Highway Robbery

A One-Round D&D Living Greyhawk®
Perrenland Regional Adventure

Version 1.0

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The attacks on caravans have continued, even increased in number and ferocity.   You have journeyed to Yatilskaad to investigate rumours that the attackers are soldiers from Ket. This scenario is designed to be played at APL 2 to 10.

Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

(CR of Animal — leftmost column)

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

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

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

Time Units and Upkeep

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

Adventure Background

In the scenario "Bandits!", caravans in the Yatils were being attacked by humanoids led by Korbesh, a Ketite human, and his mysterious master. The proceeds of the raids were going to Korbesh's master for purposes not specified (so as not to spoil the rest of the series for potential DM's). Korbesh's band was slaughtered by adventurers and he was lucky to escape. In this scenario, Korbesh has been punished for his earlier failure and he is out to make amends. He has a force of lycanthropes and undead to assist him in attacking caravans. Their goal this time is destruction rather than theft, though they take light and/or valuable items. They also want to spread the notion that Ket is behind these attacks so they make sure to leave at least one survivor from time to time, to carry the story back that there are Ketite soldiers operating out of the the Yatils. They do not leave a survivor every time, in case a clever Auszug commander figures out it's a deliberate ploy. Korbesh's eventual master wants to start a war between Ket and Perrenland.

Adventure Summary

Start off by having each PC make a series of d20 rolls and providing you with their Spot, Listen, Hide, Move Silently, and Sense Motive scores. Use the numbers as required through the scenario, rather than having the players roll at important times and giving away the clue that there is something they should be noticing at that time.

In the opening of this adventure, the PCs are in Yatilskaad, looking for work. They may need money, or they may believe they can help stem the tide of slaughter in the mountains. Either way, the first thing that happens is four guards on their last legs stagger into town with a tale of woe. Their caravan was attacked and only they managed to (barely) escape with their lives. All four are in a bad way. They claim the attackers were Ketite soldiers.

The PCs are asked to investigate the latest raid, now two days old. They can find the remains of the caravan, smashed beyond repair. The only thing missing is dead bodies, even the horses are gone, though all the trade goods have been destroyed. It is possible to follow the bandits tracks with a lot of luck, otherwise the bandits find the PCs. At APL 2, this encounter is ghouls. At higher APLs it is lycanthropes, suitable to the APL. The bandits all wear the colours of the Ket military.

Whether they go forward from here or head back to Yatilskaad with the information, they party is ambushed by a band of undead in search of warm bodies to add to Korbesh's forces. These undead are all wearing Ket colours too.

After defeating the undead, it should be obvious the PCs need to push on (or the game ends here). Moving deeper into the mountains, the party finds a hidden valley where Korbesh and his master have been gathering their forces. Some characters may recognise the valley from "The Voormann's Daughter" but the forces are very different than that time. Depending on how they've approached the game, the PCs may arrive in time to overhear Korbesh's master delivering some important information about a certain tunnel that he needs to stop being opened. The master will leave before the PCs can attack (though his stats are provided in case clever PCs come up with a plan). If the PCs have camped somewhere before they get to Korbesh's valley, the master has gone but Korbesh's diary will provide the information anyway.

Korbesh is left mostly alone, and retires to his cave. If the PCs follow, they must bypass a trap or the defenders will be alerted. There is a final battle, and a chest (trapped) that can be taken as a reward.

Returning to Yatilskaad, the PCs are rewarded depending on how much information they obtained regarding the future plans of the bandit leader.

Certain things happen at certain times, based on when the PCs leave Yatilskaad and whether they rest up at all during this scenario. Resting up is possible, but they will miss the speech if they do so. The text is written to discourage resting up, but if groups get badly damaged in the first two fights they may wish to be prudent. You need to keep track of the in-game time.

Introduction

You have journeyed from Krestible to Yatilskaad, gateway to the Yatils, in search of work or reward. News of caravans being attacked and slaughtered has filtered down into the lowlands and there's sure to be work for hardy adventurers.

You have barely set yourselves up in comfortable lodgings when there is an uproar in the Town Square. Four caravan guards, badly wounded and suffering from exposure to the elements stagger into town telling the tale of a vicious attack by Ketite soldiers. Along with everyone else, you go to the square to hear their tale.

A Ketite merchant in the square is listening too. Some of the crowd decide to spit on him and rough him up a bit. The Auszug come to his rescue but you can tell they are half inclined to let the mob have their way with the hapless Ootlander.

These same troops then take the caravan guards into the barracks, probably to get cleaned up, fed, and thoroughly questioned about recent events.

Check whether any of the players characters are from Ket. If so, they will be spat on and abused by the crowd, but no physical attacks will take place unless the character (or a companion) starts a fight. If that happens, there are 20 Com(1) brawlers waiting to join in, and the Auzug will break up the fight quickly, arresting the Ketite and all obvious companions. Their release in this instance is contingent on their agreeing to take the job per Encounter One.

Encounter One

This is where the PCs get to talk to the guards if they want. The group can approach the barracks and seek an audience, or they will eventually be summoned. The garrison commander, Edulf Brokenbord, does not have the troops to spare for a search through the mountains, so he will ask the PCs to go to the site of the attack and find out what they can. Brokenbord has a cool head on his shoulders and doesn't want to start a war with Ket without solid evidence.

Talking to the caravan guards (Abner, Lemuel, Marcus and Zeb) gets the following story (change the words slightly for each guard but it's basically the same) from any or all of them:

We was minding our business and keeping watch for bandits, and from nowhere came these soldiers from Ket. They tore into the caravan, killing and started smashing everything. I was knocked out, and when I came to I seen the soldiers smashing the wagons and loading dead 'uns on the horse's backs. I crawled away in the snow and hid until they left. Then I hooked up with the other guys and we came back here as quick as we could. I prolly should have fought on but there was a lot of them, and just me, so I … chickened out …

If pushed, the guards will burst into tears for having failed, and having made it "worse" by surviving to tell the tale.

If the characters do not offer to look into the matter, they receive a message from Edulf Brokenbord summoning them to his office in the barracks. Along with Brokenbord, the PCs will meet Aramet the merchant (some may remember him from Bandits!). Brockenbord will offer a reward for the apprehension of the attackers and/or information about their band. The amount of the reward (if anyone asks) depends on the results they achieve.

Basically, the PCs take the job or the game is over.

Other info that can be obtained through questioning:

- There were 12 guards originally – only these four survived.
- Each of the four believed he was the only survivor until he saw the others.
- The attackers did not use any spells.
- The fighting was fierce and at close-quarters.
- None of the guards got a good look at the attackers.
- The attack took place about half a day's ride out from Yatilskaad.
- It took the guards over a day to drag themselves back to Yatilskaad

Encounter Two – Ketite Patrol

If you've got this far, the characters are on the job.

The combat at the end of this encounter takes place seven hours after the PCs leave Yatilskaad.

Read to the players:

After leaving Yatilskaad, finding the ambush site is not hard. After half a day's riding (about 6-7 hours) along the Krestingstrek into the mountains, your party comes across the remnants of what appears to be a newly ambused caravan.

DM Note : This is the latest caravan attacked by Korbesh.

There appears to be nothing salvageable, and there are no bodies to bury. The bandits have taken everything portable. It seems that what they couldn't carry they have smashed, slashed, or burned.

