

SHE4-02

Check the Fine Print

A 2-Round Continuous D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.0 - Premiere Version

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Mysterious things happened in Hochoch during the Brenin's last absence. Perhaps dark things will stir now that the Court of the Grand Duchy is quiet once more. A Living Greyhawk Sheldomar Valley Metaregional for APLs 8-16.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and

gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to

determine the number of levels you add to the sum above. Add each character's

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

animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

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

Time Units and Upkeep

This is a standard 2-round Sheldomar Valley Meta-Regional adventure, set in Geoff. Characters native to Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

It is Hochoch in the Spring of CY 594. A general feeling of unease has come over the populace since the Knights of the Watch took control over the city of Hochoch. Perhaps the cause is the assault on Bedwyn the Fat's estate in Hochoch. Or maybe it was the rioting that followed. The fire at Caer Dwr Gwyldy certainly didn't help matters. Regardless, it is no great secret that Watcher Kevitz is currently the strongest political force within Hochoch. There are, however, other forms of force in play within the city and the nearby Gran March, just over the river.

Encounter One – The PCs begin the adventure within the recently constructed Defiant Gesture tavern. They are interrupted in their dinner by a Knight of the Watch entering the tavern to proclaim a curfew set in place by Watcher Gundar Kevitz. A heavily cloaked man flees the tavern as soon as the Watcher departs, drawing the attention of the PCs. The man uses any

means at his disposal in order to bypass any who attempt to stop his departure.

Encounter Two – The PCs have the opportunity to investigate the man, the curfew, and the link between those events. If they speak with the Knights of the Watch they are allowed to violate the curfew during the investigation as long as their actions remain within the bounds of established law. The investigation leads inside the walls of *Caer Dwr Gwyldy* to the place of death of a murdered Griffon Guard and to the Midnight Ravens who may have knowledge of the events.

Encounter Three – The PCs are allowed to meet with the Midnight Ravens at one of the guild's numerous places of business within the city of *Hochoch*. When the PCs arrive, that building is engulfed in flames. Shortly afterward the PCs are contacted by a ranking member of the Midnight Ravens who meet with them inside the original Safe House from *GEO1-06 Return of the Grand Duke*. The Safe House is attacked in the middle of the conversation.

Encounter Four – The PCs are able to reverse track their assailants to the Side of Beef butcher shop. They engage the remnants of the group responsible for the murder of the Griffon Guard, gaining access to the body of the Guardsman and other useful bits of information.

Encounter Five – The PCs are drawn to a Gathering of the Midnight Ravens where their findings are discussed in much detail. Background information regarding the dealings of *Withington* with an Illithid several years ago are related. The PCs are given a guide to the crawl spaces within *Caer Dwr Gwyldy* that lead them to a meeting place with *Galimar Withington*.

Encounter Six – After they negotiate the outer defenses within the crawl spaces the PCs will be guided to the resting place of the Illithid who assisted *Gyruff* and was murdered. It is here that *Withington* chooses to meet with the PCs to discuss the coming of the Coven and the circumstances behind it.

Encounter Seven – The PCs leave *Caer Gwyldy* in search of the members of the Coven that have come to *Hochoch* in search of *Withington*. The cavern outside of the city is exceptionally easy for them to find, as if the Coven wishes to be found. The PCs battle with the leader of the Coven advance team.

Conclusion – The PCs receive different views on the events depending on how they choose to relate the information that they have discovered. Regardless, there is little doubt that the Coven will return to *Hochoch*.

Background

The Midnight Ravens are a large organization suspected to be involved in numerous criminal activities. They are rumored to be based out of the Grand Duchy of *Gyruff*. Their exact size and their primary base of operations is unknown, but their influence creeps into the outer reaches of the *Sheldomar Valley*.

The Coven is a guild of Mind Merchants and other subtle professionals who have a tendency for vicious, brutal, but effective tactics. The Coven is based out of the *Underoerth*, and their number include primarily Illithids, Duergar, and hapless Thralls of all shapes and sizes. At the beginning of the adventure, they have already taken steps to find *Withington*, whom they feel owes them a great debt. They have murdered and interrogated many members of the Midnight Ravens, and have established a forward waypoint to base all further forages into the city of *Hochoch*. It is their belief that the Midnight Ravens may lead them to their prey, and to that end, they intend to manipulate adventurers as well.

Introduction, Or “Why would my PC be here?”

The module begins in *Hochoch* in the Grand Duchy of *Geoff*. The assumption is that the PCs have traveled through various means to arrive in time for the start of the module. There are several primary reasons for that travel:

- The Grand Duchy has been plagued by infernal influences for the past several months. Starting with an incident inside the *Boar's Knuckle* in *Hochoch*, the most popular *Gyri* tavern, Demons and Devils have been sighted and fought. The latest assault by a large number of Devils has seen the capture and snatching of *Bedwyn*, *Llwyrr* of *Arweth Cantrev* and one of the few remaining *Gyri* nobles. For many PCs, this is reason enough to travel and investigate such matters.

- The Coven has performed operations in other nations within the Sheldomar Valley in an attempt to flush Withington out into the open by threatening those they believe to be close to the former Chancellor of Gyruff. A brief discussion of these operations:
 - In Niole Dra, the Midnight Ravens sent a group to investigate the murder of one of their placed businessmen. The group encountered the Coven members who performed the deed, offering up a grisly warning for the entirety of the Midnight Ravens. The warning was received, and the Ravens have sent other operatives into Niole Dra to recruit travellers to Geoff that may be able to help them in stopping future murders.
 - In Hookhill, the Coven performed another murder of a Midnight Ravens operative. Once again, the purpose of the murder was to deliver a warning to the ranking members of the Midnight Ravens. The slain operative had ties within the entire Sheldomar Valley, as she was a very successful merchant and caravan master selling rare magical items to any that could pay for quality. Influential friends of the operative have been working to quietly investigate the cause of the murder and through various divinations the trail has led directly to Hochoch.

Thus, many Meta Regional Organizations as well as concerned citizens could have an interest in why unsolved murders are taking place within multiple regions of the Sheldomar Valley with evidence leading to a Hochoch under an entirely new type of siege.

Encounter One – Random Acts of Bloody Murder

The module opens within a recently constructed inn and tavern just outside the walls of the city of Hochoch known as The Defiant Gesture. It is late spring in CY 594 and the snow has just this

morning finished melting in the streets of Hochoch. The Gesture is busier than one would normally expect for this time of year, a packed house holding out long into the night, every night. The Gesture has developed a strong business faster than might be expected, as it is the only place for those who arrive in the evening to find a room for the night. The gates of Hochoch are closed after dark to all but the most desperate of arrivals. The Defiant Gesture is also quite popular among those who wish to avoid the gate procedures of the city but still wish to conduct business in the vicinity.

The long winter of CY 593-594 has ended. A string of defeats on the battlefield, leading to loss of life and territory has left the residents of the city of Hochoch exhausted. As one of the few remaining alehouses in the vicinity of the city, The Defiant Gesture has been used as a place to forget one's troubles and conduct business in comfort since the day it was finished. From dawn until long into the night the lower tavern area of the Gesture has been busy. The ale has flowed throughout, supplemented by food and spirits imported from over the Javan by the proprietor. The rooms upstairs are comfortable and larger than the average within the walls of the city.

This night is much like any of the others within the Gesture since its completion two weeks ago. Men and women gather in large numbers to drink away their many cares for a few hours, to talk about the war, or to play a game or two.

Occasionally a shout is heard as the liquor fuels an argument between neighbors. A bard sings an ancient song of the mountains upon the stage set on the far wall across from the bar. Her voice is in fine form and in other times the song would be well-received but the people of Hochoch do not appear to be in the mood for entertainment, no matter how skilled. After a moment, she gauges the reaction of the crowd and decides that a break would be a good idea.

Allow the PCs some time to explore the tavern if they choose. The odds are quite good that they won't have been here before. A map for reference is included in the Appendix, should more detail regarding the Gesture be required. In one corner, almost a dozen patrons surround a high-stakes (for Hochoch) game of cards, offering side wagers on the outcome. If the PCs

approach anyone within the tavern and RP, they may discover the following rumors. The PCs may also make a DC 15 Gather Information check to obtain some of the rumors available:

- "I heard some crazy guy in robes bought a pair of orc arms from a priest of Wee Jas."
- "The Brenin isn't dead. He'll depose that fool Skotti, assume the throne of Keoland and lead the armies of the Sheldomar to save us."
- "A lone shadow from the Dim Forest stalks the men and women of Hochoch, leaving their children to tell the tale."
- "Those damned Knights of the Watch seem to be eating just fine. I'm sure the Giants are keeping their lapdogs well fed with scraps from the table of Gyruuff."
- "I heard there was an elf sneaking around Hochoch stealing children off to the Dim Forest to sacrifice for the Old One. Of course, the bloody Knights can't find him."

The most common people the PCs may wish to speak with within the Gesture, would most likely be the barkeep and the bard, who will have just started a break when a PC walks up to her.

The Barkeep: She is exceptionally attractive but has the air of a woman that would have sharp words for a man who made unwelcome advances. She cheerfully answers any questions about business in the tavern (it's quite good, considering), the Knights (she does not care much for them but will be quite diplomatic about that fact), etc. She is remarkably well-informed about the events of Hochoch for the past few months. In an attempt to raise the mood in the room, she introduces herself as Paige and offers a drink at half price to any PC who speaks with her. She is the owner of the place, so has no trouble buying drinks for customers in an attempt to draw out more business from them and create a name for the Gesture. She also calls for the pair of bouncers on duty if there is any problem inside The Defiant Gesture.

Finally, if any ask her, she explains the gate entrance procedures that have come into place in Hochoch: the gates are closed between dark and dawn, all who enter must hold a bar of cold iron and a bar of silver and all must be willing to

subject themselves to clerical magic on entrance for a morality test.

The Bard: She introduces herself as Becca and accepts any tips the PCs may wish to give her. She laments the state of business in the city, pointing down to her cup that has about half a dozen coppers in it. She apologizes after a moment and says that she needs to start another set or she won't have earned enough coins tonight to stay in Hochoch for much longer.

She knows each of the rumors stated above and discusses them freely with the PCs if engaged and given a reason not to go back up on stage instead. She frowns on the more politically incorrect of the statements and softens them in discussion with the PCs.

After a few moments of RP if the party chooses to talk with anyone, or immediately if they do not, begin the adventure in earnest by reading the following:

The bard rises to the stage once more. She sits down in the center, taking up her lap harp that had been set against the small stool. She pauses and looks out over the crowd, saying something that cannot be heard. Finally, she shrugs and begins to play. Several moments later the bard's song is interrupted in mid-sentence by the front door of the tavern opening.

A strong breeze enters the common room, causing the torches to flicker and the light in the fireplace to darken for a moment. The owl sigil of the Knights of the Watch is seen as a young man steps inside. He glances around and withdraws a scroll from a case at his belt. Opening the case and unrolling the parchment he begins to read:

"By the order of Unrelenting Sphinx Gundar Kevitz a curfew is in place in the city of Hochoch and its environs. All travel after dusk by any persons not of the Knights or the Hochoch Town Watch is unlawful and will be punished according to the laws of the city. This order is effective immediately and all citizens will disperse to their homes and The Defiant Gesture tavern will close for the night."

With a glance around the tavern the man turns and retreats back out into the night moving in the direction of the River Gate and the next tavern on his list. When the door

closes, shouts are heard from every corner of the common room, cursing the Knights in general and Kevitz in particular.

Pause for a moment to allow the PCs to have a moment to declare an action. The primary choices in this situation could be either to move to restore order in what is quickly becoming an ugly situation or to pursue the young messenger out the door.

If the PCs choose to try to restore order the bouncers and Paige the barkeep will gratefully accept all help but the PCs will be encouraged to use as little force as possible and certainly try to save as much of the furniture as possible. Proceed immediately to the next set of boxed text in this section.

If the PCs follow the messenger out the door he will be moving at a rapid clip toward the gates of Hochoch, though they will be able to catch him within sight of the Gesture. He refers all questions to the Unrelenting Sphinx, as the order was penned by his hand within the past hour. He also informs the PCs (those that are not members of the Town Watch, Knights, Peers, or Griffon Guard) that they need to return to their rooms or they are in violation of the curfew themselves. They also need to remain outside the city, as the gates are closed to all who are not on official business. He then goes on his way.

If the PCs give a good look around the tavern at the crowd, allow them a Spot check. DC 25 gives them a statement that a single figure sits at one of the coveted corner tables near the kitchen and the stage, heavily cloaked and absolutely still. A full tankard sits untouched where it has been since the PCs entered the tavern. Any weapons, belongings, or features are completely covered by the heavy cloak, although the bulkiness of heavy armor with spikes cannot be concealed entirely. This man has Nondetection in effect at 10th Caster Level. A Paladin's Detect Evil ability will fail to detect the presence of any evil greater than average within the tavern. If the PCs start to move in that direction to speak with the man interrupt them with the next set of boxed text in this section.

If the PCs choose to do nothing, they are spectators to the events that immediately follow.

"PLEASE." Paige calls from the top of the bar where she had climbed as soon as the mood in the tavern started becoming ugly. Her voice carries from one side of the

common room to the other without difficulty, cutting through the shouting. "I like this even less than you do. First round of drinks for everyone in the tavern is on the house tomorrow--"

A heavily cloaked man rises from his chair in the corner and moves quickly toward the front door. When one of the barmaids does not move quickly enough to get out of the way the man reaches to his belt and takes a sickle to hand. A sickening crunch is heard as a heavy blow is landed on the small woman's neck. The man's hood falls back far enough to reveal the basic facial features of a heavily scarred Baklunish man. There is no reaction on the face of the man as blood gouts into the air and he shoves the woman off to one side out of his way like an errant side of beef. A few seconds later, he is out the door and into the night.

If the PCs pursue, begin combat utilizing the listed tactics, statistical information and the appropriate map for this encounter in the Appendix.

If the PCs move to assist the barmaid they are joined by Paige, who jumps down off of the bar and produces a Cure Light Wounds potion in the first round.

If the PCs choose to do nothing at all, they may purchase rooms in the Gesture for the night. This is included in Adventurer's Standard, as Paige has lowered the prices of rooms to build business and reputation. Proceed to the appropriate section of Encounter Two.

Tactics:

This man is a Thrall, under the mental control of an individual within Hochoch. That individual wishes to bait the PCs into becoming involved with events that are taking place under the current of daily life within the city. The Thrall makes every attempt to escape the vicinity of the Defiant Gesture, though he does not attempt to lose the PCs entirely. After a few rounds, if the PCs do not engage him in direct melee, he "accidentally" makes a "wrong" turn into a blind alley. There is no surrender under any circumstances. The judge may need to add random alleyways to account for the Thrall's movements.

APL 8/10 – At these APLs, the Thrall is very blunt, using Power Attack, Pain Touch, and Cruellest Cut. The intention is to use these only

to escape and draw the PCs away from the tavern and any source of local authority. If the Thrall is grappled, he uses his Armor Spikes as a light weapon to deal damage to the PC involved in the grapple.

APL 12/14/16 – Use the same tactics as APL 8/10, with the addition of the use of Improved Bull Rush to assist him in pushing PCs out of his way.

Encounter Summary:

- **APL 8 (EL 11)** – Baklunish Thrall (Human Ftr6/Rav5) hp 107; See Appendix I
- **APL 10 (EL 13)** – Baklunish Thrall (Human Ftr6/Rav7) hp 127; See Appendix I
- **APL 12 (EL 15)** – Baklunish Thrall (Human Ftr8/Rav7) hp 146; See Appendix I
- **APL 14 (EL 17)** – Baklunish Thrall (Human Ftr8/Rav9) hp 166; See Appendix I
- **APL 16 (EI 19)** – Baklunish Thrall (Human Ftr8/Rog2/Rav9) hp 179; See Appendix I

Aftermath:

If the PCs are defeated by the Thrall, move to the Conclusion that is appropriate given their circumstance.

If the PCs choose to track the Thrall to see where it goes, it moves into a blind alleyway and wait there for the PCs to arrive. If the PCs do not arrive for 10 minutes, the Thrall begins searching for the PCs, attacking and killing any person in the streets that it comes upon. The judge is encouraged to randomly place mutilated bodies in the streets to hammer home to the PCs the result of their lack of ability to find and destroy this monster.

If the PCs choose to engage the Town Watch or the Knights of the Watch in this matter rather than violate curfew any further they find a pair of Knights of the Watch on patrol after a few minutes of searching. The PCs are thanked for their vigilance. The PCs are asked to guide the authorities to the last place the murderer was seen. The group comes upon the Thrall in the midst of attacking a random watch patrol in the streets as noted above. When the PCs arrive they arrive just in time to watch the Thrall finish off that patrol and turn to them. The Knights do not engage the Thrall unless the PCs flee, as they are stunned by the casual destruction of a pair of their fellow Watchers. If the PCs flee back to the Gesture and their rooms, proceed to the appropriate section of Encounter Three.

Encounter Two – Or Perhaps Not So Random

2a) The Body of the Thrall

The body of the PC's attacker is Baklunish, 6'1, 235 lbs, with dark skin and dark hair. He has ritual scarring on his temples, which appears to be a pair of rings - one above the other on each side.

Judge's Note: Throughout the remainder of the adventure, the ritual scarring as described above is present on all NPCs labeled as a thrall.

He is also heavily scarred all over his body, which might lead one to believe he has previously participated with some level of regularity in unarmed combat, most likely gladiatorial. He has no papers or identification on him. He has a small pouch of gold coins on his body. If the PCs subdued the Thrall to the point of unconsciousness, they will find that he dies of unknown causes. A successful heal check (DC 20) will reveal that his body simply shut down.

The Thrall will not accept a Raise Dead or Resurrection attempt, and a Speak with the Dead attempt only results in the man screaming unintelligibly. He does not react coherently to the PCs under any circumstances.

2b) Discussing with the Knights of the Watch

If the PCs have a member of the Knights of the Watch in their party, or if they are forthcoming about their encounter with the Baklunish murderer, then the Knights of the Watch are cooperative in the sharing of information.

Knights of the Watch – Street Patrol:

The Knights who are currently patrolling the streets have little information. They may share the following information with the PCs if they are asked.

“There was an attack on Caer Dwr Gwyldy earlier tonight. I understand one of the Griffon Guard was killed. There were several assailants, and at least 3 or 4 of them got away, taking the body with them. The streets are not safe tonight, hence the curfew. We are looking for them now. However our leads are scarce. If you seek more information, I recommend you speak with the Griffon Guard at the Keep itself. They are handling

the investigation. I doubt they will receive visitors tonight, so you may consider speaking with them first thing in the morning.”

These Knights know little more. The assailants were not described in great detail. They were informed to look for suspicious activity. They are courteous and respectful to adventurers who return the same courtesy. If the PCs are rude and snide, the Knights are curt and less informative, however they still honor their knightly codes.

Unrelenting Sphinx Gundar Kevitz:

Kevitz has returned from Caer Dwr Gwyldy, and is resting at the time of the attack at the Defiant Gesture. Kevitz only speaks directly with PCs if they have an explicit favor with the Knights of the Watch, or if they have a member of the Knights of the Watch in their party. If the PCs are insistent upon waking Kevitz in the middle of the night, he is visibly annoyed. However, he conducts himself appropriately due to the severity of the situation. He has already been awakened for the attack on Caer Dwr Gwyldy. He has since returned to bed, but will see the PCs if necessary.

Kevitz can provide the PCs with the same information gained from the Knights' Street Patrol listed above, plus the following information:

- The Griffon Guard killed was Gehr Steelheart, while he was on patrol in Caer Dwr Gwyldy.
- One of the Griffon Guardsman stationed at Caer Dwr Gwyldy known as “the Earth Druid” ran off the attackers. Four were killed but several escaped, taking Gehr’s body.
- It is assumed the intruders did not accomplish their objective.
- The dead intruders all had the same ritual markings as the Baklunish man in the street.
- None of the Divinations performed on the men revealed any relevant information. All of the men’s souls seemed tormented to the point of insanity.

- It is suggested the PCs speak with the Griffon Guard stationed at Caer Dwr Gwyldy
- There have been several other murders lately, but no clues have been found. Each murder was committed neatly and steps were clearly taken to foil pursuers.

2c) Discussions with the Griffon Guard

The approach to Caer Dwr Gwyldy feels longer than it actually is. The sky is grey and hazy, and the pitter patter of light rain pours into deep murky puddles along the side of the road. The sky has been a swirl of greys and darker greys in the overcast sky has become a constant in Hochoch. Ahead, several men stand outside the gates of Caer Dwr Gwyldy.

Four men dressed in the tabard of the Castle Guard stand in drenched uniforms. They have clearly sour expressions on their faces and they look miserable. Two Knights of the Watch stand with them, adamantly attentive and unwavering as the elements weather away at them. Their hands move to the hilts of their weapons as you approach.

“State your name and your business.”

The castle guards are replaced every 8 hours. These Knights were assigned to stand guard at the front gates when the Knights first arrived to investigate the murder. They remain stationed here for the 48 hours and if the PCs arrive the next day, they are still stationed. There have been no other visitors to the Keep other than the original contingent of Knights. There are no other Knights on site than these at the front gate. They have no more information than other current Knight patrols.

Captain of the Griffon Guard, Rhodri of Llentrev:

If the PCs arrive with inquiries regarding the attack, they are brought to the Captain of the Griffon Guard. There are currently only six Griffon Guardsmen stationed to Caer Dwr Gwyldy. With one of them now deceased, they have little time for distractions.

Gather Information (DC 20) or Knowledge: Geoff (DC 15) will provide the following information:

Rhodri of Llentrev is the Captain of the Griffon Guard (not to be confused with

Rhodri Morningmist, Elder Priest of the Church of Pelor). Rhodri has acted as the Captain of the Brenin's personal guard since long before the Legacy of Gorna (invasion of the Giants).

Two large doors carved of thick lengths of darkwood open into the large office of the Captain of the Griffon Guard. A man sits behind a wide desk with several neatly stacks of handwritten pages before him. The man is clearly Flan and has straight dark brown hair, parted down the center and hanging down to his eyes. He has a thick handlebar mustache but is otherwise clean shaven. His dark eyes continue reading the passage he holds before him, seemingly unnoticing as you enter. He wears a cold iron gauntlet on his left hand and a plain leather glove on his right. He wears a double breasted green vest, with brown highlights on the shoulders, silver trim on the sides, and an emblem of a Golden Griffon over his left breast.

A large oil painting hangs on the wall behind him. The portrait shows a battle scene just outside the walls of Gorna, while near in the foreground is a beautifully intricate longsword engraved with the sigil of the Griffon Guard into its hilt. In the background, approximately twenty paces away, a fine large shield lays haphazardly tossed beside a massive Fire Giant. The Giant is lying face down and its face is scrunched in incredible pain. A large man of Flan heritage sits on its back just between its shoulder blades, with massive legs wrapped around its broad thick neck. He is leaning back, clearly strained, and under each of his arms he has locked each of its wrists. The man looks strikingly similar to the guardsman before you. The caption below the painting reads, 'The Might of the Land'

The man finally places the pages in his hand neatly off to one side. He does not look particularly pleased.

If the PCs do not immediately introduce themselves, he cuts them off, asking who they are. Rhodri has no interest in small talk and is very experienced in dealing with adventurers. He is polite with PCs of any nobility, or members of the Knights of the Watch. The PCs may be reminded of a Drill Sergeant. He will not be brow beaten, bribed, or bullied into providing any information. Rhodri has the final word of any and

all on goings within Caer Dwr Gwyldy, and takes orders from no one but the Brenin himself. He has the legal power to execute anyone he feels is causing problems, and the physical prowess to carry out the sentence himself. He is not arrogant, but he is very confident in his ability. Rhodri is currently rather agitated and in no mood to waste his time in unnecessary discussions. He is more cooperative once he learns of the PCs' encounter with the Baklunish man outside the Defiant Gesture.

Rhodri may retell the events of the evening as follows:

Rhodri's voice is bold and commanding. "Shortly after midnight, a group of individuals broke into Caer Dwr Gwyldy. They entered through a window on the second floor. There were no signs of forced entry. Several castle guards were found dead on the second floor. They each died from a single swift blow of a small bladed weapon. Each strike was precise, silent, and very neat. Grehr was patrolling on the first floor when he encountered the enemy. We heard his yell and moved to reinforce his position. He was dead before we arrived.

The Earth Druid arrived in time to see several of the assailants before they escaped. He killed 4 of them, but he saw the silhouettes of others escape. The bodies of these assailants were badly burnt by acid, but you may inspect them if you wish. They were all Baklunish and each had ritual markings on their temples. They were lightly armed and armored. They moved quickly and efficiently. It is presumed they did not complete their objective, as we have found nothing missing or damaged."

Rhodri pauses briefly, then continues. "They took Grehr's body with them. I am not pleased in the slightest. If you wish to be truly helpful, you will help us find them and return his body to us."

If the PCs ask to speak with any of the other Griffon Guard on site, Moren ap Tawal is assigned as a guide.

Griffon Guardsman, Moren ap Tawal:

Moren ap Tawal stands 5'6 and little over a hundred pounds. He wears a set of loose white silk shirt and pants with broad cuffs. He also wears a wide low brimmed hat on his bowed head, but clean shaven Flan features

can be seen beneath it. His form while light and thin, is clear cut and his musculature is very defined. He walks barefoot and pads on the stone floors silently.

