

ULP7-04

# Broken Chains

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

### Principality of Ulek Regional Adventure

Version 1.5.4

by Bill W. Baldwin

Reviewers: Michael Jones, Principality of Ulek Triad

Playtesters: Samantha Baldwin, Yvette Brown-Losson, Dawn Coakley, Jeff Kramer, Mark Lewis, Kelly Moorman, Henry Ngo, Chris Pederson, Gerry Ruiz, Dave Wright, Tina Wright

From what depths does courage spring that drives a man, freed from years of oppression, to aid his brethren rather than flee upon the easy path? How clear the waters of conviction that he stand alone against the darkness while the heart of a nation falters? What word speaks of a man who stays his course even as he bares his neck to the headman's axe? What word, save that of 'Hero?' A Principality of Ulek regional adventure for APLs 2-8, Part Two of the *Reclamation* series and Part One of the *Cry Freedom* series.

**Note:** This adventure will be of particular interest to members of the military forces of the Reclamation.

**Resources:** *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Regional Feats of Oerth* in *Dragon Magazine*, Issue #315 [Eric Mona], *Magic Item Compendium* [Andy Collins, Mike Mearls, Stephen Schubert], *Player's Handbook II* [Dave Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Races of the Wild* [Skip Williams], *Spell Compendium* [Mathew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R  o f  A n i m a l	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

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

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

## TIME UNITS AND UPKEEP

This is a half-round Regional adventure, set in the Principality of Ulek. Characters native to the

Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## ADVENTURE BACKGROUND

With the overrunning of the Disputed Territories in 584 CY, the Pomarj forces and their allied Slavelords found a new and easy source to fill their slave pens. Any resident suspected of resistance or convicted of a crime (real or fabricated) soon found themselves on the auctioneer's block. Commoners, nobles, farmers and entertainers; all became fodder for the lucrative slave trade. But even years of backbreaking slavery can't break the spirits of some. Almost two years ago, a half-elf slave escaped his captors. But unlike those before him who fled back to the safety of the Principality, he stayed to free and fight for others. Known only as Scarred Fox this rebel leader freed many slaves and organized them into a skilled guerrilla force to fight their conquerors. This force, known as the Chain Breakers, has harried the forces of the Pomarj, ambushing patrols, destroying supply depots, raiding supply and slave caravans, and otherwise disrupting the forces of The Mak. Even when the forces of the Principality did little to retake the Disputed Territories, Scarred Fox and

the Chain Breakers fought on undeterred, becoming a major thorn in the side of the occupying forces.

The latest successes of the Army of the Reclamation have emboldened the Chain Breakers, and they have made many successful and devastating behind the line raids against the enemy. But this success did not come without a price. Scarred Fox's luck finally ran out and he was captured by his hated enemies. Not satisfied with simply killing their long hated foe, the forces of the Pomarj want to make an example of him with a very public execution. Scarred Fox was taken to the fortification of Rourk's Redoubt for that purpose.

Rourk's Redoubt was the sight of a famous battle of the Greyhawk Wars. A force of 200, led by the dwarf Rourk Splinterstone, held off a great force of orcs and goblins for three days until reinforcements arrived. The fortifications were built upon over the years until the Redoubt became a major fortress guarding a bridge over the Jewel River. When the forces of the Mak captured the Disputed Territories in 584 CY, they captured the Redoubt. The Orcs claimed that tales of Rourk's bravery were a typical, boastful lie from drunken dwarves; that Rourk was, in fact, a coward who let his men die rather than risk his own life. And the Redoubt was renamed, Rourk's Lie.

Although the subject of an attack from a major strike force, Rourk's Lie survived with very little damage during the destruction of Strandkeep Castle by the Principality of Ulek and Gran March forces in 595 CY.

Now, in just a few days, Rourk's Lie will become famous again, this time for the execution of a hero. The Chain Breakers have tried to free Scarred Fox on their own, but the Pomarj forces anticipated this. A large force was sent from Rourk's Lie to keep them busy, or better yet, force them into open battle. So far the Chain Breakers have eluded this force, but they aren't any closer to rescuing their leader.

In desperation, they sent out an emissary, Scarlet Crow, on a mission to gain help from the Army of the Reclamation they have been aiding since before there was such an army.

The Army of the Reclamation sees the value in Scarred Fox's guerilla force. But with a battle looming, the Royal Army and its allies have few men to spare. An elite force will have to be called up and sent out to rescue Scarred Fox, and quickly.

## **Adventure Summary**

The PCs are recruited by the Army of the Reclamation to go to Rourk's Lie and rescue Scarred Fox before he can be executed. Their orders include returning Scarred Fox safely to the Chain Breakers. They are introduced to a member of the Chain Breakers named, Scarlet Crow, who acts as their guide.

As the PCs make their way through the Disputed Territories to Rourk's Lie via keelboat they encounter a burning shipwreck with a single survivor. This is a ruse by river pirates to take the keelboat but before the trap can be sprung, a patrol of orcs shows up. The PCs must fight a 3-way battle.

Once at Rourk's Lie the PCs are given an opportunity to reconnoiter and gather information before coming up with a plan to rescue Scarred Fox. Sometime prior to Scarred Fox's scheduled execution at noon on the third day, the PCs must initiate their plan and rescue the rebel leader.

If they are successful, they retreat safely from Rourk's Lie. At this point, Scarred Fox asks them to escort him to the Army of the Reclamation rather than his own men so that he may raise support for the Chain Breakers. The PCs' decision affects certain aspect of this adventure.

Regardless of the choice, the PCs are pursued by a group of elite trackers. The trackers catch up with them on the second day and the PCs must deal with them.

The PCs are then allowed to complete their mission. If they returned Scarred Fox to his men as ordered, the reward from the Army is greater. If they escort him to the Army of the Reclamation as requested, the reward from Scarred Fox is greater.

## **PREPARATION FOR PLAY**

Before play begins, the DM should make note of any PCs who are members of the Principality of Ulek or Gran March military, as well as any items on their ARs that may influence such Meta-organizations, either positively or negatively.

The DM should also read over the various sections of this adventure carefully. Several parts may require adlibbing on the part of the DM and he should be aware of these before play starts.

The DM should also familiarize himself with the Reclamation Primer (see DM AID:

RECLAMATION PRIMER at the end of this adventure).

## INTRODUCTION

There are three separate introductions for PCs detailed in handouts at the end of this adventure. Members of the Royal Army, Mine Rangers and Gran March military receive Handout #1. Members of Royal Navy receive Handout #2. And PCs who are not members of a military organization receive Handout #3. Give the players a chance to read over the handouts before continuing.

Any military PC that refuses the orders detailed in the handout should be asked to leave the table at this point. They receive **Insubordination** on their AR. Any PCs attempting to gain further information from the young lieutenant won't get much. He doesn't know why they were summoned. He's just following orders.

Assuming the PCs agree to this order/request, read or paraphrase the following:

***Soaked and mud-drenched, you managed to make it to the huge tent currently used as Command and Control just barely in time. You report for duty and are told to wait outside until they are ready for you. At least there is an overhang in front to keep off some of the elements. And apparently there is company, as well, as several others appear to be waiting here with you.***

Allow players to do character introductions at this time and give them some freedom to role-play a bit, perhaps recounting war stories and what they are doing here.

Once this is done and the role-playing has noticeably slowed, continue reading:

***After what seems like forever, the tent flap to C&C finally folds back and the young lieutenant from earlier directs you inside. Several senior officers, including Colonel Krufec Brightsilver and Field Marshal Augustus Clinkerfire, are standing about a large table. A strikingly handsome, sharp-faced woman with auburn hair, and dressed in well-used traveling leathers is also with them. Though it is obvious from her bearing she is no officer.***

***Colonel Brightsilver turns to you as you enter. "At ease," he instructs you, not seeming to notice whether or not you are actually military. "Before I explain why you have been***

***called here, I must explain that this matter is of utmost secrecy. Nothing about this is to be spoken outside of this tent to anyone not already here. Is this understood?"***

Any PCs that do not agree to this are politely asked to leave. The adventure is over for them. Fill out their AR and let them leave the table. For those that do agree, read the following:

***"Good," continues the Colonel. "Now to the meat of the matter. Some of you have undoubtedly heard of Scarred Fox. [A successful DC 10 Knowledge (local-Sheldomar Valley) or Bardic Knowledge check indicates the PCs have] For those of you who haven't, he is a local legend here in the Disputed Territories. No one is sure of the origins or true name of this half-elf, but it is known he was captured and enslaved by the forces of the Pomarj when they overran the disputed territories 13 years ago. A little less than 2 years ago, Scarred Fox was freed from his shackles of the Vulkandorf Mines when a large combined army made up of forces from the Principality of Ulek, Gran March and Keoland destroyed Strandkeep Castle. But unlike everyone else who was freed, he did not return to the safety of the Principality. Instead, Scarred Fox stayed behind to help others who had met a similar fate. He freed many slaves and formed the Chain Breakers, a small, but skilled guerilla force bent on overthrowing the tyranny of the Mak and the Slavers. And they have been very successful."***

***"If fact, I dare say that while we were all sitting on our laurels prior to the attack on Greutam, Scarred Fox was fighting our war for us. But that came with a price, one the Army of the Reclamation wishes to repay if we are to hold any honor."***

***Colonel Brightsilver's face turns even sterner than usual. "Scarred Fox has been capture by our enemies," he announces. "He is currently being held at Rourk's Redoubt in the Disputed Territories, and is scheduled for public execution in 3 days. We cannot allow such a brave hero of the Reclamation to be turned into a public warning sign to all who would defy the Mak and his allies. But we cannot afford to split our forces at present. We need to send someone into the area quickly to bring Scarred Fox out safely and return him to his men. And that is why you are here. We believe a small force of irregulars can make it***

**through the DT without attracting the attention of the Mak's many spies."**

**"Before I give out any more information, I must ask if you are willing to volunteer to do this. All I can say is that the mission will be as dangerous as it is vital to the campaign. What say yea?"**

If any of the PCs refuse, they are asked to leave. Immediately upon exiting they are arrested by military personnel and held under guard for the next 4 days, after which time they are released. This is to make sure they do not have an opportunity to tell anyone about the mission before its success is determined. The arrested PCs are treated well and kept comfortable, but no explanation is given for their incarceration. Nor does the arrest show up on any official reports.

For those PCs who agree, continue:

**Colonel Brightsilver breathes a sigh of relief. "It is good to see this land still breeds heroes of fine mettle. Before I answer any questions I would like to introduce you to your guide and escort to Rourk's Redoubt." Colonel Brightsilver turns to the woman with auburn hair. "This is Scarlet Crow," he continues. "She is a member of Scarred Fox's Chain Breakers and knows the Disputed Territories well. Now, what questions do you have?"**

Use the following text to address PC questions and feed them additional information in an interactive manner. Make sure all necessary information is imparted. As always, paraphrase and ad lib as necessary to serve the narrative needs of your players.

Q: Why haven't the Chain Breakers rescued Scarred Fox?

**A: (from Scarlet Crow) "We've tried. But the orcs were anticipating this. They sent a large force to keep us busy and hope they can force an open battle from our desperation to rescue our leader. We are holding our own right now, but they are keeping us too busy to mount a rescue mission. That is why I came to Field Marshal Clinkerfire. The Chain Breakers have always previously worked alone."**

Q: How are we going to get to Rourk's Redoubt since it is in the middle of the Disputed Territories?

**A: (from Colonel Brightsilver) "We will teleport you to a location in Prinzfeld near the Grumel boarder along the Jewel River. From there, we have secured the services of a riverboat**

**captain who is allowed to ply the Pomarj held waters of the Jewel. From there it is only a day and a half's journey down stream to Rourk's Redoubt. You will need to be very careful, but as long as you try to blend in and do nothing to bring attention to yourselves, there shouldn't be a problem. The number of Ulek sympathizers in the area makes it very difficult for the orcs to keep tabs on everyone."**

Q: If you can teleport us to Prinzfeld, why not just teleport us to Rourk's Redoubt?

**A: (from Field Marshal Clinkerfire) "We know from a raid we conducted 2 years ago during the destruction of Strandkeep Castle that the Redoubt has magical defenses, including ones that would prohibit teleportation and the like. We don't know how far those defenses extend, so we cannot risk teleporting you into the DT directly."**

Q: How are we going to rescue Scarred Fox?

**A: (from Colonel Brightsilver) "We do know they are currently keeping Scarred Fox in the Constabulary Jail just outside the walls of the Redoubt. But we aren't quite sure why this is though, as it would seem keeping him in the Redoubt would be safer. Very little else is known about how they are currently keeping him. Once you get to Rourk's Redoubt you will need to reconnoiter the situation and decide upon a plan yourselves."**

Q: What is Rourk's Redoubt?

**A: (from Scarlet Crow) "First of all, once we enter the DT, never refer to it as Rourk's Redoubt. It was the site of a great battle of the Greyhawk Wars known as the Battle of Celene Pass. Two hundred men and dwarves, lead by the dwarf Rourk Splinterstone, held off a larger force of orcs and goblins for three days until reinforcements arrived. It was a place of great honor and reverence. And later became a major fortification, guarding a bridge crossing the Jewel River. But when Turrosh Mak's forces took over the Disputed Territories, they renamed the place Rourk's Lie, claiming that tales of Rourk's bravery were a typical, boastful lie from drunken dwarves pretending to be more than the lazy, money grubbing sots that they are. They claim Rourk was a coward who let his men die rather than risk his own life." Scarlet Crow's face flushes with anger when she says this.**

Q: If Rourk's Lie is a fortress, doesn't it have a lot of guards?

**A: (from Scarlet Crow) "Normally, yes. In fact, Rourk's Lie is the Pomarj's primary training facility for Hobgoblins. Fortunately, the forces needed to keep the Chain Breakers at bay have drained the garrison to a shadow of its normal state. But don't expect to just walk in and out without a fight. They don't have any intentions of letting Scarred Fox escape."**

Q: What sort of forces can we expect to deal with once we get there?

**A: (from Scarlet Crow) "The garrison is currently only a few hundred strong, but the jail and execution grounds won't have that many guards. The guards should be mostly what you'd expect; some orcs and hobgoblins, and maybe an ogre or giant. Duergar are also rumored to prowl the dungeons of the castle, but if all goes well, you shouldn't run into any of these."**

Q: How do we get back once we've rescued Scarred Fox?

**A: (from Colonel Brightsilver) "Once you have rescued him, you are to return him to the Chain Breakers. We need him continuing the war effort and distracting the enemy. After that, you need to decide how best to return home. Perhaps the Chain Breakers can help you with that?"**

Q: Why us?

**A: (from Colonel Brightsilver) "We can't spare regular military forces at the moment and we need people who can think on their feet. You have been recommended to us as reliable and versatile adventurers. I hope you can live up to that recommendation."**

Q: What's in this for me?

**A: (from Colonel Brightsilver) "You mean besides the gratitude of every man, woman and child in the Principality of Ulek? Well, I'm sure we can arrange for an appropriate amount of gold to match your cold heart."**

Q: Scarred Fox, Scarlet Crow, what's with the funny names?

**A: (from Scarlet Crow) "All of the Chain Breakers have adopted code names. Many of us still have friends and family in the slave pens of the Pomarj and they would be used against us if our true identities were known."**

**We have adopted animal names so that we would never forget how we were treated like animals until the Disputed Territories and Poor March are once again free."**

Q: How will we find the Chain Breakers once we rescue Scarred Fox?

**A: (from Scarlet Crow) "As soon as Scarred Fox is rescued, I will leave to find the Chain Breakers. Scarred Fox can point you in the right direction and WE will find you when it is safe to do so."**

Q: When do we leave?

**A: (from Field Marshal Clinkerfire) "Immediately. Scarred Fox's execution is set for noon 3 days from now and it will take you a day and a half just to get there."**

Q: Is there anything you can give us that might be of assistance in completing our mission?

**A: (from Colonel Brightsilver) "You may requisition up to (50 x APL) gold in equipment from the quartermaster."**

Allow the PCs to purchase any Open access items up to a total of 50gp x APL in value. Unused items must be returned at the end of the adventure and do not count as part of the party treasure.

Once the PCs' questions have been answered, continue with the following:

**Field Marshal Clinkerfire steps forward. "If there are no more questions, time is of great importance. You have an hour to prepare yourselves but we cannot risk sending you out into the rank and file. Mak's spies are everywhere. Give a list of everything you need to our aids and they will procure them for you. What you go to do now will have far reaching repercussions. Ulaa be with you."**

Allow the PCs some time to decide what they want to take with them on the mission, but maintain a sense of urgency. In the early morning hours of the next day they are quietly whisked out of the army encampment and sent on their mission.

## ENCOUNTER 1: IN DISPUTE

**You spent part of last night preparing for your mission before the wizards of the Talons of Retribution showed up to teleport you to a location a few miles from your rendezvous.**

***The Talons form a circle and unceremoniously deliver you and Scarlet Crow to your destination, a small copse of trees about a half-mile south of the Jewel River.***

***In the early morning hours, Scarlet Crow leads you out of the hidden location to your rendezvous with the boat captain. In the distance you see the silhouette of a darkened river keelboat resting along the bank of the Jewel. Crow chirps like a small frog and a man steps out from the shadows. He is of obvious Rhennee descent and dressed in typical river gypsy attire.***

***Scarlet Crows asks you to wait here. She approaches the man and speaks with him for several minutes, finally handing him a sack of coins. The man briskly turns back to the boat and Scarlet Crow motions you forward.***

***“Our host,” Crow says in a low tone, “such as he is, is Captain Tourek. His boat is the ‘Rough in the Jewel.’ Don’t expect much hospitality or help from him during our voyage. He is doing it strictly for the money and if he has to choose between his boat and us I shouldn’t have to tell you which it will be. Just keep your heads down and don’t cause trouble and we should do fine.”***

***Scarlet Crow then leads you onto the keelboat. Several crewmen eye you suspiciously but no one says anything. You’ve hardly made it aboard when the crew shoves off and your journey into the Disputed Territories begins.***

A detailed description of Scarlet Crow is given at the end of this adventure in *Appendix 5*. The DM should study this description and have Scarlet Crow respond accordingly.

As long as the PCs make a reasonable effort to go unnoticed, they succeed in reaching Rourk’s Lie with only one encounter. Time willing, the DM should feel free to ad lib a few close calls with local patrols in the DT, but don’t cause the PCs too much trouble unless they are really asking for it.

If the PCs take no steps to go unnoticed, have Scarlet Crow warn them about their actions. If they continue after this, have a small band of orcs accost them. Continue gradually escalating the encounters until the PCs finally get the message or die.

The journey down the Jewel River to Rourk’s Lie takes a day and a half. Short of magical means, there is no way of cutting down on this, but the DM should reward ingenious solutions to this with some additional time to rescue Scarred Fox.

## **ENCOUNTER 2: PIRATE TROUBLE**

***The trip down the Jewel River has allowed you to see some of what the orcs of the Pomarj have wrought over the past 13 years of their stewardship of the Disputed Territories. The villages along the banks of the Jewel have all seen better days and their populous labors hard to pay Pomarj tax collectors with barely enough income left to feed themselves.***

***Captain Tourek tells you that most of these people are referred to as ‘Spits.’ Though technically freemen, they are little better off than slaves and have few rights compared to their conquerors. In fact, the reason they are called Spits is because an orc spit on by a freeman has the right to take that freeman’s life, while a freeman spit on by an orc has no right to retaliate. The orcs often remind the citizenry of the DT of this by spitting on them.***

***For the better part of the first day the ‘Rough in the Jewel’ has been traveling through Grumel province without incident. But as you near Ne-Ogard you see a column of smoke rising ahead of you from around a bend. As the keelboat rounds the bend, you see the burning remains of another boat similar to your own. Several bodies float in the water near it and you see no signs of life.***

The burning boat is a keelboat that was recently attacked by river pirates. What’s worse is that the river pirates are using the boat as a ruse to capture more shipping.