It's been two days since the attack (assuming the PCs spent the rest of the previous day in Yatilskaad making preparations) and it's been snowing, so tracking the bandits is a tough task. A successful Wilderness Lore roll (DC 30 at APL 2, 35 for APL 4 and above) for anyone with Tracking will reveal the bandit's trail under the snow, heading away from the road and into the mountains. A second roll (same DC as the first) two hours later means the PCs come across some bandits after another hour (three hours total), who are a scouting party looking for anything that may have been dropped or left behind.

If either roll is *not* made, the bandits get to ambush the PCs, three hours after they arrived at the smashed caravan. It is assumed the PCs are either searching the area, or have given up in frustration and are returning to Yatilskaad when this happens. If they are still at the caravan ambush after three hours, the bandit party find them there.

In case anyone asks, the tracks do *not* lead towards the cave hideout used by Korbesh and his brigands in "Bandits!". They DO lead in the direction of the hidden

valley where Karl Hussen was keeping his humanoid allies in "The Voormann's Daughter". However, it's at least another half day to that valley when this combat occurs.

Remember, if the PCs made their Wilderness Lore rolls, they get surprise on the bandits. Otherwise, it's a Spot check (DC 20) to avoid the bandits getting surprise on them. If the bandits get surprise, they will attempt to surround one PC and concentrate their attacks if possible, then move on to the next PC. The bandits are intelligent at all APLs and they understand flanking so they will use it if they can and try to avoid letting the PCs use it. At all APLs above 2, the lycanthropes are in hybrid form, but this is at least partly hidden by their thick clothing.

The Wererats at APL 4 have rapiers. At all other APLs the bandits use their natural weapons.

If you are using a battlemat and are still at the destroyed caravan site, draw up three wagons as part of the caravan, and ask the players to place their figures on the battlemat to indicate where their PC is standing *before* the surprise attack takes place. Modify the text below to reflect what the PCs are actually doing at the time.

Suddenly, as you search around and consider what to do next, you are faced with a trio of hooded humanoid shapes in thick coats, making it impossible to tell exactly what they are. All you know for sure is they don't belong here.

At other than APL 4, if the PCs are not surprised, read or paraphrase the following:

The shapes are not wielding weapons. They are preparing to attack with claws!

At APL 4, if the PCs are not surprised, read or paraphrase the following:

The shapes have drawn rapiers are advancing in a most unfriendly manner!

APL 2 (EL 3):
➤ **Ghouls (3):** hp 13, 12, 14; see *Monster Manual.*

APL 4 (EL 5):
➤ **Wererats (3):** hp 7, 7, 7; see *Monster Manual.*

APL 6 (EL 6):
➤ **Werewolves (3):** hp 13, 14, 12; see *Monster Manual.*

APL 8 (EL 7):
➤ **Weretigers (2):** hp 45, 46; see *Monster Manual.*
➤ **Werewolf:** hp 14; see *Monster Manual.*

APL 10 (EL 9):
➤ **Half-fiend Weretigers (2):** hp 51 ea; see *Appendix 1*
➤ **Weretiger:** hp 46; see *Monster Manual.*

Treasure: At APL 4 only , the wererats have a rapier each. Apart from their Ketite military colours which they have on under their cloaks, these bandits have no other treasure or anything of value.

APL 4–loot(6 gp)
Other APLs nil.

Encounter Three – Attack of the Undead

This Encounter takes place one hour after the previous battle, no matter where the PCs went after that fight.

You appear to have uncovered some kind of a plot. It is obvious these creatures are not soldiers from Ket, but it is also obvious that someone wants the population in the Yatils to believe this is all a plot hatched by the nation of Ket. You are faced with a choice: go back now with what you know, or keep going in the hope of finding more information.

If the party decides to return to Yatilskaad, they are attacked - probably ambushed - on the way back.

If they continue into the mountains, they are attacked - probably ambushed. Parties who wish to track the attackers from the previous battle may do so, provided at least one member of the party has the Track feat. Wilderness Lore, DC 9+APL, to follow the tracks.

Heading back to town, or into the mountains, point out to the players that there are no suitable places for the PCs to camp where they are right now, and they need to move away from here, in whichever direction they feel is appropriate. After you've drawn a 10ft wide path on a battlemap, paraphrase the text below to suit.

You have trudged through the snow for an hour since the fight, wondering more than once whether there is an easier way to make a living. Just after twilight, you think your mind is playing tricks on you, and you can swear that a snow drift just moved …

It did, and more creatures dressed in Ketite overcloaks move to attack you!

Creatures: The party is being ambushed by more of Korbesh's forces. Have them make Spot rolls (DC 20,

you may modify this as low as 16 for groups who specifically take precautions against ambushes) to not be surprised. The undead will attempt to attack the rear-most rank of the party, so that's where they come out of the snow – 20 feet away from the rear rank. Arrange your monsters so that as many as possible can attack the rear rank of PCs.

APL 2 (EL 3):
🍖 **Ghouls (2):** hp 13, 12; see *Monster Manual.*

APL 4 (EL 4):
🍖 **Ghouls (3):** hp 13, 14, 15; see *Monster Manual.*

APL 6 (EL 7):
🍖 **Ghasts (Advanced) (4):** hp 33, 34(2), 35; see *Appendix 1.*

APL 8 (EL 8):
🍖 **Ghasts (Advanced) (6):** hp 33 (2), 34(2), 35(2); see *Appendix 1.*

APL 10 (EL 10):
🍖 **Mohrgs (2):** hp 91, 95; see *Monster Manual.*

Treasure: Nil, apart from the Ketite cloaks (0 gp)

Encounter Four – Enter Ko'ram—mander

Once the ambush in the previous encounter has been dealt with, a quick search of the area will locate an obvious trail which the PCs can follow. For anyone who played *"The Voormann's Daughter",* they are on the same trail that led to the hidden valley in that scenario.

If the PCs make make camp after Encounter Three and sleep the night, they arrive at the valley around midday the next day and miss the speech given by Ko'ram-mander. As DM, you should point out that the trail may go cold (the undead might have left the trail and be hard to locate), and that a safe campsite may be tough to find, and try to get the PCs to move on. If they insist, do not force the issue – it's their game. If the PCs have been badly weakened you should allow them to camp without comment.

If the PCs continue on after twilight, then they hear the speech given by Ko'ram-mander.

What happens here depends on the PCs.

Option 1

If they were heading back to Yatilskaad, they can continue to do so (if they wish). They will be unmolested, and the game is over. They have found enough information to avoid a war at this point, they just don't know who is behind it all. Read or paraphrase the following

Having defeated another group of creatures dressed in the manner of the Ketite military, you are certain there is a plot afoot. Taking the path of prudence, you return to Yatilskaad with the information you have.

Go to CONCLUSION.

Option 2

If the PCs press on after Encounter Three (and do *not* rest), then read the passages below:

A second attack by creatures masquerading as Ketite soldiers has got you curious enough that you are determined to find the mastermind behind this scheme.
   After another two hours following the trail, your trek into the Yatils brings you over a rise and before you lies a hidden, sheltered valley.

If at least one PC at the table has played *The Voormanns Daughter*, then read the following sentence:

This is the valley where Karl Hussen's humanoid allies were camped out when the troubles began.