Moren answers PCs questions to the best of his ability. He is friendly and cheerful, but very quiet. He is very careful when choosing his words, and often slow to respond. While often open and friendly, he does take his responsibilities very seriously and has the utmost dedication to his duty.

Moren can provide the PCs with any of the information that knows. He will also suggest to the PCs that they may wish to inspect the sites of entry and the murder scene where Grehr was killed.

Griffon Guardsman, the Earth Druid:

The following information may be learned about the Earth Druid with either a Knowledge Geoff (DC 25) or a Bardic Lore (DC 30):

The Earth Druid has served in Caer Dwr Gwyldy for as long as any can remember. He dedicated his life as a Druid of Elhennestra to the opposition of the Dark Elves and other horrors from beneath the Oerth. He studied and mastered the powers of the Earth to better combat any such opposition. He rarely ever leaves the Caer and is often referred to as the Spirit of Waterwatch and the rumors are that he acts as one with the castle. In a recent attack, several guardsmen saw great stone arms reach forth from the halls of the castle and slice a foe in two with a blade of pure acid. He is feared as much as he is revered. He is greatly respected by his fellow guardsmen, and arguably the most powerful Griffon Guardsman.

If the PCs arrange to meet with the Earth Druid, he comes to find the PCs. Tracking down the Earth Druid is nearly impossible, as he does not travel as predictably nor does he use hallways as a normal man would.

The Earth Druid stands easily eight feet tall, and looks like a broad shouldered elf with flesh completely comprised of smooth stone. One could mistake him for a Stone Golem, as his features are perfectly calm and still, but his movements are much more fluid and delicate. His stone appearance includes a double breasted vest similar to the standard livery of the Griffon Guard, a long stone robe that hangs open, and a stone symbol of Elhennestra. The only color to his pale,

reflective, grey body is a pair of green bands of cloth around his upper arms, each with a Golden Griffon, the symbol of the Griffon Guard. He glides down the hallway towards you with the bottoms of his feet trailing through the surface of the stone as though it were liquid. The stone ripples outward slightly from his passage. He carries with him a blade of pure acid in his right hand, and it drips and sizzles as he moves.

The Earth Druid's voice has a deep, gravelly tone that rumbles from deep within his large form. It is reminiscent of heavy stone plates shifting on one another. The Earth Druid has lived for hundreds of years and is in no apparent hurry. His existence has become little more than his hatred towards the horrors of the Underoerth. His thoughts are very collected and deliberate. While he is often single minded in tending to his duties, he is very coherent and wise, and has seen many things in his time. He is an excellent source of information.

His retelling of the night's events is as follows:

"When I heard Grehr's screams, I went to him quickly. I found several figures skulking in the hallway, standing over his body. Several threw themselves at me futilely and died like fools. The others escaped with great haste, taking with them his body. They moved out and were reported leaving over the wall. None of the castle guard reported getting a good look at them."

PC Questions:

- How many were there? – ***"I saw the shapes of nearly a dozen. Four were killed, the rest escaped."***
- What did they look like? – ***"Some were smaller and some were slightly larger. None stood taller than six and a half feet."***
- What were they doing? – ***"When I arrived, they were standing around his body. I noticed nothing else of consequence."***
- How were they armed? – ***"They all wore either leather or light mithril armors. They carried mostly light weapons."***

- Anything else of note? – **“Until they were foolish enough to attack me, they seemed very efficient in their actions. Their casualties were sacrifices so the others could escape. I am confident in this.”**

From here, the PCs may begin their investigation. PCs must have an escort by Castle Guard to wander through Caer Dwr Gwldly.

Investigating Caer Dwr Gwlydy, site of Grehr’s murder:

This hallway is 10’ wide and curves slightly as it progresses. Shadows are cast by sparsely placed torch sconces. The stone tiles lie stained with blood, despite great attempts to clean them. Whoever performed the initial review of this area felt confident that their findings were sufficient.

A successful survival check or a spot check (DC APL + 15) reveals that between the cracks of one set of tiles, there is another substance mixed with the blood. An alchemy check (DC 30 for all APLs, and the PCs may take 20) may be performed to determine the nature of the foreign substance. However, it requires a full alchemical lab and several hours of undisturbed work. This check is more inconvenient than it is difficult.

A successful alchemy check shows that the foreign substance is a mix of garlic and brine. Neither detect as poison.

Investigating Caer Dwr Gwlydy, entry point, second floor:

The point of entry on the second floor was a locked and shuttered window. The floor inside the window is smooth stone tile and tracking here is nearly impossible. A successful track check (DC 20) on the window sill clearly shows that several different individuals clearly passed through this point within the last 24 hours. Unfortunately, little more information can be gathered from the window sill.

The locking mechanism was not damaged, nor was it magically affected. Any individual who exams the lock note that it is of masterwork quality. A disable device check of DC 30 will note that the lock was opened successfully on the first try, and without any difficulty. The individuals who opened this lock were clearly professionals and very skilled at what they do.

If the PCs think to exam the ground outside the window, a successful track check (DC APL x2) reveal the passage of 6 humans, 2 dwarves, and 2 other humanoid types. All wore boots. The PCs also note that the wall to the second floor of the Keep was not climbed nor was a rope of any sort used. The trail leads off into the city of Hochoch

2d) Asking the Midnight Ravens

The Midnight Ravens have no desire to be found. Since they will be contacting the PCs later, they are more than happy to take any random amount of coin the PCs wish to offer. The person the PCs contact will take their coin and leave, claiming to be going to make the arrangements. However, the contact never returns to the PCs. Speaking with the Midnight Ravens is detailed in Encounter 3.

2e) Inquiring Around Town

The townspeople have not heard about the attack on Caer Dwr Gwlydy. They know there was a fire in the Castle over a month ago on the same night of Bedwyn’s event. Most are generally afraid to be out after dark, and the others know better. There are rumors that several townspeople have been murdered in the last few weeks. There have been no leads on any of the murders. In general, the populace knows nothing more than Hochoch is becoming a worse and worse place to live. Many people have left town in the last month.

Encounter Three – A Meeting and A Test

As the PCs leave Caer Dwyr Gwlydy or Northkeep as the case may be, a steady rain begins to fall. Spot, Listen, and any Track checks will have raised DCs as a result.

Allow the PCs a spot check (DC 15) as they travel to their next destination or are debating what their course of action should be.

The rain that had been threatening all day begins to fall. With a clap of thunder, the angry sky opens up. You see a bit of movement out of the corner of your eye as a bird alights upon a nearby sign. It seems to be in no rush to fly away and calls out as it notices your attention. “CAW...CAW CAW.”

If the PCs beat a DC 17 they will notice that the bird is a raven that seems to have been cast of pure silver. If the PCs beat a DC 20 they notice

that the bird appears to have a small rolled piece of parchment tied to its left leg. How they choose to capture it is their option. It acts as a normal raven after its note is delivered and follows them until that delivery is made. In any case, if the PCs attempt to keep the raven as a captive it disappears from their possessions in a few hours. It radiates magic in each of its forms, as it is a Figurine of Wondrous Power crafted in the form of a Silver Raven.

The note reads:

“Adventurers: I represent interested parties who would meet with you to discuss certain matters that have come to our attention. They find random murders within Hochoch to be...unprofitable. Come to the sign of the painted sun in the Low Quarter near Wagon Street before the next day is out if you wish to discuss ending the killings.”

The PCs may use this opportunity to find somewhere to rest. Allow them a reasonable period of time to make preparations for the day to come if they choose to do so. It is possible that the PCs choose to inform the Knights of the Watch, the Griffon Guard, or the Hochoch Town Watch. If they choose to do so at this point, all parties will thank them for the report but without further details will be able to do very little.

If the PCs determine that their best course is to attend the proposed meeting read the following:

As you approach the vicinity of the meeting location you see smoke on the horizon. Several members of the Hochoch Town Watch pass you on your left, moving at a dead run. They call out to either side for citizens to take up buckets.

Allow the PCs to determine whether or not they will help put out the flames or take any other action in particular. If they simply move closer:

The building in which you were to have met the mysterious party, is engulfed in flames. Perhaps a dozen Town Watchmen ring the small house, throwing buckets of water as citizens run up with them. Just after you come into sight of the building the roof collapses, sending another large ball of smoke up into the sky. The flames rise a dozen feet, heedless of the torrent falling from the heavens.

“Keep it from going to neighboring houses, lads!” An officer shouts, “The whole quarter could go up!”

The men move in response to the order, beginning to tear away any links that the house has to its neighbors.

Allow the PCs to take any action they wish at this point, or none. If they assist in keeping the fire from spreading they will be thanked for their efforts by the officer, one Willem ap Lonil. For the duration of this module reactions to the PCs by the Hochoch Town Watch and low ranking members of the Knights of the Watch are shifted favorably by one step from Neutral. If they are obvious in doing nothing the reverse is true and reactions by those groups shift negatively by one step from Neutral.

Soon after the crowd near the now ruined building disperses, perhaps fifteen minutes after the fire has gone out, the PCs are approached. If they left the scene, this encounter can happen as soon as they are out of the immediate vicinity of the incident:

A man approaches from just ahead, “I was told to deliver this message to you.” He stands just over five feet tall and looks like any of a hundred that frequent the taverns in Hochoch on any given evening. Judging by the smell, he’s there perhaps more often than most. “I was told to wait for an answer...” He extends a folded piece of parchment toward you.

The message reads:

“The incident earlier was unfortunate but not entirely unexpected. The man delivering this knows nothing of use except that he is to take you to a specific place to meet with me if you are willing.”

The messenger waits patiently, not pestering the PCs for a reply. He’s been paid well and in fact knows nothing about what’s going on except that Hochoch isn’t the safest place to live just now. He was picked up in the Cracked Cup an hour ago and given a job.

If the PCs choose to follow the messenger to where he knows to take them:

Your guide leads you down the narrow streets of the Low Quarter of Hochoch. The faint smell of smoke is still discernible on the wind, a grim reminder of the disruption of life in this city. After a few moments of travel the rain that started falling earlier thins a bit, revealing the River Gate just at the edge of your view. Finally, the man stops, “Here it

is.” He nods his head in the direction of the sign of the Cackling Crow Boarding House.

Description of the Cackling Crow:

The Cackling Crow seems to be in better repair than most of its neighbors. The front door is unremarkable except that it is quite solid. The building is two stories high and has no windows. An alleyway runs from the end of the block behind the Crow, although there is no entrance to the building from that side.

The only entrance to the Crow is through the front door. There are no secret entrances to be found and no windows anywhere. The lock on the front door is not bolted, an open invitation for the PCs to come in. If the PCs choose to go in using a spell or some other device, adjust their entrance point for the encounter accordingly. Their method of entry has no other effect on the proceedings. If the PCs ask if the lock can be engaged from the inside, they discover that the lock is of Amazing Quality and would require an Open Lock Check (DC 40) to pick from the outside. A track check outside reveals no traffic in the immediate vicinity of the door beyond the footsteps of the PCs and their guide.

The inside of the Cackling Crow:

The first impression of the inside of the Cackling Crow Boarding House is that of darkness. After a moment of adjustment, you find that there is a light source off to the left from the door. The door opens into what could be a sitting room except that there is no furniture present. A fireplace that shows no sign of use is visible on the far wall.

If the PCs move to investigate the light source:

The faint trace of light visible from the front door comes through an archway on the left wall. It leads to a room lined with bookshelves, a single lamp set between two of the rows of shelves is lit. A staircase goes up to the right of the archway to a pitch dark second floor. A second archway leaves the library into a room beyond your view.

A coffee table sits in roughly the middle of the room, surrounded by seven stuffed reading chairs. A woman sits in the chair facing you, draped in dark cloth. She quietly says, “Good evening.”

This is the Aspect of Knowledge, among the highest ranked members of the Midnight

Ravens. If she is treated with respect during this conversation she reveals the following bits of information:

- The body that was taken from Caer Dwy'r Gwyldy is still inside the city, although it is being cleverly masked from divination attempts.
- Most of the random murders across the city are anything but random. All of the victims had ties to the Midnight Ravens in one form or another, except the Griffon Guard.
- Agents of the Midnight Ravens in other nations of the Sheldomar have been murdered with little cause determined.
- The Midnight Ravens do not know who, or what is in the city hunting them.
- The Midnight Ravens would like to enlist the assistance of the PCs in carrying out this investigation. It would be best if the authorities knew as little about this entire situation as possible.
- Any other questions that do not have the appropriate answers listed above gain the response “I am not at liberty to discuss that.”

Aspect of Knowledge – Description

If the PCs glimpse her without her cloak, her current appearance is that of a beautiful young woman in her mid twenties. The disguise is magically enhanced and would require a great deal to penetrate. Her hair is a deep auburn and hangs just below her shoulders.

Aspect of Knowledge – Motivation

The Aspect has been chosen by the Gathering of the highest officers within the Midnight Ravens to contact these PCs after their encounter with the Baklunish Thrall earlier. She determines whether or not they are pliable and can be used to attack those who hunt the Ravens. If the PCs agree to investigate, she watches them. If they reveal the involvement of the Midnight Ravens to the authorities in the city, they are judged unworthy of attending a Gathering and, depending upon their conduct, may earn the enmity of the organization. She defends the actions of the Midnight Ravens if pressed about them. If the PCs are exceptionally rude or abusive to the Aspect, they

will earn the enmity of the Midnight Ravens as detailed on the AR.

If the PCs did not decide to lock the front door behind them:

Allow the PCs a Listen check (DC 20+APL) to hear the front door opening and then closing. Proceed with the listed tactics for the Coven strike team for this course of events. Their tactics may need to be adjusted slightly based upon any PC reactions that the strike team is able to detect.

If the PCs decided to lock the front door behind them:

The PCs hear the breaking of the door as the Coven strike team smashes their way through the door. Proceed with the listed tactics for the Coven strike team for this course of events.

Tactics:

All APLs – Artesh uses his exceptional stealth skills to attempt to infiltrate the house. If the PCs have locked the outer door no one in the Strike Team has the skill to be able to pick the lock. The lower members of the Strike Team bash through the door and go directly into the house. Artesh waits for them to do so and then sneak in a round or so later. The Thrall Seekers engage the forefront of the party while the Scouts attempt to circle around toward the side entrance of the sitting room. Finally, Artesh engages the PCs at what the Judge deems is the most opportune time using his spring attack to gain greater tactical position at the end of his attacks. If possible, he escapes if the battle goes very poorly, holding onto his Invisibility 1/day for just that purpose. He has not used his Enlarge for the day as of the time of the battle.

Note: The Aspect has a Quickened Invisibility spell prepared and uses it immediately when the battle begins. If any of the PCs are members of the Midnight Ravens or have treated the Aspect with exceptional respect, she casts a Mass Bull's Strength on all PCs to assist them in surviving the battle. She then casts Polymorph, changing into an exceptionally small vermin and escaping through a crack in the floor. Under no circumstances should she become involved in this battle any more than described above.

It is possible that the PCs reject all involvement in these matters. If they choose to return to The Defiant Gesture or any other inn within the city either now or during any of the previous Encounters, modify the destination of the Strike Team accordingly with the Alternate

Tactics listed below. The Strike Team's goal is to slay the PCs, no matter where they happen to be.

Alternate Tactics – All APLs – The Strike Team attempts to sneak into the PCs' rooms. The Judge should draw a standard hallway with 15'x15' rooms on either side, assigning the PCs rooms as they wish. On one end of the hallway will be the stairs, at the other will be a large (20'x20') common privy and wash room. The Open Lock DC is 20, assuming that the PCs lock their doors at night. The Strike Team members move through one room at a time down the hallway dealing death as quietly as they can until each PC is engaged or slain. Artesh remains hidden in the outer hallway unless the situation in a given room grows particularly dire. He believes himself above such simple smash and grab matters.

Encounter Summary:

APL 8 (EL 11) –

- **Artesh Thron** (Duergar Ftr2/Rog6/Shd1) hp 68; See Appendix I
- **(2) Thrall Scout** (Human Ftr2/Rog2) hp 30 See Appendix I
- **(2) Thrall Seeker** (Deep Halfling Rgr2/Rog2) hp 27 See Appendix I

APL 10 –

- **Artesh Thron** (Duergar Ftr4/Rog6/Shd1) hp 88; See Appendix I
- **(2) Thrall Scout** (Human Ftr2/Rog4) hp 42; See Appendix I
- **(2) Thrall Seeker** (Deep Halfling Rgr4/Rog2) hp 42; See Appendix I

APL 12 –

- **Artesh Thron** (Duergar Ftr4/Rog8/Shd1) hp 111; See Appendix I
- **(2) Thrall Scout** (Human Ftr4/Rog4) hp 59; See Appendix I
- **(2) Thrall Seeker** (Deep Halfling Rgr5/Rog3) hp 55; See Appendix I

APL 14 –

- **Artesh Thron** (Duergar Ftr4/Rog10/Shd1) hp 126; See Appendix I
- **(2) Thrall Scout** (Human Ftr4/Rog6) hp 72; See Appendix I
- **(2) Thrall Seeker** (Deep Halfling Rgr5/Rog5) hp 67; See Appendix I

APL 16 –

- **Artesh Thron (Duergar Ftr4/Rog12/Shd1)** hp 154 See Appendix I
- **(2) Thrall Scout** (Human Ftr4/Rog8) hp 83; See Appendix I
- **(2) Thrall Seeker** (Deep Halfling Rgr9/Rog4) hp 91; See Appendix I

If the PCs refuse to be baited into reverse tracking the Strike Team, engage any of the notable groups involved with the situation within Hochoch, or to become involved in any way the Illithid will give up on them. Proceed

Conclusion E – Judged to be of no use.

Encounter Four – Meat Like Any Other

The PCs have two options at this point:

- They may choose to reverse track the attackers back to their base within the city themselves. If this is the case, proceed normally within this section.
- They may choose to do nothing and stay within their inn, doing nothing. If this is the case, proceed to the appropriate section of this Encounter.

Silence falls abruptly in the inside of the Cackling Crow with the fall of your final opponent. The city outside the Crow seems unaware of the violence carried out within its walls. No sound of guards or Knights rushing to this place reaches your ears.

If the PCs have attempted to take Artesh or one of the Thralls he led as a prisoner for interrogation, their Illithid master has stopped their hearts. The PCs will not gain much useful information from a Speak with Dead or similar divination magic, as the Thralls have very little of their own personalities left. If the PCs use a Raise Dead on anyone other than Artesh they receive the response as detailed in **Encounter 2a**. Artesh reveals no information except when placed under magical compulsion. If compelled, he will answer the following questions:

- Who are you? – **Artesh Thron**
- Why are you here? – **To lure birds out of hiding.**
- What do you do? – **I am an officer within the Coven.** (He will not give any

more information about the Coven other than its simple name.)

The Judge should give answers along the same lines for reasonable questions. He does not betray the Coven, the Illithid, or anything else of importance.

Methods of determining the position of the Side of Beef Butcher Shop:

- If the PCs have the ability to track they will have no trouble reverse tracking the strike team back to the Side of Beef. The strike team was in far too much of a hurry to take precautions to the contrary.
- If the PCs ask around appropriately allow them a DC 15 Gather Information check from time to time. Several random townspeople were about and saw a hooded party of men and small ones moving through the streets. Several such encounters will put them in very close proximity to the Side of Beef.
- The last method is through Divination magic.

By any of these means the PCs will likely find themselves outside the Side of Beef Butcher Shop. **(See DM's Aid: Map # 8 – The Butcher Shop)**

The trail has led to a large building on the northern fringe of the Merchant Quarter. It sits alone on its block, streets surrounding it on all sides. A single closed door is set in what is most likely the front of the building. Two solidly-built double doors face out the rear of the building, also closed. A loud creak is heard as the hanging placard to the left of the front door swings in the breeze. The picture is of a head of cattle, neatly lettered words proclaiming the building as the Side of Beef.

From the outside, the Side of Beef has a single front door with double doors leading out back, as stated. All of the walls and the ceiling are made of specially treated wood obtained for its hardness. A single large chimney emerges from roughly the center of the building. A faint odor of rendered fat can be discerned from outside. Neither the front nor the rear doors are locked, as Laduguer's Heart, Hammer, and Fist are looking forward to the visit.

[Through the front door (Room #1)] ***The door yields easily to your attempt to open it. A***

long counter is revealed as the door opens, lightly stained on its top. The scent of butchered meat is heavy in the air. And you detect something else that cannot be easily identified.

Through the back door and once past the front room if the PCs enter that way:

[Back Door] ***The rear doors stick slightly, mutely protesting your attempt to open them. They do open, though, releasing a strong scent of blood.***

[Work Room Interior (Room #3)] ***Whole sides of beef hang from the ceiling, several on each side of a walking path between them. Centered in that path and underneath each hanging side of beef is a deep trough that has evidently been used to catch the blood from the beef and carry it along to a circular vat set in the floor. A pair of worktables are tilted on their sides facing the door.***

Allow the PCs a DC 22 Spot check if they examine the meat before the Duergar choose to attack. If they succeed they will notice the fact that almost a dozen human bodies in various stages of decomposition hang amongst the beef. If the PCs have received an accurate description of the murdered Griffon Guardsman and succeed at the Spot check they will see his body hanging as well.

Building Interior Judge's Notes – A smaller room (Room #2) is tucked into the corner of this building. Used as an office by the prior owners of the Side of Beef, it has been the living space of the Illithid leader of the Coven's advance team for several weeks. The door is locked [DC 25 Open Locks] but is not trapped. The Illithid wants the PCs to feel as if they are accomplishing something by destroying Laduguer's Heart, Hammer, and Fist.

The door gives way to a smaller room than the others within the Side of Beef. Immediately upon opening the door the smell of concentrated garlic reaches you, mixed with other spices much more difficult to define. The walls glow faintly with the soft light of various forms of fungi that have grown on nearly every surface. A still-made bed sits against the north wall but it appears to be covered in an unknown dark liquid that does not reflect any of the ambient light in the room. A desk is against the wall just to the left of the door, a single folded sheet of parchment has been placed there.

The ichor on the bed cannot be identified without an extended period of study and an Alchemist's Lab. It will have no effect if touched except to carry the smell with it until washed. There are no traps in the room. If the PCs were strong enough to reach this place the Illithid wished for them to be successful. If they were not, there would have been no need for traps.

The parchment reads:

The Coven grows impatient. Bring us that which we seek and the debt will be repaid. I await your coming.

Examine the tactics for the appropriate APL to determine the how the encounter within the Side of Beef should be conducted.

Tactics:

The Duergar present were put on alert when the strike team left the Butcher Shop to attack the Cackling Crow in Encounter Three. All the duergar are enlarged and invisible (as noted on DM Aid Map #8) when the PCs arrive. When the duergar hear the first sound of any PCs arrival, the Heart begins casting spell ups. All others prepare readied actions appropriate. The judge should choose an opportune moment for the attack to begin with a surprise round.

Hammer – He finds an opportune position and set himself as a pillar for defense, striking at any PCs who approach. He attempts to pin down the PCs down in one spot to allow the Fists to circle around and find better attack positions. He uses his elemental gem to harass any bowmen or spell casters within view while he is in a defensive position.

Heart – He concerns himself with supporting the others when possible and casting to disrupt or attack the PCs.

Fists – They move into flank positions when possible to take full advantage of their reach and attempt to use the Hammer in his defensive position whenever possible.

Encounter Summary

APL 8 (EL 11)

- **Laduguer's Hammer, (Duergar Clr7/Ftr2),** hp 77 See Appendix I
- **Laduguer's Heart, (Duergar Clr 3)** hp 25 See Appendix I
- **(3) Laduguer's Fist, (Duergar Ftr2/Rog1)** hp 26 See Appendix I

APL 10 (EL 13)

- **Laduguer's Hammer, (Duergar Clr7/Ftr2/DwD1/Tem1),** hp 98 See Appendix I
- **Laduguer's Heart, (Duergar Clr 5)** hp 41 See Appendix I
- **(3) Laduguer's Fist, (Duergar Ftr2/Rog3)** hp 41 See Appendix I

APL 12 (EL 15)

- **Laduguer's Hammer, (Duergar Clr7/Ftr2/DwD3/Tem1),** hp 130 See Appendix I
- **Laduguer's Heart, (Duergar Clr 7)** hp 58 See Appendix I
- **(3) Laduguer's Fist, (Duergar Ftr4/Rog3)** hp 59 See Appendix I

APL 14 (EL 17)

- **Laduguer's Hammer, (Duergar Clr7/Ftr2/DwD5/Tem1),** hp 154 See Appendix I
- **Laduguer's Heart, (Duergar Clr 9)** hp 74 See Appendix I
- **(3) Laduguer's Fist, (Duergar Ftr4/Rog5)** hp 79 See Appendix I

APL 16 (EL 19)

- **Laduguer's Hammer, (Duergar Clr7/Ftr2/DwD7/Tem1),** hp 191 See Appendix I
- **Laduguer's Heart, (Duergar Clr 11)** hp 91 See Appendix I
- **(3) Laduguer's Fist, (Duergar Ftr4/Rog7)** hp 94 See Appendix I

Encounter Five – The Flock Gathers

Encounter 5A – An Exclusive Invitation

The PCs will be invited to a Gathering of the leadership of the Midnight Ravens to discuss their findings thus far. Their conduct will be quite important in determining how much further they are able to go toward meeting with one who could answer quite a few questions. This encounter begins as they are traveling across the city, whether soon after the bloodshed in

Encounter Four or after making reports in Encounter Five.

