes to speak to regarding this information, allow the NPC to be available to the PC(s), within reason! The entire Council of Lords will not meet to hear out the PCs, but a single member would be happy to hear the PC(s) business. Whoever the PCs go to, they will be rerouted to Lord Bohdon, who is heading the investigation of Lemanda's disappearance.

The following bit of box text applies to a meeting with Lord Bohdon. The DM should alter the text as needed. Lord Bohdon will offer any aid within reason and will be honest and sincere with the group regarding his investigation into Lemanda's disappearance.

Lord Bohdon listens patiently as you pass on your information. A look of concern crosses his face as you finish telling your tale. After several seconds of milling over your words, he leans forward intently.

"This is interesting and troubling news my friend. As you may know, Knight Baronette Lemanda, the former commander of Gensal Keep, was lost in the attack. If there is even a remote chance that she and other prisoners may be returned, I think it worth the risk.

"I would request that you undertake this mission for the council. A small party would be best, to avoid scrutiny, perhaps five or six in all. Would you like me to find other trustworthy souls, like your self to assist in the mission?"

If the PC(s) has not yet involved the other PC at the table and agrees to the recruitment of others, read or paraphrase the following.

"Very well then. I will gather a force of brave heroes to join you on this mission. I would like you to meet

them on the road to Gensal tomorrow morning at dawn. Is this acceptable?"

Each PC not involved will be given Player's Handout #1, an invitation to join in the rescue mission.

Once the PC's meet on the road, allow them to introduce each other before heading off toward Gensal.

ENCOUNTER 2: ON THE ROAD

The road leading to Gensal is quite busy. Soldiers in small groups move to and from, families can be seen relocating, and merchants peddle their wares all along the road. Gensal is again being repopulated after the recent Iuzian incursion. Once the PCs have spent several hours traveling, have them make spot checks.

Spot DC 10: *You spot a rather large caravan coming down the road. It is about five hundred feet away and approaching quickly.*

Spot DC 30: *A ways down the road, along the northern hills, you see several humanoid shapes lying in the grass watching the wagons approach. It looks as if they are setting up an ambush.*

Read or paraphrase the following, adjusted for results of the spot checks.

You've been journeying along the main road to Gensal for several hours. It seems you can hardly go twenty minutes without seeing a family, merchant, or soldier moving to or from the once-decimated land. The weather is fine and the road clear as a small caravan of three wagons approaches you from ahead. It is being lead by a gnome with a giant smile, and flanked by three grim-looking men with spears, all wearing holy symbols of Heironeous.

Have the PC's make Spot checks once again. A DC 25 Spot check allows the PC to act during this surprise round.

The gnome greets you with a bellowing, "Hello friends!" just as a half dozen battle cries erupt from atop the northern hill. You spin to the source of the cries to see several heavily armed orcs rush out from behind the hill, wielding crossbows. In seconds the caravan is thrown in confusion, and screams and cries echo all around you as bolts stream down.

The orcs are an elite raiding party sent into the reclaimed lands to stir up fear and disorder. They are all armed with light crossbows and will use ranged weapons on the caravan until engaged in melee. Half the group will engage the PCs while the other half engages the caravan guards.

Creatures

APL 2 (EL 4)

Orcs (4): Ftr 1; Hp 11 each. See Appendix One.

APL 4 (EL 6)

Orcs (6): Ftr 1; Hp 11 each. See Appendix One.

APL 6 (EL 8)

Orcs (8): Ftr 1; Hp 11 each. See Appendix One.

APL 8 (EL 10)

Orcs (8): Ftr 1; Hp 11 each. See Appendix One.

Orc Sergeant (3): Ftr 3; Hp 23. See Appendix One.

APL 10 (EL 12)

Orcs (8): Ftr 1; Hp 11 each. See Appendix One.

Orc Sergeant (5): Ftr 1; Hp 23 each. See Appendix One.

ALL APL's

Caravan Guards (3): HP 8 each. See Appendix One.

Tactics:

The orcs are a stealthy strike force designed to operate within the reclaimed Shield Lands and destroy morale. They will use their ranged attacks until engaged in melee combat, targeting any magic users first. Once engaged in melee, they will drop their crossbows and switch to falchions.

Treasure:

APL (ALL)

All the orcs gear is masterwork. However, it has all been marked and permanently decorated with orcish and Iuzian symbols. As such, no merchant in the Shield Lands will buy it off the PC's. They have nothing else of value on them.

Development:

The caravan guards will stay with their charges, the caravan, until one round after the party engages the orcs in melee combat. Once so engaged, the guards will lend their skill to driving off the orcs.

Once the orcs have been defeated or driven off, read or paraphrase the following.

The gnome jumps down from his caravan and waddles over to you. "Good day chaps! I'm Wilkin Willbroke and this here is my caravan. I extend my finest gratitude to you for your protection, and would

be delighted if you'd allow us to cook a fine meal for you.

The gnome is simply grateful for the PC's protection. The meal is a delicious one of sausages, cheese, and bread, but is otherwise not unusual. He and his crew, four other cheerful gnomes and a most unpleased dwarf named Skipper, will listen intently to the PC's stories and answer any questions they may have, especially regarding Gensal.

The gnomes have just returned from bringing food and other provisions for sale to Gensal. All their items were well received and they made a good profit on the transaction. They will describe Gensal as, "Thoroughly trashed, but getting better. All in all, a good place to do business."

Of interest to the PCs is the orcs' gear. Just about everything they own is of masterwork quality. Their crossbows, armor, and swords are all very new and very well-made.

ENCOUNTER 3: GENSAL AGAIN

Gensal consists of a newly constructed wooden barricade, a half dozen quickly constructed buildings, two stone barracks, a shrine to Fortubo, and a tavern known as the "Jousting Mug." In addition, the ruins of Gensal keep is still there, though its rubble is beginning to lighten as people use the loose bricks and mortar for building material of their own. A more detailed description of Gensal can be found in SHL6-01, "Blood and Rain." If the PCs stop here at all, it will most likely be at the "Jousting Mug."

The owner of the "Jousting Mug" is one Gendor Meadbow, a large man who is never without his falchion. He is fair and will offer a room for a good rate, but dislikes wizards (anyone able to cast spells, really) and will warn about using magic in his establishment.

There are currently three other patrons staying in the "Jousting Mug." All three are looking for work, but prefer to deal with people of authority to find employment.

- Bavlin Singer, a roaming bard from Greyhawk. He loves to sing and has journeyed to the Shield Lands to gather information for his ballad, "How We Brought Old Wicked to His Knees."
- Anon Poris, a simple farmer from Furyondy who had all his lands destroyed by orcs. He's come here to

seek revenge on the brutes and look for cheap farming lands.

- Ta'dora Lemki, a Kentish mercenary looking for work. He is heavily scarred and very tightlipped about his ordeals. He is simply "looking for work."

ENCOUNTER 4 – THE ROAD EAST

Once the PCs begin their travels again to the east, read or paraphrase the following.

You head out on the eastern road. As you leave, farmers stop farming and guards stop guarding. Some of them give you a half smile, others a quick bow, but all seem to think they may be seeing you for the last time. As you head off, one of the guards yells out, "Give 'em hell, pathfinders!" The cry is echoed by others near-by and a cheer goes up as you leave. Obviously, this road isn't used much; at least, it isn't returned on much.