The PCs can easily avoid this encounter by not stopping, but they gain no experience or treasure from it if they do. If the PCs stop to investigate they find that the boat has been ransacked of all valuables (refer to DM Aid Map #2). They discover a soot-faced Shoal Halfling named Billyup Sandytoes hiding in the main cabin. Billyup claims to be a member of the crew of the boat and acts very skittish and nervous. He tells the PCs he hid in the cabin when the boat was attacked by “Ogres with webbed feet.” Billyup, is in fact the leader of the river pirates that attacked the boat and is using this ruse to gain information on



this new target to decide how best to attack. A successful opposed Sense Motive check against Billyup's Bluff check (Billyup gets a +2 circumstance modifier for plausible story) let's the PCs know he's not telling the whole truth. The PCs may also make a Spot check (DC 18) to notice that Billyup has webbed hands and feet. A successful Knowledge (local – Sheldomar Valley) check identifies him as a Shoal Halfling (*Stormwrack*, pg. 45). If at any point Billyup feels he has been discovered, he alerts his merrow allies by dropping a fluted rock into the water (this makes a whistling noise as it sinks that can be heard clearly underwater but not on the surface). If combat has started, doing this is a Move action. If not, this act initiates combat.

Before the PCs get much of a chance to find out anything from Billyup, however, an orc patrol arrives, drawn by the smoke for the wrecked keelboat. The patrol consists of Sergeant Nagoth, a half-orc ranger, and 4 orc warriors. They pull up in a small launch and order the crew of Tourek's keelboat to standby to receive boarders. Tourek does not resist, but if the PCs do, Billyup immediately signals his allies and combat begins. If allowed to board, the orcs are very suspicious of the PCs, thinking it likely they are the pirates that attacked the other ship. The orcs begin searching the *Rough in the Jewel*, but in short order Sergeant Nagoth spots Billyup and recognizes him as a wanted pirate.

***No sooner does the orc boarding party begin searching the 'Rough in the Jewel' than their half-orc leader spots Billyup trying to subtly hide behind [insert large party member's name]'s legs.***

***"So, Billyup, you slimy scallywag," cries the Sergeant, "looks like you found yourself a new pirate crew. Well, you're all under arrest. Lay down your weapons!"***

Allow the PCs to make a Spot check against Billyup's Slight of Hand check. If they succeed, they notice Billyup discretely drop his signal stone overboard.

***As orc falchions ring from their scabbards, Billyup steps out from behind [insert pc's name]'s legs. His demeanor changes and he confidently announces, "I'm afraid you are mistaken, Nagoth. This is not my new crew. But since you seem so anxious to meet my new band, I guess I will have to oblige.***

***No sooner does Billyup state this than the waters of the Jewel River erupt in spray. Large humanoid-like giants with webbed feet and toes, and wielding great spears surge forth to join the fray.***

At this point, or any point the PCs interrupt the above text, roll for initiative. There is no surprise if the battle begins at this point.

**Conditions:** The Jewel River is 120 feet wide here and flows south at a rate of 3 mph (15 ft. per round).

## **BOAT SPECIFICATIONS**

### **Keelboat**

This flat-bottomed boat is built for use on rivers and lakes. It is fully decked, with a large deckhouse that takes up most of the boat's center or stern depending on the design. It has a small sail and eight oars for traveling upstream. Refer to the DM Aid #2.

**Keelboat:** Gargantuan vehicle; Seaworthiness –2; Shiphandling +2; Speed wind × 10 ft. or oars 10 ft. (good); Overall AC 1; Hull sections 3 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 1 light; Space 30 ft. by 10 ft.; Height 5 ft. (draft 5 ft.); Complement 16; Watch 2 plus 8 rowers; Cargo 20 tons (Speed wind × 5 ft. or oars 5 ft. if 10 tons or more); Cost 3,000 gp.

### **Launch**

Also known as a whaleboat, the launch is a large, open dinghy with a stout, round-bottomed hull that can stand up to surprisingly rough seas. Launches are often carried by larger ships for use in landing in places where the larger ship can't go. A launch is too small to have different hull sections, and therefore only has an overall AC and a single hp total for the hull.

**Launch:** Huge vehicle; Seaworthiness +0; Shiphandling +2; Speed oars 15 ft. (good); Overall AC 3; Hull hp 50 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 5 ft.; Height 5 ft. (draft 2-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 4 tons (Speed oars 10 ft. if 2 tons or more); Cost 500 gp.

**Creatures:** This battle can get somewhat complicated as it includes 4 factions; the PCs and Scarlet Crow, Tourek and his crew, Sergeant Nagoth and his patrol, and Billyup and his merrow pirates.

#### APL 2 (EL 4)

**Merrow:** hp 29; large longspear; see *Monster Manual*, page 199.

**Billyup Sandytoes, Male Shoal Halfling Expert1/Sorcerer3:** hp 19; see *Appendix 1*.

#### APL 4 (EL 6)

**Merrow (2):** hp 29 each; large long spear; see *Monster Manual*, page 199.

**Billyup Sandytoes, Male Shoal Halfling Expert1/Sorcerer4:** hp 22; see *Appendix 2*.

#### APL 6 (EL 8)

**Merrow (3):** hp 29 each; large long spear; see *Monster Manual*, page 199.

**Billyup Sandytoes, Male Shoal Halfling Expert1/Sorcerer5:** hp 26; see *Appendix 3*.

#### APL 8 (EL 10)

**Merrow Barbarian2 (4):** hp 58 each; see *Appendix 4*.

**Billyup Sandytoes, Male Shoal Halfling Expert1/Sorcerer7:** hp 33; see *Appendix 4*.

#### All APLs

**Orc Patrolmen, Orc Warriors (4):** hp 5 each; see *Monster Manual*, page 203.

**Sergeant Nagoth, Male Half-Orc Ranger1:** hp 7; see *Appendix 5*.

**Keelboat Crew, Male/Female Human Expert1 (6):** hp 5 each; see *Appendix 5*.

**Captain Tourek, Male Human Expert4:** hp 17; see *Appendix 5*.

**Scarlet Crow, Female Human Healer 1/Expert 4:** hp 21; see *Appendix 5*.

#### Tactics:

APL 2: When the battle begins, Tourek and his crew are all up on deck. As soon as combat breaks out, they flee to below decks, but until they get there, they are valid targets for both the pirates and the patrol.

The patrol is too overwhelmed by everything that is going on to realize they are in way too far over their heads. They assume everyone not a patrol member is a pirate and attack accordingly, usually meleeing the closest enemy. Sergeant Nagoth has a particular hatred of Billyup and does his best to engage him in combat. The orcs are too confused to not fight to the death.

Billyup backs away from melee, then uses *dimensional hop*, *grease*, or his *wand of battering ram* to disrupt maneuvering and knock opponents into the water for easier merrow access. The merrow use their long spears to attack creatures on the keelboat, gaining partial cover (+4 AC) by staying in the water. If they have no viable targets within reach, they climb up onto the keelboat to find some. The merrow fight to the death. If Billyup is the last pirate standing, he attempts to flee by diving into the Jewel and swimming away under water and/or using his *potion of invisibility*.

Scarlet Crow aids the PCs as per her tactics in *Appendix 5*.

APL 4: Same as above except Billyup uses one of his *scrolls of regroup* to bring his merrow allies onboard the keelboat, preferably between himself and any enemies.

APL 6: Same as above except after Billyup has used his scroll he either casts *mirror image* or uses his *wand of shield*, depending on which he feels will be most effective .

APL 8: Same as above except Billyup uses his own spell to summon his allies and casts *slow* on the second round before casting any defensive magics. He uses *expeditious retreat* to aid in any escape attempt.

**Treasure:** Billyup and his pirates have looted the captured keelboat of anything valuable and taken it to their hidden underwater layer. The only treasure they have on them is their equipment.

**Development:** If the pirates win this fight, Billyup strips them of their valuables and turns them over to the merrow for their dining enjoyment.

## ENCOUNTER 3: WHAT'S IN A LIE?

Rourk's Redoubt was originally nothing more than a series of earthworks defending a bend in a pass along the trade route that crosses the Jewel River. Over the years, Ulekian forces turned the Redoubt into a major fortification that protected a bridge crossing the Jewel River. When the occupation forces of the Pomarj took over this area, they re-named the redoubt, Rourk's Lie, and began enhancing its fortifications. They turned the Lie into a major training facility for hobgoblins. It even once housed a permanent teleportation circle to Strandkeep, but this was destroyed in a raid by

combined Ulek, Keoland and Gran March forces 2 years ago.

Increased trade traffic from the Pomarj to and from the Disputed Territories along the Trail of Tears has increased Rourk's Lie's economic, as well as, military value. A hastily constructed shanty town of traders, merchants and their support facilities quickly grew up around the Fortifications and now lines the trade route outside the Redoubt. On both sides of the Jewel, small trade ports have cropped up.

The fortifications of Rourk's Lie can house several thousand troops, but at present, the garrison is only a few hundred strong. The majority of the civilian population of Rourk's Lie is made up of two sorts, slaves and Spits. As such, the military has few sympathizers amongst the populace. This is one of the reasons this location was chosen for Scarred Fox's execution, to publicly demonstrate what happens to those who go against the authority of The Mak.

**Conditions:** Rourk's Lie and its surroundings within ½ mile are protected by a magical barrier that prevents all teleportation and planar travel spells from functioning while within its area.

Read or paraphrase the following as the PCs enter Rourk's Lie:

***Captain Tourek let you off the "Rough in the Jewel" a few miles upstream from Rourk's Lie, stating the docks are too well guarded. From there, you made your way to the main road. The orc guards at the checkpoint straddling the Trail of Tears, that trade route infamous for its slave traffic, were just a little too diligent for your taste, and more than once it seemed you would be discovered. But maybe that's just what spending a few days in enemy territory can do to you. More than a few times on the journey you've been reminded that a little paranoia can go a long way. And close calls seem to be as frequent as halfling meals.***

***But you've finally made it to Rourk's Lie. The redoubt is a large, well constructed fortification, and your mission would undoubtedly be doubly difficult if you had to enter the fortifications proper. You don't imagine even the Army of the Reclamation will have an easy time cracking this nut when the time comes.***

***Of the town itself, well it's hardly much of a town. There are only a handful of permanent***

***structures built here and there. Many appear to be of dwarven make, predating them to before the conquest of the Disputed Territories. The rest is a shanty town of crude and simple structures used to house slaves and the downtrodden Spits.***

***Rourk's Lie town reeks of poor sanitation, death and crowds. And indeed, there are many bedraggled souls crowding its streets, most with the soulless eyes of those who have long since given up hope.***

***Shortly after you make it past the guards, Scarlet Crow leads you to a simple inn. She explains it is perhaps below the standards you are used to, but no one asks questions here. Tomorrow is Scarred Fox's execution. You have till then to come up with a plan.***

If the PCs attempt to convince Captain Tourek to stick around for a quick retreat, he wants none of it. He has cargo to haul and he has already taken enough risks. If the PCs want to get out of Rourk's Lie via boat, they will have to make other arrangements.

The PCs should arrive at Rourk's Lie around noon. Scarred Fox's execution is scheduled for noon on the following day. The PCs have till then to reconnoiter the compound Fox is being held at and come up with a plan. Scarlet Crow freely uses her skills to help the PCs with whatever she can. She doesn't come up with a plan herself, but advises the PCs if she thinks their plan is ill conceived. She even offers to create a diversion.

The PCs can easily find sympathizers to help them with their rescue of Scarred Fox and subsequent escape, but there are spies and those who would turn them in for the reward. So they should remain cautious when interacting with the populace. Scarred Fox warns the PCs of this if they become too obvious.

Again, as long as the PCs avoid drawing attention to themselves, they have a few close calls with local patrols, but otherwise go unnoticed.

## **ENCOUNTER 4: COMPOUND LIE**

Scarred Fox is being held in the Constabulary Jail on the north side of the fortifications, just outside their walls. It is a military compound used to keep the civilian population and externally encamped armies in line. While the Redoubt itself is primarily

controlled by hobgoblin forces, the town and area around it are under the control of orcish forces. The reason this sight was chosen instead of the dungeons of the Fortress itself are two-fold.

The first is that it was hoped that by putting Scarred Fox in a less secure location, they could lure the Chain Breakers out into a suicidal attempt to rescue him.

The second reason was political. Both hobgoblin and orc forces have suffered greatly from Chain Breaker raids, and both wanted to be the ones to hold, torture and execute him. In a move to help keep the peace, it was decided he would be kept at the Constabulary Jail with a joint orc-hobgoblin guard.

The PCs are free to reconnoiter this area from a distance, but few non-military are allowed into the area until shortly before the execution is scheduled to take place. Refer to DM Aid Map #3.

The compound itself consists of a large constabulary barracks and jail, the executioner's block, the latrine (Moradin's Chamber Pot), several mass burial mounds and a small Temple of Gruumsh. PCs can gain more information about the compound with successful Gather Information checks as follows:

DC 10: Names, history and purpose of each of the structures in the compound. Time, location and events related to Scarred Fox's execution.

DC 15: Number and type of guards.

DC 20: Typical location and habits of the guards.

DC 25: Reasons for why Scarred Fox is being kept in the jail instead of the fortress.

DC 35: Cell Scarred Fox is being kept in.

Below is a description of each of the areas of the compound.

### 1. Constabulary Barracks and Jail

This is a simple stone barracks with wooden roof. It consists of 2 guardrooms, 16 cells, 6 rooms for guards, and 2 officer's quarters.

**Stone Walls:** 12 in. thick; hardness 8; hp 90; Break DC 35.

**Inside Wooden Doors:** 1 in. thick; hardness 5; hp 10; Break DC 15; Open Lock DC 20.

**Outside Wooden Doors:** 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 35.

**Cell Doors:** 1 in. thick; hardness 10; hp 30; Break DC 25; Open Lock DC 30.

**a. Front Guardroom:** The front door is not locked but is always guarded by 2 hobgoblin guards. Once every hour, for 15 minutes, one of the guards leaves his post to patrol the compound. These guards can be drawn away from their post with a sufficient distraction.

The front guardroom itself consists mainly of a large dining table and benches. There is also a weapons wrack with 2 heavy wooden shields, 2 longswords, 3 falchions, 6 spears, 2 light crossbows, 4 cases with 10 bolts each, 4 daggers and 2 heavy maces.

During the daylight hours, this room is occupied by the 2 remaining hobgoblin guards. Each has a set of keys to the guard quarters and front and back door. At night, these guards are asleep in Area B.

**b. Hobgoblin Quarters:** This small guard's quarters is the same as the other six along the east wall of the barracks. It consists of a single bunk bed, a small stool and two small chests for personal items. This particular room is shared by rotating pairs of hobgoblin guards. The other rooms are normally filled with guards currently on patrol elsewhere in the city. The hobgoblin guards sleep in their armor and keep their shields and weapons close by. They are fully ready for combat 2 rounds after being woken.

**c. Orc Quarters:** This small guard room is identical to Area **b** except not as neatly kept. Two orc guards rotate shifts here with the two other guards in Area **d**. These guards do not sleep in their armor but do keep their weapons close by. They are ready to fight 1 round after being woken, but will not be armored.

**d. Rear Guardroom:** The rear door to the barracks is locked and bolted from the inside, making it very difficult to open (Break DC 30) and impossible to simply unlock without magical means. The room itself is fairly bare, consisting mostly of a single large table and 6 stools. There are 2 orc guards here at all times watching the shackled Scarred Fox. They never leave their post for any reason because they know what will happen to them if they do. These guards have keys to the rear door and all of the cells.

**e. One-Chop's Quarters:** This room, like the one adjacent to it, is a standard officer's quarters. They both contain a single bed, chest, desk and chair. The north room is currently unoccupied. The south one in is being used by One Chop, the ogre executioner. He is found in here during most hours, and can be ready to fight 2 rounds after being woken.

**Treasure:** On the bed in One-Chop's room is his prized possession, "Huggles," an enormous man-sized teddy bear. The teddy bear is finely made with semi-precious stones used for eyes, nose, and other ornamentation. It weighs 15 lbs. and is worth 100 gp.

**f. Gilmek's Cell:** This 5-ft. by 5-ft. cell is identical to all of the others along the west wall. It is a simple barred affair with moldy straw covering the floor. This particular cell is occupied by Gilmek, a goblin rogue and spy for the Highport Thieves' Guild. She was sent on a mission to look into the possibility of opening up a branch of the thieves' guild in Rourk's Lie, but got caught trying to rob a merchant. Gilmek is sentenced to have her left hand chopped off shortly after Scarred Fox's execution and doesn't relish this idea at all. If the PCs enter this area, she immediately asks them to set her free, making whatever promises she thinks the PCs will believe to get out. Once safely out of captivity, Gilmek takes the first opportunity she can get to escape unnoticed. She avoids combat and flees or surrenders rather than fight. If the PCs do let Gilmek go, they receive **Favor of the Highport Thieves' Guild** on their ARs.

**Gilmek:** Female Goblin Rogue 3 (Bluff +5, Disable Device +7, Hide +13, Move Silently +11, Open Lock +9, Search +7).

**g. Scarred Fox's Cell:** This cell contains Scarred Fox (see *Appendix 5*). He is kept in this cell almost constantly until his execution, only being taken out for regular beatings to keep him in line and amuse the guards. He is always manacled and gagged, and never has more than 1d4-1 hp remaining. If he is at 0 hp he is unconscious, though he can be roused without a cure spell.

## 2. Executioner's Block

Once this simple stone 3-foot high monolith was a memorial to the heroes of Rourk's Redoubt and had the names of all who had fallen carved upon it in Common, Dwarven, Gnome and Halfling. The occupation forces have turned it into

an executioner's block, and the names of those brave heroes can now barely be made out beneath the dried blood and gore.

## 3. Moradin's Chamber Pot

This small stone, open building was constructed by dwarves at the same time as the memorial in thanks to the dwarven gods for giving them a great victory. It is door-less and contains small shrines to each member of the dwarven pantheon. When the occupation forces took over they turned it into a latrine so that all of their goblin and orc forces could show their 'respect' to the dwarven deities. The structure stinks like an open sewer and is covered with goblin and orc graffiti speculating on Clanggedin Silverbeard's sexual orientation, how dwarf beards make good toilet paper, who to visit for a good time and other such writings. The shrines inside are all covered in feces and urine, and most have been defaced.

Any PC worshiper of a Dwarven deity or who succeeds on a Knowledge (religion) check (DC 10) identifies this structure as once having been a shrine to the Dwarven pantheon. PCs may wish to cleanse the shrine, but short of recapturing the Redoubt and having the structure re-consecrated, the only way to do this is to destroy the structure. A similar successful check to above informs any PC who brings up the idea of cleansing the shrine that this is the case.

Any PCs attempting to destroy the structure for this reason feel themselves filled with divine power. All attempts to destroy the shrine by such PCs ignore its hardness and do full, maximum damage even if the effect they are using normally does reduced damage against stone.

If the PCs succeed in destroying the shrine, they immediately receive the effects of a *heroism* spell (CL 20). They also receive **Blessings of the Dwarf Father** on their AR.

**Shrine Stone Walls:** 6 in. thick; hardness 8; hp 45; Break DC 30.

## 4. Mass Burial Mounds

This set of 4 low mounds is all that marks the sight where hundreds of executed slaves and prisoners have been buried since the occupation.

## 5. Temple of Gruumsh

This recently constructed stone structure is a small temple to Gruumsh used to give religious support to the troops of the Pomarj.