Then continue:

You see before you at least 100 creatures, almost (but not quite) in six military ranks. At their head stands a man, obviously from Ket, and next to him a rather attractive red haired woman. The woman is almost screaming at the man and the creatures, her face as red as her flaming hair and her eyes glowing with rage.

The "woman" is in fact Ko'ram-mander, a half fiend red dragon who is currently polymorphed (she has a ring). She is speaking in Draconic, so don't read the next bit aloud unless at least one PC speaks Draconic. Characters who have played *Promises to Keep* may well <u>believe</u> they realise where the tunnel entrance is, or not, depending what they did in that scenario. They may also wonder about her "mate". Let them – a little paranoia and some misdirection is good for adventurers.

"Korbesh, I have come into possession of some information that may affect my mistresses plans. It

seems these damned Perrenders have discovered part of an ancient tunnel. If they are allowed to explore it and open its deepest reaches, they will have a new trade route to Tusmit and will not need to take the pass any more. I cannot allow this to happen so I am taking the bulk of my forces to deal with the impertinent Perrenders. Besides, my mate rests near to where the tunnel is and I think it's time to bring him back. You will remain here with an assistant, and the patrol when they return, and continue to recruit more troops for my army. Use the gems in this chest to pay for the necessary magicks".

Regardless of languages, the following is obvious to all:

The man called Korbesh is obviously in awe of this woman, as he takes the small chest she holds out to him. Then he nods his head once and walks off into a cave mouth, followed by one of the creatures. The woman and the rest of the creatures head down the valley, away from you.

Parties who choose to attack during or after the speech should be advised that the odds against them are overwhelming and they will likely be wiped out. If they insist on starting a fight, use the lycanthropes from Encounter Two.. There are 100 in total (initially in a tight formation of 16 by 6 and four at the back but they will spread out if combat commences), plus Korbesh and his assistant from Encounter Five, plus Ko'ram-mander, the half fiend red dragon (see Appendix 1 for stats). Ko'ram-mander is not charitable and will take no prisoners. She collects the bodies, and the PCs will become just some more undead in "her" army of destruction.

If the PCs somehow defeat her, they get no xp for it (though they do get the xp for Korbesh and his sidekick). If this does happen, please note exactly how it was done and contact the author and the triad with this information.

IMPORTANT: In order for a PC to be raised, their body has to be returned to a place where this can be done. If the party attacks Ko'ram-mander, it is unlikely that any fleeing characters will be able to retrieve dead comrades. In the (likely) event of a total party kill, all the characters are removed from the campaign permanently.

Note: Korbesh is aware of Ko'ram-mander's true nature and does not need to make a Will save vs her Frightful Presence. Undead are immune to the effect so they don't need to save either.

Option 3
If the PC's have made camp since the first attack (Encounter Two), they miss the speech by Ko'ram-mander. Read this passage instead.

As morning dawns, the second attack last night by creatures masquerading as Ketite soldiers has got you curious enough that you are determined to find the mastermind behind this scheme.
After another two hours following the trail, your trek into the Yatils brings you over a rise and before you lies a hidden, sheltered valley.

If at least one PC at the table has played *The Voormanns Daughter*, then read the following sentence:

This is the valley where Karl Hussen's humanoid allies were camped out when the troubles began.

Then continue:

As you crest another rise you are just in time to see a man, dressed in Ketite attire, enter a cave mouth on the southern (right hand) side of the valley. You can see evidence of a large number of creatures having departed down the valley away from your position, leaving the snow trampled to slush.

Go to Encounter Five

Encounter Five – Korbesh Must Die

This is where the PCs get to confront Korbesh. He will possibly be invisible, and will attempt to escape if he can, but unlike the last time he encountered some of the PCs, this time his escape route may well be blocked.

It is possible the PCs will decide to leave rather than go into the cave. They may have gained important information from listening to Ko'ram-mander's speech and getting this back is more important to them If they choose to leave, go to the **Conclusion**.

If (or when) the PCs choose to enter the cave, read on:

The entrance to the cave is about 10' wide, and it gets dark in here very quickly - as the cave looks to bend to the left about 20' inside the entranceway …

Check what the PCs are using as a light source, as this may well alert Korbesh. If they light lanterns (or use *light* spells or similar) he will know they are coming and be

ready for them! Torches are OK, as Korbesh has some in the cave so he can see.

Trap: When the party are 30' down the tunnel, they may well trigger a deadfall rock trap (see marked spot box on the right side of the map). Korbesh sets it via a mechanism inside the cave, but it can be disabled from outside if it is noticed.

APL 2, 4 and 6 (EL 1)
↗ **Deadfall Rock Trap:** CR 1; No attack roll required; (1d6, falling rocks); reflex save (DC 20) avoids; Search (DC 24); Disable Device (DC 20).

APL 8 and 10 (EL 2)
↗ **Two stage Deadfall Rock Trap:** Stage 1: CR 1; No attack roll required; (1d6, falling); reflex save (DC 20) avoids; Search (DC 24); Disable Device (DC 20).   As the characters extricate themselves from the rockfall, the floor collapses under the weight, dumping them into a pit, 10' deep. Stage 2: CR 1; No attack roll required (1d6, fall); No save (even tumble does not apply as the damage comes partly from the fall and partly from the rocks that fall with the affected PC(s));   Search (N/A); Disable Device (N/A).

If the trap is set off (or any kind of bright light with more than 30' range is being used), Korbesh has time to prepare for the PCs arrival and will drink his *potion of invisibility* and use his *mirror image* scroll (if he has it at the APL). Depending on the APL, there may be more than one assistant visible.   Modify the text below accordingly.

As you continue forward, you follow the passageway for another 40 feet or so, before it opens into a cavern some 45 feet long and around 60 feet wide.

Modify the description below according to what may have happened.

The party may see either four of the "man from Ket" [Korbesh] torturing a man in Auszug colours; They may (if Korbesh is invisible) see a man in Auszug colours jerking for no apparent reason. The Auszugen is hanging from chains on the wall. He is not crying out or struggling (he is already dead, which is why an invisible Korbesh won't become visible – but the Auszugen's presence should be enough to deter the use of area effect spells). His greatcoat hangs beside him. It doesn't look like the party has been noticed. If the PCs have managed to avoid the traps and are not using a light source brighter than 30', they get a surprise round on Korbesh and his companions.   Otherwise, go straight to combat.

APL 2 (EL 5):
🏹 **Korbesh of Ket;** see *Appendix 1*
🏹 **Ghoul (2):** hp 13, 14; see *Monster Manual.*

APL 4 (EL 7):
🏹 **Korbesh of Ket;** see *Appendix 1*
🏹 **Ghast (2):** hp 25, 27; see *Monster Manual.*

APL 6 (EL 9):
🏹 **Korbesh of Ket;** see *Appendix 1*
🏹 **Ghast (2)** : hp 27 ea; see *Monster Manual.*
🏹 **Darkmantle :** hp 10; see *Monster Manual.*

APL 8 (EL 11):
🏹 **Korbesh of Ket;** see *Appendix 1*
🏹 **Shadows (2):** hp 19, 20; see *Monster Manual*
🏹 **Cloakers (2):** hp 45ea; see *Monster Manual*

APL 10 (EL 13):
🏹 **Korbesh of Ket;** see *Appendix 1*
🏹 **Devourer:**   hp 78; see *Monster Manual*
🏹 **Cloakers (2):** hp 45ea; see *Monster Manual*

Tactics: This will depend on whether Korbesh is invisible or not.   If he is, he will attempt to get to the cave entrance, and sneak attack the weakest looking party members first, preferring elves over other races, unless the elf is obviously a rogue.

