

Old Debts

A One-Round Dungeons & Dragons® Living Greyhawk™ Splintered Suns Meta-regional Adventure

Version 1.0

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14 years ago the armies of Ivid destroyed most of Pontylver in an orgy of violence. Now its harbor has finally been fully restored, and its docks have produced the first ships to rebuild the Ahlissan fleet. This is cause for a celebration and all are invited. This close to the cursed grounds of mainland Pontylver a few wonder if it is a good idea, wondering whether violence will strike. A 1-round metaregional with an optional encounter set in Pontylver in Ahlissa for character levels 2-15 (APL 4 to 12).

Resources for this adventure [and the authors of those works] include *Dungeon Master's Guide II* [varies], *Dungeonscape* [Jason Buhlman & Rich Burlew], *ESA3-02 Legacy of Madness* [Creighton Broadhurst], *ESA7-02 No Parley in Pirates Code* [Colleen Simpson], *ESA7-05 And All the Prince's Men* [Sampo Haarlaa], *Ivid the Undying* [Carl Sargent], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, etc.], *The Marchland of Medegia* [Creighton Broadhurst], *TSS3-04 Glory of Times Past* [Dr. Rainer Nagel], *TSS3-07 Lance of Osson* [Andu & Jeny McPhee, Stuart Kerrigan], *TSS4-02 Blood Money* [James Zweirs], *TSS4-07 Cat's Grace* [Dr. Rainer Nagel].

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round metaregional adventure set in Pontylver. Characters native to the Splintered Suns metaregion pay 1 Time Units per round. All other characters pay 2 Time Units per round.

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before the game, you should check if any of the PCs have any favors with the church of Zilchus or the army of Ahlissa on their ARs. If any PC has such favors, they are invited to Pontylver as guests of the United Kingdom of Ahlissa, with all regular expenses paid. This translates as luxury upkeep for this module. Note that regional modules and some of the meta-organizations can also help fulfill these requirements (such as the Aerdy Re-Enactment Company). In those cases the DM should alter the module accordingly.

The PCs are guided by a Zilchan cleric named Karralak. It is possible that some PCs have met him earlier by earning the **Favor of Karralak** from TSS4-02 *Blood Money*.

If the PCs don't have any favors with the church of Zilchus or army of Ahlissa, they receive a generic introduction.

INVOLVING AND TRICKING PLAYERS

The start of the module deals with the launching of brand new ships for the Ahlissan navy. Great care should be taken to present as many NPCs as possible in a positive light so that PCs feel that they should rescue them.

In addition, the reversal of the Flight of Fiends is supposed to be a shocking and dramatic moment that comes out of the blue. As such, captain Ghent should make a big deal about "showing the flag" trip into Barrish

so that the PCs come under the illusion that actual adventure awaits them there.

NOTE ON ENCOUNTERS

It is likely that most parties face four encounters in this adventure. This has been taken into account in experience and treasure that can be earned in the adventure. While normally this would cost an extra TU, these are not an issue during the final year of Living Greyhawk. However, if you are running this module in a time sensitive environment, it might be a good idea to hasten some encounters along if possible.

Also, some PCs might own their own ships. This is fine for this module. In this case you should replace the *Just Retribution* (which has sailed away and escaped) with the PCs own ship and run the encounter with attacking outsiders. If the ship owner has statistics for his own crew, they can take part in this combat.

If any PCs have favors with the church of Zilchus or the Ahlissan army, the DM should fill in their names on Player Handout I as potential dissidents.

If the PCs venture into the streets of Pontylver during the rebellion, you are free to describe scenes of summary executions, devils wandering the streets, people being led away in chains and other such things which result from civil strife.

TROUBLESHOOTING OR WE CAN TAKE THESE GUYS!

It is possible, though unlikely that some groups might decide to rest in the sewers or in dimensional pockets to regain strength in an effort to destroy the rebellious Hextorites. If this happens, the prisoners get moved and are no longer in the place to be rescued. In addition, as many people attempt to flee through the sewers, the Hextorites open various floodgates in the morning after the rebellion and fill the sewers with water, forcing everyone hiding in them out.

ADVENTURE BACKGROUND

*One flash of light and for good we are gone
No-one to wonder what we have done
New breed of ignorance, new circle will start
Unless we try real hard*

Sonata Arctica: Land of the Free

The 580's were a particular violent decade in the Flanaess. These years became known as the Greyhawk Wars when peace accords were reached by the many warring factions in Greyhawk City in CY 584. In reality it were several different wars fought around the same time in different areas. The accords left many issues unresolved and few people expected them to last.

One of the conflicts that became part of the Greyhawk Wars was the mass rebellion in the remnants of the Great Kingdom against Ivid V. Here the war resulted in the complete destruction of Almor and

Medegia, mass executions by the paranoid overking Ivid V and the disintegration of the Great Kingdom in the wake of the disappearance of the overking and the Great Kingdom's capital shortly after the end of the War.

The chaos that this disintegration caused ended in CY 587 when Xavener of House Darman pacified the former South Province and formed the United Kingdom of Ahlissa. Since that time Xavener has been busy trying to reclaim the former glory of the Great Kingdom by conciliating his own power within the region, refilling the kingdom's depleted coffers through trade by restoring peaceful relations with most of its neighbors and subtle manipulations of those same neighbors to increase Ahlissan's hold over them.

The sudden rise to power of one individual creates many enemies and Xavener is no exception. One of these enemies is the Church of Hextor who were the state religion under the Ivids, but whose power was greatly reduced when Xavener became the overking. The loss of the church's top hierarchy with the disappearance of the capital, the removal of their many fiendish allies during the Flight of Fiends combined with their unpopularity prevented them from acting against the new overking. On the other hand the overking could not act openly against the Hextorites, as they still had a big following among the military. He feared the inevitable damage to the army such a conflict would cause and the likely violent reaction by the Northern Kingdom which still is a Hextorite theocracy.

Now events at large in the Flanaess are about to unexpectedly change the precarious balance between overking Xavener and the Church of Zilchus on one hand and the Church of Hextor on the other.

When the Flight of Fiends is reversed, the sudden return of many of the church's more powerful fiendish allies gives them an opportunity to act. After having suffered one humiliation after another during the last decade under the yoke of the Zilchites, many seize the moment without contemplating the future.

If their gamble fails, it might mean the final blow to the Church's power in Ahlissa. If it succeeds, it might end with reunification with the Northern Kingdom and the reformation of the Great Kingdom. Whatever the result, bordering nations will look upon events with interest...

Start of a Rebellion

One of the distinct events in the region during the Greyhawk Wars was the destruction of the See of Medegia in CY 584 by the imperial forces. The destruction was particularly effective, and even before the fall of the Great Kingdom all semblance of order in the region was gone. When Xavener created Ahlissa he naturally claimed this region that had always been part of the Great Kingdom, even though he lacked the power and will to enforce his claim in most of the region. One of the areas he took were the settlements along the Thelly River, including what little remained of the Pontylver. That city's dominance over the river traffic, which is deep

enough to allow boats to sail up to the city's capital Kalstrand, is too vital for Ahlissa's security to ignore.

Pontylver had been completely destroyed by Ivid's armies in CY 584. Only a large island before the coast was spared since even Ivid's generals realized its importance. This was fortunate since not only was the metropolis destroyed, the violence and cruelty with which this took place caused the region to become cursed - any creature that stays in the area is overcome with insanity, inevitably resulting in a mad frenzy of violence. Unfortunately, the island's buildings were severely damaged and the harbor clogged with sunken vessels and rubble.

Xavener set out to restore its buildings, and especially the harbor and the docks. These restorations have finished recently, and the island has become a town with roughly 3,500 inhabitants. Now with the first imperial navy ships finished, Xavener and the Church of Zilchus use their completion as an excuse for a large celebration both in memory of the lives lost now exactly 14 years ago and the start of a new age.

It is in this setting that a powerful devil is released in the ruins of the city when the Flight of Fiends is reversed. Realizing he has been away for a long time, he enters the island in secret, making contact with the local temple of Hextor to fulfill old contracts. His arrival prompts the Hextorites into a spontaneous rebellion using the chaos of the festivities and the isolated position of Pontylver to their benefit. There is little the PCs can do to prevent a victory by the Hextorites. All they can do is flee the island, but above all rescue several influential supporters of Xavener and the Church of Zilchus who will have an important role in the rebellion.

ADVENTURE SUMMARY

ESA8-01 *Old Debts* is a 1-round metaregional set in Pontylver in Ahlissa. It takes place during the late hours of the night and the early morning. There is no time to rest, and the PCs should feel hunted and constantly on the edge (though not at the expense of roleplay). It is a combat intensive adventure but something where skills can help to make combats easier and possibly even avoid one.

Introduction: The PCs are in Pontylver either for the celebrations, perhaps even as guests of honor, or simply on their way through. The festivities go on until deep in the night, and there is no sign of trouble until the rebellion starts shortly before sunrise.

Encounter 1 [Rude Awakening]: All the PCs are sleeping in the Black Kettle, a luxurious inn. Whether still celebrating, or already in bed, they are rudely awakened when a group of Hextorite soldiers kick in the door to arrest everybody within. Being Hextorites, they give the guests the time to surrender, allowing the PCs a short time to prepare.

Encounter 2 [Captured]: PCs who surrender are disarmed and transported to the keep. Here they are processed and placed into a big cell with several other prisoners. Their equipment is taken to a nearby officers quarter.

Encounter 3 [Into the Sewers]: Traveling the streets is unsafe, and eventually the PCs end up using the sewers to travel through the town. Here they meet several other refugees who provide information and perhaps aid. These hidden paths do not remain safe forever.

Encounter 4 [Kopru lair]: The keep's prison has a connection with the sewers, although it has suffered damage due to neglect and is also a lair of a kopru.

Encounter 5 [Keep's Dungeons]: The keep's dungeon consists of a few large cells, a couple of isolation cells, a guardroom and a torturing area. Its cells are filled with people, and its otherworldly guards are in a festive mood. Can the PCs free all and what about potential Hextorite spies?

Encounter 6 [Leaving the City]: Eventually the PCs need to get out of the city. Mainland Pontylver is cursed territory, and even the strongest heroes should hesitate using that route. Swimming across the wide river mouth to the other banks is certainly an option, but getting through the Hestmark Highlands intact is no simple feat either. They can also try to steal a ship and sail out of the harbor.

Conclusion: Once the PCs are out of the city, all they have to do is journey to the nearest civilization which depending on their earlier choices might not be particular easy. Eventually they make it home to hear that the rebellion has spread to other cities, all with the unexpected support of powerful devils. Who becomes the winner of the coming struggle is unclear.

INTRODUCTION

As long as the PCs have some of the favors mentioned in "preparing for play", they start with introduction A and in company of Karralak. If no PC has any of the favors, they start with introduction B.

INTRODUCTION A – INVITED TO PONTYLVER

The adventure starts with the PC(s) who have the favors receiving an invitation from an appropriate source, along with permission to bring any suitable associates and friends (meaning those PCs who do not have the favors). Initially, the PCs are with Karralak in the harbor, waiting for the ceremonies to begin. Roshin Ghent and Kurlagh Orm join shortly afterwards.

It is always nice to receive rewards for old services. For previous help to the Ahlissan crown, you have been asked to attend festivities in Pontylver. A member of the Royal Guild of Merchants of Aerdy named Karralak has been assigned as your host.

Pontylver is an ancient metropolis that stands on the shores of the Aerdi Sea and was almost totally destroyed during the Greyhawk Wars by vengeful armies of Ivid as they rampaged through Medegia. Now, some glimmer of hope is offered to the people of this land as the Ahlissan navy is launching its first ships for the newly rebuilt fleet of the Aerdi sea.

☛ **Karralak:** hp 31; see Appendix 1.

Appearance: Karralak is a 5ft 4 inch tall bald Oeridian/Olman in his late 50s (57s to be precise). He is slightly overweight and likes to wear loose clothing. PCs who have played TSS4-02 *Blood Money* can tell that he has lost several pounds of weight since that time.

Personality: Has a jovial attitude, as long as his life and cargo are not threatened. Has a penchant for telling outrageous stories and jokes. If someone threatens his possessions, his attitude quickly changes. He is a member of the Royal Guild of Merchants of Aerdy but also a cleric of the Olman god Quatzalcoatl.

Reason to be in Pontylver: Being part of the Royal Guild of Merchants, he has been assigned to be part of the festivities and act as a chaperon for some of the guests (PCs)

☛ **Roshin Ghent:** hp 45; see Appendix 1.

Appearance: An Oeridian man in his late 40s. Has brown eyes and short brown hair. Has acquired a bit of a stomach due to his wealthy lifestyle. Wears spectacles. Wears a uniform of the Ahlissan navy.

Personality: Officer and a gentleman. Loyal Ahlissan. See encounter 5 for more details about him.

Reason to be in Pontylver: Captain of the *Just Retribution*. He was originally part of the Ahlissan navy in Relmor Bay but has been transferred to Pontylver. He managed to bring his faithful second-in-command Vrinsin along.

☛ **Kurlagh Orm:** hp 44; see Appendix 1.

Appearance: Large, heavy set man with a pleasant face and a moustache.

Personality: Diplomatic, careful not to upset anyone. When acting as troupe leader, outgoing and bombastic.