**a. Main Hall:** The main hall consists of several small columns and an altar. Images of a large, one-eyed orc impaling his enemies in various battles cover the walls. Should the PCs *deliberately* defile this temple, they receive **Cursed by Gruumsh** on their AR. The building's characteristics are identical to those of the guard barracks (listed in Area 1 above).

**b. Priest Quarters:** These quarters belong to Kreshgar, an orc cleric of Gruumsh. It contains a bed, clothes chest and various religious adornments. During the day, Kreshgar is usually asleep. If awakened he can be ready to fight in 2 rounds, but without his armor.

**Trap:** The door to Kreshgar's room is trapped with a *glyph of warding*. It activates if any non-orc opens the door.

#### ALL APLS (EL 4)

**Glyph of Warding Trap:** Search DC 28; spell; spell trigger, no reset; see *Appendix 5*.

**Treasure:** Kreshgar's chest is unlocked and contains 200 gp worth of ceremonial robes, incense, candelabra and other religious paraphernalia.

**Creatures:** The compound is deserted save for a skeleton crew as most of its normal inhabitants are out hunting the Chain Breakers. At present there are 4 orc guards, 4 hobgoblin guards, the executioner, an ogre named One-Chop' and the default commander, Kreshgar, a cleric of Gruumsh.

The orc guards are assigned to keep watch over Scarred Fox and take this duty seriously. They rotate shifts in pairs.

The hobgoblin guards are assigned to guarding the front door of the barracks, occasionally patrolling the compound and doing menial tasks.

One-Chop stays mostly in his room cuddling with Huggles until its time for an execution.

Kreshgar is usually only active at night. He sometimes leaves the compound to attend to various duties (25% chance) but is otherwise in residence.

If the PCs have done anything in town to draw attention to themselves, the guards are on high alert. They gain a +2 circumstance bonus to all Spot, Listen and Sense Motive checks. Otherwise, the guards aren't expecting trouble, as they know

their forces are busy keeping the Chain Breakers away from Rourk's Lie.

ELs for this encounter have been modified downward to represent the scattered, unprepared nature of the creatures, the planning time of the PCs and the assistance of NPCs.

#### APL 2(EL 3)

**Hobgoblin Warrior (4):** hp 6 each; signal whistle; see *Monster Manual*, page 153.

**Orc Warrior (4):** hp 5 each; signal whistle; see *Monster Manual*, page 203.

**One-Chop, Ogre Executioner:** hp 31; large greataxe; see *Monster Manual*, page 198

**Kreshgar, Male Orc Cleric 1 of Gruumsh:** hp 10; see *Appendix 1*.

#### APL 4(EL 5)

**Hobgoblin Warrior 2 (4):** hp 13 each; see *Appendix 2*.

**Orc Warrior 2 (4):** hp 11 each; see *Appendix 2*.

**One-Chop, Ogre Executioner:** hp 31; large greataxe; see *Monster Manual*, page 198

**Kreshgar, Male Orc Cleric 2 of Gruumsh:** hp 16; see *Appendix 2*.

#### APL 6(EL 7)

**Hobgoblin Warrior 3 (4):** hp 19 each; see *Appendix 3*.

**Orc Warrior 3 (4):** hp 16 each; see *Appendix 3*.

**One-Chop, Male Ogre Fighter 1:** hp 46; see *Appendix 3*.

**Kreshgar, Male Orc Cleric 5 of Gruumsh:** hp 36 see *Appendix 3*.

#### APL 8(EL 11)

**Hobgoblin Fighter 2/Warrior 3 (4):** hp 34 each; see *Appendix 4*.

**Orc Fighter 2/Warrior 3 (4):** hp 29 each; see *Appendix 4*.

**One-Chop, Male Ogre Fighter 3:** hp 65; see *Appendix 4*.

**Kreshgar, Male Orc Cleric 7 of Gruumsh:** hp 49 see *Appendix 4*.

## All APLs

**Scarlet Crow, Female Human Healer 1/Expert 4:** hp 21; see *Appendix 5*.

**Scarred Fox, Male Half-Elf Bard 3/Marshal 4/Holy Liberator 1:** hp 56 (1d4-1 remaining); see *Appendix 5*.

**Tactics:** All of the guards save One-Chop have whistles hanging around their necks. Their first action is always to blow these whistles to alert the rest of the guard and, they hope, bring reinforcements. Using the whistle is a move action that does not provoke an attack of opportunity. They confer a +20 circumstance bonus to Listen checks to hear them.

The orc guards stay with Scarred Fox at all times. They do whatever it takes to keep him from escaping, including killing him if necessary. Their tactic is typically to form a circle around Scarred Fox to keep his rescuers at bay.

The hobgoblin guards use tactics such as flanking and holding doorways. If possible, two hold the front line while the other 2 use their bows to attack spellcasters. They use readied actions to interrupt spellcasters if possible. They join forces with the orcs if convenient, but otherwise fight separately.

One-Chop wants to cut someone's head off today, and if it isn't Scarred Fox's, it will be one of his rescuers. He moves to the closest tough-looking PC he sees and attacks with his great axe. He continues to attack the same opponent until that opponent drops.

Kreshgar starts off combat casting group buff spells, then attacks with offensive spells, targeting enemy spellcasters first. He always tries to use the others as shields. If reduced to 25% of his original hit points, he retreats to the relative safety of the temple.

Scarred Fox attempts to arm himself from fallen enemies once freed and healed. Both he and Scarlet Crow aid the PCs as described under their tactics in *Appendix 5*.

Note: Depending on timing, Scarred Fox may start this battle with 0 hp remaining. If Kreshgar and the orc guards battle outdoors in the day time they suffer from Light Sensitivity.

## ENCOUNTER 5: THE GREAT ESCAPE

After the PCs have been given time to scout and plan, it is time for them to act. Allow them to choose the time of rescue. Use the time table below to determine any affects that may occur during the rescue attempt:

**Day 1 – Day 3 10:59 am:** Scarred Fox is kept in his cell, manacled, gagged and with only 1d4-1 hp remaining from constant beatings. There are no civilians in the compound at this time, only guards.

**Day 3 11:00 am:** Crowds of civilians arrive along with vendors to witness the execution. If the rescue is attempted during this period, and the crowd realizes what's going on, the civilians attempt to aid by discreetly getting in the way, tripping soldiers, and other such actions. The net effect of this is that every enemy suffers a -2 circumstance penalty to attack rolls, AC, skill checks and ability checks. Furthermore, all movement is considered through difficult terrain. The PCs do not suffer this effect as the crowd willingly avoids interfering with them. Should the PCs use area of effect attacks that hurt bystanders, this is no longer the case, and the PCs suffer the same penalties as their enemies. The crowds remain until shortly after Scarred Fox's execution.

**Day 3 11:30 am:** Scarred Fox is removed from his cell and whipped until he is reduced to 0 hp.

**Day 3 11:45 am:** The execution ceremony begins. Scarred Fox is escorted out of the front jail door and to the execution block by 4 orc guards, One-Chop and Kreshgar. Kreshgar then reads off a long list of heinous crimes committed by Scarred Fox, few of which he actually committed.

**Day 3 12:00 pm:** Scarred Fox is executed by One-Chop. The PCs have failed their mission if this occurs.

**Development:** If the PCs succeed in making it off the map with Scarred Fox during the execution ceremony, they are assumed to have become lost in the crowd and the guards can no longer pursue them. Otherwise the guards may continue to pursue the PC through the city.

Note that if the PCs kill any of the bystanders they do not gain **Hero of Freedom** on their AR.

## ENCOUNTER 6: GETTING OUT OF THE LIE

Getting out of Rourk's Lie is a lot easier than the DM should make it seem. Depending on time remaining, have the PCs narrowly avoid encounters with patrols eagerly seeking the escaped Fox, a rain of arrows and siege missiles from hobgoblin guards on the fortress walls, and other such close calls. Feel free to have a few of them hit some of the healthier PCs to encourage the feeling of a narrow escape. While the compound only has a skeleton crew, the fortification still has several hundred garrisoned troops and the PCs should be made to understand this. Have local citizenry show up at just the right moment to point the PCs down a back alley, open up a door to safety, provide disguises, or distract the guard. The PCs should not have to fight any additional guards as long as they take reasonable steps to avoid doing so. If they do not, treat them the same as in Encounter 1. The DM should give the players a sense of urgency in escaping and that at any moment they might be caught. But in the end, this should all just be atmosphere.

Should Scarred Fox be slain at any point in this adventure, the PCs can still succeed in their mission by returning his dead body to the Army of the Reclamation. The Reclamation Army has no difficulty bringing Scarred Fox back from the dead via *raise dead* or *resurrection*, but the PCs earn one less **Commendation for the Principality of Ulek Military** if this occurs.

## ENCOUNTER 7: FATEFUL DECISIONS

After the PCs have made it safely out of Rourk's Lie and reached a place safe enough to take a brief rest, read or paraphrase the following (assuming Scarred Fox is conscious):

*With Rourk's Lie behind you and Scarred Fox safely under your protection there remains but one task left, return Scarred Fox to his men so that he can continue the fight. You turn to the guerilla leader and his companion to discuss this, but you can see he has something he wishes to say first. Leaning on Scarlet Crow's shoulder for support, a deeply earnest and infectious smile crosses the scarred half-elf's face.*

*"I thank you greatly for coming to my rescue. It seems that finally the Prince and his*

*Liegemen decided to get off their royal petards and actually assist us in this war," Scarred Fox begins. "The risks you have taken to free me were truly monumental. Yet I am afraid I have one last favor to ask of you. Over the last week, I have had time to think a few things over, in between the lashings, of course."*

*At this, Scarred Fox, winces in obvious memory of the torment, but his smile never wavers.*

*"The Chain Breakers have been waging a war against the Mak and his Slave Lord allies for over a year, and we have met with a good deal of success. But I know we cannot win this war alone. Trithereon has finally sent us the aid we need with the Army of the Reclamation. And with their help, reclaiming of the Disputed Territories can soon be accomplished. But it is not enough. Many of Ulek's citizenry have been dragged off to the slave markets of Highport and other locations. And as long as the Poor March lies in the hands of the enemy, every free man in the Flanness is at risk of losing that freedom."*

*"The war must not stop at the banks of the Jewel River. It must continue on into the Pomarj until every last slave can once again breath free air. The only way this will happen is if I can convince the leaders of the Principality and Gran March of this. And to do that, I must speak with them in person. I will not be returning to the Chain Breakers."*

*At this, Scarlet Crow gasps, "My lord! The Chain Breakers need you. You cannot abandon them right when things are finally turning around."*

*The handsome half-elf smiles warmly at his companion and clutches her hands. "They can live without me for a while, Crow. They seem to have been doing just fine the last week or so. This is far more important, and I can help coordinate the armies from behind the front lines."*

*"But surely, my lord," Scarlet Crow pleads, "That useless Prince could never be convinced of expending the resources needed to do this."*

*"Perhaps," replies the Fox, gazing at the auburn haired woman with the patience of a father. "Perhaps not. But I must try. If nothing else, I hope to gain enough support for the Chain Breakers to at least continue the fight ourselves. And do not be so harsh on Prince*



***Corond. He is still your liege and the demands of leadership are no simple matter. Something you will learn shortly."***

***Scarlet Crow looks at her leader puzzled by his last statement. "I am sending you back to the Chain Breakers," Scarred Fox continues, "You are to take command of them until I return."***

***Crow starts to protest, but the determined man shushes her, "That is an order, Crow."***

***At last she relents and bows her head in acceptance. "Yes, my lord."***

***Finished with his subordinate, Scarred Fox turns his rugged, warm smile in your direction. "So," he asks. "Will you help me return to the Reclaimed Territories where I can make my case in the name of freedom?"***

At this point the PCs need to make a decision either to follow orders and return Scarred Fox to his men, or to go against orders and honor Scarred Fox's request.

If they decide to return Scarred Fox to his men, a Diplomacy check (DC 15) is needed to convince Scarred Fox to cooperate, for the time being. If the PCs are strongly determined to take him back to his men, he eventually relents. Otherwise he resists being returned, but will not harm the PCs. It takes a day and a half to locate the Chain Breakers. After doing so, Scarred Fox uses his connections to smuggle the PCs back to the Reclaimed Territories and follows suit shortly thereafter.

If they decide to escort him back to the Reclaimed Territories, Scarred Fox sends Scarlet Crow off to the Chain Breakers. The PCs then need to decide how to go about getting out of the Disputed Territories. Again, any reasonable idea should work. It takes at least 2 full days for the PCs to work their way to safe territory.

## **ENCOUNTER 8: FOX HUNT**

Regardless of which choice the PCs make in Encounter 6, this encounter still occurs. Exactly when and where it occurs is up to the DM and circumstances created by the PCs.

Immediately upon hearing of Scarred Fox's escape, the wizards and priests of the Earth Dragon chasing after the Chain Breakers return to Rourk's Lie to arrange his recapture. They call upon the services of two experienced trackers,

Oood and Krank, to hunt Scarred Fox and his rescuers down. They are to bring them back alive for execution if possible. If not, then to kill them all. Oood and Krank are sent out immediately after the PCs.

Under normal circumstances, the trackers catch up with the PCs around noon the day after they rescue Scarred Fox (giving the PC one night's rest to recover). If the PCs take precautions to avoid being tracked, such as a successful Survival check (DC = APL+23) from someone with the Track feat to cover tracks, using trackless step, casting *pass without trace*, using *dust of tracelessness*, flight, etc., the tracking party must make extra effort to catch up with the PCs. They still do, likely with magical assistance from their superiors, but all members of the tracking party begin this encounter fatigued (see Player's Handbook, page 308). If the PCs take no such precautions, this encounter begins normally.

When the trackers get near the PCs, they can tell they are getting near by the tracks and start to move stealthily. If the PCs are traveling via an overland route, have them make Spot and Listen checks. The encounter distance for this encounter is equal to the highest Spot/Listen check times 10 feet.

If the PCs are traveling by boat, give them a Spot check (DC 25) to notice their pursuers trailing them along the river bank. The tracking party then moves ahead of the boat to set up an ambush, most likely by procuring their own boat and waiting for the PCs around a bend in the river. The DM should feel creative in how the tracking party goes about this, but they should not be given any advantage over the PCs as a result.

If the PCs find some way of magically escaping that makes pursuit impossible, such as long duration *overland flight*, *teleportation* or *planar travel*, they are not out of the woods yet. The tracking party's superiors scry on the PCs and Scarred Fox to find their location, then teleport the tracking party to a nearby location a few hundred yards away. The PCs encounter the tracking party only a few minutes after they arrive at their destination.

If the PCs find some way of magically escaping and preventing scrying or any means of magical pursuit, they escape without mishap. The PCs still receive full experience for this encounter for using their resourcefulness to escape.

If Scarred Fox is alive and conscious, he aids the party in this battle as given in his description in

*Appendix 5.* The EL of this encounter has been modified downward to take this into account. Still, this should be a tough fight.

#### **APL 2 (EL 5)**

**Wolves (3):** hp 13 each; see *Monster Manual*, page 283.

**Oood, Male Werewolf Orc Ranger 1:** hp 23; see *Appendix 1*.

**Krank, Male Werewolf Hobgoblin Scout 1:** hp 20; see *Appendix 1*.

#### **APL 4 (EL 7)**

**Worgs (3):** hp 30 each; see *Monster Manual*, page 256

**Oood, Male Werewolf Orc Ranger 3:** hp 38; see *Appendix 2*.

**Krank, Male Werewolf Hobgoblin Scout 3:** hp 32; see *Appendix 2*.

#### **APL 6 (EL 9)**

**Dire Wolves (4):** hp 45 each; see *Monster Manual*, page 65.

**Oood, Male Werewolf Orc Ranger 5:** hp 54 see *Appendix 3*.

**Krank, Male Werewolf Hobgoblin Scout 5:** hp 45; see *Appendix 3*.

#### **APL 8 (EL 11)**

**Advanced Dire Wolves (4):** hp 90 each; see *Appendix X*.

**Oood, Male Werewolf Orc Ranger 5/Bloodhound 4:** hp 71 see *Appendix 4*.

**Krank, Male Werewolf Hobgoblin Scout 6/Warshaper 3:** hp 76; see *Appendix 4*.

#### **All APLs**

**Scarred Fox, Male Half-Elf Bard 3/Marshal 4/Holy Liberator 1:** hp 56; see *Appendix 5*.

**Tactics:** Both Oood and Krank are under orders to capture Scarred Fox and his rescuers if possible (for later public execution), but under no means to let them escape. Both start off the battle using nonlethal attacks (apply penalties where appropriate). If either of them are reduced to below half of their original hit points, their bestial survival side takes over and they both fight to kill. Scarred Fox is their primary target, but they won't attack him if the PCs prove a greater threat. Neither retreats from battle.

The wolf pack closes in as quickly as possible, using pack tactics to gang up on individuals and create flanking. They have been trained to do nonlethal damage and attempt to grapple anyone they have successfully tripped, but do so only once if the attack of opportunity provoked by this is successful. Once they grapple with an opponent, they attempt to pin and hold them. They continue this tactic unless ordered to do otherwise by Oood or Krank.

Krank leads the wolf pack into melee as swiftly as possible. He fights exclusively in wolf form, running in, attacking with skirmish, tripping his foes and taking advantage of his free attack from Trip Attack. He darts about, changing targets and constantly keeping on the move to gain the benefit of his skirmish and movement abilities. At appropriate APLs, Krank uses morphic reach and spring attack to avoid attacks of opportunity.

Oood fights the battle in hybrid form. He starts by firing blunt arrows into the fray until engaged in melee, has switched to lethal tactics, or runs out of arrows. Once this happens, he enters melee using his scimitar, kukri and bite attack while flanking with the remaining wolves. At appropriate APLs, Oood has already used his Mark ability to make Scarred Fox his mark.

Note: If this battle takes place during the day, Oood suffers from daylight sensitivity. Depending on the APL, some or all of the nonlethal attacks made by the trackers and their pack may suffer the standard -4 penalty to attack rolls for doing nonlethal damage with lethal weapons.

**Development:** If the PCs are captured by Oood and Krank they have the 2 days it takes them to return to Rourk's Lie to escape. If they do not escape by then, they and Scarred Fox are executed immediately upon being returned to Rourk's Lie. The forces of the Mak do not want to take any more chances.

## **CONCLUSION**

There are three possible conclusion paths to this adventure. Choose the path below that best reflects the players' actions.

### **CONCLUSION 1: A FOX IN THE HOUSE**

This conclusion occurs if the PCs rescue Scarred Fox and bring him to the Army of the Reclamation as he asks.

*Exhausted from your ordeal, but successful non-the-less, you wait outside of C&C while Scarred Fox and your superiors converse. The chewing out Colonel Brightsilver gave you for disobeying orders by bringing Scarred Fox back here is still ringing in your ears, but it might have worried you more if you hadn't caught the hint of a smile as he left, and you realized this wasn't going to affect your record.*

*Again you find yourself waiting an interminable period. But at least the rain has finally stopped.*

*At last the tent flap to C&C opens and Scarred Fox steps out. He looks about seeming to not notice you until several scans. He turns to you with another of his meaningful smiles.*

*"Oh," he says cheerfully, "You're still here? Just as well. I wanted to thank you again for honoring my request and helping me to pave the way to freedom to all of the Pomarj. In gratitude, I wish to honor you by making each of you an honorary member of the Chain Breakers."*

At this point Scarred Fox gives each of the PCs, in turn, a Chain Breaker code name. The DM should decide an appropriate animal based name for each of the characters befitting a member of the Chain Breakers. Write this code name in the space provided on their AR. Each of the PCs receives **Honorary Chain Breaker**.