After the party has been traveling for nearly an hour, read or paraphrase the following.

You've been traveling for about an hour and are amazed at the contrast in your surroundings. In the reclaimed lands the road was clear and the weather bright and sunny. Somehow, this road seems full of loose rocks and footfalls, and the weather has been chilly and the wind blustering.

As you wonder about the rapid weather change, the sound of steel on steel comes from beyond the southern hills.

If the PCs go to investigate, read or paraphrase the following:

You peak out over the hill and your jaw drops. Down in the valley, about three hundred feet away is a creature unlike anything you've ever seen. It has the body of and is dressed like a normal human, but its head is that of a jackal. Orbiting the creature's head are a half dozen stones, seemingly moving of their own volition.

The creature is surrounded by a dozen or so orcs. Another dozen lie dead at its feet along with two unmoving ogres.

This creature is an Arcanaloth, a Yugoloth of unspeakable evil; it is here for reasons of its own. The orcs, unfortunately for them, happened upon the creature and engaged it. It will not see the PC's unless they make their

presence known. This is not to be a combat-orientated encounter. The Arcanaloath would wipe the floor with even an APL 10 group. A Knowledge (Arcana) DC 30 or Knowledge (planes) DC 25 will reveal the name of the beasts' species and knowledge that they are rumored to be extremely powerful. If the PC's watch the remainder of the fight, read or paraphrase the following:

As you watch, the jackal headed beast rips open an orc with its clawed hands. Another orc stabs the beast viciously in the back with its spear, only to have the wound close immediately. As one, the remaining orcs turn in flight.

In a rapid, fluid motion the beast gracefully casts a quick spell and a massive ball of fire erupts in the midst of the fleeing group. The beast then casually walks among the survivors, breaking necks and ripping out throats. It seems to almost relish the process.

All APL's

Arcanaloath (1): Hp 54. See Appendix One

If the party does nothing (good for them) the Arcanaloath will finish the orcs off, stack them in two neat little piles, and teleport away with them.

If for some reason the PC's decide to fight the Arcanaloath, they are in trouble. The DM is encouraged to not kill the PC's, but punish them severely. Recommended punishment choices include draining one PC's strength to one, cursing another one, burying another to the neck in the ground, or removing all of a PC's teeth. The beast is vicious and cruel, and virtuously immune to any PC attack, so will take its time. A few, well placed *Ques* spells might also be appropriate. However, it should be stressed that this is only if the PC's engage the Arcanaloath in battle, otherwise it has no reason or compulsion to go out of its way to crush a few ants.

ENCOUNTER 5 – FOUR DEAD TREES

Once the PC's have returned to the road, read or paraphrase the following:

After witnessing the demonic creature so easily destroy lives, you tread a little softer as you head down the eastern road. Finally, after a few more hours of travel, you find four dead trees, two on each side of the road, reaching up into the sky. As you approach, the trees seem to grow mouths. They shriek out at you, "All hail Iuz, lord and master of all Oerth!"

The trees simply have a permanent *magic mouth* spell cast on them and are of no further harm. The PC's are free to ignore them or do as they please. As long as they remember to head north at this junction, all is well.

If the PC's continue down the eastern road, however, they have a problem. They are getting deeper and deeper into Iuzian lands. Every hour they travel past these trees there is a 35% chance of a random encounter. It is important to note that these random encounters happen only if the PC's past these trees and continue east, into Iuzian lands. If they head north, as instructed, ignore the random encounters. These encounters are designed to encourage the players to believe they are going the wrong way (which they are).

Random Encounter Table (2d6)

- 2-3) A lone Hill Giant. See Monster Manual page 123.
- 4-5) 1d2 Ogres. See Monster Manual page 199.
- 6) 1d3+1 worgs. See Monster Manual page 257.
- 7) Patrol of 1d8+4 orcs. See Monster Manual page 203.
- 8) A gang of 2d8 kobolds. See Monster Manual page 161.
- 9-10) A gang of 1d6+3 Hobgoblins. See Monster Manual page 153.
- 11-12) A pair of cockatrice. See Monster Manual page 37.

ENCOUNTER 6 – THE FARM HOUSE

Once the party has journeyed north for another hour, read or paraphrase the following:

Your journey north through the rough foothills has been trying. It seems every footfall, crevice, and hole in the entire land lies along this path. Finally, you reach what must be your goal. Lying about two hundred paces away, tucked into the hills, is an old farm house. It looks as if it is guarded by two dozen orcs, roaming the perimeter. The adjoining fenced area houses a half dozen worgs, and you can see more orcs and a few ogres going to and from the farm house.

The PC's have reached their destination. However, getting in may be difficult. The best course of action is to abduct a patrol of orcs and find out as much information as they can. Proper persuading will reveal to the PCs that they don't actually have to enter the farmhouse at all. It is simply a decoy to detract from the real jail cell, a cleverly concealed cave entrance a ways from the farm house. It is

located on the eastern hill, directly under the distance key.

Of course, the PC's have the option of engaging the entire camp, but that could very well be lethal. The PCs are encouraged to find unique and interesting solutions to their situation.

If a PC does gain entrance to the farmhouse, through stealth, invisibility, magic, etc, it is simply a large, one story house that has had its walls removed to make one big, open structure. Inside are eight ogres, two hill giants, and a "tame" umber hulk, cooking and sleeping. A large, locked chest that contains the group's valuables is in one corner. (Keeping the groups valuables is a way to restrict desertion.)

Give the PC's Player's Handout # 2, which is simply a map of the area. If any PC scouts the perimeter, give them a Spot check DC 20 to notice the hidden cave entrance if they pass by guard post "C".

All the orcs and ogres know that there is nothing being held in the farm house and that it is simply a red herring to distract from the real prison cells in the hill. With the proper persuading, any of the orcs will reveal this information.

ENCOUNTER 6A – A FINE WAGON

The wagon stationed on the outskirts of the farmhouse is a large, sturdy vehicle that is currently attached to four massive heavy horses. The wagon could support twenty people comfortably without loosing any speed.

The wagon is currently manned by a worm of a goblin named Juio. He will not fight in the face of danger and will run away and hide if seriously threatened. Alternatively, he will serve as a pilot for the PC's if threatened to do so.

However, the loss of the wagon will not go unnoticed and the orcs will dispatch worg-riders to chase the wagon and its thieves. How many worgs are present depends on the APL of the party.

Creatures

APL 2 (EL 2)

Orcs (1): Hp 6 each. See Monster Manual page 203.

Worgs (1): Hp 30 each. See Monster Manual page 256.

APL 4 (EL 4)

Orcs (1): Hp 7 each. See Monster Manual page 203.

Worgs (2): Hp 30 each. See Monster Manual page 256.

APL 6 (EL 5)

Orcs (2): Hp 8 each. See Monster Manual page 203.

Worgs (2): Hp 30 each. See Monster Manual page 256.

APL 8 (EL 7)

Orcs (3): Hp 8 each. See Monster Manual page 203.

Worgs (3): Hp 30 each. See Monster Manual page 256.

APL 10 (EL 8)

Orcs (4): Hp 8 each. See Monster Manual page 203.