Reason to be in Pontylver: The Aerdy Re-enactment Company has been hired to enact a short recreation about the conquest of the Lordship of the Isles during 168 CY. However, it does not go to great lengths to glorify the still-independent Sea Barons but rather shows the conquering force as the "Aerdy fleet".

PCs may have met him before in ESA3-04 *Glory of Times Past* or in TSS4-07 *Cat's Grace*.

Feel free to improvise discussion between the PCs and these NPCs using the information given above. Below are a few other things these NPCs can tell. Those marked with * should be made known to the PCs.

- The PCs have been given accommodation in the Black Kettle inn. The owner is an Oeridian man named Fege (LN Exp2), 30 year old, a fit Oeridian man with short curly hair.*
- After the ceremonies, the ships do a quick round-trip in the sea. A proper maiden voyage starts tomorrow.*
- Roshin Ghent asks the PCs to accompany him on the maiden voyage and offers them 200 Ahlissan crowns (gold pieces) on successful completion.*
- The maiden voyage has an additional function of sailing to the pirate town of Barrish, "showing the flag", and starting negotiations for the towns submission to Ahlissan rule. Hopefully the intimidation from the fleet and perhaps even the PCs' negotiation skills can help to sway the town to subvert, so there is no need for needless bloodshed.*
- Karalakk is also on the lookout for possible business dealings. Pontylver and Medegia might be in ruins now but he visions that in a year or two, things will be significantly better, at least in immediate vicinity of Pontylver.
- If the PCs have visited Barrish in the past (ESA7-02 No Parley in Pirates Code) and have acquired disfavours there, Ghent tries to put them at ease, saying that preliminary contacts to the local resistance have been positive and the pirates will not dare to threaten Ahlissan ships with their "leaking rowboats".
- Kurlasgh will be delighted if the PCs take part in the voyage as it means for certain that they come and see their re-enactment.
- Kurlasgh cannot unfortunately put the PCs in touch with any other members of the re-enactment troupe as they are currently doing final practices but promises to help them once they return from their maiden voyage as they probably wait in Pontylver for a while.

Once the PCs are done with the continue with "The Festival" section below on how things proceed after this.

INTRODUCTION B – WANDERING INTO PONTYLVER

PCs who were not invited may have their own reason to come to Pontylver – the prospect of a grand celebration, or simply traveling through from the Sea Barons to Dullstrand or back.

Pontylver is an ancient metropolis that stands on the shores of the Aerdi Sea and was almost totally destroyed during the Greyhawk Wars by vengeful armies of Ivid as they rampaged through Medegia. Now, some glimmer of hope is offered to the people

of this land as the Ahlissan navy is launching it's first ships for the newly rebuilt fleet of the Aerdi sea.

Arriving in the harbor, you find many people discussing the events. A tall bald man walks up and greets you amiably.

"Exciting, what? Are you here for the celebrations? Maybe I can be of service?"

This is Karallak (see his description in Introduction A), who is trying to find a certain group of guests for the celebrations. He quickly determines that the PCs are not who is searching for, but is quite eager to tell the PCs about the ceremonies regardless. Roshin Ghent and Kurlaghs Orm join him shortly afterwards, giving the PCs an opportunity to meet them (See Introduction A).

Once the PCs are done with the NPCs, continue with "The Festival" below.

THE FESTIVAL

A large number of officials, soldiers and members of the clergy are present at the commissioning ceremony for the ships. The new flagship for the fleet is a dromond class ship called the Great Guildmaster and is accompanied by two caravels named Righteous Vengeance and Just Retribution.

Interestingly enough, the launching of the ship is not done by a cleric of Hextor or Zilchus, but rather by a woman named Myrrha, a cleric of Stern Alia.

As the ships slide into the Thelly river, the crowd joins together in applause. Sails are hoisted and the ships sail out of the harbor.

The PCs can mingle freely in the festival. Actual games and such are not detailed and the DM is free to improvise any competitions he feels are suitable.

For example, mock fights, wrestling and such are suitable for an Ahlissan celebration. In addition, there could be a riding competition and some local sage who has returned might even organize some sort of quiz show. Any money award that can be won is very small and makes no difference to an adventurers purse. However, the DM may grant circumstance bonuses to various skill checks depending on a PC's performance (up to +2 per skill) to simulate their success.

If the PCs talk to regular people or gather information, they find people are happy about the ships being launched as it gives them a sense of security. They mention potential dangers which have roamed nearby such as the sahuagin, pirates from Barrish and ships from the Lordship of the Isles.

Development: The adventure assumes the PCs go to the Black Kettle Inn with their host. The PCs have one room per two of them. Others are reserved for their host and other NPCs. The tavern owner and a few others sleep downstairs and are the first ones to end up in the clutches of the Hextorites.

1: RUDE AWAKENING

This encounter uses DM Map 1.

During the night, the Hextorites start a rebellion when the Flight of Fiends is reversed. They quickly start rounding up those who are loyal to the current government. Karralak, Roshin Ghent and Kurlasgh Orm are on their list and it is very likely that the PCs who are favored by the Church of Zilchus make it to the list as well. The Hextorites approach the tavern carefully, then in one move rush in to seize everyone sleeping downstairs.

If the PCs are all sleeping without a watch, read the following. Otherwise improvise as appropriate.

The quiet night is interrupted by a heavy slam from downstairs and a number of people rushing into the tavern. A few surprised shouts of protest are soon replaced by those of minor scuffles. A loud voice echoes throughout the tavern.

"In the name of the Great Kingdom of Aerdy, we have come to arrest the enemies of the crown. Lay down your weapons and come down quietly!"

The Hextorites give the people upstairs one minute to response, after that the elite soldiers and the regulars who are inside go upstairs to arrest all who still stay there. They start with the room closest to the stairs.

The tavern has the following statistics.

🔪 **Front/Back/Side Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

🔪 **Bedroom Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

🔪 **Window shutters:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10.

🔪 **Masonry walls:** 1 1/2 ft. thick; hardness 8; hp 135; AC 5; Break DC 35, climb DC 20.

🔪 **Table:** 1 1/2 in. thick; hardness 5; hp 8; AC 5; Break DC 12

Location A: Tap room. This room is dominated by a bar and a large fireplace. Stairs lead up to the bedrooms. Double doors lead outside. A curtain separates the kitchen (location B) from the tap room.

Location B: Kitchen. Numerous barrels and other items contain foodstuffs. The kitchen has many knives and cooking implements (1d4 improvised slashing weapons) as well as a large meat cleaver (1d6 slashing damage).

Location C: Storage room. Tools, preserved food and various other items fill this room. A trapdoor in the floor leads to the basement where another trapdoor offers access to the sewers (A DC 20 Search check discovers it)

Location D: Shed. This open area has a few chicken coops for food production. It also has enough space for a horse or other large animal companion.

Location E: Rooms. These well furnished rooms function as accommodation for customers.

Creatures: A large Hextorite patrol arrives at the bar, with the intent to round up dissidents. The regulars stay outside. They split up in two groups to guard the exits. The officers and elite soldiers (including an ogre at APL8-10) enter the tavern. At APL 12 the Hextorites have an astral stalker with them. It starts near the back door where it hides. If battle starts, it climbs up the window and attacks the PCs from the rear. It also intercepts anyone who attempts to escape through the window.

APL4 (EL 8)

- 🔪 **Lieutenant:** hp 29; see Appendix 1.
- 🔪 **Elite Soldier (2):** hp 37 each; see Appendix 1.
- 🔪 **Regular (4):** hp 5 each; see Appendix 1.

APL6 (EL 10)

- 🔪 **Lieutenant:** hp 29; see Appendix 1.
- 🔪 **Elite Soldier (5):** hp 37 each; see Appendix 1.
- 🔪 **Regular (6):** hp 5; see Appendix 1.

APL8 (EL 12)

- 🔪 **Lieutenant:** hp 45; see Appendix 1.
- 🔪 **Elite Soldier (6):** hp 59 each; see Appendix 1.
- 🔪 **Regular (6):** hp 5 each; see Appendix 1.

APL10 (EL 14)

- 🔪 **Colonel:** hp 93; see Appendix 1.
- 🔪 **Lieutenant:** hp 59; see Appendix 1.
- 🔪 **Elite Soldier (5):** hp 79 each; see Appendix 1.
- 🔪 **Regular (6):** hp 5 each; see Appendix 1.

APL12 (EL 16)

- 🔪 **Colonel (2):** hp 93 each; see Appendix 1.
- 🔪 **Astral Stalker:** hp 120; see Appendix 1.
- 🔪 **Lieutenant:** hp 49; see Appendix 1.
- 🔪 **Elite Soldier (5):** hp 79 each; see Appendix 1.
- 🔪 **Regular (6):** hp 5 each; see Appendix 1.

All APLs

- 🔪 **Karralak:** hp 31; see Appendix 1.
- 🔪 **Customers and bar owners (10):** Commoner 1 (5), Expert 2 (3), Warrior 1 (2)

Tactics: If combat starts, the regulars outside raise the alarm and send someone to fetch reinforcements. However, these do not arrive until later (see development).

All Hextorites that have any 10 min/level spells available, have cast them before combat (this is not taken into account in their statblocks). They fight to the best of

their abilities and give no quarter. The astral stalker climbs up the wall and strikes at the PCs rear.

Karralak and the customers stay out of the fight.

Treasure: The Hextorites are well equipped with masterwork items and minor magical items.

APL 4: Loot 594; Magic: *potion of bears endurance* (2) (25 gp each), *potion of bull's strength* (2) (25 gp each), *potion of shield of faith* (4 gp)

APL 6: Loot 1,238; Magic: *potion of bears endurance* (5) (25 gp each), *potion of bull's strength* (5) (25 gp each), *potion of shield of faith* (4 gp)

APL 8: Loot 1,444; Magic: *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of shield of faith* (4 gp)

APL 10: Loot 1,457; Magic: +1 *flail* (192 gp), +1 *heavy wooden shield* (96 gp), *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of shield of faith* (4 gp),

APL 12: Loot 1,457; Magic: 2502 +2 *breastplate* (362 gp), +1 *flail* (2) (192 gp), +1 *heavy wooden shield* (2) (96 gp), *peripart of wisdom* +2 (333 gp), *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of haste* (62 gp), *potion of shield of faith* (4 gp):

Detect magic results: +2 *breastplate* (moderate abjuration), +1 *flail* (faint evocation), +1 *heavy wooden shield* (faint abjuration), +2 *peripart of wisdom* (moderate transmutation), *potion of bears endurance* (faint transmutation), *potion of bull's strength* (faint transmutation), *potion of haste* (faint transmutation), *potion of shield of faith* (faint abjuration).

Development: If the PCs are captured, they end up in prison and must use their wits to escape. This leads to encounter 2.

If the PCs defeat the Hextorites, they can take stock of the situation. One Hextorite carries a list of people to arrest (player handout #1). A brief summary of some people on that list follows below. Karralak does his utmost to convince the PCs to take people in Black Kettle to safety and if possible, to rescue any prisoners.

If any Hextorites were taken alive, they can be intimidated (with an opposed check) or *charmed* to reveal that the prisoners have been taken to the keep near the center of Pontylver (though only Roshin Ghent is still there, Avondrenn and Kurlasgh have been taken to an unknown location and are not reachable even by scrying)

If asked about Kurlasgh Orm, the soldiers can reveal that the company was not taken by surprise and multiple illusion spells allowed the majority of the members to flee. However, Kurlasgh stayed behind to fight and buy time for the others.

The streets leading away from Black Kettle are cordoned off by *walls of ice* (CL 13th, cast by an ice devil). Fege and Karralak can reveal that there is a hidden route to the sewers from the inn (location C) which they sometimes use to move illegal goods and it might offer a way out. This leads to encounter 3.

Karralak does his best to convince PCs to help those who have been taken captive. He knows that the keep is connected to the sewers but does not know from where. If the PCs escape from the sewers, they should look for suitable opportunity to help.

Other people on the list.

The following are some people who are found on the list, and their actual location.

- **Sir Garlann** is a Hextorite noble living near Zelradtron. He was tortured to an inch of his life by a mad animus (creation of Ivids) before being rescued by adventurers. He has since become a prominent supporter of Overking Xavener. He was visiting his paramour, a cleric of Wee Jas, in Pontylver. Both managed to escape through magical means. Garlann appeared in ESA3-02 *Legacy of Madness*
- **Damar Rocharion** is 2nd in command of the Naerie City Watch. Recently, hardline Hextorites attempted to kidnap him and steal his sword, an ancient relic of Aerdy. Information about him being present were in error, he is not in Pontylver. Damar has appeared in several modules, ESA7-06 *And All the Prince's Men* being most recent.
- **Captain Avondrenn** is a cavalry officer, loyal to the current order. He was captured from his residence in Stormward district and taken to the keep. He appeared in ESA3-07 *Lance of Ossoon*
- **Prince Gartel** was the commander of the Ahlissan forces in Medegia. He resisted arrest and killed several soldiers who came to arrest him. The Hextorites finally bull rushed him out of a window and he fell to his death.