Scarred Fox then continues:

*After giving each of you a fitting Chain Breaker code name, Scarred Fox turns to leave, then pauses as if remembering something.*

*"Oh," he says, "that's right. Field Marshal Clinkerfire...I don't know how dwarves can be so serious with such silly names...at any rate. He told me to tell you that you may go now. And to give you this."*

*At these last words, Scarred Fox tosses each of you a small bag. As you catch it, the welcome sound of clinking coins greets your ears. Thank goodness for bonus pay!*

In addition to **Honorary Chain Breaker**, the PCs also receive **Gratitude of the Chain Breakers** on their AR. If they are non-military, they receive **Recommendation for the Principality of Ulek Military**. If they are military, they receive 1

**Commendation for the Principality of Ulek Military**. Make sure to mark this on the appropriate spot on their AR. If they rescued Scarred Fox without killing any civilians they receive **Hero of Freedom** on their AR. If they cleansed Moradin's Chamber Pot they receive **Blessings of the Dwarf Father** on their AR. If they deliberately desecrated the temple of Gruumsh, they receive **Cursed by Gruumsh** on their AR. If any military PCs flagrantly disobeyed a direct order other than bringing Scarred Fox back to the Army of the Reclamation, they also receive **Insubordination** on their AR. If any of the PCs were inflicted with Lycanthropy in Encounter 8, clerics of the Royal Army Support Corps cure them when they reach camp at no additional cost to the PCs.

## **CONCLUSION 2: A FOX IN THE BUSH**

This conclusion occurs if the PCs rescue Scarred Fox and return him to his men as ordered.

*Scarred Fox may have been disappointed in your decision to escort him back to his men, but he was still a gracious host. After moving to a safer local, Fox and his men celebrate with true abandon. Even some of the feasts in the high halls of Gryrax would have difficulty in comparison to the repast that must have taken you days to finish. At last things settled down to a more serious note and Scarred Fox arranged for your safe passage back to the reclaimed territories. It was obvious the Chain Breakers all felt they owe you a debt of gratitude.*

*But that was several days ago, and now you find yourself once again waiting outside of the huge tent the Royal Army uses as C&C. At least it isn't raining this time.*

*At last, the tent flap opens and Colonel Brightsilver steps out. He walks straight to you and with a bright smile announces, "You've done a great job, men. You should all be proud of yourselves. You've earned the thanks of the Principality...and, of course, this."*

*At these last words, Colonel Brightsilver tosses each of you a small bag. As you catch it, the welcome sound of clinking coins greets your ears. Thank goodness for bonus pay!*

The PCs receive **Gratitude of the Chain Breakers** on their AR. If they are non-military, they receive **Recommendation for the Principality of Ulek Military**. If they are military, they receive 2

**Commendations for the Principality of Ulek Military.** Make sure to mark this on the appropriate spot on their AR. If they rescued Scarred Fox without killing any civilians they receive **Hero of Freedom** on their AR. If they cleansed Moradin's Chamber Pot they receive **Blessings of the Dwarf Father** on their AR. If they deliberately desecrated the temple of Gruumsh, they receive **Cursed by Gruumsh** on their AR. If any military PCs flagrantly disobeyed a direct order, they also receive **Insubordination** on their AR. If any of the PCs were inflicted with Lycanthropy in Encounter 8, a cleric working for Scarred Fox cures them when they reach camp at no additional cost to the PCs.

### **CONCLUSION 3: A FOX TO THE SLAUGHTER**

This conclusion occurs if the PCs fail to rescue Scarred Fox.

*Once again you find yourself waiting outside of the huge tent the Royal Army uses for C&C. But even though the rain has stopped, the sun isn't warming your heart. You have failed in your mission. Scarred Fox is dead.*

*At last, the tent flap opens and Colonel Brightsilver steps out. Grimly he walks over to where you stand, sorrow and disappointment etched like stone in his dwarven face.*

*"I wish I had the heart to chew you out for your failure but I am too saddened for words. The people of Ulek have been done a great disservice today, and I doubt they will let you forget it. I'm sure you did your best, but more's the pity. Ulek needs the finest of heroes if we are to prevail, and Scarred Fox was one of the finest."*

*"Still," he continues, "it was hazardous duty, so I guess you still earned this."*

*At these last words, Colonel Brightsilver tosses each of you a small bag. As you catch it, the sound of clinking coins greets your ears. Perhaps it can buy you some solace at the bottom of a tankard.*

The PCs receive **Hero of Tyranny** on their AR. If they cleansed Moradin's Chamber Pot they receive **Blessings of the Dwarf Father** on their AR. If they deliberately desecrated the temple of Gruumsh, they receive **Cursed by Gruumsh** on their AR. If any military PCs flagrantly disobeyed a

direct order other than attempting to return Scarred Fox to the Army of the Reclamation, they also receive **Insubordination** on their AR. If any of the PCs were inflicted with Lycanthropy in Encounter 8, clerics of the Royal Army Support Corps cure them when they reach camp at no additional cost to the PCs.

## **EPILOGUE**

If the PCs rescued Gilmek, the following happens a few days after they have completed their mission:

*It has been a few day since your return to the safety of the reclaimed territories and you've been busy thinking of ways of spending your reward when you notice a piece of paper sitting right in front of you that you swear wasn't there a moment ago.*

Assuming the PC reads the note:

*Picking it up hesitantly you read the short note scribbled on it. It says, "I do not forget a favor owed. If you find yourself in need of aid while visiting Highport, look me up. The thieves will point the way."*

- **Gilmek**

The PCs each receive **Favor of the Highport Thieves' Guild** on their AR.

## **CAMPAIGN CONSEQUENCES**

Failing to rescue Scarred Fox may have repercussion in future Battle Interactives during the Reclamation. PCs who earned **Honorary Chain Breaker** may receive additional aid during future Battle Interactives during the Reclamation.

Please make sure you complete and return the Critical Event Summary at the end of this adventure.

**The End**

## **EXPERIENCE POINT SUMMARY**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total

value (objectives plus roleplaying) to each character.

### **Encounter 2: Pirate Troubles**

Defeated the pirates and orc patrol.

APL 2: 75 xp.

APL 4: 110 xp.

APL 6: 155 xp.

APL 8: 190 xp.

### **Encounter 4: Compound Lie**

Escape Rourk's Lie safely with Scarred Fox.

APL 2: 75 xp.

APL 4: 110 xp.

APL 6: 155 xp.

APL 8: 190 xp.

### **Encounter 8: Fox Hunt**

Defeat or escape Oood and Krank.

APL 2: 90 xp.

APL 4: 140 xp.

APL 6: 190 xp.

APL 8: 245 xp.

### **Story Award**

Saved Scarred Fox.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 220 xp.

APL 8: 275 xp.

### **Discretionary Roleplaying Award**

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

### **Total possible experience**

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 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 adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

## Encounter 2: Pirate Troubles

APL 2: L: 165 gp, C: 0 gp, M: 150 gp; *boots of agile leaping* (50 gp), *potion of invisibility* (25 gp), *wand of battering ram* (10 charges) (75 gp).

APL 4: L: 168 gp, C: 0 gp, M: 212 gp; *boots of agile leaping* (50 gp), *potion of invisibility* (25 gp), 2x *arcane scroll of regroup* (CL5) (31 gp each), *wand of battering ram* (10 charges) (75 gp).

APL 6: L: 171 gp, C: 0 gp, M: 313 gp; *boots of agile leaping* (50 gp), *potion of invisibility* (25 gp), *Quaal's feather token*, *swan boat* (38 gp), 2x *arcane scroll of regroup* (CL5) (31 gp each), *wand of battering ram* (10 charges) (75 gp), *wand of shield* (63 gp).

APL 8: L: 172 gp, C: 0 gp, M: 1,289 gp; bag of holding type I (208 gp), *boots of agile leaping* (50 gp), 4x +1 large longspear (192 gp each), *potion of invisibility* (25 gp), *Quaal's feather token*, *swan boat* (38 gp), 2x *arcane scroll of regroup* (CL5) (31 gp each), *wand of battering ram* (10 charges) (75 gp), *wand of shield* (63 gp).

## Encounter 4: Compound Lie

APL 2: L: 108 gp, C: 50 gp, M: 25 gp; *potion of cure light wounds* (4 gp), *silversheen* (21 gp).

APL 4: L: 525 gp, C: 50 gp, M: 110 gp; 16 x *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *silversheen* (21 gp).

APL 6: L: 504 gp, C: 50 gp, M: 1,242; 4x +1 *chain shirt* (104 each), 4x +1 *light wooden shield* (96 gp each), *potion of cure light wounds* (4 gp), 9x *potion of cure moderate wounds* (25 gp each), *silversheen* (21 gp), +1 *spear* (192 gp).

APL 8: L: 130 gp, C: 50 gp, M: 3,047 gp; 8x +1 *chain shirt* (104 gp each), +1 *cloak of resistance* (83 gp), *divine scroll: invisibility purge* (31 gp), 4x +1 *falchion* (198 each), +1 *heavy plate armor* (263 gp), +1 *large greataxe* (195 gp), 4x +1 *light wooden shield* (96 gp each), *potion of cure light wounds* (4 gp), 10x *potion of cure moderate wounds* (25 gp each), *silversheen* (21 gp), +1 *spear* (192 gp).

## Encounter 8: Fox Hunt

APL 2: L: 125 gp, C: 0 gp, M: 16 gp; 2x *potion of cure light wounds* (4 gp each), 2x *potion of resurgence* (4 gp each).

APL 4: L: 241 gp, C: 0 gp, M: 145 gp; +1 *cloak of resistance* (83 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), 2x *potion of resurgence* (4 gp each).

APL 6: L: 215 gp, C: 0 gp, M: 484 gp; +1 *amulet of natural armor* (167 gp), +1 *cloak of resistance* (83 gp), 2x *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), 2x *potion of resurgence* (4 gp each), +1 *scimitar* (193).

APL 8: L: 175 gp, C: 0 gp, M: 1,034 gp; +1 *amulet of natural armor* (167 gp), +2 *cloak of resistance* (333 gp), +1 *kukri* (192 gp), 2x *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), 2x *potion of resurgence* (4 gp each), +1 *scimitar* (193 gp), +1 *studded leather armor* (98 gp).

## Conclusion:

APL 2: L: 0 gp, C: 50 gp, M: 0 gp.

APL 4: L: 0 gp, C: 75 gp, M: 0 gp.

APL 6: L: 0 gp, C: 100 gp, M: 0 gp.

APL 8: L: 0 gp, C: 150 gp, M: 0 gp.

## Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 398 gp, C: 100 gp, M: 187 gp – Total: 685 gp (450 gp).

APL 4: L: 934 gp, C: 125 gp, M: 484 gp – Total: 1,543 gp (650 gp).

APL 6: L: 890 gp, C: 150 gp, M: 2,031 gp – Total: 3,071 gp (900 gp).

APL 8: L: 477 gp, C: 200 gp, M: 4,063 gp – Total: 5,352 gp (1,300 gp).

# ITEMS FOR THE ADVENTURE RECORD

## Special

- **Insubordination:** You have been brought before a military tribunal. This costs you 2 additional TUs, and, for one calendar year from the date on this AR, you are prohibited from gaining any benefits from metaorganizations you belong to. You may reduce the length of this prohibition by expending commendations to the

appropriate military branch (each 1 reduces the length by 1 calendar month).

- **Recommendation for the Principality of Ulek Military:** Colonel Krufec Brightsilver has given you a personal recommendation to join the Royal Army, Royal Navy or Mine Rangers (circle one) for successfully completing your mission.
- **Commendation for the Principality of Ulek Military:** You receive \_\_\_\_\_ commendations for the Royal Army, Royal Navy or Mine Rangers. You must be a current member of one of these organizations in good standing to earn this commendation.
- **Gratitude of the Chain Breakers:** You have earned the gratitude of the Chain Breakers. The next time an AR lists a TU penalty based on you being imprisoned or enslaved by the Slave Lords or Forces of the Pomarj, cut the penalty in half. The Chain Breakers live true to their name and free you from your shackles. Mark this favor as USED once spent.
- **Honorary Chain Breaker:** Scarred Fox has made you an honorary member of the Chain Breakers and given you the name of

\_\_\_\_\_ in recognition of this. The Chain Breakers will remember your deeds and may repay this favor at some future time.

- **Hero of Freedom:** You have become known by those oppressed by slavery and imprisonment as a rescuer of their hero, Scarred Fox. You gain a +2 circumstance bonus to all Cha-based checks when dealing with slaves, ex-slaves, and prisoners of the Slave Lords and the forces of the Pomarj, and with members of the Chain Breakers
- **Hero of Tyranny:** You have been given the ignominious title of Hero of Tyranny for your failure to save the hero of the enslaved and imprisoned, Scarred Fox. You gain a -2 circumstance penalty to all Cha-based checks when dealing with slaves, ex-slaves and prisoners of the Slave Lords and the forces of the Pomarj, and with members of the Chain Breakers.
- **Blessings of the Dwarf Father:** During any combat against forces of the Pomarj, you may call upon this blessing, and

receive the effects of a *heroism* spell (CL 20<sup>th</sup>). Doing so is a swift action that does not provoke an attack of opportunity. Mark this blessing as USED when it is called upon.

- **Favor of the Highport Thieves Guild:** You may spend this favor in the city of Highport by calling on the Guild for aid. This can take the form of useful information, a handy unlocked door, a convenient distraction or any other form of temporary aid the DM decides is appropriate for the source and situation. Mark this favor as USED when it is spent.
- **Cursed by Gruumsh:** You suffer a -2 profane penalty to your saves against all effects from orcs, including orc-blooded creatures. This curse can only be removed by a *limited wish*, *wish*, *miracle* or similarly powerful effect, or by an *atonement* administered by a cleric of Gruumsh.

## Item Access

### APL 2:

- *Boots of Agile Leaping* (Adventure; Magic Item Compendium)
- *Wand of Battering Ram* (CL3<sup>rd</sup>; Adventure; Spell Compendium)
- *Silversheen* (Adventure; Dungeon Master's Guide)
- *Potion Bracer* (Adventure; Sharn: City of Towers)
- *Potion of Resurgence* (Adventure; Spell Compendium)

### APL 4:

- *Arcane Scroll of Regroup* (CL5) (Adventure; Player's Handbook II)

### APL 6:

- *Quaal's feather token, swan boat* (Adventure; Dungeon Master's Guide; 450 gp)
- *Wand of Shield* (Adventure; Player's Handbook)

### APL 8:

- *Bag of Holding type I* (Adventure; Dungeon Master's Guide)

## APPENDIX 1 – APL 2

### ENCOUNTER 2

#### BILLYUP SANDYTOES

CR 3

Male shoal halfling expert1/sorcerer3  
CN Small humanoid (aquatic, halfling)

**Init** +6; **Senses** Listen +3, Spot +5

**Languages** Common, giant, halfling, orc

**AC** 17, touch 13, flat-footed 15  
(+1 size, +2 Dex, +4 armor)

**hp** 19 (4 HD)

**Fort** +3, **Ref** +4, **Will** +5 (+2 morale bonus against fear effects)

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** mwk dagger +2 (1d3-1/19-20)

**Ranged** mwk light crossbow +5 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** -4

**Atk Options** spells

**Combat Gear** *potion of invisibility*, *wand of battering ram* (10 charges)

**Sorcerer Spells Known** (CL 4th):

1st (6/day)— *dimensional hop* [touch +1, DC 14],  
*grease* [DC 14], *mage armor* †

0 (6/day)— *acid splash* [touch +4], *daze* [DC 13],  
*detect magic*, *mage hand*, *read magic*

† Already cast

**Abilities** Str 8, Dex 15, Con 12, Int 14, Wis 8, Cha 16

**SQ** Amphibious, spells, summon familiar

**Feats** Alertness<sup>B</sup>, Improved Initiative, Practiced Spellcaster (sorcerer)

**Skills** Balance +7, Bluff +9, Concentration +8,  
Diplomacy +7, Jump +0, Listen +3, Sense Motive +4,  
Spellcraft +8, Spot +5, Swim +11\*

**Possessions** combat gear plus *boots of agile leaping*,  
signal stone, spell component pouch, masterwork  
small short sword, masterwork small light crossbow,  
case with 10 bolts, toad familiar

**Amphibious (Ex)** Shoal halflings are amphibious,  
capable of breathing water and air equally

\* **Skills** A shoal halfling has a +8 racial bonus on any  
Swim check to perform some special action or avoid  
a hazard.

**Description** *You see a soot covered halfling with  
freckled skin, black hair and bright blue eyes. His dress  
is common for fisher folk in the area except for a nice  
looking pair of alligator skin boots.*

Billyup enjoys the pirate life. He isn't above killing  
when needed, but otherwise prefers to leave his victims  
alive. He is smart-alecky and sharp-witted, preferring as  
much to duel with words as with spells.

**Sources** Complete Arcane, Magic Item Compendium,  
Player's Handbook II, Stormwrack

### ENCOUNTER 4

#### KRESHGAR

CR 1

Male orc cleric 1

CE Medium humanoid (Orc)

**Init** +0; **Senses** Darkvision 60-ft., Listen +1, Spot +1

**Languages** Common, Orc

**AC** 16, touch 10, flat-footed 16  
(+6 armor)

**hp** 10 (1 HD)

**Fort** +4, **Ref** +0, **Will** +3

**Weakness** Light sensitivity

**Speed** 20 ft. in mwk banded mail (4 squares), base  
movement 30 ft.

**Melee** mwk spear +5 (1d8+4/x3) or spiked gauntlet +3  
(1d4+3) **Ranged** javelin +0 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** +3

**Atk Options** Power Attack, Smite 1/day

**Combat Gear** *potion of cure light wounds*, *silversheen*

**Cleric Spells Prepared** (CL 1st):

1st— *bless*, *doom* [DC 12], *inflict light wound* [touch  
+3, DC 12] **D**

0— *create water*, *cure minor wounds*, *detect magic*

**D:** Domain spell. Deity: Gruumsh. Domains: Destruction,  
War

**Abilities** Str 17, Dex 10, Con 14, Int 11, Wis 13, Cha 6

**SQ** Darkvision 60-ft., light sensitivity, rebuke undead  
1/day, spells, spontaneous inflict wounds

**Feats** Power Attack, Weapon Focus (spear)<sup>B</sup>

**Skills** Concentration +6, Knowledge (religion) +2,  
Spellcraft +2.

**Possessions** combat gear plus masterwork banded  
mail, masterwork spear, 3 javelins, spiked gauntlet,  
vial of unholy water

**Description:** *Approaching you is a heavily scarred,  
heavily armored orc with one eye missing. He wields a  
spear and constantly hurl invectives is his guttural  
tongue.*

Kreshgar constantly invokes the wrath of Gruumsh  
on his enemies regardless of what he is actually doing.  
He is aggressive and bellows at every opportunity.