Worgs (4): Hp 30 each. See Monster Manual page 256.

Tactics:

The worg-riders will chase the PC's wagon and attempt to engage them in combat. They will flee if reduced to 1/3 hp or less.

Treasure:

APL (ALL)

All the orcs gear is masterwork. However, it has all been marked and permanently decorated with orcish and Iuzian symbols. As such, no merchant in the Shield Lands will buy it off the PCs. They have nothing else of value on them.

Development:

None.

ENCOUNTER 7 – THE HILLS HAVE EYES

Once the PC's see the opening in the hill, read or paraphrase the following:

The opening in the hill is only about four feet high and half as wide, and obscured by braches and bushes. It appears to not be guarded.

The outside is, in fact, not guarded, as that would give away its position. However, if anyone approaches the cave, an orcish voice will ask, in orcish, "password!"

However, the orc is used to other orcs forgetting the password, so will simply verbally berate anyone that cannot give a good answer. But if no response comes, or the response is in common or some other language, the orc will begin to raise the general alarm. Because of the remote location or the cave, and its unique geographical

situation, the orc must be able to yell for a full round for any of the other guards to hear it.

If the orcs does yell, then the two closest guards will arrive in two rounds to see what the disturbance is. One will fight while the other tries to go for help. If the PC's can not stop the guard from going for help, their only hope is to gain entrance to the cell, (as only the warden knows the proper sequence to open the door) or to face the entire farm house guard. The troops from the guard house will gather and arrive in ten rounds after the initial orc gets away.

Once the PCs have secured or looked around the inside of the cave, read or paraphrase the following:

The inside of the cave is wholly unremarkable. The only item of interest is the eastern wall, which is inscribed with dozen of runes and symbols.

Give the PC's Player's Handout #3, the puzzle to unlock the earthen door.

The puzzle is a complex locking mechanism. The door has seven colored bars set into it. Above the bars, are six slots that the bars could fit in. Above that is a small, indented hole in the door, and finally, above that, is a message, "May the purity of light shine upon you and the power of magic embolden you."

The following things must happen in the proper sequence for the door to open.

First, the six proper bars must be placed in the correct order. The colored bars to be placed are; red, orange, yellow, green, blue, and indigo, in that order from left to right OR right to left. Once this is accomplished, the indented circle will shine with the six primary colors of the rainbow.

Second, any arcane spell of any level must be cast on the door. The spell, for all intents and purposes is "used up." The spell may come from a wand, staff, scroll, or person, but only an arcane spell will work. Alternatively, a Use Magic Device check DC 25 will suffice.

Once both of these conditions are met, the door will open.

If, at any time a mistake is made, I.E. The bars are placed in the improper order, the brown bar is placed in the door, or a divine spell is placed on the door, an electrical, fire, or cold shock will issue out in a ten foot radius. There is a 33% chance of each, with all three issuing out on the roll of 100%. Each shock does a different amount based on the APL of the group.

Shocking Door Trap:
APL 2

CR 4; magical; touch trigger, automatic reset; Atk – (2d6) 33% chance for fire, 33% chance for electricity, 33% chance for cold, 1% chance for all three; all targets in a 10 ft. radius; Search DC 25, Disable Device DC 29; DC 18 Reflex save for half.

APL 4

CR 6; magical; touch trigger, automatic reset; Atk – (4d6) 33% chance for fire, 33% chance for electricity, 33% chance for cold, 1% chance for all three; all targets in a 10 ft. radius; Search DC 30, Disable Device DC 29; DC 20 Reflex save for half.

APL 6

CR 8; magical; touch trigger, automatic reset; Atk – (6d6) 33% chance for fire, 33% chance for electricity, 33% chance for cold, 1% chance for all three; all targets in a 10 ft. radius; Search DC 30, Disable Device DC 30; DC 22 Reflex save for half.

APL 8

CR 10; magical; touch trigger, automatic reset; Atk – (8d6) 33% chance for fire, 33% chance for electricity, 33% chance for cold, 1% chance for all three; all targets in a 10 ft. radius; Search DC 25, Disable Device DC 30; DC 25 Reflex save for half.

APL 10

CR 12; magical; touch trigger, automatic reset; Atk – (10d6) 33% chance for fire, 33% chance for electricity, 33% chance for cold, 1% chance for all three; all targets in a 10 ft. radius; Search DC 25, Disable Device DC 30; DC 30 Reflex save for half.

ENCOUNTER 8 – INTO THE JAWS

The prison cell is a simple affair. It is thirty feet into the hill and consists of ten cells on either side of a hallway, with a door at the far end for the cell keeper and the interrogation room. See DM's aid #1. Once the PC's access the cells read or paraphrase the following:

You enter the cave's entrance and immediately notice that the walls are worked stone. This place was obviously constructed for some specific purpose.

Moving down dim, dungy hallway, you find two dozen or so cells, lining either side of you. The cells begin abruptly, and immediately the smell of old feces washes over you. The odor is almost enough to send you reeling, and you have to catch yourself from gagging.

Inside the cells are a few scattered humans, most badly beaten or bleeding. One or two open blackened eyes to stare up at you, but most lie unconscious.

At the far end of the hallway is a battered metal door. From behind the door comes screams of pain and the occasional crack of a whip.

The PC's will either head directly to the back room or attempt to free the prisoners. There are fifteen prisoners still alive. Of those, only three are conscious, the others require serious healing before they can even open their eyes.

The locks are simple locks and can be opened with an Open Locks DC 20. The keys are located on the cell keeper in the next room. If the PCs begin to bash in cells or make a loud ruckus, read or paraphrase the following:

Your noise appears to have caused some commotion from behind the next door, the screams and cracks of whipping stop and low grunting issues from beyond the door.

The door opens and a stooped Bugbear sticks its head out.

The Bugbear, the Hobgoblin, and the cell keeper are cunning opponents. They will not fight the PCs in the hallway, but ready for them to approach the doorway before barring their entrance.

If the PCs open the door or wait for the creatures to come to them, read or paraphrase the following:

The door opens fully and you see the bleeding, bruised form of a middle-aged woman. Blood flows freely from a wound on her face, but a fiery defiance still glows in her one, unclosed eye.

Creatures

APL 2 (EL 5)

Bugbear (1): Hp 16. See Monster Manual page 29.

Hobgoblin (1): Hp 6. See Monster Manual page 153.

Cell Keeper (1): Rog3; Hp 17. See Appendix One.

APL 4 (EL 7)

Bugbear (1): Hp 16. See Monster Manual page 29.

Hobgoblin (2): Hp 6. See Monster Manual page 153.

Cell Keeper (1): Rog5; Hp 28. See Appendix One.

APL 6 (EL 9)

Bugbear (2): Hp 16. See Monster Manual page 29.

Hobgoblin (2): Hp 6. See Monster Manual page 153.

Cell Keeper (1): Rog7; Hp 39. See Appendix One.

APL 8 (EL 11)

Bugbear (2): Hp 16. See Monster Manual page 29.

Hobgoblin (4): Hp 6. See Monster Manual page 153.

Cell Keeper (1): Rog9; Hp 58. See Appendix One.

APL 10 (EL 13)

Bugbear (3): Hp 16. See Monster Manual page 29.