Troubleshooting: PCs might attempt to make a stand in the inn if they noticed regular soldiers escaping. The reinforcements consist of a similar group as the initial attack (and an ice devil), who order the PCs to surrender. If that does not work, they set fire to the inn and wait for the PCs to come out, attempting to take them prisoner or kill them. Survivors end up in prison in encounter 2. If the PCs defeat this group, award them regular experience and allow them to either head out of Pontylver (Encounter 7) or into the harbor (encounter 8).

If the PCs breach the *walls of ice*, they can attempt to disguise as soldiers to pass through the curfew. Doing this with a large number of commoners along should not be possible even with illusion magic as there are many devils about with *true seeing*.

Succeeding in disguise allows the PCs to make their way out of Pontylver and head into the Hestmark Highlands or towards Ahlissa (see encounter 6). Naturally high level PCs can simply *teleport* away from the city but that means they miss the rest of the adventure and have to leave prisoners behind.

2: CAPTURED

See DM Map 3 for a map of this location.

The PCs face this encounter if they surrendered or were captured by the Hextorites. They are stripped of their possessions (possessions hidden by Sleight of Hand and hidden pouches may escape scrutiny) and thrown into prison pens (locations A, B and C). Roshin Ghent is in prison pen A.

As the PCs arrive, the Hextorite guards give the PCs equipment to the outsiders to check out for anything suspicious. However, as prisoners keep on coming, the outsiders won't have time to loot these items for themselves unless the PCs are unable to escape.

The prisons are large pens which have been made by inserting iron bars into the stone floor. Small targets can escape through the bars with a DC 30 Escape Artist check.

Half-orcs, kobolds and centaurs (as well as strange cohorts) are deemed high risk targets and are manacled, requiring an DC 30 Escape Artist check or a DC 26 Strength check to burst free.

Two regulars guard the stairs while others are scattered around the complex.

Among the prisoners are several dopplegangers (disguised as modest merchants and better off commoners) who scan people's thoughts and when guards come to gather new people to torture, they use specified eye movements and such to point out the most suitable target.

If the PCs want to get other prisoners to help them on anything, such as bending bars, etc. they must succeed on an opposed Diplomacy check vs. the dopplegangers Bluff check as the doppleganger argues that if the prisoners behave, they will not be hurt.

🔪 **Door:** 1.5 in. thick; hardness 5; hp 15; AC 5; Break DC 18. Note: Doors leading to rooms containing prison pens are locked by average locks (DC 25 Open Lock). Three of the regulars carry keys to these doors and prison doors.

🔪 **Stone walls:** 1 1/2 ft. thick; hardness 8; hp 540; AC 5; Break DC 50

🔪 **Prison pen door/iron bars:** hardness 10; hp 10; AC 5; Break DC 24. Open Lock DC 30

🔪 **Illumination:** There are lanterns in every room, though they are not well maintained. Unless the PCs bring their own light sources, the basement has only faint illumination in every place (20% concealment)

Most rooms have bunk beds, tables and so on but these have not been put on the map. Improvise these as appropriate.

Location A, B, C: These three rooms function as prison pens and are full of frightened, regular people who have been rounded up by the Hextorites. Many are Zilchans, with some soldiers and sailors thrown in the mix. Roshin

Ghent is in room A and every pen also has a single doppleganger.

All prisoner pens have been warded by a *dimensional lock* (CL 20th).

Location D: These rooms are reserved for commanding officers. Currently the outsiders reside here, waiting for the command to start their job. Stairs lead further up to the keep (see development).

Location E: This room is reserved for dangerous prisoners and has several 15x15 ft. pits which are 25 ft deep. Right now, one of the pits (the one closest to the door) has a minotaur prisoner named Gargator in it. Gargator was captured from the ruins of Pontylver.

If anyone falls into a pit, Gargator vents his frustration on that target. If the PCs wish to enlist his aid, it requires a DC 25 Diplomacy check to turn him friendly. Gargator only speaks Giant.

PCs gain a +2 circumstance bonus to this when speaking from above the pit, +4 if they throw down a rope for Gargator to climb up before speaking. Unless turned hostile, Gargator leaves the PCs alone and attempts to flee through the sewers.

Location F: This corridor has a grate leading into the sewers. It is a full round action requiring a DC 15 Strength check to open it from this side.

Location G: These rooms have several bunk beds for housing garrison members. Right now they are mostly empty as soldiers are prowling the street and enforcing the curfew.

Location H: This room is the garrison's storage room and weapons locker. Currently it holds 8 longswords, 6 short swords, 5 flails, 200 crossbow bolts, 2 heavy crossbows, 3 light crossbows, 4 shortspears, a halberd and a greataxe. In addition there are 2 light steel shields, 3 heavy wooden shields, 2 sets of studded leather armor, 2 scale mails and 1 breastplate.

Location I: These two rooms are torture chambers full of sharp implements, hot pokers, etc. Small grates here allow blood and other liquids to flow into the sewer (not large enough for anyone to travel through, unless in *gaseous form*)

Location J: These stairs lead up to the garrison. This area is warded by a *forbiddance* spell which affects every non-lawful creature, inflicting 6d6 damage per round (Will DC 20 halves)

Escaping from prison: The PCs are guarded by outsider(s) who spend their time going over the PCs' loot and occasionally coming over to the cells to take one of the prisoners for a torture session. Two regular guards stay by the stairs while others patrol the corridors.

The prison doors are made of metal bars and can be opened with enough strength (see above). Destroying one bar allows small targets to escape while medium creatures must succeed in a DC 30 Escape Artist check. Two bars gives a wide enough gap for medium creatures to escape.

Picking the lock is also an option and a suitable tool can be discovered by either a DC 20 Search check (rusty nail) or DC 15 Diplomacy check (convincing one of the prisoners to hand over a hairpin, etc.). Note that if the alarm is raised, taking 20 is not possible for any of these checks.

The regular guards check up on prisoners every 2 minutes, stay 3 rounds in the door and then move on if nothing suspicious is seen.

Every 60 minutes, the guards come and take one of the prisoners for a 30 min torture/interrogation session. This inflicts 2d8 hp damage and 1d4 ability damage to Con and Dex. Bodies of those that die are dumped into the sewers. If the PCs are the ones being tortured, they can try an opposed Bluff vs. the devils' Sense Motive to fake that they died and use this as a means to escape into the sewers. PCs can add their Con modifier as a bonus to this check and those with the Endurance or Great Fortitude feats gain an additional +2 circumstance bonus.

Since the PCs are a resourceful lot, the details on what might happen are kept to a bare minimum. If for some reason they don't succeed in escaping, they are sentenced for slave labor on the Hextorite holdings in Medegia but escape or are freed by an Ahlissan raid after some time. The PCs get the **Captured** entry to their AR.

Prisoners: The prisoners here are a collection of soldiers, commoners and merchants who have been rounded up from the street, some of them randomly. Karralak and the other people from the Black Kettle are here as well. The most valuable prisoner here is Roshin Ghent, captain of the *Just Retribution*.

Ghent was captured soon after his ship returned to the harbor, on charges of being an enemy of the state.

If freed, he urges the PCs to attempt to reach the harbor in case his ship can still be saved and taken away from Pontylver. If the PCs are not interested, he nonetheless follows them out of Pontylver and can fight in their aid if given a weapon.

In addition, there are several small bureaucrats from the Royal Guild of Merchants as well as a cleric named Tersisk. Sometime early on, Tersisk is taken away for torture and is not seen unless PCs manage to escape and go look for him.

Tersisk is in bad shape but can be moved around. He even fights if healed and given a weapon.

The other prisoners do not fight and should not be included in combats.

Creatures: With the Flight of Fiends reversed, several outsiders have returned to Pontylver. These ones worked as torturers for the armies of Ivid and took part in the razing of Pontylver. Now they are looking forward to

fulfilling their oaths of service to the church of Hextor. For the moment however, they are waiting for further orders, as the city is mostly under the control of Hextorites.

Note that only the devils are targets that need to be fought. Regular guards flee when trouble starts or if the PCs release the prisoners or Gargator.

The dopplegangers might end up with the rescued prisoners if the PCs don't view these collaborators with suspicion (most other prisoners do) and if possible, attack the PCs if they get into combat later in the adventure.

APL4 (EL 5)

➤ **Greater Barghest:** hp 67; see *Monster Manual* 22.

APL6 (EL 7)

➤ **Bearded Devil (2):** hp 45 each; see *Monster Manual* 52.

APL8 (EL 9)

➤ **Bone Devil:** hp 95; see *Monster Manual* 52.

APL10 (EL 11)

➤ **Barbed Devil:** hp 126; see *Monster Manual* 51.

APL12 (EL 13)

➤ **Barbed Devil (2):** hp 126 each; see *Monster Manual* 51.

All APLs

➤ **Regular (6):** hp 5; see Appendix 1.

➤ **Hextorite Spy (doppleganger) (2):** hp 22 each; see *Monster Manual* 188.

➤ **Gargator the minotaur:** see *Monster Manual* 188.

➤ **Tersirk:** hp 21 (currently 0); see Appendix 1.

Appearance: Suel man with short, platinum blond hair. Has sharp features.

Personality: Up and coming member of the Royal Guild, destined for great things (if he survives).

➤ **Roshin Ghent:** hp 45; see Appendix 1.

Appearance: Oeridian man in his late 40s. Has brown eye and short brown hair. Has acquired a bit of a stomach due to his wealthy lifestyle. Wears spectacles. Wears a uniform of the Ahlissan navy.

Personality: Officer and a gentleman. Loyal Ahlissan. See encounter 5 for more details about him.

➤ **Prisoners (100):** Commoner 1 (32), Expert 1 (23), Warrior 1 (18), Expert 2 (12), Cleric 1 (4), Warrior 2 (4), Commoner 2 (7)

Tactics: The barghest is in goblin form but shapechanges back to barghest as soon as it is alerted. If possible, it then buffs himself before engaging the PCs. The barghest does not pursue PCs if they flee back to the sewer and it flees if reduced to 10 or less hit points. The bearded devils attempt to surround the PCs and block their escape route. If needed they *teleport* after them into the sewers. They flee if reduced to 10 hit points or less.

The bone devil tries to prevent enemy movement using his *walls of ice* and concentrates on one target at the time.

The barbed devil attempts to stay in corners and elsewhere to prevent easy flanking, using its spell-like abilities to best effect (but not so that it catches other prisoners under harmful effects).

On APL 12, the devils try to surround the PCs with their *teleport* spells and attempt to use their *fear* effect to the best of their abilities. Bone and barbed devils flee if reduced to 20 hit points or less. All devils that escape raise the alarm. They do not use their *summon* abilities.

Treasure: These creatures carry no treasure. Any taken PCs' equipment can be found in room D.

Development: Once the PCs have dealt with the devils, they can rescue the prisoners. If any devils escaped, the PCs have only 2 minutes before the garrison rushes down in an attempt to overwhelm them. Each wave consists of 6 elite soldiers and 1 lieutenant (see appendix 1) and they keep on coming until PCs escape to the sewers or are killed. Surviving devils return with the first wave and are on full hit points, having been healed by clerics of Hextor.

If the PCs have means to delay the garrison, such as by various wall spells or collapsing the stairway, the garrison is delayed by up to 5 minutes (after which the Hextorites get their wizards on location to deal with any obstruction).

Once the PCs leave, they can continue through the sewers and run into the Koprul's lair (encounter 4).

3: INTO THE SEWERS

This encounter happens if the PCs defeated the Hextorites and escaped from the Black Kettle Inn via the sewers. In the sewers, the PCs meet a few other escapees, led by a man named Morsus, who is in fact a Jade Mask operative.

Fege or Karralak know that the best way out is to either follow the sewers to the harbor and swim to safety or to go up somewhere in Pontylver, slip away into Medegia and head either towards Ahlissa or the Hestmark Highlands.

Regardless of which way they take, they run into Morsus and his group of refugees who try to get out of Pontylver as well.

🔪 **Morsus:** hp 15; see Appendix 1.

Appearance: Young Oeridian man in his 20s. Very plain looking, except for his blue eyes that hint off a bit of Suel blood in him.

Personality: Well-meaning but has been cursed with a low patience and tendency to shoot back insults for the slightest provocation.

🔪 **Refugees (14):** Commoner 1 (5), Expert 1 (4), Warrior 1 (5)

Morsus is a junior member of the Jade Mask, a "Courier of the Road". He was sent to Medegia to find out more about the tensions between the churches of Hextor and Zilchus. If Hextor again becomes dominant, it will most likely signal trouble for the old Iron League lands (Irongate, Onnwal, and Sunndi).

He has recently uncovered some information for the Iron League and is desperate to get it to safety. If any PC happens to be a member of the Jade Mask, he parts with this information (player handout 1).

Morsus and his refugees do not join the PCs. He says that anymore people coming together are sure to be noticed, so it's better if the two groups remains separated. Use the following to run the conversation with Morsus and PCs.

Q: Who are you?

A: Morsus, a humble adventurer.

Q: Who are these people?

A: (in sarcastic tone) Oh, some of the good people of Ahlissa who've decided that meeting a cleric of the Herald would not be a good idea.

Q: Do you know what has happened?

A: You mean you don't know? It looks like fiends have appeared everywhere in Pontylver and joined up with the Hextorites.

Q: Can you help us in anyway?

A: Well, I would avoid going east. I think that leads below a keep where Hextorites have their prisoners. Going south gets you to the harbor and north leads outside the gates.