### ENCOUNTER 8

#### OOD (HYBRID FORM)

CR 3

Male orc werewolf ranger 1

CE Medium humanoid (orc, shapechanger)

**Init** +2; **Senses** Darkvision 60-ft., low-light vision, scent;  
Listen +7, Spot +7

**Languages** Common, Orc

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +3 armor, +4 natural)

**hp** 23 (3 HD); DR 10/silver;

**Fort** +8, **Ref** +7, **Will** +4

**Weakness** Light sensitivity

**Speed** 30 ft. (6 squares), Run;



**Melee** mwk scimitar +8 (1d6+5/18-20) and bite +3 (1d6+2); or kukri +7 (1d4+5/18-20) and bite +3 (1d6+2); or 2 claws +7 (1d4+5) and bite +3 (1d6+2)

**Ranged** composite longbow +4 (1d8/x3) or composite longbow with blunt arrows +4 (1d8 nonlethal)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +7

**Atk Options** favored enemy - dwarves

**Combat Gear** *potion of cure light wounds*, 2x *potion of resurgence*

---

**Abilities** Str 21, Dex 14, Con 16, Int 11, Wis 14, Cha 6

**SQ** Alternate form, curse of lycanthropy, favored enemy – dwarves, light sensitivity, wild empathy, wolf empathy

**Feats** Iron Will <sup>B</sup>, Run, Self Sufficient, Track <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Gather Information +0, Handle Animal +2, Heal +8, Listen +7, Ride +4, Spot +7, Survival +10 \*

**Possessions** combat gear plus masterwork scimitar, kukri, masterwork studded leather armor, composite longbow, quiver w/20 arrows, quiver w/20 blunt arrows (RW), potion bracer (S:CoT), tanglefoot bag, 50-ft. silk rope

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**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *You see a large shaggy humanoid combining the worst features of an orc and a wolf. Vicious looking fangs protrude from his slaver jaw and filthy claws protrude from his hand. He wears studded leather armor and wields wicked looking curved blades in each hand.*

Oood is an experienced tracker and the brawn to his teammate Krank's brain. He thrills in the chase and is very alive at these moments, but seems bored when not. Oood prefers to stay in hybrid form when on the hunt.

**Sources** Races of the Wild

#### **KRANK (WOLF FORM)**

**CR 3**

Male hobgoblin werewolf scout (CV) 1

CE Medium humanoid (goblinoid, shapechanger)

**Init** +4; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +6, Spot +6

**Languages** Common, Dwarven, Goblin, Orc

---

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 20 (3 HD); **DR** 10/silver;

**Fort** +5, **Ref** +9, **Will** +4

---

**Speed** 50 ft. (10 squares);

**Melee** bite +5 (1d6+4 plus skirmish)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Atk Options** Combat expertise, improved trip, skirmish (+1d6), trip

**Combat Gear** 2x *potion of cure light wounds*

---

**Abilities** Str 17, Dex 19, Con 14, Int 14, Wis 14, Cha 10

**SQ** Alternate form, curse of lycanthropy, trapfinding, wolf empathy

**Feats** Combat Expertise, Improved Trip, Iron Will <sup>B</sup>, Track <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Balance +6, Diplomacy +2, Hide +8, Jump +19, Knowledge (nature) +8, Listen +6, Move Silently +12, Search +6, Sense Motive +8, Spot +6, Survival +10 \*, Tumble +12

**Possessions** combat gear plus short sword, masterwork studded leather armor, masterwork composite longbow, quiver w/20 arrows, 2 masterwork manacles, tanglefoot bag.

---

**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet from his starting location. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

---

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *Approaching you at a fast lope is one of the most vicious looking wolves you have ever seen. A glint of sinister intelligence gleams in its eyes.*

Krank is an experienced tracker and the brain to his teammate Oood's brawn. He thrills in outsmarting opponents and using non-standard tricks and attacks. Krank prefers to stay in wolf form when on the hunt.

**Sources** Complete Adventurer

## APPENDIX 2 – APL 4

### ENCOUNTER 2

#### BILLYUP SANDYTOES

CR 4

Male shoal halfling expert1/sorcerer4  
CN Small humanoid (aquatic, halfling)

**Init** +6; **Senses** Listen +3, Spot +5

**Languages** Common, giant, halfling, orc

**AC** 17, touch 13, flat-footed 15  
(+1 size, +2 Dex, +4 armor)

**hp** 22 (5 HD)

**Fort** +3, **Ref** +4, **Will** +6 (+2 morale bonus against fear effects)

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** mwk dagger +3 (1d3-1/19-20)

**Ranged** mwk light crossbow +6 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** -3

**Atk Options** spells

**Combat Gear** *potion of invisibility*, 2x *scroll of regroup*,  
*wand of battering ram* (10 charges)

**Sorcerer Spells Known** (CL 5th):

2nd (4/day)— *seeking ray* [touch +5]

1st (7/day)— *dimensional hop* [touch +2, DC 14],  
*grease* [DC 14], *mage armor* ‡

0 (6/day)— *acid splash* [touch +5], *daze* [DC 13],  
*detect magic*, *mage hand*, *ray of frost* [touch +5],  
*read magic*

‡ Already cast

**Abilities** Str 8, Dex 15, Con 12, Int 14, Wis 8, Cha 16

**SQ** Amphibious, spells, summon familiar

**Feats** Alertness<sup>B</sup>, Improved Initiative, Practiced  
Spellcaster (sorcerer)

**Skills** Balance +7, Bluff +10, Concentration +9,  
Diplomacy +7, Jump +0, Listen +3, Sense Motive +4,  
Spellcraft +10, Spot +5, Swim +11\*

**Possessions** combat gear plus *boots of agile leaping*,  
signal stone, spell component pouch, masterwork  
small short sword, masterwork small light crossbow,  
case with 10 bolts, toad familiar

**Amphibious (Ex)** Shoal halflings are amphibious,  
capable of breathing water and air equally.

\* **Skills** A shoal halfling has a +8 racial bonus on any  
Swim check to perform some special action or avoid  
a hazard.

**Description** You see a soot covered halfling with  
freckled skin, black hair and bright blue eyes. His dress  
is common for fisher folk in the area except for a nice  
looking pair of alligator skin boots.

Billyup enjoys the pirate life. He isn't above killing  
when needed, but otherwise prefers to leave his victims  
alive. He is smart-alecky and sharp-witted, preferring as  
much to duel with words as with spells.

**Sources** Complete Arcane, Magic Item Compendium,  
Player's Handbook II, Stormwrack

### ENCOUNTER 4

#### HOBGOBLIN GUARDS

CR 1

Male hobgoblin warrior 2

LE Medium humanoid (goblinoid)

**Init** +1; **Senses** Darkvision 60 ft., Listen +3, Spot +3

**Languages** Common, Goblin

**AC** 16, touch 11, flat-footed 15  
(+1 Dex, +4 armor, +1 shield)

**hp** 13 (2 HD)

**Fort** +5, **Ref** +1, **Will** -1

**Speed** 30 ft. (6 squares)

**Melee** mwk longsword +4 (1d8+1/19-20)

**Ranged** javelin +3 (1d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +3

**Combat Gear** 2x *potion of cure light wounds*

**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**SQ** Darkvision 60 ft.

**Feats** Alertness

**Skills** Intimidate +0, Listen +3, Spot +3

**Possessions** combat gear plus masterwork longsword,  
masterwork chain shirt, masterwork light wooden  
shield, 3 javelins, signal whistle

**Description** This burly humanoid stands about 6-1/2  
feet tall. It has hairy skin, feral eyes, and a flat nose and  
chin. It is well armed and armored and stands ready to  
fight in a defensive posture.

#### ORC GUARDS

CR 1

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60 ft., Listen +1, Spot +1

**Languages** Common, Orc

**AC** 14, touch 10, flat-footed 14  
(+4 armor)

**hp** 11 (2 HD)

**Fort** +4, **Ref** +0, **Will** -2

**Weakness** Light Sensitivity

**Speed** 30 ft. (6 squares)

**Melee** mwk falchion +6 (2d4+4/18-20)

**Ranged** javelin +2 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +5

**Combat Gear** 2x *potion of cure light wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**SQ** Darkvision 60 ft., light sensitivity

**Feats** Alertness

**Skills** Jump+3, Listen +1, Spot +1

**Possessions** combat gear plus masterwork falchion,  
masterwork chain shirt, 3 javelins, signal whistle

**Description** This creature looks like a primitive human  
with gray skin and coarse hair. It has a stooped posture,  
low forehead, and a piglike face with prominent lower  
canines that resemble a boar's tusks. It is armored and

ready for the attack with a large curved sword held in both hands.

### KRESHGAR CR 2

Male orc cleric 2

CE Medium humanoid (Orc)

**Init** +0; **Senses** Darkvision 60-ft., Listen +1, Spot +1

**Languages** Common, Orc

**AC** 17, touch 10, flat-footed 17

(+7 armor)

**hp** 16 (2 HD)

**Fort** +5, **Ref** +0, **Will** +4

**Weakness** Light sensitivity

**Speed** 20 ft. in mwk half plate (4 squares), base movement 30 ft.

**Melee** mwk spear +6 (1d8+4/x3) or mwk spiked gauntlet +5

(1d4+3)

**Ranged** javelin +1 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Atk Options** Power Attack, Smite 1/day

**Combat Gear** *potion of cure moderate wounds, silversheen*

**Cleric Spells Prepared** (CL 2nd):

1st— *bless, cure light wounds, doom* [DC 12], *inflict light wound* [touch +3, DC 12] **D**

0— *create water, cure minor wounds, detect poison, detect magic*

**D:** Domain spell. Deity: Gruumsh. Domains: Destruction, War

**Abilities** Str 17, Dex 10, Con 14, Int 11, Wis 13, Cha 6

**SQ** Darkvision 60-ft., light rebuke undead 1/day, sensitivity, spells, spontaneous inflict wounds

**Feats** Power Attack, Weapon Focus (spear)<sup>B</sup>

**Skills** Concentration +7, Knowledge (religion) +3, Spellcraft +2.

**Possessions** combat gear plus masterwork half plate, masterwork spear, 3 javelins, masterwork spiked gauntlet, vial of unholy water

**Description:** *Approaching you is a heavily scarred, heavily armored orc with one eye missing. He wields a spear and constantly hurl invectives is his guttural tongue.*

Kreshgar constantly invokes the wrath of Gruumsh on his enemies regardless of what he is actually doing. He is aggressive and bellows at every opportunity.

## ENCOUNTER 8

### OOD (HYBRID FORM) CR 5

Male orc werewolf ranger 3

CE Medium humanoid (orc, shapechanger)

**Init** +3; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +8, Spot +8

**Languages** Common, Orc

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +3 armor, +4 natural)

**hp** 38 (5 HD); DR 10/silver;

**Fort** +9, **Ref** +8, **Will** +5

**Weakness** Light sensitivity

**Speed** 30 ft. (6 squares), Run;

**Melee** mwk scimitar +11 (1d6+6/18-20); or mwk scimitar +9 (1d6+6/18-20) and mwk kukri +9 (1d4+3/18-20) and bite +4 (1d6+3); or 2 claws +10 (1d4+6) and bite +7 (1d6+3)

**Ranged** mwk composite longbow [+5] +7 (1d8+5/x3) or mwk composite longbow [+5] with blunt arrows +7 (1d8+5 nonlethal)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +10

**Atk Options** Favored enemy - dwarves

**Combat Gear** *potion of cure moderate wounds, 2x potion of resurgence*

**Abilities** Str 22, Dex 14, Con 16, Int 11, Wis 14, Cha 6

**SQ** Alternate form, curse of lycanthropy, favored enemy – dwarves, light sensitivity, wild empathy, wolf empathy

**Feats** Endurance<sup>B</sup>, Iron Will<sup>B</sup>, Run, Self Sufficient, Track<sup>B</sup>, Two-weapon Fighting<sup>B</sup>, Weapon Focus (bite)<sup>B</sup>

**Skills** Gather Information +2, Handle Animal +5, Heal +9, Listen +8, Ride +4, Spot +8, Survival +12 \*

**Possessions** combat gear plus masterwork scimitar, masterwork kukri, masterwork studded leather armor, masterwork composite longbow [+5], quiver w/20 arrows, quiver w/20 blunt arrows (RW), potion bracer (S:CoT), tanglefoot bag, 50-ft. silk rope

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

**Description** *You see a large shaggy humanoid combining the worst features of an orc and a wolf. Vicious looking fangs protrude from his slavering jaw and filthy claws protrude from his hand. He wears studded leather armor and wields wicked looking curved blades in each hand.*

Ood is an experienced tracker and the brawn to his teammate Krank's brain. He thrills in the chase and is very alive at these moments, but seems bored when not. Ood prefers to stay in hybrid form when on the hunt.

**Sources** Races of the Wild

### KRANK (WOLF FORM) CR 5

Male hobgoblin werewolf scout (CV) 3

CE Medium humanoid (goblinoid, shapechanger)

**Init** +5; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +10, Spot +10

**Languages** Common, Dwarven, Goblin, Orc

**AC** 18, touch 15, flat-footed 18

(+4 Dex, +4 natural); Skirmish, Uncanny Dodge

**hp** 32 (5 HD); DR 10/silver;

**Fort** +9, **Ref** +11, **Will** +6

**Speed** 60 ft. (12 squares);

**Melee** bite +8 (1d6+6 plus skirmish)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +7

**Atk Options** Combat expertise, improved trip, skirmish (+1d6, +1 AC), trip

**Combat Gear** *potion of cure moderate wounds, potion of cure light wounds*

---

**Abilities** Str 18, Dex 19, Con 14, Int 14, Wis 14, Cha 10

**SQ** Alternate form, curse of lycanthropy, trapfinding, wolf empathy

**Feats** Combat Expertise, Improved Trip, Iron Will <sup>B</sup>, Track <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Balance +7, Diplomacy +2, Hide +10, Jump +26, Knowledge (nature) +9, Listen +10, Move Silently +14, Search +6, Sense Motive +8, Spot +10, Survival +12 \*, Tumble +14

**Possessions** combat gear plus +1 *cloak of resistance*, masterwork short sword, masterwork studded leather armor, masterwork composite longbow, quiver w/20 arrows, 2 masterwork manacles, tanglefoot bag.

---

**Battle Fortitude (Ex)** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Fast Movement (Ex)** Starting at 3<sup>rd</sup> level a scout gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook.

**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet from his starting location. The extra damage applies only to attacks taken during the scout's turn. The extra damage only

applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

---

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *Approaching you at a fast lope is one of the most vicious looking wolves you have ever seen. A glint of sinister intelligence gleams in its eyes.*

Krank is an experienced tracker and the brain to his teammate Ood's brawn. He thrills in outsmarting opponents and using non-standard tricks and attacks. Krank prefers to stay in wolf form when on the hunt.

**Sources** Complete Adventurer

## APPENDIX 3 – APL 6

### ENCOUNTER 2

#### BILLYUP SANDYTOES

CR 5

Male shoal halfling expert1/sorcerer5  
CN Small humanoid (aquatic, halfling)

**Init** +6; **Senses** Listen +3, Spot +6

**Languages** Common, giant, halfling, orc

**AC** 17, touch 13, flat-footed 15  
(+1 size, +2 Dex, +4 armor)

**hp** 26 (6 HD)

**Fort** +3, **Ref** +4, **Will** +6 (+2 morale bonus against fear effects)

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** mwk dagger +3 (1d3-1/19-20)

**Ranged** mwk light crossbow +6 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** -3

**Atk Options** spells

**Combat Gear** *potion of invisibility*, 2x *scroll of regroup*,  
*wand of battering ram* (10 charges), *wand of shield*  
(50 charges)

**Sorcerer Spells Known** (CL 6th):

2nd (5/day)— *mirror image*, *seeking ray* [touch +6]

1st (7/day)— *dimensional hop* [touch +2, DC 14],  
*grease* [DC 14], *mage armor* †, *ray of*  
*enfeeblement* [touch +6]

0 (6/day)— *acid splash* [touch +5], *daze* [DC 13],  
*detect magic*, *mage hand*, *ray of frost* [touch +6],  
*read magic*

† Already cast

**Abilities** Str 8, Dex 15, Con 12, Int 14, Wis 8, Cha 16

**SQ** Amphibious, spells, summon familiar

**Feats** Alertness<sup>B</sup>, Improved Initiative, Practiced  
Spellcaster (sorcerer), Weapon Focus (rays)

**Skills** Balance +7, Bluff +11, Concentration +10,  
Diplomacy +7, Jump +0, Listen +3, Sense Motive +4,  
Spellcraft +10, Spot +6, Swim +11\*

**Possessions** combat gear plus *boots of agile leaping*,  
*Quaal's feather token*, *swan boat*, signal stone, spell  
component pouch, masterwork small short sword,  
masterwork small light crossbow, case with 10 bolts,  
toad familiar

**Amphibious (Ex)** Shoal halflings are amphibious,  
capable of breathing water and air equally

\* **Skills** A shoal halfling has a +8 racial bonus on any  
Swim check to perform some special action or avoid  
a hazard.

**Description** You see a soot covered halfling with  
freckled skin, black hair and bright blue eyes. His dress  
is common for fisher folk in the area except for a nice  
looking pair of alligator skin boots.

Billyup enjoys the pirate life. He isn't above killing  
when needed, but otherwise prefers to leave his victims  
alive. He is smart-alecky and sharp-witted, preferring as  
much to duel with words as with spells.

**Sources** Complete Arcane, Magic Item Compendium,  
Player's Handbook II, Stormwrack

### ENCOUNTER 4

#### HOBGOBLIN GUARDS

CR 2

Male hobgoblin warrior 3

LE Medium humanoid (goblinoid)

**Init** +1; **Senses** Darkvision 60 ft., Listen +3, Spot +3

**Languages** Common, Goblin

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

**hp** 19 (3 HD)

**Fort** +5, **Ref** +2, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** mwk longsword +6 (1d8+1/19-20)

**Ranged** javelin +4 (1d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +4

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**SQ** Darkvision 60 ft.

**Feats** Alertness, Weapon Focus (longsword)

**Skills** Intimidate +1, Listen +3, Spot +3

**Possessions** combat gear plus masterwork longsword,  
masterwork chain shirt, +1 *light wooden shield*, 3  
javelins, signal whistle

**Description** This burly humanoid stands about 6-1/2  
feet tall. It has hairy skin, feral eyes, and a flat nose and  
chin. It is well armed and armored and stands ready to  
fight in a defensive posture.

#### ORC GUARDS

CR 2

Male orc warrior 3

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60 ft., Listen +1, Spot +1

**Languages** Common, Orc

**AC** 15, touch 10, flat-footed 15

(+5 armor)

**hp** 16 (3 HD)

**Fort** +4, **Ref** +1, **Will** -1

**Weakness** Light Sensitivity

**Speed** 30 ft. (6 squares)

**Melee** mwk falchion +7 (2d4+4/18-20)

**Ranged** javelin +3 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +6

**Atk Options** Power Attack

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**SQ** Darkvision 60 ft., light sensitivity

**Feats** Alertness, Power Attack

**Skills** Jump+4, Listen +1, Spot +1

**Possessions** combat gear plus masterwork falchion, +1  
*chain shirt*, 3 javelins, signal whistle

**Description** *This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks. It is armored and ready for the attack with a large curved sword held in both hands.*

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**ONE-CHOP THE EXECUTIONER**

**CR 4**

Male ogre fighter 1

CE Large giant

**Init** +0; **Senses** Darkvision 60 ft., low-light vision, Listen +2, Spot +2

**Languages** Common, Giant

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**AC** 17, touch 9, flat-footed 17

(-1 size, +3 armor, +5 natural)

**hp** 46 (5 HD)

**Fort** +10, **Ref** +1, **Will** +1

---

**Speed** 40 ft. (8 squares)

**Melee** mwk great axe +13 (3d6+12)

**Ranged** javelin +3 (1d8+8)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +16

**Atk Options** Power Attack

**Combat Gear** *potion of cure moderate wounds*

---

**Abilities** Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4

**SQ** Darkvision 60 ft., low-light vision

**Feats** Power Attack, Toughness, Weapon Focus (great axe)

**Skills** Climb +12, Listen +2, Spot+2

**Possessions** combat gear plus masterwork large great axe, masterwork large studded leather armor, 3 large javelins

---

**Description** *This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in dark warty bumps, wears smelly leather, and his hair is long, unkempt, and greasy. He wields an enormous axe and wears an executioner's hood.*

One-Chop loves his job as executioner and just can't get enough of chopping peoples' heads off. He has been known to even chop the heads off of people who weren't scheduled for execution if there is too much time between executions. The only thing One-Chop loves more the chopping heads off is cuddling with his teddy bear, Huggles.