Hobgoblin (4): Hp 6. See Monster Manual page 153.

Cell Keeper (1): Rog11; Hp 69. See Appendix One.

Tactics:

The cell keeper and her minions are all very intelligent. They will ready their actions to attack anyone who enters the room, attempting to bottleneck the group in the doorway. If the PCs refuse to enter, the cell keeper will strike at Lemanda from cover using her whip. A few well placed blows and screams should be enough encouragement for any good-aligned PC's to enter.

Treasure:

APL (ALL)

The cell keeper has a chest in the torture room. On top of it is a note in infernal reading, "Payroll." It consists of gold and some loose silver and platinum. This is the primary source of wealth for the adventure. See the conclusion for exact numbers.

Development:

In the light of any unforeseen action of the PC, like a fireball to the room, Lemanda will most likely perish. In such a case the PC's have failed, and killed a good knight of the realm. May their gods have mercy upon their souls. Adjust the remaining text for such a development.

Once the PC's have defeated the cell keeper and her minions, read or paraphrase the following.

The last of the creatures fall and the woman in the chair looks down upon their corpses, breathing hard. She gathers all her strength and spits on the woman's body before looking up at you.

"Thank you, soldiers. Please, release my bonds so that we may see to my people."

This is the Knight Baronette Lemanda. She feels strongly that the fall of Gensal was her fault and will do everything in her power to make sure these few survivors make it back to Gensal.

She will be very curious of the state of Gensal and the Shield Lands in general and answer any questions the PC's may have.

If the farm house has been alerted to the PC's presence, then the PC's will either have to fight their way out or find an alternate escape route, I.E. magic.

Once outside it will quickly become apparent that most of the prisoners can't move very well on their own, without extensive healing. The wagon and horses near the farm would do nicely as a mode of transportation for the survivors. See encounter 6A, a fine wagon, for details on this development. If the PC's do not think of this and cannot heal all the NPC's, at least half of the NPC's will not be able to make the long march home.

ENCOUNTER 9 – LEMANDA'S STORY

While the prisoners are being freed, Lemanda will pull them aside and speak with them. It is obvious that she has beaten and tortured extensively, but the same spark that made her a knight is still evident in her personality and words.

Read or paraphrase the following:

"Tell me my friends, a group of Knights of the Holy Shielding, along with members of the Church of the Holy Shielding and the Arcanist Society attempted to rescue us a few months past. Did they return?"

A Knowledge (local, Iuz Meta-region) DC 10 will reveal that the PC has heard that this group did indeed return, though they would not speak to anyone about what they found. If the PCs reveal this information to the Knight, she will respond with a "Thank Heironeous," before continuing.

I must speak with you before you continue your current course of action. Will you hear me?"

"The group of knights did indeed find us. At that time we were being held in the farmhouse. They stormed the farm house and killed the guard. We gathered the people who had survived and journeyed west. On the way back is when we ran into them."

"I've never seen beasts like them before, massive, hideous beasts with vicious looking claws. They were lead by a man with the head of a jackal. One of the wizards with us said they were denizens of Gehenna, Yugoloths. Our first charge decimated 1/3 of our number, but injured them as well. It seemed we were evenly matched."

"We hesitated. Then the jackal-headed creature sought a parlay. I spoke with it myself. It said that it had no qualm with us, but that its minions would not let them leave alive. Something to do about a hierarchy the beasts had. A compromise was made; the beasts would leave the service of Iuz, if I and any

that were imprisoned with me, agreed to be taken by them. They promised they would not harm any of the prisoners."

"None of the knights would agree, but I knew, just from speaking with the creature, that every single one of us would die taking the creatures to the grave with us. I ordered the knights to secrecy and agreed."

"Little did I know that the creatures were only in the service of Iuz to bring me back. The creatures left after Old Wicked's minions arrived to take us back. They moved us back and tortured my people to near death, punishment for our escape."

"So, you see, I cannot guarantee that we won't make it halfway back to Gensal before the creatures track me down again. If that happens, I doubt any of you or my people would survive. Do you still wish to free us?"

Lemanda will accept whatever the party decides. If they decide the risk is too great, she will appear somber, but understanding. If they decide to take the prisoners with them, she will smile and set her mind to the task.

ENCOUNTER 10 – THE TRIP HOME

The trip home should be a frightful thing for the PCs. Have them make numerous Spot and Listen checks, keep them on their toes. Once they have journeyed west for about four hours, read or paraphrase the following:

Suddenly, from up ahead comes the loud baying of some lupine creature. It appears to be getting closer from over the next rise.

You watch and see a humanoid figure break the next rise. It stops when it sees you and looks down at your wagon. You breathe a sigh of relief as you see it is a patrol from Gensal, its leader holding the chain of a guard dog. "Pathfinders!" He yells out. "Welcome home." His troop salutes you as they move past.

As you make your way into Gensal, it seems as if the place has grown more already. Lemanda pulls you aside and gives a curt bow.

"Thank you my friends, you have given me much. More than my freedom, you have given me back hope, something far more valuable. I'm sure our paths will cross again in the future. Know that you have made an eternal friend in me." With that, she bows again and heads off toward the two stone barracks.

ENCOUNTER 10A – VISIONS OF FUTURE PAST

This portion of the adventure is for those who received the Prophecy special from SHL6-02, Blood and Rain. If the PC or PCs never used their *augury* ability during the adventure, they will receive this vision.

That night your sleep is restless. You dream all night, though before you wake, the dreams wash from you like a cascading waterfall. However, one portion of a dream you hang onto.

It is a cool night. The wind blows lightly from the open window in the Council of Lords Chamber. The room is deserted except for one man, Lord Nathan Enerick. He works studiously in some books, writing. The wind kicks up and sends the torchlight dancing. Enerick, annoyed by the disturbance rises and goes to the window. At the windows, he looks outside with annoyance. As he closes the window the wind kicks up again. As the torch light dances, you catch the briefest glance of his shadow, thrown long from the torchlight. His shadow dances and waves in the flickering torchlight and it appears as if his shadow has grown two extra pairs of arms. He closes the window and the torchlight returns to normal, as does his shadow.

This resolves Knightly Distractions.

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the orcs

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 7

Gain entrance to the cells, by pass the trap

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

APL 8	300 XP
APL 10	360 XP

Encounter 8

Defeat the cell keeper and her minions

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Story Award

Objective met – Lemanda is saved:

APL 2	60 XP
APL 4	105 XP
APL 6	150 XP
APL 8	195 XP
APL 10	240 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 8

APL 2: Coin: 300 gp

APL 4: Coin: 450 gp

APL 6: Coin: 600 gp

APL 8: Coin: 900 gp

APL 10: Coin: 1575 gp

Total Possible Treasure

APL 2: Coin: 300 gp

APL 4: Coin: 450 gp

APL 6: Coin: 600 gp

APL 8: Coin: 900 gp

APL 10: Coin: 1575 gp

Special

Thanks of Knight Baronette Lemanda: You have saved the life and honor of the lady Lemanda. Having such high friends will surely have its uses in the future. In addition, she has made available to you several of her family's heirlooms.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Heavy Plate (Adventure; Races of Stone); 2,000 gp.