The rain continues to fall, turning the already muddy streets of Hochoch into a quagmire that pulls at your every step. Visibility is poor, the temperature is falling, and very few townspeople are out and about. As you move across the city you hear the sound of a little boy crying in an alley to your left.

If the PCs choose to investigate:

A boy sits just inside the mouth of an alleyway. His tattered cloak might have been black once, but has certainly become the color of fresh mud given the current conditions. His knees are drawn up against his chest; his hands are clasped to hold himself in that position as he rocks back and forth.

He will allow the PCs to approach and start to talk with him without stopping his crying. He will reply if asked a direct question. Add sniffles and other signs of crying as you think appropriate:

- Who are you? – ***“They call me Andrei.”***
- Who calls you that? – ***“My friends and family.”***
- What's the matter? – ***“I’ve been sent to wait for people to come by...powerful people.”*** The crying stops and he looks up with mock awe. ***“Are YOU powerful,*** (insert commonly known name of the PC speaking with him or failing that the commonly known name of any PC in sight) ***?”***

A sense motive check (DC15) indicates that the boy is completely telling the truth, though there may be more to the situation than he's willing to tell. The crying doesn't seem quite legitimate.

At this point he drops the pretext, stands, and makes sure that no authorities are within view. When that is accomplished:

“Apparently you have a fan, (insert same PC name). The Lady of Knowledge wishes you to be present at a Gathering, to give a report and maybe learn a little bit of what's going on.”

He answers questions if asked. Most answers will consist of a shrug and a smile. Exceptions:

- What is a Gathering? – ***A meeting of the Aspects.***

- Do outsiders normally get summoned to a Gathering? – **No. The Lady must really like you for some reason.**

When there aren't any other questions he asks one of his own:

"I'm supposed to take you there. Are you coming?"

If the PCs decline, he informs them that such offers only come once. He shows them a medallion he wears, a stylized raven in flight on a light blue background as proof of his identity and ask them again. If they decline again he stands up, shrugs, and moves out into the city, heedless of the driving rain. If they attempt to follow him, he allows it and goes to the Cracked Cup to buy a meal. He stays there until the inn closes, then sleeps in its common room that night.

If the PCs accept:

"Alright, follow me then." He hops to his feet and moves further down the alleyway, then over several streets. He changes direction several times but always comes back to moving east toward the river. Finally, he stops at a small house. He knocks, waits a moment, and then opens the door. Sliding a sack tied to his belt around to the front, he reaches inside and pulls out some pieces of black cloth. He hands one to each of you, "Sorry about the smell. Orders. Oh...keep the familiars put away, too. Bunches of people in this part of the city would see critters like that and think about dinner."

The PCs each find themselves holding a sack made from surprisingly thick cloth. There is a faint musty smell about each one as the PCs put them on. The PCs are allowed to retain their weapons and other possessions. Andrei does not mention it, allowing the PCs the victory of believing that they got something past him. If they refuse he shrugs and send them back outside, saying, ***"Nothing I can do about it. Wait out there, then. Your friends may be back for you."*** The door is securely locked behind them, (DC 25 Open Locks x 3)

Once everyone's sight is blocked:

A rope is tied between each of you, so that none is separated from the others. You are led forward into the house, then to your left. There is a pause as a door is opened. You are led forward again, then down, then left, then left, then right, then down once more,

then up. And so on for well over an hour. Finally, you are stopped and a woman's voice reaches you, quite familiar, "Thank you, Andrei. Stay if you would...we may need you to guide them back out." "Of course, milady."

Your vision is restored as the hood is drawn away from your head. The woman you had been introduced to before as the Aspect of Knowledge stands before you. She no longer has a concealing hood and her features are strikingly beautiful beneath her auburn hair.

"I thank you for coming, adventurers. As your sponsor at this Gathering, it falls to me to explain some ground rules for your behavior in this place."

She pauses to allow any conversation from the PCs as they have a look around. The room they are standing in is nondescript. It is perhaps 15' on a side and has exactly one door that they are facing. Since they were not turned when they arrived, it should be obvious that door is not the way they entered.

"First, all weapons, wands, etc., will be peace tied or otherwise secured at all times. If you have difficulty following this rule I am sure that the Aspect of Strength will have no issue with its enforcement.

"Second, it would be best if you only spoke when spoken to. You are guests here. Guests who have been invited and have information needed for a logical discussion certainly, but you remain guests.

"Third, if you disrupt the Gathering or act with a lack of respect in any way you will be removed. These are uncertain times and that removal may not be gentle.

"Finally...we have had a comfortable working arrangement in the past. I'd like to just remind you that you are here because I suggested it to my peers and you represent me to a certain degree."

Encounter 5B – The Gathering

The PCs should be given a chance to secure their items as necessary. She does not move until that is accomplished. If the PCs prove difficult, she attempts to gently correct their behavior, reminding them of the first rule. If they continue to present a problem she asks that Andrei lead them away. She then takes the

others forward. If a PC is distrustful and wants to have a party member behind she smiles slightly at their futility and asks Andrei to wait with them here.

When all of them are ready to her satisfaction:

The lady that you know as the Aspect of Knowledge nods, "Right, then." Without another word she pivots and moves to open the door behind her.

The PCs have another opportunity to walk away from the meeting at this point.

The room on the other side is quite large; the sound of your companions' footsteps seems to be swallowed up in the depths of the surrounding darkness. A pair of candles sits at each end of a long rectangular table, providing the only light in the room. Even those who have Darkvision seem to be having difficulty making out any walls other than the one bearing the door behind you. Stone pillars are spaced every few feet, supporting the roof of this massive room.

The room is an 80' square with the table sitting directly in the center. There are over a dozen Midnight Ravens from the Aspect of Strength hiding and shielded with Invisibility around the room. The table is one enormous secret door. It is triggered to descend into the floor by 40' to a hallway and rooms beyond if all of the The Aspects and the Convergence are present in the room, hiding behind pillars near the table. As the PCs approach, the leadership of the Midnight Ravens take their places.

Judges' Note – If the PCs attempt any sort of combat during this meeting with the Midnight Ravens, remind them once of the rules set forth by the Aspect of Knowledge. If they continue to force combat, take the character sheets from the players and contact the Geoff triad immediately. There is enough overwhelming force of the Midnight Ravens in the immediate area (including the room the PCs are in) that there is no chance for survival by the offending PCs.

A man sits at the center of the table directly opposite where you stand. "I believe introductions are in order. To my left are the Aspects of Sight and Necessity. To my right are the Aspects of Faith and," he pauses to wait for the lady to take her seat, "Knowledge. The Aspects of Stealth and Strength send their regrets, as they are attending to other matters."

A successful Sense Motive check (DC 25 + APL) lets the PCs know that what the Convergence says isn't quite true. In reality, the Aspects of Stealth and Strength are in the room out of sight and hidden from the PCs. The Aspects are all wearing cloaks with lowered hoods of varying colors. All are armed and wearing their normal equipment.

"Now, I believe that we know most of you. For the sake of those who may be less informed, please introduce yourselves and let us talk of your findings. Who is killing my Ravens?"

Once the PCs have introduced themselves and reported their findings, continue with the meeting.

"Your report is troubling. My lady of Knowledge may have informed you of this earlier...members of the Aspect of Necessity were murdered several weeks ago, one in Niole Dra, and one in Hookhill. Both were in horrific circumstances, neither was able to be recovered. Parties were sent to investigate and were able to speak with the murderers to some limited degree."

"The murders were apparently meant to be as a warning, but the ones who committed them were fishing for information about Galimar Withington. There have been some clues around the city that indicate that they haven't stopped that search. I've lost several other Ravens of varying ranks."

"It may be best for you to speak with him yourself. In fact, when I contacted him and we spoke of your investigation he asked that you be sent to him at first opportunity. I do not know why he would request such a thing but some questions I prefer not to press."

"We know of a way to find him. If you will go, we will arrange a guide to the entrance."

The Judge should allow the PCs to say their farewells if they wish before being shown to the door by the Aspect of Knowledge. She will close the door behind them and the Gathering will disperse.

In the outer room you find Andrei. "So that's it then?"

He moves to the right wall of the room and begins to press specific places upon it. With an audible click a large piece of the wall moves aside. He says, "Right. In you go. I'll

need to wait a moment and close the door behind us. Light the way if you'd like."

He walks through the tunnels, appearing to know the way quite easily. "I'm going to miss this tunnel," he says conversationally.

"You're not of the Midnight Ravens and you have seen it. I can't see the Convergence allowing it to stay in service. I'm sure people will be closing the tunnel up as soon as we're finished."

After nearly an hour of travel through the winding tunnel you come to an iron-bound wooden door. "This is it, then. Good luck."

The door is unlocked and not trapped. The PCs are not given any further clues as to where they are or what is behind the door.

Encounter 6 – Travels and Conversations Most Perilous

6A Catacombs beneath Caer Dwr Gwyldly

Spiral Staircase

Give the party some time to make any plans or take any precautions they wish. Once the PCs open the door, read the following:

Your sight is limited by smooth sloping stone walls as the staircase before you spirals into darkness. The steps are tiled stone that fit together nicely, and torch sconces hang unlit as they have for countless years before. The sound of the passage you have opened continues to echo down into the ancient depths.

The spiral staircase is 5' wide and will continue to spiral down to a final distance of 500'. Every 25' is a secret passage and a tiny peep hole that was once used for watching for intruders. Each of these passages appears to trail off into the depths of the earth. *(These secret doors were created under employed Elven supervision, and do not allow the Elven natural ability to detect secret doors by passing within 5'.)*

If PCs decide to follow these passages, have them wander aimlessly in a cramped passage until it (seemingly) dead ends approximately a mile away. Characters wearing medium armor are reduced to half speed, and characters in

heavy armor will not fit. Small characters or characters wearing light armor are unimpeded.

There are currently no traps on the spiral staircase. Extremely observant PCs explicitly spending time looking for traps will find several places where particularly vicious traps could be placed or had been placed once before. These nooks are now vacant.

Sewer Tunnel

The lengthy spiral staircase finally comes to an end in a large stone room. A massive archway opens into long tunnel. The walls of the tunnel curve up into a curved ceiling, 15' high in the center, and 20' across. On both sides of the tunnel there is a low ledge, and a short set of steps leads to the central floor of the tunnel. The stone floor is visibly damp. The tunnel gradually and slightly turns to the right.

This tunnel twists and turns slightly gradually, first right, then left, and back again, leading in a single general direction, but crafted in a manner as to intentionally block sight lines. For game mechanics, the ledges on either side are 3' high and 2' wide. Anyone wearing medium or heavy armor will need to make balance checks every 30' to stay on the ledge. The ledges are not damp, only the central floor.

PCs may make a relatively easy Spot check to notice a set of holes set into the sides of the ledges, spaced every 6', for the entire length of the tunnel. A PC who makes a successful Dungeoneering or Disable Device check (DC 20) will be able to discern that half of these pipes are used for flooding the tunnel, the other half for draining them. With a successful Disable Device check, they will realize there is no apparent arming mechanism for this effect, and that it is triggered manually elsewhere in the complex. For the purposes of this module, this mechanism will not be triggered. However, the PCs should realize it could be used quite effectively with quite deadly repercussions. If the PCs are not sufficiently distraught, remind them the fluids pumped into the room are not necessarily water.

Lichen Staircase

After several minutes of marching through the damp tunnel, you find a broad staircase which leads steeply up into the darkness. The stairway is 10' wide and the ceiling of the

stairway is arched like the last tunnel. Several small platforms segment the staircase. You notice the walls and ceiling are unclean and have apparently suffered from the constant humidity and exposure to moisture.

The natural molds and fungus on the walls and ceiling of this staircase have been mixed with several much more toxic variety found in the Underoerth.

Survival / Knowledge Nature

DC 20 - The lichen appears to be toxic

DC 25 - The lichen is a rare variety from the Underoerth

DC 30 - Lichen must have been deliberately cultivated to become this potent, also clearly is similar to Mycanoid types

Physically disturbing the molds will release a cloud of spores within a 5' radius of any area touched, dealing *piercing* damage as the spores attempt to burrow into the flesh of any foolish victim. Wards against poison provide no defense against these spores. This fungus should only react if PCs intentionally attempt to climb or walk on either the ceilings or walls (such as with the use of a spider climb spell), or if a PC makes a deliberate attempt to interact with the organic substance. (***untiered - Fort DC 33, 1D10 Con / 1D10 Con***)

This staircase leads up a total of 30', with a 10' long platform spaced after every 10' of height. Again, the intent of the designer was clearly to block sightlines.

Adamantine Ribbons

The staircase opens before you into a tunnel with an arched ceiling. Approximately 20' into the tunnel, you see a most interesting sight. The entire width of the tunnel is filled with hanging chains that have thin hooplike links and tiny colorful beads. These bead lengths run from the ceiling into a metal grated floor, where they disappear from view. They sway slightly as a faint warm breeze blows from further down the tunnel. The curtain of beads extends another 50' down the tunnel.

A search or spot check (DC5) gives a great deal of information about this portion of the tunnel. The beaded chains are clearly part of yet another trap. The hoop links are a very

malleable metal and are currently in a disarmed state. The beads are tiny glass capsules with an assortment of various contact poisons, gaseous poisons, fungus spores, and acidic mixtures. They are fragile, but will not become loose unless someone attempts to force past them. When the chains are in a disarmed state, one may simply move through the hanging beaded chains at half speed without any ill effects.

This trap, like the sewer tunnel, must be activated manually elsewhere. When the trap is activated, the chains draw taut, and the hoop links straighten. The beads themselves are hung from a very thin length of barbed *adamantine* chain that hangs in the center of the each of the hoop link. They are effectively disarmed or shielded by the larger hoop links they hang within. Only when the hoops are drawn tight, will individuals risk brushing against the *adamantine* barbs. As this trap is not currently activated, it may be simply circumvented by moving at half speed through the area. (*Disable Device will reveal this information*)

Any character who boldly decides to ignore warnings by other wiser characters should be given a Wisdom check DC 10, and then if they continue, simply ripped to shreds and dissolved without dice rolling. They may send complaints to the Geoff Triad.

Any means to further disable the trap must be performed beneath the seamless metal grate, which has been stone shaped into the floor around it on all sides. Anyone entering the area beneath the grate without performing further searching and disabling is subject to a Reverse Gravity (***untiered - Search DC 32, Disable DC 32, Reflex DC 20***), and will be flung into the beaded chains with the same effect as a character who would attempt to push through them.

Hallway Maze

Leaving the beaded chains, the hallway quickly narrows to a 10' length, barely wide enough for two walking shoulder to shoulder. The tunnel turns a quick corner and opens up into a visual atrocity. The hallway before you extends in a straight line, as far as the eye can see. Spaced evenly on both sides of the hallway are more hallways that extend either direction. Peering down the side passages reveals hallways identical to this one, with similar side passages. A

virtual gridwork of identical tunnels and passages disappears into the darkness. "

Each side passage is 10' wide and spaced every 30' apart. The characters are in the center passage of 5 passages. Each of the 5 tunnels runs parallel to a length of 600'. Where every tunnel ends, is an illusion of a continuing tunnel. (PCs may only attempt a Will Save to disbelieve upon physical contact to such an illusion.) There are several ways to circumvent this area.

PCs may make a very difficult tracking check (DC35) to find evidence of one man sized figure in medium armor and one child or halfling sized figure has travelled these lengths within the last week.

A high level cleric may cast **Find the Path** which will immediately lead to an exit to the area.

Any group that travels this area for a while without luck (DM's discretion), will automatically be bumped into, **Little Lost Girls**.

Little Lost Girls

A small figure pads up behind you. It appears to be a young Oeridian girl, with straight long black hair, and large dark eyes. She wears a night gown and tiny slippers, and drags with her a very nice blanket. She is sucking her thumb although the young girl seems a bit old to be doing so. She looks curiously at your group.

- Who are you? **"I'm Bethany. "**
- What are you doing here? **"I live here. "**
- What do you eat? **"Sometimes I go to the kitchens upstairs. "**
- How did you get here? **"I live with my Uncle "**
- Who is your Uncle? **"Uncle Gallimar "**
- How long have you been here? **"A few years... I'm not sure. "**
- What have you seen here? **"Not many people come this way. It's really quiet a lot. "**
- Where did you get that blanket? **"My Uncle gave it to me. "**
- Do you know how to exit this area? **"Yessir. "**
- Can you take us to Withington? **"Um, ok. "**

The girl is much smarter than she lets on, but will play up her innocence. The blanket she has with her is a **Cloak of Resistance +5**. This is available at all APLs. Any PC may take it without much struggle. Bethany is a small girl and will pout and be very unhappy, but can do nothing against any given character. PCs only gain access to this item on their Adventure Record by forcefully taking this item from her. A PC that does so earns the **Emnity of Galimar Withington** on the Adventure Record.

Mist Bridge

You count your way through the maze of corridors to the 10th hallway. You make a single right turn, followed by a single left turn. With a few quick motions, the wall on your left slides aside revealing another staircase leading up. You travel another 50' up, and you can feel the air is much warmer here. The air is thick with moisture, and as you exit the staircase, you find much of your metal gear damp as tiny droplets are already collecting.

You are in a large cavern with a warm mist. Faint bubbling sounds echo throughout the cavern. Walking forward, you see the ground before you narrow to a thin bridge of stone that barely pokes out of the shallow lake. It extends off into the mist and deeper into the cavern.

The mist is a natural mist which limits visibility to 20'. The water is 5' deep and the bridge has room underneath it for a Medium sized creature to hide. The water is heated by magical stone plates in the corners of the room, from which the bubbling sounds originate. The cavern is huge, and finding these plates would be a great ordeal. Players should be dissuaded from leaving the bridge or entering the water. For the purposes of this module, there will be no repercussions.

Symbol of Death

Leaving the stone bridge, the mist thins again and the cavern tapers to a single exit. A 10' wide corridor stretches slightly further and the floor becomes clean tile once more. After a sharp right turn, you find yourself facing another long corridor.

A few hundred feet down the corridor, you find your path blocked. Spanning across the hallway is an intricately woven design of pure silky strands, completely nearly

blocking your path. It seems strikingly similar to other arcane writings you have seen before in your adventuring career.

If Bethany is with the party...

The young girl walks over to the spider web and leans and stretches her tiny body in such a fashion to slip between the strands without disturbing the web. She pauses on the other side, and looks at you expectantly.

Stop the party 15' from the spiderwebs. The following checks may be applied to this situation:

Knowledge Arcana / Knowledge Religion / Spellcraft / Search: This is clearly an inactive Symbol of Death. It appears to be set to trigger if it is disturbed.

Knowledge Nature / Survival: The design appears to be woven naturally by the creature that crafted (cast) the symbol.

Any individual who makes a Dex check or escape artist check (DC 15) squeezes through the fibers of the spiderweb without disturbing it. If the PCs have ranks of Balance, they may apply their bonus to this skill. Please note, if a player rolls a Natural 1, he/she automatically triggers the trap. Anyone whose bonus to balance exceeds 14 *does not have to roll*.

The trap may be circumvented by any individual of Flan descent. If an individual of Flan descent who moves within 5' of the trap, the section of wall with the trap will slide away. Anyone in physical contact with that character, such as holding hands, may pass through that section of hallway. Otherwise the section of wall will slide back into place with blinding speed. A use magic device check, DC 20, may be used to simulate Flan descent.

Symbol of Death Trap: CR 10, magic device; special trigger, automatic reset (*symbol of death*, 17th level wizard, DC 23 Fortitude save negates); single target; Search DC 34; Disable Device DC 34

Ooze Hallway

You finish checking yourself for any loose spider-silk strands and continue on once more. You travel another short staircase up, and find a short simple hallway, conveniently plain, ending in a strangely carved large iron door. A pair of circular metal disks are embedded in the wall on either side of the door. The floor is immaculately clean.

This room has three pit traps which lead to size Huge Black Puddings. The sides of the pits are treated to make climbing extremely difficult, and to prevent the oozes from escaping. Simple search and avoid tactics should circumvent these. A party with Bethany may bypass these without effort.

Pit with Black Pudding Trap: CR varies, mechanical device, automatic reset; DC varies Reflex save avoids; 30 ft deep; one target; Huge Black Pudding (Grapple +18, Reflex DC 21 or weapon or armor destroyed)

APL 8 - Search DC 23; Disable Device DC 23; Reflex DC 23 (CR 7)

APL 10 - Search DC 26; Disable Device DC 26; Reflex DC 26 (CR 9)

APL 12 - Search DC 29; Disable Device DC 29; Reflex DC 29 (CR 9)

APL 14 - Search DC 32; Disable Device DC 32; Reflex DC 32 (CR 11)

APL 16 - Search DC 35; Disable Device DC 35; Reflex DC 35 (CR 11)

Hand Prints

On either side of the door is a pair of metal disks, each carved intricately with arcane symbols. The disk on the left is made of cold iron, and the disk on the right is made of silver. As you move closer to either disk, it begins to hum slightly. The center door is carved with the image of large griffon over a blazened sunburst. Upon closer inspection, tiny shards of silver are ingrained in the surface of the door, giving it a reflective gleam.

The door is opened by placing one hand on each disk simultaneously. The door will only open if the individual is wearing a signet ring of Gyric Noble, a Griffon Guard ring, or a Use Magic device check is made to simulate the possession of one of those. Someone who attempts to use the disks and fails will be hit with a Chain Lightning. Whoever is touching the disks will not receive a Reflex save, as they are willfully touching the metal disks.

Chain Lightning Trap: CR varies; magical device, special trigger, automatic reset; spell effect (*chain lightning*, 15th level wizard, Reflex save negates); multiple targets (up to 15 targets)

APL 8 - Search DC 10; Disable Device DC 25;
Reflex DC 20 (CR 9)

APL 10 - Search DC 10; Disable Device DC 28;
Reflex DC 24 (CR 9)

APL 12 - Search DC 10; Disable Device DC 31;
Reflex DC 28 (CR 11)

APL 14 - Search DC 10; Disable Device DC 34;
Reflex DC 32 (CR 12)

APL 16 - Search DC 10; Disable Device DC 37;
Reflex DC 36 (CR 12)

6B Meeting Withington

The hallway opens into a larger room, with several wooden tables, and a few sheets of hand written notes. A lantern stands on one table besides several rows of small vials. A brief glance at the hand-written notes reveal writings mentioning Hookhill, Sterich, and Niole Dra. Smaller scribbles and numbers follow each. Several sheets contain listings of expenses, checks, and balances. You also notice requisition forms for various items, including one for an extremely large quantity of a particularly potent poison. A voice speaks from the other end of the room "Why are you here?"

A figure with plain Oeridian features and short dark hair steps out of the shadows. He wears a dark clean cloak and well fitted leathers. A rapier hangs visibly on his left hip. His dark eyes affix firmly on your group."

Bethany wanders away at this time. She does not stay for any reason. If anyone attempts to cast a spell in "Withington's" presence, he attacks immediately.

"Withington" is a programmed illusion that he helped craft quite skillfully, and has been placed over a Clay Golem. It is the illusion itself interacting with the PCs and not the Clay Golem. Withington has left the Golem behind to deal with adventurers or others who have sold out to the Coven. Withington is spying on the conversation and knows anything shared with his illusion in this encounter. He does not show his true self under any circumstances.

- Who are you? **"You should know who I am, if you have come this far."**
- Do you know of the murders outside the city? **"I have heard of agents of the Midnight Ravens in the field who**

have been killed. I understand one man had his face removed. I understand another was turned to dust. I was also told that several of the investigating party were subject to a Mycanoid trap."

- Mycanoids?!? **"It is not uncommon for the Coven to use resources available to them from the Under-oerth."**
- Have you heard of the murders inside the city? **"I have heard several of the Midnight Ravens' safe houses were assaulted. It is most unfortunate. I have also heard the Aspect of Knowledge almost fell victim to one of these attacks. This time they go too far. "**
- Are you a member of the Midnight Ravens? **" No. "**
- Are you a member of the Evro Llygadi? **" No. "**
- Are you a member of the Enosi? **" No. "**
- Are you associated with the Midnight Ravens? **"Once I helped form the Midnight Ravens. I have no time for such things now. My business takes me elsewhere. "**
- What happened when you were in Sterich? **"As you know, my business took me to Sterich. In my line of business, I make many enemies. I have no desire to bring them back with me here to Hochoch. This would not have been a problem if it weren't for loud mouthed adventurers. The plague now upon this city falls on their heads. "**
- Do you know who is causing the attacks on the city? **"These acts are the work of the Coven."**
- Who is the Coven? **"The Coven is a guild of Duergar and Illithids, known to many as Mind Merchants, and an excellent source of exotic goods and services."**
- Why are they here? **"I believe they are looking for me. When the Brenin was injured after the Giants first took Gorna, his clone became activated. The Brenin survived, but his wound was great and he was taken away**

into hiding. The clone however was unstable. I sought the services of the Coven to perform certain ... services of the mind, for the clone. The clone performed as expected until the Unseelie intervened. "

"In the contract we agreed upon, I assured the Coven that their agent would not be harmed by the Gyri or members of the Griffon Court. However, the Unseelie slipped past our defenses, possessing the Clone and slaughtering the Illithid. Even the Enosi were unable to detect its presence. "

The Coven took this murder personally, as can be expected. However, they feel that somehow I am responsible for their agent's death, as his former employer. They feel that as a suitable compensation, they will take me as a Thrall for all eternity. Oddly, I disagree with their interpretation of the agreement. Thus, I am hunted. "

- What should we do? "The Coven has pushed beyond the boundaries of acceptable behavior. They have come into Hochoch. They have come into Caer Dwr Gwyldy. They have come into the home of the Brenin. And for this, they shall pay quite harshly. I would ask that you deal with their agents here. I have discovered that they have a forward assault location, just outside the Anti-Teleport field, South of Hochoch, and just inside the border of the Gran March. It is believed to be nearby to a Gyri refugee camp. You should have no trouble finding it. I have other preparations to attend to. If you survive, I will contact you with further information. "
- Who are the Enosi? "You will have to ask them. That is not for me to tell. "
- Who are the Evro Llygadi? "You will have to ask them. That is not for me to tell. "

6C Travel Out

Withington leads you down a set of hallways until he reaches another solid wooden door

bound with cold iron bands. He unfastens the massive lock and the door silently opens. He gestures silently into the tunnel. Once you have all entered the tunnel, the door shuts behind you, and several clicks lead you to believe that other things were reset other than the locking mechanism."