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**KRESHGAR**

**CR 5**

Male orc cleric 5

CE Medium humanoid (Orc)

**Init** +0; **Senses** Darkvision 60-ft., Listen +1, Spot +1

**Languages** Common, Orc

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**AC** 18, touch 10, flat-footed 18

(+8 armor)

**hp** 36 (5 HD)

**Fort** +6, **Ref** +1, **Will** +6

**Weakness** Light sensitivity

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**Speed** 20 ft. in mwk full plate (4 squares), base movement 30 ft.

**Melee** +1 *spear* +8 (1d8+5/x3) or spiked gauntlet +6 (1d4+3)**Ranged** javelin +3 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +6

**Atk Options** Power Attack, Smite 1/day

**Combat Gear** *potion of cure light wounds, silversheen*

**Cleric Spells Prepared** (CL 5th):

3rd— *contagion* [touch +6, DC 15] **D**, *cure serious wounds*

2nd— *bull's strength*, *hold person* [DC 14], *silence* [DC 14], *spiritual weapon* **D**

1st— *bless*, *cure light wounds*, *doom* [DC 13], *inflict light wound* [touch +6, DC 13] **D**, *sanctuary* [DC 13]

0— *create water*, *cure minor wounds*, *detect poison*, *detect magic*, *resistance*

**D:** Domain spell. Deity: Gruumsh. Domains: Destruction, War

---

**Abilities** Str 17, Dex 10, Con 14, Int 11, Wis 14, Cha 6

**SQ** Darkvision 60-ft., light sensitivity, rebuke undead 1/day, spells, spontaneous inflict wounds

**Feats** Power Attack, Skill Focus (concentration), Weapon Focus (spear) <sup>B</sup>

**Skills** Concentration +13, Knowledge (religion) +5, Spellcraft +4

**Possessions** combat gear plus masterwork full plate, +1 *spear*, 3 javelins, spiked gauntlet, vial of unholy water

---

**Description:** *Approaching you is a heavily scarred, heavily armored orc with one eye missing. He wields a spear and constantly hurl invectives is his guttural tongue.*

Kreshgar constantly invokes the wrath of Gruumsh on his enemies regardless of what he is actually doing. He is aggressive and bellows at every opportunity.

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## ENCOUNTER 8

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**OOD (HYBRID FORM)**

**CR 7**

Male orc werewolf ranger 3/bloodhound 2 (CV)

CE Medium humanoid (orc, shapechanger)

**Init** +2; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +9, Spot +9

**Languages** Common, Orc

---

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +3 armor, +4 natural)

**hp** 54 (7 HD); DR 10/silver;

**Fort** +12, **Ref** +11, **Will** +5

**Weakness** Light sensitivity

---

**Speed** 30 ft. (6 squares), Run;

**Melee** +1 *scimitar* +13/+8 (1d6+7/18-20); or +1 *scimitar* +11/+6 (1d6+7/18-20) and mwk kukri +11 (1d4+3/18-20) and bite +6 (1d6+3); or 2 claws +12 (1d4+6) and bite +9 (1d6+3)

**Ranged** mwk composite longbow [+5] +9/+4 (1d8+5/x3) or mwk composite longbow [+5] with blunt arrows +9/+4 (1d8+5 nonlethal)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +12

**Atk Options** favored enemy – dwarves, nonlethal force

**Combat Gear** *potion of cure moderate wounds*, 2x *potion of resurgence*

---

**Abilities** Str 22, Dex 14, Con 16, Int 11, Wis 14, Cha 6

**SQ** Alternate form, curse of lycanthropy, favored enemy – dwarves, light sensitivity, mark (1), nonlethal force, ready and waiting, swift tracker, wild empathy, wolf empathy

**Feats** Endurance <sup>B</sup>, Investigator, Iron Will <sup>B</sup>, Run, Self Sufficient, Track <sup>B</sup>, Two-weapon Fighting <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Gather Information +10, Handle Animal +5, Heal +11, Listen +9, Ride +4, Search +5, Spot +9, Survival +14 \*

**Possessions** combat gear plus +1 *scimitar*, masterwork kukri, masterwork studded leather armor, masterwork composite longbow [+5], quiver w/20 arrows, quiver w/20 blunt arrows (RW), potion bracer (S:CoT), tanglefoot bag, 50-ft. silk rope

**Mark (1) (Ex)** A bloodhound can mark, an individual humanoid or monstrous humanoid foe by focusing on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. A bloodhound adds his bloodhound levels as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. Initially, a bloodhound can only have 1 mark at any give time.

**Nonlethal Force (Ex)** Starting at 2<sup>nd</sup> level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

**Ready and Waiting (Ex)** Beginning at 2<sup>nd</sup> level, a bloodhound can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action—for instance, if he is too far away to strike the mark with a readied melee attack—the readied action is lost.

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

**Description** You see a large shaggy humanoid combining the worst features of an orc and a wolf. Vicious looking fangs protrude from his slaverling jaw and filthy claws protrude from his hand. He wears studded leather armor and wields wicked looking curved blades in each hand.

Oood is an experienced tracker and the brawn to his teammate Krank's brain. He thrills in the chase and is very alive at these moments, but seems bored when not. Oood prefers to stay in hybrid form when on the hunt.

**Sources** Complete Adventurer, Races of the Wild

#### KRANK (WOLF FORM)

CR 7

Male hobgoblin werewolf scout (CV) 4/warshaper 1 (CW)

CE Medium humanoid (goblinoid, shapechanger)

**Init** +5; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +11, Spot +11

**Languages** Common, Dwarven, Goblin, Orc,

**AC** 19, touch 14, flat-footed 19

(+4 Dex, +5 natural); Dodge, Mobility, Skirmish, Uncanny Dodge

**hp** 45 (7 HD); DR 10/silver;

**Immune** critical hits and stunning

**Fort** +10, **Ref** +12, **Will** +6

**Speed** 60 ft. (12 squares);

**Melee** bite +9 (1d8+6 plus skirmish)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +8

**Atk Options** Combat expertise, improved trip, skirmish (+1d6, +1 AC), trip

**Combat Gear** 2x *potion of cure light wounds*

**Abilities** Str 18, Dex 19, Con 14, Int 14, Wis 14, Cha 10

**SQ** Alternate form, curse of lycanthropy, morphic immunities, morphic weapon, trapfinding, trip, wolf empathy

**Feats** Combat Expertise, Dodge <sup>B</sup>, Improved Trip, Iron Will <sup>B</sup>, Mobility, Track <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Balance +7, Diplomacy +2, Hide +13, Jump +28, Knowledge (nature) +9, Listen +11, Move Silently +17, Search +6, Sense Motive +10, Spot +11, Survival +14 \*, Tumble +16

**Possessions** combat gear plus +1 *cloak of resistance*, +1 *amulet of natural armor*, masterwork short sword, masterwork studded leather armor, masterwork composite longbow, quiver w/20 arrows, 2 masterwork manacles, tanglefoot bag.

**Battle Fortitude (Ex)** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Fast Movement (Ex)** Starting at 3<sup>rd</sup> level a scout gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook.

**Morphic Immunities (Ex)** Warshapers are immune to stunning and critical hits.

**Morphic Weapon (Su)** As a move action, a warshaper can grow his jaw and fangs allowing his bite to deal damage as if it were one category larger.

**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet from his starting location. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout

has moved 10 feet, and lasts until the start of her next turn.

---

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *Approaching you at a fast lope is one of the most vicious looking wolves you have ever seen. A glint of sinister intelligence gleams in its eyes.*

---

Krank is an experienced tracker and the brain to his teammate Ood's brawn. He thrills in outsmarting opponents and using non-standard tricks and attacks. Krank prefers to stay in wolf form when on the hunt.

**Sources** Complete Adventurer, Complete Warrior



## APPENDIX 4 – APL 8

### ENCOUNTER 2

#### BILLYUP SANDYTOES

CR 7

Male shoal halfling expert1/sorcerer7  
CN Small humanoid (aquatic, halfling)

**Init** +7; **Senses** Listen +3, Spot +6

**Languages** Common, giant, halfling, orc

**AC** 18, touch 14, flat-footed 15  
(+1 size, +3 Dex, +4 armor)

**hp** 33 (8 HD)

**Fort** +4, **Ref** +6, **Will** +7 (+2 morale bonus against fear effects)

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** mwk dagger +4 (1d3-1/19-20)

**Ranged** mwk light crossbow +8 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** -2

**Atk Options** spells

**Combat Gear** *potion of invisibility*, 2x *scroll of regroup*,  
*wand of battering ram* (10 charges), *wand of shield*  
(50 charges)

**Sorcerer Spells Known** (CL 8th):

3rd (5/day)— *regroup*, *slow* [DC 16]

2nd (7/day)— *glitterdust* [DC 15], *mirror image*,  
*seeking ray* [touch +8]

1st (7/day)— *dimensional hop* [touch +3, DC 14],  
*expeditious retreat*, *grease* [DC 14], *mage armor* ‡,  
*ray of enfeeblement* [touch +8]

0 (6/day)— *acid splash* [touch +7], *daze* [DC 13],  
*detect magic*, *mage hand*, *prestidigitation*, *ray of*  
*frost* [touch +8], *read magic*

‡ Already cast

**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 8, Cha 16

**SQ** Amphibious, spells, summon familiar

**Feats** Alertness<sup>B</sup>, Improved Initiative, Practiced  
Spellcaster (sorcerer), Weapon Focus (rays)

**Skills** Balance +8, Bluff +13, Concentration +12,  
Diplomacy +7, Jump +2, Listen +3, Sense Motive +4,  
Spellcraft +12, Spot +6, Swim +11\*

**Possessions** combat gear plus *boots of agile leaping*,  
*bag of holding type I*, *Quaal's feather token*, *swan*  
*boat*, signal stone, spell component pouch,  
masterwork small short sword, masterwork small light  
crossbow, case with 10 bolts, toad familiar

**Amphibious (Ex)** Shoal halflings are amphibious,  
capable of breathing water and air equally

\* **Skills** A shoal halfling has a +8 racial bonus on any  
Swim check to perform some special action or avoid  
a hazard.

**Description** You see a soot covered halfling with  
freckled skin, black hair and bright blue eyes. His dress  
is common for fisher folk in the area except for a nice  
looking pair of alligator skin boots.

Billyup enjoys the pirate life. He isn't above killing  
when needed, but otherwise prefers to leave his victims

alive. He is smart-alecky and sharp-witted, preferring as  
much to duel with words as with spells.

**Sources** Complete Arcane, Magic Item Compendium,  
Player's Handbook II, Stormwrack

#### MERROW PIRATES

CR 5

Male merrow barbarian2

CE Large giant (aquatic)

**Init** +0; **Senses** Listen +4, Spot +2; Darkvision 60 ft.,  
low-light vision

**Languages** Giant

**AC** 16 [14], touch 9 [7], flat-footed 16 [14]  
(-1 size, +2 armor, +5 natural)

**hp** 58 [70] (6 HD)

**Fort** +11 [+13], **Ref** +1, **Will** +1 [+3]

**Weakness** cannot breathe air

**Speed** 40 ft. (6 squares), swim 40 ft.

**Melee** longspear +13 [+15] (2d6+11 [+14])

**Space** 10 ft.; **Reach** 20 ft.

**Base Atk** +5; **Grp** +16 [+18]

**Atk Options** Power Attack, rage 1/day [enraged  
statistics are in brackets]

**Abilities** Str 25 [29], Dex 11, Con 18 [22], Int 8, Wis 10,  
Cha 4

**SQ** Darkvision 60 ft., fast movement, low-light vision,  
rage 1/day, uncanny dodge

**Feats** Power Attack, Toughness, Weapon Focus  
(longspear)

**Skills** Climb +12 [+14], Listen +4, Spot +2, Swim +17  
[+19]\*,

**Possessions** combat gear plus +1 *large longspear*,  
*large alligator skin leather armor*

**Skills** Merrow have a +8 racial bonus on any Swim  
check to perform some special action or avoid a  
hazard.

**Description** This hulking brute appears to be at least 9  
feet tall. It has a thick hide covered in dark warty bumps,  
it wears slick alligator skins, its hair is long, unkempt,  
and green, and it has webbed hands and feet.

### ENCOUNTER 4

#### HOBGOBLIN GUARDS

CR 4

Male hobgoblin Fighter 2/warrior 3

LE Medium humanoid (goblinoid)

**Init** +2; **Senses** Darkvision 60 ft., Listen +4, Spot +4

**Languages** Common, Goblin

**AC** 18, touch 11, flat-footed 17  
(+1 Dex, +5 armor, +2 shield)

**hp** 34 (5 HD)

**Fort** +8, **Ref** +2, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** mwk longsword +9 (1d8+2/19-20)

**Ranged** javelin +6 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

---

**Combat Gear** 2x *potion of cure moderate wounds*

---

**Abilities** Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.**SQ** Darkvision 60 ft.**Feats** Alertness, Blind-fight, Combat Reflexes, Weapon Focus (longsword)**Skills** Intimidate +3, Listen +4, Spot +4**Possessions** combat gear plus masterwork longsword, +1 *chain shirt*, +1 *light wooden shield*, 3 javelins, signal whistle

---

**Description** *This burly humanoid stands about 6-1/2 feet tall. It has hairy skin, feral eyes, and a flat nose and chin. It is well armed and armored and stands ready to fight in a defensive posture.*

---

**ORC GUARDS****CR 4**

Male orc fighter 2/warrior 3

CE Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60 ft., Listen +1, Spot +1**Languages** Common, Orc

---

**AC** 15, touch 10, flat-footed 15  
(+5 armor)**hp** 29 (5 HD)**Fort** +7, **Ref** +1, **Will** -1**Weakness** Light Sensitivity

---

**Speed** 30 ft. (6 squares)**Melee** +1 *falchion* +11 (2d4+7/18-20)**Ranged** javelin +9 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +9**Atk Options** Power Attack**Combat Gear** *potion of cure light wounds*

---

**Abilities** Str 18, Dex 12, Con 12, Int 8, Wis 7, Cha 6**SQ** Darkvision 60 ft., light sensitivity**Feats** Alertness, Brutal Throw (CV), Power Attack, Weapon Focus (falchion)**Skills** Jump+7, Listen +1, Spot +1**Possessions** combat gear plus +1 *falchion*, +1 *chain shirt*, 3 javelins, signal whistle

---

**Description** *This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks. It is armored and ready for the attack with a large curved sword held in both hands.***Sources** Complete Adventurer

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**ONE-CHOP THE EXECUTIONER****CR 6**

Male ogre fighter 3

CE Large giant

**Init** +0; **Senses** Darkvision 60 ft., low-light vision, Listen +2, Spot +2**Languages** Common, Giant

---

**AC** 17, touch 9, flat-footed 17  
(-1 size, +3 armor, +5 natural)**hp** 65 (7 HD)**Fort** +11, **Ref** +2, **Will** +2

---

**Speed** 40 ft. (8 squares)**Melee** +1 *great axe* +15/+10 (3d6+13)**Ranged** javelin +13/+8 (1d8+8)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +18**Atk Options** Power Attack**Combat Gear** 2x *potion of cure moderate wounds*

---

**Abilities** Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4**SQ** Darkvision 60 ft., low-light vision**Feats** Brutal Throw (CV), Cleave, Power Attack, Toughness, Weapon Focus (great axe)**Skills** Climb +14, Listen +2, Spot+2**Possessions** combat gear plus +1 *large great axe*, masterwork large studded leather armor, 3 large javelins

---

**Description** *This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in dark warty bumps, wears smelly leather, and his hair is long, unkempt, and greasy. He wields an enormous axe and wears an executioner's hood.*

One-Chop loves his job as executioner and just can't get enough of chopping peoples' heads off. He has been known to even chop the heads off of people who weren't scheduled for execution if there is too much time between executions. The only thing One-Chop loves more the chopping heads off is cuddling with his teddy bear, Huggles.

**Sources** Complete Adventurer

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**KRESHGAR****CR 7**

Male orc cleric 7

CE Medium humanoid (Orc)

**Init** +0; **Senses** Darkvision 60-ft., Listen +1, Spot +1**Languages** Common, Orc

---

**AC** 20, touch 10, flat-footed 20  
(+10 armor)**hp** 49 (7 HD)**Fort** +7, **Ref** +2, **Will** +7**Weakness** Light sensitivity

---

**Speed** 20 ft. in heavy plate armor (4 squares), base movement 30 ft.**Melee** +1 *spear* +10 (1d8+5/x3) or spiked gauntlet +8 (1d4+3)**Ranged** javelin +5 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Atk Options** Power Attack, Smite 3/day**Combat Gear** *divine scroll: invisibility purge, potion of cure light wounds, silversheen***Cleric Spells Prepared** (CL 7th):4th— *divine power* **D**, *poison* [touch +8, DC 16]3rd— *contagion* [touch +8, DC 15] **D**, *cure serious wounds*, *prayer*2nd— *bull's strength*, *hold person* [DC 14], *silence* [DC 14], *sound burst* [DC 14], *spiritual weapon* **D**1st— *bless*, *cure light wounds*, *doom* [DC 13], *inflict light wound* [touch +6, DC 13] **D**, *protection from good*, *sanctuary* [DC 13]0— *create water*, 2x *cure minor wounds*, *detect poison*, *detect magic*, *resistance***D**: Domain spell. Deity: Gruumsh. Domains: Destruction, War

---

**Abilities** Str 17, Dex 10, Con 14, Int 11, Wis 14, Cha 6

**SQ** Darkvision 60-ft., light sensitivity, rebuke undead 1/day, spells, spontaneous inflict wounds

**Feats** Extra Smiting (CW), Power Attack, Skill Focus (concentration), Weapon Focus (spear)<sup>B</sup>

**Skills** Concentration +15, Knowledge (religion) +5, Spellcraft +6

**Possessions** combat gear plus +1 heavy plate armor (WS), +1 spear, 3 javelins, spiked gauntlet, +1 cloak of resistance, vial of unholy water

**Description:** Approaching you is a heavily scarred, heavily armored orc with one eye missing. He wields a spear and constantly hurl invectives is his guttural tongue.

Kreshgar constantly invokes the wrath of Gruumsh on his enemies regardless of what he is actually doing. He is aggressive and bellows at every opportunity.

