

TSS3-06

The Prisoner

A One-Round D&D LIVING GREYHAWK Meta-Regional Adventure

Part I of the Broken Chains Series.
Version 1.0

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A night in the Hollow Highlands is disturbed by the sudden arrival of what appears to be an escaped slave, raving and delirious. Is he really what he seems or merely a lunatic on the run? What events will be set into motion by his appearance and who are "the others" of which he speaks? An adventure for APLs 2 - 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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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three 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 grey 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. It 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 following 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.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round meta-region scenario set in the Splintered Suns region. All characters from the Splintered Sun meta-region pay one Time unit to participate in the adventure. Characters from other meta-regions pay double that amount. Adventurer's Standard Upkeep costs 12 gp (or 24 gp). Rich Upkeep costs 50 gp (or 100 gp), and Luxury Upkeep costs 100 gp (or 200 gp).

Adventure Background

Until fairly recently Sunndi has been at war with the Great Kingdom. While this war ended in 584 CY, the scars of this war of attrition still can be seen in the society and the land of Sunndi. One of these scars is the many people that disappeared during the wars and Sunndi's short conquest by the armies of the Great Kingdom during the Greyhawk Wars in 583 CY. The fate of these people remains unknown. Many rumours tell that they are kept as slaves in the successor state of the Great Kingdom, Ahlissa. Most people though presume they have died.

Of course, in the chaotic years following the Greyhawk Wars local princes and warlords used these people as slaves. When Xavener I was crowned overking of Ahlissa in 587 CY, he ordered the release of all soldiers captured in Sunndi during the Greyhawk Wars. A group of mostly dwarves and elves returned to Sunndi, but

many of those that had disappeared were not among this group. So rumours persist of Sunndian slaves being held by the rulers of Ahlissa. Xavener denies these rumours, stating that the people that are still missing probably died either in Sunndi during the wars or in Ahlissa during the chaotic years that followed the Greyhawk Wars.

When Xavener ordered the release of the soldiers captured during the Greyhawk Wars many of the more obvious prisoners were indeed released. Many more though remained in Ahlissa, either because they were registered as criminals (as opposed to soldiers), because their existence was kept a secret, because their skills were of great value to their owners or a mix of these three reasons. These slaves are either kept as workers in remote areas, hidden among regular prisoners or, in case of certain individuals with specialized training, imprisoned in the keeps of the more influential nobles of Ahlissa. Obviously, their owners cannot risk their escape out of fear for what these prisoners could tell the world.

One of the places where Sunndian slaves (as well as prisoners from other regions) are being used is in the Calling Mines south of Hexpools in the northernmost portion of the Hollow Highlands. The Calling Mines have a bad reputation, since those who stay in the dark corridors soon will hear voices calling to them. Every individual hears different voices saying different things, but most eventually become insane. Strangely, some people never hear the voices. Nobody has ever been able to pierce the secrets of the Voices. The mine is rich in minerals (mostly gems), which is why it is never abandoned. Due to the dangers, Ahlissa uses more slaves (primarily convicted criminals) as workers than in other mines, with perhaps the possible exception of Wyverntor.

The proximity of the mines to Sunndi means that the mines have to be heavily guarded against attacks by Sunndian raiders. The Sunndians despise slavery and the Hollow Highland clans and tribes are quick to grab their weapons when confronted by something they do not like. The Sunndian inhabitants of the Hollow Highlands make it increasingly dangerous for the owners of these mines to keep these Sunndian prisoners around, so they have decided to transport them to other areas.

The people involved in these transports went to great lengths to keep these transports hidden even from most Ahlissans (which is why the transport does not travel through Hexpools). Still, they could not prevent a prisoner from escaping. As fate would have it, this prisoner walks straight into the camp of the PCs, where he will beg the PCs for help in freeing his companions from unjust slavery. As an extra enticement he notes that one of his friends knows something about the fate of the fiancée of King Hazendel who disappeared during the Battle of Rieuwood, news for which the king is bound to give a great reward.

Will this prisoner be the start of a string of embarrassing events for Ahlissa or will they manage to capture and kill him before it is too late?

Adventure Summary

This adventure starts with the PCs on a journey through Ahlissa, either from the areas south of Ahlissa (Onnwal, Ironkeep, Naerie or Sunndi) to the north (Innsa and the Adri Forest) or visa versa. This trip takes them on the road between Zelradton and Hexpools and very close to the northern border of the Hollow Highlands. They have just made their camp and eaten their dinner when the escaped prisoner stumbles into their camp, begging for help.

Act One: The Setup

During these encounters, the characters rescue the prisoner and learn more about what is going on. Of course the prisoner asks them for help in rescuing several more unjustly imprisoned people.

Player Introduction

On their way from one place in the region of the Splintered Sun to another, the PCs have just made their camp when an escaped prisoner stumbles into it.

Pack Attack

Shortly after the arrival of the prisoner, a pack of wild, fiendish dogs looking for some fresh meat will attack the characters and the prisoner.

The Prisoner

Once the dogs are defeated, the PCs have some time to talk with the prisoner and learn who he is and where he comes from. He will beg the PCs for aid.

Hunters of the Transport

Unless the characters take extra-ordinary precautions, the soldiers sent out to capture the escaped prisoners will arrive at the player character's camp. They will tell a different story than the prisoner. They are also under orders to escort any traveller the escaped prisoner had spoken with back to the camp. If the characters do not want to come voluntarily, they will use deadly force.

Act Two: The Prisoner Transport

In this part the prisoner transport - both the people and the environment - is described in detail as well as the most likely reactions to various actions the characters might take. This part of the adventure is rather free-flowing and there are no real different encounters since it will be nearly impossible to predict how the PCs will try to free

the slaves and/or themselves. They will have until the end of the night, because by the morning the transport will proceed deeper into Ahlissa and escape will become nigh impossible.

Act Three: Dash for the Border

Once the characters and hopefully the slaves have left the camp of the prisoner transport, they are not yet free.

The Journey

The border between Sunndi and Ahlissa is heavily guarded. It will not be easy to avoid all soldiers and finding enough food to feed the freed slaves.

Advanced Scout

The Hollow Highlanders tend to keep a close eye on the Ahlissans in the region. One of these Sunndian scouts stumbles upon the PCs and starts questioning them. If the PCs are friendly, he will help them, else he will just disappear to warn the Sunndians.

Caught

The previous owners of the Sunndian slaves have some powerful allies. One of these allies has summoned several air elementals and sent them after the PCs. Just before the PCs cross the border into Sunndi these elementals find and attack them.

A Warm Welcome

The characters will finally meet a group of Hollow Highland warriors patrolling the area. These will immediately transport the characters and freed slaves further into Sunndi. They have made it and they will receive a proper reward for it.

ACT 1: THE SETUP

“Act One” brings the characters into the adventure. Progress briskly through these encounters. Most of the time in the adventure should be spend in “Act Two”.

Introduction

This adventure starts with the PCs on a journey through Ahlissa, either from the areas south of Ahlissa (Onnwal, Ironkeep, Naerie or Sunni) to the north (Innsa or the Adri Forest) or visa versa. This trip has taken them on the road between Zelradton and Hexpools and very close to the northern border of the Hollow Highlands where they have just made their camp.

Each of you has been travelling for their own reasons through Ahlissa on the road between Zelradton and Hexpools. This road is the major connection between the South and the North. During this trip you have met each other and you decided to travel together. There is safety in numbers and this particular stretch of road has a bad reputation. Depending on with whom you speak, bandits from the Hollow Highlands or raiders in pay of the Ahlissan crown make the area unsafe for the average traveller.

For the past couple of days the weather has been reasonable. There are some clouds, but it has been warm and dry. The area consists of low rolling hills with patches of wood on the steeper slopes and marshy grasslands in the valleys. The land here is fertile, but the proximity of the Hollow Highlands keeps farmers away. You have passed the remains of some farms, now little more than distant memories of more peaceful times, long years ago.

You have been on the road the whole day and with the approach of the night, there still was no inn within sight. So you all decided to make camp along a small stream among a patch of trees and bushes. The ground is dry and soft. Compared to other places along the road there are not many biting insects, which is also a good thing. It promises to be a clear night, but with both Luna and Celene just past the new moon, only the stars will light the night.

At this point ask the players to introduce their characters. They have been travelling together at least for a couple of days. In that time nothing eventful has taken place. Let them make a rough sketch of the campsite and ask whether they make a campfire or not and if they are going to arrange watches for the night. The answers to these questions are not really important, since events will start before the characters will go to sleep. After having introduced one another and having made camp proceed with the next event.

Encounter One: Pack Attack

You have just finished your dinner, when the natural sounds of the evening are disturbed by the sounds of hunting horns in the distance. Before you can even question your companions about their opinion on these sounds, out of nowhere a male human in dreary brown rags stumbles into the camp. The man is about six feet tall and he is clearly of Oeridian descent with long brown unkempt hair and a huge beard. Scars on his wrists and ankles just above his sandals show that up until fairly recently he has been in held in manacles and that he has not been treated too kindly. His clothes are shredded and he is covered with fresh

small scratches and livid bruises. He seems to be as surprised as you are, though the expression is quickly replaced with one of relief.

"Thank Trithereon! Help me! They are after me." With that the man drops unconscious to the ground, breathing heavily.

The sounds of the horns are those made by the Ahlissan soldiers hunting the man. However, it is not these that the man referred to when he said something was after him. During his wild flight from the camp he stumbled upon a pack of vicious wild dogs. Once these dogs were used and bred by fiendish slave overseers in this region, but with the end of Ivid's reign they escaped and became part of the local wild life.

Allow the PCs a DC 10 + APL Spot check to note the pack following the man. The dogs are within 60 ft. of the camp at the start of the encounter. The sun has just gone down, but it still is twilight. Due to the bushes, any creature further away than 5 ft. will have concealment.

APL 2 (EL 2)

🐾 **Fiendish dogs, small (6):** hp 6 each; see Appendix 1: NPCs.

APL 4 (EL 4)

🐾 **Fiendish wolves (6):** hp 13 each; see Appendix 1: NPCs.

APL 6 (EL 6)

🐾 **Worgs (6):** hp 30 each; see *Monster Manual*.

APL 8 (EL 8)

🐾 **Fiendish Advanced Worgs, 6 HD (6):** hp 55 each; see Appendix 1: NPCs.

APL 10 (EL 11)

🐾 **Half-Fiend Advanced Worgs, 8 HD (6):** hp 84, each; see Appendix 1: NPCs.

Tactics: Like regular wolves they will try to circle the PCs and attack en-masse from all directions. They are more intelligent than regular wolves and they will focus on lightly armoured opponents, recognizing the potential threat of spell casters. They tend to focus on one opponent at the time and if they are not able to hit something, they will switch over to a new opponent. Remember that at APL 10 the dogs are quite intelligent. They would make hit-and-run attacks with the *poison* spell during their first few attacks.

Note: Even though wolves and worgs are used for the stats of the creatures, these hounds are distinctly not wolves. They look a lot more like dingoes with red

glowing eyes and the distinct smell of sulphur surrounding them.

It is of vital importance that the prisoner will survive the Pack Attack. Since the prisoner is thin and poses no threat, it should not surprise the PCs that the dogs ignore him. At APL 10 though, there is the risk that an *unholy blight* spell might kill him. Keep that in mind when using that spell.

Finally, remember that the characters have a long night ahead of them, so don't make it too difficult for them during this encounter.

Encounter 2: The Prisoner

The man who stumbled upon the character's camp has lost consciousness due to a combination of fatigue and fear. None of his wounds are lethal. Read aloud the text below when somebody examines the prisoner.

A quick examination of the unconscious man shows that he must have been a prisoner for a long time. His back is covered with the scars typical of many whippings that never have been treated properly. As you noted earlier, his wrists and ankles also show the scars that are left after having worn manacles for a long time. Most of his wounds though are from a more recent origin. His skin is badly burned by the sun as if he has been out of the sun for a long time. He is covered in minor scratches as if he has been rushing through bushes in great haste. None of the wounds are lethal. It seems more like he lost his consciousness due to fatigue and perhaps malnourishment.

A *cure minor wounds* will revive the man, though he will still be fairly weak. Only rest will fully revive him, even if he is completely cured. For the moment treat him as if he is exhausted (see the *Dungeon Master's Guide*) and if he rests for an hour this will change to fatigued.

Once revived, the man will at first show a strange mixture of fear and hope. When you portray the man, you should realize he has been a slave for over 10 years and most of those years he has spent at the Calling Mines. He will have a tendency to babble and he is easily distracted from any topic of conversation. He is also not used to kind treatment, and even the smallest sign of kindness might get him to burst into tears or thank that person extensively. Any aggressive move on the other hand will get him to cower and whimper for forgiveness. At times he will also speak with himself as if he is discussing what to do with somebody. If the PCs ask about this imaginary creature, he seems to be a bit unsettled, but then says that he has been alone a long time at times during his imprisonment and to break the silence he began to talk to

himself. This is only partially true, since he really does hear voices, namely those of his best friend. The characters should get the impression the man is slightly insane, but he is not a lunatic.

After having calmed down a bit, the man will introduce himself as Robern. He used to be a forester in Rieuwood, but he was captured in 580 CY during a skirmish in the Hollow Highlands with forces of the Great Kingdom. Most Sunndians captured were executed as traitors after a mock trial, but somehow he was sentenced to the Calling Mines. It was the beginning of a long hell on Oerth for him. He does not want to tell much about what has happened to him in those years, but he had to do things he is deeply ashamed of. Of course, he lost track of time.

Recently the overseers became increasingly agitated and there were rumours among the slaves that Sunndian soldiers would soon come to liberate them all. By that time Robern had been at the mines too long to have any hope. He dismissed the rumours as nonsense. So he was very surprised when he and a large group of other slaves were placed on a transport. The only way for slaves to leave the Calling Mines is by dying. So Robern was sure that they would be brought to a much worse place than the Mines. When he got the opportunity to flee, he immediately did so, even though he did realize the chance of succeeding was null.

That one moment flared up all the hope, hope he has not had in years, if he would be captured again, he would lose all will to live. He would rather die than ever return. Still, it speaks for him that he does not forget his fellow prisoners. He knows many of the slaves are people from former Iron League nations who were captured during the many skirmishes. At some point he will beg the PCs to help him free the others. This might be the last chance for any of them to ever regain freedom and escape hell. A large company of the guards has just left, going back to the Calling Mines. Robern knows that the captain expected another company from Hexpools, but apparently they were delayed. So this night might be the best opportunity ever to free those prisoners.

If the PCs do not agree immediately, he will try to play upon the character's sense of compassion. If that does not work though, he has another card upon his sleeve. He knows that one of the prisoners, a dwarf by the name of Furgern, knows more about the fate of Fanara, the fiancée of Count Hazendel (Robern is unaware of Hazendel's elevation to kingship). Furgern did not talk much about it. All he told Robern, was that he was with Fanara when they both were captured. It was obvious that talking about Fanara caused great pain, but Furgern did deny that Fanara was dead. According to Robern, the dwarf was pretty convincing and he believes the dwarf. He will then point out, that Hazendel would certainly

offer a rich reward to somebody who gained news on his fiancée.

Important: Robern suspects that one of the officers, a Lieutenant Carwend, was vital for his escape. He suspects the lieutenant did it on purpose. This information might be useful later on.

All APLS

☛ **Robern, male human Rngi/Exp:** hp 1 (11); see Appendix 1: NPCs.

Note: Robern has been a slave for about 13 years. Obviously he does not know much about what has come to pass in that time. He had some chances to talk with his fellow slaves, but when imprisoned in dark mines, people talk about whole other things than news. He knows the Greyhawk Wars ended, that Ivid disappeared and that Xavener has become the new overking. He does not know for example, that Sunndi has become an independent kingdom or even that the Scarlet Brotherhood shattered the Iron League.

More than likely the players know little about Greyhawk, let alone the Calling Mines. Most Sunndians will have heard of the Mines and know it is some sort of Ahlissan prison that is supposedly haunted or under some kind of curse. Most miners who work in these mines become insane. Allow other PCs to roll a DC 15 Knowledge [Local - Sunndi/Ahlissa] check (Sunndians get a +5 circumstance bonus on this check and hence can make it without skill ranks) or a bardic knowledge check against the same DC.