The message he needs to be related is encrypted in a set of codes. Breaking the code is freakishly hard without the proper key, and requires a DC 30 Deciphers check and a lot of time (one check can be made wade hour). When deciphered, the message reveals a list of names – names of people loyal to the Hextorite's cause, who have infiltrated some of the Zilchan organisations and Xavener's government over the past years.

Development: If the PCs head out towards the keep, they get into the lair of a Koprul, go to encounter 4. If PCs head out of Pontylver, go to Encounter 6. If PCs head towards the harbor, go to Encounter 7.

4: KOPRUL LAIR

See DM map 2 for a map of this encounter.

In this encounter the PCs meet an environmental obstacle. A koprul, a disgusting cross between a worm and a humanoid, has moved to live under the water here and occasionally ventures out to catch prey, though it feeds on bodies that the Hextorites throw down. The Hextorites are unaware of the koprul.

Terrain: A large section of the sewers collapsed during the razing of Pontylver. One such collapse has caused a water pipe to divert into this chamber. The flow of the water and various critters which have used this place as a lair have widened the existing gap in the ground. Currently the water from the Thelly river forms a waterfall over the north wall. While the PCs no doubt have multiple ways to cross the pit, the following skills will help. Note that the main challenge is getting the prisoners retrieved in encounter 2 or 5 safely across.

Navigating the northern wall and ledge requires a DC 22 Balance check to cross. While the ledge is 2-6 inches wide, it is obstructed by a waterfall and also uneven. The south wall is rougher and it is possible to navigate by climbing, which requires a DC 25 Climb check. The pit can be jumped over as well, with the DC being 5 x number of squares needed to jump.

The floors are rough and slippery, requiring a DC 10 Balance check to run or charge across.

Due to the waterfall, all listen checks in the cavern suffer a -10 penalty.

The western corridor ends in ladders that lead up to the Hextorite keep.

Creatures: A kopru resides in its lair in the western walls. It mainly hunts in the harbor but investigates any sounds it hears from above, though it is unlikely it hears PCs who move quietly. It attacks anything that falls into the water.

On APL 12, a few morghs have ventured into the sewers from the ruined parts of Pontylver and encounter the PCs in the eastern corridor.

APL4 (EL 6)

☛ **Kopru:** hp 36; hp 65 see appendix 1

APL6 (EL 8)

☛ **Fiendish Kopru:** hp 65 see appendix 1

APL8 (EL 10)

☛ **Fiendish 11 HD Kopru:** hp 82 see appendix 1

APL10 (EL 12)

☛ **Fiendish Elite 14 HD Kopru:** hp 105 see appendix 1

APL12 (EL 14)

☛ **Fiendish Elite 14 HD Kopru:** hp 105 see appendix 1

Morgh (3): hp 91; see *Monster Manual* 189.

Tactics: The kopru has several *potions of fly* and it drinks one to investigate any disturbance it detects or to pursue anyone escaping the pit. If reduced to 1/4 of its hit points, it flees through the tunnel at the bottom.

Treasure: The kopru has collected some coins and masterwork weapons (a longsword, two morningstars

and a dagger) from its victims, along with *potions of fly* and a magical armor.

APL 4-12: Loot 103; Coin 100 gp; Magic: +1 *light fortification studded leather armor* (374 gp), *potion of fly* (3) (62 gp each) *potion of shield of faith* (4 gp)

Detect magic results: +1 *light fortification studded leather armor* (moderate abjuration), *potion of fly* (faint transmutation).

Development: If the PCs came into this encounter from Encounter 2, they run into Morsus and his group, go to Encounter 3. Otherwise, the PCs are free to head out of Pontylver (Encounter 6) or head towards the harbor (Encounter 7).

If the PCs are looking for the prisoners, they can continue to the keep (Encounter 5). PCs can also head out of Pontylver (Encounter 6) or towards the harbor (Encounter 7).

5: DUNGEONS

The PCs face this encounter if they decide go to climb up the ladders they find in the sewers. This leads to the prisons under the Hextorite keep. The PCs can get here and rescue the prisoners, most of whom are supporters of the current Ahlissan government. The keep is guarded by returned outsider(s) who are to act as torturers, returning to duties they had before the Flight of Fiends.

Getting up the ladders is easy, but forcing the grate open requires a DC 20 Strength check. In addition, the PC who manages to get it open must make a Move Silently check with a -2 penalty to simulate how quietly he can move the rusty grate aside. Any guards who hear this come to investigate.

See encounter 2 for details of the prison area.

6: MEDEGIA AND THE HESTMARK HIGHLANDS

If the PCs flee through Medegia or towards the Hestmark Highlands, they face a group of roaming undead, a few hours before dawn. No encounter map is supplied. The ground is relatively flat and clear for this fight, aside from a couple of trees and bushes. If the PCs use means such as *rope trick* to sleep in safety during the night, they won't encounter any undead with daylight powerlessness and don't earn xp.

Creatures: Medegia is cursed with a large number of roaming undead creatures that prey on the unwary. In some rudimentary level, they can feel that great things are happening and are prowling the countryside.

APL4 (EL 5)

☛ **Ghoul (6):** hp 13 each; see *Monster Manual* 119.

APL6 (EL 7)

☛ **Ghast (4):** hp 29 each; see *Monster Manual* 119.

APL8 (EL 9)

☛ **Wraith** (4): hp 92 each; see *Monster Manual* 258.

APL10 (EL 11)

☛ **Dread Wraith**: hp 104 each; see *Monster Manual* 258.

APL12 (EL 13)

☛ **Dread Wraith** (2): hp 104 each; see *Monster Manual* 258.

Tactics: The ghouls and ghosts have no other tactics than to flank PCs and coup-de-grace any who are paralyzed. They also attempt to carry away such bodies to feast on later. The wraiths gang on a weak looking target. The dread wraiths seek out weak targets and concentrate their spring attacks on them. All undead fight until destroyed, aside from any ghouls or ghosts that manage to acquire food.

Treasure: These creatures carry no treasure.

Development: Once the PCs have dealt with the undead, they have escaped Medegia or the Headlands. Move to Conclusion A if they headed to Sunndi or Conclusion B if they escaped through Medegia to Ahlissa.

7: JUST RETRIBUTION

See DM Map 4 for a map of this location.

One way of fleeing Pontylver is with the ship *Just Retribution*. The ship is currently in the harbor. The first mate Vrinsin and the crew managed to kill the Hextorites who came to arrest them and are waiting for Roshin to return. The crew has already taken as many citizens onto the ship as possible (nearly a hundred) and the lower decks are full of people from all social classes. When the PCs arrive, the crew is holding off a mob of desperate citizens who also attempt to board.

This encounter should be described as very chaotic and grim as people who face almost certain doom make one last but ultimately futile push to save themselves.

Arriving with Roshin Ghent

If the PCs arrive with Roshin Ghent, they are allowed to board quickly and ropes are cast off. If the PCs ask for citizens to be brought along, the captain relents and a few of the closest ones are pulled on board. Others are prevented from entering by the crew. The *Just Retribution* sails away from Pontylver and towards Dullstrand.

However, a group of flying devils spots the *Just Retribution* and descent to attack. The crew and captain Ghent deal with the lesser devils while the PCs face the main fight.

Terrain features: the *Just Retribution* does not escape completely unmolested from the harbor, nor are the crew

entirely passive during the fight. All Tumble checks take a -2 circumstance penalty on the deck to simulate crowded conditions, shots landing at the *Just Retribution* and so on. Those with ranks in Profession (sailor) can ignore this penalty.

The crew uses a ballista to fire at the enemies each round (+1, damage 3d8/19-20). Roshin Ghent also joins the combat on round 4, after having retrieved his items. He aids his crew in fighting the lesser devils.

In addition, the enemies on shore fire arrows and ballista bolts at the *Just Retribution*. They are not enough to sink the ship but at the start of each round, make three ranged attacks against the PCs (+2 to hit, 1d8+1/x3)

APL4 (EL 6)

☛ **Fiend of the Nine Hells** (2) (fiendish medium air elementals): hp 26 each; see *Monster Manual* 96 with following changes: SR 9, DR 5/magic, resist cold 5 and fire 5, smite good +4)

APL6 (EL 8)

☛ **Fiend of the Nine Hells** (4) (fiendish medium air elemental): hp 26 each; see *Monster Manual* 96 with following changes: SR 9, DR 5/magic, resist cold 5 and fire 5, smite good +4)

APL8 (EL 10)

☛ **Fiend of the Nine Hells** (3) (fiendish large air elemental): hp 60 each; see *Monster Manual* 96 with following changes: SR 13, DR 5/magic, resist cold 10 and fire 10, smite good +8)

APL10 (EL 12)

☛ **Fiend of the Nine Hells** (5) (fiendish large air elemental): hp 60 each; see *Monster Manual* 96 with following changes: SR 13, DR 5/magic, resist cold 10 and fire 10, smite good +8)

APL12 (EL 13)

☛ **Fiend of the Nine Hells** (3) (fiendish huge air elemental): hp 136 each; see *Monster Manual* 96 with following changes: SR 21, DR 10/magic, resist cold 10 and fire 10, smite good +16)

Tactics: These creatures use their fly-by-attack to the best of their abilities. They do not use their *whirlwind* special ability but every round on APL 8-12, one of the elementals attempts to start a grapple with a PC and attempts to drop him into the sea.

Treasure:

As a reward for their help the PCs gain an amount of gold equal to the amount they would have gotten if they fought the crew (see below).

Arriving without the captain

If PCs arrive here without the captain, the first mate Vrinsin denies them access. He is waiting for captain Roshin and does not let more people on board. The PCs have two options here, either they can convince Vrinsin

to let them on board or they must fight Vrinsin and a few crew members and take control of the *Just Retribution*.

Due to stress and the chaos of the situation, Vrinsin is not in best of moods and is likely to pass a quick judgment on people. As such he counts as hostile and a successful DC 35 Diplomacy check is required to turn him friendly. The following bonuses apply:

- Using a Bluff check to convince Vrinsin that his captain is dead: +10
- Every favor with the Ahlissan army or a noble house: +2
- Celestial Scion feat: +4
- The PC who does the talking owns a ship: +4
- The PC is a member of a naval meta-organization: +2
- *Festival Queen* AR entry from ESA7-03 No Parley in Pirates Code: +2

If the PCs fail to convince him, Vrinsin tells the PCs to leave and orders the ship to set sail. If the PCs want to get on board, they must fight. If not, they must head out towards the Hestmark Highlands or through Medegia.

APL4 (EL 6)

- ☛ **Vrinsin**: hp 23; see Appendix 1.
- ☛ **Ahlissan naval soldier (5)**: hp 5 each; see Appendix 1.
- ☛ **Fiend of the Nine Hells**: (count as fiendish medium air elementals): hp 26 each; see *Monster Manual* 96 with following changes: SR 9, DR5/magic, Resist Cold & Fire 5, Smite Good +4)

APL6 (EL 8)

- ☛ **Vrinsin**: hp 32; see Appendix 1.
- ☛ **Ahlissan naval soldier (5)**: hp 9 each; see Appendix 1.
- ☛ **Fiend of the Nine Hells (2)**: (count as fiendish medium air elementals): hp 26 each; see *Monster Manual* 96 with following changes: SR 9, DR5/magic, Resist Cold & Fire 5, Smite Good +4)

APL8 (EL 10)

- ☛ **Vrinsin**: hp 41; see Appendix 1.
- ☛ **Ahlissan naval soldier (5)**: hp 18 each; see Appendix 1.
- ☛ **Fiend of the Nine Hells** (counts as fiendish large air elemental): hp 60 each; see *Monster Manual* 96 with following changes: SR 13, Resist Cold & Fire 10, Smite Good +8)

APL10 (EL 12)

- ☛ **Vrinsin**: hp 50; see Appendix 1. level 6
- ☛ **Ahlissan naval soldier (8)**: hp 40 each; see Appendix 1.
- ☛ **Fiend of the Nine Hells (2)** (counts as fiendish large air elemental): hp 60 each; see *Monster Manual* 96 with following changes: SR 13, Resist Cold & Fire 10, Smite Good +8)

APL12 (EL 14)

- ☛ **Vrinsin**: hp 96; see Appendix 1.
- ☛ **Ahlissan naval soldier (8)**: hp 50 each; see Appendix 1.
- ☛ **Fiend of the Nine Hells** (counts as fiendish huge air elemental): hp 136 each; see *Monster Manual* 96 with following changes: SR 21, Resist Cold & Fire 10, Smite Good +16)

Tactics: If combat occurs, the naval soldiers try to form "choke" points in the ship where they can try to use the numbers to their advantage. Vrinsin drinks his potion of *bull's strength* as soon as possible. If the opportunity presents itself, they bull rush PCs over the ship railing. Anyone who is bull rushed this way gains a DC 15 Reflex save to grab the railing to avoid falling down.

The soldiers surrender once they lose 3/4 of their hit points.

In addition to this, one fiend appears at the start of round 2 (operating as normal on his initiative count) and attacks the PCs, assuming the crew of the *Just Retribution* are soldiers of the Great Kingdom.

Treasure: The crew and Vrinsin have some loot on them. If they help Vrinsin and the crew they gain this loot as a reward for their aid.