- Earth Silk Jersey (Adventure; Races of Stone); 150 gp.
- Heward's Handy Haversack (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- Wand of False Life (Adventure; DMG)
- Ring of the Ram (Adventure; DMG)
- +1 Buckler of Arrow Catching (Adventure; DMG)

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

- +1 Chain Shirt of Light Fortification (Adventure; DMG)
- +1 Thundering Heavy Flail (Adventure; DMG)

APL 8 (all of APLs 2-4 plus the following):

- Potion of Good Hope (Adventure; DMG)
- Amulet of Mighty Fists +2 (Adventure; DMG)

APL 10 (all of APLs 2-4 plus the following):

- Lyre of Building (Adventure; DMG)
- Pearl of Power, 5th level (Adventure; DMG)
- +1 Shocking, Giant Bane Long Spear (Adventure; DMG)

APPENDIX 3: ENCOUNTERS BY APL

APL 2

Encounter Two

Orc Fighter1: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1D10+1; hp 11; Init +0; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +1; Grp +4; Atk: masterwork falchion +4 (2d4+4 18-20) Melee, masterwork light crossbow +1 (1d8/19-20) Ranged; Face/Reach 5'/5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +5, Ref +0, Will +0; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Caravan Guard Warrior 1: Male Human Warrior 1; CR 1/2; Medium Humanoid (Human); HD (1d8)+1; hp 5; Init +0; Spd 30'; AC 15 (flatfooted 15, touch 10); BAB +1; Grp +2; Atk: Spear +2 (1d8+1) Melee, long spear +1 (1d8) Ranged; Face/Reach 5'/5'; SA: -; SQ: -; AL: NG; Sv: Fort +3, Ref +0, Will +1; STR 13 DEX 11, CON 12, INT 10, WIS 11, CHA 10

Skills and Feats: Listen +3, Spot +3; Alertness

Possessions: Chain Shirt, light steel shield, long spear, spear x3.

Encounter Four

Arcanaloth: Male Arcanaloth; CR 17; Medium Outsider; HD 12d8; hp 54; Init +7; Spd 30', Fly 50' (poor); AC 28 (flatfooted 25, touch 13); BAB +12/+7/+2; Grp +12; Atk Claw +12 Melee (1d4+poison); Full Atk 2 Claws +12 Melee (1d4+poison) and bite +7 Melee (1d6); Face/Reach: 5'/5'; SA: Poison, Spell-like abilities, Spells; SQ: DR 15/magic, Darkvision 60 ft., partial immunity to spells, SR 24, yugoloth traits; AL: NE; SV: Fort +8, Ref +11, Will +14; STR 11, DEX 16, CON 11, INT 20, WIS 18, CHA 17
Skills and Feats: Bluff +17, Concentration +14, Diplomacy

+19, Gather Information +18, Intimidate +19, Knowledge (Arcana) +19, Knowledge (The Planes) +19, Profession (scribe) +19, Sense Motive +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Partial Immunity to Spells (Su): Mind-affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. This initial and secondary damage is the same (1 point of Strength damage.)

Spell-Like Abilities (Sp): At will – *darkness, fly, heat metal, invisibility* (self only), *magic missile, shapechange, telekinesis, warp wood*; 1/day – *fear, major image*. Caster level 12th; save DC 13+ spell level.

Summon Yugoloth: Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 20. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Spells (Sp): 6/7/7/7/6/5/3 (Save DC 13+ spell level, or 15 + spell level for Abjuration spells)

1st - *protection from good, mage armor, shield, magic missile, sleep, color spray, ray of enfeeblement, expeditious retreat, cause fear*; 2nd - *see invisibility, scorching ray, bull's strength, knock, touch of idiocy*; 3rd - *dispel magic, fireball, suggestion, haste, slow*; 4th - *charm monster, dimensional anchor, fire shield, invisibility greater*; 5th - *teleport, dominate person, mind fog*; 6th - *geas/quest, true seeing*; 7th - *forcecage*

Possessions: None

Spells prepared: (4/5/4/3; Base DC = 14 + spell level (*base DC 16 + spell level for enchantment)) 0- Daze*, Ghost sound, Mage Hand, Resistance; 1- Charm Person*, Expeditious Retreat, Mage Armor, Protection from Good, Silent Image; 2- Blur, Fox's Cunning, Tasha's Hideous Laughter*, Invisibility; 3- Displacement, Haste, Heroism*

Encounter Eight

Cell Keeper: Female Human Rogue 3; CR 3; Medium Humanoid (Human); HD (3d6)+6; hp 17; Init +4; Spd 30'; AC 20 (flatfooted 16, touch 14); BAB +2; Grp +4; Atk: Masterwork shortsword +6 Melee (1d6+2 19-20/x2); Face/Reach 5'/5'; SA: Sneak Attack +2d6, scrolls; SQ: trap

sense +1, evasion; AL: LE; Sv: Fort +3, Ref +7, Will +2;
STR 14, DEX 19, CON 15, INT 10, WIS 12, CHA 16
Skills and Feats: Hide +10, Listen +3, Move Silently +10,
Spot +7, Use Magic Device +9, Swim +8, Tumble +10;
Iron Will, Weapon Focus, short sword.

Possessions: Masterwork Chain Shirt, Masterwork
buckler, Masterwork Shortsword x3, wand of *mage hand*
(37), scroll of *haste*, scroll of *shield* x2

APL 4

Encounter Two

Orc Fighter1: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1D10+1; hp 11; Init +0; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +1; Grp +4; Atk: masterwork falchion +4 (2d4+4 18-20) Melee, masterwork light crossbow +1 (1d8/19-20) Ranged; Face/Reach 5'/5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +5, Ref +0, Will +0; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Caravan Guard Warrior 1: Male Human Warrior 1; CR 1/2; Medium Humanoid (Human); HD (1d8)+1; hp 5; Init +0; Spd 30'; AC 15 (flatfooted 15, touch 10); BAB +1; Grp +2; Atk: Spear +2 (1d8+1) Melee, long spear +1 (1d8) Ranged; Face/Reach 5'/5'; SA: -; SQ: -; AL: NG; Sv: Fort +3, Ref +0, Will +1; STR 13 DEX 11, CON 12, INT 10, WIS 11, CHA 10

Skills and Feats: Listen +3, Spot +3; Alertness
Possessions: Chain Shirt, light steel shield, long spear, spear x3.

Encounter Four

Arcanaloth: Male Arcanaloth; CR 17; Medium Outsider; HD 12d8; hp 54; Init +7; Spd 30', Fly 50' (poor); AC 28 (flatfooted 25, touch 13); BAB +12/+7/+2; Grp +12; Atk Claw +12 Melee (1d4+poison); Full Atk 2 Claws +12 Melee (1d4+poison) and bite +7 Melee (1d6); Face/Reach: 5'/5'; SA: Poison, Spell-like abilities, Spells; SQ: DR 15/magic, Darkvision 60 ft., partial immunity to spells, SR 24, yugoloth traits; AL: NE; SV: Fort +8, Ref +11, Will +14; STR 11, DEX 16, CON 11, INT 20, WIS 18, CHA 17
Skills and Feats: Bluff +17, Concentration +14, Diplomacy +19, Gather Information +18, Intimidate +19, Knowledge (Arcana) +19, Knowledge (The Planes) +19, Profession (scribe) +19, Sense Motive +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Partial Immunity to Spells (Su): Mind-affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. This initial and secondary damage is the same (1 point of Strength damage.)