Travel down the tunnel out is much more relieving, and when the touch of sunshine hits your skin again, you fight the urge to celebrate. Yet the foreboding feeling you get from the knowledge you now hold sends goose bumps down your spine. You slowly turn things over in your mind as you make your way through the countryside, south of Hochoch.

Encounter Summary

All APLs

- Black Pudding (Huge Ooze) hp 115 See Monster Manual pg 201
- Clay Golem (Large Construct) hp 90 See Monster Manual pg 134

Encounter 7 – Endgame, or An Opening Gambit Concluded

After several hours of effort the entrance to what is believed to be the entry point of the Coven into the city of Hochoch comes into view. The smell of garlic and brine that you picked up half an hour ago and have been following is very strong here, emanating from a large crack in a bare hillside.

Pause to allow the PCs to take any precautions they may wish. There is no other way into the lair, as the interior path winds for some distance generally downward before opening up. The entire cavern is warded against Divination spells.

The crack expands almost immediately beyond the edge of the hillside wall. It winds downward in a nearly perfect spiral pattern for several hundred feet before it levels off in front of a door that stands slightly ajar. The portal is iron-shod at the edges, with a single knob at what would be chest height on an average human with no visible lock. A piece of worked adamantine plate is set in the center of the door, formed in the shape of a mountain suspended by four dark pillars of flame.

Pause again to allow the PCs to take any precautions they wish prior to entering through the door. If the door is examined they may notice (DC 15 Spot) that there are four smaller knobs attached to the main door knob. These are what the Illithid uses to open the door most comfortably. There are no secret passages or anything similar. Adjudicate Stone Shape or similar magic according to its effect on natural stone and based upon the map provided in the Appendix for this Encounter.

A hallway extends beyond the door for a few feet before turning a corner into a larger room lit by moss. A stone table is set in the middle of this room, long enough to seat six without difficulty. Plates of sliced meat, breads, and cheeses are set upon the granite surface of the table. A tented piece of paper bearing the true name of each of you lies in front of a chair. Goblets filled with an unknown liquid complete the place setting.

"Please," a syrupy smooth voice is heard in your mind, "Have some of our refreshments. You are tired. The Coven welcomes you to our bastion in Gyruuff."

The PCs may eat and drink or not. The food is real and is not poisoned, although no Divination spells will function in this cavern to confirm that fact. When the PCs leave the room and move down the hallway read the following:

The hallway beyond the room bearing refreshments leads forward for a few feet before turning sharply and opening up into a large squared cavern. The ceiling is over sixty feet high and is barely visible in the light shed by growths of various molds and fungi on the walls. Perhaps a dozen alcoves are visible, cut into the cavern walls at random intervals.

In the center of the room a human stands next to what appears to be a throne carved of stone and a long stone table adorned with leather straps along its length. He is wearing a shirt of chain mail and has a greatsword strapped over his left shoulder. Sitting on the throne is what could only be an Illithid, known to most as a Mind Flayer. The creature is wearing simple brown robes that can be seen clearly against its light gray skin tone. A woman lounges against the creature's legs, smiling as one of its tentacles caresses the ritual tattoo and old wound on her left temple.

The creature rises as you enter, displacing the woman with an almost irritated flick of one of its tentacles. It opens the front of its robes, displaying symbols ritualistically burnt into its sickly looking flesh. It is surprisingly well-muscled and its movements are fluid.

"Tell me what you know of Gyruuff, Gundar Kevitz and Galimar Withington and the Coven will allow you to leave this place, lunchmeat slaves." Its syrupy smooth voice whispers in your mind, "Otherwise, you will join the ranks of our Thralls in Hochoch and the search continues."

The Mind Flayer allows the PCs to tell them what it wishes to know. It settles for information about Withington as all it needs to know to let the PCs leave safely. It does, however, probe for any information they are willing to give about Geoff, the Knights of the Watch, and the Midnight Ravens. If the PCs choose to use this option, proceed to the conclusion that is appropriate for that outcome. The Mind Flayer uses its Detect Thoughts ability to sense when a hostile action is coming and will leap into battle with no surprise round on either side.

"The treachery of the Gyri will not be forgotten by the Coven!" the mental voice shouts as the Mind Flayer leaps high into the air, unnaturally suspended before you and poised to attack.

Initiative should be rolled at this point. Please utilize the provided map the Appendix II.

If the PCs successfully defeated the Mind Flayer and his Thralls, read the following:

Silence falls in the cavern as the form of the loathsome creature crumples to the floor. A bit of movement catches your eye as more Mind Flayers come into existence within the alcoves along the walls, one after another. They abruptly move forward with perfect precision, forming a circle around the body of the Illithid upon the floor. They turn away from the corpse, facing the cavern walls and wait for a long moment.

A final Mind Flayer phases into the cavern, armor like none you've seen moving fluidly with its movements. It moves forward and through the circle, disappearing from your view. A sickening crunch is heard, a sound that will not be forgotten soon.

A chorus of mental voices speaks, “The knowledge of this one is returned to the Hive. The Coven will make use of it. The body is nothing, the mind is all.”

The circle phases out then, revealing the armored Illithid kneeling next to the corpse. As it phases out, a final voice speaks in your mind, “Make no mistake, lunchmeat slaves. The Coven will return to Gyruff to claim that which is ours. Your part in this has been noted.”

Proceed to the conclusion that is appropriate for this outcome.

If all of the PCs fall victim to attacks that are disabling (Mind blasts, hold spells, etc.), the following should be read to the PCs:

With uncanny efficiency, the remaining Thralls disarm each of you. The Illithid ponders for a moment, his tentacles writhing. A moment later the decision is made and one of your number is placed on the stone table and strapped down tightly.

The Illithid has made an educated guess as to which of the PCs is most likely to come out of their stupor the soonest. The remaining Thralls stand guard over the rest of the party; prepared to use every one of their abilities to subdue the PCs at the command of their master should another of the effects wear off while the Illithid waits. When the PC strapped to the chair is able to move once more the Illithid begin stroking the PC’s skull with its tentacles and mentally asks them to reconsider telling it about Galimar Withington.

- If the PC gives in, they and the rest of the party will be released into the countryside outside the cavern.
- If the PC refuses, roll initiative. If the Illithid wins it attaches all four of its tentacles and forces the rest of the PCs to watch it extract the brain on the next round. It will then have another PC strapped to the table and start the process again until someone cracks.

The PCs may choose to banter with the Mind Flayer. The Mind Flayer has one interest, and this is learning of Galimar Withington’s whereabouts. It attempts to learn from the PCs any information it can about the Midnight Ravens, the Knights of the Watch, or any other organization they may be associated with. The MindFlayer continually has the PCs under a

Detect Thoughts spell, and instantly detects any PC attempting to lie to it. To succeed with a lie, a PC must make a Will Save vs. the MindFlayer’s Mind Blast DC, appropriate to the APL. If any PC is caught in a lie, the MindFlayer becomes outraged and immediately leaps to the attack.

It is possible to complete this encounter without combat. If the PCs convincingly tell the MindFlayer as to where to find Withington, they are free to leave. Under no other conditions does the MindFlayer allow the PCs to leave.

Tactics

All APLs

If the Mind Flayer attacks the PCs, he uses his abilities to attempt to disarm the PCs and subdue them. It wants information regarding Withington more than it wants the PCs dead. It views the PCs as incidental and will only kill particularly stubborn parties. If the outcome becomes obvious in favor of the Coven, the Mind Flayer periodically asks the PCs to surrender.

The Thralls split up and the fighters seek out spell casters and/or bowmen to allow the Mind Flayer to be most effective. Thralls do not use subdual damage, but the Mind Flayer retains control and imposes its tactics on them as well.

APL 16 – The wizard uses her spells to greatest effect to disable PCs in a targeted manner.

Encounter Summary

APL 8 (EL 11)

- **Mind Flayer Monk** (Mind Flayer, Mnk 4) hp 108; See Appendix I
- **(2) Baklunish Thrall** (Human, Brbn1/Ftr6) hp 85 See Appendix I

APL 10 (EL 13)

- **Mind Flayer Monk** (Mind Flayer, Mnk 6) hp 124; See Appendix I
- **(2) Baklunish Thrall** (Human, Brbn1/Ftr8) hp 110; See Appendix I

APL 12 (EL 15)

- **Mind Flayer Monk** (Mind Flayer, Mnk 8) hp 144; See Appendix I
- **(2) Baklunish Thrall** (Human, Brbn1/Ftr10) hp 134; See Appendix I

APL 14 (EL 17)

- **Mind Flayer Monk** (Mind Flayer, Mnk 10) hp 162; See Appendix I
- **(2) Baklunish Thrall** (Human, Brbn1/Ftr12) hp 156; See Appendix I

APL 16 (EL 19)

- **Mind Flayer Monk** (Mind Flayer, Mnk 12) hp 180; See Appendix I
- **(2) Baklunish Thrall** (Human, Brbn1/Ftr12) hp 156; See Appendix I
- **Baklunish Wizard**, (Human, Wiz13) hp 66; See Appendix I

Conclusions

Which conclusion the PCs receive depends on several factors. The Judge should utilize each conclusion in turn depending on who the PCs choose to speak with of the events. Also provided are conclusions for the unsuccessful outcomes that are possible in the course of this scenario.

Conclusion A – Informing the Midnight Ravens

The Aspect of Knowledge will send a messenger to the PCs stating that she will return to the scene of their meeting to speak with them if they wish. After the events are detailed she will question them closely about what they may have revealed to the Coven. She suggests strongly that the PCs not discuss what they have learned about the Midnight Ravens and Galimar Withington with the Knights of the Watch, Hochoch Town Watch, or any other authorities. She asks them to only speak of the return of the Coven and the danger it poses to the entire Sheldomar if it is not held back. If the Aspect finds that the PCs insist upon telling the authorities everything that has been learned she will draw upon any “Favors Owed to the Midnight Ravens” certificates that may be in the possession of PCs at the table.

If the PCs take her advice and tell the authorities only the bare minimum or nothing at all they will receive two of the items listed on the Adventure Record: “Favor of the Midnight Ravens of Geoff” and “A Known Commodity”.

If the PCs either decline to follow her advice or assure her that they will speak of nothing or proceed to do otherwise the PCs will receive

“The Enmity of the Midnight Ravens” as noted on the Adventure Record. It is foolish to believe that something happens in Hochoch that the Aspect of Knowledge does not discover eventually.

Conclusion B – Informing the Authorities

There are several concerned groups that are anxiously awaiting word that there will be no further murders within Hochoch or the Sheldomar Valley.

- If the PCs give a report concerning the Coven to the Knights of the Watch they will be thanked for their diligence in pursuing the investigation to its conclusion. They will be noted as law-abiding citizens and receive “The Favor of the Knights of the Watch” as noted on the Adventure Record. The PCs are questioned closely regarding the activities of the Midnight Ravens, as the Knights find any information they may gain regarding the Ravens to be useful in maintaining control over the city of Hochoch.
- If the PCs give a report concerning the Coven to the Hochoch Town Watch, the Watch will express the same sentiment as the Knights. The primary concern of the Town Watch is that the killings will stop, allowing the Watch time to bolster its ability to keep Hochoch quiet in these disturbed times.
- If the PCs give a report concerning the Coven to the Griffon Guard the news is met with consternation as another threat to Gyruuff is revealed to those directly charged with the nation’s protection. The PCs are thanked for concluding the investigation and assured that the Griffon Guard will be prepared to meet any coming threat with whatever means are required.
- If the PCs give a report concerning the events of this module to any church or other official organization that group will express dismay and state that their organization will make preparations to meet the coming threat.

Note: If the PCs speak of the Midnight Ravens (Aspects, Gathering, or method of operation) they will receive “The Enmity of the Midnight

Ravens". If the PCs speak of Galimar Withington to any degree they will receive "The Enmity of Galimar Withington."

Conclusion C – The Coven Learns Much

The result of this conclusion depends upon how much information was given to the Coven and about whom. All effects are cumulative and are not mitigated by whether or not the PCs inform each group as to the betrayal. The Coven is not quiet in the coming months about the information gained, assuring that each group is well aware as to the source of the leak.

- If the PCs speak of the Midnight Ravens, they receive "The Enmity of the Midnight Ravens" as noted on the Adventure Record.
- If the PCs speak of Galimar Withington, they receive "The Enmity of Galimar Withington" as noted on the Adventure Record.
- If the PCs speak of the Knights of the Watch, they receive "The Enmity of the Knights of the Watch" as noted on the Adventure Record.

Conclusion D – Slain

If some PCs are slain in the course of combat in this module they may choose to obtain a Raise Dead or Reincarnate from multiple temples within the city of Hochoch. The standard price for the spellcasting applies. The module can then be continued from that point.

If all PCs are slain or dead PCs are left upon the field with surviving Coven operatives, those fallen PCs are considered to be unrecoverable.

Conclusion E – Judged To Be Of No Use

If the PCs refuse to be baited into participating in the events of the module they will earn experience for those events that occurred up to that point. The Coven will engage them in their Inn rooms. Should the PCs survive the battle and continue to not participate the Illithid will give up on them. The PCs will be allowed to remain in their rooms for the remainder of their spent Time Units. The PCs receive no favors from the Adventure Record.

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 One

Defeat Thrall

APL 8 – 330

APL 10 – 390

APL 12 - 450

APL 14 - 510

APL 16 – 570

Encounter Three

Defeat Advance Thrall Strike Team

APL 8 – 330

APL 10 – 390

APL 12 - 450

APL 14 - 510

APL 16 – 570

Encounter Four

Defeat Dueregar Strike Team

APL 8 – 330

APL 10 – 390

APL 12 - 450

APL 14 - 510

APL 16 – 570

Encounter Six

Avoid, Disable or Circumvent Black Pudding Trap

APL 8 – 210

APL 10 – 270

APL 12 - 270

APL 14 - 330

APL 16 – 330

Avoid, Disable or Circumvent Hand Print Trap

- APL 8 – 270
- APL 10 – 270
- APL 12 - 330
- APL 14 - 360
- APL 16 – 360

Find Withington

- APL 8 – 330
- APL 10 – 390
- APL 12 - 450
- APL 14 - 510
- APL 16 – 570

Discover Coven Involvement

- APL 8 – 330
- APL 10 – 390
- APL 12 - 450
- APL 14 - 510
- APL 16 – 570

Encounter Seven

Find Coven Hideout

- APL 8 – 330
- APL 10 – 390
- APL 12 - 450
- APL 14 - 510
- APL 16 – 570

Defeat Hochoch Coven

- APL 8 – 330
- APL 10 – 390
- APL 12 - 450
- APL 14 - 510
- APL 16 – 570

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

- APL 8 – 480 xp
- APL 10 – 600 xp
- APL 12 – 720 xp

APL 14 – 840 xp

APL 16 – 960 xp

Total Possible Experience

- APL 8 – 2400 xp
- APL 10 – 3000 xp
- APL 12 – 3600 xp
- APL 14 – 4200 xp
- APL 16 – 4800 xp

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 8: L: 201 gp; C: 156 gp; M: Cloak of Resistance +4 (16,000 gp) Sickle +1 (2306 gp)

APL 10 L: 1 gp; C: 156 gp; M: Cloak of Resistance +4 (16,000 gp) Full Plate +1 (2650 gp) Armor Spikes +1 (2350 gp) Sickle +1, Human Bane (8306 gp)

APL 12 L: 1 gp; C: 156 gp; M Cloak of Resistance +5 (25,000 gp) Full Plate +1, Light Fortification (5650 gp) Armor Spikes +1 Frost (8350 gp) Sickle +1, Human Bane (8306gp)

APL 14 L: 1 gp; C: 156 gp; M Cloak of Resistance +5 (25,000 gp) Full Plate +2, Moderate Fortification (26,650 gp) Armor Spikes +1, Frost (8350 gp) Sickle +1, Wounding, Human Bane (32,306 gp)

APL 16 L: 1 gp; C: 156 gp; M Cloak of Resistance +5 (25,000 gp) Full Plate +2, Heavy Fortification (50,650 gp) Armor Spikes +1, Frost, Keen (18,350 gp) Sickle +2, Wounding, Human Bane (50,306 gp)

Encounter Three

APL 8 L: 257 gp; C: 0 gp; M Amulet of Natural Armor +1 (2000 gp) Bastard Sword +1 (2335 gp) 3 Cloak of Resistance +1 (1000 gp) 2 Heavy Steel Shield +1 (1170 gp) Mithral Chain Shirt +1 (2250 gp) Mithral Heavy Shield +1 (2170 gp) Ring of Protection +1 (2000 gp) 2 Chain Shirt +1 (1250 gp) 2 Studded Leather +1 (1175 gp)

APL 10 L: 193 gp; C: 0 gp; M Amulet of Natural Armor +1 (2000 gp) Bastard Sword +1 (2335 gp) Boots of Striding and Springing (5500 gp) Cloak of Resistance +2 (4000 gp) Mithral Chain Shirt

+1 (2250 gp) Mithral Heavy Shield +1 (2170 gp) Ring of Protection +1 (2000 gp) 2 Chain Shirt +1 (1250 gp) 2 Heavy Steel Shield +1 (1170 gp) 2 Rapier +1 (2320 gp) 2 Amulet of Natural Armor +1 (2000 gp) 2 Cloak of Resistance +1 (1000 gp) 2 Studded Leather +1 (1175 gp)

APL 12 L: 69 gp; C: 0 gp; M 3 Amulet of Natural Armor +1 (2000 gp) Bastard Sword +1 (2335 gp) Boots of Striding and Springing (5500 gp) Cloak of Resistance +2 (4000 gp) Gauntlets of Ogre Power +2 (4000 gp) Mithral Chain Shirt +1 (Shadow, Silent Moves) (9750 gp) Mithral Heavy Shield +2 (5170 gp) 3 Ring of Protection +1 (2000 gp) 2 Chain Shirt +1 (1250 gp) 2 Heavy Steel Shield +1 (1170 gp) 2 Necklace of Fireballs type I (1650 gp) 2 Rapier +1 (2320 gp) 2 Cloak of Resistance +1 (1000 gp) 4 Short Sword +1 (4310 gp) 2 Studded Leather +1 (1175 gp)

APL 14 L: 69 gp; C: 0 gp; M Amulet of Health +2 (4000 gp) Bastard Sword +1 (Acidic Burst) (18,335 gp) Boots of Striding and Springing (5500 gp) 3 Cloak of Resistance +2 (4000 gp) Gauntlets of Ogre Power +2 (4000 gp) Mithral Chain Shirt +1 (Shadow, Silent Moves) (9750 gp) Mithral Heavy Shield +2 (5170 gp) Ring of Protection +2 (8000 gp) 2 Amulet of Natural Armor +1(2000 gp) Short 4 Sword +1 (2310 gp) 2 Studded Leather +2 (4175 gp) 2 Chain Shirt +1 (1250 gp) 2 Heavy Steel Shield +1 (1170 gp) 2 Necklace of Fireballs type II (2700 gp) 2 Rapier +1 (Vicious) (8320 gp) 2 Ring of Protection +1 (2000 gp)

APL 16 L: 69 gp; C: 0 gp; M

Amulet of Health +4 (16,000 gp) Bastard Sword +1 (Acidic Burst) (18,335 gp) Boots of Striding and Springing (5500 gp) Cloak of Resistance +4 (16,000 gp) Gauntlets of Ogre Power +4 (16,000 gp) Mithral Chain Shirt +1 (Shadow, Silent Moves) (9750 gp) Mithral Heavy Shield +3 (10,170 gp) Ring of Protection +2 (8000 gp) Amulet of Natural Armor +1 (2000 gp) 4 Short Sword +1 (Flaming) (8310 gp) 2 Studded Leather +2 (4175 gp) 2 Chain Shirt +1 (4250 gp) 4 Cloak of Resistance +2 (4000 gp) 2 Heavy Steel Shield +1 (4170 gp) 2 Necklace of Fireballs type II (2700 gp) 2 Rapier +1 (Vicious) (8320 gp) 2 Ring of Protection +1 (2000 gp)

Encounter Four

APL 8 L: 266 gp; C: 0 gp; M Cloak of Resistance +1(1000 gp) Elemental Gem (Earth) (2250 gp) 3 Guisarme +1 (2309 gp) Gauntlets of Ogre Power +2 (4000 gp) Heavy Steel Shield +1 (1170 gp) Warhammer +1 (2312 gp) Pearl of Power (1st Level) (1000 gp)

APL 10 L: 266 gp; C: 0 gp; M Cloak of Resistance +2 (4000 gp) 3 Potion of Haste (750 gp) Elemental Gem (Earth) (2250 gp) 3 Guisarme +1 (2309 gp) Gauntlets of Ogre Power +2 (4000 gp) Heavy Steel Shield +1 (1170 gp) Warhammer +1 (Shock) (8312 gp) Pearl of Power (1st Level) (1000 gp) Cloak of Resistance +1 (1000 gp) Elixir of Fire Breath (1100 gp) 3 Salve of Slipperiness (1000 gp)

APL 12 L: 250 gp; C: 0 gp; M Amulet of Health +2 (4000 gp) Cloak of Resistance +3 (9000 gp) Cloak of Resistance +1 (1000 gp) Elemental Gem (Earth) (2250 gp) Elixir of Fire Breath (1100 gp) Gauntlets of Ogre Power +2 (4000 gp) Heavy Steel Shield +2 (4170 gp) Warhammer +1 (Shock) (8312 gp) Light Mace +1 (2305 gp) Pearl of Power (1st Level) (1000 gp) 3 Greatsword +1 (2350 gp) 3 Guisarme +1 (2309 gp) 3 Potion of Haste (750 gp) 3 Salve of Slipperiness (1000)

APL 14 L: 130 gp; C: 0 gp; M Adamantine Full Plate (16,200 gp) Amulet of Health +2 (4000 gp) Cloak of Resistance +3 (9000 gp) Cloak of Resistance +1 (1000 gp) Elemental Gem (Earth) (2250 gp) Gauntlets of Ogre Power +2 (4000 gp) Heavy Steel Shield +2 (4170 gp) Warhammer +1 (Shock, Thundering) (18,312 gp) Elixir of Fire Breath (1100 gp) Light Mace +1 (2305 gp) Pearl of Power (1st Level) (1000 gp) Periapt of Wisdom +2 (4000 gp) Potion of Shield of Faith +5 (900 gp) 3 Boots of Striding and Springing (5500 gp) 3 Greatsword +1 (2350 gp) 3 Guisarme +1 (2309 gp) 3 Potion of Haste (750 gp) 3 Salve of Slipperiness (1000 gp)

APL 16 L: 130 gp; C: 0 gp; M Adamantine Full Plate (16,200 gp) Amulet of Health +4 (16,000 gp) Cloak of Resistance +3 (9000 gp) Elemental Gem (Earth) (2250 gp) Gauntlets of Ogre Power +4 (16,000 gp) Heavy Steel Shield +2 (4170 gp) Warhammer +2 (Shock, Thundering) (32312 gp) Cloak of Resistance +1 (1000 gp) Elixir of Fire Breath (1100 gp) Light Mace +1, Spell Storing (8305 gp) Pearl of Power (2nd Level) (4000 gp) Periapt of Wisdom +2 (4000 gp) Potion of Shield of Faith +5 (900 gp) 3 Boots of Striding and Springing (5500 gp) 3 Greatsword +1 (2350 gp) 3 Guisarme +2 (8309 gp) 3 Oil of Magic

Vestment +5 (3000 gp) 3 Potion of Haste (750 gp) 3 Salve of Slipperiness (1000 gp)

Encounter Seven

APL 8 L: 20 gp; C: 0 gp; M Necklace of Natural Weaponry – Frost (2600 gp) Bracers of Armor +4 (16,000 gp) 2 Greatsword +1 (2350 gp)

APL 10 L: 20 gp; C: 0 gp; M Necklace of Natural Weaponry – Frost (2600 gp) Bracers of Armor +5 (25,000 gp) 2 Greatsword +1 Merciful (8350 gp)

APL 12 L: 20 gp; C: 0 gp; M Necklace of Natural Weaponry - Unholy, Shock (18,600 gp) Bracers of Armor +7 (49,000 gp) Potion of Flaming Fists (300 gp) Ring of Protection +3 (18,000 gp) 2 Greatsword +2 Merciful (18,350 gp)

APL 14 L: 20 gp; C: 0 gp; M Necklace of Natural Weaponry - (Human Bane, Dwarf Bane, Elf Bane, Gnome Bane) (32,600 gp) Bracers of Armor +8 (64,000 gp) Potion of Flaming Fists (300 gp) Ring of Protection +3 (18,000 gp) Ring of Shocking Blows (13,000 gp) Cloak of Resistance +3 (9000 gp) Ki Straps (5000 gp) 2 Greatsword +3 Merciful (32,350 gp)

APL 16 L: 20 gp; C: 0 gp; M Necklace of Natural Weaponry - (Brilliant Energy, Wounding) (72,600 gp) Bracers of Armor +8 (64,000 gp) Potion of Flaming Fists (300 gp) Ring of Protection +3 (18,000) Ring of Shocking Blows (13,000 gp) Vest of Resistance +3 (9000 gp) Cloak of Charisma +6 (36,000 gp) Gloves of Dexterity +6 (36,000 gp) 2 Greatsword +3 Merciful (32,350 gp) Amulet of Health +2 (4000 gp) Headband of Intellect +4 (16,000 gp) Cloak of Resistance +3 (9000 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 333.9 gp; C: 15.6 gp; M: 8121 gp) – Total: 8470.5 gp (2400 gp).