If Korbesh is visible, he will use spells to maximum effect (starting with his *scroll of fireball* if there's a clump of PCs by the cave entrance – and he doesn't care if he burns his assistants in the process), followed by his *scroll of mirror image* if he has it (APL 8 and 10).   He will use ranged combat (from within 30' to get his point blank shot – this is reflected in the stat block) if spells don't look like the best option.   He uses melee combat only if he must.   In ranged or melee combat, he will attempt to target any elf who is not obviously a rogue, thus getting his point blank bonus (ranged only), his favoured enemy bonus and his sneak attack bonus (if possible).   If he gets hit, he will change to hybrid form (he cannot cast spells above 0 level in this form).   If things are looking grim, he will attempt to get to the entrance and flee if he can do so, drinking his *potion of invisibility* if he has not already done so, and changing to rat form to hide in the shadows.

At APL 6 the Darkmantle will use its darkness ability to best effect before attacking anything.

At APL 8 and 10 the Cloakers will use their abilities to best effect, especially the moan and shadow shift powers.

At APL 10 the Devourer begins with only 1 "power point" left, so you should be sure to modify the description in the Monster Manual to reflect a shadowy

image in the Devourer's chest cavity rather than the creature writhing in agony.   If this power point is not used up deflecting a spell, the Devourer will use it up to cast *suggestion* on the dumbest looking fighter type and have that PC defend it against the rest of the party.   It also uses the first round of combat to identify any arcane spellcasters that might be present.   From the second round, it will attempt to *Trap Essence* on the highest level arcane spellcaster, or the highest level rogue or bard if it can <u>reasonably</u> identify one of these (whether it is reasonable needs to be based on PC actions such as sneak attacks, singing, etc. and not on DM knowledge).   Otherwise, it tries to *Trap Essence* on any character it can until it succeeds.   It then reverts to either melee or magical attacks depending on the circumstances.

Treasure: Once Korbesh and his assistants have either been defeated or have fled (in Korbesh's case), the cavern can be searched. The Auszugen is dead, and has been for some time. Korbesh was simply playing with the corpse.

There is a small chest under the bed, possibly a book (near the bed), and nothing else of any value (apart from Korbesh's stuff on him).   If anyone cast a fireball that affected the area around Korbesh's bunk, the book is a pile of ash. Unless the PCs are <u>specifically searching the area in front of the chest</u> for traps, the trap will go off.

For groups who missed Ko'ram-mander's speech, the book (Korbesh's diary) contains the following (he wrote it right after she left and <u>this text is not present if the PCs overheard the speech</u> as he has not had time to make the entry):

The she-devil has left me alone with the undead, while she goes off with most of our forces chasing some wild story about a tunnel to Tusmit - and to bring back her mate! Two dragons in the mountains will be interesting for a time! I am to "recruit" more troops for the coming battle. Uggh! I hate digging up corpses! At least she left me with enough funds to cover the exorbitant costs of the clerics.   And I dare not earn the wrath of our mistress.

Whether the entry above is present or not, the book contains details of caravans that were attacked, how many "new recruits" were obtained, and what kind, and value, of goods were looted. This information will be useful to both the Auszug and to Aramet the merchant.

The chest contains an assortment of gems and a wand (the rest of the treasure is on Korbesh).   The area immediately in front of it (one 5' square) is trapped. At APL 2, it does no damage.

APL 2 (EL 0)
↗ **Minor exploding glyph Trap:** CR 0; no attack roll required (0d8, bright flash) to all within 5'; Search (DC 28); Disable Device (DC 28).

APL 4 and 6 (EL 1)
↗ **Inflict Minor Wounds Trap:** CR 1, Inflict Minor Wounds (1st level cleric), touch attack (+0); Search (DC 25); Disable Device (DC 25).

APL 8 and 10 (EL 2)
↗ **Burning Hands Trap:** CR 2, Burning hands (1st level sorcerer), Reflex Save (DC 11) half damage, 1d4 fire; Search (DC 26); Disable Device (DC 26).

APL 2–loot(70 gp), coin-(100 gp), *wand of cure light wounds* (112 gp), *scroll of endurance* (23 gp), *potion of Bulls Strength* (45 gp), *potion of Invisibility* (45 gp).

APL 4–loot(100 gp), coin-(100 gp), *wand of cure light wounds* (112 gp), *scroll of endurance* (23 gp), *potion of Bulls Strength* (45 gp), *potion of Invisibility* (45 gp), *potion of Cure Moderate Wounds* (45), *potion of Sneaking* (23).

APL 6–loot(100 gp), coin-(100 gp), *wand of cure light wounds* (112 gp), *scroll of endurance* (23 gp), *potion of Bulls Strength* (45 gp), *potion of Invisibility* (45 gp), *potion of Cure Moderate Wounds* (45 gp), *potion of Sneaking* (23 gp), *ring of protection +1* (300).

APL 8–loot(400 gp), coin-(100 gp), *wand of cure light wounds* (112 gp), *scroll of endurance* (23 gp), *potion of Bulls Strength* (45 gp), *potion of hiding* (22 gp), *potion of Invisibility* (45 gp), *potion of Cure Moderate Wounds* (45gp), *potion of Sneaking* (23 gp), *ring of protection +1* (300 gp), *Bracers of Armor +2* (600 gp), *scroll of fireball* (7th level caster) (78 gp), *scroll of mirror image* (30 gp).

APL 10–loot(400 gp), coin-(200 gp), *wand of cure light wounds* (112 gp), *scroll of endurance* (23 gp), *potion of Bulls Strength* (45 gp), *potion of hiding* (22 gp), *potion of Invisibility* (45 gp), *potion of Cure Moderate Wounds* (45gp), *potion of Sneaking* (23 gp), *ring of protection +1* (300 gp), *Bracers of Armor +2* (600 gp)), *scroll of fireball* (7th level caster) (78 gp), *scroll of mirror image* (30 gp).

Conclusion
Read the appropriate conclusion depending on how far the PCs got. The monetary rewards are included in the summary.

If the PCs returned to Yatilskaad directly after the second fight, read this paragraph to them:

Armed with the evidence of Ketite garb and the knowledge of what was wearing it, you deliver your

report to Edulf Brockenbord. He is relieved to know that a war across the pass won't be necessary after all, and he sends you to the paymaster's office to collect a suitable reward for your efforts. Still, you can't help feeling there was more to the goings-on in the mountains than what you uncovered.

If the PCs went to the hidden valley, but returned to Yatilskaad after overhearing Ko'ram-mander's speech, read this paragraph to them:

Commander Brockenbord is very impressed with your information, and the evidence of the Ketite garb. He congratulates you on putting the importance of the information about the tunnel above the importance of investigating the cave and sends you to the paymaster to collect a suitable reward.

If the PCs went to hidden valley too late to catch Ko'ram-mander's speech, and they destroyed the diary in the battle with Korbesh, read this paragraph to them:

Armed with the evidence of Ketite garb and the knowledge of what was wearing it, you deliver your report to Edulf Brockenbord. He is relieved to know that a war across the pass won't be necessary after all, and he is happy to hear you have defeated the leader of the creatures that were destroying the trade across the pass. He sends you to the paymaster's office to collect a suitable reward for your efforts. Still, those many unexplained tracks leave you feeling there was more to the goings-on in the mountains than what you uncovered.