APL 4: Loot 211; Magic: *cloak of resistance* +1 (83 gp), *potion of bull's strength* (25 gp).

APL 6: Loot 211; Magic: *cloak of resistance* +1 (83 gp), *potion of bull's strength* (25 gp).

APL 8: Loot 310; Magic: *cloak of resistance* +1 (83 gp), +1 *greataxe* (193 gp), *potion of bull's strength* (25 gp).

APL 10: Loot 408; Magic: *cloak of resistance* +1 (83 gp), +1 *greataxe* (193 gp), *potion of bull's strength* (25 gp).

APL 12: Loot 408; Magic: *cloak of resistance* +1 (83 gp), +1 *greataxe* (193 gp), *potion of bull's strength* (25 gp).

Detect magic results: *cloak of resistance* +1 (faint abjuration), +1 *greataxe* (faint evocation), *potion of bull's strength* (faint transmutation).

Troubleshooting: It is possible that the PCs may wish to let in more people, beyond the safe carrying capacity of the ship. A successful DC 15 Profession (sailor) check tells that this is not a good idea. If Roshin is present, he does not allow it.

If the PCs plan to more people on board, the Hextorites start to bring artillery into position (make sure the players realize this). It is obvious that if they continue to delay, the ship is likely to be sunk.

If PCs continue to ignore this, when the *Just Retribution* sails out, the Hextorites fire their catapult. A bolt hits, damaging the hull, and causing the ship to start sinking. People quickly abandon ship and swim to shore, and there is nothing left for the PCs but to follow suit.

Once the PCs get to the shore, their only remaining option is to flee towards the Hestmark Highlands or through Medegia (see encounter 6). Most people have

meanwhile fled back into the city (though PCs might rally some prisoners to follow hem).

gain access to his items (see Appendix 1) as if they defeated him.

Development: Once the PCs have dealt with the devils or crew, they can escape from Pontylver with the *Just Retribution*. Move to Conclusion C.

CONCLUSION

CONCLUSION A – ESCAPING TO SUNNDI

Several days of travel through the rough hills of the Hestmarks brings you in the lowlands of Sunndi, safe at last.

Pontylver, however, is firmly in hands of the fiends and the resurgent Hextorites and the fate of Ahlissa hangs in the balance. Dark days are ahead of you.

CONCLUSION B – ESCAPING TO AHLISSA

A harrowing trek through Medegia eventually leads to into a patrol of Ahlissan soldiers – loyalists of king Xavener. The news of the fall of Pontylver has apparently reached their ears already. More rumors of skirmishes and betrayals reach your ears. But you, at least, are safe for now.

Pontylver is left firmly in hands of the fiends and the resurgent Hextorites. The fate of Ahlissa hangs in the balance. Dark days are ahead of you.

CONCLUSION C – ESCAPING WITH THE JUST RETRIBUTION

*As the docks of Pontylver burn behind you, the *Just Retribution* sails towards the Aerdi sea, knocking aside debris that floats in it's way and withstanding shots fired from the shore. As soon as possible, the bow of the ship is turned south, where the safe port of Dullstrand awaits. Pontylver is firmly in hands of the fiends and the resurgent Hextorites and the fate of Ahlissa hangs in the balance. Dark days are ahead of you.*

The PCs can travel to wherever they want now. Those who wish to deliver the message from the Jaded Mask can travel to Newkeep in Sunndi or to Irongate. Delivering the message earns them the **Favor of the Jade Mask**.

If the PCs rescued Roshin Ghent, they earn the **Favor of the Zilchites**.

If the PCs rescued Tersirk or any other Zilchans, they earn the **Freed the Common Bureaucrat**.

If the PCs went to the harbor and took the *Just Retribution*, with or without Roshin Ghent, they earn **Ship's Bounty**. If they also rescued Roshin Gent, they

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 1: Rude Awakening

Defeating the Hextorites

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 2/5: Captured/Dungeons

Escaping from prison or saving the prisoners

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 4: Kopru Lair

Destroying or bypassing the kopru

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 6: Medegia and the Hestmark Highlands

Defeating the undead

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 7: Just Retribution

Escaping with the Just Retribution

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Story award

Rescuing Roshin Ghent and Zilchans
(award 50% if only Roshin is saved)

APL 4	120 XP
APL 6	150 XP
APL 8	200 XP
APL 10	120 XP

Maximum possible experience:

APL 4	675 (855) XP
APL 6	900 (1,140) XP
APL 8	1,125 (1,425) XP
APL 10	1,350 (1,710) XP
APL 12	1,575 (1,995) 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.

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

1: Rude Awakening

Looting the Hextorites.

APL 4: Loot 594; Magic: 104 gp; *potion of bears endurance* (2) (25 gp each), *potion of bull's strength* (2) (25 gp each), *potion of shield of faith* (4 gp); Total: 698 gp.

APL 6: Loot 1,238; Magic: 254 gp; *potion of bears endurance* (5) (25 gp each), *potion of bull's strength* (5) (25 gp each), *potion of shield of faith* (4 gp); Total: 1,492 gp.

APL 8: Loot 1,444; Magic: 304 gp; *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of shield of faith* (4 gp); Total: 1,708 gp.

APL 10: Loot 1,457; Magic: 592 gp; +1 *flail* (192 gp), +1 *heavy wooden shield* (96 gp), *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of shield of faith* (4 gp); Total: 2,049 gp.

APL 12: Loot 1457; Magic: 1634 gp; +2 *breastplate* (362 gp), +1 *flail* (2) (192 gp), +1 *heavy wooden shield* (2) (96 gp), *periapt of wisdom* +2 (333 gp), *potion of bears endurance* (6) (25 gp each), *potion of bull's strength* (6) (25 gp each), *potion of haste* (62 gp), *potion of shield of faith* (4 gp); Total: 3,094 gp.

3: Kopru Lair

Recovering treasure from the kopru

APL 4-12: Coin 100 gp; Loot 103; Magic: 560 gp; +1 *light fortification studded leather armor* (374 gp), *potion of fly* (3) (62 gp each); Total: 763 gp.

7: Just Retribution

Taking over the *Just Retribution* from Vrinsin

APL 4: Loot 211; Magic: 108 gp; *cloak of resistance* +1 (83 gp), *potion of bull's strength* (25 gp); Total: 319 gp.

APL 6: Loot 211; Magic: 108 gp; *cloak of resistance* +1 (83 gp), *potion of bull's strength* (25 gp); Total: 319 gp.

APL 8: Loot 310; Magic: 301 gp; *cloak of resistance* +1 (83 gp), *greataxe* +1 (193 gp), *potion of bull's strength* (25 gp); Total: 611 gp.

APL 10: Loot 408; Magic: 301 gp; *cloak of resistance* +1 (83 gp), *greataxe* +1 (193 gp), *potion of bull's strength* (25 gp); Total: 709 gp.

APL 12: Loot 408; Magic: 301 gp; *cloak of resistance* +1 (83 gp), *greataxe* +1 (193 gp), *potion of bull's strength* (25 gp); Total: 709 gp.

Treasure Cap

APL 4: 675 gp

APL 6: 900 gp

APL 8: 1,125 gp

APL 10: 1,300 gp

APL 12: 3,300 gp

Total Possible Treasure

APL 4: 1,780 gp

APL 6: 2,574 gp

APL 8: 3,082 gp

APL 10: 3,521 gp

APL 12: 4,566 gp

ADVENTURE RECORD ITEMS

Captured: Having failed to escape from Pontylver, you are sent to labor camp. This costs you 26TUs and your equipment.

Favor of the Zilchites: You gain a +5 circumstance bonus to any skill check used to earn gold at the end of an adventure.

In addition you gain one-time access to an upgrade of your armor with the *healing* property (MIC), a *helm of glorious recovery* (MIC) or a *ring of mystic healing* (MIC). Members of the Royal Merchants of Ahlissa gain access meta-regional instead.

Favor of the Jade Mask: You gain access to one of the following skill tricks from *Complete Scoundrel* (cross-off those that don't apply): *Healing Hands*, *Leaping Climber*, *Swift Concentration*, *Tumbling Crawl*.

Members of the Jade Mask can pick two skill tricks.

Freed the Common Bureaucrat: You can spend this favor to remove one wanted effect within Ahlissa. In addition you gain free standard upkeep within the Splintered Suns.

Ship's Bounty: For either capturing or helping the *Just Retribution*, you have rights to future spoils acquired in the Aerdi Sea. After any adventure set in the Splintered Suns meta-region, you may roll on the following chart to determine current success.

1-2: battle damage! spend 200 gp to hire more security or lose this favor.

3-12: No profit is made.

13-17: Earn 100 gp.

18-19: Earn 200 gp.

20: Earn 500 gp but lose 1TU.

ITEM ACCESS

APL 4-12:

- +1 *light fortification studded leather armor* (Adventure; DMG)
- +1 *shock scimitar* (Adventure; DMG)
- *elven chain* (Adventure; DMG)

APPENDIX 1: ALL APLS

KARRALAK CR 4

Male human (Olman/Oeridian) Cleric 4
LN Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot +3
Languages Common, Old Oeridian, Olman

AC 16, touch 12, flat-footed 14; Dodge
(+2 Dex, +4 armor)

hp 31 (4 HD)

Fort +6 **Ref** +3, **Will** +6

Speed 30 ft. (6 squares)

Melee masterwork quarterstaff +5 (1d6+1)

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

Special Actions turn undead 7/day (+4, 2d6+8, 4th),
turn earth creatures or rebuke air creatures 7/day
(+4, 2d6+8, 4th)

Combat Gear

Cleric Spells Prepared (CL 4th):

2nd—*aid*, *enthrall* (DC 14), *summon monster II*,
wind wall^P

1st—*bane* (DC 13), *bless*, *deathwatch*, *obscuring
mist*, *sanctuary* (DC 13), *doom* (DC 14), *magic
weapon*^D

0—*guidance* (2), *light*, *resistance*, *virtue*

D: Domain spell. Deity: Quetzalcoatl. Domains: Air,
Knowledge

Abilities Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha
19

Feats Combat Casting, Dodge, Skill Focus
(Profession)

Skills Concentration +9 (+13 when casting
defensively), Knowledge (Local: the Splintered
Suns) +9, Knowledge (nature) +9, Profession
(merchant) +11, Spellcraft +9.

Possessions combat gear plus masterwork
quarterstaff, +1 *studded leather armor*, holy
symbol, spell component pouch.

ROSHIN GHENT CR 6

Male human (Oeridian) fighter 6
LN medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, Old Oeridian

AC 12, touch 12, flat-footed 10
(+2 Dex) or
19, touch 12, flat-footed 17
(+2 Dex, +5 armor, +2 shield)

hp 45 (9 while in prison) (6 HD)

Fort +7, **Ref** +4, **Will** +3

Speed base movement 30 ft (6 squares).

Melee +5 (unarmed, 1d3+3) or

Melee scimitar +11/+6 (1d6+6 and 1d6 electricity)

Ranged None or +9/+3 ranged (1d8+3/x3)

Base Atk +6; **Grp** +8

Combat Gear

Abilities Str 16, Dex 14, Con 10, Int 13, Wis 8, Cha
12

Feats Alertness, Athletic, Dodge, Great Fortitude,
Investigator, Iron Will, Weapon Focus (scimitar),
Weapon Specialization (scimitar)

Skills Balance +3, Climb +7, Diplomacy +4, Gather
Information +4, Jump +4, Listen +2, Profession
(sailor) +4, Sense Motive +2, Search +4, Spot +2,
Swim +8

Possessions None or combat gear plus +1 *shock
scimitar*, masterwork composite longbow (+3 str),
elven chain, large wooden shield.

KURLASGH ORRM CR 7

Male human expert 8
N Medium Humanoid

Init +3; **Senses** Listen -1, Spot -1

Languages Common, Old Oeridian, Nyronnese

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 44 (8 HD)

Fort +4, **Ref** +5, **Will** +7

Speed base movement 30 ft. (6 squares)

Melee masterwork short sword +10/+5 (1d6+1/19-20)

Base Atk +6/+1; **Grp** +7

Combat Gear masterwork quarterstaff

Abilities Str 13, Dex 16, Con 14, Int 15, Wis 9, Cha
16

Feats Iron Will, Leadership, Skill Focus (Perform
(Acting)), Weapon Finesse.

Skills Bluff +14, Decipher script +8, Diplomacy +20,
Intimidate +5, Knowledge (nobility) +13, Knowledge
(local: the Splintered Suns) +13, Knowledge (local:
Core) +13, Perform (acting) +17, Perform (oratory)
+14, Profession (actor) +10, Sense Motive +5.

Possessions masterwork short sword, flashy
clothing, mock weapons, as well as whatever the
DM deems necessary for this adventure.

MORSUS CR 2

Male human rogue 2
NG medium humanoid (human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common, Ferral

AC 16, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 shield); Dodge

hp 15 (3 HD)

Resistance Evasion; Trap sense +1

Fort +2, **Ref** +5, **Will** +4

Speed 30 ft. in masterwork chainshirt (6 squares),
base movement 30 ft.