Spell-Like Abilities (Sp): At will – *darkness, fly, heat metal, invisibility* (self only), *magic missile, shapechange, telekinesis, warp wood*; 1/day – *fear, major image*. Caster level 12th; save DC 13+ spell level.

Summon Yugoloth: Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 20. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Spells (Sp): 6/7/7/7/6/5/3 (Save DC 13+ spell level, or 15 + spell level for Abjuration spells)

1st - *protection from good, mage armor, shield, magic missile, sleep, color spray, ray of enfeeblement, expeditious retreat, cause fear*; 2nd - *see invisibility, scorching ray, bull's strength, knock, touch of idiocy*; 3rd - *dispel magic, fireball, suggestion, haste, slow*; 4th - *charm monster, dimensional anchor, fire shield, invisibility greater*; 5th - *teleport, dominate person, mind fog*; 6th - *geas/quest, true seeing*; 7th - *forcecage*

Possessions: None

Spells prepared: (4/5/4/3; Base DC = 14 + spell level (*base DC 16 + spell level for enchantment)) 0- Daze*, Ghost sound, Mage Hand, Resistance; 1- Charm Person*, Expeditious Retreat, Mage Armor, Protection from Good, Silent Image; 2- Blur, Fox's Cunning, Tasha's Hideous Laughter*, Invisibility; 3- Displacement, Haste, Heroism*

Encounter Eight

Cell Keeper: Female Human Rogue 5; CR 5; Medium Humanoid (Human); HD (5d6)+10; hp 28; Init +4; Spd 30'; AC 20 (flatfooted 16, touch 14); BAB +3; Grp +5; Atk: Masterwork shortsword +7 Melee (1d6+2 19-20/x2); Face/Reach 5'/5'; SA: Sneak Attack +3d6, scrolls; SQ: trap sense +2, Evasion, Uncanny Dodge; AL: LE; Sv: Fort +3, Ref +8, Will +2; STR 14, DEX 19, CON 15, INT 10, WIS 12, CHA 16
Skills and Feats: Hide +12, Listen +5, Move Silently +12, Spot +9, Use Magic Device +11, Swim +10, Tumble +12; Iron Will, Weapon Focus, short sword.

Possessions: Masterwork Chain Shirt, Masterwork buckler, Masterwork Shortsword x3, wand of *mage hand* (37), scroll of *haste*, scroll of *shield* x2

APL 6

Encounter Two

Orc Fighter1: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1D10+1; hp 11; Init +0; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +1; Grp +4; Atk: masterwork falchion +4 (2d4+4 18-20) Melee, masterwork light crossbow +1 (1d8/19-20) Ranged; Face/Reach 5'/5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +5, Ref +0, Will +0; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Caravan Guard Warrior 1: Male Human Warrior 1; CR 1/2; Medium Humanoid (Human); HD (1d8)+1; hp 5; Init +0; Spd 30'; AC 15 (flatfooted 15, touch 10); BAB +1; Grp +2; Atk: Spear +2 (1d8+1) Melee, long spear +1 (1d8) Ranged; Face/Reach 5'/5'; SA: -; SQ: -; AL: NG; Sv: Fort +3, Ref +0, Will +1; STR 13 DEX 11, CON 12, INT 10, WIS 11, CHA 10

Skills and Feats: Listen +3, Spot +3; Alertness
Possessions: Chain Shirt, light steel shield, long spear, spear x3.

Encounter Four

Arcanaloth: Male Arcanaloth; CR 17; Medium Outsider; HD 12d8; hp 54; Init +7; Spd 30', Fly 50' (poor); AC 28 (flatfooted 25, touch 13); BAB +12/+7/+2; Grp +12; Atk Claw +12 Melee (1d4+poison); Full Atk 2 Claws +12 Melee (1d4+poison) and bite +7 Melee (1d6); Face/Reach: 5'/5'; SA: Poison, Spell-like abilities, Spells; SQ: DR 15/magic, Darkvision 60 ft., partial immunity to spells, SR 24, yugoloth traits; AL: NE; SV: Fort +8, Ref +11, Will +14; STR 11, DEX 16, CON 11, INT 20, WIS 18, CHA 17
Skills and Feats: Bluff +17, Concentration +14, Diplomacy +19, Gather Information +18, Intimidate +19, Knowledge (Arcana) +19, Knowledge (The Planes) +19, Profession (scribe) +19, Sense Motive +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Partial Immunity to Spells (Su): Mind-affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. This initial and secondary damage is the same (1 point of Strength damage.)

Spell-Like Abilities (Sp): At will – *darkness, fly, heat metal, invisibility* (self only), *magic missile, shapechange, telekinesis, warp wood*; 1/day – *fear, major image*. Caster level 12th; save DC 13+ spell level.

Summon Yugoloth: Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 20. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Spells (Sp): 6/7/7/7/6/5/3 (Save DC 13+ spell level, or 15 + spell level for Abjuration spells)

1st - *protection from good, mage armor, shield, magic missile, sleep, color spray, ray of enfeeblement, expeditious retreat, cause fear*; 2nd - *see invisibility, scorching ray, bull's strength, knock, touch of idiocy*; 3rd - *dispel magic, fireball, suggestion, haste, slow*; 4th - *charm monster, dimensional anchor, fire shield, invisibility greater*; 5th - *teleport, dominate person, mind fog*; 6th - *geas/quest, true seeing*; 7th - *forcecage*

Possessions: None

Spells prepared: (4/5/4/3; Base DC = 14 + spell level (*base DC 16 + spell level for enchantment)) 0- Daze*, Ghost sound, Mage Hand, Resistance; 1- Charm Person*, Expeditious Retreat, Mage Armor, Protection from Good, Silent Image; 2- Blur, Fox's Cunning, Tasha's Hideous Laughter*, Invisibility; 3- Displacement, Haste, Heroism*

Encounter Eight

Cell Keeper: Female Human Rogue 7; CR 7; Medium Humanoid (Human); HD (7d6)+14; hp 39; Init +4; Spd 30'; AC 20 (flatfooted 16, touch 14); BAB +5; Grp +7; Atk: Masterwork shortsword +9 Melee (1d6+2 19-20/x2); Face/Reach 5'/5'; SA: Sneak Attack +4d6, scrolls; SQ: trap sense +2, Evasion, Uncanny Dodge; AL: LE; Sv: Fort +4, Ref +9, Will +3; STR 14, DEX 19, CON 15, INT 10, WIS 12, CHA 16
Skills and Feats: Hide +14, Listen +7, Move Silently +14, Spot +11, Use Magic Device +13, Swim +12, Tumble +14; Iron Will, Weapon Focus, short sword, Mobility

Possessions: Masterwork Chain Shirt, Masterwork buckler, Masterwork Shortsword x3, wand of *mage hand* (37), scroll of *haste*, scroll of *shield* x2