**Sources** Complete Warrior, Races of Stone

## ENCOUNTER 8

### ADVANCED DIRE WOLF CR 5

N Large animal

**Init** +2; **Senses** Low-light vision, scent, Listen +9, Spot +9

**AC** 15, touch 12, flat-footed 12  
(-1 size, +3 Dex, +3 natural)

**hp** 90 (12 HD)

**Fort** +11, **Ref** +11, **Will** +9

**Speed** 50 ft. (10 squares)

**Melee** bite +17 (2d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +25

**Atk Options** Trip

**Abilities** Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

**SQ** Low-light vision, scent

**Feats** Alertness, Improved Grapple, Improved Natural Attack (bite), Run, Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +2, Listen+9, Move Silently+6, Spot+9, Survival+6 \*

**Skills** \* Dire wolves gain a +4 racial bonus on Survival checks when tracking by scent.

**Description** This immense gray wolf seems as big as a horse. It has fiery eyes and a thick coat of fur.

### OOD (HYBRID FORM) CR 9

Male orc werewolf ranger 3/bloodhound 4 (CV)

CE Medium humanoid (orc, shapechanger)

**Init** +2; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +12, Spot +12

**Languages** Common, Orc

**AC** 20, touch 12, flat-footed 18  
(+2 Dex, +4 armor, +4 natural)

**hp** 71 (9 HD); DR 10/silver;

**Fort** +13, **Ref** +12, **Will** +6; hunter's dedication

**Weakness** Light sensitivity

**Speed** 30 ft. (6 squares), Run;

**Melee** +1 scimitar +15/+10 (1d6+7/18-20); or +1 scimitar +13/+8 (1d6+7/18-20) and +1 kukri +13

(1d4+4/18-20) and bite +8 (1d6+3); or 2 claws +14 (1d4+6) and bite +11 (1d6+3)

**Ranged** mwk composite longbow [+5] +11/+6 (1d8+5/x3) or mwk composite longbow [+5] with blunt arrows +11/+6 (1d8+5 nonlethal)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +14

**Atk Options** favored enemy – dwarves, nonlethal force, power attack

**Combat Gear** potion of cure moderate wounds, 2x potion of resurgence

**Abilities** Str 23, Dex 14, Con 16, Int 11, Wis 14, Cha 6

**SQ** Alternate form, bring'em back alive, curse of lycanthropy, favored enemy – dwarves, hunter's dedication, light sensitivity, mark (2), move like the wind, ready and waiting, swift tracker, tenacious pursuit, wild empathy, wolf empathy

**Feats** Endurance<sup>B</sup>, Investigator, Iron Will<sup>B</sup>, Power Attack, Run, Self Sufficient, Track<sup>B</sup>, Two-weapon Fighting<sup>B</sup>, Weapon Focus (bite)<sup>B</sup>

**Skills** Gather Information +12, Handle Animal +7, Heal +11, Listen +12, Ride +4, Search +5, Spot +12, Survival +16 \*

**Possessions** combat gear plus +1 scimitar, +1 kukri, +1 studded leather armor, masterwork composite longbow [+5], quiver w/20 arrows, quiver w/20 blunt arrows (RW), potion bracer (S:CoT), tanglefoot bag, 50-ft. silk rope

**Bring'em Back Alive (Ex)** At 3<sup>rd</sup> level and higher, at the bloodhound's option, any melee attack that would reduce a foe to -2 or fewer hit points reduces the foe to -1 hit points instead. A bloodhound must choose to use this ability immediately upon reducing his foe to -2 or fewer hit points, and before making any other action (or even continuing a full attack).

**Hunter's Dedication (Ex)** Beginning at 4<sup>th</sup> level, a bloodhound adds his Constitution bonus (if any) to Will saves made to resist the special attacks or spells of his mark.

**Mark (2) (Ex)** A bloodhound can mark, an individual humanoid or monstrous humanoid foe by focusing on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. A bloodhound adds his bloodhound levels as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. Initially, a bloodhound can only have 1 mark at any give time. For every three levels gained beyond 1<sup>st</sup>, a bloodhound can have one additional mark, but only if all marks are chosen during the same process.

**Move Like the Wind (Ex)** Starting at 4<sup>th</sup> level, a bloodhound can move stealthily even at a quick pace. He no longer takes a -5 penalty on Hide and Move Silently checks when moving at any speed up to his normal speed, and he takes only a -10 penalty (instead of a -20 penalty) on Hide and Move Silently checks when running. (He takes the normal -20 penalty when attacking or charging.)

**Nonlethal Force (Ex)** Starting at 2<sup>nd</sup> level, a bloodhound can use a melee weapon that deals

lethal damage to deal nonlethal damage instead without taking the usual -4 penalty on his attack roll.

**Ready and Waiting (Ex)** Beginning at 2<sup>nd</sup> level, a bloodhound can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action—for instance, if he is too far away to strike the mark with a readied melee attack—the readied action is lost.

**Tenacious Pursuit (Ex)** Ood tracking a mark gains a +4 bonus on Constitution checks made to resist nonlethal damage from a forced march (see page 164 of the Player's Handbook). In addition, Ood tracking a mark can increase his own speed by 10 feet, up to a maximum value equal to the mark's speed. This bonus stacks with all other speed increases.

---

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *You see a large shaggy humanoid combining the worst features of an orc and a wolf. Vicious looking fangs protrude from his slaver jaw and filthy claws protrude from his hand. He wears studded leather armor and wields wicked looking curved blades in each hand.*

Ood is an experienced tracker and the brawn to his teammate Krank's brain. He thrills in the chase and is very alive at these moments, but seems bored when not. Ood prefers to stay in hybrid form when on the hunt.

**Sources** Complete Adventurer, Races of the Wild

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**KRANK (WOLF FORM)**

**CR 9**

Male hobgoblin werewolf scout (CV) 4/warshaper 3 (CW)

CE Medium humanoid (goblinoid, shapechanger)

**Init** +6; **Senses** Darkvision 60-ft., low-light vision, scent; Listen +11, Spot +11

**Languages** Common, Dwarven, Goblin, Orc

---

**AC** 20, touch 15, flat-footed 20

(+5 Dex, +5 natural); Dodge, Mobility, Skirmish, Uncanny Dodge

**hp** 76 (9 HD); DR 10/silver;

**Immune** critical hits and stunning

**Fort** +14, **Ref** +15, **Will** +8

---

**Speed** 60 ft. (12 squares);

**Melee** bite +13 (1d8+9 plus skirmish)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +12

**Atk Options** Combat Expertise, improved trip, morphic reach, skirmish (+1d6, +1 AC), spring attack, trip

**Combat Gear** 2x *potion of cure light wounds*

---

**Abilities** Str 22, Dex 20, Con 18, Int 14, Wis 14, Cha 10

**SQ** Alternate form, battle fortitude, curse of lycanthropy, fast movement, morphic body, morphic immunities,

morphic reach, morphic weapons, skirmish (+1d6, +1 AC), trackless step, trapfinding, trip, uncanny dodge, wolf empathy

**Feats** Combat Expertise, Dodge <sup>B</sup>, Improved Trip, Iron Will <sup>B</sup>, Mobility, Spring Attack, Track <sup>B</sup>, Weapon Focus (bite) <sup>B</sup>

**Skills** Balance +13, Diplomacy +2, Hide +13, Jump +30, Knowledge (nature) +9, Listen +11, Move Silently +17, Search +6, Sense Motive +10, Spot +11, Survival +14 \*, Tumble +16

**Possessions** combat gear plus +2 *cloak of resistance*, +1 *amulet of natural armor*, masterwork short sword, masterwork studded leather armor, masterwork composite longbow, quiver w/20 arrows, 2 masterwork manacles, tanglefoot bag.

---

**Battle Fortitude (Ex)** Krank gains a +1 competence bonus on Fortitude saves and initiative checks. Krank loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Fast Movement (Ex)** Starting at 3<sup>rd</sup> level a scout gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook.

**Morphic Body (Su)** At 2<sup>nd</sup> level and higher, a warshaper gains a +4 to Strength and +4 to Constitution.

**Morphic Immunities (Ex)** Warshapers are immune to stunning and critical hits.

**Morphic Reach (Su)** A warshaper of 3<sup>rd</sup> level or higher, can suddenly stretch his limbs, neck, or other appendages outward, giving him 5 more feet of reach. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

**Morphic Weapons (Su)** As a move action, a warshaper can grow his jaw and fangs allowing his bite to deal damage as if it were one category larger.

**Skirmish (Ex)** A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet from his starting location. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

---

**Skills** \* A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

---

**Description** *Approaching you at a fast lope is one of the most vicious looking wolves you have ever seen. A glint of sinister intelligence gleams in its eyes.*

---

Krank is an experienced tracker and the brain to his teammate Ood's brawn. He thrills in outsmarting opponents and using non-standard tricks and attacks. Krank prefers to stay in wolf form when on the hunt.  
**Sources** Complete Adventurer, Complete Warrior

## APPENDIX 5 – ALL APLS

### ENCOUNTER 1

#### SCARLET CROW

CR 4

Female human healer 1/expert 4

NG Medium humanoid (human)

**Init** +2; **Senses** Listen +10, Spot +10

**Languages** Common, Orc, Flan

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

**hp** 21 (5 HD)

**Fort** +3, **Ref** +2, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** +1 dagger +3 (1d4/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +2

**Combat Gear** 2x smoke sticks

**Healer Spells Prepared** (CL 1st):

1st— 2x cure light wounds, goodberry, remove paralysis

0— create water, cure minor wounds, detect poison, purify food and drink

**Abilities** Str 8, Dex 13, Con 10, Int 16, Wis 12, Cha 14

**SQ** Healing hands

**Feats** Alertness, Investigator, Stealthy

**Skills** Bluff +9, Diplomacy +14, Gather Information +11, Heal +7, Hide +10, Intimidate +4, Knowledge (local – Sheldomar Valley) +10, Listen +10, Move Silently +10, Search +12, Sense Motive +9, Spot +10

**Possessions** combat gear plus +1 leather armor, +1 dagger, 5 day's trail rations, water skin

**Healing Hands (Ex)** Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. This bonus applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

**Description** Before you is a handsome woman about 30 years of age. She is of average build and size. Her most striking features are her melancholy jade green eyes and rich auburn hair. She is dressed in nondescript traveling clothes, and appears unarmed.

Scarlet Crow is a normally quiet woman, always listening and taking in information to relay to the Chain Breakers. She is good at what she does, and knows it, but does not advertise this. She is a good leader, able to inspire people, but disdains engaging in violence, and almost always chooses to withdraw from combat when pressed. Though she may withdraw while other party members are still fighting, she waits in the shadows to see what help she can render when necessary.

She has long had a secret crush on Scarred Fox, but so far, her love is unrequited. She is very loyal to Scarred Fox and would do anything he asked of her.

When accompanying the PCs, Scarlet Crow is more than willing to do anything she can to help except

engage in combat, and she makes that quite clear. She will spy for them. Heal them. Even create distractions. But she does not engage in combat if at all possible. She is willing to let the PCs conduct any plan they wish so long as she does not consider it to have a low chance of success.

**Tactics:** In battle, Scarlet Crow avoids combat but otherwise moves about the battlefield helping those she can by healing the wounded, keeping an eye out for surprises and doing any non-combat task the PCs ask of her. If the battle looks lost, she hides, hoping to rescue the PCs later.

**Sources** Miniatures Handbook

### ENCOUNTER 2

#### SERGEANT NAGOTH

CR 1

Male half-orc ranger1

NE Medium humanoid (orc)

**Init** +2; **Senses** Listen +3, Spot +3; Darkvision 60-ft.

**Languages** Common, orc

**AC** 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 shield)

**hp** 7 (1 HD)

**Fort** +4, **Ref** +4, **Will** -1

**Speed** 30 ft. (6 squares)

**Melee** mwk scimitar +5 (1d6/18-20)

**Ranged** short bow +4 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Atk Options** favored enemy – halflings

**Abilities** Str 15, Dex 15, Con 14, Int 10, Wis 8, Cha 8

**SQ** Darkvision 60-ft., favored enemy - halflings

**Feats** Weapon Focus (scimitar), Track<sup>B</sup>

**Skills** Listen +3, Ride +6, Search +4, Spot +3, Survival +3, Swim +4,

**Possessions** combat gear plus masterwork chain shirt, masterwork heavy wooden shield, masterwork scimitar, short bow, quiver with 20 masterwork arrows

**Description** You see a short, muscular half-orc in a chain shirt with a scimitar and large shield. He seems both confident and eager and his attitude suggests he is suspicious of everyone.

Sergeant Nagoth is suspicious of everyone, especially halflings. Once he sets his mind to something, he doesn't let go.

#### CAPTAIN TOUREK

CR 3

Male human (rhennee) expert4

CN Medium humanoid (human)

**Init** +1; **Senses** Listen -1, Spot -1

**Languages** Common, orc

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 shield)

**hp** 17 (4 HD)

**Fort** +1, **Ref** +2, **Will** +3

**Speed** 30 ft. (6 squares)  
**Melee** mwk light mace +4 (1d6)  
**Ranged** mwk light crossbow +5 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +3  
**Combat Gear** *potion of cure moderate wounds*  
**Abilities** Str 11, Dex 13, Con 10, Int 12, Wis 8, Cha 10  
**Feats** Athletic <sup>B</sup>, Skill Focus (profession – sailor), Toughness  
**Skills** Appraise +8, Balance +8, Climb +9, Craft (boatwright) +8, Knowledge (local – Core) +8, Profession (sailor) +9, Rope Use +8, Swim +9  
**Possessions** combat gear plus masterwork studded leather armor, masterwork light mace, masterwork buckler, masterwork light crossbow, case with 10 bolts

**Description** *The man before you is short, wiry and has dark skin and hair. His skin is leathery from the sun and he sports bright clothes that seem to contrast his otherwise sour demeanor.*

Captain Tourek is in this purely for the money. While he won't betray his charges for gold, he would for the safety of himself, his boat and his crew.

#### KEELBOAT CREWMEN CR 1/2

Male/female Human (rhennet) expert1  
 CN Medium humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 12, touch 11, flat-footed 11  
 (+1 Dex, +1 armor)

**hp** 5 (1 HD)

**Fort** +1, **Ref** +1, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** club +0 (1d6)

**Ranged** light crossbow +1 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** +0

**Abilities** Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

**Feats** Athletic <sup>B</sup>, Skill Focus (profession – sailor)

**Skills** Balance +5, Climb +6, Knowledge (local – Core) +3, Profession (sailor) +7, Rope Use +5, Swim +6

**Possessions** combat gear plus club, light crossbow, case with 10 bolts, padded armor

**Description** *There are several men and women here of obvious Rhennet decent. Their skin is olive, their hair black, and they are short and wiry. Each is armed with a short club and cloth armor.*

## ENCOUNTER 4

#### SCARRED FOX CR 8

Male half-elf bard 3/marshal 4/holy liberator 1  
 CG Medium humanoid (elf)

**Init** +4; **Senses** Listen +13, Spot +3, Low-light vision

**Aura** Motivate dexterity +3, motivate ardor +1

**Languages** Common, dwarf, elf, orc

**AC** 10, touch 10, flat-footed 10

(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

**hp** 56 (8 HD)

**Immune** sleep

**Fort** +10, **Ref** +4, **Will** +12 (+2 against enchantments)

**Speed** 30 ft. (6 squares)

**Melee** club +6/+1 (1d6)

**Ranged** club +6/+1 (1d6)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +6

**Atk Options** Smite evil 1/day

**Special Actions** inspire courage +1

**Holy Liberator Spells Prepared** (CL 1st):

1<sup>st</sup> — *bleed weapon*

Deity: Tritheron

**Bard Spells Known** (CL 3rd):

1st (2/day) — *cure light wounds*, *inspirational boost* (SC), *undetectable alignment*

0 (3/day) — *know direction*, *light*, *mending*, *message*, *prestidigitation*, *resistance*

**Abilities** Str 10, Dex 10, Con 14, Int 14, Wis 14, Cha 16

**SQ** Aura of good, auras, bardic music 3/day, bardic knowledge, countersong, *detect evil*, *fascinate*, grant move action 1/day, half-elf traits, inspire competence, inspire courage +1, low-light vision, smite evil 1/day

**Feats** Badge of Bondage (DM), Improved Initiative, Iron Will, Skill Focus (diplomacy) <sup>B</sup>

**Skills** Bluff +15, Diplomacy +23, Gather Information +13, Intimidate +11, Knowledge (local – Core) +8, Knowledge (local – Sheldomar Valley) +8, Listen +13, Perform (oratory) +13, Search +3, Sense Motive +13, Spot +3

**Possessions** combat gear plus club

**Aura of Good (Ex)** The power of a holy liberator's aura of good (see the *detect good* spell) is equal to his class level plus his cleric level, if any.

**Auras (Ex)** A marshal may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

*Force of Will:* Bonus on Will saves.

*Motivate Dexterity:* Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

*Motivate Ardor:* Bonus on damage rolls.

**Detect evil (Sp)** The holy liberator can use *detect evil* as a spell-like ability at will.

**Grant Move Action (Ex)** Starting at 4<sup>th</sup> level, once per day, as a standard action, a marshal may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over.

A character can take only one extra move action per round. If an ally chooses not to take the extra move action, it is lost.

**Smite Evil (Su)** Once per day, a holy liberator may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

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**Description** *Were one to judge this man solely by the handsome features of his rugged face, brilliant green eyes with a twinkle of both cunning and playfulness in them, and tangled mop of sandy blonde hair, one might wonder how he got the name "Scarred" Fox. But a look from the neck down leaves no question. Crisscrossing his torso, arms and legs in a massive mosaic is a lattice-work of welts and scars from the task master's lash; some old and some so fresh that blood still seeps from them. One can only imagine the pain he endured receiving these marks, and what force of will it took to repeatedly bare such torture.*

Scarred Fox was once an entertainer traveling the Principality of Ulek. He wanted no more of life than to live it and enjoy it. Then came the invasion of the eastern provinces by the Pomarj and Fox was captured before he could flee to safety. For years he endured the brutal treatment of his captors, barely surviving their not-so gentle caresses on multiple occasions. Many times Scarred Fox thought himself a dead man, and many times he found he was wrong. Over the years, he became convinced this was because he had a destiny. And when he finally escaped captivity almost 2 years ago, he knew what that destiny was.

Rather than flee to safety with the rest of the slaves he had escaped with, Scarred Fox returned to his former

masters and freed more of his brothers. Many he freed chose to join him on his mission and thus the Chain Breakers were born.

Scarred Fox still retains that zest for life and freedom he once had, and in times of calm, it can be very hard to see how this jovial man can possibly be the heroic leader so many have heard of. He is kind, courteous and playful. But when things become serious, the qualities of leadership that made this man a living legend soon become apparent. He is swift and decisive in his actions, cunning and resourceful in his plans, and steadfastly determined in his goals.

Scarred Fox attempts to arm himself by taking equipment from fallen enemies. If he is unable to do so, he finds a club he can use in battle.

**Tactics:** In battle, Scarred Fox usually has his Motivate Dexterity and Motivate Ardor auras already up. After initiative, he usually switches Motivate Dexterity to Force of Will. He follows this up with inspire courage plus *inspirational boost*. His role in combat is usually support, especially if he hasn't been able to get a hold of any decent equipment. But he enters combat when necessary, especially if a PC is in serious trouble. He sacrifices himself, rather than let a PC do so for him.

He will not take orders from PCs, but will take suggestions and is pro-active as necessary. DM's should have Scarred Fox involve himself in battle only as much as they deem necessary for the success of the battle. He should not steal the party's thunder, only makes their thunder sound louder.

**Sources** Complete Divine, Dragon Magazine #315, Miniatures Handbook, Spell Compendium

#### GLYPH OF WARDING (BLAST) CR 4

**Description** The door to Kreshgar's room is trapped with a glyph of warding. It activates if any non-orc opens the door.