APL 10: L: 479.9 gp; C: 15.6 gp; M: 14,670 gp) – Total: 15,165.5 gp (3500gp).

APL 12: L: 340.4 gp; C: 15.6 gp; M: 30,339.5 gp) – Total: 30385.5 gp (6000gp).

APL 14: L: 237.9 gp; C: 15.6 gp; M: 52,209.5 gp) – Total: 52463 gp (11,200gp).

APL 16: L: 220.4 gp; C: 15.6 gp; M: 86,709.5 gp) – Total: 86945.5 gp (20,000gp).

Items for the Adventure Record

Favor of the Knights of the Watch: This favor allows the character to effectively "cut the red tape" in a particular encounter where a Knight of the Watch would be able to act under more favorable circumstances. For example, the character could go armed where normally they would not be allowed, they might be able to view a closed crime scene, or enter a restricted area. Characters who are already members of the Knights of the Watch may use this favor to reduce time in grade for their next promotion.

Enmity of the Knights of the Watch: The Knights of the Watch are very displeased with the character. The character is considered hunted. The next time the character is detained within the Sheldomar Valley by a Lawful Organization for any reason, they are passed into the custody of the Knights of the Watch, where they will find themselves spending 12 TU performing various acts of mundane labor.

Favor of the Midnight Ravens: A character may expend this favor to automatically succeed at any one Gather Information, Knowledge Local, or Knowledge Nobility check of DC 30 or lower. Doing so requires 24 hours for sufficient resources to be made available. This favor may only be expended within the Sheldomar Valley. This favor may also be used to reduce time in grade for a member of the Midnight Ravens.

Enmity of the Midnight Ravens: In any scenario the character participates in, within the Sheldomar Valley where he or she pays at least 2 TU, they must pay an additional TU due to coincidental travelling inconveniences.

Enmity of Gallimar Withington: You have angered one of the more reknown assassins who operates within the Sheldomar Valley. This enmity will come into play when the character least expects it. In addition, the character receives a -4 to all charisma based checks when dealing with any criminal elements within the Sheldomar Valley, as most professionals of the darker trades are wary to associate with the individual.

Item Access

APL 8

Amulet of Natural Weaponry (adventure)
Upgrade to Frost Weapon (meta-regional)

APL 10 (all items from APL 8 plus)
Upgrade to Wounding Weapon (meta-regional)
Potion of Flaming Fists (meta-regional)

APL 12(all items from APL 10 plus)
Bracers of Armor +7 (meta-regional)
Ring of Protection +3 (meta-regional)
Upgrade to Shocking Weapon

APL 14 (all items from APL 12 plus)
Ring of Shocking Blows (meta-regional)
Ki Straps (adventure)

APL 16 (all items from APL 14 plus)
Brilliant Energy Upgrade
Cloak of Charisma +6
Gloves of Dexterity +6

Appendix I – NPCs

The stat blocks for this adventure have been deliberately chosen by the authors and are considered properly balanced for each APL. They should not be modified by the judge for any reason.

APL 8 (EL 11)

Encounter One

Baklunish Thrall, Human, Ftr6/Rav5; CR 11; Medium Humanoid; 5'5'; HD 11d10+33; hp 107; Init +1; Spd 20 ft/x3; AC 21(+8 armor, +2 shield, +1 dex); Atk +17/+12/+7 One-handed (1d6+7, 19-20/x2, Sickle +1); SV Fort +16, Ref +10, Will +7; AL CE; Str 18(+4), Dex 12(+1), Con 16(+3), Int 12(+1), Wis 6(-2), Cha 6(-2);

Skills and Feats: Handle Animal -1, Intimidate +12, Knowledge (local) +8, Knowledge (religion) +10, Survival +5; Blind-Fight, Improved Critical (Sickle), Iron Will, Lightning Reflexes, Power Attack, Improved Sunder, Weapon Focus (Sickle), Weapon Specialization (Sickle), Fast Healing

Pain Touch 2/day – An unarmed melee touch attack that deals 1d8+5 points of damage. If done through a weapon the damage is 1d4+5;

Aura of Fear 2/day – Enemies within 20' of the character suffer a -2 morale penalty on all saving throws for as long as they remain within range;

Cruelest Cut 1/day – With a successful strike, the character deals 1d4 points of temporary Constitution damage in addition to normal damage.

Possessions: Cloak of Resistance +4, Masterwork Full Plate, Masterwork Armor Spikes, Sickle+1, Explorer's Outfit, Small Belt Pouch (156 gp)

Encounter Three

Artesh Thron, Dwarf (Duergar), Ftr2/Rog6/Shd1; CR 10; Medium

Humanoid; 5'5'; HD 6d6+1d8+2d10+27; hp 68; Init +3; Spd 20 ft/x4; AC 23 (+5 armor, +3 shield, +3 dex, +1 deflection, +1 natural); Atk +9/+4 One-handed (1d10+3, 19-20/x2, Bastard Sword +1); SA Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor9, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +3d6, Trapfinding, Trap Sense +2, Evasion, Uncanny Dodge, Hide in Plain Sight SV Fort +10, Ref +12, Will +5; AL CE; Str 14 (+2), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 12 (+1), Cha 6 (-2);

Skills and Feats: Escape Artist +14, Hide +16, Jump +6, Listen +12, Move Silently +20, Perform (Dance) +3, Search +10, Spot +13, Tumble +16; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Bastard Sword)

Possessions: Amulet of Natural Armor +1, Bastard Sword +1, Cloak of Resistance +1, Explorer's Outfit, Mithral Chain Shirt +1, Mithral Heavy Shield +1, Ring of Protection +1

Enlarged: Large Humanoid; 10'10' (natural); AC 21 (+5 armor, +3 shield, +2 dex, -1 size, +1 deflection, +1 natural); Atk +9/+4 One-handed (2d8+4, 19-20/x2, Bastard Sword +1); Str 16 (+3), Dex 14 (+2);

Thrall Scout, Human, Ftr2/Rog2 (x2); CR 4; Medium Humanoid; 5'5'; HD 2d6+2d10+8; hp 30; Init +7; Spd 30 ft/x4; AC 20 (+5 armor, +3 shield, +3 dex); Atk +7 One-handed (1d6, 18-20/x2, Masterwork Rapier); SA Evasion, Sneak Attack +1d6, Trapfinding; SV Fort +5, Ref +6, Will +3;

AL NE; Str 10 (+0), Dex 17 (+3), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0);

Skills and Feats: Balance +6, Disable Device +6, Escape Artist +4, Hide +4, Listen +8, Move Silently +4, Open Lock +8, Search +6, Spot +8, Tumble +4; Dodge, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Rapier)

Possessions: Chain Shirt +1, Explorer's Outfit, Heavy Steel Shield +1, Masterwork Rapier, Tanglefoot Bag x2, Thunderstone x2

Thrall Seeker, Halfling (Deep), Rgr2/Rog2 (x2); CR 4; Small Humanoid; 5'/5'; HD 2d6+2d8+8; hp 27; Init +4; Spd 20 ft/x4; AC 20 (+4 armor, +4 dex, +1 size, +1 deflection); Atk +10 One-handed (1d4, 19-20/x2, Masterwork Short Sword), +8 Two-Weapon (primary) (1d4/19-20/x2, Masterwork Short Sword), +8 Two-Weapon (secondary) (1d4/19-20/x2, Masterwork Short Sword); SA Darkvision 60', +1 racial bonus on all saving throws, Stonecunning (+2), +2 morale bonus on saving throws against fear, +2 to Appraise and Craft checks that deal with stone or metal Wild Empathy, Evasion, Favored Enemy (Human) +2, Track, Combat Style (Two-Weapon Combat), Sneak Attack +1d6, Trapfinding; SV Fort +7, Ref +12, Will +2; AL NE; Str 10 (+0), Dex 18 (+4), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 10 (+0);

Skills and Feats: Balance +10, Escape Artist +8, Hide +14, Jump -1, Listen +9, Move Silently +10, Open Lock +9, Spot +6, Survival +5, Tumble +8; Weapon Finesse, Weapon Focus (Short Sword)

Possessions: Cloak of Resistance +1 Explorer's Outfit, Masterwork Short Sword x2, Studded Leather +1, Tanglefoot Bag x2, Thunderstone x2

Encounter 4

Laduguer's Hammer, Dwarf (Duergar), Clr3/Ftr2; CR 10; Medium Humanoid; 5'/5'; HD 7d8+2d10+27; hp 77; Init +1; Spd

20 ft/x3; AC 22 (+8 armor, +3 shield, +1 dex); Atk +13/+8 One-handed (1d8+5, 20/x3, Warhammer +1); SV Fort +12 Ref +4 Will +8, AL LE; Str 18 (+4), Dex 13 (+1), Con 16 (+3), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Skills and Feats: Concentration +14, Knowledge (religion) +11; Blind-Fight, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (Warhammer)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor9, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'/10' (natural); AC 20 (+8 armor, +3 shield, -1 size); Atk +13/+8 One-handed (2d6+6, 20/x3, Warhammer +1); Ref +3; Str 20 (+5), Dex 11 (+0);

Spells Prepared (5/4+1/4+1/2+1/1+1; Base DC = 12 + Spell Level); 0 – Cure minorx2, Resistance x2; guidance; 1st – Shield of Faith, entropic shield, bless, bane protection from good*; 2nd – bear's endurance, bull's strength, darkness, silence, soften earth and stone*; 3rd – Dispel Magic, Summon Monster III (hell hound), Magic Circle against Good*; 4th – Freedom of Movement, Stone Spikes*

Possessions: Cloak of Resistance +1, Cold Weather Outfit, Elemental Gem (Earth), Full Plate, Gauntlets of Ogre Power +2, Heavy Steel Shield +1, Warhammer +1

Laduguer's Heart, Dwarf (Duergar), Clr3; CR 4; Medium Humanoid; 5'/5'; HD 3d8+9; hp 25; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex); Atk +2 One-

handed (1d6, 20/x2, Light Mace); SV Fort +6, Ref +2, Will +6; AL LE; Str 10 (+0), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 16 (+3), Cha 8 (-1);

Skills and Feats: Concentration +9, Spellcraft +6; Combat Casting, Extend Spell

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor3, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'/10' (natural); AC 19 (+8 armor, +2 shield, -1 size); Atk +2 One-handed (1d6+1, 20/x2, Light Mace); Ref +1; Str 12 (+1), Dex 10 (+0);

Spells Prepared: (4/3+1/2+1; DC = 13 + Spell level) 0 - Cure minorx2, Resistance x2; 1 - Cure Light Wounds x2, bane, Protection from Good*; 2nd -Hold Person, Sound Burst, Soften Earth and Stone*

Possessions: Full Plate, Heavy Steel Shield, Light Mace, Pearl of Power (1st Level)

Laduguer's Fist, Dwarf (Duergar), Ftr2/Rog1; CR 4; Medium Humanoid; 5'/5'; HD 1d6+2d10+9; hp 26; Init +2; Spd 20 ft/x4; AC 15 (+3 armor, +2 dex); Atk +7 Two-handed (2d4+5,20/x3, Guisarme +1), +5 Two-handed (2d6+4 19-20/x2, Greatsword); SV Fort +6, Ref +4, Will +0; AL NE; Str 16 (+3), Dex 14 (+2), Con 16 (+3), Int 10 (+0), Wis 10 (+0), Cha 6 (-2);

Skills and Feats: Bluff +2, Hide +5, Jump +4, Listen +5, Move Silently +9, Search +4, Spot +5, Tumble +8; Combat Reflexes, Dodge, Quick Draw, Weapon Focus (Guisarme)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor3, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +1d6, Trapfinding

Enlarged: Large Humanoid; 10'/10' (natural); AC 13 (+3 armor, +1 dex, -1 size); Atk +7 Two-handed (2d6+6, 20/x3, Guisarme +1), +5 Two-handed (3d6+5, 19-20/x2, Greatsword); Ref +3; Str 18 (+4), Dex 12 (+1);

Possessions: Greatsword, Guisarme +1, Studded Leather

Encounter Seven

Mind Flayer Monk, Mind Flayer, Monk 4; CR 11; Medium Abberation; 5'/5'; HD 8d8+4d8+36; hp 108; Init +1(dex); Spd 40'; AC 23 (+3 Nat, +1 Dex, +5 Wis, +4 Arm); Atk +15/+15/+15/+15 (Flurry +13/+13/+13/+13) 1D8 +4 (+1D6 electricity) (20/x2); SV Fort +9, Ref +7, Will +15; AL LE; Str 19, Dex 12, Con 16, Int 16, Wis 20, Cha 18;

Skills and Feats: Hide +15(16), Move Silently +15(16), Spot +15(20), Listen +15(20), Sense Motive +15(20), Tumble +15(16), Balance +15(16); Power Attack, Expertise, Improved Grapple, Improved Unarmed Strike, Combat Reflexes, Hold the Line, Weapon Focus: Unarmed

Special Abilities: Evasion, Flurry of Blows, Ki Strike (magic), Slow Fall 20', Telepathy 100', SR 16, Improved Grab, Mind Blast (DC 20), Stunning Fist (DC 17)

Equipment: Necklace of Natural Weaponry - Frost, Bracers of Armor +4

Baklunish Thrall, Human Brbn1/Ftr6; CR 7; Medium Humanoid; 5'/5'; HD 1d12+6d10+35; hp 85; Init +2 (dex); Spd 40; AC 14(15 Dodge) (+4 Chain, +2 Dex, -2 Rage); Atk +15/+10 +1 *Greatsword* 2D6+10 (19-20/x2); SV Fort +12, Ref +6, Will (special); AL CE; Str 23, Dex 14, Con 20, Int 8, Wis 8, Cha 8;

Skills and Feats: Weapon Focus GreatSword, Power Attack, Cleave, Combat Reflexes, Dodge, Mobility, Spring Attack, Lightning Reflexes

Equipment: Chain Shirt, +1 GreatSword

APL 10 (EL 13)

Encounter One

Baklunish Thrall, Human, Ftr6/Rav7; CR 13; Medium Humanoid; 5'/5'; HD 13d10+39; hp 127; Init +1; Spd 20 ft/x3; AC 22(+9 armor, +2 shield, +1 dex); Atk +19/+14/+9 One-handed (1d6+7, 19-20/x2, Sickles +1 (Human Bane)); Atk +21/+16/+11 One-handed (1d6+9+2d6, 19-20/x2, Sickles +1 (Human Bane vs. Human)); SV Fort +17, Ref +11, Will +8; AL CE; Str 19(+4), Dex 12(+1), Con 16(+3), Int 12(+1), Wis 6(-2), Cha 6(-2);

Skills and Feats: Handle Animal -1, Intimidate +14, Knowledge (local) +9, Knowledge (religion) +12, Survival +6; Blind-Fight, Cleave, Improved Critical (Sickle), Iron Will, Lightning Reflexes, Power Attack, Improved Sunder, Weapon Focus (Sickle), Weapon Specialization (Sickle), Fast Healing

Pain Touch 3/day – An unarmed melee touch attack that deals 1d8+7 points of damage. If done through a weapon the damage is 1d4+7;

Aura of Fear 2/day – Enemies within 20' of the character suffer a -2 morale penalty on all saving throws for as long as they remain within range;

Cruelest Cut 1/day – With a successful strike, the character deals 1d4 points of temporary Constitution damage in addition to normal damage.

Possessions: Cloak of Resistance +4, Full Plate +1, Armor Spikes +1, Sickles +1 (Human Bane), Explorer's Outfit, Small Belt Pouch (156 gp)

Encounter Three

Artesh Thron, Dwarf (Duergar), Ftr4/Rog6/Shd1; CR 12; Medium Humanoid; 5'/5'; HD 6d6+1d8+4d10+33; hp 88; Init +3; Spd 30 ft/x4; AC 23 (+5 armor, +3 shield, +3 dex, +1 deflection, +1 natural); Atk +11/+6 One-handed (1d10+3, 17-20/x2, Bastard Sword +1); SA Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor11, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity Sneak Attack +3d6, Trapfinding, Trap Sense +2, Evasion, Uncanny Dodge, Hide in Plain Sight; SV Fort +11, Ref +13, Will +6; AL CE; Str 14 (+2), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 12 (+1), Cha 6 (-2);

Skills and Feats: Escape Artist +14, Hide +17, Jump +6, Listen +12, Move Silently +21, Perform (Dance) +3, Search +10, Spot +14, Tumble +16; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword)

Possessions: Amulet of Natural Armor +1, Bastard Sword +1, Boots of Striding and Springing, Cloak of Resistance +2, Explorer's Outfit, Mithral Chain Shirt +1, Mithral Heavy Shield +1, Ring of Protection +1

Enlarged: Large Humanoid; 10'/10' (natural); AC 21 (+5 armor, +3 shield, +2 dex, -1 size, +1 deflection, +1 natural); Atk +11/+6 One-handed (2d8+4, 17-20/x2, Bastard Sword +1); Str 16 (+3), Dex 14 (+2);

Thrall Scout, Human, Ftr2/Rog4 (x2); CR 6; Medium Humanoid; 5'/5'; HD 4d6+2d10+12; hp 42; Init +7; Spd 30 ft/x4; AC 21 (+5 armor, +3 shield, +3 dex); Atk +9 One-handed (1d6+1, 18-20/x2, Rapier +1); SA Evasion, Sneak Attack +2d6, Trap Sense +1, Trapfinding, Uncanny Dodge; SV Fort +6, Ref +7, Will +4; AL NE; Str 10 (+0), Dex 17 (+3), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0);

Skills and Feats: Balance +8, Disable Device +8, Escape Artist +6, Hide +6, Listen +10, Move Silently +6, Open Lock +10, Search +8, Spot +10, Tumble +6 Dodge, Mobility, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Rapier)

Possessions: Chain Shirt +1, Explorer's Outfit, Heavy Steel Shield +1, Rapier +1, Tanglefoot Bag x2, Thunderstone x2

Thrall Seeker, Halfling (Deep), Rgr4/Rog2 (x2); CR 6; Small Humanoid; 5'/5'; HD 2d6+4d8+12; hp 42; Init +4; Spd 20 ft/x4; AC 20 (+4 armor, +4 dex, +1 size, +1 natural); Atk +12 One-handed (1d4, 19-20/x2, Masterwork Short Sword), +10 Two-Weapon (primary) (1d4/19-20/x2, Masterwork Short Sword), +10 Two-Weapon (secondary) (1d4/19-20/x2, Masterwork Short Sword); SA Darkvision 60', +1 racial bonus on all saving throws, Stonecunning (+2), +2 morale bonus on saving throws against fear, +2 to Appraise and Craft checks that deal with stone or metal Wild Empathy, Evasion, Favored Enemy (Human) +2, Track, Combat Style (Two-Weapon Combat), Sneak Attack +1d6, Trapfinding, Endurance; SV Fort +8,

Ref +13, Will +3; AL NE; Str 10 (+0), Dex 19 (+4), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 10 (+0);

Skills and Feats: Balance +10, Escape Artist +9, Hide +16, Jump -1, Listen +11, Move Silently +12, Open Lock +9, Spot +8, Survival +7, Tumble +9; Dodge, Weapon Finesse, Weapon Focus (Short Sword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1, Explorer's Outfit, Masterwork Short Sword x2, Studded Leather +1, Tanglefoot Bag x2, Thunderstone x2

Encounter Four

Laduguer's Hammer, Dwarf (Duergar), Clr7/Ftr2/DwD1/Tem1; CR 12; Medium Humanoid; 5'/5'; HD 7d8+3d10+1d12+33; hp 98; Init +1; Spd 20 ft/x3; AC 23 (+8 armor, +3 shield, +1 dex, +1 dodge); Atk +15/+10 One-handed (1d8+7+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +17, Ref +5, Will +13; AL LE; Str 18 (+4), Dex 13 (+1), Con 16 (+3), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Skills and Feats: Concentration +15, Knowledge (religion) +12, Listen +4, Spot +4; Blind-Fight, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (Warhammer)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor11, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Mettle, Weapon Specialization (Warhammer), Defensive Stance (8 rnds, -2 Str Afterward), Spells

Enlarged: Large Humanoid; 10'/10' (natural); AC 20 (+8 armor, +3 shield, -1

size); Atk +15/+10 One-handed (2d6+8+1d6, 20/x3, Warhammer +1 (Shock)); Ref +4; Str 20 (+5), Dex 11 (+0);

Defensive Stance: Medium Humanoid; 5'5'; hp 115; AC 27 (+8 armor, +3 shield, +1 dex, +5 dodge); Atk +16/+11 One-handed (1d8+8+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +21, Ref +7, Will +15; Str 20 (+5), Dex 13 (+1), Con 20 (+5), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Enlarged Defensive Stance: Large Humanoid; 10'10' (natural); hp 115; AC 25 (+8 armor, +3 shield, +5 dodge, -1 size); Atk +16/+11 One-handed (2d6+9+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +21, Ref +6, Will +15; Str 22 (+6), Dex 11 (+0), Con 20 (+5), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Spells Prepared (5/4+1/4+1/2+1/1+1; Base DC = 12 + Spell Level); 0 – Cure minorx2, Resistance x2; guidance; 1st – Shield of Faith, entropic shield, bless, bane protection from good*; 2nd – bear's endurance, bull's strength, darkness, silence, soften earth and stone*; 3rd – Dispel Magic, Searing Light, Magic Circle against Good*; 4th – Freedom of Movement, Stone Spikes*

Possessions: Cloak of Resistance +2, Cold Weather Outfit, Elemental Gem (Earth), Full Plate, Gauntlets of Ogre Power +2, Heavy Steel Shield +1, Warhammer +1 (Shock)

Laduguer's Heart, Dwarf (Duergar), Clr5; CR 6; Medium Humanoid; 5'5'; HD 5d8+15; hp 41; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex); Atk +3 One-handed (1d6, 20/x2, Light Mace); SV Fort +8, Ref +3, Will +8; AL LE; Str 10 (+0), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 17 (+3), Cha 8 (-1);

Skills and Feats: Concentration +11, Spellcraft +8; Combat Casting, Extend Spell

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as

Sor5, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'10' (natural); AC 19 (+8 armor, +2 shield, -1 size); Atk +3 One-handed (1d6 +1, 20/x2, Light Mace); Ref +2; Str 12 (+1), Dex 10 (+0);

Spells Prepared: (5/4+1/3+1/2+1; DC = 13 + Spell level) 0 – Cure minorx2, Resistance x2, Detect Poison; 1 – Cure Light Wounds x2, Bane, Magic Weapon, Protection from Good*; 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, Soften Earth and Stone*; 3rd Summon Monster III (hell hound), Searing Light, Magic Circle against Good

Possessions: Cloak of Resistance +1, Elixir of Fire Breath, Full Plate, Heavy Steel Shield, Light Mace, Pearl of Power (1st Level)

Laduguer's Fist, Dwarf (Duergar), Ftr2/Rog3; CR 6; Medium Humanoid; 5'5'; HD 3d6+2d10+15; hp 41; Init +2; Spd 20 ft/x4; AC 15 (+3 armor, +2 dex); Atk +9 Two-handed (2d4+5, 20/x3, Guisarme +1), +7 Two-handed (2d6+4 19-20/x2, Greatsword); SV Fort +7, Ref +5, Will +1; AL NE; Str 16 (+3), Dex 14 (+2), Con 17 (+3), Int 10 (+0), Wis 10 (+0), Cha 6 (-2);

Skills and Feats: Bluff +4, Hide +7, Jump +6, Listen +7, Move Silently +11, Search +6, Spot +7, Tumble +10; Combat Reflexes, Dodge, Quick Draw, Weapon Focus (Guisarme)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor5, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4),

+2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +2d6, Trapfinding, Evasion