Encounter 3: Hunters of the Transport

Obviously, Robern's escape did not go unnoticed and a patrol was dispatched immediately with the orders to capture Robern dead or alive. There is the distinct fear that Robern might have given away too much information, so the soldiers were also ordered to "invite" any sentient creature that apparently had spoken with Robern to travel to the campsite of the Prisoner Transport as well. The leaders of the transport would prefer to have these people come by their own free will, perhaps drawn to the camp by the idea of a reward (not that there is any). If they refuse, the soldiers should use force and if any that resist get killed, so be it.

The soldiers are not expecting any real trouble, since the border with Sunndi is far away and most travellers would not dare to attack Ahlissan soldiers in Ahlissa itself. So they will be approaching the campsite of the PCs openly with the exception of Montak. Montak will remain out of sight; ready to start assisting the others with bow and arrow from the bushes or to flee when his companions are clearly overpowered to warn the

Transport. Unless the battle with the pack was without any sound, the soldiers will have their weapons drawn.

The PC should make a Listen check. The result multiplied by 10 is the distance between the soldiers and that particular PC when that character hears the patrol for the first time. Though obviously, they will see the soldiers if they get within about 30 ft. even if they get an abysmal result on the Listen check. By the time the PCs hear the soldiers, it is practically useless to hide unless the PCs have magic available that allow them to hide their tracks as well (such as *pass without trace* or *fly*). Once the soldiers have been noted by the PCs, Tolquann will announce himself as an officer in the Ahlissan army and that they are looking for an escaped prisoner - a murderer and treacherous thief who went insane under the influence of the Calling Mines.

The patrol consists of the lead tracker Montak, the leader Tolquann, two soldiers and a dog. Montak is a relatively small and lean half-orc. The others are humans. The three humans all wear the uniform of Ahlissan soldiers. Montak wears a leather outfit, but with the heraldry of Ahlissa clearly on his breast. The three humans are of Oeridian descent, are browned by the sun and have short trimmed hair. Tolquann has a short well-trimmed beard. Tolquann does not hide his allegiance to the Church of Hextor. The equipment of the four soldiers is dependent on the APL at which this scenario is played, but it is always of good quality and well cared for. The soldiers will remain silent during the conversation with the PCs, but they are ready for trouble any moment. Tolquann will be the patrol's spokesman. The others clearly respect and fear the man.

Tolquann, Ahlissan Officer: Tolquann is a rather grim and direct man who strangely enough admires honesty just as much as bravery, strength of conviction (even if they are not his own) and the cold heart of a killer. Make no mistake; he might respect a paladin who questions Tolquann's faith (especially when Tolquann is about to kill that paladin) and insults him in his face, but he would not hesitate to kill that same paladin if that furthers his, or his order's, goals. He is here to capture an escaped convict and the PCs will not stop him. He will try to solve this peacefully, after all, he is no fool and realizes that the PCs might be able to defeat him and his soldiers or at the very least disable them enough for some of the PCs to escape. At some point though, he will resort to violence. He does not fear death. Continuous insults, a continuous refusal to surrender Robern or come along with him and his soldiers will eventually lead to an attack. It is up to you to determine when this time arrives.

Tolquann will try to make clear that Robern is an escaped convict who in the past has murdered and robbed defenceless people and who has become insane in the

Calling Mines. Tolquann does not care whether the man is a Sunndian or not. He is a soldier and not a politician, if the PCs have any complaints they should come with him and talk with his superior Captain Remeth. Remeth might even give them a reward for the capture of such a dangerous criminal.

Note: As far as Tolquann is aware, he is speaking the truth.

This scenario neither assumes the PCs will resort to violence or will come along with the soldiers peacefully. They are free to act in either fashion. However, it should be noted that the slaying of Ahlissan soldiers could be detrimental to the PCs in the long run. See the Conclusion for more information.

In the first case, they might question captured soldiers for information on the camp and try to free the remaining slaves from the outside using force of arms.

In the second case, they will be welcomed as guests and an attempt will be made to imprison them when their guard is down. However, an Ahlissan officer will help the PCs get away, preferably with the prisoners, in which case the PCs will be working from the inside of the camp.

APL 2 (EL 3)

☛ **Tolquann, male human Clr1:** hp 10; see Appendix 1.

☛ **Montak, male half-orc Rng1:** hp 10; see Appendix 1.

☛ **Man at Arms, male human War1 (2):** hp 9 each; see Appendix 1.

☛ **Dog, small:** hp 6; see *Monster Manual*.

APL 4 (EL 5)

☛ **Tolquann, male human Clr2:** hp 17; see Appendix 1.

☛ **Montak, male half-orc Rng2:** hp 17; see Appendix 1.

☛ **Man at Arms, male human War2 (2):** hp 11; see Appendix 1.

☛ **Dog, small:** hp 6; see *Monster Manual*.

APL 6 (EL 7)

☛ **Tolquann, male human Clr4:** hp 31; see Appendix 1.

☛ **Montak, male half-orc Rng4:** hp 31; see Appendix 1.

☛ **Man at Arms, male human War3 (2):** hp 17; see Appendix 1.

☛ **Dog, small:** hp 6; see *Monster Manual*.

APL 8 (EL 9)

☛ **Tolquann, male human Clr6:** hp 45; see Appendix 1.

☛ **Montak, male half-orc Rng6:** hp 45; see Appendix 1.

☛ **Man at Arms, male human War5 (2):** hp 27; see Appendix 1.

☛ **Dog, small:** hp 6; see *Monster Manual*.

APL 10 (EL 11)

☛ **Tolquann, male human, Clr8:** hp 67; see Appendix 1.

☛ **Montak, male half-orc Rng8:** hp 59; see Appendix 1.
 ☛ **Man at Arms, male human War7 (2):** hp 37; see Appendix 1.
 ☛ **Dog, small:** hp 6; see *Monster Manual*.

Tactics: Tolquann is no strategic genius and he will approach the fight rather straightforward. The common soldiers will act as his bodyguards while he will try to heal and boost them. At some point he will start fighting as well. He will focus on weak looking PCs before the stronger PCs, thinking they might be arcane spell casters. Meanwhile Montak will shoot from the bushes. Montak will flee as soon as it becomes clear the PCs are winning. If he succeeds, the Transport Camp will be put on high alert.

The dog is trained to track and to guard. It has no combat training and will flee if threatened.

Terrain: The sun has gone down completely by now. Note that creatures will have concealment against attackers with normal sight unless there is a light source present. The concealment is halved when the attack has low-light vision.

Treasure:

Looting Tolquann and Montak, the loot of the man at arms is given at the treasure section.

APL 2: L 61 gp; C 10 gp; M *scroll of cause fear* (4 gp), *scroll of cure light wounds* (4 gp).

APL 4: L 117 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), 2x *potion of invisibility* (25 gp each).

APL 6: L 224 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), 2x *potion of invisibility* (25 gp each), *cloak of elvenkind* (83 gp).

APL 8: L 78 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of cure critical wounds* (58 gp), *full plate +1* (221 gp), 2x *potion of invisibility* (25 gp each), *potion of cure serious wounds* (63 gp), *cloak of elvenkind* (83 gp), *chain shirt +1* (104 gp).

APL 10: L 78 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of cure critical wounds* (58 gp), *full plate +1* (221 gp), *bracers of health +2* (333 gp), 2x *potion of invisibility* (25 gp each), *potion of cure serious wounds* (63 gp), *cloak of elvenkind* (83 gp), *chain shirt +1* (104 gp), *gloves of dexterity +2* (333 gp).

Development: Tolquann knows relatively much about the Camp and its defences, but he will not talk willingly (questioning him requires magic). Neither will the common soldiers or Montak while Tolquann is alive and within earshot. If this is not the case though, they might

give in to after successful threats as represented by an intimidation check (for details on Intimidate see the *Player's Handbook* page 76). They don't know nearly as much and they can only give a quick sketch of the camp and the names of the officers. Tolquann on the other hand knows the skills of the officers as well as the watch duties. He does not know the exact magical defences though.

Troubleshooting

- If Robern gets killed in Encounter 1 there is a big problem. Even if Tolquann gets into a fight or takes the PCs with them to the Camp they have little to no reason to free the slaves (though they might do so out of personal preference). This might considerably shorten the scenario and remove a lot of the fun. Hence great care should be taken not kill Robern until after Encounter 2. Just do not be too obvious about it.
- There is a chance the PCs will be hiding Robern from Tolquann. This is one of the reasons why Montak remains hidden for the PCs so that he can look around from a good hiding spot. He will be circling the camp to see if he sees any tracks of a humanoid leaving the camp. If even he does not find Robern (or there is evidence Robern left) he will give a signal to Tolquann. At first, he will try to send in one of his men with the dog to try and sniff out Robern. Of course, if the PCs refuse, then he will attack. If Robern still cannot be found, Tolquann will insist for the PCs to come along while he will send his best tracker with dog along the trail of Robern. The PCs after all, have just defeated the biggest threat in the region (referring to the fiendish wolves). If one of the PCs is similarly hiding with Robern, then it is up to you how to deal with Montak and the PC(s) that remain behind.
- The PCs might have acquired special compensations in previous scenarios, which offer them limited immunity to the soldiers of Ahlissa (such as for example the free travel pass in *Legacy of Madness*). This will complicate matters for Tolquann only slightly. He will insist that his men can search the camp because such papers do not extend to escaped convicts and they would not work when the PCs are breaking any Ahlissan law. If he finds Robern, the PCs have been aiding an escaped convict and then they committed a crime. Any special passes will be void (note this on the *Legacy of Madness* AR). If on the other hand the PCs remain polite and he cannot find Robern, he can only invite them to come along. If they refuse, then he leaves them (though Montak remains behind to keep an eye on them). If Montak

does discover Robern, he will warn Tolquann, who will then return to finish the job.

- The players might wonder why so many soldiers are guarding such a small group of prisoners. This might suggest that the slaves are special in some way or that they are expecting an attack. Of course, this assumption is correct, but as far as the soldiers are concerned they are transferred to another station and their officers just use this to arrange the guards for the slaves.
- There is little that can be done if the PCs are too afraid to even approach the camp. Robern will certainly do his best to at least make the PCs take a look. If they refuse, then this will be the end of the adventure. Remember, there is an incentive for the greedy (rescuing a friend of Hazendel) as well as the heroic (rescuing unjustly imprisoned people) to at least look into the matters.

ACT 2: THE PRISONER TRANSPORT

At this point of the scenario the PCs are either the guests/prisoners of Tolquann and his men or they have defeated the Ahlissan soldiers and are contemplating what to do. In the first case, Tolquann and his men will escort them to Camp. In the second case the PCs can decide not to free the other slaves in which case this adventure is over (though they might still be attacked by the elementals who are sent out to kill Robern). Or they have decided to at least take a look at the campsite. Either way, travelling to the Camp will take about 2 hours from their current location.

This chapter details the inhabitants of the Camp, its location and layout. Since it is impossible to predict how the PCs will approach the camp, only the descriptions are given. Which should be enough to deal with almost any crazy ideas the players might think of.

Important NPCs

The important NPCs within the camp all have distinct personalities and goals. In total there are 30 soldiers (or 28 when the PCs killed the two in the previous encounter), 3 sergeants and the special officers described below.

☛ **Captain Remeth Bardix:** Remeth is a tall broad-shouldered man with short brown hair and a well-trimmed full beard. His left eye is covered by a blood-red eye-patch. He is clearly a man who spends most of his time in the field. He tends to be distant and the angrier he is, the calmer he appears to be. Rameth is a brave,

disciplined and cold-hearted soldier, but one whose arrogance brought him here. Leading the prisoner's transport is a form of punishment and he hates it. He is a soldier and a damn good one at that. This has made him all the more tense and demanding of his men who consequentially fear him and his temper. This resentment also got the better of him, hence some of the apparent mistakes that are made in keeping the prisoners secure.

Captain Remeth's full title would be Captain Remeth, of the House of Bardix, Knight of Ahlissa. The House of Bardix is a minor house in Ahlissa and it is of little importance for this scenario. At higher levels he is also a Fist of Hextor, meaning that he is an elite soldier in the service of the Church of Hextor. More information on this prestige class can be found in Appendix 2.

Together with Shaldren (and unbeknownst to them Carwend), Rameth is the only one who is aware of the full truth. All the others think this is a normal transport, and the only reason it so heavily guarded is because the soldiers are travelling in the same direction anyway.

APL 2: Captain Remeth, male human Ftr3; See Appendix 1.

APL 4: Captain Remeth, male human Ftr5; See Appendix 1.

APL 6: Captain Remeth, male human Ftr5/Foh 2; See Appendix 1.

APL 8: Captain Remeth, male human Ftr5/Foh 4; See Appendix 1.

APL 10: Captain Remeth, male human Ftr5/Foh 6; See Appendix 1.

☛ **Lieutenant Carwend:** Carwend appears to be an experienced soldier who does what he is told without doubt or asking questions. He treats his superiors with respect and he is not cruel to those under his command.

Appearances can deceive though. In reality he is an agent for the Idee Rebels and in this case he will actually support the PCs in freeing the Sunndian slaves since it would serve his organization very well. More information on how he might help the PCs can be found below; though under no circumstances will he fight for the PCs. He is responsible for the fact that the soldiers from Hexpools are not yet here while the soldiers from the Calling Mines have returned already.

Carwend is a man of average height and weight. He is bald, with blue eyes and a light brown skin. He appears to be a mixed Suel/Oeridian, though most of that is the result of cosmetics since in reality he is a pure blood Suel. His hands seem to be constantly busy.

APL 2: Lieutenant Carwend, male human Rog1/Ftr1; See Appendix 1.

APL 4: Lieutenant Carwend, male human Rog3/Ftr1; See Appendix 1.

APL 6: Lieutenant Carwend, male human Rog4/Ftr2; See Appendix 1.

APL 8: Lieutenant Carwend, male human Rog6/Ftr2; See Appendix 1.

APL 10: Lieutenant Carwend, male human Rog8/Ftr2; See Appendix 1.

❖ **Lieutenant Alaern:** Alaern is the type of soldier who simply does what he is told and leaves it that. He has no imagination and little ambition. He does know the book of military tactics by heart. When confronted by unexpected situations, he is prone to making mistakes, following the book even if the rules clearly do not apply. Still, he is young and if he stays alive this might change. Of course, in case things go wrong, he would be the perfect scapegoat.

Alaern is a thin, muscled man with short brown hair, a large moustache and no beard around twenty years old. He has green eyes and a rather delicate almost feminine face.

APL 2: Alaern, male human Ftr2; See Appendix 1.

APL 4: Alaern, male human Ftr4; See Appendix 1.

APL 6: Alaern, male human Ftr6; See Appendix 1.

APL 8: Alaern, male human Ftr8; See Appendix 1.

APL 10: Alaern, male human Ftr10; See Appendix

1.

❖ **Shaldren:** Shaldren is a shrewd, manipulative wizard with a love for luxury. He is one of the leading overseers at the mines of Wyverntor and he is here to make sure the slaves arrive there in one piece. He can be quite cruel and sadistic, but he hides behind a thin veneer of civility and politeness.

Shaldren is a short thin man with a black goatee and short black hair. He has a rather sharp nose. He wears expensive clothing.

APL 2: Shaldren, male human Wiz2; See Appendix

1.

APL 4: Shaldren, male human Wiz4; See Appendix

1.

APL 6: Shaldren, male human Wiz6; See Appendix

1.

APL 8: Shaldren, male human Wiz8; See Appendix

1.

APL 10: Shaldren, male human Wiz10; See

Appendix 1.

Obviously, when the PCs did not kill Montak and/or Tolquann, they are more then likely present as well.

Note: The goal of this scenario is to free the slaves and not to kill every soldier and officer present. Hence one does not receive experience for defeating the officers and/or soldiers, but for freeing the slaves.

Movement

Captain Remeth and Shaldren are mainly deterrents for people to opting for a frontal assault (as such PCs defeating them will not gain any extra experience since only their stupidity would result in their presence). Robern greatly fears both of them, but he knows that they do not come to the Prisoner's Camp during the night. However, Lieutenant Carwend and Lieutenant Alaern regularly check the guards during their shift. Alaern will be checking the guards once per hour during the first half of the night. Carwend will be checking the guards every hour during the last half of the night. Robern is vaguely aware of this (he knows the two lieutenants regularly check the guards a couple of times per night, but not when). Any of the soldiers captured during Encounter Three know this exactly. Of course, careful observation will reveal this to the PCs as well.