APL 8

Encounter Two

Orc Fighter1: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1D10+1; hp 11; Init +0; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +1; Grp +4; Atk: masterwork falchion +4 (2d4+4 18-20) Melee, masterwork light crossbow +1 (1d8/19-20) Ranged; Face/Reach 5'/5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +5, Ref +0, Will +0; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Sergeant: Male Orc Fighter 3; CR 3; Medium Humanoid (Orc); HD 3d10+3; hp 23; Init +0; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +3; Grp +6; Atk: masterwork falchion +7 (2d4+4 18-20) Melee, masterwork light crossbow +4 (1d8/19-20) Ranged; Face/Reach 5'/5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +7, Ref +1, Will +1; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack, Weapon Focus falchion, Weapon Focus light crossbow

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Caravan Guard Warrior 1: Male Human Warrior 1; CR 1/2; Medium Humanoid (Human); HD (1d8)+1; hp 5; Init +0; Spd 30'; AC 15 (flatfooted 15, touch 10); BAB +1; Grp +2; Atk: Spear +2 (1d8+1) Melee, long spear +1 (1d8) Ranged; Face/Reach 5'/5'; SA: -; SQ: -; AL: NG; Sv: Fort +3, Ref +0, Will +1; STR 13 DEX 11, CON 12, INT 10, WIS 11, CHA 10

Skills and Feats: Listen +3, Spot +3; Alertness

Possessions: Chain Shirt, light steel shield, long spear, spear x3.

Encounter Four

Arcanaloth: Male Arcanaloth; CR 17; Medium Outsider; HD 12d8; hp 54; Init +7; Spd 30', Fly 50' (poor); AC 28 (flatfooted 25, touch 13); BAB +12/+7/+2; Grp +12; Atk Claw +12 Melee(1d4+poison); Full Atk 2 Claws +12 Melee(1d4+poison) and bite +7 Melee (1d6); Face/Reach: 5'/5'; SA: Poison, Spell-like abilities, Spells; SQ: DR 15/magic, Darkvision 60 ft., partial immunity to spells, SR 24, yugoloth traits; AL: NE; SV: Fort +8, Ref +11, Will +14; STR 11, DEX 16, CON 11, INT 20, WIS 18, CHA 17 *Skills and Feats:* Bluff +17, Concentration +14, Diplomacy +19, Gather Information +18, Intimidate +19, Knowledge (Arcana) +19, Knowledge (The Planes) +19, Profession (scribe) +19, Sense Motive +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Partial Immunity to Spells (Su): Mind-affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. This initial and secondary damage is the same (1 point of Strength damage.)

Spell-Like Abilities (Sp): At will – *darkness, fly, heat metal, invisibility* (self only), *magic missile, shapechange, telekinesis, warp wood*; 1/day – *fear, major image*. Caster level 12th; save DC 13+ spell level.

Summon Yugoloth: Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 20. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Spells (Sp): 6/7/7/7/6/5/3 (Save DC 13+ spell level, or 15 + spell level for Abjuration spells)

1st- *protection from good, mage armor, shield, magic missile, sleep, color spray, ray of enfeeblement, expeditious retreat, cause fear*; 2nd- *see invisibility, scorching ray, bull's strength, knock, touch of idiocy*; 3rd- *dispel magic, fireball, suggestion, haste, slow*; 4th- *charm monster, dimensional anchor, fire shield, invisibility greater*; 5th- *teleport, dominate person, mind fog*; 6th- *geas/quest, true seeing*; 7th- *forcecage*

Possessions: None

Spells prepared: (4/5/4/3; Base DC= 14 + spell level(*base DC 16 + spell level for enchantment)) 0- Daze*, Ghost

sound, Mage Hand, Resistance; 1- Charm Person*, Expeditious Retreat, Mage Armor, Protection from Good, Silent Image; 2- Blur, Fox's Cunning, Tasha's Hideous Laughter*, Invisibility; 3- Displacement, Haste, Heroism*

Encounter Eight

Cell Keeper: Female Human Rogue 9; CR 9; Medium Humanoid (Human); HD (9d6)+27; hp 59; Init +4; Spd 30'; AC 20 (flatfooted 16, touch 14); BAB +6/+1; Grp +8; Atk: Masterwork shortsword +10 Melee (1d6+2 19-20/x2), Full Atk: Masterwork shortsword +10/+5 Melee (1d6+2 19-20/x2); Face/Reach 5'/5'; SA: Sneak Attack +5d6, scrolls; SQ: trap sense +3, Evasion, Improved Uncanny Dodge; AL: LE; Sv: Fort +5, Ref +10 Will +4; STR 14, DEX 19, CON 16, INT 10, WIS 12, CHA 16
Skills and Feats: Hide +16, Listen +9, Move Silently +16, Spot +13, Use Magic Device +19, Swim +14, Tumble +16; Iron Will, Weapon Focus, short sword, Mobility, Skill Focus, Use Magic Device, Combat Reflexes

Possessions: Masterwork Chain Shirt, Masterwork buckler, Masterwork Shortsword x3, wand of *mage hand* (37), scroll of *haste*, scroll of *shield* x2

APL 10

Encounter Two

Orc Fighter1: Male Orc Fighter 1; CR 1; Medium Humanoid (Orc); HD 1D10+1 ; hp 11; Init +0 ; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +1; Grp +4; Atk: masterwork falchion +4 (2d4+4 18-20) Melee, masterwork light crossbow +1 (1d8/19-20) Ranged; Face/Reach 5'/ 5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +5, Ref +0, Will +0; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Orc Sergeant: Male Orc Fighter 3; CR 3; Medium Humanoid (Orc); HD 3d10+3 ; hp 23; Init +0 ; Spd 30'; AC 13 (flatfooted 13, touch 10); BAB +3; Grp +6; Atk: masterwork falchion +7 (2d4+4 18-20) Melee, masterwork light crossbow +4 (1d8/19-20) Ranged; Face/Reach 5'/ 5'; SA: -; SQ: Darkvision 60 ft., light sensitivity; AL: CN; Sv: Fort +7, Ref +1, Will +1; STR 17 DEX 11, CON 12, INT 8, WIS 7, CHA 6

Skills and Feats: Listen -1, Spot -1; Iron Will, Power Attack, Weapon Focus falchion, Weapon Focus light crossbow

Possessions: Masterwork falchion, masterwork light crossbow, 20 crossbow bolts, masterwork studded leather armor

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Caravan Guard Warrior 1: Male Human Warrior 1; CR 1/2; Medium Humanoid (Human); HD (1d8)+1 ; hp 5; Init +0 ; Spd 30'; AC 15 (flatfooted 15, touch 10); BAB +1; Grp +2; Atk: Spear +2 (1d8+1) Melee, long spear +1 (1d8) Ranged; Face/Reach 5'/ 5'; SA: -; SQ: -; AL: NG; Sv: Fort +3, Ref +0, Will +1; STR 13 DEX 11, CON 12, INT 10, WIS 11, CHA 10

Skills and Feats: Listen +3, Spot +3; Alertness

Possessions: Chain Shirt, light steel shield, long spear, spear x3.