Enlarged: Large Humanoid; 10'/10' (natural); AC 13 (+3 armor, +1 dex, -1 size); Atk +9 Two-handed (2d6+6, 20/x3, Guisarme +1), +7 Two-handed (3d6+5, 19-20/x2, Greatsword); Ref +4; Str 18 (+4), Dex 12 (+1);

Possessions: Greatsword, Guisarme +1, Potion of Haste, Salve of Slipperiness, Studded Leather

Encounter Seven

Mind Flayer Monk, Mind Flayer, Monk 6; CR 13; Medium Abberation; 5'/5'; HD 8d8+6d8+42; hp 124; Init +5(dex); Spd 50'; AC 25 (+3 Nat, +1 Dex, +5 Wis, +5 Arm, +1 Monk); Atk +16/+16/+16/+16 (Flurry +15/+15/+15/+15/+15) 1D8 +4 (+1D6 Fire, +2D6 Unholy) (20/x2); SV Fort +10, Ref +8, Will +16; AL LE; Str 19, Dex 12, Con 16, Int 16, Wis 20, Cha 18;

Skills and Feats: Hide +17(18), Move Silently +17(18), Spot +17(22), Listen +17(22), Sense Motive +17(22), Tumble +17(18), Balance +17(18); Power Attack, Expertise, Improved Grapple, Improved Unarmed Strike, Combat Reflexes, Hold the Line, Weapon Focus: Unarmed, Improved Disarm, Snatch Weapon (B), Improved Initiative

Special Abilities: Evasion, Flurry of Blows, Ki Strike (magic), Slow Fall 20', Telepathy 100', SR 16, Improved Grab, Mind Blast (DC 21), Stunning Fist (DC 18)

Equipment: Necklace of Natural Weaponry - Frost, Bracers of Armor +5

Baklunish Thrall, Human Brbn1/Ftr8; CR 9; Medium Humanoid; 5'/5'; HD

1d12+8d10+45; hp 110; Init +2 (dex); Spd 40; AC 14(15 Dodge) (+4 Chain, +2 Dex, -2 Rage); Atk +18/+13 +1 *Merciful Greatsword* 2D6+1D6+11 (19-20/x2); SV Fort +12, Ref +6, Will (special); AL CE; Str 24, Dex 14, Con 20, Int 8, Wis 8, Cha 8;

Skills and Feats: Weapon Focus GreatSword, Power Attack, Cleave, Combat Reflexes, Dodge, Mobility, Spring Attack, Lightning Reflexes, Hold the Line, Expert Tactician

Equipment: Chain Shirt, +1 Merciful GreatSword

APL 12 (EL 15)

Encounter One

Baklunish Thrall, Human, Ftr8/Rav7; CR 15; Medium Humanoid; 5'/5'; HD 15d10+45; hp 146; Init +1; Spd 20 ft/x3; AC 22(+9 armor, +2 shield, +1 dex); Atk +21/+16/+11 One-handed (1d6+6, 19-20/x2, Sickle +1 (Human Bane)); Atk +23/+18/+12 One-handed (1d6+7+2d6, 19-20/x2, Sickle +1 (Human Bane vs. Human)); SV Fort +21, Ref +12, Will +9; AL CE; Str 19(+4), Dex 12(+1), Con 16(+3), Int 12(+1), Wis 6(-2), Cha 6(-2);

Skills and Feats: Handle Animal -1, Intimidate +16, Knowledge (local) +10, Knowledge (religion) +13, Survival +7; Blind-Fight, Great Fortitude, Improved Critical (Sickle), Iron Will, Lightning Reflexes, Power Attack, Cleave, Improved Bull Rush, Improved Sunder, Weapon Focus (Sickle), Weapon Specialization (Sickle), Fast Healing

Pain Touch 3/day – An unarmed melee touch attack that deals 1d8+7 points of damage. If done through a weapon the damage is 1d4+7;

Aura of Fear 2/day – Enemies within 20' of the character suffer a -2 morale penalty on all saving throws for as long as they remain within range;

Cruelest Cut 1/day – With a successful strike, the character deals 1d4 points of temporary Constitution damage in addition to normal damage.

Possessions: Cloak of Resistance +5, Full Plate +1(Light Fortification), Armor Spikes +1 (Frost), Sickle +1 (Human Bane), Explorer's Outfit, Small Belt Pouch (156 gp)

Encounter Three

Artesh Thron, Dwarf (Duergar), Ftr4/Rog8/Shd1; CR 14; Medium Humanoid; 5'/5'; HD 8d6+1d8+4d10+39; hp 101; Init +3; Spd 30 ft/x4; AC 24 (+5 armor, +4 shield, +3 dex, +1 deflection, +1 natural); Atk +14/+9 One-handed (1d10+1d6+3, 17-20/x2, Bastard Sword +1); SA Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor13, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity Sneak Attack +4d6, Trapfinding, Trap Sense +2, Evasion, Uncanny Dodge, Improved Uncanny Dodge (Rog12), Hide in Plain Sight; SV Fort +11, Ref +14, Will +6; AL CE; Str 16 (+3), Dex 17 (+3), Con 16 (+3), Int 12 (+1), Wis 12 (+1), Cha 6 (-2);

Skills and Feats: Escape Artist +16, Hide +25, Jump +6, Listen +14, Move Silently +29, Perform (Dance) +3, Search +12, Spot +16, Tumble +20; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Expert Tactician

Possessions: Amulet of Natural Armor +1, Bastard Sword +1, Boots of Striding and Springing, Cloak of Resistance +2, Explorer's Outfit, Gauntlets of Ogre Power

+2, Mithral Chain Shirt +1 (Shadow, Silent Moves), Mithral Heavy Shield +2, Ring of Protection +1

Enlarged: Large Humanoid; 10'/10' (natural); AC 22 (+5 armor, +4 shield, +2 dex, -1 size, +1 deflection, +1 natural); Atk +14/+9 One-handed (2d8+5, 17-20/x2, Bastard Sword +1); Str 18 (+4), Dex 15 (+2);

Thrall Scout, Human, Ftr4/Rog4 (x2); CR 8; Medium Humanoid; 5'/5'; HD 4d6+4d10+16; hp 59; Init +8; Spd 30 ft/x4; AC 23 (+5 armor, +3 shield, +4 dex, +1 deflection); Atk +13/+8 One-handed (1d6+1, 18-20/x2, Rapier +1); SA Evasion, Sneak Attack +2d6, Trap Sense +1, Trapfinding, Uncanny Dodge; SV Fort +7, Ref +9, Will +5; AL NE; Str 10 (+0), Dex 18 (+4), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0);

Skills and Feats: Balance +11, Disable Device +8, Escape Artist +9, Hide +11, Listen +10, Move Silently +11, Open Lock +11, Search +8, Spot +10, Tumble +9; Dodge, Mobility, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Possessions: Chain Shirt +1, Explorer's Outfit, Heavy Steel Shield +1, Necklace of Fireballs Type I, Rapier +1, Ring of Protection +1, Tanglefoot Bag x2, Thunderstone x2

Thrall Seeker, Halfling (Deep), Rgr5/Rog3 (x2); CR 8; Small Humanoid; 5'/5'; HD 3d6+5d8+16; hp 55; Init +5; Spd 20 ft/x4; AC 22 (+4 armor, +5 dex, +1 size, +1 deflection, +1 natural); Atk +14/+9 One-handed (1d4+1, 19-20/x2, Short Sword +1), +12/+7 Two-Weapon (primary) (1d4+1, 19-20/x2, Short Sword +1), +12 Two-Weapon (secondary) (1d4+1, 19-20/x2, Short Sword +1); SA Darkvision 60', +1 racial bonus on all saving throws, Stonecunning (+2), +2 morale bonus on saving throws against fear,

+2 to Appraise and Craft checks that deal with stone or metal, Wild Empathy, Evasion, Favored Enemy (Human) +4, Track, Combat Style (Two-Weapon Combat), Sneak Attack +2d6, Trapfinding, Endurance; SV Fort +9, Ref +14, Will +4; AL NE; Str 10 (+0), Dex 20 (+5), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 10 (+0);

Skills and Feats: Balance +12, Escape Artist +12, Hide +19, Jump +1, Listen +13, Move Silently +15, Open Lock +10, Spot +10, Survival +8, Tumble +13; Dodge, Weapon Finesse, Weapon Focus (Short Sword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +1, Explorer's Outfit, Short Sword +1 x2, Studded Leather +1, Tanglefoot Bag x2, Thunderstone x2

Encounter Four

Laduguer's Hammer, Dwarf (Duergar), Clr7/Ftr2/DwD3/Tem1; CR 14; Medium Humanoid; 5'5'; HD 7d8+3d10+3d12+52; hp 130; Init +1; Spd 20 ft/x3; AC 24 (+8 armor, +4 shield, +1 dex, +1 dodge); Atk +17/+12/+7 One-handed (1d8+7+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +20, Ref +7, Will +15; AL LE; Str 19 (+4), Dex 13 (+1), Con 18 (+4), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Skills and Feats: Concentration +15, Knowledge (religion) +12, Listen +6, Spot +6; Blind-Fight, Dodge, Endurance, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Warhammer)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor13, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move

Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Mettle, Weapon Specialization (Warhammer), Defensive Stance 2/day (8 rnds, -2 Str afterward), Uncanny Dodge, Spells

Enlarged: Large Humanoid; 10'/10' (natural); AC 22 (+8 armor, +4 shield, -1 size, +1 dodge); Atk +17/+12/+7 One-handed (2d6+8+1d6, 20/x3, Warhammer +1 (Shock)); Ref +6; Str 21 (+5), Dex 11 (+0);

Defensive Stance: Medium Humanoid; 5'5'; hp 150; AC 26 (+8 armor, +2 shield, +1 dex, +5 dodge); Atk +18/+13/+8 One-handed (1d8+8+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +24, Ref +9, Will +17; Str 21 (+5), Dex 13 (+1), Con 22 (+6), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Enlarged Defensive Stance: Large Humanoid; 10'/10' (natural); hp 150; AC 24 (+8 armor, +2 shield, +5 dodge, -1 size); Atk +18/+13/+9 One-handed (2d6+9+1d6, 20/x3, Warhammer +1 (Shock)); SV Fort +24, Ref +8, Will +17; Str 21 (+5), Dex 11 (+0), Con 20 (+5), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Spells Prepared (5/4+1/4+1/2+1/1+1; Base DC = 12 + Spell Level); 0 – Cure minorx2, Resistance x2; guidance; 1st – Shield of Faith, entropic shield, bless, bane protection from good*; 2nd – bear's endurance, bull's strength, darkness, silence, soften earth and stone*; 3rd – Dispel Magic, Searing Light, Magic Circle against Good*; 4th – Freedom of Movement, Stone Spikes*

Possessions: Amulet of Health +2, Cloak of Resistance +3, Cold Weather Outfit, Elemental Gem (Earth), Full Plate, Gauntlets of Ogre Power +2, Heavy Steel Shield +2, Warhammer +1 (Shock)

Laduguer's Heart, Dwarf (Duergar), Clr7; CR 8; Medium Humanoid; 5'5'; HD 7d8+21; hp 58; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex); Atk +6 One-handed (1d6+1, 20/x2, Light Mace +1); SV Fort +9, Ref +6, Will +9; AL LE; Str 10

(+0), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 17 (+3), Cha 8 (-1);

Skills and Feats: Concentration +13, Spellcraft +10; Combat Casting, Lightning Reflexes, Extend Spell

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor7, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'/10' (natural); AC 19 (+8 armor, +2 shield, -1 size); Atk +6 One-handed (1d6+2, 20/x2, Light Mace +1); Ref +5; Str 12 (+1), Dex 10 (+0);

Spells Prepared: (6/5+1/4+1/3+1/2+1; DC = 13 + Spell level) 0 - Cure minorx2, Resistance x2, Detect Magic, Detect Poison; 1 - Cure Light Wounds x2, Bane, Shield of Faithx2, Protection from Good*; 2nd - Cure Moderate Wounds, Darkness, Hold Person, Sound Burst, Soften Earth and Stone*; 3rd Summon Monster III (hell hound), Invisibility Purge, Prayer, Magic Circle Against Good* 4th - Freedom of Movement, Cure Serious Wounds, Stone Spike*

Possessions: Cloak of Resistance +1, Elixir of Fire Breath, Full Plate, Heavy Steel Shield, Light Mace +1, Pearl of Power (1st Level)

Laduguer's Fist, Dwarf (Duergar), Ftr4/Rog3 (x3); CR 8; Medium Humanoid; 5'/5'; HD 3d6+4d10+21; hp 59; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 dex); Atk +11/+6 Two-handed (2d4+5, 20/x3, Guisarme), +10/+5 Two-handed (2d6+5 19-20/x2, Greatsword); SV Fort +9, Ref +7, Will +3; AL NE; Str 16 (+3), Dex 14 (+2), Con 17 (+3), Int 10 (+0), Wis 10 (+0), Cha 6 (-2);

Skills and Feats: Bluff +4, Hide +7, Jump +6, Listen +7, Move Silently +11, Search +6, Spot +7, Tumble +12; Combat Reflexes, Dodge, Mobility, Power Attack, Quick Draw, Weapon Focus (Guisarme)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor7, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +2d6, Trapfinding, Evasion

Enlarged: Large Humanoid; 10'/10' (natural); AC 13 (+3 armor, +1 dex, -1 size); Atk +11/+6 Two-handed (2d6+6, 20/x3, Guisarme +1), +10/+5 Two-handed (3d6+6, 19-20/x2, Greatsword +1); Ref +6; Str 18 (+4), Dex 12 (+1);

Possessions: Boots of Striding and Springing, Greatsword +1, Guisarme +1, Potion of Haste, Salve of Slipperiness, Studded Leather

Encounter Seven

Mind Flayer Monk, Mind Flayer, Monk 8; CR 15; Medium Abberation; 5'/5'; HD 8d8+8d8+48; hp 144; Init +5(dex); Spd 50'; AC 30 (+3 Nat, +1 Dex, +5 Wis, +7 Arm, +1 Monk, +3 Def); Atk +19/+19/+19/+19 (Flurry +18/+18/+18/+18) 1D10 +5 (+1D6 Fire, +2D6 Unholy, +1D6 electricity) (20/x2); SV Fort +11, Ref +9, Will +17; AL LE; Str 20, Dex 12, Con 16, Int 16, Wis 20, Cha 18;

Skills and Feats: Hide +19(20), Move Silently +19(20), Spot +19(24), Listen +19(24), Sense Motive +19(24), Tumble +19(20), Balance +19(20); Power Attack, Expertise, Improved Grapple, Improved Unarmed Strike, Combat Reflexes, Hold the

Line, Weapon Focus: Unarmed, Improved Disarm, Snatch Weapon (B), Improved Initiative

Special Abilities: Evasion, Flurry of Blows, Ki Strike (magic), Slow Fall 20', Telepathy 100', SR 18, Improved Grab, Mind Blast (DC 21), Stunning Fist (DC 18), Wholeness of Body

Equipment: Necklace of Natural Weaponry - Unholy, Shock, Bracers of Armor +7, Potion of Flaming Fists, Ring of Protection +3

Baklunish Thrall, Human Brbn1/Ftr10; CR 11; Medium Humanoid; 5'5'; HD 1d12+10d10+55; hp 134; Init +2 (dex); Spd 40; AC 14(15 Dodge) (+4 Chain, +2 Dex, -2 Rage); Atk +18/+13 +2 *Merciful Greatsword* 2D6+1D6+12 (17-20/x2); SV Fort +13, Ref +6, Will (special); AL CE; Str 24, Dex 14, Con 20, Int 8, Wis 8, Cha 8;

Skills and Feats: Weapon Focus GreatSword, Power Attack, Cleave, Combat Reflexes, Dodge, Mobility, Spring Attack, Lightning Reflexes, Hold the Line, Expert Tactician, Improved Critical

Equipment: Chain Shirt, +2 Merciful GreatSword

APL 14 (EL 17)

Encounter One

Baklunish Thrall, Human, Ftr8/Rav9; CR 17; Medium Humanoid; 5'5'; HD 17d10+51; hp 166; Init +1; Spd 20 ft/x3; AC 23(+10 armor, +2 shield, +1 dex); Atk +24/+19/+14/+9 One-handed (1d6+8+1Con, 19-20/x2, Sickie +1 (Wounding, Human Bane)); Atk +26/+21/+16/+11 One-handed (1d6+8+2d6+1Con, 19-20/x2, Sickie +1 (Wounding, Human Bane vs. Human)); SV Fort +22, Ref +13, Will +10; AL CE; Str 20(+5), Dex 12(+1), Con 16(+3), Int 12(+1), Wis 6(-2), Cha 6(-2);

Skills and Feats: Handle Animal -1, Intimidate +18, Knowledge (local) +11, Knowledge (religion) +15, Survival +8; Blind-Fight, Great Fortitude, Improved Critical (Sickle), Iron Will, Lightning Reflexes, Power Attack, Cleave, Improved Bull Rush, Improved Sunder, Weapon Focus (Sickle), Weapon Specialization (Sickle), Fast Healing

Pain Touch 3/day – An unarmed melee touch attack that deals 1d8+9 points of damage. If done through a weapon the damage is 1d4+9;

Aura of Fear 3/day – Enemies within 20' of the character suffer a -2 morale penalty on all saving throws for as long as they remain within range.

Cruellest Cut 3/day – With a successful strike, the character deals 1d4 points of temporary Constitution damage in addition to normal damage.

Possessions: Cloak of Resistance +5, Full Plate +2 (Moderate Fortification), Armor Spikes +1 (Frost), Sickie +1 (Wounding, Human Bane), Explorer's Outfit, Small Belt Pouch (156 gp)

Encounter Three

Artesh Thron, Dwarf (Duergar), Ftr4/Rog10/Shd1; CR 16; Medium Humanoid; 5'5'; HD 10d6+1d8+4d10+60; hp 126; Init +3; Spd 30 ft/x4; AC 24 (+5 armor, +4 shield, +3 dex, +2 deflection); Atk +16/+11/+6 One-handed (1d10+3+1d6, 17-20/x2+1d10, Bastard Sword +1 (Acidic Burst)); SA Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor15, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity,

Sneak Attack +5d6, Trapfinding, Trap Sense +3, Evasion, Uncanny Dodge, Improved Uncanny Dodge (Rog15), Opportunist, Hide in Plain Sight; SV Fort +13, Ref +15, Will +7; AL CE; Str 16 (+3), Dex 17 (+3), Con 16 (+3), Int 12 (+1), Wis 12 (+1), Cha 6 (-2);

Skills and Feats: Escape Artist +18, Hide +22, Jump +6, Listen +16, Move Silently +26, Perform (Dance) +5, Search +14, Spot +18, Tumble +24; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Weapon Focus (Bastard Sword), Expert Tactician

Possessions: Amulet of Health +2, Bastard Sword +1 (Acidic Burst), Boots of Striding and Springing, Cloak of Resistance +2, Explorer's Outfit, Gauntlets of Ogre Power +2, Mithral Chain Shirt +1 (Shadow, Silent Moves), Mithral Heavy Shield +2, Ring of Protection +2

Enlarged: Large Humanoid; 10'/10' (natural); AC 22 (+5 armor, +4 shield, +2 dex, -1 size, +2 deflection); Atk +16/+11/+6 One-handed (2d8+3+1d6, 19-20/x2+1d10, Bastard Sword +1 (Acidic Burst)); Str 18 (+4), Dex 15 (+2);

Thrall Scout, Human, Ftr4/Rog6 (x2); CR 10; Medium Humanoid; 5'/5'; HD 6d6+4d10+20; hp 72; Init +8; Spd 30 ft/x4; AC 23(+5 armor, +3 shield, +4 dex, +1 deflection); Atk +14/+9 One-handed (1d6+3+2d6, 18-20/x2, Rapier +1 (Vicious) +1d6 to wielder); SA Evasion, Sneak Attack +3d6, Trap Sense +2, Trapfinding, Uncanny Dodge; SV Fort +8, Ref +10, Will +6; AL NE; Str 10(+0), Dex 18(+4), Con 14(+2), Int 12(+1), Wis 12(+1), Cha 10(+0);

Skills and Feats: Balance +13, Disable Device +10, Escape Artist +11, Hide +13, Listen +12, Move Silently +13, Open Lock +13, Search +10, Spot +12, Tumble +11; Blind-Fight, Dodge, Mobility,

Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Possessions: Chain Shirt +1, Explorer's Outfit, Heavy Steel Shield +1, Necklace of Fireballs Type II, Rapier +1 (Vicious), Ring of Protection +1, Tanglefoot Bag x2, Thunderstone x2

Thrall Seeker, Halfling (Deep), Rgr5/Rog5 (x2); CR 10; Small Humanoid; 5'/5'; HD 5d6+5d8+20; hp 67; Init +5; Spd 20 ft/x4; AC 22 (+5 armor, +5 dex, +1 size, +1 natural); Atk +16/+11 One-handed (1d4+1, 19-20/x2, Short Sword +1), +14/+9 Two-Weapon (primary) (1d4 +1 19-20/x2, Short Sword +1), +14 Two-Weapon (secondary) (1d4+1, 19-20/x2, Short Sword +1); SA Darkvision 60', +1 racial bonus on all saving throws, Stonecunning (+2), +2 morale bonus on saving throws against fear, +2 to Appraise and Craft checks that deal with stone or metal; Wild Empathy, Evasion, Favored Enemy (Human) +4, Track, Combat Style (Two-Weapon Combat), Sneak Attack +2d6, Trapfinding, Endurance, Uncanny Dodge, Trap Sense +1; SV Fort +10, Ref +16, Will +5; AL NE; Str 10 (+0), Dex 20 (+5), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 10 (+0);

Skills and Feats: Balance +14, Escape Artist +14, Hide +21, Jump +3, Listen +15, Move Silently +17, Open Lock +10, Spot +12, Survival +10, Tumble +13; Dodge, Mobility, Weapon Finesse, Weapon Focus (Short Sword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +2, Explorer's Outfit, Short Sword +1 x2, Studded Leather +2, Tanglefoot Bag x2, Thunderstone x2

Encounter Four

Laduguer's Hammer, Dwarf (Duergar), Clr7/Ftr2/DwD5/Tem1; CR 16; Medium Humanoid; 5'/5'; HD 7d8+3d10+5d12+60;

hp 154; Init +1; Spd 20 ft/x3; AC 25 (+8 armor, +4 shield, +1 dex, +2 dodge); Atk +19/+14/+9 One-handed (1d8+7+1d6, 20/x3+1d8, Warhammer +1 (Shock, Thundering)); SV Fort +21, Ref +7, Will +16; AL LE; Str 19 (+4), Dex 13 (+1), Con 18 (+4), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Skills and Feats: Concentration +15, Knowledge (religion) +12, Listen +8, Spot +8; Blind-Fight, Combat Reflexes, Dodge, Endurance, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Warhammer)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor15, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Mettle, Weapon Specialization (Warhammer), Defensive Stance 3/day (8 rnds, -2 Str afterward), Uncanny Dodge, Trap Sense +1, Spells

Enlarged: Large Humanoid; 10'/10' (natural); AC 23 (+8 armor, +4 shield, -1 size, +2 dodge); Atk +19/+14/+9 One-handed (2d6+8+1d6, 20/x3+2d8, Warhammer +1 (Shock, Thundering)); Ref +7; Str 21 (+5), Dex 11 (+0);

Defensive Stance: Medium Humanoid; 5'/5'; hp 177; AC 27 (+8 armor, +2 shield, +1 dex, +6 dodge); Atk +19/+14/+9 One-handed (1d8+8+1d6, 20/x3+1d8, Warhammer +1 (Shock, Thundering)); SV Fort +23, Ref +9, Will +17; Str 21 (+5), Dex 13 (+1), Con 22 (+6), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Enlarged Defensive Stance: Large Humanoid; 10'/10' (natural); hp 177; AC 25 (+8 armor, +2 shield, +2 misc, +4 dodge, -1 size); Atk +20/+15/+10 One-handed

(2d6+9+1d6, 20/x3+2d8, Warhammer +1 (Shock, Thundering)); SV Fort +23, Ref +8, Will +17; Str 23 (+6), Dex 11 (+0), Con 22 (+6), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Spells Prepared (5/4+1/4+1/2+1/1+1; Base DC = 12 + Spell Level); 0 – Cure minorx2, Resistance x2; guidance; 1st – Shield of Faith, entropic shield, bless, bane protection from good*; 2nd – bear's endurance, bull's strength, darkness, silence, soften earth and stone*; 3rd – Dispel Magic, Searing Light, Magic Circle against Good*; 4th – Freedom of Movement, Stone Spikes*

Possessions: Adamantine Full Plate (DR 3), Amulet of Health +2, Cloak of Resistance +3, Cold Weather Outfit, Elemental Gem (Earth), Gauntlets of Ogre Power +2, Heavy Steel Shield +2, Warhammer +1 (Shock, Thundering)

Laduguer's Heart, Dwarf (Duergar), Clr9; CR 10; Medium Humanoid; 5'/5'; HD 9d8+27; hp 74; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex); Atk +7/+2 One-handed (1d6+1, 20/x2, Light Mace +1); SV Fort +10, Ref +7, Will +12; AL LE; Str 10 (+0), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 20 (+5), Cha 8 (-1);