If Montak and Tolquann are still alive and not prisoners of the PCs, they will not be at the Prisoners Camp either. They are off-duty as a reward for a successful job.

The Soldiers

The soldiers at the Transport are disciplined and well trained. Most of the soldiers are not particularly cruel or ambitious, but they tend have little pity and care little about the fate of the prisoners. They have a relaxed attitude though since they are not expecting trouble and because this mission means that for the time being they are away from the constant action around the Calling Mines.

There are also 10 small dogs in the camp. These are kept in a kennel at the side of the main camp. They are trained to track and to guard. They will not fight. There will always be two dogs guarding the slave compound.

APL 2

❖ **Man at Arms, male human War1 (30); See Appendix 1.**

❖ **Sergeant, male human Ftr1 (3); See Appendix 1.**

APL 4

❖ **Man at Arms, male human War2 (30); See Appendix 1.**

❖ **Sergeant, male human Ftr2 (3); See Appendix 1.**

APL 6

❖ **Man at Arms, male human War3 (30); See Appendix 1.**

❖ **Sergeant, male human Ftr3 (3); See Appendix 1.**

APL 8

👉 **Man at Arms, male human War5 (30)**; See Appendix 1.

👉 **Sergeant, male human Ftr5 (3)**; See Appendix 1.

APL 10

👉 **Man at Arms, male human War7 (30)**; See Appendix 1.

👉 **Sergeant, male human Ftr7 (3)**; See Appendix 1.

Movement

Most of the soldiers will be relaxing at their part of the campsite. However unless asleep, they will be wearing their armour and they will have their weapons at hand.

At all times there will be 5 soldiers and a sergeant guarding the slave's camp. Five more sentries will be guarding the soldiers of the camp. This means that as long as the alarm is not sounded, the PCs will be facing an encounter around EL equal to the APL+2. However, it is more than likely, that they will surprise these soldiers so that they are relatively spread out, hence reducing the EL below that value. More information on where these guards will be posted can be found below at the description of the campsite. The guards will be changed at 10 pm, midnight and 4 am.

In case of an alarm, many things might happen dependent on the kind of alarm that is sounded. Obviously, in case of a grand alarm soldiers will awake and prepare for an attack. This will take at least 10 rounds, though, if not more. This should give the PCs ample time to react. Chances are though, that the PCs might cause some sound, such as of a minor scuffle at the slave's camp. In this case, the guards of the soldier's camp will wake Shaldren, who will then approach the campsite with one soldier. They will be ready in 5 rounds (after which time Shaldren is properly buffed for a fight) and they will approach silently. Only when faced with obvious superior forces will Shaldren sound the grand alarm as opposed to attacking the PCs. He will prefer to attack from a distance if possible (which will depend on the APL). If one or two spells are not enough to dispose the PCs he will sound a grand alarm.

The meta-game benefit of this approach is that things get more difficult in case of a minor mistake on the PCs' behalf, but the situation does not become lethal immediately. It gives the PCs some chance to make good upon an error. Besides, it is not an illogical reaction. The slaves do make some trouble now and then and it Shaldren's task to deal with this.

The Prisoners

All the prisoners are wearing rags and simple sandals. They all have been badly burned by the sun and they are

covered with scars both recent and old. While they are clearly not treated very well, their hair is cut short and apparently they recently had a bath. They look thin, lean and muscled. Many have a bad cough. The soldiers keep them constantly busy by day, so that by nightfall they are fatigued and less prone to try anything.

All of the prisoners originally come from Sunndi. Most of the prisoners are male human commoners, but there are also a few male halflings and gnomes among the group. Some of them might be a fighter or rogue, but they are fatigued and too afraid of the soldiers to even consider attacking them. Their skills and senses have been dulled due to years at the Calling Mines. Their instinct to obey orders as quickly as possible will help the PCs greatly in getting them out. Once left to their own devices, most will remain silent and downtrodden, a few though talk or whisper to themselves or behave in other irrational ways.

👉 **Prisoners, mostly male human Com1 (20)**; hp 4; no relevant combat skills.

Furgern is not like his fellow prisoners. He still has some pride left in him, even though he appears rather cynical and pessimistic. If he is given an opportunity to escape, he will grab it with both his hands even if it means risking his life. He has a message for Hazendel, which he promised to a good friend to deliver, just as that friend would do if she were freed before him. So he will not risk his life needlessly. It was this promise as well as his dwur stubbornness that kept him alive in the past decade. The message was for Hazendel alone and under no circumstances will he tell it to the PCs. If he dies, tough luck, but some things should only be told to really trustworthy people and freeing some slaves just is not enough for a dwur like Furgern. Just like his fellow prisoners though, the mines did get to him. So he is slightly insane and prone to nightmares as well as talking to voices nobody but him can hear.

Furgern is rather tall for a dwarf and so thin that he almost looks like a skeleton. His eyes look somewhat feverish, though at moments he looks into the world with clear eyes and he still can appreciate a good joke. His red hair and beard are unkempt and his breath smells strongly of black root, a weed with an effect comparable to coffee but with a more vile taste. It has not been a lack of food that made him so thin. The Ahlissans actually treated him quite well because of his expertise as a miner. He always has been thin, but the nightmares and resultant lack of sleep have made it considerably worse.

👉 **Furgern, male dwarf Ftr2/Exp2**; See Appendix 1.

Note: The slaves will not look kindly upon the PCs if they only free Furgern. To make things a bit more challenging, they should notice when this is happening. In that case they will start demanding to be taken as well,

which might alert any guards still present. A DC 10+APL Bluff check and some role-playing though should convince them the PCs will be returning later to free them as well. Furgern and Robern will be a bit more understanding, though he will try to get the PCs to free the others as well. The fact that they are already free might have something to do with this.

Under no circumstances will the slaves and Furgern trust the PCs immediately and Furgern will never admit to be a friend of Hazendel. For all he knows, the PCs might actually be spies send by Ahlissa and giving away that information might place in him a more difficult spot then he is in already.

The Camp

A map of the camp can be found in Appendix 3.

In the Flanaess, soldiers always run the risk of facing opponents with access to a few simple spells that make keeping prisoners or even their own men secure rather difficult. Luckily, with the right training and some work, common soldiers can take some actions to increase their protection. Remember, these soldiers have been stationed at the Calling Mines and they have been dealing with Sunndian raiders for some time now. Some of these actions would be taken by any group of armed men, even if there were no risks of spells, others are more specialized.

A few general remarks about the camp:

- They have cleared away the undergrowth around and in the camp. This has the benefit of not being susceptible to the *entangle* spell, but also removes the concealment and cover for hiding opponents. They left the trees, because cutting them down would take too much time and the trees have their uses as well.
- Small barriers made out of the bushes and undergrowth cut away give a small measure of defence against attackers. This barrier surrounds the soldier camp and part of the slave camp (see the map). It is about 5 ft. wide and 5 ft. high. It provides some cover and it takes one full round to hack a way through it. Passing the barrier silently will be very difficult without the aid of magic and even then signs of such passing can be seen relatively easy.
- A net made out of sturdy ropes with a fine maze is fashioned above both camps. This net offers some protection against attacks made by flying opponents. Its main goal though is to pose a hindrance against raiders that try to make a quick approach by air. Once again, cutting through the net is certainly possible (the rope has 2 hit points and a hardness of 0), but doing it unnoticed is more difficult. To cut the ropes silently requires a DC 15 + APL Move

Silently check. Whether patrolling soldiers see the gap is up to you.

- Inside the camp and along the borders there are several campfires. The watch keeps these burning (though more as glowing cinders then a bright campfire) and there are torches lying right beside the fire. This helps the soldiers observing the area and it also forms a good aid in getting rid of any webs that might be cast in the area.

1. The River

The camp has been set up next to a small-unnamed river that flows toward the north where it will eventually join the Greyflood River. The slopes of the valley are relatively steep and densely overgrown with bushes and small trees. The bottom of the valley is on average about 500 ft. wide and relatively flat. The ground is rather swampy with tall grasses and willows forming the main vegetation of the area. The Ahlissan's chose to build their own camp on a relatively flat higher (and hence dryer) part of the valley where there are less mosquitoes. There was no room for the slaves, so they were placed in the bend of a river. The ground is dry, but there are many insects to make their life miserable.

The river itself contains clear water. The current is fast, and the stream is about 15 ft. wide and about 7 to 8 ft. deep at its deepest. The banks are low and easy to climb, except where noted on the map (such as directly across the slave's camp). Crossing the river requires a DC 15 Swim check. Remember that the speed for a swimming character is $\frac{1}{4}^{\text{th}}$ of their normal speed. Also remember the to double the armour check/carrying capacity penalties before it is applied to the swim check. The slaves have a Swim skill modifier of -1. Further upstream and downstream (about 200 ft. downstream) there are more then enough places where crossing the river is not that difficult, even for the slaves.

2. Surrounding Vegetation

The slopes of the valley are steep and overgrown with dense bushes and small trees. At some places the valley slope are too steep to walk, though this is not the case close to the soldier camp. Besides hindering the movement ($\frac{1}{2}$ movement during combat), it does provide some good concealment for the PCs when approaching the camp. When fleeing from the valley, this cover will also help deter any pursuing enemies. The bushes end about 50 ft. from the camp border and between the slave and soldier's camp.

The valley floor itself is mostly wet, filled with small pools and holes and overgrown with tall grass and a few willows. The grass does provide some good concealment, though as with the bushes it has been flattened in the

slaves camp and 50 ft. away from it (except on the other side of the river).

3. Soldier's Camp

The camp consists of 10 large simple tents, which all look alike. In each tent sleeps 5 soldiers, except for the Commander's Tent, Shaldren's Tent, the Lieutenants' Tent and the Sergeants' Tent. The tents of the soldiers and sergeants are empty except for the soldiers' bedrolls and packs. Of course, at night the soldiers will be sleeping in the tents as well. To prevent enemies from sneaking in, they have placed some branches on the ground in the hope that they will make a lot of noise. However, a skilled rogue should be able to avoid these.

4. The Commander's Tent

Remeth might be arrogant, but he is not foolish. His tent does not differ from the tents of the common soldiers, though unlike the common soldiers he does not share his tent with anybody else. Inside there is bedroll on the ground as well as a piece of flat rock that functions as a small table. There are several packs lying in a corner. These contain some more luxurious supplies as well as some personal belongings of the captain. Further then that the tent is spartan and empty. Small metal bells hang on some tactical spots, which make entering the tent in silence difficult.

At APL 6+ captain Remeth has a *stone of alarm*. He has this stone attached to his tent and all his soldiers are aware of this. They use this to great effect when they want to set off a general alarm. Nobody except Remeth knows the command word of this stone.

5. Shaldren's Tent

From the outside Shaldren's Tent looks like all the other tents in the camp. However, once inside, which might set off an *alarm* spell at higher APLs, it becomes clear that the inhabitant of this tent is not part of the army. The bedroll is luxurious as are several other objects in the tent such as several cushions, a water pipe, and several luxurious silver eating utensils. The travelling spellbook of Shaldren is hidden under his bed. It is protected by a set of *explosive runes* cast on it by a 10th level caster. The book is not part of the AR, since the PCs should never acquire it.

6. The Lieutenants' Tent

This tent is not unlike the soldiers' tents, except that there are only two bedrolls.

7. Animal's Pen

The Hollow Highlands are badly suited for cavalry, but that does not mean that the soldiers did not take any horses with them. First of all, they took 10 packhorses

with them to carry supplies. Secondly, all the officers have light warhorses and Shaldren has a light riding horse. The horses are hobbled by their ankles with some rope. This gives them limited freedom of movement within in the area, but they cannot run or move away through the makeshift hedge. Most of the vegetation that has been cut away for the camp has been fed to the horses.

The guarding dogs that are not with the guards are also sleeping here.

8. Slave's Camp

About 100 ft. away from the Soldier's Camp lies the Slave's Camp. The slaves have no tents. They sleep huddled together under a couple of willows. They have been chained together with normal metal manacles and poor locks (DC 20 to open with open lock skill). The guards patrol on the inside of the makeshift hedge, though they are not particularly alert. Just as with the Soldier's Camp there are several campfires that light the area. The guards will all walk around a bit, mostly in groups of two and three to remain awake. Now and then they will check the slaves to see if they are all right. At the first sign of trouble they will give a single warning signal. This would bring on Shaldren. Only when they realize that superior forces are attacking them will they give a triple warning (a move equivalent action), which would rouse the whole camp.

A Warm Welcome

The following part tells you how to deal with the PCs if they approach the camp openly. Obviously there many conceivable ways what the PCs might do once they arrive at the camp. Hopefully, you can adjust the encounter based on the information above and below. If the PCs select a more sneaky approach or once they leave their tents, the description of the camp as well as the description on the movements of the NPCs above should give enough information to deal with that.

The Reception Committee

Unless the PCs have had a really unfortunate string of bad luck, they will either arrive openly at the camp as guests of Tolquann or as part of a plan to free the prisoners (in this case they should keep any equipment of Tolquann and his men hidden). If Tolquann is with the PCs, the guards will let them pass without much more than a curious glance and some loud congratulations for capturing the escaped prisoner (assuming Robern is there of course). If Tolquann is not with the PCs, the guards will not let the PCs pass without at least alerting one of the lieutenants, who will then guide the PCs to Captain Remeth.

Remeth will be at his tent eating, enjoying the pleasant evening, or sleeping, depending on the time. If Tolquann is present, he will politely request the PCs to wait while he asks Tolquann for a report in private. If Tolquann is not present, he will come to the point immediately. He acts like a hospitable man, who will be asking questions more out of duty than because he likes to do so. He is not a good actor though, and it does not take much skill to realize that Remeth is an arrogant man. He is very curious about where the PCs have come from and where they are going to, especially if they openly state they are from Sunndi. He will treat people who openly admit to be enemies of his (such as Sunndians, followers of Heironeous and Trithereon) with some more respect than others, because he respects their courage to openly state their allegiance. Obviously, he still will not trust them.

If the PCs met Robern, he will also enquire about what Robern has told them and whether they believe what the man has told. Like Tolquann, he will point out that Robern is a dangerous criminal who more than likely went insane in the Calling Mines. Unlike his soldiers, Remeth is fully aware of the nature of his mission. Of course, he will deny having such knowledge. As far as the PCs are concerned, he just does what he is told to do (though a DC 15 Sense Motive will show that he clearly is not happy with this job).

During the interview, he will offer the PCs something to drink or eat. Remeth has no intention of letting the PCs go. No matter what the PCs will tell him, he is convinced that they are Sunndian spies here to help free the prisoners (even if they are from Ahlissa or Onnwal). Though whether he actually believes so or whether he just uses the PCs to vent his anger on is open to debate. While he does not mind a good battle, he realizes the PCs might be strong enough to cause a lot of damage. So he plans to dull their senses through poisoning the PCs' drinks, offering them a place to sleep and then ambush them once they are asleep.

Since he will be drinking from the same jar, he will be very insulted when the PCs insist on casting a *detect poison*. Of course, when they do detect the poison, he will let the cook be killed (unless the PCs try to persuade him from such actions). Of course, the cook will deny all accusations, but Remeth does not care. The poison is a slow acting one.

Poison: Ingestion, DC 14 Fortitude save; initial damage 1d4 wisdom, though the PC will feel highly robust due a temporary con increase of +2 for 1d10 minutes); secondary damage 2d6 wisdom though unlike normal poison these are lost over the next hour.

Note: The loss of wisdom might result in divine spell casters who cannot cast spells of a specific level

anymore. These prepared spells are NOT forgotten. If their wisdom is raised high enough to once access the spells any spell that has not been cast before, can be cast again. Also remember that druids and clerics can still use these slots for spontaneous castings (though of a maximum level that their current wisdom allows).

Unless the PCs succeed in a DC 18+APL Heal check, they will not realize they have been poisoned until it is too late (after the vital first 1 minute). Remeth has the antidote, which will not only remove the poison, but also its effects, hence his lack of fear of drinking from the wine.

Once the interview is over, Remeth will assign a tent to them. He will pretend that the area is quite dangerous and will say that the PCs should not mind the few extra guards he will post around the tent to protect his guests. While the words might suggest a request, it should be obvious that it is not. Once the PCs are in the tent, the waiting starts. Let the PCs do what ever they want, though they are NOT allowed to leave the tent without an escort and then only if they need to relieve themselves.