Melee masterwork shortsword +5 (1d6+2/19-20) or
dagger +4 (1d4+2/19-20)

Ranged dagger (thrown) +4 (1d4+2/19-20)

Base Atk +2; **Grp** +4

Atk Options Sneak Attack +2d6

Combat Gear

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha
8

Feats Dodge, Improved Initiative, Iron Will

Skills Balance +6, Bluff +3, Diplomacy +4, Disguise +3, Hide +6, Intimidate +4, Jump +6, Listen +6, Move Silently +6, Open Locks +7, Spot +6, Tumble +9

Possessions combat gear plus dagger (5), masterwork shortsword, leather armor, masterwork light wooden shield

TERSIRK

CR 3

Male human cleric 3

LN Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 21 (3 HD)

Fort +4, **Ref** +2, **Will** +5

Speed base movement 30 ft.

Melee "club" +2 (1d6)

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

Atk Options Combat Casting

Combat Gear if freed, improvised weapon (counts as club)

Cleric Spells Prepared (CL 3th): (usual spells)

2nd—*death knell*, *hold person* (DC 14), *invisibility*^P

1st—*bless*, *cure light wounds*, *doom*, *entropic shield*^P

0—*detect magic* (2), *light* (2)

D: Domain spell. Deity: Zilchus. Domains: Knowledge, Trickery

Abilities Str 14 (now 8), Dex 12, Con 13 (now 10), Int 10, Wis 15, Cha 8

Feats Alertness, Combat casting, Weapon Focus (morningstar)

Skills Concentration +7, Knowledge (religion) +6, Spellcraft +6

Possessions combat gear

PRISONER (COMMONER)

CR 1/2

Male human commoner 1

N medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Languages Common

AC 10, touch 10, flat-footed 10

hp 3 (1 HD);

Fort +0, **Ref** +0, **Will** +0

Speed 30 ft.

Melee club +0 (1d6)

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

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

Combat Gear if freed, improvised weapon (counts as club)

Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

Feats Alertness, Skill focus

Skills Handle animal +2, Listen +3, Profession (any) +7, Ride +4, Spot +3

Possessions combat gear

PRISONER (MERCHANT) CR 1/2

Male human expert 1

LN medium humanoid (human)

Init +0; **Senses** Listen +4, Spot +4

Languages Common

AC 10, touch 10, flat-footed 10

hp 4 (1 HD);

Fort +0, **Ref** +0, **Will** +1

Speed 30 ft.

Melee club +1 (1d6+1)

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

Base Atk +0; **Grp** +1

Combat Gear if freed, improvised weapon (counts as club)

Abilities Str 12, Dex 10, Con 11, Int 13, Wis 9, Cha 8

Feats Alertness, Skill focus

Skills Climb +3, Handle animal +3, Listen +4, Knowledge (local: the Splintered Suns) +5, Knowledge (nobility & royalty) +5, Knowledge (geography) +5, Profession (any) +6, Ride +4, Spot +4

Possessions combat gear

PRISONER (SOLDIER/SAILOR) CR 1/2

Male human warrior 1

LN Medium humanoid

Init +0; **Senses** Listen +0, Spot +1

Languages Common

AC 10, touch, 10, flat-footed 10

hp 5 (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 20 ft. (4 squares)

Melee Club +2 (1d6+1)

Base Atk +1; **Grp** +2

Combat Gear if freed, improvised weapon (counts as club)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longsword), Weapon Focus (light crossbow)

Skills Climb +1, Jump -7, Spot +1

Possessions combat gear

1: RUDE AWAKENING

LIEUTENANT

CR 4

Male human cleric 4
LE Medium humanoid
Init +1; **Senses** Listen +3, Spot +4
Languages Common

AC 19, touch, 9, flat-footed 18
(+7 armor, +2 shield, -1 Dex)

hp 29 (4 HD)
Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. (4 squares)
Melee masterwork flail +6 (1d8+1) or
armor spikes +5 (1d6+3)
Range masterwork light crossbow +3 (1d8/19-20)
Base Atk +3; **Grp** +4

Atk Options Smite (1/day +4 to hit, +4 damage)
Combat Gear masterwork flail, masterwork heavy crossbow, *potion of shield of faith*

Cleric Spells Prepared (CL 4th):
2nd—*hold person* (2) (DC 15), *silence* (DC 15)
spiritual weapon^D
1st—*bless, cause fear* (DC 14), *doom* (DC 14),
magic weapon^D
0—*guidance* (2), *resistance, virtue* (2)

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Lightning Reflexes, Negotiator, Skill Focus (Concentration). Weapon Focus (flail).

Skills Concentration +9, Diplomacy +8, Heal +7, Knowledge (history) +1, Sense Motive +8, Spot +4;

Possessions combat gear plus 10 bolts, half-plate, heavy steel shield

ELITE SOLDIER

CR 4

Male human fighter 4
LE Medium humanoid
Init +1; **Senses** Listen +0, Spot +4
Languages Common

AC 21, touch, 11, flat-footed 20
(+8 armor, +2 shield, +1 Dex)

hp 37 (4 HD)
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)
Melee masterwork bastard sword +9 (1d10+5/19-20)
or

Melee armor spikes +7 (1d6+3)
Range masterwork light crossbow +6 (1d8/19-20)
Base Atk +4; **Grp** +7

Combat gear masterwork bastard sword, light crossbow, 20 bolts, *potion of bear's endurance, potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Skills Climb +4, Jump -2, Spot +4

Possessions combat gear plus masterwork full plate with armor spikes, masterwork heavy steel shield

REGULAR

CR 1/2

Male human warrior 1
LN Medium humanoid
Init +0; **Senses** Listen +0, Spot +1
Languages Common

AC 16, touch, 10, flat-footed 16
(+4 armor, +2 shield)

hp 5 (1 HD)
Fort +3, **Ref** +0, **Will** -1

Speed 20 ft. (4 squares)
Melee longsword +3 (1d8+1/19-20) or
armor spikes +2 (1d6+1)
Range light crossbow +2 (1d8/19-20)

Base Atk +1; **Grp** +2
Combat Gear longsword, light crossbow, 20 bolts, armor spikes

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Weapon Focus (longsword), Weapon Focus (light crossbow)

Skills Climb +1, Jump -7, Spot +1

Possessions combat gear plus scale mail with armor spikes, heavy wooden shield

3: KOPRU LAIR

KOPRU*

CR 6

CE medium monstrous humanoid (aquatic)
* *Monster Manual II 134*
Init +2; **Senses** darkvision 60 ft, Listen +1, Spot +1

AC 19, touch 12, flat-footed 17
(+2 Dex, +3 natural, +4 armor)

hp 36 (8 HD);
Fort +2, **Ref** +8, **Will** +9

Speed 5 ft. swim speed 40 ft;
Melee tail slap +10 (1d6+2) and
Melee 2 claws +8 (1d4+1) and
Melee bite+8(1d4+1)

Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** 10
Atk Options Dominate Person (DC 14)

Special Actions Constrict 3d6+3, Improved Grab
Combat gear *potion of fly* (3)

Abilities Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10

Feats Iron Will, Multiattack

Skills Concentration +11, Escape Artist +11, Move Silently +10, Search +8, Swim +10

Constrict (Ex) The kopru deals 3d6+3 bludgeoning damage with a successful grapple check

Dominate Person (Su) Once per day, a kopru can produce an effect like that of *dominate person* spell (CL 10th, Will Save DC 14) except that the range is 180 feet and duration eight days.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, a kopru must hit a medium or smaller creature with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Possessions combat gear and +1 *light fortification studded leather armor*

7: JUST RETRIBUTION

VRINSIN

CR 3

Male human fighter2/marshal* 1

* *Miniatures Handbook* p 66.

LN Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
(+8 armor, +1 Dex)

hp 23 (3 HD)

Fort +7, **Ref** +2, **Will** +5

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +6 (1d12+3/x3) or

Melee armor spikes +5 (1d6+2)

Ranged composite longbow +3 (1d8/x3)

Base Atk +2; **Grp** +4

Atk Options Power Attack, Cleave

Combat Gear masterwork greataxe, composite longbow with 20 arrows, *potion of bull's strength*

Abilities Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe).

Skills Diplomacy +11, Intimidate +8, Sense Motive +5
Spot +4.

Possessions combat gear and spiked masterwork full plate, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

NAVAL SOLDIER

CR 1/2

Male human warrior 1

LN Medium humanoid

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch, 10, flat-footed 15
(+3 armor, +2 shield)

hp 5 (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+1/19-20) or

Melee dagger +2 (1d4+1/19-20)

Range light crossbow +2 (1d8/19-20)

Base Atk +1; **Grp** +2

Combat Gear longsword, dagger, light crossbow, 20 bolts

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longsword), Weapon Focus (light Crossbow)

Skills Climb +4, Jump -2, Swim +0

Possessions combat gear plus, studded leather armor, heavy wooden shield

2: RUDE AWAKENING**LIEUTENANT****CR 4**Male human cleric 4
LE Medium humanoid**Init** +1; **Senses** Listen +3, Spot +4**Languages** Common**AC** 19, touch, 9, flat-footed 18

(+7 armor, +2 shield, -1 Dex)

hp 29 (4 HD)**Fort** +6, **Ref** +2, **Will** +7**Speed** 20 ft. (4 squares)**Melee** masterwork flail +6 (1d8+1) or**Melee** armor spikes +5 (1d6+3)**Range** masterwork light crossbow +3 (1d8/19-20)**Base Atk** +3; **Grp** +4**Atk Options** Smite (1/day +4 to hit, +4 damage)**Combat Gear** masterwork longsword, masterwork heavy crossbow, 10 bolts, *potion of shield of faith***Cleric Spells Prepared** (CL 4th):2nd—*hold person* (2) (DC 15), *silence* (DC 15)
spiritual weapon^D1st—*bless, cause fear* (DC 14), *doom* (DC 14),
magic weapon^D0—*guidance* (2), *resistance, virtue* (2)**D:** Domain spell. Deity: Hextor. Domains: Destruction, War**Abilities** Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Lightning Reflexes, Negotiator, Skill Focus (Concentration). Weapon Focus (flail).**Skills** Concentration +9, Diplomacy +8, Heal +7, Knowledge (history) +1, Sense Motive +8, Spot +4;**Possessions** combat gear plus half-plate, heavy steel shield**ELITE SOLDIER****CR 4**Male human fighter 4
LE Medium humanoid**Init** +1; **Senses** Listen +0, Spot +4**Languages** Common**AC** 21, touch, 11, flat-footed 20

(+8 armor, +2 shield, +1 Dex)

hp 37 (4 HD)**Fort** +6, **Ref** +2, **Will** +2**Speed** 20 ft. (4 squares)**Melee** masterwork bastard sword +9 (1d10+5/19-20)
or**Melee** armor spikes +7 (1d6+3)**Range** masterwork light crossbow +6 (1d8/19-20)**Base Atk** +4; **Grp** +7**Combat Gear** masterwork bastard sword, light crossbow, 20 bolts, armor spikes, *potion of bear's endurance, potion of bull's strength***Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).**Skills** Climb +4, Jump -2, Spot +4**Possessions** combat gear plus masterwork full plate with armor spikes, masterwork heavy steel shield**REGULAR****CR 1/2**Male human warrior 1
LN Medium humanoid**Init** +0; **Senses** Listen +0, Spot +1**Languages** Common**AC** 16, touch, 10, flat-footed 16

(+4 armor, +2 shield)

hp 5 (1 HD)**Fort** +3, **Ref** +0, **Will** -1**Speed** 20 ft. (4 squares)**Melee** longsword +3 (1d8+1/19-20) or**Melee** armor spikes +2 (1d6+1)**Range** light crossbow +2 (1d8/19-20)**Base Atk** +1; **Grp** +2**Combat Gear** longsword, light crossbow, 20 bolts, armor spikes**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8**Feats** Weapon Focus (longsword), Weapon Focus (light crossbow)**Skills** Climb +1, Jump -7, Spot +1**Possessions** combat gear plus scale mail with armor spikes, heavy wooden shield**3: KOPRU LAIR****FIENDISH KOPRU*****CR 8**

CE medium monstrous humanoid (aquatic, extraplanar)

* *Monster Manual II* 134**Init** +2; **Senses** darkvision 60 ft, Listen +1, Spot +1**AC** 19, touch 12, flat-footed 17;

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

hp 36 (8 HD); **DR** 5/magic;**Resist** cold 10, fire 10 **SR** 13**Fort** +2, **Ref** +8, **Will** +9;**Speed** 5 ft. swim speed 40 ft;**Melee** tail slap +10 (1d6+2) and**Melee** 2 claws +8 (1d4+1) and**Melee** bite+8(1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +10**Atk Options** Dominate person (DC 14), smite good (+8) 1/day**Special Actions** Constrict 3d6+3, Improved Grab**Combat gear** *potion of fly* (3)**Abilities** Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10**Feats** Iron Will, Multiattack**Skills** Concentration +11, Escape Artist +11, Move Silently +10, Search +8, Swim +10

Constrict (Ex) The kopru deals 3d6+3 bludgeoning damage with a successful grapple check

Dominate Person (Su) Once per day, a kopru can produce an effect like that of *dominate person* spell (CL 10th, Will Save DC 14) except that the range is 180 feet and duration eight days.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, a kopru must hit a medium or smaller creature with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Possessions combat gear and +1 *light fortification studded leather armor*

7: JUST RETRIBUTION

VRINSIN

CR 4

Male human (Oeridian) fighter3/marshal*1

* *Miniatures Handbook* 66.