Skills and Feats: Concentration +15, Spellcraft +12; Combat Casting, Endurance, Lightning Reflexes, Extend Spell

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor9, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'/10' (natural); AC 19 (+8 armor, +2 shield, -1 size); Atk +6/+1 One-handed (1d6+2, 20/x2,

Light Mace +1); Ref +6; Str 12 (+1), Dex 10 (+0);

Spells *Prepared:*
(6/5+1/5+1/4+1/3+1/1+1; DC = 14 + Spell level) 0 - Cure minorx2, Resistance x2, Detect Magic, Detect Poison; 1 - Cure Light Wounds x2, Bane, Shield of Faithx2, Protection from Good*; 2nd - Cure Moderate Woundsx2, Darkness, Hold Person, Sound Burst, Soften Earth and Stone*; 3rd Dispel Magic, Summon Monster III (hell hound), Prayer, Searing Light, Magic Circle Against Good* 4th - Freedom of Movement, Cure Serious Wounds, Death Ward Stone Spike*; 5th - Flame Strike, Dispel Good*

Possessions: Cloak of Resistance +1, Elixir of Fire Breath, Full Plate, Heavy Steel Shield, Light Mace +1, Pearl of Power (1st Level), Periapt of Wisdom +2, Potion of Shield of Faith +5

Laduguer's Fist, Dwarf(Duergar), Ftr4/Rog5 (x3); CR 10; Medium Humanoid; 5'/5'; HD 5d6+4d10+36; hp 79; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 dex); Atk +12/+7 Two-handed (2d4+5, 20/x3, Guisarme +1), +11/+6 Two-handed (2d6+5 19-20/x2, Greatsword +1); SV Fort +9, Ref +7, Will +2; AL NE; Str 16 (+3), Dex 14 (+2), Con 18 (+4), Int 10 (+0), Wis 10 (+0), Cha 6 (-2);

Skills and Feats: Bluff +6, Hide +9, Jump +8, Listen +9, Move Silently +13, Search +8, Spot +9, Tumble +14; Combat Reflexes, Dodge, Mobility, Spring Attack, Power Attack, Quick Draw, Weapon Focus (Guisarme)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor9, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal

with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +3d6, Trapfinding, Evasion, Uncanny Dodge, Trap Sense +1

Enlarged: Large Humanoid; 10'/10' (natural); AC 13 (+3 armor, +1 dex, -1 size); Atk +12/+7 Two-handed (2d6+6, 20/x3, Guisarme +1), +11/+6 Two-handed (3d6+6, 19-20/x2, Greatsword +1); Ref +6; Str 18 (+4), Dex 12 (+1);

Possessions: Boots of Striding and Springing, Greatsword +1, Guisarme +1, Potion of Haste, Salve of Slipperiness, Studded Leather

Encounter Seven

Mind Flayer Monk, Mind Flayer, Monk 10; CR 17; Medium Abberation; 5'/5'; HD 8d8+10d8+54; hp 162; Init +5(dex); Spd 60'; AC 32 (+3 Nat, +1 Dex, +5 Wis, +8 Arm, +2 Monk, +3 Def); Atk +20/+20/+20/+20 (Flurry +20/+20/+20/+20/+20) 1D10 +6 (+1D6 Fire, +2D6+2 Bane, +1D8+3 Electricity) (20/x2); SV Fort +11, Ref +9, Will +17; AL LE; Str 20, Dex 12, Con 16, Int 16, Wis 20, Cha 18;

Skills and Feats: Hide +21(22), Move Silently +21(22), Spot +21(26), Listen +21(26), Sense Motive +21(26), Tumble +21(22), Balance +21(22); Power Attack, Expertise, Improved Grapple, Improved Unarmed Strike, Combat Reflexes, Hold the Line, Weapon Focus: Unarmed, Improved Disarm, Snatch Weapon (B), Improved Initiative, Coup De Grace

Special Abilities: Evasion, Flurry of Blows, Ki Strike (magic), Slow Fall 20', Telepathy 100', SR 22, Improved Grab, Mind Blast (DC 23), Stunning Fist (DC 25), Wholeness of Body

Equipment: Necklace of Natural Weaponry - (Human Bane, Dwarf Bane, Elf Bane, Gnome Bane), Bracers of Armor +8,

Potion of Flaming Fists, Ring of Protection +3, Ring of Shocking Blows, Cloak of Resistance +3, Ki Straps

Baklunish Thrall, Human Brbn1/Ftr12; CR 13; Medium Humanoid; 5'5'; HD 1d12+12d10+65; hp 156; Init +2 (dex); Spd 40; AC 14(15 Dodge) (+4 Chain, +2 Dex, -2 Rage); Atk +25/+20/+15 +3 *Merciful Greatsword* 2D6+1D6+12 (17-20/x2); SV Fort +14, Ref +7, Will (special); AL CE; Str 25, Dex 14, Con 20, Int 8, Wis 8, Cha 8;

Skills and Feats: Weapon Focus GreatSword, Power Attack, Cleave, Expert Tactician, Dodge, Mobility, Spring Attack, Lightning Reflexes, Combat Reflexes, Hold the Line, Improved Critical, Power Critical, Greater Weapon Focus GreatSword

Equipment: Chain Shirt, +3 *Merciful GreatSword*

APL 16 (EL 19)

Encounter One

Baklunish Thrall, Human, Ftr8/Rog2/Rav9; CR 19; Medium Humanoid; 5'5'; HD 2d6+17d10+57; hp 179; Init +1; Spd 20 ft/x3; AC 23(+10 armor, +2 shield, +1 dex); Atk +25/+20/+15/+10 One-handed (1d6+9+1 Con, 20/x2, Sickle +2 (Wounding, Human Bane); Atk +27/+22/+17/+12 One-handed (1d6+9+2d6+1 Con, 20/x2, Sickle +2 (Wounding, Human Bane vs. Human); SV Fort +22, Ref +16, Will +10; AL CE; Str 20(+5), Dex 12(+1), Con 16(+3), Int 12(+1), Wis 6(-2), Cha 6(-2);

Skills and Feats: Climb -1, Concentration +4, Gather Information +2, Handle Animal -1, Intimidate +20, Knowledge (local) +13, Knowledge (religion) +16, Listen +0, Search +3, Spot +0, Survival +9; Blind-Fight, Great Fortitude, Improved Critical (Sickle), Iron

Will, Lightning Reflexes, Power Attack, Cleave, Improved Bull Rush, Improved Sunder, Weapon Focus (Sickle), Weapon Specialization (Sickle), Fast Healing

Pain Touch 3/day – An unarmed melee touch attack that deals 1d8+9 points of damage. If done through a weapon the damage is 1d4+9;

Aura of Fear 3/day – Enemies within 20' of the character suffer a -2 morale penalty on all saving throws for as long as they remain within range;

Cruelest Cut 3/day – With a successful strike, the character deals 1d4 points of temporary Constitution damage in addition to normal damage;

Evasion – With a successful Reflex save vs. a magical attack the character takes no damage;

Sneak Attack +1d6 – Anytime someone the character attacks is denied their Dexterity bonus or the character is flanking them the character inflicts an extra +1d6 points of damage.

Possessions: Cloak of Resistance +5, Full Plate +2 (Heavy Fortification), Armor Spikes +1 (Frost, Keen), Sickle +2 (Wounding, Human Bane), Explorer's Outfit, Small Belt Pouch (156 gp)

Encounter Three

Artesh Thron, Dwarf (Duergar), Ftr4/Rog12/Shd1; CR 18; Medium Humanoid; 5'5'; HD 12d6+1d8+4d10+85; hp 154; Init +4; Spd 30 ft/x4; AC 26 (+5 armor, +5 shield, +4 dex, +2 deflection); Atk +19/+14/+9 One-handed (1d10+5+1d6, 17-20/x2+1d10, Bastard Sword +1 (Acidic Burst)); SA Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor17, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus

against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +6d6, Trapfinding, Trap Sense +4, Evasion, Uncanny Dodge, Improved Uncanny Dodge (Rog16), Opportunist, Hide in Plain Sight SV Fort +17, Ref +19, Will +10; AL CE; Str 18 (+4), Dex 18 (+4), Con 20 (+5), Int 12 (+1), Wis 12 (+1), Cha 6 (-2);

Skills and Feats: Escape Artist +25, Hide +25, Jump +6, Listen +18, Move Silently +29, Perform (Dance) +5, Search +16, Spot +20, Tumble +27; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Weapon Focus (Bastard Sword), Expert Tactician

Possessions: Amulet of Health +4, Bastard Sword +1 (Acidic Burst), Boots of Striding and Springing, Cloak of Resistance +4, Explorer's Outfit, Gauntlets of Ogre Power +4, Mithral Chain Shirt +1 (Shadow, Silent Moves), Mithral Heavy Shield +3, Ring of Protection +2

Enlarged: Large Humanoid; 10'/10' (natural); AC 24 (+5 armor, +5 shield, +3 dex, -1 size, +2 deflection); Atk +19/+14/+9 One-handed (2d8+6+1d6, 19-20/x2+1d10, Bastard Sword +1 (Acidic Burst)); Str 20 (+5), Dex 16 (+3);

Thrall Scout, Human, Ftr4/Rog8 (x2); CR 12; Medium Humanoid; 5'/5'; HD 8d6+4d10+24; hp 84; Init +8; Spd 30 ft/x4; AC 23 (+5 armor, +3 shield, +4 dex, +1 deflection); Atk +15/+10 One-handed (1d6+2+2d6, 18-20/x2, Rapier +1 (Vicious) +1d6 to wielder); SA Evasion, Sneak Attack +4d6, Trap Sense +2, Trapfinding, Uncanny Dodge, Improved Uncanny Dodge (Rog12) SV Fort +10, Ref +13, Will +8; AL NE; Str 10 (+0), Dex 19 (+4), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10(+0);

Skills and Feats: Balance +15, Disable Device +12, Escape Artist +13, Hide +15, Listen +14, Move Silently +15, Open Lock +15, Search +12, Spot +14, Tumble +13; Blind-Fight, Dodge, Mobility, Spring Attack, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Possessions: Chain Shirt +1, Cloak of Resistance +2, Explorer's Outfit, Heavy Steel Shield +1, Necklace of Fireballs Type II, Rapier +1 (Vicious), Ring of Protection +1, Tanglefoot Bag x2, Thunderstone x2

Thrall Seeker, Halfling (Deep), Rgr9/Rog4 (x2); CR 13; Small Humanoid; 5'/5'; HD 4d6+9d8+26; hp 91; Init +5; Spd 20 ft/x4; AC 22 (+5 armor, +5 dex, +1 size, +1 natural); Atk +20/+15/+10 One-handed (1d4+1d6, 19-20/x2, Short Sword +1 (Flaming)), +18/+13/+8 Two-Weapon (primary) (1d4+1d6, 19-20/x2, Short Sword +1 (Flaming)), +18/+13 Two-Weapon (secondary) (1d4+1d6, 19-20/x2, Short Sword +1 (Flaming)); SA Darkvision 60', +1 racial bonus on all saving throws, Stonecunning (+2), +2 morale bonus on saving throws against fear, +2 to Appraise and Craft checks that deal with stone or metal Wild Empathy, Evasion, Favored Enemy (Human) +4, Track, Improved Combat Style (Two-Weapon Combat), Sneak Attack +2d6, Trapfinding, Endurance, Uncanny Dodge, Trap Sense +1, Woodland Stride, Swift Tracker; SV Fort +12, Ref +18, Will +9; AL NE; Str 10(+0), Dex 21(+5), Con 14(+2), Int 12(+1), Wis 10(+0), Cha 10(+0);

Skills and Feats: Balance +13, Escape Artist +14, Hide +24, Jump +5, Listen +18, Move Silently +20, Open Lock +10, Spot +15, Survival +14, Tumble +14; Dodge, Mobility, Iron Will, Weapon Finesse, Weapon Focus (Short Sword)

Possessions: Amulet of Natural Armor +1, Cloak of Resistance +2,

Explorer's Outfit, Short Sword +1 (Flaming) x2, Studded Leather +2, Tanglefoot Bag x2, Thunderstone x2

Encounter Four

Laduguer's Hammer, Dwarf (Duergar), Clr7/Ftr2/DwD7/Tem1; CR 18; Medium Humanoid; 5'5'; HD 7d8+3d10+7d12+85; hp 191; Init +1; Spd 20 ft/x3; AC 26 (+8 armor, +4 shield, +1 dex, +3 dodge); Atk +24/+19/+14 One-handed (1d8+10+1d6, 20/x3+1d8, Warhammer +2 (Shock, Thundering)); SV Fort +23, Ref +10, Will +17; AL LE; Str 22 (+6), Dex 13 (+1), Con 20 (+5), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Skills and Feats: Concentration +15, Knowledge (religion) +12, Listen +10, Spot +10; Blind-Fight, Combat Reflexes, Dodge, Endurance, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Warhammer)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor17, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Mettle, Weapon Specialization (Warhammer), Defensive Stance 3/day (8 rnds, -2 Str afterward), Uncanny Dodge, Improved Uncanny Dodge (Rog11), Damage Reduction 3/-, Trap Sense +1, Spells

Enlarged: Large Humanoid; 10'/10' (natural); AC 24 (+8 armor, +4 shield, -1 size, +3 dodge); Atk +24/+19/+14 One-handed (2d6+11+1d6, 20/x3+2d8, Warhammer +2 (Shock, Thundering); Ref +9; Str 24 (+7), Dex 11 (+0);

Defensive Stance: Medium Humanoid; 5'5'; hp 217; AC 30 (+8 armor, +4 shield, +1 dex, +7 dodge); Atk +24/+19/+14 One-handed (1d8+11+1d6, 20/x3+1d8, Warhammer +2 (Shock, Thundering)); SV Fort +27, Ref +12, Will +19; Str 24 (+7), Dex 13 (+1), Con 24 (+7), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Enlarged Defensive Stance: Large Humanoid; 10'/10' (natural); hp 217; AC 28 (+8 armor, +2 shield, +3 misc, +4 dodge, -1 size); Atk +25/+20/+15 One-handed (2d6+12+1d6, 20/x3+2d8, Warhammer +2 (Shock, Thundering)); SV Fort +27, Ref +11, Will +19; Str 26 (+8), Dex 11 (+0), Con 24 (+7), Int 10 (+0), Wis 14 (+2), Cha 7 (-2);

Spells Prepared (5/4+1/4+1/2+1/1+1; Base DC = 12 + Spell Level); 0 – Cure minorx2, Resistance x2; guidance; 1st – Shield of Faith, entropic shield, bless, bane protection from good*; 2nd – bear's endurance, bull's strength, darkness, silence, soften earth and stone*; 3rd – Dispel Magic, Searing Light, Magic Circle against Good*; 4th – Freedom of Movement, Stone Spikes*

Possessions: Adamantine Full Plate (DR 3), Amulet of Health +4, Cloak of Resistance +3, Cold Weather Outfit, Elemental Gem (Earth), Gauntlets of Ogre Power +4, Heavy Steel Shield +2, Warhammer +2 (Shock, Thundering)

Laduguer's Heart, Dwarf (Duergar), Clr11; CR 12; Medium Humanoid; 5'5'; HD 11d8+33; hp 91; Init +1; Spd 20 ft/x3; AC 21(+8 armor, +2 shield, +1 dex); Atk +9/+4 One-handed (1d6+1, 20/x2, Light Mace +1 (Spell Storing)); SV Fort +11, Ref +7, Will +13; AL LE; Str 10(+0), Dex 12(+1), Con 16(+3), Int 10(+0), Wis 20(+5), Cha 8(-1);

Skills and Feats: Concentration +17, Spellcraft +14; Combat Casting, Endurance, Lightning Reflexes, Extend Spell

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor11, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity

Enlarged: Large Humanoid; 10'/10' (natural); AC 19 (+8 armor, +2 shield, -1 size); Atk +9/+4 One-handed (1d6+2, 20/x2, Light Mace +1 (Spell Storing)); Ref +6; Str 12 (+1), Dex 10 (+0);

Spells *Prepared:* (6/7+1/5+1/5+1/4+1/2+1/1+1; DC = 14 + Spell level) 0 - Cure minorx2, Resistance x2, Detect Magic, Detect Poison; 1 - Cure Light Wounds x2, Bane, Shield of Faithx2, Protection from Goodx2*; 2nd - Cure Moderate Woundsx2, Darkness, Hold Person, Sound Burst, Soften Earth and Stone*; 3rd Dispel Magicx2, Summon Monster III (hell hound), Prayer, Searing Light, Magic Circle Against Good* 4th - Freedom of Movement, Cure Serious Woundsx2, Death Ward, Stone Spike*; 5th - Flame Strikex2, Dispel Good*; 6th - Inflict Moderate Wounds, Mass, StoneSkin*

Possessions: Cloak of Resistance +1, Elixir of Fire Breath, Full Plate, Heavy Steel Shield, Light Mace +1 (Spell Storing), Pearl of Power (2nd Level), Periapt of Wisdom +2, Potion of Shield of Faith +5

Laduguer's Fist, Dwarf (Duergar), Ftr4/Rog7 (x3); CR 12; Medium Humanoid; 5'/5'; HD 7d6+4d10+44; hp 94; Init +2; Spd 30 ft/x4; AC 15 (+3 armor, +2 dex); Atk +14/+9 Two-handed (2d4+5, 20/x3, Guisarme +1), +13/+8 Two-handed (2d6+5 19-20/x2, Greatsword +1); SV Fort +10, Ref +8, Will +3; AL NE; Str 16 (+3),

Dex 14 (+2), Con 18 (+4), Int 10 (+0), Wis 10 (+0), Cha 6 (-2);

Skills and Feats: Bluff +8, Hide +11, Jump +10, Listen +11, Move Silently +15, Search +8, Spot +11, Tumble +18; Combat Reflexes, Dodge, Mobility, Spring Attack, Power Attack, Quick Draw, Weapon Focus (Guisarme)

Special Abilities: Darkvision 120', 1/day Enlarge Person, Invisibility (Self) as Sor11, Immune to Paralysis, Phantasms and Poison, Stonecunning (+2), Stability (+4), +2 racial saving throw bonus against spells and effects, +1 racial bonus against orcs and goblinoids, +4 dodge bonus against giants, +4 to Appraise and Craft checks that deal with stone or metal, +4 racial bonus to Move Silently, +1 racial bonus to Listen and Spot, Light Sensitivity; Sneak Attack +4d6, Trapfinding, Evasion, Uncanny Dodge, Trap Sense +2

Enlarged: Large Humanoid; 10'/10' (natural); AC 13 (+3 armor, +1 dex, -1 size); Atk +14/+9 Two-handed (2d6+6, 20/x3, Guisarme +1), +13/+8 Two-handed (3d6+6, 19-20/x2, Greatsword +1); Ref +7; Str 18 (+4), Dex 12 (+1);

Possessions: Boots of Striding and Springing, Greatsword +1, Guisarme +1, Oil of Magic Vestment +5, Potion of Haste, Salve of Slipperiness, Studded Leather

Encounter Seven

Mind Flayer Monk, Mind Flayer, Monk 12; CR 19; Medium Abberation; 5'/5'; HD 8d8+12d8+60; hp 180; Init +5(dex); Spd 70'; AC 35 (+3 Nat, +4 Dex, +5 Wis, +8 Arm, +2 Monk, +3 Def); Atk +22/+22/+22/+22 (Flurry +23/+23/+23/+23/+23) 2D6 +8 (+1D8+3 Electricity, +1D6 Fire) (20/x2); SV Fort +16, Ref +14, Will +22; AL LE; Str 20, Dex 18, Con 16, Int 16, Wis 20, Cha 24;

Skills and Feats: Hide +23(26), Move Silently +23(26), Spot +23(28), Listen +23(28), Sense Motive +23(28), Tumble

+23(26), Balance +23(26); Power Attack, Expertise, Improved Grapple, Improved Unarmed Strike, Combat Reflexes, Hold the Line, Weapon Focus: Unarmed, Improved Disarm, Snatch Weapon (B), Improved Initiative, Coup De Grace, Ability Focus

Special Abilities: Evasion, Flurry of Blows, Ki Strike (magic), (lawful), Slow Fall 20', Telepathy 100', SR 22, Improved Grab, Mind Blast (DC 29), Stunning Fist (DC 21), Wholeness of Body, Diamond Body, Abundant Step

Equipment: Necklace of Natural Weaponry - (Brilliant Energy, Wounding), Bracers of Armor +8, Potion of Flaming Fists, Ring of Protection +3, Vest of Resistance +3, Ring of Shocking Blows, Cloak of Charisma +6, Gloves of Dexterity +6

precast - StoneSkin (13th level)

Baklunish Thrall, Human Brbn1/Ftr12; CR 13; Medium Humanoid; 5'5'; HD 1d12+12d10+65; hp 156; Init +2 (dex); Spd 40; AC 14(15 Dodge) (+4 Chain, +2 Dex, -2 Rage); Atk +25/+20/+15 +3 *Merciful Greatsword* 2D6+1D6+12 (17-20/x2); SV Fort +14, Ref +7, Will (special); AL CE; Str 25, Dex 14, Con 20, Int 8, Wis 8, Cha 8;

Skills and Feats: Weapon Focus GreatSword, Power Attack, Cleave, Expert Tactician, Dodge, Mobility, Spring Attack, Lightning Reflexes, Combat Reflexes, Hold the Line, Improved Critical, Power Critical, Greater Weapon Focus GreatSword

Equipment: Chain Shirt, +3 *Merciful GreatSword*

Baklunish Wizard, Human, Wiz13; CR 13; Medium Humanoid; 5'5'; HD 13d4+33; hp 66; Init +7; Spd 30'; AC 21 (+3 Dex, +4 Shield, +4 Mage Armor); Atk +8 ranged; SV Fort +9, Ref +10, Will (special); AL NE; Str 6, Dex 16, Con 16, Int 24, Wis 10, Cha 6;

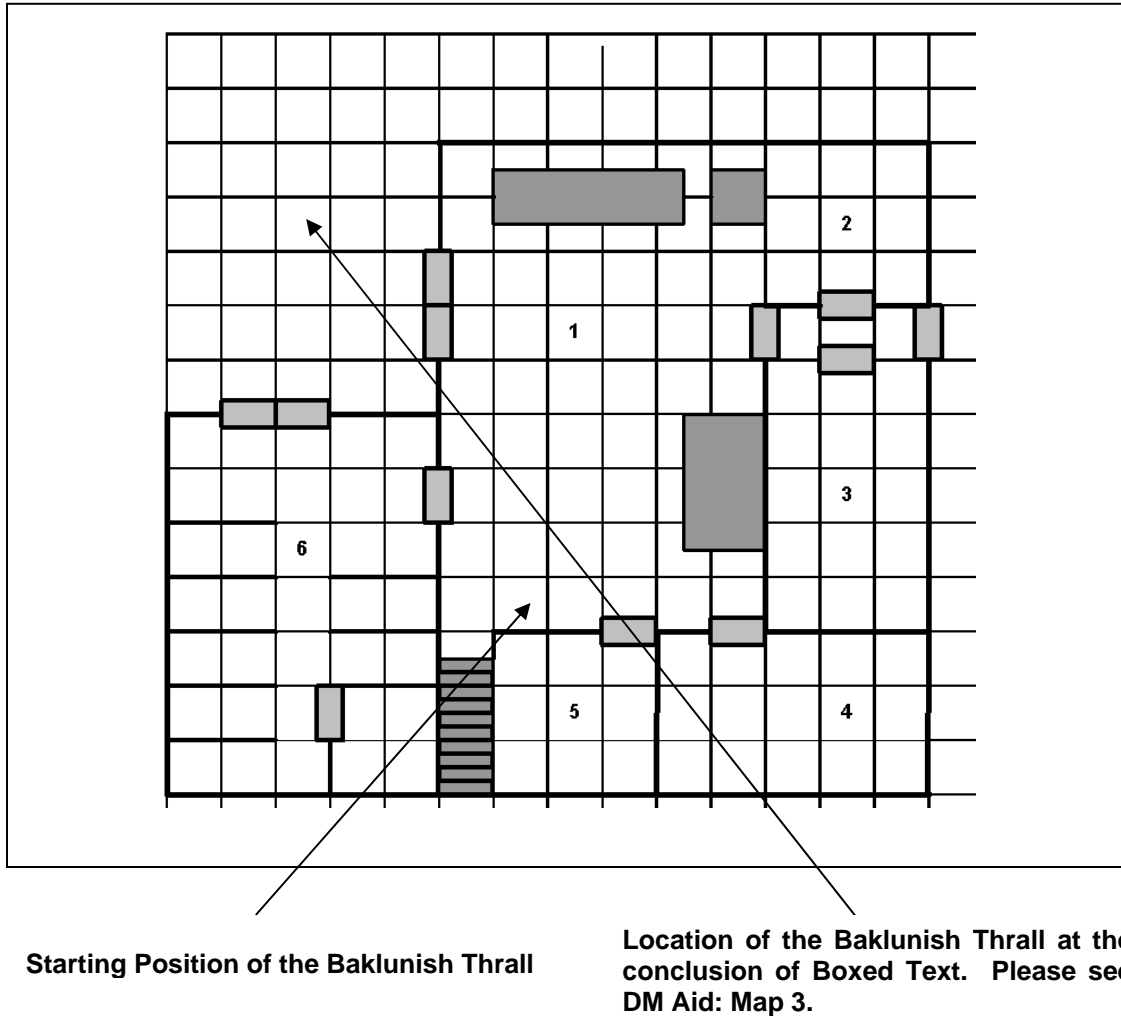
Skills and Feats: Concentration +16(23); Combat Casting, Scribe Scroll, Improved Initiative, Spell Focus Enchantment, Greater Spell Focus Enchantment, Quicken Spell, Empower Spell

Spell List: (DC = 17+Spell Level, Enchantment DC = 19 + Spell Level) 1st Lvl - Charm Person x2, ~~Mage Armor, Shield~~, Ray of Enfeeblement x2 2nd Lvl - Touch of Idiocy x2 Tasha's Hideous Laughter x2 Web, ~~False Life~~; 3rd Lvl - Hold Person x2, Slow x2, Dispel Magic x3; 4th Lvl - Confusion, Bestow Curse, Evard's Black Tentacles, Empowered Touch of Idiocy, Stoneskin, Polymorph; 5th Lvl - Dominate Person x2, Mind Fog, Overland Flight, Baleful Polymorph; 6th Lvl - Mass Suggestion, Empowered Bestow Curse, Quickened Tasha's Hideous Laughter, Greater Dispel Magic; 7th Lvl - Mass Hold Person x2, Quickened Polymorph

Equipment: Amulet of Health +2, Headband of Intellect +4, Cloak of Resistance +3

Appendix II – DM Aids

DM Aids: Map #1 – The Defiant Gesture



DM Aids: Map #1 – Locations Within The Defiant Gesture

1 – The common room of The Defiant Gesture. The patrons are allowed to shift table and chair positions over the course of the day so they are normally scattered around the room. The bar takes up most of the north wall with a fireplace set in the south wall directly opposite. A large stage is set against the eastern wall.