A Helping Hand

After about an hour, when most of the soldiers are to sleep, Lieutenant Carwend will make his move. He will not show his face, but instead he will approach the PCs from the back of tent. Carwend will inform the PCs that Captain Remeth has poisoned them and that he is planning to ambush the PCs sometime early next morning. He will provide the PCs with a *wand of lesser restoration* (10 charges) as well as a detailed map of the campsite (see Appendix 3) including a schedule with the guards and when they are relieved.

The PCs might doubt his information. After all, it might be a trap to lure them into doing something illegal. If they ask who he is and why he is helping them, he will say that they will just have to trust him. If they insist, he will state that he is a member of the Idee Rebels and he hopes the helping the PCs will help the rebels cause. This will be especially true if they free the slaves, so he will ask from them to free these slaves.

If the PCs want to betray him, he is ready to disappear though. Obviously, Remeth will not even listen to the PCs, since he trusts Carwend a lot more than those treacherous adventurers. The racket an attack on Carwend will cause should also make escaping their predicament real tough.

If the PCs opt to remain in the tent, Remeth will attack with all his officers, Shaldren and about 20 men at 7 am. Though the PCs might notice the preparations for the assault.

Aid while sneaking around

Obviously Carwend cannot help the PCs if he is not aware of their presence. When confronted by the PCs, he will try to do his best to help them without attracting too much attention. For example, if the PCs attack him while he checking the guards, he will fall and play dead as soon as conceivably possible. When all other soldiers within earshot are killed or unconscious, he will then talk with the PCs. He might offer the *wand of lesser restoration* in addition to his help, including distracting any chasers. Since he is not carrying the wand while walking around the camp, this is not an empty promise in as far that the PCs cannot take it from him anyway. The PCs might not trust him, but he is speaking the truth when he states that he is a member of a group of people willing to free any Sunndian slave and that he just did not had the opportunity to let any more escape then one earlier that day. If he on the other hand somehow notes the approach of the PCs, he will try to lure the guards away. An observant PC might actually note that Carwend is leading the soldiers away from the PCs on purpose.

Imprisoned

There is a chance that Tolquann might have imprisoned the PCs due to a string of bad rolls or poor tactics. In that case, the PCs will be brought to a tent immediately and questioned by Remeth. He will not be kind to the PCs if they do not answer immediately. Tolquann will heal their wounds beforehand, but if the PCs keep refusing to answer Remeth's questions or act arrogantly, Remeth is not above torture. It is unnecessary to go into the details, just reduce the PCs hit points by 10%. Since adlevine extract reduces a person's wisdom, Remeth will administer a dose (especially to wizardly and rogue types) to help ease the questioning. After about an hour Remeth will leave. Again, one hour later, Carwend will arrive. He will be wearing a dark cloak and cowl to hide his face. He will free the PCs and provide them with their equipment as well as the map and the *wand of lesser restoration*.

Note: Chances are the PCs will not gain the *wand* unless they actually approach the camp openly. See it as a reward for selecting a much more challenging way to free the prisoners. Not only will they need to sneak into the Prisoner's Camp, they will also have to sneak out of the soldier's part of the camp.

A note of courage: The PCs might be too afraid to help all the slaves, because they think they have no chance of success. If so, feel free to point out that it should be near impossible to follow the PCs into the hills at the dark of the night. If the soldiers would follow, they would need to spread out, which should give the PCs ample of opportunity to kill of the soldiers one by one. The

soldiers also have no idea with how many forces they are dealing. After having fought what comes down to a guerrilla war for some time they are not too eager to follow the PCs into the dark.

ACT 3: DASH FOR THE BORDER

Once the PCs have freed the slaves they are not yet free of danger. It will be a dangerous and long journey to get into the safety of Sunndi.

The Journey

The nearest border with Sunndi is around 30 miles away as the crow flies. Since the area consists of hills with overgrown valleys and slopes, the real distance will be much longer, especially because soldiers will heavily patrol most of the easy paths in the area. On average the PCs with the slaves can move at most 8 miles a day (assuming a basic movement of 20 ft. and the fact that trackless hills reduce this by another 50% - See the *Player's Handbook*, page 164 for more information). The slaves are too tired for a forced march. So more then likely it will take the PCs and the prisoners 3 days to arrive within the safety of Sunndi. Three days during which they have to dodge the border patrols while trying to keep their charges alive.

If the PCs decide to try another route they will fail. The distance to the Iron Hills is a least 5 times as long and goes straight through a densely populated area. In this case the slaves will be recaptured - though the PCs and perhaps one or two slaves will escape. They will still be attacked by the air elementals, but they will not meet the gnome scout. Adjust the descriptions accordingly.

The easiest way to deal with this journey is to let the players discuss how they are going to deal with it and leave it at that. The exact details of their plans will have no impact on what happens later on (except perhaps in the descriptions given by you). A more complicated way is to ask the players to make DC 10 Survival checks (for every 2 points above the DC, one more person can be fed) to represent gathering food and avoiding natural hazards. If the PCs cannot support enough slaves, some of them might die. Since the slaves cannot travel very fast, this will not slow down the journey if PCs with a base speed of 30 or higher spend time looking for food. This has little in game effects, but might have an impact on how you describe the journey. Fact is, that the slaves are fatigued and hungry. It is not easy to gather food for such a large group while on a journey and to remain undetected by soldiers. Such a roll gives the players the

feeling that such a journey is indeed difficult. For simplicity sake assume that a slave will not be able to travel on after having had no food for one day. The slave will die after a second day without food.

Other good checks to make are for Hide and Move Silently. These checks represent the skill of the PCs to remain undetected by both predators as well as soldiers. If the PCs send out a scout (both to the front and to guard the rear) these PCs should make the check. Otherwise one or two PCs put in charge of selecting the best route and setting up camp should make these checks. One check per day of travel should be made. Modify these checks based on good or bad ideas. Racial modifiers should be ignored and instead of the Dexterity modifier, Wisdom or Intelligence modifiers should be used (it is more about selecting the best possible route than about remaining hidden under the scrutiny of some observer).

Use the results of the Hide and Move Silently checks to help describe the journey just as with the Survival checks. With good rolls it will be relatively easy to remain unseen, while with bad rolls there will be several close encounters with Ahlissan soldiers or some dangerous monster. At some point near the end of the journey, the PCs will hear the sounds of hunting horns behind them. If they rolled terrible Hide checks, they might even see a dust cloud in the distance as a clear sign that the soldiers are nearby. Right at this point they will be travelling through a narrow pass. A powerful spellcaster stationed in the Calling Mines has summoned elemental creatures to hunt down the slaves and the PCs and right here the elemental(s) catch up with the PCs. Before that though, they will meet a scout from Sunndi.

Advanced Scout

At some point during the second day, a gnome from Sunndi will approach the PCs. The gnome will be wearing leather armour and carrying light weapons. The colours of his clothes are dull brown and dark green. He clearly wears a symbol on his left breast. It depicts a badger on a green field under a blue sky. A DC 15 Knowledge [nobility and royalty] or Knowledge [local] check (Sunndians have a +5 circumstance bonus on this check) will allow the PCs to recognize the heraldry of the gnome as belonging to the Burrowers.

The Burrowers are a group of irregular soldiers from the Hollow Highlands that hold allegiance to no clan in particular but serve all the clans. The Burrowers consist of individual bands whose attitude and tactics vary with the leaders and members of that group. Some bands are known to even raid Ahlissa in secret. They are all known for their hatred for Ahlissa and their support for Sunndi.

The gnome will introduce himself as Fonkin. Fonkin is rather curious about the PCs. He is not inclined to

believe the PCs to be working for Ahlissa unless they do not have any slaves besides Furgern and/or Robern with them. In any event, after having questioned the PCs and being convinced they speak the truth, he informs them of a quick route into Sunndi. This route will take them through a small pass behind which a small unit of Burrowers generally are guarding the border. If they succeed in a DC 10 Diplomacy check he will offer to travel ahead and warn them. He will still do so in any case, but he will just not mention it to the PCs. Whether or not the PCs are friendly with Fonkin will matter little except in the read aloud texts below.

Fonkin is a mid-level ranger (CG male gnome Rng5) who knows the area like the back of his hand. He will prefer fleeing to fight. His exact stats will not matter.

Caught

<If the PCs did not follow the advice of Fonkin, adjust the description below accordingly by removing any references to Sunndian aid>

For a couple of days you have been travelling through the uncharted and dangerous wilderness at the border between the Hollow Highlands and Ahlissa. The oppressive heat, dense bushes, rough terrain and the constant threat of being spotted by Ahlissan border patrols have made this a journey you will not likely to forget.

Now things finally seem to be coming to a conclusion. You only have to get through a narrow pass ahead behind which a small group of Hollow Highland militia members are waiting for you. Behind you the sounds of Ahlissan hunting horns make it clear the Ahlissans have finally managed to catch up with you and are closing in rapidly. The steep slopes of the pass are mostly bare with several big rocks forming natural ledges and here-and-there a small tree. The floor of the pass is rocky and will be difficult to traverse too quickly.

Carefully, but quickly, you enter the narrow pass, when suddenly you hear a scream. Looking around you see several strange creature descending upon you from about fifty feet above you. They look like a mass of dark smoke, but within the smoke you note a demonic form made out of the smoke it is hiding in with bat-like wings, clawed tendrils and a gaping maw. They seem to be saying something in a tone that reminds you of the rumble of thunder and the howling of the wind.

"The master commanded to kill the escaped slaves and all with them!"

At APL 2 these two creatures are two normal medium air elementals. At APL 4 it will be two large air elementals (they still look like belkers – the difference is game mechanically). At APL 6 it will be three belkers. At APL 8 it will be two advanced belkers and at APL 10 it will be five advanced belkers. Their orders are to kill the PCs and the slaves and that is what they will be doing. Of course, the slaves will scatter, so they will focus on the PCs, the most obvious threats. Elementals and belkers are not known for their intelligence. They will close in and start fighting as directly as possible.

APL 2 (EL 5)

➤ **Elemental, air medium (2):** hp 26; see *Monster Manual*.

APL 4 (EL 7)

➤ **Elemental, air large (2):** hp 60; see *Monster Manual*.

APL 6 (EL 9)

➤ **Belker (3):** hp 38; see *Monster Manual*.

APL 8 (EL 11)

➤ **Belker, advanced 11 HD (2):** hp 82; see Appendix 1.

APL 10 (EL 13)

➤ **Belker, advanced 11 HD (5):** hp 82; see Appendix 1.

Tactics: The tactics between the air elementals and the belkers will be slightly different.

Air Elementals: The air elementals will obviously favour hit-and-run tactics, using their speed and fly-by-attack to their advantage. When they are facing archers or wizards they will focus their attacks on those PCs (large elementals might decide to land to make better use of their multiple attacks). The air elementals will take whirlwind form only when things go badly - though remember that medium sized air elementals can only suck up small sized or smaller characters and hence will not assume this form when only facing medium sized characters. Also remember that a large elemental can contain up to 4 characters. Also do not forget that a whirlwind that touches the floor will create a cloud of debris around it. Creatures within this cloud will have concealment.

Belkers: Belkers will start in smoke form and will shift back when the victim of the smoke claws has succeeded in her Fortitude save. Though they might shift their attention to a character not yet attack by another belker. While in gaseous form they have DR 10/magic and they lose their natural armour bonus. Remember that they are elementals and hence they cannot be flanked, and are immune to critical hits, sneak attacks, poison, sleep, paralysis and stunning.

If things go extremely badly, the Sunndian soldiers mentioned above might have been warned by fleeing slaves and they might have come to the rescue of the PCs. Do not do this lightly, since this will take away the glory from the fight. Wait at least till several PCs are down if you want to do so at all.

Terrain: The reasonably flat area within the pass is about 30 feet wide. The ground within the pass is covered debris. This will cause none-flying characters to have a half-movement and if they run or charge they need to succeed in a DC 12 Balance check. If they fail by 5 or more they will fall prone, otherwise they just cannot run. The area in front of the pass is also overgrown with bushes and it is also rough underground, but it is not enough to cause any penalties to movement or risks of falling. There are ample places to hide.

Treasure: These creatures do not have any treasure. The elementals have been called to this world with conjuration [calling] magic and hence they are not blocked by *protection from evil* spells and similar magic which only hedges out creatures summoned with conjuration [summoning] magic.

Conclusion: Arrival

By the time you have defeated the fiendish smoke-like creatures, which apparently have been put on your trail by a powerful spell caster, you quickly note that the Ahlissan hunters have come considerably closer. Quickly you gather the few remaining slaves at this end of the pass and then you rush through the pass. To your relief you are greeted at the other side of the pass by several heavily armed dwur, noniz and hobniz. A familiar face, Fonkin, steps forward and signals you to follow him quickly. While you leave the pass behind you, you note that the Sunndians quickly take up positions to ambush any that follow you. You have made it!

What happens after the PCs arrived in Sunndi, is dependent on how they acted throughout the scenario and whether or not they did their utmost best to free all slaves and if Furgern made it out alive.

If the PCs freed the slaves, they will be received as heroes. To the Sunndians it really does not matter whether those freed were actual criminals or real prisoners of war. Freeing them confirms what almost every Sunndian believed to be true anyway and the idea of giving such a blow to the morale of the tyrants that rule Ahlissa just makes their day. Even if the PCs opt to remain in the background, the freed slaves will inform the Church of Trithereon about what the PCs did for them. This will garner the PCs 1 favour with the Church of Trithereon usable in any such church within the

Splintered Sun meta-region. The exact effects of this favour depend on the region in which the player elects to use it. Of course, if a certain nation does not have a Church of Trithereon, it cannot be used either.

If the PCs have freed Furgern, they are in for a slight surprise. Robern was speaking the truth. Furgern is an old and good friend of Hazendel and he does have a message to Hazendel from his fiancé. While the contents of the message remains unknown for now (it might be revealed in a later part of this series), it should be obvious that the PCs earned a favour from a powerful man. The exact reward once again depends on how much effort they put in freeing the slaves (if any at all). Though it always include a sizable monetary reward.

First of all, if they freed more slaves than just Furgern, Hazendel will personally reward them with the Bronze Sun of Sunndi for having done an exceptional task for the cause of freedom. The Bronze Sun has no magical properties and is mainly of role-playing value, though Sunndians tend to treat those with a Bronze Sun favourably. It functions as 1 favour with King Hazendel himself (though those can only be used within Sunndi for as of yet undetermined things). Ask your local triad about the precise effects of such a recommendation in their region if any.

Of more interest to the PCs, is the fact that Hazendel and Furgern will introduce several skilled dwur and olven craftsmen to them. This will allow the PC to buy a one-time special item (see treasure summary and the AR). Unlike the Bronze Sun, this access will be granted to the PCs even if they did not free any other slave besides Furgern.

If the PCs on the other hand left all slaves except Furgern to rot in imprisonment of Ahlissa, they will be treated a lot more coolly. They will not gain the favour from the Church of Trithereon, nor will they gain the Bronze Sun. In this case, Furgern and Hazendel will only grudgingly introduce them to various craftsmen. If they did their utmost best to free as many slaves as possible (judge this from the perspective of Furgern and he is a stern dwarf), be a bit more lenient in this regard.

Finally, attacking Ahlissan soldiers is never a good idea and helping convicted criminals escape is an even worse idea. If the PCs did not kill any officers or at least did not leave any witness of such an act (which includes the body of the victim), the PCs did not attract enough attention to warrant a special remark on the AR. If they did kill an officer though, they will become wanted for murder and helping a criminal escape within Ahlissa. They instantly lose all special treatments with any governmental body of Ahlissa.

At the beginning of a session taking place in Ahlissa the DM should make a secret d20 check. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be

captured and must pay a total bribes of 100 gp x APL at which the scenario was played to prevent an execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spend instead of these bribes.

Critical Event Summary

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to madfox@planet.nl.

1. What was the composition of the party?
2. In which real-world country was the module played?
3. At what APL was this event run?
4. Was Furgern rescued?
5. Where the other slaves rescued and if so how many (including Robern)?
6. What was Remeth's fate?
7. What was Carwend's fate?
8. What was Shaldren's fate?