If the PCs went to hidden valley too late to catch Ko'ram-mander's speech, but they got the diary, read this paragraph to them:

Armed with the evidence of Ketite garb and the knowledge of what was wearing it as well as the diary, you deliver your report to Edulf Brockenbord. He is relieved to know that a war across the pass won't be necessary after all, and he is happy to hear you have defeated the leader of the creatures that were destroying the trade across the pass. He sends you to the paymaster's office to collect a suitable reward for your efforts. You can't help but wonder if this is indeed all over, or whether "the she-devil" may yet cross your path one more time.

If the PCs went to hidden valley, heard the speech (and understood it), and then defeated Korbesh, read this paragraph to them:

Armed with the evidence of Ketite garb and the knowledge of what was wearing it as well as the words of the red haired woman, you deliver your report to Edulf Brockenbord. He is relieved to know that a war across the pass won't be necessary after all, and he is happy to hear you have defeated the leader of the creatures that were destroying the trade across the pass. He sends you to the paymaster's office to collect a suitable reward for your efforts. You can't help but wonder if this is indeed all over, or whether your path may cross the red haired woman's at this tunnel she spoke of.

If the PCs went to hidden valley, heard the speech (but did not understand it), and then defeated Korbesh, read this paragraph to them:

Armed with the evidence of Ketite garb and the knowledge of what was wearing it as well as the diary, you deliver your report to Edulf Brockenbord. He is relieved to know that a war across the pass won't be necessary after all, and he is happy to hear you have defeated the leader of the creatures that were destroying the trade across the pass. He sends you to the paymaster's office to collect a suitable reward for your efforts. You can't help but wonder if this is indeed all over, or where the red haired woman took that band of creatures. Perhaps your paths will cross again.

The End

Experience Point Summary

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

Experience objective
Encounter Two
APL 2 90 xp; APL 4 150 xp; APL 6 180 xp;
APL 8 210 xp; APL 10 270 xp.

Encounter Three
APL 2 90 xp; APL 4 120 xp; APL 6 210 xp;
APL 8 240 xp; APL 10 300 xp.

Encounter Five
Pit trap: APL 2, 4, 6 30 xp; APL 8, 10 60 xp

Defeating Korbesh and allies: APL 2 150 xp; APL 4 210 xp; APL 6 270 xp; APL 8 330 xp; APL 10 390 xp

Chest trap: APL 2 0 xp; APL 4, 6 30 xp; APL 8,10 60 xp

Story Award
Gaining information about the fake Ketite soldiers:
APL 2 30 xp; APL 4 50 xp; APL 6 70 xp;
APL 8 90xp; APL 10 110 xp

Gaining information about Ko'ram-mander:
APL 2 30 xp; APL 4 50 xp; APL 6 70 xp;
APL 8 90xp; APL 10 110 xp

Discretionary roleplaying award
APL 2 30 xp; APL 4 35 xp; APL 6 40 xp;
APL 8 45 xp; APL 10 50 xp

Total possible experience:
APL 2 450 xp; APL 4 675 xp; APL 6 900 xp;
APL 8 1125 xp; APL 10 1350 xp

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify, analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.
L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter Two
APL 4: L: 6 gp; C: 0 gp; M: 0 gp

Encounter Five:
APL 2: L: 70 gp; C: 100 gp; M: 225 gp
APL 4: L: 100 gp; C: 100 gp; M: 293 gp
APL 6: L: 100 gp; C: 100 gp; M: 593 gp
APL 8: L: 400 gp; C: 100 gp; M: 1323 gp
APL 10: L: 400 gp; C: 200 gp; M: 1323 gp

Reminder: The *potion of invisibility* and the *scroll of fireball* and *scroll of mirror image* (if present) may well have been used up in the combat. Adjust the M treasure value accordingly.

Conclusion:
APL 2: L: 0 gp; C: 40 gp; M: 0 gp
APL 4: L: 0 gp; C: 100 gp; M: 0 gp
APL 6: L: 0 gp; C: 120 gp; M: 0 gp
APL 8: L: 0 gp; C: 160 gp; M: 0 gp
APL 10: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure
APL 2: L: 70 gp; C: 140 gp; M: 225 gp - Total: 400 gp
APL 4: L: 106 gp; C: 200 gp; M: 293 gp - Total: 599 gp
APL 6: L: 100 gp; C: 220 gp; M: 593 gp - Total: 800 gp
APL 8: L: 400 gp; C: 260 gp; M: 1323 gp - Total: 1250 gp
APL 10: L: 400 gp; C: 400 gp; M: 1323 gp - Total: 2015 gp

Special
Successful return with information about the forces of Korbesh gains the favour of Yatilskaad.

Gaining information about the fate of the caravan (that if was wiped out by Korbesh's forces) gains the favour of Aramet.

Items for the Adventure Record

Favour of Yatilskaad: You have done a great service to Edulf Brockenbord, commander of the Auszug forces in Yatilskaad. He and the locals of Yatilskaad automatically have a beginning reaction of Friendly towards you.   So long as you do nothing to betray their trust, you will be provided with basic meals and accommodation in this part of the Yatils.   This results in Adventurers Standard lifestyle costs being halved in this area.   In addition, this favour is worth one influence point in Perrenland.

Favour of Aramet: The merchant Aramet is grateful for your assistance.   While he does not deal in weapons, armour, magical goods, or live animals, he will offer you a 10% reduction on all mundane goods for the next calendar year.   This favour expires one year from today. If you already have the favour of Aramet, this favour expires one year from the expiration of the first favour.

Item Access

APL 2, 4 & 6:
    Arcane Scroll of Endurance (3rd level caster) (freq Adventure) cost 150 gp
    Wand of Cure Light Wounds (1st level caster) (freq Adventure) cost 750 gp
APL 8 & 10:
    APL 2, 4 & 6 Items
    Bracers of Armor +2 (freq Adventure) cost 4000 gp
    Scroll of Fireball (7th level caster) (Freq Adventure) cost 525 gp

Encounter 2

Half fiend Weretigers (3): CR 7; Large Outsider/Shapechanger (Evil, Neutral); HD 6d8+24; hp 51; Init +4; Spd 40 ft.; AC 20 (touch 14, flat-footed 16) [[+4 Dex, +6 Natural]]as hybrid or AC 19 (touch 13, flat-footed 15) [[-1 size, +4 Dex, +6 Natural]]as tiger; Atk +0 melee [(1d3 subdual, unarmed strike)], +12 melee [(1d8+8, 2 claws)], +10 melee [(2d6 +4, bite)] ; Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake 1d8+4, curse of lycanthropy, spell-like abilities; SQ Tiger empathy, scent, damage reduction 15/silver, darkvision 60', poison immunity, acid resistance (20), cold resistance (20), electricity resistance (20), fire resistance (20); AL NE; SV Fort +11, Ref +9, Will +4; Str 27, Dex 19, Con 19, Int 14, Wis 10, Cha 12. Height 7 ft.