LN Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
(+8 armor, +1 Dex)

hp 32 (4 HD)

Fort +7, **Ref** +3, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +8 (1d12+4/x3) or

Melee armor spikes +7 (1d6+3)

Ranged composite longbow +4 (1d8/x3)

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

Atk Options Power Attack, Cleave

Combat Gear masterwork greataxe, composite longbow with 20 arrows, *potion of bull's strength*

Abilities Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe).

Skills Diplomacy +11, Intimidate +9, Sense Motive +5
Spot +4, Swim -10

Possessions combat gear and spiked masterwork full plate, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by

marshal's auras are circumstance bonuses that do not stack with each other.

NAVAL SOLDIER CR 1

Male human fighter 1

LN Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch, 12, flat-footed 15
(+3 armor, +2 shield +2 Dex)

hp 9 (1 HD)

Fort +3, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)

Melee longsword +4 (1d8+2/19-20) or dagger +3
(1d4+2/19-20)

Range light crossbow +3 (1d8/19-20)

Base Atk +1; **Grp** +3

Combat Gear longsword, light crossbow, 20 bolts, dagger

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

Feats Iron Will, Weapon Focus (longsword), Weapon Focus (light crossbow)

Skills Balance -1, Climb +1, Jump +1, Swim -1, Use Rope +3

Possessions combat gear plus studded leather armor, heavy wooden shield shield

2: RUDE AWAKENING**LIEUTENANT****CR 6**

Male human cleric 6

LE Medium humanoid

Init +1; **Senses** Listen +3, Spot +5**Languages** Common**AC** 19, touch, 9, flat-footed 18

(+7 armor, +2 shield, -1 Dex)

hp 45 (6 HD)**Fort** +7, **Ref** +3, **Will** +10**Speed** 20 ft. (4 squares)**Melee** masterwork flail +7 (1d8+1) or**Melee** armor spikes +5 (1d6+3)**Range** masterwork light crossbow +4 (1d8/19-20)**Base Atk** +4; **Grp** +5**Atk Options** Smite (1/day +4 to hit, +6 damage)**Combat Gear** masterwork longsword, masterwork heavy crossbow, 10 bolts, *potion of shield of faith***Cleric Spells Prepared** (CL 6th):3rd—*contagion*^D, *dispel magic*, *invisibility purge*, *prayer*2nd—*hold person* (2) (DC 15), *silence* (DC 15), *sound burst* (DC 15), *spiritual weapon*^D1st—*bless*, *cause fear* (DC 14), *doom* (DC 14), *magic weapon*^D0—*guidance* (2), *resistance*, *virtue* (2)**D:** Domain spell. Deity: Hextor. Domains: Destruction, War**Abilities** Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Iron Will, Lightning Reflexes, Negotiator, Skill Focus (Concentration). Weapon Focus (flail).**Skills** Concentration +11, Diplomacy +10, Heal +7, Knowledge (history) +1, Sense Motive +8, Spot +5;**Possessions** combat gear plus half-plate, heavy steel shield**ELITE SOLDIER****CR 6**

Male human fighter 6

LE Medium humanoid

Init +5; **Senses** Listen +2, Spot +4**Languages** Common**AC** 21, touch, 11, flat-footed 20

(+8 armor, +2 shield, +1 Dex)

hp 59 (6 HD)**Fort** +7, **Ref** +3, **Will** +5**Speed** 20 ft. (4 squares)**Melee** masterwork bastard sword +11/+6 (1d10+5/19-20) or armor spikes +9/+4 (1d6+3)**Range** masterwork light crossbow +8 (1d8/19-20)**Base Atk** +6; **Grp** +9**Combat gear** masterwork bastard sword, light crossbow, 20 bolts, *potion of bear's endurance*, *potion of bull's strength***Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).**Skills** Climb +6, Jump -2, Listen +2, Spot +4**Possessions** combat gear plus masterwork full plate with armor spikes, masterwork heavy steel shield**REGULAR****CR 1/2**

Male human warrior 1

LN Medium humanoid

Init +0; **Senses** Listen +0, Spot +1**Languages** Common**AC** 16, touch, 10, flat-footed 16

(+4 armor, +2 shield)

hp 5 (1 HD)**Fort** +3, **Ref** +0, **Will** -1**Speed** 20 ft. (4 squares)**Melee** longsword +3 (1d8+1/19-20) or armor spikes +2 (1d6+1)**Range** light crossbow +2 (1d8/19-20)**Base Atk** +1; **Grp** +2**Combat Gear** longsword, light crossbow, 20 bolts, armor spikes**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8**Feats** Weapon Focus (longsword), Weapon Focus (light crossbow)**Skills** Climb +1, Jump -7, Spot +1**Possessions** combat gear plus scale mail with armor spikes, heavy wooden shield**3: KOPRU LAIR****FIENDISH 11 HD KOPRU* CR 10**

CE large monstrous humanoid (aquatic, extraplanar)

* *Monster Manual II* 134**Init** +1; **Senses** darkvision 60 ft, Listen +2, Spot +2**AC** 19, touch 11, flat-footed 18;

(+1 Dex, +5 natural, +4 armor, -1 size)

hp 82 (11 HD); **DR** 10/magic;**Resist** cold 10, fire 10; **SR** 16**Fort** +6, **Ref** +8, **Will** +10;**Speed** 5 ft. swim speed 40 ft;**Melee** tail slap +16 (1d8+6) and**Melee** 2 claws +14 (1d6+3) and**Melee** bite+14(1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +21**Atk Options** Dominate person (DC 14), Power Attack, smite good (+11) 1/day**Special Actions** Constrict 3d8+9, Improved Grab**Combat gear** *potion of fly* (3)**Abilities** Str 23, Dex 12, Con 16, Int 11, Wis 12, Cha 10**Feats** Iron Will, Multiattack, Power Attack.**Skills** Concentration +11, Escape Artist +14, Move Silently +9, Search +8, Swim +10

Constrict (Ex) The kopru deals 3d8+9 bludgeoning damage with a successful grapple check

Dominate Person (Su) Once per day, a kopru can produce an effect like that of *dominate person* spell (CL 10th, Will Save DC 14) except that the range is 180 feet and duration eight days.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, a kopru must hit a large or smaller creature with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Possessions combat gear and +1 *light fortification studded leather armor*

7: JUST RETRIBUTION

VRINSIN

CR 5

Male human (Oeridian) fighter4/marshal*1

* *Miniatures Handbook* 66.

LN Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
(+8 armor, +1 Dex)

hp 41 (5 HD)

Fort +8, **Ref** +3, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +9 (1d12+7/x3) or

Melee armor spikes +8 (1d6+3)

Ranged composite longbow +5 (1d8/x3)

Base Atk +4; **Grp** +7

Atk Options Power Attack, Cleave

Combat Gear masterwork greataxe, composite longbow with 20 arrows, *potion of bull's strength*

Abilities Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe). Weapon Specialization (greataxe)

Skills Diplomacy +11, Intimidate +9, Sense Motive +6
Spot +4, Swim -10

Possessions combat gear and spiked masterwork full plate, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by

marshal's auras are circumstance bonuses that do not stack with each other.

NAVAL SOLDIER

CR 2

Male human fighter 2

LN Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch, 12, flat-footed 15
(+3 armor, +2 shield +2 Dex)

hp 18 (2 HD)

Fort +4, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork longsword +6 (1d8+2/19-20) or

Melee dagger +4 (1d4+2/19-20)

Range Light crossbow +4 (1d8/19-20)

Base Atk +2; **Grp** +4

Combat Gear longsword, light crossbow, 20 bolts

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

Feats Dodge, Iron Will, Weapon Focus (Longsword),
Weapon Focus (Light Crossbow)

Skills Balance +0, Climb +1, Jump +1, Swim +0, Use
Rope +3

Possessions combat gear plus studded leather armor, heavy wooden shield

2: RUDE AWAKENING**COLONEL****CR 10**

Male human fighter 7/Divine Crusader* of Hextor 3

* *Complete Divine* 33

LE Medium humanoid

Init +5; **Senses** Listen +3, Spot +4**Languages** Common**AC** 23, touch 11, flat-footed 22

(+8 armor, +4 shield, +1 Dex)

hp 93 (6 HD) **Resist** electricity 5**Fort** +10, **Ref** +4, **Will** +8**Speed** 20 ft. (4 squares)**Melee** +1 flail +14/+10 (1d8+6/19-20) or**Melee** armor spikes +12/+7 (1d6+3)**Range** masterwork light crossbow +11 (1d8/19-20)**Base Atk** +9; **Grp** +12**Atk Options** Power Attack, smite (1/day +4 to hit, +3 damage)**Combat Gear** +1 flail, light crossbow, 20 bolts, armor spikes, *potion of bear's endurance*, *potion of bull's strength***Cleric Spells Prepared** (CL 3rd):2nd—*shatter* (DC 13)1st—*InFLICT light wounds* (3) (DC 12)

Deity: Hextor. Domain: Destruction

Abilities Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Cleave, Iron Will, Improved Initiative, Improved Toughness, Power Attack, Shield Specialization, Shield Ward, Weapon Focus (flail), Weapon Specialization (flail).**Skills** Climb +6, Intimidate +8, Jump -2, Knowledge (religion) +2, Listen +3, Spot +4**Possessions** combat gear plus masterwork full plate with armor spikes, +1 heavy steel shield**LIEUTENANT****CR 8**

Male human cleric 8

LE Medium humanoid

Init +1; **Senses** Listen +3, Spot +5**Languages** Common**AC** 19, touch, 9, flat-footed 18

(+7 armor, +2 shield, -1 Dex)

hp 59 (8 HD)**Fort** +8, **Ref** +3, **Will** +11**Speed** 20 ft. (4 squares)**Melee** masterwork flail +10 (1d8+2) or**Melee** armor spikes +5 (1d6+2)**Range** masterwork light crossbow +6 (1d8/19-20)**Base Atk** +6; **Grp** +8**Atk Options** Smite (1/day, +4 to hit, +8 damage)**Combat gear** masterwork longsword, masterwork heavy crossbow, 10 bolts, armor spikes, *potion of shield of faith***Cleric Spells Prepared** (CL 8th):4th—*dimensional anchor*, *divine power*^P, *spell immunity*3rd—*bestow curse*, *contagion*^P, *dispel magic*, *invisibility purge*, *prayer*
2nd—*hold person* (2) (DC 15), *silence* (DC 15), *sound burst* (DC 15), *spiritual weapon*^D
1st—*bane* (DC 14), *bless*, *cause fear* (DC 14), *divine favor*, *doom* (DC 14), *magic weapon*^D
0—*guidance* (2), *resistance* (2) *virtue* (2)**D:** Domain spell. Deity: Hextor. Domains: Destruction, War**Abilities** Str 14, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Iron Will, Lightning Reflexes, Negotiator, Skill Focus (Concentration). Weapon Focus (flail).**Skills** Concentration +11, Diplomacy +10, Heal +7, Knowledge (history) +1, Sense Motive +8, Spot +5;**Possessions** combat gear plus half-plate, heavy steel shield**ELITE SOLDIER****CR 8**

Male human fighter 8

LE Medium humanoid

Init +5; **Senses** Listen +3, Spot +5**Languages** Common**AC** 21, touch, 11, flat-footed 20

(+8 armor, +2 shield, +1 Dex)

hp 79 (6 HD)**Fort** +8, **Ref** +3, **Will** +5**Speed** 20 ft. (4 squares)**Melee** masterwork bastard sword +14/+9 (1d10+5/19-20) or**Melee** armor spikes +12/+7 (1d6+3)**Range** masterwork light crossbow +10 (1d8/19-20)**Base Atk** +8; **Grp** +11**Combat gear** masterwork bastard sword, light crossbow, 20 bolts, armor spikes, *potion of bear's endurance*, *potion of bull's strength***Abilities** Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Iron Will, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).**Skills** Climb +6, Jump +0, Listen +3, Spot +5**Possessions** combat gear plus masterwork full plate with armor spikes, masterwork heavy steel shield**REGULAR****CR 1/2**

Male human warrior 1

LN Medium humanoid

Init +0; **Senses** Listen +0, Spot +1**Languages** Common**AC** 16, touch, 10, flat-footed 16

(+4 armor, +2 shield)

hp 5 (1 HD)**Fort** +3, **Ref** +0, **Will** -1

Speed 20 ft. (4 squares)
Melee longsword +3 (1d8+1/19-20) or
Melee armor spikes +2 (1d6+1)
Range light crossbow +2 (1d8/19-20)
Base Atk +1; **Grp** +2
Combat Gear longsword, light crossbow, 20 bolts, armor spikes

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Weapon Focus (longsword), Weapon Focus (light crossbow)
Skills Climb +1, Jump -7, Spot +1
Possessions combat gear plus scale mail with armor spikes, heavy wooden shield.