Of course, besides the answers to these questions, a short summary of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + role-playing) to each character

Act One, Pack Attack

Defeating fiendish dogs:

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Act One, Hunters of the Transport

Defeating the Ahlissan Soldiers send out to capture the prisoner through combat or trickery:

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

APL 10 330 XP

Act Two, The Prisoner Transport

Freeing the Sunndian Slaves (the number between the brackets is what they get when they only free Furgern):

APL 2	150 (120) XP
APL 4	210 (190) XP
APL 6	270 (240) XP
APL 8	330 (300) XP
APL 10	390 (360) XP

Act Three, Dash for the Border

Defeating the elementals:

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

Discretionary Role-playing Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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 Sunndian regional scenario, characters from Sunndi may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key

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

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp

Note: It is assumed that the PCs will only fight a limited amount of NPCs and that they do not have the time to fully loot every soldier they kill. Carrying around armor might also be quite difficult. Hence the fact that if the PCs defeat every single NPC opponent in this scenario, the treasure will outstrip the maximum allowed per APL. Just consider that these excess profits will be creamed off by given it to the slaves and to the government through taxes or some such.

ACT 1, Hunters of the Transport

Looting Tolquann and Montak, the loot of the man at arms is given below.

APL 2: L 61 gp; C 10 gp; M *scroll of cause fear* (4 gp), *scroll of cure light wounds* (4 gp).

APL 4: L 125 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), 2x *potion of invisibility* (25 gp each).

APL 6: L 232 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), 2x *potion of invisibility* (25 gp each), *cloak of elvenkind* (208 gp).

APL 8: L 86 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of cure critical wounds* (58 gp), *full plate +1* (221 gp), 2x *potion of invisibility* (25 gp each), *potion of cure serious wounds* (63 gp), *cloak of elvenkind* (208 gp), *chain shirt +1* (104 gp).

APL 10: L 86 gp; C 10 gp; M 2x *scrolls of cure light wounds* (4 gp each), *scroll of silence* (12 gp), *scroll of invisibility purge* (31 gp), *scroll of cure critical wounds* (58 gp), *full plate +1* (221 gp), *bracers of health +2* (333 gp), 2x *potion of invisibility* (25 gp each), *potion of cure serious wounds* (63 gp), *cloak of elvenkind* (208 gp), *chain shirt +1* (104 gp), *gloves of dexterity +2* (333 gp).

ACT 1 and 2, Man At Arms

Looting ONE man at arms throughout the scenario will result in the following treasure:

APL 2: L 5 gp; C 1 gp; M 0 gp.

APL 4: L 18 gp; C 2 gp; M 0 gp.

APL 6: L 26 gp; C 4 gp; M 0 gp.

APL 8: L 41 gp; C 9 gp; M 0 gp.

APL 10: L 66 gp; C 14 gp; M 0 gp.

ACT 2, Sergeant

Looting ONE sergeant throughout the scenario will result in the following treasure:

APL 2: L 16 gp; C 4 gp; M 0 gp.

APL 4: L 28 gp; C 10 gp; M 0 gp.

APL 6: L 60 gp; C 20 gp; M 0 gp.

APL 8: L 76 gp; C 30 gp; M 4 gp (*potion of cure light wounds*).

APL 10: L 76 gp; C 30 gp; M 8 gp (2x *potion of cure light wounds*), 62 gp (*potion of cure serious wounds*).

ACT 2, Captain Remeth

APL 2: L 63 gp; C 10 gp; M 2x *potion of cure light wounds* (4 gp each), *potion of bull's strength* (25 gp).

APL 4: L 167 gp; C 20 gp; M 2x *potion of cure light wounds* (4 gp each), *potion of bull's strength* (25 gp), *potion of cure moderate wounds* (25 gp), *cloak of resistance +1* (83 gp).

APL 6: L 29 gp; C 30 gp; M 2x *potion of cure light wounds* (4 gp each), *potion of bull's strength* (25 gp), 2x *potion of cure moderate wounds* (25 gp), *cloak of*

resistance +1 (83 gp), *stone of alarm* (225 gp), *full plate +1* (221 gp).

APL 8: L 3 gp; C 40 gp; M 2x *potion of cure light wounds* (4 gp each), 3x *potion of bull's strength* (25 gp), 3x *potion of cure moderate wounds* (25 gp), *cloak of resistance +1* (83 gp), *stone of alarm* (225 gp), *full plate +1* (221 gp), *heavy flail +1* (193 gp), *ring of protection +1* (167 gp).

APL 10: L 3 gp; C 50 gp; M 2x *potion of cure light wounds* (4 gp each), 3x *potion of bull's strength* (25 gp), 3x *potion of cure moderate wounds* (25 gp), *cloak of resistance +2* (333 gp), *stone of alarm* (225 gp), *full plate +2* (388 gp), *heavy flail +1* (193 gp), *ring of protection +1* (167 gp), *amulet of natural armor* (167 gp).

ACT 2, Carwend

APL 2: L 42 gp; C 20 gp; M *potion of cure light wounds* (4 gp).

APL 4: L 53 gp; C 20 gp; M *potion of cure light wounds* (4 gp), *cat's grace* (25 gp), 2x *elixir of hiding* (21 gp each), *cloak of resistance +1* (83 gp).

APL 6: L 103 gp; C 20 gp; M *potion of cure light wounds* (4 gp), *cat's grace* (25 gp), 2x *elixir of hiding* (21 gp each), *cloak of resistance +1* (83 gp), *hat of disguise* (150 gp).

APL 8: L 82 gp; C 20 gp; M *potion of cure light wounds* (4 gp), *cat's grace* (25 gp), 2x *elixir of hiding* (21 gp each), *cloak of resistance +1* (83 gp), *hat of disguise* (150 gp), *chain shirt +1* (104 gp).

APL 10: L 82 gp; C 20 gp; M *potion of cure light wounds* (4 gp), *cat's grace* (25 gp), 2x *elixir of hiding* (21 gp each), *cloak of resistance +1* (83 gp), *hat of disguise* (150 gp), *chain shirt +1* (104 gp), *gloves of dexterity +2* (333 gp).

ACT 2, Alaern

APL 2: L 54 gp; C 5 gp; M *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp).

APL 4: L 170 gp; C 10 gp; M *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *potion of bull's strength* (25 gp).

APL 6: L 33 gp; C 15 gp; M *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *potion of bull's strength* (25 gp), *full plate +1* (221 gp), *cloak of resistance +1* (83 gp).

APL 8: L 6 gp; C 20 gp; M *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *potion of bull's strength* (25 gp), *full plate +1* (221 gp), *cloak of resistance +1* (83 gp), *heavy wooden shield +1* (96 gp), *long sword +1* (193 gp).

APL 10: L 6 gp; C 25 gp; M *potion of cure moderate wounds* (25 gp), *potion of endurance* (25 gp), *potion of bull's strength* (25 gp), *full plate +2* (388 gp), *cloak of*

resistance +1 (83 gp), *heavy wooden shield +1* (96 gp), *long sword +1* (193 gp), *ring of protection +1* (167 gp).

ACT 2, Shaldren

APL 2: L 3 gp; C 10 gp; M *scrolls of dispel magic* (31 gp), *fly* (31 gp), *web* (12 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* (31 gp).

APL 4: L 28 gp; C 10 gp; M *scrolls of dispel magic* (31 gp), *fly* (31 gp), *web* (12 gp), *potion of cure light wounds* (4 gp), *cure moderate wounds* (25 gp), *invisibility* (25 gp), *wand of magic missile* (31 gp), *cloak of resistance +1* (83 gp).

APL 6: L 28 gp; C 10 gp; M *scrolls of dispel magic* (31 gp), *fireball* (31 gp), *fly* (31 gp), *protection from elements* (31 gp), 2x *web* (12 gp each), *potion of cure light wounds* (4 gp), *cure moderate wounds* (25 gp), *invisibility* (25 gp), *wand of magic missile 3rd lvl* (93 gp), *cloak of resistance +1* (83 gp).

APL 8: L 28 gp; C 10 gp; M *scrolls of confusion* (58 gp), *dispel magic* (31 gp), *fireball* (31 gp), *fly* (31 gp), *protection from elements* (31 gp), 2x *web* (12 gp each), *potion of cure light wounds* (4 gp), *cure moderate wounds* (25 gp), *invisibility* (25 gp), *wand of magic missile 3rd lvl* (93 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp).

APL 10: L 28 gp; C 10 gp; M *scrolls of 2x confusion* (58 gp each), *dispel magic* (31 gp), *fireball* (31 gp), *fly* (31 gp), *protection from elements* (31 gp), 2x *web* (12 gp each), *potion of cure light wounds* (4 gp), *cure moderate wounds* (25 gp), *invisibility* (25 gp), *wand of magic missile 3rd lvl* (93 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp).

Conclusion: Arrival

Monetary reward for freeing Furgurn.

APL 2: L 0 gp; C 200 gp; M 0 gp.

APL 4: L 0 gp; C 300 gp; M 0 gp.

APL 6: L 0 gp; C 400 gp; M 0 gp.

APL 8: L 0 gp; C 500 gp; M 0 gp.

APL 10: L 0 gp; C 600 gp; M 0 gp.

New Items

Please put the following items on the Adventure Record with the notice "Cross out the items this character did not acquire."

One time Reward by Hazendel/Furgern: As a reward for freeing Furgern, an old friend of Hazendel, they introduce you to several master craftsmen of their respective races. This favour must be used to gain access to purchase one of the following items. It can be used only once. The item does not have to be bought immediately. The exact item depends on the APL at

which the scenario is played (of course, items of a lower APL can be bought instead):

APL 2: Darkwood buckler; darkwood shield; mithral heavy shield; *bracers of armour +2*; any armour up to +2 enhancement (including special armour mentioned in this favour).

APL 4: Mithral shirt; *cloak of elvenkind*; *boots of elvenkind*.

APL 6: *Elven chain*; cloak of resistance +2, *bracers of armour +3*.

APL 8: Cloak of resistance +3

APL 10: Dwarven plate; mithral full plate; *belt of dwarvenkind*; *bracers of armour +4*.

Order of the Bronze Sun: As a reward for freeing a group of slaves, Hazendel has awarded you with the Order of the Bronze Sun. This counts as 1 favour with Hazendel (to be used within Sunndi and a recommendation for the Sunndian army).

One Favour with the Church of Trithereon: The Church of Trithereon looks favourable on those who have risked their life to free slaves. This favour can be spent at any temple of Trithereon within the Splintered Sun Region. The exact effects depend on the region; contact the local triad about this.

Wand of lesser restoration [10 charges]: This small wooden wand is made out of black wood and engraved with several magical glyphs of healing. When the command word is spoken, its tip starts to glow with a gentle golden light. A creature touched will be affected as if by a *lesser restoration*. When all charges are used, the wand shatters into fine splinters.

Market Price: 900 gp. (Frequency: Adventure; Requirements: as per DUNGEON MASTER's *Guide*, but must be made with 50 charges.)

Wanted In Ahlissa: This PCs is wanted for in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. They instantly lose all special treatments with any governmental body of Ahlissa including any favours gained in *Legacy of Madness*.

At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay a total bribes of 100 gp x APL at which the scenario was played to prevent an execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Items Found

List the following in the “Items Found During the Adventure” section. Items that the PCs always have access to have been left of the list.

APL 2

wand of lesser restoration [10 charges] (Adventure; see above)

wand of magic missile [1st lvl caster, 25 charges] (Adventure, see DMG)

APL 6

cloak of elvenkind (Adventure; see DMG)

stone of alarm (Adventure; see DMG)

wand of magic missile [3rd lvl caster, 25 charges] (Adventure, see DMG)

APL 8

potion of cure serious wounds (Adventure; see DMG)

scroll of cure critical wounds (Adventure; see DMG)

scroll of confusion (Adventure; see DMG)

APL 10

bracers of health +2 (Adventure; see DMG)

cloak of resistance +2 (Adventure; see DMG)

gloves of dexterity +2 (Adventure; see DMG)

full plate +2 (Adventure; see DMG)

potion of cure serious wounds (Adventure; see DMG - note that the PCs might miss Montak, but not the sergeants or visa versa)

Appendix 1: NPCs

APL 2

Act One, Pack Attack

Fiendish dogs, small (6): CR 1/3; Small magical beast [extraplanar]; HD 1d8+2; hp 6 each; Init +3; Spd 40 ft.; AC 15, flat-footed 11, touch 14; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SA Smite good 1/day (+1 damage); SQ Scent, darkvision 60 ft., low-light vision, cold/fire resistance 5, SR 6; AL NE; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills: Jump +7, Listen +5, Spot +5, Survival +1*, Alertness, Track.

* +4 racial bonus on survival checks when tracking by scent.

Act One, the Prisoner

Roborn, male human Rgr1/Exp1: CR 2; Medium-size humanoid (human); HD 1d8+1d6-1; hp 10; Init +0; Spd 30 ft.; AC 10, flat-footed 10, touch 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 nonlethal, fist); Full Atk +3 melee (1d3+2 nonlethal, fist); SA Favoured enemy (humanoid - orc) +2; AL CN; SV Fort +1, Ref +2, Will +0; Str 14, Dex 10, Con 8 (mainly due to maltreatment), Int 12, Wis 6 (mainly due to maltreatment), Cha 10.

Skills and Feats: Hide +6, Knowledge [nature] +5, Listen +5, Move Silently +6, Profession [miner] +2, Spot +5, Survival +4, Use Rope +2; Alertness, Point Blank Shot, Rapid Shot, Track

Possessions: -

Act One, Hunters

Tolquann, male human Clr1 - Hextor: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +4; Spd 30 ft.; AC 18, flat-footed 18, touch 10; Base Atk +0; Grp +1; Atk +2 melee (1d8+1, flail) or +0 missile (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d8+1, flail) or +0 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL LE; SV Fort +4, Ref +0, Will +7; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +4, Heal +5, Knowledge [religion] +2, Profession [military commander] +6, Spellcraft +3; Martial Weapon Proficiency [flail], Weapon Focus [flail], Iron Will, Improved Initiative.

Spells Prepared (3/3; save DC = 13 + spell level): 0 - *cure minor wounds* x2, *detect magic*, 1st - *cause fear*, *inflict light wounds*, *shield of faith*.

* Domain spell. **Deity:** Hextor. **Domains:** Destruction (smite 1/d, +4 to-hit, +1 damage); War (Weapon focus and proficiency flail).

Possessions: Flail, light crossbow, quiver, 20 bolts, dagger, banded mail, heavy wooden shield, *scroll of cure light wounds* and *cause fear*, silver holy symbol of Hextor, 30 gp.

Montak, male half-orc Rgr1: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/19-20/x2, long sword) or +3 missile (1d8/x3, longbow); Full Atk +4 melee (1d8+3/19-20/x2, long sword) or +3 missile (1d8/x3, longbow); SA Favoured enemy (humanoid - human) +2; SQ Wild empathy, darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 15, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Handle Animal +2, Hide +5, Knowledge [nature] +4, Listen +5, Move Silently +5, Spot +5, Survival +5; Point Blank Shot, Track

Possessions: Long sword, longbow, quiver, 20 arrows, dagger, masterwork chain shirt, heavy wooden shield, *tanglefoot bag*, *potion of cure light wounds*, 30 gp.

Act Two, The Prisoner Transport

Captain Remeth, male human Ftr3: CR 3; Medium-size humanoid (human); HD 3d10+6; hp 27; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +5; Atk +7 melee (1d10+3/19-20/x2, heavy flail) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d10+3/19-20/x2, heavy flail) or +3 missile (1d8/19-20/x2, light crossbow); AL LE; SV Fort +5, Ref +1, Will +3; Str 15, Dex 10, Con 14, Wis 10, Int 14, Cha 12.

Skills and Feats: Intimidate +7, Jump -1, Knowledge [religion] +5, Profession [military commander] +3, Ride +4, Spot +3; Cleave, Combat Expertise, Iron Will, Power Attack, Weapon Focus [heavy flail].

Possessions: Masterwork heavy flail, light crossbow, quiver, 20 bolts, dagger, masterwork banded mail, 2x *potion of cure light wounds*, *potion of bull's strength*, 60 gp.

Lieutenant Carwend, male human Rog1/Ftr1: CR 2; Medium-size humanoid (human); HD 1d6+1d10+4; hp 15; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20/x2, longsword) or +4 missile (1d8/x3, longbow); Full Atk +3 melee (1d8+1/19-20/x2, longsword) or +4 missile (1d8/x3, longbow); SA Sneak attack +1d6; AL NE; SV Fort +4, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +3, Disable Device +3, Disguise +4, Listen +4, Hide +6, Move Silently +6,

Open Lock +5, Search +5, Sense Motive +4, Spot +4, Tumble +6; Dodge, Mobility, Weapon Focus [longsword].