Skills and Feats: Balance +6, Concentration +8, Hide +9 (+5 in tiger form), Knowledge (nature) +6, Knowledge (religion) +6, Listen +10, Move Silently +9, Search +8, Sense Motive + 4, Speak Abyssal, Spellcraft + 6, Spot +10, Swim +11, Tumble +9, Wilderness Lore +4; Blind Fight, Multiattack, Power Attack.

Spell-like abilities (Sp): 3/day - *darkness*; 1/day – *desecrate* and *unholy blight.*

Encounter 3

Ghast (Advanced): CR 3; Medium Undead ; HD 6d12 hp see encounter text; Init +2; Spd 30 ft. AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 Natural]; Atk +5 melee [(1d8+1, bite and paralysis)]; +2 melee [(1d4 and paralysis, claws (2))]; SA [Stench, create spawn, paralysis] ; SQ [Undead, Turn Resistance +2] AL [CE]; SV Fort +2, Ref +4, Will +7; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8, Tumble +4; Multiattack, Weapon Finesse (bite)

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralysed for 1d6 +4 minutes. Even elves are vulnerable to this paralysis

Appendix 1 – Monster stats

Create Spawn (Su): Not going to matter within the timeframe of the scenario, but this is what will happen to any PCs killed and not recovered.

Encounter 5

Korbesh of Ket: Male Human RGR1/SOR1: CR 4; Medium shapechanger (wererat); HD 1d10+1d4+2; hp 15; Init +3 (Dex); Spd 30 ft [40 ft, climb 20ft as rat]; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 natural, +3 natural as hybrid]; Atks +2 melee(1d6+1(18-20, x2), rapier), +1 melee (1d4, Masterwork Spiked Gauntlet), +1 melee (1d4, bite) or +5 ranged (1d8+1, Masterwork Longbow); SA Spells, Curse of lycanthropy; SQ Rat empathy, scent, DR 15/silver as rat or hybrid; AL LE; SV Fort +5, Ref +5, Will +4. Str 12(10 as hybrid or rat), Dex 16(17), Con 12(13), Int 12(10), Wis 10(10), Cha 14(10).

Skills and Feats: Animal Empathy +5, Concentration +6, Handle Animal +5, Hide +6, Knowledge (Arcana) +3, Listen +4 (+8 in hybrid or rat form), Move Silently +6, Ride +6, Search +5 (+8 in hybrid or rat form), Speak Draconic, Speak Orc, Spot +4 (+8 in hybrid or rat form), Use Rope +4, Wilderness Lore +3; Alertness, Ambidexterity, Multiattack (as hybrid), Point Blank Shot, Rapid Shot, Track, Two Weapon Fighting, Weapon finesse (bite, as hybrid), Weapon finesse (rapier, as hybrid).

Favoured Enemy: Elves (+1 dmg melee, +1 dmg ranged within 30 ft, +1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore vs this race)

Possessions: Rapier, Masterwork Longbow, Masterwork Spiked Gauntlet, potion of Bulls Strength, potion of Invisibility, scroll of endurance, Signet Ring

Spells known (5/4, base DC = 12 + spell level): 0 - Daze, Flare, Ray of Frost, Resistance; 1st – Mage Armor, Magic Missile

Familiar: Toad (Roach). HD 1 (6 hp); Spd 5; AC 16; Atks -; Hide +21, Listen +6, Spot +6

Korbesh of Ket: Human FTR1/RGR1/SOR2: CR 6; Medium shapechanger (wererat); HD 2d10+2d4+4; hp 26; Init +7 (Dex, Improved Initiative); Spd 30 ft [40 ft, 20 ft climb as rat]; AC 15 (touch 13, flat footed 12)[+3 Dex, +2 natural, +3 natural as hybrid or rat]; Atks +5 melee (1d6+1 (18-20, x2), MW Rapier), +3 melee (1d4, MW Spiked Gauntlet), +1 melee(1d4, bite) or +7 ranged (1d8+1, Masterwork Longbow); SA Spells, Curse of lycanthropy; SQ Rat empathy, scent, DR 15/silver as rat or hybrid; AL LE; SV Fort +7, Ref +3,

Will +5. Str 12 (10 as hybrid or rat), Dex 17(17), Con 12(13), Int 12(10), Wis 10(10), Cha 14(10).

Skills and Feats: Animal Empathy +5, Climb +2, Concentration +8, Handle Animal +6, Hide +6, Knowledge (Arcana) +4, Listen +4 (+8 in hybrid or rat form), Move Silently +6, Ride +7, Scry +2, Search +5 (+8 in hybrid or rat form), Speak Draconic, Speak Orc, Spot +4 (+8 in hybrid or rat form), Swim −1, Use Rope +4, Wilderness Lore +3; Alertness, Ambidexterity, Combat Reflexes, Improved Initiative, Multiattack (as hybrid), Point Blank Shot, Rapid Shot, Track, Two Weapon Fighting, Weapon finesse (bite, as hybrid), Weapon finesse (dagger, as hybrid).

Favoured Enemy: Elves (+1 dmg melee, +1 dmg ranged within 30 ft, +1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore vs this race)

Possessions: Masterwork Longbow, Masterwork Rapier, Masterwork Spiked Gauntlet, potion of Bulls Strength, potion of Cure Moderate wounds, potion of Invisibility, potion of Sneaking, Scroll of Endurance, Signet Ring

Spells known (6/5, base DC = 12 + spell level): 0 - Daze, Flare, Ghost Sound, Ray of Frost, Resistance; 1st – Mage Armor, Magic Missile

Familiar: Toad (Roach). HD 2 (11 hp); Spd 5; AC 16; Atks -; Hide +21, Listen +6, Spot +6

APL 6

🗡 **Korbesh of Ket:** Human FTR1/RGR1/ ROG1/SOR3: CR 8; Medium shapechanger (wererat); HD 2d10+1d6+3d4+6; hp 35; Init +7 (Dex, Improved Initiative); Spd 30ft [40ft, 20ft climb as rat]; AC 16 (touch 14, flat-footed 13) [+3 Dex, +1 Ring, +2 natural, +3 natural as rat or hybrid]; Atks +5 melee (1d6+1 (18-20, x2), MW rapier), +3 melee (1d4, MW Spiked Gauntlet), +1 melee (1d4, bite) or +8 ranged (1d8+1, Masterwork Longbow); SA Spells, Sneak Attack, Curse of lycanthropy; SQ Rat empathy, scent, DR 15/silver as rat or hybrid; AL LE; SV Fort +8, Ref +6, Will +5. Str 12 (10 as hybrid or rat), Dex 17(17), Con 12(13), Int 12(10), Wis 10(10), Cha 14(10).