**Search** DC 28; **Type** spell

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**Trigger** spell, no reset, **Init** +2

**Effect** *glyph of warding* (blast), 5<sup>th</sup>-level cleric, 2d8 acid, DC 14 Reflex save half damage

**Duration** Instantaneous

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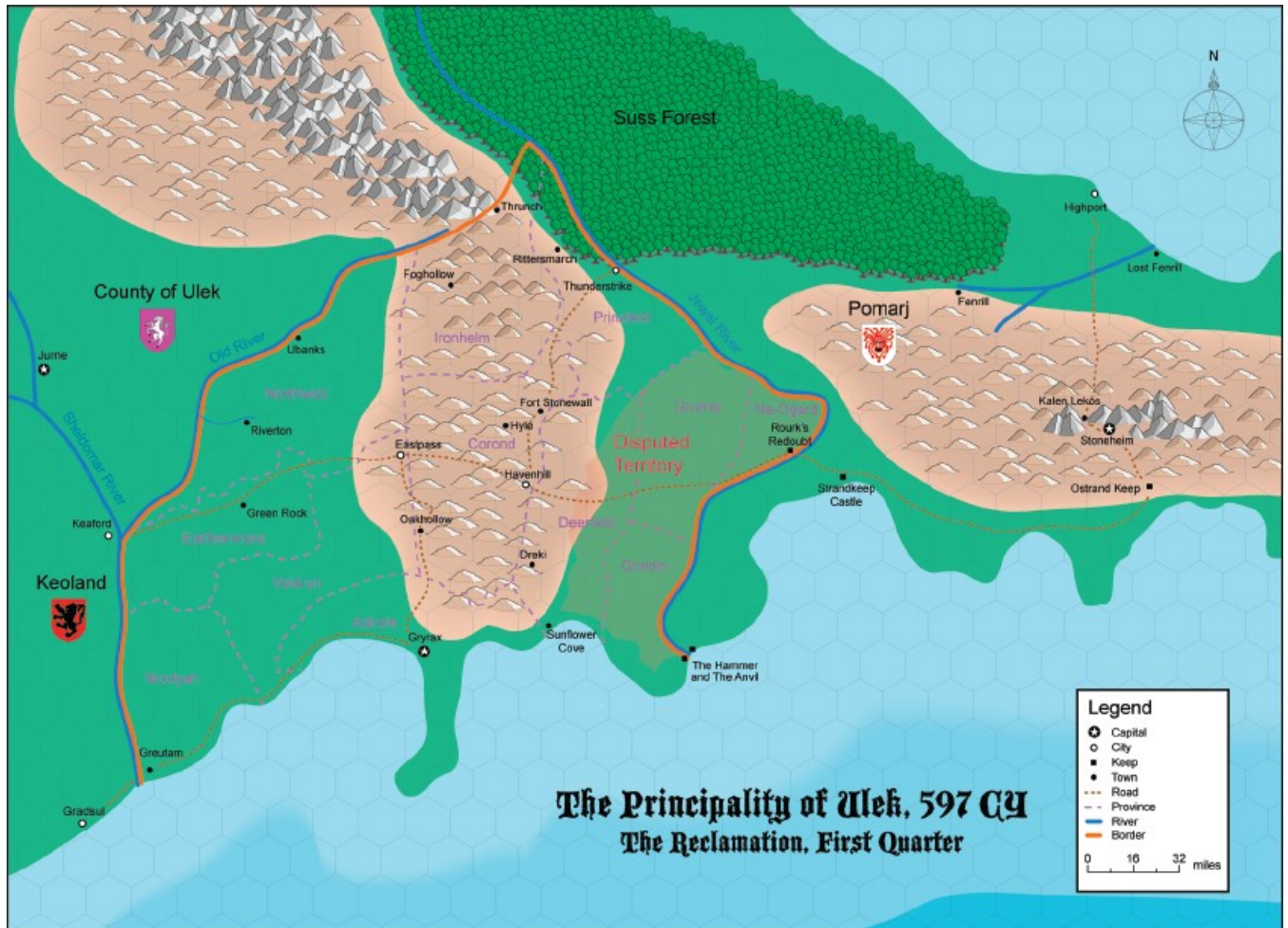
**Destruction** Multiple targets (all within 5')

**Disarm** 28

**Dispel** 15



## DM AID: MAP #1 – PRINCIPALITY OF ULEK

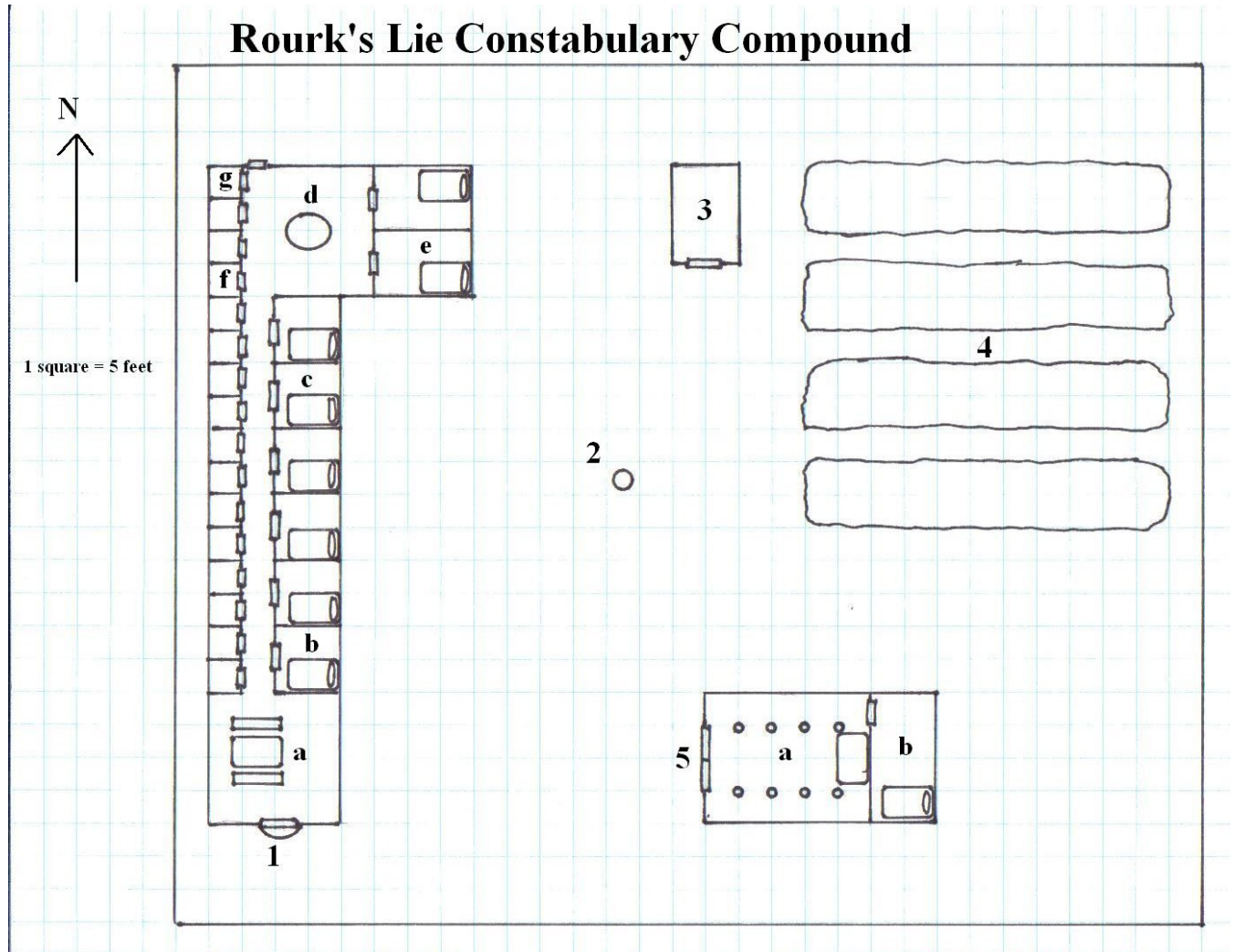


## DM AID: MAP #2 – STORMWRACK KEELBOAT





## DM AID: MAP #3 – ROURK'S LIE COMPOUND



## DM AID: RECLAMATION PRIMER

**Army of the Reclamation:** A force of soldiers mustered by Prince Olinstaad Corond of Ulek to retake the Disputed Territories of Ulek. The majority of the force is made up of the Principality of Ulek military, but includes a large contingent of troops from the Gran March, as well as smaller contingents from other allied nations.

**Chain Breakers:** The Chain Breakers are a rebel guerilla force of escaped slaves fighting against the forces of the Pomarj in the Disputed Territories. All members of the Chain Breakers have adopted animal based names in order to protect their friends and family still enslaved by the Slave Lords and forces of the Pomarj.

**Camp Havenhill:** Royal Army fort established as an operational field base to the west of Havenhill.

**Celene:** An elvish nation to the north of the Principality of Ulek. A staunch ally of the Principality of Ulek during the Hateful Wars, it is now insular and xenophobic.

**Colonel Krufec Brightsilver:** Commander of the Mercenary-Operations branch of the Royal Army, stationed at Camp Havenhill

**Disputed Territories:** Also known as the DT, these are former territories of the Principality of Ulek overrun by the forces of Turrosh Mak in 584 CY and currently contested by the Royal Army.

**Field Marshal Augustus Clinkerfire:** Dwarven commander of the Royal Army.

**Greutam:** Large port city on the banks of the Seldomar River where it meets the Azure Sea. Sight of a major attack by Pomarj forces led by Markessa the Brown in 596 CY. The city is still recovering from the destruction of this attack.

**Jewel River:** River that begins in the Lortmills and runs south into the Azure Sea, marking the eastern border of the Disputed Territories.

**Pomarj:** The “Poor March,” home to slavers, humanoids, and reputedly the resting place of the Earth Dragon.

**Prinzfeld:** Northern province in the Principality of Ulek bordering on the Suss Forest. A predominantly gnome province, it was recently free from occupation by the Armies of the Reclamation.

**Rourk’s Redoubt:** The sight of a famous battle during the Greyhawk Wars, Rourk’s Redoubt was a set of simple earthworks guarding a bend in the Celene Pass near the Jewell River. The earthworks were constructed by the dwarf Rourk Splinterstone and a troop of 200 men who held the pass for three days against a massive orc and goblin force until reinforcements could arrive. The earthworks were expanded upon over the years until Rourk’s Redoubt became a major fortification that now guards a bridge crossing the Jewel River. When the forces of Turrosh Mak occupied the Disputed Territories they captured Rourk’s Redoubt and have held it ever since. A small shantytown of slaves and Spits has grown up around the Redoubt.

**Spits** Spits are those humans, halflings, dwarfs and gnomes spared from the shackles of slavery only because The Mak’s forces feel they are more useful free than slaves. They are called ‘Spits’ because they have few legal rights in the Disputed Territories, and a common practice is for their conquerors to spit on them, to remind them of this since they have no legal right to respond to this, but the forces of The Mak do.

**Trail of Tears:** Colloquial name for the Coast Road running from the Disputed Territories to the Pomarj. The name refers to the many slaves that have marched this road to the slave pits of the Pomarj.

**Turrosh Mak:** Half-orc tyrant lord of the Pomarj and currently leading an invasion force against the free cities to the north.

**War of Reclamation:** War waged by the forces of the Reclamation to reclaim the land conquered from Ulek by the forces of the Pomarj.

# DM AID: NEW RULES

## NEW FEATS

### **Badge of Bondage (Dragon Magazine #315)**

Your experiences as a slave have made you more resistant to torture and mental manipulation.

**Prerequisite** Your body must bear some obvious sign of your former bondage – whip scars on your back, an owner's brand on the neck, or the like.

**Regions:** Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

**Benefit:** You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

### **Brutal Throw (Complete Adventurer)**

You have learned how to hurl weapons to deadly effect.

**Benefit:** You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

**Normal:** A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

**Special:** A fighter may select Brutal Throw as one of his fighter bonus feats.

### **Extra Smiting (Complete Warrior)**

You can make more smite attacks.

**Prerequisite:** Smite.

**Benefit:** When you take this feat, you gain two extra attempts to smite per day.

Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

**Special:** You can take this feat multiple times. Its effects stack.

## NEW ITEMS

### **Arrow, Blunt (Races of the Wild)**

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Price 1 gp per 20; Weight 3 lb. per 20

### **Boots of Agile Leaping (Magic Item Compendium)**

*These crocodile-skin boots feel slightly elastic.*

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cat's grace*; Price 600 gp; Weight 2 lb.

### **Heavy Plate Armor (Races of Stone)**

Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Price 2,000 gp; Weight 100 lb.

### **Potion Bracer (Sharn: City of Towers)**

Elite soldiers often carry potions, but in the midst of battle a warrior may not have a free hand or time to locate a particular vial. A potion bracer is a leather band reinforced with strips of steel, with slots for three potion vials. Worn on the forearm, it allows instant hands-free access to these three potions. Drinking a potion from the bracer is a standard action, but it does not provoke an attack of opportunity or require a warrior to put down his weapon.

The downside is that unlike a concealed potion, the bracer is very obvious to observers – and it can be directly attacked. A character can make a sunder attack against the bracer (AC 14 + wearer's

Dexterity modifier). The bracer has hardness 8 and 5 hit points. However, any attack that deal 5 or more hit points of damage shatters one of the potion vials (chosen randomly) even if the bracer itself is untouched.

Due to the weight placed on the forearm, a potion bracer has an arcane spell failure chance of 5%.  
Price 100 gp; Weight 1.5 lb.

## **NEW SPELLS**

### ***BATTERING RAM (Spell Compendium)***

Evocation [Force]

**Level:** Sorcerer/wizard 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One object or creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*You point the shard of carved ram's horn at your foe and snap off the last words of the spell. An invisible wedge of force slams into the creature's midsection, doubling it over and driving it back.*

You create a ramlike force that can strike with considerable power. The force can target a creature or an object. The force deals 1d6 points of damage to the subject. If the subject is a creature, this attack initiates a bull rush (as a Medium creature with Strength 30, for a +10 bonus on the bull rush attempt). If the subject is a movable object, such as a door, you can make a Strength check (with a +10 bonus) to attempt to force open the door.

Focus: A piece of carved ram's horn.

### ***DIMENSIONAL HOP (Player's Handbook II)***

Conjuration (Teleportation)

**Level:** Duskblade 2, sorcerer/wizard 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Pale motes of light dance and swirl about your fingertips. When you touch the creature it disappears leaves a cloud of motes in its wake, and reappears somewhere nearby.*

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

### ***INSPIRATIONAL BOOST (Spell Compendium)***

Enchantment (Compulsion)[Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round or special; see text

*You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.*

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

### **REGROUP (Player's Handbook II)**

Conjuration (Teleportation)

**Level:** Duskblade 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One willing creature/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*You teleport your companions to your side.*

Each subject of this spell teleports to a square adjacent to you. If those squares are occupied or cannot support the teleported creatures, the creatures appear as close to you as possible, on a surface that can support them, in an unoccupied square.

### **RESURGANCE (Spell Compendium)**

Abjuration

**Level:** Blackguard 1, cleric 1, paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.*

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

### **SEEKING RAY (Player's Handbook II)**

Evocation (electricity)

**Level:** Duskblade 2, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous; see text

**Saving Throw:** None

**Spell Resistance:** Yes

*A ray of electricity springs from your hand. It snakes around obstacles, cover, and other impediments on its way toward your target.*

You create a ray that deals 4d6 points of electricity damage if it strikes your target. While this ray requires a ranged touch attack to strike an opponent, it ignores concealment and cover (but not total concealment or total cover), and it does not take the standard penalty for firing into melee.

In addition to the damage it deals, the ray creates a link of energy between you and the subject. If this ray struck the target and dealt damage, you gain a +4 bonus on attacks you make with ray spells (including another casting of this one, if desired) against the subject for 1 round per caster level. If you cast *seeking ray* a second time on a creature that is still linked to you from a previous casting, the duration of the new link overlaps (does not stack with) the remaining duration of the previous one.



## **PLAYER HANDOUT #1 – INTRODUCTION FOR ROYAL ARMY, MINE RANGERS AND GRAN MARCH ARMY PERSONNEL**

The recent victory in Prinzfeld has done much to bolster the morale of the forces of the Reclamation. Even the past 2 days of unending rain has done little to dampen spirits. But it has done a lot to dampen the roads, supplies, and the other tools of war.

You've been bivouacked for the past two days along the coast of the secured territories waiting for the rain, you presume, to let up so that the forces of the Reclamation can once more set forth for some long awaited reclaiming. But for now, your fight has been against the wet of Ulek's summer rains. So it is a welcome, if disconcerting, distraction when a young lieutenant swings open the flaps of your tent, steps in and asks for you by name.

The officer's livery makes it clear he is an aide-de-camp to Field Marshal Augustus Clinkerfire, commander of the Royal Army. With a military precision that seems almost humorous on this rain-drenched youth, the lieutenant snaps to attention and announces, "You've been ordered to C&C immediately. You will be expected there within the quarter hour. Report to Colonel Krufec Brightsilver once you get there."

With that, the officer wheels around sharply, then stumbles now that his boot has sunk a good 4 inches into the mud, composes himself, and marches off.

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## **PLAYER HANDOUT #2 – INTRODUCTION FOR ROYAL NAVY PERSONNEL**

The recent victory in Prinzfeld has done much to bolster the morale of the forces of the Reclamation. Even the past 2 days of unending rain has done little to dampen spirits. But it has done a lot to dampen the sails, supplies, and the other tools of war even more so than usual for sailors.

You've been anchored for the past two days along the coast of the secured territories waiting for the rain, you presume, to let up so that the forces of the Reclamation can once more set forth for some long awaited reclaiming. Wooden ships and iron men can brave such weather, but for the ground-pounders, rain can slow an advance to a crawl. So for now, your fight has been against the wet of Ulek's summer rains. So it is a welcome, if disconcerting, distraction when you hear the boson pipe someone aboard. A young army lieutenant climbs over the railing from his launch, straightens and asks for you by name.

The officer's livery makes it clear he is an aide-de-camp to Field Marshal Augustus Clinkerfire, commander of the Royal Army. With a military precision that seems almost humorous on this rain-drenched youth, the lieutenant snaps to attention and announces, "You've been ordered to C&C immediately. You will be expected be there within the quarter hour. Report to Colonel Krufec Brightsilver once you get there. Our launch will take you ashore as soon as you are ready."

With that, the officer wheels around sharply, then stumbles as only a land lubber could on the wet deck of a ship, composes himself and marches back to the launch.

## **PLAYER HANDOUT #3 – INTRODUCTION FOR NON-MILITARY PERSONNEL**

The recent victory in Prinzfeld has done much to bolster the morale of the people of the Principality of Ulek. And, along with you, it has brought many adventurers, sell-swords and would-be heroes flocking to the cause. Even the past 2 days of unending rain has done little to dampen spirits. But it has done a lot to dampen the roads, supplies, and the other tools of war.

You've been camped for the past two days along the coast of the secured territories waiting for the rain, you presume, to let up so that the forces of the Reclamation can once more set forth for some long awaited reclaiming. But for now, your fight has been against the wet of Ulek's summer rains. So it is a welcome, if disconcerting, distraction when a young lieutenant swings open the flaps of your tent, steps in and asks for you by name.

The officer's livery makes it clear he is an aide-de-camp to Field Marshal Augustus Clinkerfire, commander of the Royal Army. With a military precision that seems almost humorous on this rain-drenched youth, the lieutenant snaps to attention and announces, "Your presence is strongly requested at C&C immediately. You will be expected there within the quarter hour. Report directly to Colonel Krufec Brightsilver, Commander of Mercenary-Operation, once you get there." That sounded a lot more like an order than a request, but what can you expect from military types.

With that, the officer wheels around sharply, then stumbles now that his boot has sunk a good 4 inches into the mud, composes himself and marches off.

## CRITICAL EVENT SUMMARY: ULP7-04 BROKEN CHAINS

For use only at OASIS 2007.

1. Did any players not accept the mission?                      Yes                      No

If so, list player names/PC names here:

2. Did the PCs cleanse (destroy) Moradin's Chamber Pot?

Yes                      No

3. Did the PCs successfully rescue Scarred Fox?

Yes                      No

4. Did the PCs return Scarred Fox to the Chain Breakers, or to the Army of the Reclamation?

Chain Breakers                      Army of the Reclamation

5. Were any PCs captured?

Yes                      No

If so, list whom here:

### Notes:

Please make a list of PC names, Player Names and Chain Breaker Names (if received) or list captured PCs:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_