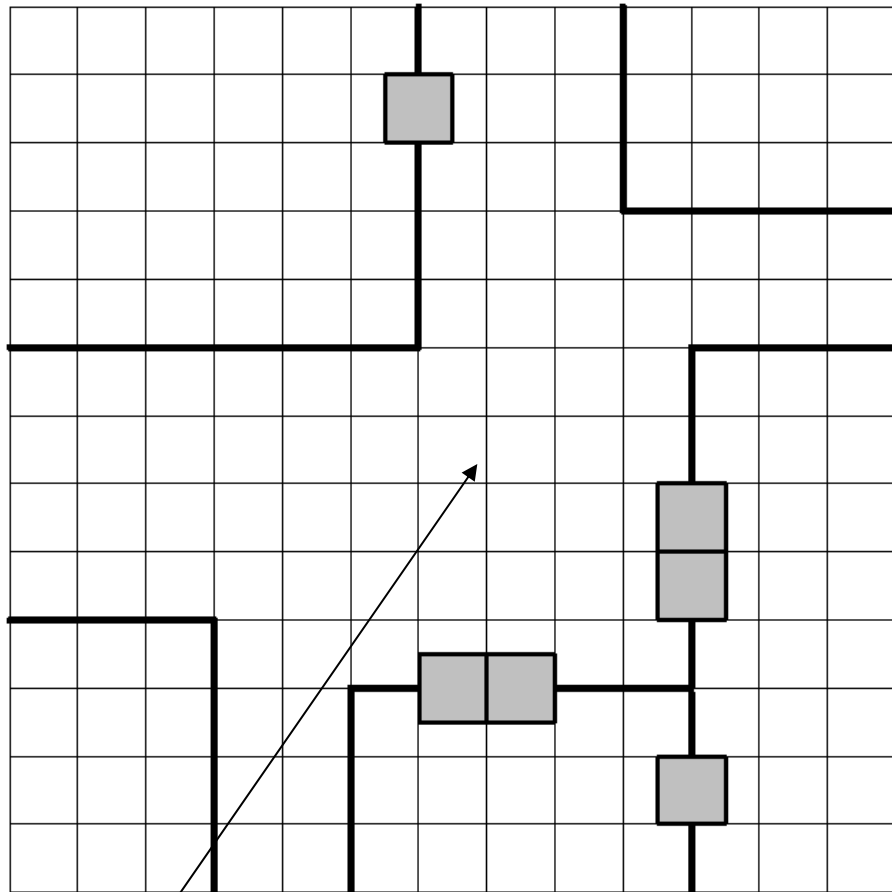
2 – This is the kitchen. It is of substantial size, with multiple ovens and roasting pits for various sorts of game.

3 – This is the storage room. Over a dozen kegs are stacked here along with all of the goods required to keep the Inn functioning.

4, 5 – These are private dining rooms. Each has a large table with comfortable padded chairs arranged for a quiet after-dinner meal. Both rooms have a fireplace set with sideboards holding breads, wine, and cheese that is replaced daily.

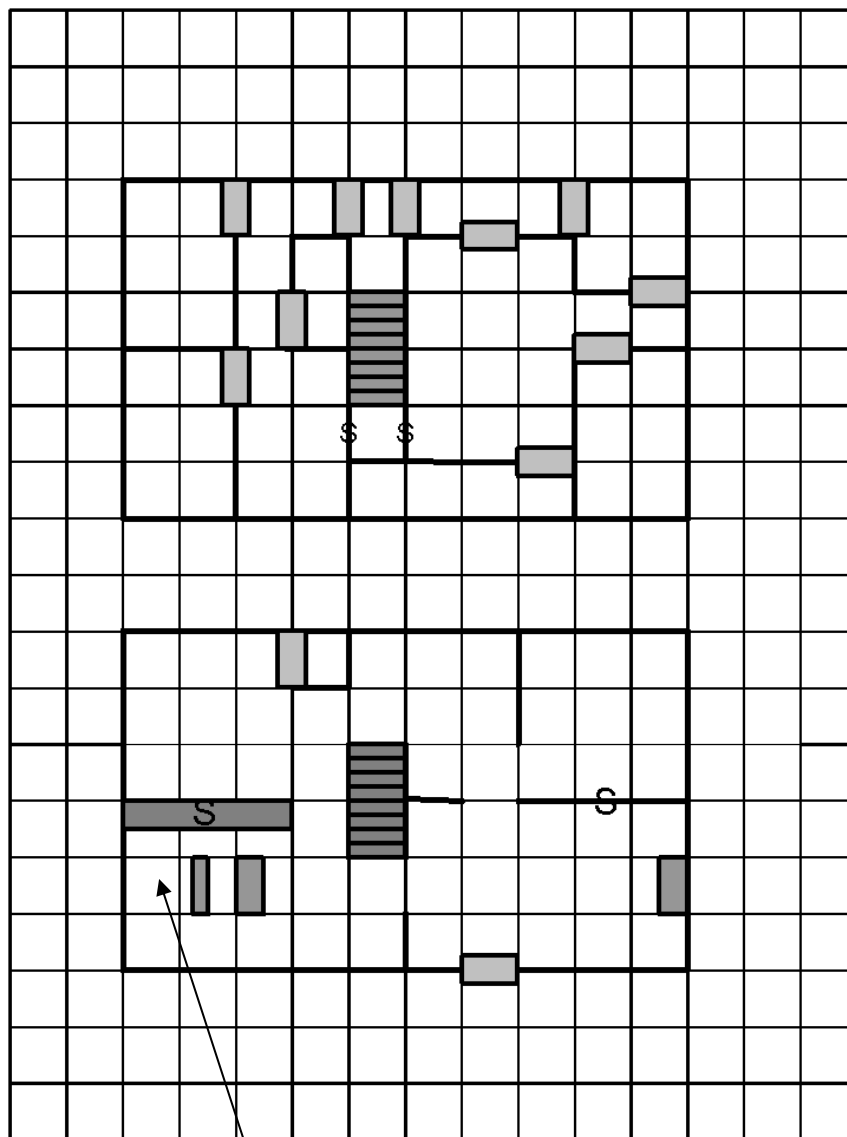
6 – This is the attached stable. It has space for seven horses, associated feed and tack as well as an office/quarters for the stablemaster hired by the owner of the Gesture.

DM Aids: Map #2 – Outside the Defiant Gesture



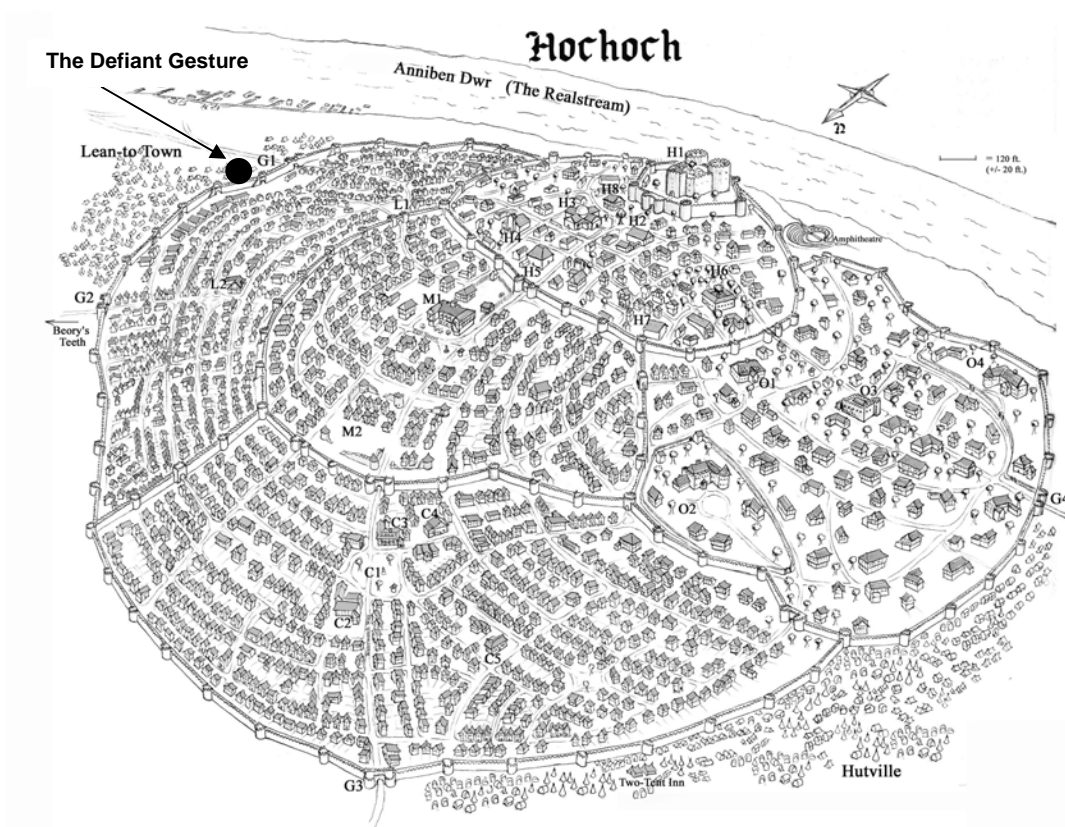
Location of the Baklunish Thrall at the conclusion of Boxed Text.

DM Aids: Map #3 – The Cackling Crow Boarding House



Aspect of Knowledge Starting Location

DM Aids: Map #4 – Hochoch Town Map



DM Aids: Map #4 – Locations within Hochoch

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – lowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

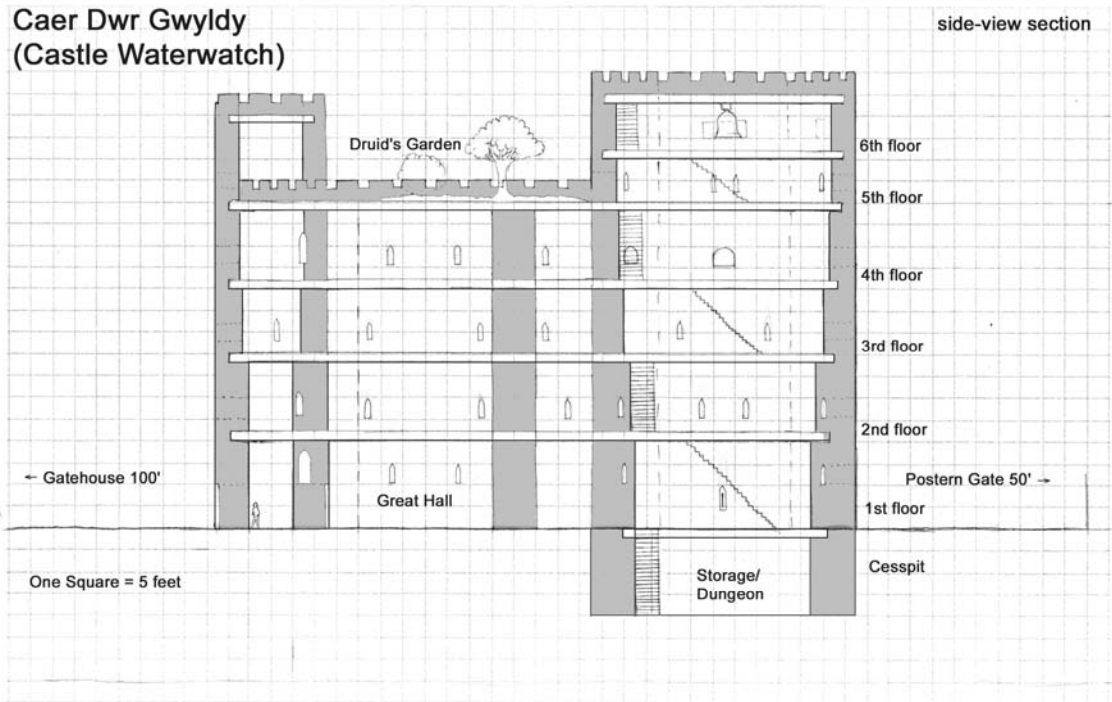
Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

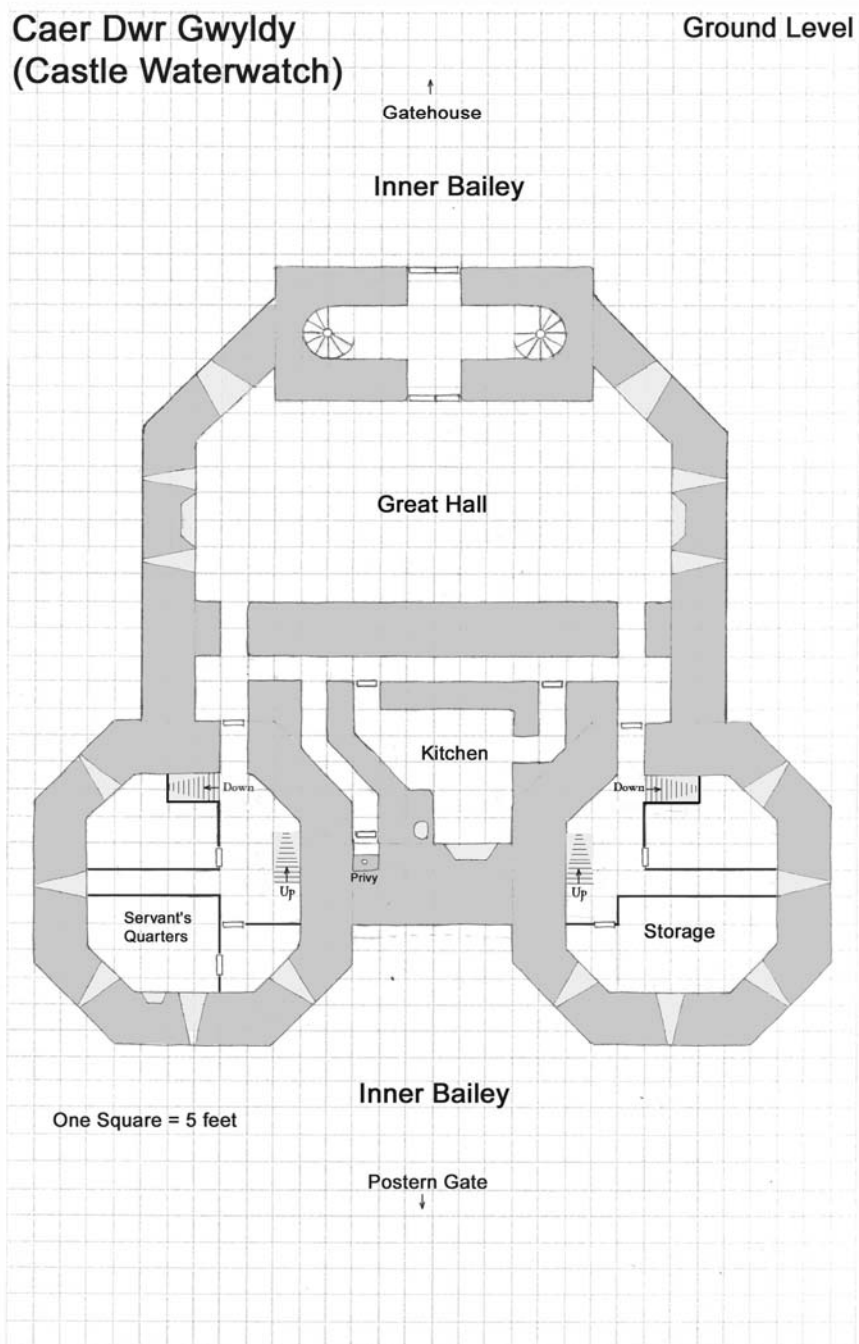
Hilltop:

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Trevol Llys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn

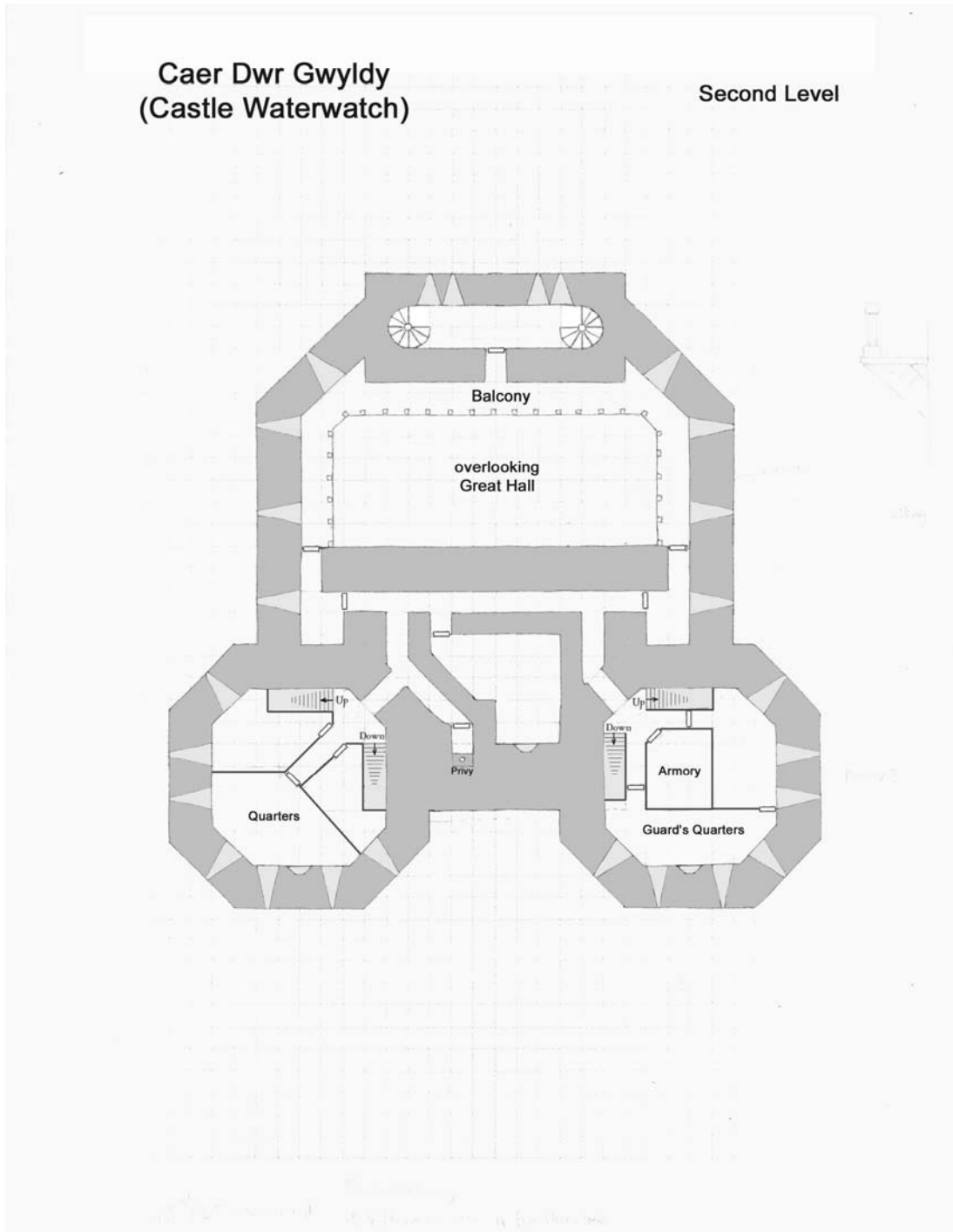
DM Aids: Map #5 – Caer Dwr Gwyldy Side View



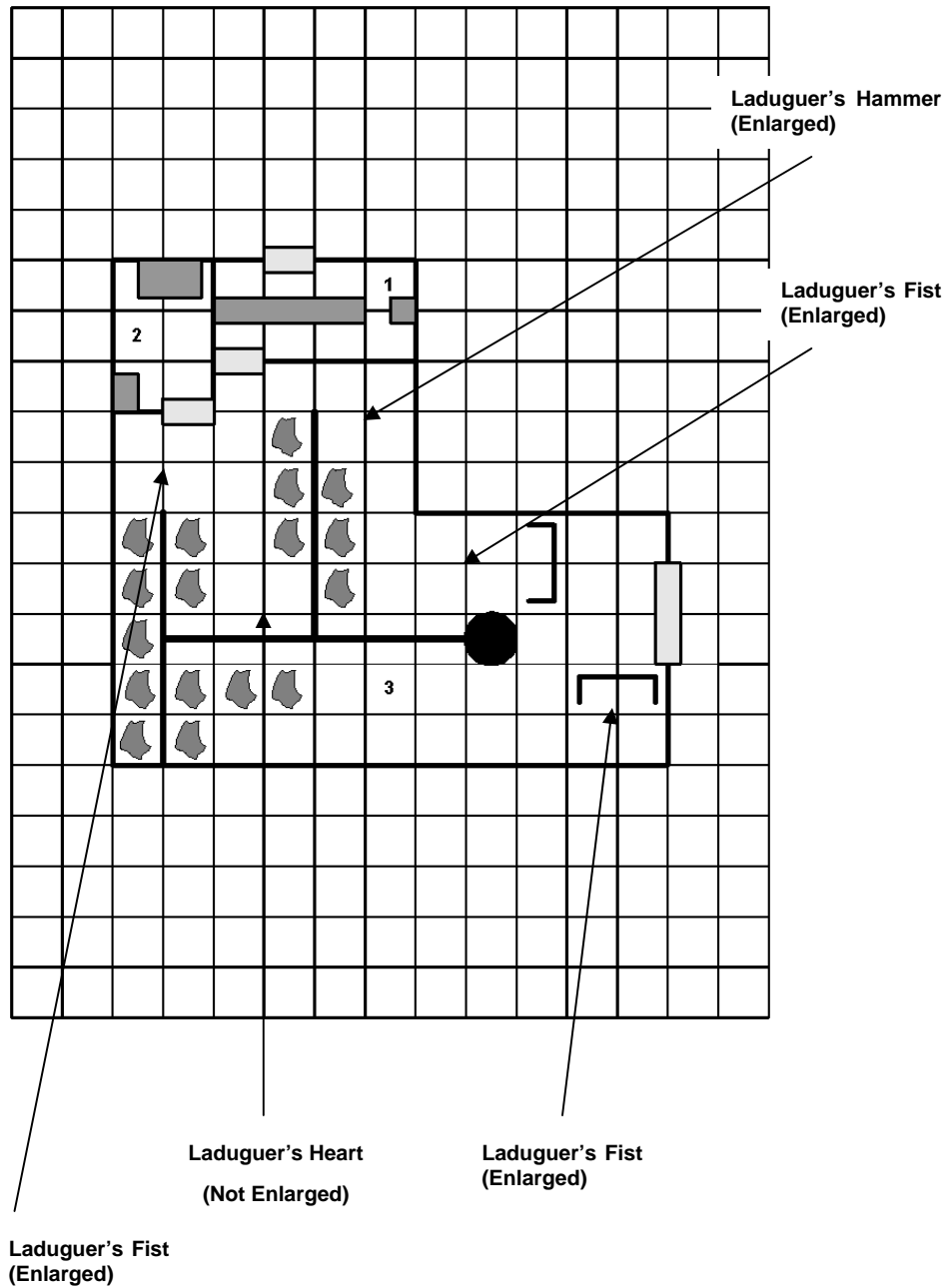
DM Aids: Map #6 – Caer Dwr Gwyldy 1st Floor



DM Aids: Map #7 – Caer Dwr Gwyldy 2nd Floor



DM Aids: Map #8 – The Butcher Shop



DM Aids: Map #9 – The Coven's Cave