Possessions: Masterwork chain shirt, heavy wooden shield, long sword, dagger, longbow, quiver, 20 arrows, masterwork thieves' tools, disguise kit, 2x tanglefoot bag, *potion of cure light wounds*.

Alaern, male human Ftr2: CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +5; Atk +7 melee (1d8+3/19-20/x2, masterwork longsword) or +3 missile (1d8/x3, longbow); Full Atk +7 melee (1d8+3/19-20/x2, masterwork longsword) or +3 missile (1d8/x3, longbow); AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Ride +5, Swim -5; Blind-Fight, Improved Initiative, Power Attack, Weapon Focus [longsword].

Possessions: Masterwork long sword, dagger, longbow, quiver, 20 arrows, banded mail, heavy wooden shield, 30 gp, *potion of cure moderate wounds*, *potion of endurance*.

Shaldren, male human Wizz: CR 2; Medium-size humanoid (human); HD 2d4+2; hp 8; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2, dagger) or +3 missile (1d8/19-20/x2, light crossbow) or +3 missile (1d2 nonlethal, whip); Full Atk +1 melee (1d4/19-20/x2, dagger) or +3 missile (1d8/19-20/x2, light crossbow) or +3 missile (1d2 nonlethal, whip); AL LE; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 13, Int 16, Wis 10, Cha 12.

Skills and Feats: Bluff +3, Concentration +6, Diplomacy +5, Knowledge [Arcana] +7, Knowledge [Nobility and Royalty] +7, Profession [quartermaster] +4, Spellcraft +10; Exotic Weapon Proficiency [whip], Point Blank Shot, Scribe Scroll.

Spells Prepared (4/3; save DC = 13 + spell level): *o-daze*, *detect magic*, *detect poison* x2; 1st - *color spray*, *mage armor*, *sleep*.

Possessions: Whip, dagger, light crossbow, quiver, 20 bolts, spell component pouch, *scroll of dispel magic*, *web* and *fly*, *potion of cure light wounds*, *wand of magic missile* [1st level, 25 charges].

Man at Arms, male human Warr (30): CR ½; Medium-size humanoid (human); HD 1d8+4; hp 9; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/x3, shortspear) or +1 missile (1d6, javelin); Full Atk +3 melee (1d6+1/x3, shortspear) or +1 missile (1d6, javelin); AL LN/LE; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +2, Ride +2, Spot +2; Toughness, Weapon Focus [shortspear].

Possessions: Scale mail, heavy wooden shield, shortspear, dagger, quiver, 5 javelins, 6 gp, signal whistle.

Sergeant, male human Ftr1 (3): CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (2d6+3 [19-20/x2], greatsword) or +2 missile (1d8 [19-20/x2], light crossbow); Full Atk +4 melee (2d6+3 [19-20/x2], great sword) or +2 missile (1d8 [19-20/x2], light crossbow); AL LE; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Profession [military commander] +2, Ride +5; Iron Will, Power Attack, Weapon Focus [greatsword].

Possessions: Greatsword, dagger, light crossbow, quiver, 20 arrows, chain shirt 24 gp, signal whistle.

APL 4

Act One, Pack Attack

Fiendish wolves (6): CR 1; Medium-size magical beast [extraplanar]; HD 2d8+4; hp 13 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip, smite good 1/day (+2 damage); SQ Scent, darkvision 60 ft., low-light vision, fire/cold resistance 5, SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus [bite].

* +4 racial bonus on survival checks when tracking by scent.

Trip (Ex): A fiendish wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish wolf.

Act One, the Prisoner

Roborn, male human Rgr1/Exp1: CR 2; Medium-size humanoid (human); HD 1d8+1d6-2; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 nonlethal, fist); Full Atk +3 melee (1d3+2 nonlethal, fist); SA Favoured enemy (humanoid - orc) +2; AL CN; SV Fort +1, Ref +2, Will +0; Str 14, Dex 10, Con 8 (mainly due to maltreatment), Int 12, Wis 6 (mainly due to maltreatment), Cha 10.

Skills and Feats: Hide +6, Knowledge [nature] +5, Listen +5, Move Silently +6, Profession [miner] +2, Spot +5, Survival +4, Use Rope +2; Alertness, Point Blank Shot, Rapid Shot, Track.

Possessions: -

Act One, Hunters

Tolquann, male human Clr2 - Hextor: CR 2; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, flail) or +1 missile (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+1, flail) or +1 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL LE; SV Fort +5, Ref +0, Will +8; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Heal +5, Knowledge [religion] +2, Profession [military commander] +6, Spellcraft +4; Improved Initiative. Iron Will, Martial Weapon Proficiency [flail], Weapon Focus [flail].

Spells Prepared (4/4; save DC = 13 + spell level): *o-cure minor wounds* x2, *detect magic*, *detect poison*, 1st-

cause fear, *cure light wounds*, *inflict light wounds*, *shield of faith*.

* Domain spell. *Deity:* Hextor. *Domains:* Destruction (smite 1/d, +4 to-hit, +2 damage); War (Weapon focus and proficiency flail).

Possessions: Flail, light crossbow, quiver, 20 bolts, dagger, half-plate, heavy wooden shield, silver holy symbol of Hextor, 2x *scrolls of cure light wounds*, *scroll of silence*, *scroll of invisibility* purge, 30 gp.

Montak, male half-orc Rgr2: CR 2; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +5; Atk +5 melee (1d8+3/19-20/x2, longsword) or +4 missile (1d8+2/x3, mighty composite longbow {+3}); Full Atk +5 melee (1d8+3/19-20/x2, longsword) or +4 missile (1d8+2/x3, mighty composite longbow {+3}); SA Favoured enemy (humanoid - human) +2; SQ Wild empathy, darkvision 60 ft.; AL NE; SV Fort +5, Ref +5, Will +1; Str 16, Dex 15, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Handle Animal +2, Hide +6, Knowledge [nature] +5, Listen +6, Move Silently +6, Spot +6, Survival +6; Point Blank Shot, Rapid Shot, Track.

Possessions: Longsword, mighty composite longbow {+3}, quiver, 20 arrows, dagger, masterwork chain shirt, heavy wooden shield, 2x *tanglefoot bag*, *potion of cure light wounds*, 2x *potion of invisibility*, 30 gp.

Act Two, The Prisoners Transport

Captain Remeth, male human Ftr5: CR 5; Medium-size humanoid (human); HD 5d10+10; hp 42; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20/x2, masterwork heavy flail) or +5 missile (1d8/19-20/x2, light crossbow); Full Atk +10 melee (1d10+6/19-20/x2, masterwork heavy flail) or +5 missile (1d8/19-20/x2, light crossbow); AL LE; SV Fort +7, Ref +3, Will +5; Str 16, Dex 10, Con 14, Wis 10, Int 14, Cha 12.

Skills and Feats: Intimidate +9, Jump -1, Knowledge [religion] +6, Listen +1, Profession [military commander] +4, Spot +4, Ride +4; Cleave, Combat Expertise, Iron Will, Power Attack, Weapon Focus [heavy flail], Weapon Specialization [heavy flail].

Possessions: Masterwork heavy flail, light crossbow, quiver, 20 bolts, dagger, masterwork full plate, *cloak of resistance* +1, 2x *potion of cure light wounds*, *potion of bull's strength*, *potion of cure moderate wounds*, 120 gp.

Lieutenant Carwend, male human Rog3/Ftr1: CR 4; Medium-size humanoid (human); HD 3d6+1d10+8; hp 26; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16;

Base Atk +3; Grp +4; Atk +5 melee (1d8+1/19-20/x2, longsword) or +6 missile (1d8+1/x3, mighty composite longbow {+1}); Full Atk +5 melee (1d8+1/19-20/x2, longsword) or +6 missile (1d8+1/x3, mighty composite longbow {+1}); SA Sneak attack +2d6; SQ Evasion, trap sense +1; AL NE; SV Fort +6, Ref +7, Will +4; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +4, Bluff +6, Climb +3, Disable Device +3, Disguise +7, Hide +9, Intimidate +2, Listen +7, Move Silently +9, Open Lock +3, Search +5, Sense Motive +4, Spot +7, Tumble +9; Dodge, Iron Will, Mobility, Weapon Focus [longsword].

Possessions: Masterwork chain shirt, heavy wooden shield, longsword, dagger, mighty composite longbow {+1}, quiver +20 arrows, masterwork thieves' tools, disguise kit, 2x tanglefoot bag, *cloak of resistance* +1, *potion of cure light wounds*, *potion of cat's grace*, 2x *elixir of hiding*.

Alaern, male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 34; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +4; Grp +7; Atk +9 melee (1d8+5/19-20/x2, masterwork longsword) or +5 missile (1d8/x3, longbow); Full Atk +9 melee (1d8+5/19-20/x2, masterwork longsword) or +5 missile (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +1, Handle Animal +3, Ride +5, Swim -5; Blind-Fight, Dodge, Improved Initiative, Power Attack, Weapon Focus [longsword], Weapon Specialization [longsword].

Possessions: Masterwork longsword, dagger, longbow, quiver, 20 arrows, masterwork full plate, heavy wooden shield, 60 gp, *potion of cure moderate wounds*, *potion of endurance*, *potion of bull's strength*.

Shaldren, male human Wiz4: CR 4; Medium-size humanoid (human); HD 4d4+8; hp 21; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20/x2, dagger) or +5 missile (1d8/19-20/x2, masterwork light crossbow) or +4 missile (1d2 nonlethal, whip); Full Atk +2 melee (1d4/19-20/x2, dagger) or +5 missile (1d8/19-20/x2, masterwork light crossbow) or +4 missile (1d2 nonlethal, whip); AL LE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Concentration +9, Diplomacy +6, Knowledge [Arcana] +9, Knowledge [Nobility and Royalty] +7, Profession [quartermaster] +6, Spellcraft +12; Exotic Weapon Proficiency [whip], Improved Initiative, Point Blank Shot, Scribe Scroll.

Spells Prepared (4/4/3; save DC = 13 + spell level):
0- *daze*, *detect magic*, *detect poison* x2; 1st- *color spray*

x2, *mage armor*, *sleep*, 2nd - *blindness/deafness*, *glitterdust*, *web*.

Possessions: Whip, dagger, masterwork light crossbow, quiver, 20 bolts, spell component pouch, *scroll of see invisibility*, *dispel magic*, *web* and *fly*, *potion of cure light wounds*, *cure moderate wounds* and *invisibility*, *wand of magic missile* [1st level, 25 charges], *cloak of resistance* +1.

Man at Arms, male human War2 (30): CR 1; Medium-size humanoid (human); HD 2d8+5; hp 11; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/19-20/x2, longsword) or +2 missile (1d8/9-20/x2, light crossbow); Full Atk +4 melee (1d8+1/19-20/x2, longsword) or +2 missile (1d8/19-20/x2, light crossbow); AL LN/LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +2, Ride +4, Spot +2; Toughness, Weapon Focus [longsword].

Possessions: Chainmail, heavy wooden shield, long sword, dagger, light crossbow, quiver +20 bolts, 12 gp, signal whistle.

Sergeant, male human Ftr2 (3): CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (2d6+3/19-20/x2, greatsword) or +3 missile (1d8/19-20/x2, light crossbow); Full +5 melee (2d6+3/19-20/x2, greatsword) or +3 missile (1d8/19-20/x2, light crossbow); AL LE; SV Fort +5, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Handle Animal +3, Jump -2, Profession [military commander] +2, Ride +5; Cleave, Iron Will, Power Attack, Weapon Focus [greatsword].

Possessions: Greatsword, dagger, light crossbow, quiver, 20 arrows, banded mail, signal whistle, 60 gp.

APL 6

Act One, the Prisoner

Robern, male human Rgr1/Exp1: CR 2; Medium-size humanoid (human); HD 1d8+1d6-2; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 nonlethal, fist); Full Atk +3 melee (1d3+2 nonlethal, fist); SA Favoured enemy (humanoid - orc) +2; AL CN; SV Fort +1, Ref +2, Will +0; Str 14, Dex 10, Con 8 (mainly due to maltreatment), Int 12, Wis 6 (mainly due to maltreatment), Cha 10.

Skills and Feats: Hide +6, Knowledge [nature] +5, Listen +5, Move Silently +6, Profession [miner] +2, Spot +5, Survival +4, Use Rope +2; Alertness, Point Blank Shot, Rapid Shot, Track.

Possessions: -

Act One, Hunters

Tolquann, human male Clr4 - Hextor: CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +4; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork flail) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d8+2, masterwork flail) or +3 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL LE; SV Fort +6, Ref +1, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +5, Knowledge [religion] +2, Profession [military commander] +8, Spellcraft +6; Improved Initiative, Iron Will, Power Attack, Martial Weapon Proficiency [flail], Weapon Focus [flail].

Spells Prepared (5/5/4; save DC = 13 + spell level): 0- *cure minor wounds* x2, *detect magic*, *detect poison*, *guidance*, 1st- *cause fear*, *cure light wounds* x2, *inflict light wounds*, *shield of faith*, 2nd- *cure moderate wounds*, *hold person*, *silence*, *shatter*.

* Domain spell. *Deity:* Hextor. *Domains:* Destruction (smite 1/d, +4 to-hit, +4 damage); War (Weapon focus and proficiency flail).

Possessions: Masterwork flail, light crossbow, quiver, 20 bolts, dagger, full plate, heavy wooden shield, silver holy symbol of Hextor, 2x *scrolls of cure light wounds*, *scroll of silence*, 30 gp.

Montak, male half-orc Rgr4: CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +8 missile (1d8+3/x3, mighty composite longbow {+2}); Full Atk +7 melee (1d8+3/19-20/x2, longsword) or +8 missile (1d8+3/x3, mighty composite longbow {+2}); SA Favoured enemy (humanoid - human) +2; SQ Wild

Empathy, darkvision 60 ft.; AL NE; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Handle Animal +4, Hide +13, Knowledge [nature] +5, Listen +8, Move Silently +8, Spot +8, Survival +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (1; save DC = 11 + spell level): 1st- *entangle*.

Possessions: Longsword, mighty composite longbow {+3}, quiver, 20 masterwork arrows, dagger, masterwork chain shirt, heavy wooden shield, 2x *tanglefoot bag*, *potion of cure light wounds*, 2x *potion of invisibility*, *cloak of elvenkind*, 30 gp.

Act Two, The Prisoner Transport

Captain Remeth, male human Ftr5/Foh 2: CR 7; Medium-size humanoid (human); HD 7d10+14; hp 57; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +10; Atk +12 melee (1d10+6/19-20/x2, masterwork heavy flail) or +7 missile (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (1d10+6/19-20/x2, masterwork heavy flail) or +7 missile (1d8/19-20/x2, light crossbow); SA Brutal strike +1; SQ Strength boost 1/day; AL LE; SV Fort +10, Ref +3, Will +5; Str 16, Dex 10, Con 14, Wis 10, Int 14, Cha 12.

Skills and Feats: Intimidate +11, Jump -2, Knowledge [religion] +6, Listen +1, Profession [military commander] +10, Sense Motive +2, Spot +4, Ride +4; Combat Expertise, Cleave, Improved Trip, Iron Will, Power Attack, Weapon Focus [heavy flail], Weapon Specialization [heavy flail].

Brutal Strike (Ex): Every action, Captain Remeth may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost (Su): By calling upon Hextor, Remeth can increase his strength by 4. The bonus lasts for 6 rounds.

Possessions: Masterwork heavy flail, light crossbow, quiver, 20 bolts, dagger, masterwork *full plate* +1, *cloak of resistance* +1, *stone of alarm*, 2x *potion of cure light wounds*, *potion of bull's strength*, *potion of cure moderate wounds*, 180 gp.

Lieutenant Carwend, male human Rog4/Ftr2: CR 6; Medium-size humanoid (human); HD 4d6+2d10+12; hp 39; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +6; Atk +8 melee (1d8+1/19-20/x2, longsword) or +9 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); Full Atk +8 melee (1d8+1/19-20/x2, longsword) or +9 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); SA Sneak attack +2d6; SQ Evasion, uncanny dodge, trap sense +1;

AL NE; SV Fort +7, Ref +8, Will +4; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +4, Bluff +8, Climb +3, Disable Device +3, Disguise +7, Forgery +6, Hide +9, Intimidate +2, Listen +7, Move Silently +9, Open Lock +3, Ride +6, Search +6, Sense Motive +5, Spot +7, Tumble +10; Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus [longsword].