Encounter Four

Arcanaloth: Male Arcanaloth; CR 17; Medium Outsider; HD 12d8; hp 54; Init +7; Spd 30', Fly 50' (poor); AC 28 (flatfooted 25, touch 13); BAB +12/+7/+2; Grp +12; Atk Claw +12 Melee(1d4+poison); Full Atk 2 Claws +12 Melee(1d4+poison) and bite +7 Melee (1d6); Face/Reach: 5'/5'; SA: Poison, Spell-like abilities, Spells; SQ: DR 15/magic, Darkvision 60 ft., partial immunity to spells, SR 24, yugoloth traits; AL: NE; SV: Fort +8, Ref +11, Will +14; STR 11, DEX 16, CON 11, INT 20, WIS 18, CHA 17
Skills and Feats: Bluff +17, Concentration +14, Diplomacy +19, Gather Information +18, Intimidate +19, Knowledge (Arcana) +19, Knowledge (The Planes) +19, Profession (scribe) +19, Sense Motive +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Partial Immunity to Spells (Su): Mind-affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. This initial and secondary damage is the same (1 point of Strength damage.)

Spell-Like Abilities (Sp): At will – *darkness, fly, heat metal, invisibility* (self only), *magic missile, shapechange, telekinesis, warp wood*; 1/day – *fear, major image*. Caster level 12th; save DC 13+ spell level.

Summon Yugoloth: Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 20. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Spells (Sp): 6/7/7/7/6/5/3 (Save DC 13+ spell level, or 15 + spell level for Abjuration spells)

1st - *protection from good, mage armor, shield, magic missile, sleep, color spray, ray of enfeeblement, expeditious retreat, cause fear*; 2nd - *see invisibility, scorching ray, bull's strength, knock, touch of idiocy*; 3rd - *dispel magic, fireball, suggestion, haste, slow*; 4th - *charm monster, dimensional anchor, fire shield, invisibility greater*; 5th - *teleport, dominate person, mind fog*; 6th - *geas/quest, true seeing*; 7th - *forcecage*

Possessions: None

Spells prepared: (4/5/4/3; Base DC= 14 + spell level(*base DC 16 + spell level for enchantment)) 0 - Daze*, Ghost

sound, Mage Hand, Resistance; 1- Charm Person*, Expeditious Retreat, Mage Armor, Protection from Good, Silent Image; 2- Blur, Fox's Cunning, Tasha's Hideous Laughter*, Invisibility; 3- Displacement, Haste, Heroism*

Encounter Eight

Cell Keeper: Female Human Rogue 11; CR 11; Medium Humanoid (Human); HD (11d6)+32; hp 69; Init +4; Spd 30'; AC 20 (flatfooted 16, touch 14); BAB +8/+3; Grp +10; Atk: Masterwork shortsword +12 Melee (1d6+2 19-20/x2), Full Atk: Masterwork shortsword +12/+7 Melee (1d6+2 19-20/x2); Face/Reach 5'/5'; SA: Sneak Attack +6d6, scrolls; SQ: trap sense +3, Evasion, Improved Uncanny Dodge, Opportunist; AL: LE; Sv: Fort +5, Ref +11 Will +4; STR 14, DEX 19, CON 16, INT 10, WIS 12, CHA 16

Skills and Feats: Hide +18, Listen +11, Move Silently +18, Spot +15, Use Magic Device +21, Swim +16, Tumble +18; Iron Will, Weapon Focus, short sword, Mobility, Skill Focus, Use Magic Device, Combat Reflexes

Possessions: Masterwork Chain Shirt, Masterwork buckler, Masterwork Shortsword x3, wand of *mage hand* (37), scroll of *haste*, scroll of *shield* x2

Opportunist: (Ex) Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

PLAYER'S HANDOUT # 1

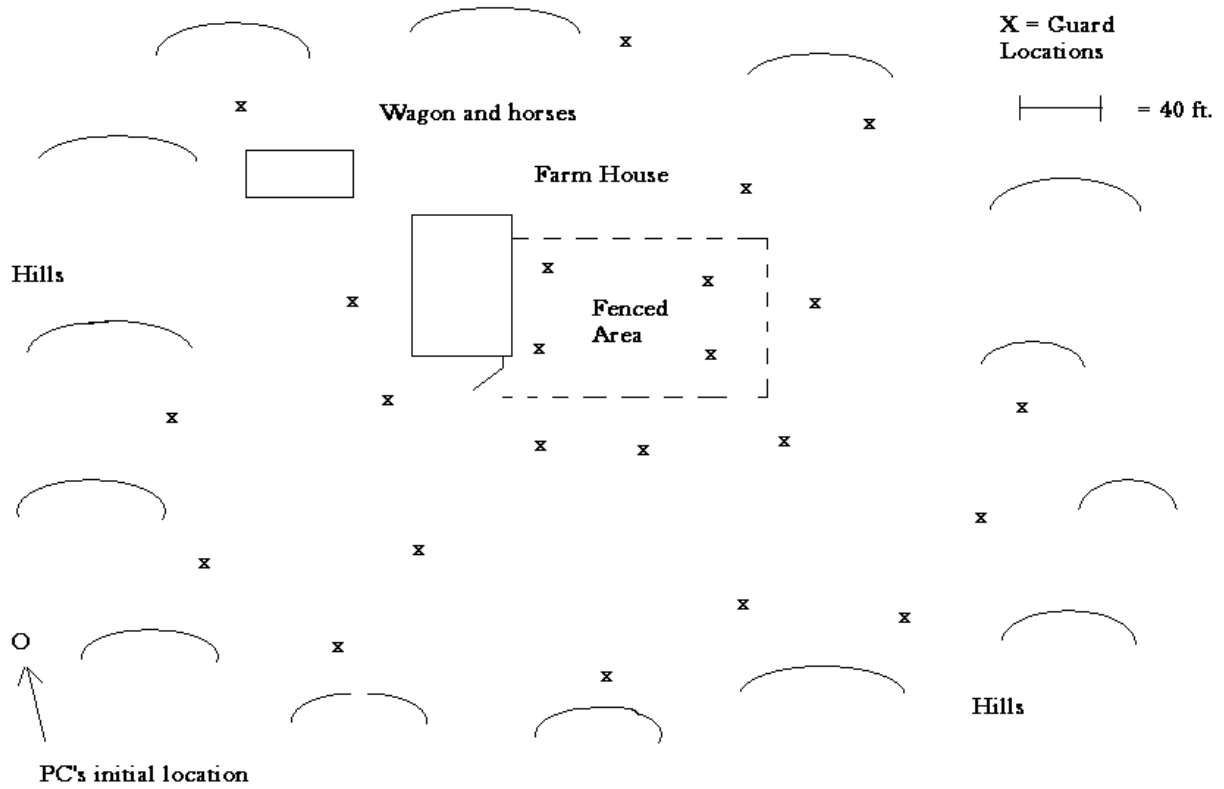
Greetings noble and courageous citizen of the realm,

Because of your past deeds, we have singled you out to join a small, elite group for a covert mission. Because of the nature of the mission, it can not be disclosed here. The trip should take no more then five days, but will require extensive travel. Our people once again need your help. If you agree, please meet the others you will be traveling with on the main, eastern road to Gensal at sun up tomorrow morning. We pray Heironeous watch over you and that your mission be successful.

Sincerely,

*Earl Lyndon Bohdon
Council of Lords*

PLAYER'S HANDOUT # 2



PLAYER'S HANDOUT # 3

May the purity of light shine
upon you and the power of
magic embolden you.



DM'S AID # 1

Cell Room layout