Skills and feats: Animal Empathy +5, Climb +2, Concentration +8, Diplomacy +4, Handle Animal +6, Hide +9, Knowledge (Arcana) +4, Listen +4 (+8 in hybrid or rat form), Move Silently +10, Ride +7, Scry +2, Search +5 (+8 in hybrid or rat form), Speak Draconic, Speak Giant, Speak Orc, Spot +4 (+8 in hybrid or rat form), Swim −1, Use Rope +4, Wilderness Lore +3; Alertness, Ambidexterity, Combat Reflexes, Improved Initiative, Multiattack (as hybrid), Point Blank Shot, Rapid Shot, Track, Two Weapon Fighting, Weapon finesse (bite, as hybrid), Weapon finesse (rapier, as hybrid), Weapon Focus (Longbow)

Favoured Enemy: Elves (+1 dmg melee, +1 dmg ranged within 30 ft, +1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore vs this race)

Possessions: Masterwork Longbow, Masterwork Rapier, Masterwork Spiked Gauntlet, potion of Bulls Strength, potion of Cure Moderate Wounds, Potion of Invisibility, potion of Sneaking, Ring of Protection +1, Scroll of Endurance, Signet Ring

Spells known (6/6, base DC = 12 + spell level): 0 – Daze, Flare, Ghost Sound, Ray of Frost, Resistance; 1st – Chill Touch, Mage Armor, Magic Missile

Familiar: Toad (Roach). HD 3 (14 hp); Spd 5; AC 17; Atks -; Hide +21, Listen +6, Spot +6

APL 8

🗡 **Korbesh of Ket:** Human FTR2/RGR1/ ROG1/SOR4: CR 10; Medium shapechanger (wererat); HD 3d10+1d6+4d4+8; hp 46; Init +8 (Dex, Improved Initiative); Spd 30 ft [40ft, 20ft climb as rat]; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 Ring, +2 Bracers, +2 natural, +3 natural as rat or hybrid); Atks +8 melee (1d6+1 (18-20) x2, MW rapier), +5 melee (1d4, MW Spiked Gauntlet), +3 melee (1d4, bite) or +12 ranged (1d8+2, Longbow+1); SA Spells, Sneak Attack, curse of lycanthropy; SQ Rat empathy, scent, DR 15/silver as rat or hybrid; AL LE; SV Fort +9, Ref +7, Will +6. Str 12 (10 as rat or hybrid), Dex 18(17), Con 12(13), Int 12(10), Wis 10(10), Cha 14(10).

Skills and feats: Animal Empathy +5, Climb +2, Concentration +8, Diplomacy +5, Escape Artist +5, Handle Animal +6, Hide +10, Intimidate +3, Knowledge (Arcana) +4, Listen +4 (+8 in rat or hybrid form), Move Silently +11, Ride +7, Scry +2, Search +5 (+8 in rat or hybrid form), Speak Draconic, Speak Giant, Speak Orc, Spot +4 (+8 in rat or hybrid form), Swim −1, Tumble +7, Use Rope +5, Wilderness Lore +3; Alertness, Ambidexterity, Combat Reflexes, Improved Initiative, Multiattack (as hybrid), Point Blank Shot, Rapid Shot, Spell Focus (Evocation), Track, Two Weapon Fighting, Weapon finesse (bite, as hybrid), Weapon finesse (rapier, as hybrid), Weapon Focus (Longbow)

Favoured Enemy: Elves (+1 dmg melee, +1 dmg ranged within 30 ft, +1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore vs this race)

Possessions: Longbow +1, Masterwork Rapier, Masterwork Spiked Gauntlet, potion of Bulls Strength, potion of Cure Moderate Wounds, Potion of Hiding, Potion of Invisibility, potion of Sneaking, Ring of Protection +1, Signet Ring, Bracers of Armor +2, Scroll of Endurance, Scroll of Mirror Image.

Spells known (6/7/4, base DC = 12 + spell level): 0 – Daze, Flare, Ghost Sound, Ray of Frost, Read Magic,

Resistance; 1st – Chill Touch, Mage Armor, Magic Missile; 2nd – Flaming Sphere

Familiar: Toad (Roach). HD 4 (19 hp); Spd 5; AC 17; Atks -; Hide +21, Listen +6, Spot +6

APL 10

🗡 **Korbesh of Ket:** Human FTR2/RGR1/ ROG1/SOR5: CR 11; Medium shapechanger (wererat); HD 3d10+1d6+5d4+9; hp 50; Init +8 (Dex, Improved Initiative); Spd 30 ft [40ft, 20ft climb as rat]; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 Ring, +2 Bracers, +2 natural, +3 natural as rat or hybrid); Atks +8 melee (1d6+1 (18-20) x2, MW rapier), +5 melee (1d4, MW Spiked Gauntlet), +3 melee (1d4, bite) or +12 ranged (1d8+2, Longbow+1); SA Spells, Sneak Attack, curse of lycanthropy; SQ Rat empathy, scent, DR 15/silver as rat or hybrid; AL LE; SV Fort +9, Ref +7, Will +6. Str 12 (10 as rat or hybrid), Dex 18(17), Con 12(13), Int 12(10), Wis 10(10), Cha 14(10).

Skills and feats: Animal Empathy +5, Climb +2, Concentration +8, Diplomacy +5, Escape Artist +5, Handle Animal +6, Hide +10, Intimidate +3, Knowledge (Arcana) +4, Listen +4 (+8 in rat or hybrid form), Move Silently +11, Ride +8, Scry +2, Search +5 (+8 in rat or hybrid form), Speak Draconic, Speak Giant, Speak Orc, Spot +4 (+8 in rat or hybrid form), Swim –1, Tumble +8, Use Rope +7, Wilderness Lore +3; Alertness, Ambidexterity, Combat Casting, Combat Reflexes, Improved Initiative, Multiattack (as hybrid), Point Blank Shot, Rapid Shot, Spell Focus (Evocation), Track, Two Weapon Fighting, Weapon finesse (bite, as hybrid), Weapon finesse (rapier, as hybrid), Weapon Focus (Longbow)

Favoured Enemy: Elves (+1 dmg melee, +1 dmg ranged within 30 ft, +1 Bluff, Listen, Sense Motive, Spot, Wilderness Lore vs this race)

Possessions: Longbow +1, Masterwork Rapier, Masterwork Spiked Gauntlet, potion of Bulls Strength, potion of Cure Moderate Wounds, Potion of Hiding, Potion of Invisibility, potion of Sneaking, Ring of Protection +1, Signet Ring, Bracers of Armor +2, Scroll of Endurance, Scroll of Mirror Image.

Spells known (6/7/5, base DC = 12 + spell level): 0 – Daze, Flare, Ghost Sound, Ray of Frost, Read Magic, Resistance; 1st – Chill Touch, Mage Armor, Magic Missile, True Strike; 2nd – Flaming Sphere, Invisibility Familiar: Toad (Roach). HD 5 (20 hp); Spd 5; AC 18; Atks -; Hide +21, Listen +6, Spot +6

All APL's if needed

Although she appears in human form when first encountered, Ko'ram-mander's first action is to dismiss the polymorph self spell (she has a ring) and change to her real form (standard action, so she can move after changing) before tearing into the foolish mortals. The stat block below therefore reflects her fiend/dragon form rather than her human one. She has the help of her minions (including Korbesh) per the APL. She will not use her breath weapon unless things are going badly for her side. She will power attack in melee until she misses twice in a row, then she stops power attacking. She will pursue fleeing PCs as she does not want anyone letting on what's really happening in the Yatils.

PCs killed fighting Ko'ram-mander and her forces are permanently gone from the Living Greyhawk Campaign unless other party members somehow grab the body and flee successfully (probably via magical means).