Possessions: Masterwork chain shirt, heavy wooden shield, masterwork longsword, dagger, masterwork mighty composite longbow {+1}, quiver, 20 arrows, masterwork thieves' tools, disguise kit, 2x tanglefoot bag, *cloak of resistance* +1, *hat of disguise*, *potion of cure light wounds*, *potion of cat's grace*, 2x *elixir of hiding*.

Alaern, male human Ftr6: CR 6; Medium-size humanoid (human); HD 6d10+12; hp 49; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+5/19-20/x2, masterwork longsword) or +7 missile (1d8/x3, longbow); Full Atk +11/+6 melee (1d8+5/19-20/x2, masterwork longsword) or +7/+2 missile (1d8/x3, longbow); AL LE; SV Fort +8, Ref +4, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +1, Handle Animal +3, Ride +7, Swim -5; Blind-Fight, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus [longsword], Weapon Specialization [longsword].

Possessions: Masterwork longsword, dagger, longbow, quiver, 20 arrows, +1 *full plate*, heavy wooden shield, 90 gp, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of endurance*, *potion of bull's strength*.

Shaldren, male human Wiz6: CR 6; Medium-size humanoid (human); HD 6d4+12; hp 32; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2, dagger) or +6 missile (1d8/19-20/x2, masterwork light crossbow) or +5 missile (1d2 nonlethal, whip); Full Atk +3 melee (1d4/19-20/x2, dagger) or +6 missile (1d8/19-20/x2, masterwork light crossbow) or +5 missile (1d2 nonlethal, whip); AL LE; SV Fort +6, Ref +5, Will +6; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Concentration +11, Diplomacy +6, Intimidate +3, Knowledge [Arcana] +9, Knowledge [Nobility and Royalty] +9, Profession [quartermaster] +8, Spellcraft +14; Empower Spell, Exotic Weapon Proficiency [whip], Improved Initiative, Great Fortitude, Point Blank Shot, Scribe Scroll.

Spells Prepared (4/4/4/3; save DC = 13 + spell level): 0- *daze*, *detect magic*, *detect poison* x2; 1st- *alarm*, *color spray*, *mage armor*, *magic missile*, 2nd- *blindness/deafness*, *glitterdust* x2, *web*; 3rd- *dispel magic*, empowered *magic missile*, *hold person*.

Possessions: Whip, dagger, masterwork light crossbow, quiver, 20 bolts, spell component pouch, *scroll of fireball*, *protection from elements*, *see invisibility*, *dispel magic*, 2x *web* and *fly*, *potion of cure light wounds*, *cure moderate wounds* and *invisibility*, *wand of magic missile* [3rd level, 25 charges], *cloak of resistance* +1.

Man at Arms, male human War3 (30): CR 2; Medium-size humanoid (human); HD 3d8+6; hp 17; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/19-20/x2, longsword) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d8+1/19-20/x2, longsword) or +3 missile (1d8/19-20/x2, light crossbow); AL LN/LE; SV Fort +4, Ref +1, Will +1; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +3, Intimidate +4, Listen +4, Ride +4, Spot +4; Alertness, Toughness, Weapon Focus [long sword].

Possessions: Banded mail, heavy wooden shield, long sword, dagger, light crossbow, quiver, 20 bolts, 24 gp, signal whistle.

Sergeant, male human Ftr3 (3): CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +7 melee (2d6+3 [19-20/x2], greatsword) or +4 missile (1d8 [x3], longbow); Full Atk +7 melee (2d6+3 [19-20/x2], greatsword) or +4 missile (1d8 [x3], longbow); AL LE; SV Fort +5, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Handle Animal +4, Jump -2, Profession [military commander] +3, Ride +5; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus [great sword].

Possessions: Masterwork greatsword, dagger, longbow, quiver +20 arrows, banded mail, signal whistle, 12 pp, *tanglefoot bag*.

APL 8

Act One, Pack Attack

Fiendish Advanced Worgs (6): CR 3; Medium-size magical beast [extraplanar]; HD 6d10+12; hp 55 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +10; Atk +10 melee (1d8+6, bite); Full Atk +10 melee (1d8+6, bite); SA Trip, smite good 1/day (+6 damage); SQ Scent, darkvision 60 ft., low-light vision, cold/fire resistance 5, DR 5/magic, SR 11; AL NE; SV Fort +7, Ref +7, Will +4; Str 18, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2; Track, Alertness, Improved Natural Attack (bite).

* +4 racial bonus on survival checks when tracking by scent.

Trip (Ex): A fiendish worg that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish worg.

Act One, the Prisoner

Roborn, male human Rgr1/Exp1: CR 2; Medium-size humanoid (human); HD 1d8+1d6-2; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 nonlethal, fist); Full Atk +3 melee (1d3+2 nonlethal, fist); SA Favoured enemy (humanoid-orc) +2; AL CN; SV Fort +1, Ref +2, Will +0; Str 14, Dex 10, Con 8 (mainly due to maltreatment), Int 12, Wis 6 (mainly due to maltreatment), Cha 10.

Skills and Feats: Hide +6, Knowledge [nature] +5, Listen +5, Move Silently +6, Profession [miner] +2, Spot +5, Survival +4, Use Rope +2; Alertness, Track, Point Blank Shot, Rapid Shot.

Possessions: -

Act One, Hunters

Tolquann, male human Clr6 - Hextor: CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45; Init +4; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, flail) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d8+2, flail) or +4 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL LE; SV Fort +7, Ref +1, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Heal +5, Knowledge [religion] +3, Profession [military commander] +8, Spellcraft +6; Blind-Fight, Improved Initiative, Iron Will, Martial Weapon Proficiency [flail], Power Attack, Weapon Focus [flail].

Spells Prepared (5/5/5/4; save DC = 13 + spell level): 0- cure minor wounds x2, detect magic, detect poison, guidance, 1st- bane, cure light wounds x2, inflict light wounds, shield of faith, 2nd- bull's strength, cure moderate wounds, hold person, silence, shatter; 3rd- blindness/deafness, cure serious wounds, dispel magic, magic vestment.

* Domain spell. *Deity:* Hextor. *Domains:* Destruction (smite 1/d, +4 to-hit, +4 damage); War (Weapon focus and proficiency flail).

Possessions: Masterwork flail, light crossbow, quiver, 20 bolts, dagger, full plate +1, heavy wooden shield, silver holy symbol of Hextor, 2x scrolls of cure light wounds, scroll of silence, scroll of cure critical wounds, scroll of invisibility purge, 30 gp.

Montak, male half-orc Rgr6: CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +6; Grp +9; Atk +9 melee (1d8+3/19-20/x2, longsword) or +10 missile (1d8+3/x3, mighty composite longbow {+2}); Full Atk +9/+4 melee (1d8+3/19-20/x2, longsword) or +10/+6 missile (1d8+3/x3, mighty composite longbow {+2}); SA Favoured enemy (humanoid - human) +4, favoured enemy (humanoid - elf) +2; SQ Wild empathy, darkvision 60ft.; AL NE; SV Fort +7, Ref +8, Will +5; Str 16, Dex 16, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Handle Animal +6, Hide +15, Knowledge [nature] +7, Listen +10, Move Silently +10, Spot +10, Survival +10; Endurance, Iron Will, Manyshot Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2; save DC = 11 + spell level): 1st- entangle, resist energy.

Possessions: Longsword, mighty composite longbow {+3}, quiver, 20 masterwork arrows, dagger, chain shirt +1, heavy wooden shield, 2x tanglefoot bag, potion of cure light wounds, 2x potion of invisibility, potion of cure serious wounds, cloak of elvenkind, 30 gp.

Act Two, The Prisoner Transport

Captain Remeth, male human Ftr5/Foh 4: CR 9; Medium-size humanoid (human); HD 9d10+18; hp 72; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20; Base Atk +9; Grp +12; Atk +14 melee (1d10+7/17-20/x2, +1 heavy flail) or +9 missile (1d8/19-20/x2, light crossbow); Full Atk +14/+9 melee (1d10+7 [17-20/x2], +1 heavy flail) or +9 missile (1d8/19-20/x2, light crossbow); SA Brutal strike +2; SQ Strength boost 1/day, frightful presence 1/day; AL LE; SV Fort +11, Ref +4, Will +6; Str 16, Dex 10, Con 15, Wis 10, Int 14, Cha 12.

Skills and Feats: Intimidate +13, Jump -1, Knowledge [religion] +6, Listen +2, Profession [military commander] +10, Ride +4, Sense Motive +6, Spot +6; Combat Expertise, Cleave, Improved Critical [heavy flail], Improved Trip, Iron Will, Power Attack, Weapon Focus [heavy flail], Weapon Specialization [heavy flail].

Brutal Strike (Ex): Every action, Captain Remeth may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost (Su): By calling upon Hextor, Remeth can increase his strength by 4. The bonus lasts for 8 rounds.

Frightful Presence (Ex): Remeth can install *fear* in others as a free action. Remeth must make some dramatic action, and it only affects those who see or hear it. It has a range of 20 ft. and all those within range (except other Fists) are frightened for 5d6 rounds. Those who succeed at a Will saving throw (DC 15) are merely shaken.

Possessions: +1 heavy flail, light crossbow, quiver, 20 bolts, dagger, masterwork +1 full plate, cloak of resistance +1, stone of alarm, ring of protection +1, 2x potion of cure light wounds, 2x potion of bull's strength, 3x potion of cure moderate wounds, 240 gp.

Lieutenant Carwend, male human Rog6/Ftr2: CR 8; Medium-size humanoid (human); HD 6d6+2d10+16; hp 50; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +6; Grp +7; Atk +9 melee (1d8+1/19-20/x2, masterwork longsword) or +11 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); Full Atk +9/+4 melee (1d8+1/19-20/x2, masterwork longsword) or +11/+6 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); SA Sneak attack +3d6; SQ Evasion, uncanny dodge, trap sense +2; AL NE; SV Fort +8, Ref +10, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +10, Climb +3, Disable Device +8, Disguise +10, Forgery +6, Hide +10, Intimidate +2, Listen +7, Move Silently +10, Open Lock +9, Pick Pockets +12, Ride +7, Search +6, Sense Motive +5, Spot +7, Tumble +11; Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus [longsword].

Possessions: +1 Chain shirt, heavy wooden shield, masterwork longsword, dagger, masterwork mighty composite longbow {+1}, quiver, 20 arrows, masterwork thieves' tools, disguise kit, 2x tanglefoot bag, cloak of resistance +1, hat of disguise, potion of cure light wounds, potion of cat's grace, 2x elixir of hiding.

Alaern, male human Ftr8: CR 8; Medium-size humanoid (human); HD 8d10+16; hp 64; Init +5; Spd

20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +8; Grp +11; Atk +13 melee (1d8+6/17-20/x2, +1 longsword) or +9 missile (1d8/x3, longbow); Full Atk +13/+8 melee (1d8+6/17-20/x2, +1 long sword) or +9/+4 missile (1d8/x3, longbow); AL LE; SV Fort +9, Ref +4, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Handle Animal +5, Jump +1, Ride +9, Swim -5; Blind-Fight, Dodge, Improved Critical [longsword] Improved Initiative, Iron Will, Power Attack, Mobility, Weapon Specialization [longsword], Weapon Focus [longsword].

Possessions: +1 longsword, dagger, longbow, quiver, 20 arrows, +1 full plate, +1 heavy wooden shield, 120 gp, cloak of resistance +1, potion of cure moderate wounds, potion of endurance, potion of bull's strength.

Shaldren, male human Wiz8: CR 8; Medium-size humanoid (human); HD 8d4+16; hp 43; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20/x2, dagger) or +7 missile (1d8/19-20/x2, masterwork light crossbow) or +6 missile (1d2 nonlethal, whip); Full Atk +4 melee (1d4/19-20/x2, dagger) or +7 missile (1d8/19-20/x2, masterwork light crossbow) or +6 missile (1d2 nonlethal, whip); AL LE; SV Fort +6, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +5, Concentration +13, Diplomacy +4, Intimidate +5, Knowledge [Arcana] +9, Knowledge [Nobility and Royalty] +9, Profession [quartermaster] +10, Spellcraft +14; Empower Spell, Exotic Weapon Proficiency [whip], Improved Initiative, Great Fortitude, Point Blank Shot, Scribe Scroll.

Spells Prepared (4/5/4/4/3; save DC = 13 + spell level): 0- *daze, detect magic, detect poison* x2; 1st- *alarm, color spray, mage armor, magic missile* x2; 2nd- *blindness/deafness, glitterdust* x2, *web*; 3rd- *fireball*, empowered *magic missile, hold person, suggestion*; 4th- *confusion, crushing despair, wall of fire*.

Possessions: Whip, dagger, masterwork light crossbow, quiver, 20 bolts, spell component pouch, scroll of confusion, fireball, protection from elements, see invisibility, dispel magic, 2x web and fly, potion of cure light wounds, cure moderate wounds and invisibility, wand of magic missile [3rd level, 25 charges], cloak of resistance +1, ring of protection +1.

Man at Arms, male human War5 (30): CR 4; Medium-size humanoid (human); HD 5d8+8; hp 27; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +5; Grp +7; Atk +8 melee (1d8+2/19-20/x2, longsword) or +6 missile (1d8/x3, longbow); Full Atk +8 melee (1d8+2/19-20/x2, longsword) or +6 missile

(1d8/x3, longbow); AL LN/LE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +3, Intimidate +5, Listen +5, Ride +5, Spot +5; Alertness, Toughness, Weapon Focus [longsword].

Possessions: Banded mail, heavy wooden shield, longsword, dagger, longbow, quiver, 20 masterwork arrows, 54 gp, signal whistle.

Sergeant, male human Ftr5 (3): CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee (2d6+6/19-20/x2, masterwork greatsword) or +7 missile (1d8/x3, longbow); Full Atk +10 melee (2d6+6/19-20/x2, masterwork greatsword) or +7 missile (1d8/x3, longbow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -2, Handle Animal +4, Jump -2, Listen +2, Profession [military commander] +4, Ride +5, Spot +2; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus [greatsword], Weapon Specialisation [greatsword].

Possessions: Masterwork greatsword, dagger, longbow, quiver, 20 masterwork arrows, banded mail, *potion of cure light wounds*, *tanglefoot bag* x2, 18 pp, signal whistle.

Act Three, Caught

Belker, advanced 11 HD: CR 8; Tall Huge Elemental (Air, Extraplanar); HD 11d8+33; hp 82; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 23, touch 12, flat-footed 19; Base Atk +8; Grp +15; Atk +12 melee (2d6+6, wing); Full Atk +12/+12 melee (2d6+6, wing) and +10/+10 melee (1d4+3, claw) and +10 melee (1d6+3, bite); Space/Reach 15 ft./15 ft.; SA Smoke claws; SQ Darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +6, Ref +11, Will +3; Str 22, Dex 19, Con 17, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +7, Move Silently +13, Spot +7; Alertness, Improved Natural Attack (wings), Multiattack, Weapon Finesse (which it does not use anymore).

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Large or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 18 fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): At will a belker can assume smoke form. It can switch form once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can still fly at a speed of 50 ft (perfect), but is otherwise similar to a *gaseous form* spell.

APL 10

Act One, Pack Attack

Half-Fiend Advanced Worgs, 8 HD (6): CR 6; Large Outsider (Native); HD 8d10+40; hp 84 each; Init +3; Spd 50 ft. fly 50 ft. (average); AC 17, touch 12, flat-footed 14; Base Atk +8; Grp +21; Atk +16 melee (1d8+9, bite); Atk +16 melee (1d8+9, bite) and +14/+14 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Trip, spell-like abilities; SQ Scent, darkvision 60 ft., low-light vision, poison immunity, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 18; AL NE; SV Fort +11, Ref +9, Will +4; Str 29, Dex 17, Con 21, Int 10, Wis 14, Cha 12.

Skills and Feats: Hide +7, Listen +6, Move Silently +7, Spot +9, Survival +2; Alertness, Multiattack, Track.

* +4 racial bonus on survival checks when tracking by scent.

Trip (Ex): A half-fiend worg that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the half-fiend worg.

Spell-like Abilities (Sp): 1/day - *desecrate*, *unholy blight* (DC 15); 3/day - *darkness*, *poison* (DC 16). Cast as an 8th level caster. The DCs are Charisma-based.