🗡 **Ko'ram-mander:** Female half-fiend adult red dragon; CR 16; Huge Outsider (half-fiend adult red dragon); HD 22d12+132, hp 275; Init +6; Spd 40 ft., fly 150 ft. [poor]; AC 32 (touch 10, flat-footed 30) [+2 Dex, -2 size, +22 natural]; Atk +33 melee (2d8+13, bite), +29 melee (2d8+6, 2 claws), +28 melee (1d8+6, 2 wings), +28 melee (2d6+19, tail slap); Face/Reach [10 ft. by 20 ft./20 ft.]; SA [Breath weapon, spells, spell-like abilities]; SQ [Darkvision, Fire immunity, Frightful Presence, paralysis immunity, poison immunity, resistance to acid, cold, and electricity 20, sleep immunity, vulnerability (cold),]; SR 21; AL [CE]; SV Fort +19, Ref +15, Will +17; Str 37, Dex 14, Con 23, Int 20, Wis 19, Cha 18.

Skills and Feats (6): Bluff +20, Concentration +26, Diplomacy +26, Escape Artist +24, Jump +35, Knowledge (Arcana) +24, Knowledge (Local) +27, Knowledge (Religion) +15, Listen +26, Scry +20, Search +27, Sense Motive +15, Speak Abyssal, Speak Infernal, Speak Stämtal (common), Speak Ur-Flan, Spellcraft +22, Spot +26; Alertness, Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw).

Breath Weapon (Su): 50ft cone of fire, beginning at the mouth. Dmg 12d10, Reflex save (25) for half. Once used, the breath weapon cannot be used again for 1d4 rounds.

Spell-like abilities (Sp): 6/day – locate object; 3/day – darkness, poison, suggestion , unholy aura; 1/day – blasphemy, contagion, desecrate, destruction, discern location, eyebite, horrid wilting, summon monster IX (fiends only), unhallow, unholy blight.

Cold resistance/vulnerability (Ex): Ko'ram-mander is both vulnerable and resistant to cold damage. To calculate damage from a cold-based attack, first roll her saving throw (if any). If the damage is from a spell, her SR comes into play before any saving throw is required. If she fails that (or it's

not applicable), double the amount of damage to be dealt.   If she makes her save, the damage is per the saving throw.   Either way, subtract 20 points from that number and any left over damage gets through.

Frightful Presence (Ex):   Once   Ko'ram-mander is within 180 ft of any PC, they must make a Will save (25) or be affected by dragon fear.   Affected creatures up to 4 HD are panicked for 4d6 rounds. 5 HD creatures and above are shaken for 4d6 rounds if they fail their save.

Possessions: Ring of Polymorph Self (Only works on Evil Dragons).

Physical Description: She's a red dragon, with fiery red eyes and a bad temper.

Spells Known   (6/7/7/5, base DC = 14 + spell level): 0—[*arcane mark, daze, detect magic, flare, guidance, mage hand, read magic,*]; 1st—[*bane, burning hands, comprehend languages, identify, shield*]; 2nd—[*flaming sphere, pyrotechnics, shatter*]; 3rd — [*fireball, flame arrow*].

Map of Korbesh's Hideout

DESK   BED

4

2

1

3

K. m
P. m
m m

Deadfall Pit

Entrance

I.
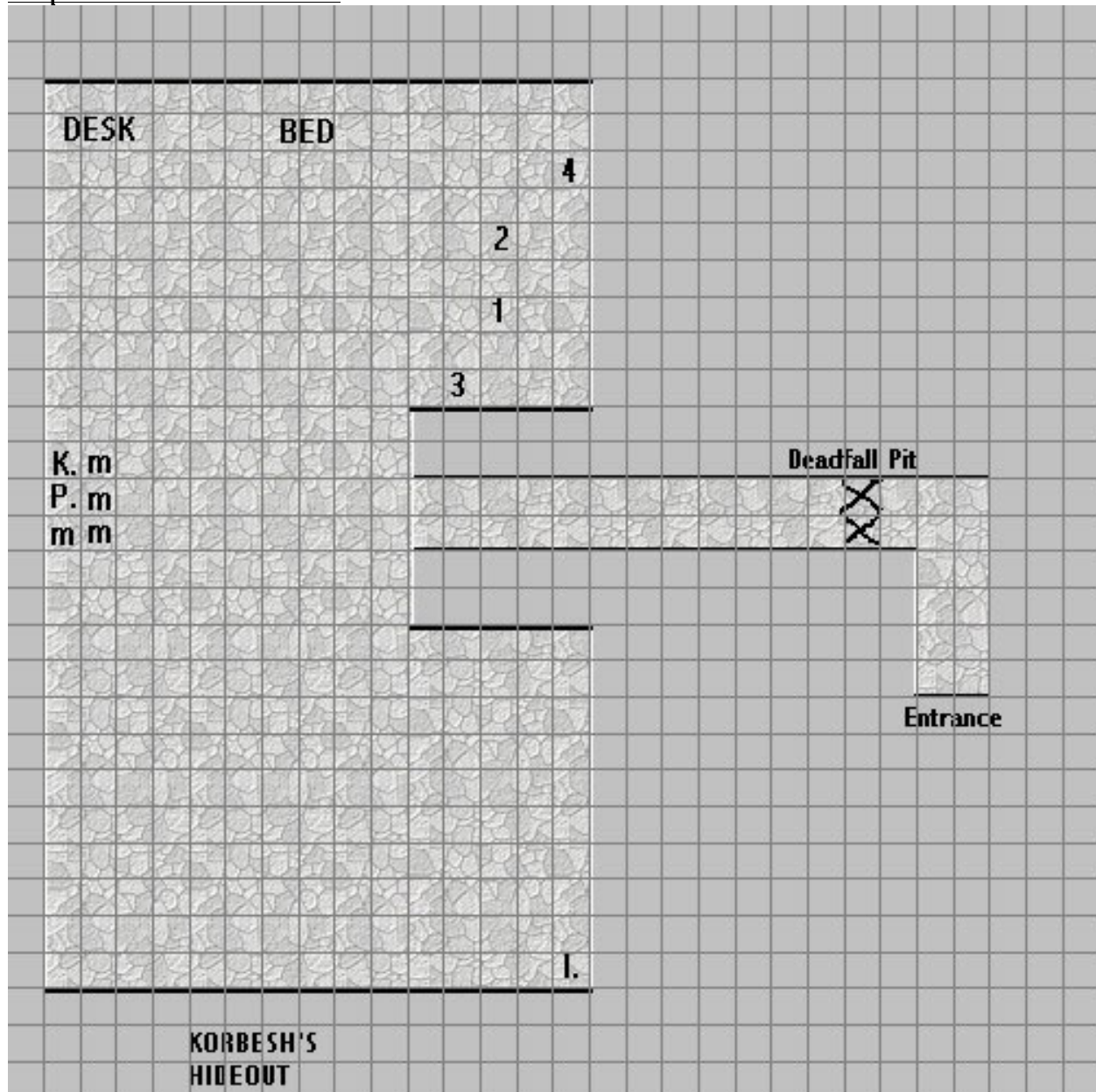
KORBESH'S
HIDEOUT

1 sq = 5 ft

Key to DM Aid Map :
K. – is where **Korbesh** is if he's **visible**
I. – is where **Korbesh** is if he's **invisible**
P. – is where the **prisoner** is hanging on the wall
1, 2, 3, and 4 – is where the monsters are (though not all APLs have 4 monsters). Start from the top of the text and work down. Monster 3 is on the roof of the cave, and monster 4 is hanging from the wall like a greatcoat.
M – Where the **mirror images** of Korbesh are, **if he's invisible**
The cave is lit by about 30 small torches attached to the walls all around the cave
The chest and diary can be found hidden **under the BED**