Act One, the Prisoner

Roborn, male human Rgr1/Exp1: CR 2; Medium-size humanoid (human); HD 1d8+1d6-2; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d3+2 nonlethal, fist); Full Atk +3 melee (1d3+2 nonlethal, fist); SA favoured enemy (humanoid -orc) +2; AL CN; SV Fort +1, Ref +2, Will +0; Str 14, Dex 10, Con 8 (mainly due to maltreatment), Int 12, Wis 6 (mainly due to maltreatment), Cha 10.

Skills and Feats: Hide +6, Knowledge [nature] +5, Listen +5, Move Silently +6, Profession [miner] +2, Spot +5, Survival +4, Use Rope +2; Alertness, Point Blank Shot, Rapid Shot, Track.

Possessions: -

Act One, Hunters

Tolquann, male human Clr8 - Hextor: CR 8; Medium-size humanoid (human); HD 8d8+24; hp 59; Init +4; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +6; Grp +8; Atk +12 melee (1d8+4, masterwork flail, +2 due to *greater magic weapon*) or +6 missile (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (1d8+4, masterwork flail, +2 due to *greater magic weapon*) or +6 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL LE;

SV Fort +9, Ref +2, Will +11; Str 14, Dex 10, Con 16, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +14, Heal +5, Knowledge [religion] +5, Profession [military commander] +10, Spellcraft +8; Blind-Fight, Improved Initiative, Iron Will, Power Attack, Weapon Focus [flail], Martial Weapon Proficiency [flail].

Spells Prepared (6/6/5/5/3; save DC = 13 + spell level): 0- *cure minor wounds* x2, *detect magic*, *detect poison* x2, *guidance*, 1st- *bane*, *command*, *cure light wounds* x2, *inflict light wounds*, *shield of faith*; 2nd- *bull's strength*, *cure moderate wounds*, *hold person*, *silence*, *shatter*; 3rd- *blindness/deafness*, *cure serious wounds*, *dispel magic*, ~~*magic vestment*~~, *protection from energy*, 4th- *divine power*, ~~*greater magic weapon*~~, *spell immunity*.

* Domain spell. *Deity:* Hextor. *Domains:* Destruction (smite 1/d, +4 to-hit, +8 damage); War (Weapon focus and proficiency flail).

Possessions: Masterwork flail, light crossbow, quiver, 20 bolts, dagger, +1 *full plate*, heavy wooden shield, silver holy symbol of Hextor, *bracers of health* +2, 2x *scrolls of cure light wounds*, *scroll of silence*, *scroll of cure critical wounds*, *scroll of invisibility* *purge*, 30 gp.

Montak, male half-orc Rgr8: CR 8; Medium-size humanoid (human); HD 8d8+16; hp 59; Init +4; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +8; Grp +11; Atk +11 melee (1d8+3/19-20/x2, longsword) or +13 missile (1d8+3/x3, mighty composite longbow {+2}) or +9/+9 missile (1d8+3/x3, mighty composite longbow {+2}); Full Atk +11/+6 melee (1d8+3/19-20/x2, longsword) or +13/+8 missile (1d8+3/x3, mighty composite longbow {+2}); SA Favoured enemy (humanoid - human) +4, favoured enemy (humanoid - elf) +2; SQ Wild empathy, woodland stride, swift tracker, darkvision 60 ft.; AL NE; SV Fort +8, Ref +10, Will +6; Str 16, Dex 18, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Handle Animal +8, Hide +19, Knowledge [nature] +9, Listen +12, Move Silently +14, Spot +12, Survival +12; Endurance, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spells Prepared (2/1; save DC = 12 + spell level): 1st- *entangle*, *resist energy*; 2nd- *spike growth*.

Possessions: Longsword, mighty composite longbow {+3}, quiver, 20 masterwork arrows, dagger, +1 *chain shirt*, heavy wooden shield, 2x *tanglefoot bag*, *potion of cure light wounds*, 2x *potion of invisibility*, *potion of cure serious wounds*, *cloak of elvenkind*, *gloves of dexterity* +2, 30 gp.

Act Two, The Prisoner Transport

Captain Remeth, male human Ftr5/Foh 6: CR 11; Medium-size humanoid (human); HD 11d10+22; hp 87; Init +0; Spd 20 ft.; AC 22, touch 11, flat-footed 22; Base Atk +11; Grp +14; Atk +16 melee (1d10+7/17-20/x2, *heavy flail* +1) or +11 missile (1d8/19-20/x2, light crossbow); Full Atk +16/+11/+6 melee (1d10+7/17-20/x2, +1 *heavy flail*) or +11 missile (1d8/19-20/x2, light crossbow); SA Brutal strike +2; SQ Strength boost 2/day, frightful presence 2/day; AL LE; SV Fort +13, Ref +6, Will +8; Str 16, Dex 10, Con 15, Wis 10, Int 14, Cha 12.

Skills and Feats: Intimidate +13, Jump -1, Knowledge [religion] +6, Listen +3, Profession [military commander] +14, Sense Motive +8, Spot +8, Ride +6; Cleave, Combat Expertise, Improved Critical [heavy flail], Improved Trip, Iron Will, Power Attack, Weapon Focus [heavy flail], Weapon Specialization [heavy flail].

Brutal Strike (Ex): Every action, Captain Remeth may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost (Su): By calling upon Hextor, Remeth can increase his strength by 4. The bonus lasts for 10 rounds.

Frightful Presence (Ex): Remeth can install *fear* in others as a free action. Remeth must make some dramatic action, and it only affects those who see or hear it. It has a range of 20 ft. and all those within range (except other Fists) are frightened for 5d6 rounds. Those who succeed at a Will saving throw (DC 15) are merely shaken.

Possessions: +1 *heavy flail*, light crossbow, quiver, 20 bolts, dagger, masterwork +2 *full plate*, *cloak of resistance* +2, *stone of alarm*, *ring of protection* +1, *amulet of natural armor* +1, 2x *potion of cure light wounds*, 2x *potion of bull's strength*, 3x *potion of cure moderate wounds*, 300 gp.

Lieutenant Carwend, male human Rog8/Ftr2: CR 10; Medium-size humanoid (human); HD 8d6+2d10+20; hp 61; Init +9; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk +8; Grp +9; Atk +11 melee (1d8+1/19-20/x2, masterwork longsword) or +14 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); Full Atk +11/+5 melee (1d8+1/19-20/x2, masterwork longsword) or +14/+9 missile (1d8+1/x3, masterwork mighty composite longbow {+1}); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2; AL NE; SV Fort +8, Ref +12, Will +5; Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +10, Climb +3, Disable Device +9, Disguise +10, Forgery +8, Hide +14, Intimidate +2, Listen +10, Move Silently +14, Open

Lock +10, Pick Pockets +13, Ride +8, Search +9, Sense Motive +5, Spot +10, Tumble +15; Dodge, Improved Initiative, Iron Will, Mobility, Point Blank Shot, Spring Attack, Weapon Focus [longsword],

Possessions: +1 *chain shirt*, heavy wooden shield, masterwork longsword, dagger, masterwork mighty composite longbow {+1}, quiver, 20 arrows, masterwork thieves' tools, disguise kit, 2x tanglefoot bag, *cloak of resistance* +1, *gloves of dexterity* +2, *hat of disguise*, *potion of cure light wounds*, *potion of cat's grace*, 2x *elixir of hiding*.

Alaern, male human Ftr10: CR 10; Medium-size humanoid (human); HD 10d10+20; hp 79; Init +5; Spd 20 ft.; AC 25, touch 12, flat-footed 24; Base Atk +10; Grp +13; Atk +15 melee (1d8+6/17-20/x2, +1 *longsword*) or +11 missile (1d8/x3, longbow); Full Atk +15/+10 melee (1d8+6/17-20/x2, +1 *longsword*) or +11/+6 missile (1d8/x3, longbow); AL LE; SV Fort +10, Ref +5, Will +6; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +3, Handle Animal +5, Ride +11, Swim -5; Blind-Fight, Combat Reflexes, Dodge, Improved Critical [longsword], Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus [longsword], Weapon Specialization [long sword].

Possessions: +1 *longsword*, dagger, longbow, quiver, 20 arrows, +2 *full plate*, +1 *heavy wooden shield*, 150 gp, *cloak of resistance* +1, *ring of protection* +1, *potion of cure moderate wounds*, *potion of endurance*, *potion of bull's strength*.

Shaldren, male human Wiz10: CR 8; Medium-size humanoid (human); HD 10d4+20; hp 54; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20/x2, dagger) or +8 missile (1d8/19-20/x2, masterwork light crossbow) or +7 missile (1d2 nonlethal, whip); Full Atk +5 melee (1d4/19-20/x2, dagger) or +8 missile (1d8/19-20/x2, masterwork light crossbow) or +7 missile (1d2 nonlethal, whip); AL LE; SV Fort +7, Ref +6, Will +10; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Concentration +15, Diplomacy +9, Intimidate +8, Knowledge [Arcana] +9, Knowledge [Nobility and Royalty] +9, Profession [quartermaster] +12, Spellcraft +18; Craft Wondrous Item, Exotic Weapon Proficiency [whip], Empower Spell, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Scribe Scroll.

Spells Prepared (4/5/5/4/3/2; save DC = 13 + spell level): 0- *daze*, *detect magic*, *detect poison* x2; 1st- *alarm*, *color spray*, *mage armor*, *magic missile* x2; 2nd- *blindness/deafness*, *glitterdust* x2, *web*; 3rd- *fireball*, empowered *magic missile* x2, *hold person*, *suggestion*;

4th - *confusion, crushing despair, wall of fire*, 5th - *dominate person, summon monster V*.

Possessions: Whip, dagger, masterwork light crossbow, quiver, 20 bolts, spell component pouch, *scrolls of 2x confusion, fireball, protection from elements, see invisibility, dispel magic, 2x web and fly, potion of cure light wounds, cure moderate wounds and invisibility, wand of magic missile* [5th level, 25 charges], *cloak of resistance +1, ring of protection +1*.

Man at Arms, male human War7 (30): CR 6; Medium-size humanoid (human); HD 7d8+10; hp 37; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +7; Grp +9; Atk +11 melee (1d8+2/19-20/x2, masterwork longsword) or +8 missile (1d8/x3, longbow); Full Atk +11/+6 melee (1d8+2/19-20/x2, masterwork longsword) or +8/+3 missile (1d8/x3, longbow); AL LN/LE; SV Fort +6, Ref +2, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +7, Listen +5, Ride +7, Spot +5; Alertness, Power Attack, Toughness, Weapon Focus [long sword].

Possessions: Banded mail, heavy wooden shield, masterwork longsword, dagger, longbow, quiver, 20 masterwork arrows, 84 gp, signal whistle.

Sergeant, male human Ftr7 (3): CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +7; Grp +10; Atk +12 melee (2d6+6/19-20/x2, masterwork greatsword) or +9 missile (1d8/x3, longbow); Full Atk +12/+7 melee (2d6+6/19-20/x2, masterwork greatsword) or +9/+4 missile (1d8/x3, longbow); AL LE; SV Fort +9, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Handle Animal +4, Jump +3, Listen +2, Profession [military commander] +5, Ride +7, Spot +2; Blind-Fight, Cleave, Combat Reflexes, Great Fortitude, Iron Will, Power Attack, Weapon Focus [greatsword], Weapon Specialisation [greatsword].

Possessions: Masterwork greatsword, dagger, longbow, quiver, 20 masterwork arrows, banded mail, 18 pp, signal whistle, *potion of cure light wounds* x2, *potion of cure serious wounds, tanglefoot bag* x2.

Act Three, Caught

Belker, advanced 11 HD: CR 8; Tall Huge Elemental (Air, Extraplanar); HD 11d8+33; hp 82; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 23, touch 12, flat-footed 19; Base Atk +8; Grp +15; Atk +12 melee (2d6+6, wing); Full Atk +12/+12 melee (2d6+6, wing) and +10/+10 melee (1d4+3, claw) and +10 melee (1d6+3, bite); SA Smoke claws; SQ 60 ft. darkvision, elemental traits, smoke

form; AL NE; SV Fort +6, Ref +11, Will +3; Str 22, Dex 19, Con 17, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +7, Move Silently +13, Spot +7; Alertness, Improved Natural Attack (wings), Multiattack, Weapon Finesse (which it does not use anymore),

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Large or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 18 fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): At will a belker can assume smoke form. It can switch form once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can still fly at a speed of 50 ft (perfect), but is otherwise similar to a *gaseous form* spell.

Appendix 2: Fist of Hextor

(Source: *Sword and Fist*, page 18)

While many view the Fist of Hextor simply a effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those who causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Dice: d10

To qualify to become a Fist, a character must fulfil all the following criteria.

Alignment: Lawful evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fist of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Feature

Weapon and Armor Proficiency: All Fists of Hextor are proficient with all simple and martial weapons, with all types of armor, and with shields.

Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to

Class Level	Base Attack Bonus	Fortitude	Reflex	Will	Special
1	+1	+2	+0	+0	Brutal strike +1
2	+2	+3	+0	+0	Strength Boost 1/day
3	+3	+3	+1	+1	Frightful presence 1/day
4	+4	+4	+1	+1	Brutal strike +2
5	+5	+4	+1	+1	Strength boost 2/day
6	+6	+5	+2	+2	Frightful presence 2/day
7	+7	+5	+2	+2	Brutal strike +3
8	+8	+6	+2	+2	Strength boost 3/day
9	+9	+6	+3	+3	Frightful presence 3/day
10	+10	+7	+3	+3	Brutal strike +4

Requirements

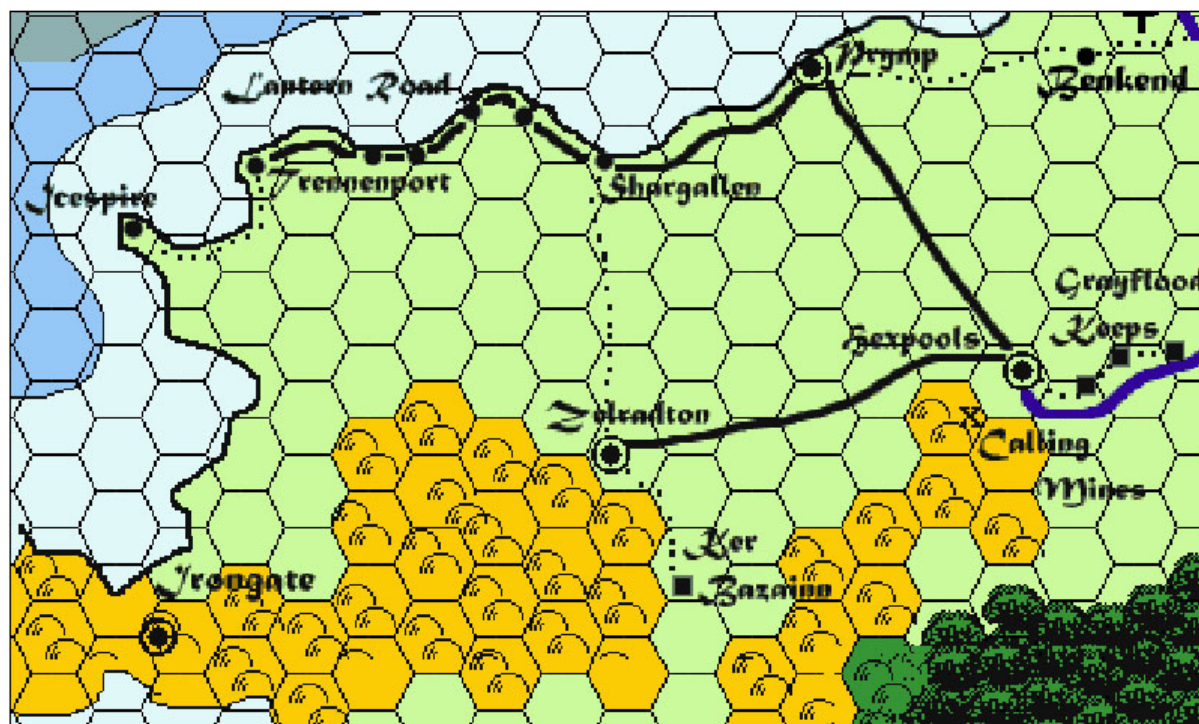
instil *fear* in others as a free action once per day. The

Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

Appendix 3: Maps

Map A – General Area

(Source – Ivid the Undying)



1 Hex = around 35 miles

Map B – The Slave's Transport Camp