3: KOPRU LAIR

ELITE FIENDISH 14 HD KOPRU CR 12

CE large monstrous humanoid (aquatic, extraplanar)
* *Monster Manual II*, p 134

Init +3; **Senses** darkvision 60 ft, Listen +3, Spot +3

AC 23, touch 13, flat-footed 18;
(+3 Dex, +5 natural, +4 armor, -1 size)

hp 105 (14 HD); **DR** 10/magic;

Resist cold 10, fire 10; **SR** 19

Fort +7, **Ref** +12, **Will** +12;

Speed 5 ft. swim speed 40 ft;

Melee tail slap +22 (1d8+9) and

Melee 2 claws +20 (1d6+4) and

Melee bite+20(1d6+4)

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

Base Atk +14; **Grp** +25

Atk Options Dominate person (DC 16), Power Attack, smite good (+14) 1/day

Special Actions Constrict 3d8+13, Improved Grab

Combat gear *potion of fly* (3)

Abilities Str 29, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Feats Ability Focus (Dominate Person), Iron Will, Multiattack, Power Attack.

Skills Concentration +12, Escape Artist +17, Move Silently +12, Search +9, Swim +11

Constrict (Ex) The kopru deals 3d8+9 bludgeoning damage with a successful grapple check

Dominate Person (Su) Once per day, a kopru can produce an effect like that of *dominate person* spell (CL 10th, Will Save DC 16) except that the range is 180 feet and duration eight days.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, a kopru must hit a large or smaller creature with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Possessions combat gear and +1 *light fortification studded leather armor*

7: JUST RETRIBUTION

VRINSIN

CR 6

Male human (Oeridian) fighter5/marshal*1
* *Miniatures Handbook* p.66.

LN Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18
(+8 armor, +1 Dex)

hp 50 (6 HD)

Fort +8, **Ref** +5, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +10 (1d12+7/x3) or

Melee armor spikes +9 (1d6+3)

Ranged composite longbow +6 (1d8/x3)

Base Atk +5; **Grp** +8

Atk Options Power Attack, Cleave

Combat Gear masterwork greataxe, composite longbow with 20 arrows, *potion of bull's strength*

Abilities Str 16, Dex 12, Con 13, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Diplomacy +11, Intimidate +9, Sense Motive +6
Spot +4, Swim -8

Possessions combat gear and spiked masterwork full plate, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

NAVAL SOLDIER

CR 4

Male human fighter 4

LN Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch, 12, flat-footed 15
(+3 armor, +2 shield +2 Dex)

hp 40 (4 HD)

Fort +6, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork longsword +8 (1d8+4/19-20) or

Melee dagger +6 (1d4+2/19-20)

Range light crossbow +4 (1d8/19-20)

Base Atk +4; **Grp** +6

Combat Gear longsword, light crossbow, 20 bolts,
dagger

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha
8

Feats Dodge, Iron Will, Lightning Reflexes, Weapon
Focus (longsword), Weapon Focus (light
crossbow), Weapon Specialization (longsword)

Skills Balance +1, Climb +2, Jump +2, Swim +1, Use
Rope +3

Possessions combat gear plus studded leather
armor, heavy wooden shield

2: RUDE AWAKENING

COLONEL

CR 12

Male human fighter 7/Divine Crusader of Hextor 5

* *Complete Divine* 33

LE Medium humanoid

Init +5; Senses Listen +4, Spot +4

Languages Common

AC 23, touch 11, flat-footed 22

(+8 armor, +4 shield, +1 Dex)

hp 93 (6 HD) Resist electricity 5

Fort +11, Ref +6, Will +9

Speed 20 ft. (4 squares)

Melee +1 flail +16/+12 (1d8+7/19-20) or

Melee armor spikes +14/+9 (1d6+3)

Range masterwork light crossbow +11 (1d8/19-20)

Base Atk +10; Grp +14

Atk Options Smite (1/day +4 to hit, +5 damage), Power Attack.

Combat gear +1 flail, light crossbow, 20 bolts, armor spikes, *potion of bear's endurance*, *potion of bull's strength*

Cleric Spells Prepared (CL 5th):

2nd—*shatter* (2) (DC 13)

1st—*Infllict light wounds* (4) (DC 12)

Deity: Hextor. Domain: Destruction

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Iron Will, Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Shield Specialization, Shield Ward, Weapon Focus (flail), Weapon Specialization (flail).

Skills Climb +7, Intimidate +9, Jump +0, Knowledge (religion) +2, Listen +4, Spot +4

Possessions combat gear plus masterwork full plate with armor spikes, +1 heavy steel shield

LIEUTENANT

CR 9

Male half-fiend human cleric 7

LE Medium outsider (augmented humanoid)(native)

Init +7; Senses Listen +4, Spot +9; darkvision 60 ft

Languages Common, Infernal

AC 24, touch 13, flat-footed 21

(+7 armor, +3 shield, +3 Dex, +1 natural)

hp 49 (7 HD); DR 5/magic

Immune Poison

Resist acid 10, cold 10, electricity 10, fire 10, SR 17

Fort +7, Ref +5, Will +9

Speed 20 ft. in breastplate (4 squares), fly 20 ft (4 squares, average) in breastplate; base speed 30 ft (6 squares), fly 30 ft (6 squares, average)

Melee +1 flail +11 (1d8+5) or claw +9 (1d4+4)

Range Masterwork light crossbow +9 (1d8/19-20)

Base Atk +5; Grp +9

Atk Options Smite (1/day +4 to hit, +7 damage), smite good (1/day +7 damage), Power Attack.

Combat gear light crossbow, 20 bolts, +1 flail, *potion of bear's endurance*, *potion of bull's strength*

Cleric Spells Prepared (CL 7th):

4th—*dimensional anchor*, *divine power*^D, *spell immunity*

3rd—*contagion*^D, *dispel magic*, *invisibility purge*, *prayer*

2nd—*hold person* (2) (DC 16), *silence* (DC 16), *sound burst* (DC 16), *spiritual weapon*^D

1st—*bane* (DC 15), *bless*, *cause fear* (DC 15), *divine favor*, *doom* (DC 15), *magic weapon*^D

0—*guidance* (2), *resistance* (2) *virtue* (2)

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Abilities Str 18, Dex 17, Con 14, Int 12, Wis 18, Cha 12

Feats Combat Casting, Extra Turning, Flyby Attack, Improved Initiative, Weapon Focus (flail)

Skills Concentration +12, Diplomacy +6, Knowledge (arcana) +6, Knowledge (religion) +6, Heal +9, Spellcraft +3, Spot +9

Possessions combat gear plus +2 breastplate, +1 heavy wooden shield

ASTRAL STALKER*

CR 12

LE Medium outsider

* *Monster Manual III* 12

Init +9; Senses Listen +20, Spot +20

Languages Common, Infernal

AC 30, touch, 20, flat-footed 25

(+10 natural, +5 Dex, +5 deflection)

hp 126 (12 HD); DR 10/magic

Fort +19, Ref +18, Will +18; Evasion

Speed 50 ft. (10 squares), climb 20 ft.

Melee +20/+20 claw (1d6+7/19-20)

Ranges throat dart +17 (1d4+7 plus poison)

Base Atk +12; Grp +19

Atk Options Poison, sneak attack (+2d6), throat dart

Abilities Str 25, Dex 21, Con 23, Int 12, Wis 16, Cha 20

SQ Camouflage, elusive prey, scent, swift tracker, unearthly grace

Feats Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Iron Will, TrackB, Weapon Focus (claw)

Skills Climb +30, Hide +20, Jump +30, Listen +20, Move Silently +20, Search +16, Sense Motive +18, Spot +20, Survival +18

Poison (Ex): Injury; Fortitude DC 22; initial damage paralysis 1d4 rounds; secondary damage none. The save DC is Constitution-based.

Sneak Attack (Ex): An astral stalker can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the astral stalker is flanking.

Throat Dart (Ex): An astral stalker's throat dart has a range of 150 feet with no range increment.

Camoufl age (Ex): An astral stalker can use the Hide skill in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Evasive Prey (Ex): An astral stalker is difficult to track. Anyone trying to track one takes a -10 penalty on Survival checks.

Evasion (Ex): An astral stalker can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Swift Tracker (Ex): An astral stalker can move at its normal speed while following tracks without taking the normal -5 penalty. It takes only a -10 penalty (instead of the normal -20 penalty) when moving at up to twice normal speed while tracking.

Unearthly Grace (Su): An astral stalker adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class.

Skills: An astral stalker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ELITE SOLDIER CR 8

Male human fighter 8
LE Medium humanoid

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

Languages Common

AC 21, touch, 11, flat-footed 20
(+8 armor, +2 shield, +1 Dex)

hp 79 (6 HD)

Fort +8, **Ref** +3, **Will** +5

Speed 20 ft. (4 squares)

Melee masterwork bastard sword +14/+9 (1d10+5/19-20) or

Melee armor spikes +12/+7 (1d6+3)

Range masterwork light crossbow +10 (1d8/19-20)

Base Atk +8; **Grp** +11

Combat Gear masterwork bastard sword, light crossbow, 20 bolts, armor spikes, *potion of bear's endurance*, *potion of bull's strength*

Abilities Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Iron Will, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Skills Climb +6, Jump +0, Listen +3, Spot +5

Possessions combat gear plus masterwork full plate with armor spikes, masterwork heavy steel shield

REGULAR CR 1/2

Male human warrior 1
LN Medium humanoid

Init +0; **Senses** Listen +0, Spot +1

Languages Common

AC 16, touch, 10, flat-footed 16
(+4 armor, +2 shield)

hp 5 (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 20 ft. (4 squares)

Melee longsword +3 (1d8+1/19-20) or

Melee armor spikes +2 (1d6+1)

Range light crossbow +2 (1d8/19-20)

Base Atk +1; **Grp** +2

Combat Gear longsword, light crossbow, 20 bolts, armor spikes

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longsword), Weapon Focus (light crossbow)

Skills Climb +1, Jump -7, Spot +1

Possessions combat gear plus scale mail with armor spikes, heavy wooden shield

3: KOPRU LAIR

ELITE FIENDISH 14 HD KOPRU* CR 12

* *Monster Manual II 134*

CE large monstrous humanoid (aquatic, extraplanar)

Init +3; **Senses** darkvision 60 ft, Listen +3, Spot +3

AC 23, touch 13, flat-footed 18;

(+3 Dex, +5 natural, +4 armor, -1 size)

hp 105 (14 HD); **DR** 10/magic;

Resist cold 10, fire 10; **SR** 19

Fort +7, **Ref** +12, **Will** +12;

Speed 5 ft. swim speed 40 ft;

Melee tail slap +22 (1d8+9) and

Melee 2 claws +20 (1d6+4) and

Melee bite+20(1d6+4)

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

Base Atk +14; **Grp** +25

Atk Options Dominate person (DC 16), Power Attack, Smite Good (+14) 1/day

Special Actions Constrict 3d8+13, Improved Grab

Combat gear *potion of fly* (3)

Abilities Str 29, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Feats Ability Focus (Dominate Person), Iron Will, Multiattack, Power Attack.

Skills Concentration +12, Escape Artist +17, Move Silently +12, Search +9, Swim +11

Constrict (Ex) The kopru deals 3d8+9 bludgeoning damage with a successful grapple check

Dominate Person (Su) Once per day, a kopru can produce an effect like that of *dominate person* spell (CL 10th, Will Save DC 16) except that the range is 180 feet and duration eight days.

This ability affects spell completion and spell trigger items (such as scrolls, staves, and wands), but not other magic items.

Improved Grab (Ex) To use this ability, a kopru must hit a large or smaller creature with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Possessions combat gear and +1 *light fortification studded leather armor*

7: JUST RETRIBUTION

VRINSIN

CR 10

Male human (Oeridian) fighter9/marshal*1

* *Miniatures Handbook* p.66.

LN Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +4

Languages Common

AC 19, touch 11, flat-footed 18

(+8 armor, +1 Dex)

hp 96 (10 HD)

Fort +11, **Ref** +7, **Will** +8

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.,

Melee masterwork greataxe +15/+10 (1d12+7/19-20 x3) or

Melee armor spikes +9 (1d6+3)

Ranged composite longbow +10/+5 (1d8/x3)

Base Atk +9; **Grp** +12

Atk Options Power Attack, Cleave

Combat Gear masterwork greataxe, composite longbow with 20 arrows, armor spikes, *potion of bull's strength*

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 14

SQ Minor aura (Motivate Dexterity)

Feats Cleave, Improved Bull Rush, Improved Critical (greataxe), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy), Weapon Focus (armor spikes), Weapon Focus (greataxe), Weapon Focus, greater (greataxe), Weapon Specialization (greataxe)

Skills Diplomacy +11, Intimidate +9, Sense Motive +6
Spot +4, Swim +0

Possessions combat gear and spiked masterwork full plate, *cloak of resistance* +1

Minor aura (Ex): Motivate Dexterity, a minor aura, lets allies add the marshal's Charisma bonus (if any) to checks, dexterity based skill checks and initiative checks. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies. All bonus granted by marshal's auras are circumstance bonuses that do not stack with each other.

NAVAL SOLDIER

CR 5

Male human fighter 5

LN Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch, 12, flat-footed 15

(+3 armor, +2 shield +2 Dex)

hp 50 (5 HD)

Fort +6, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork longsword +9 (1d8+4/19-20) or

Melee dagger +7 (1d4+2/19-20)

Range light crossbow +5 (1d8/19-20)

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

Combat Gear longsword, light crossbow, 20 bolts,

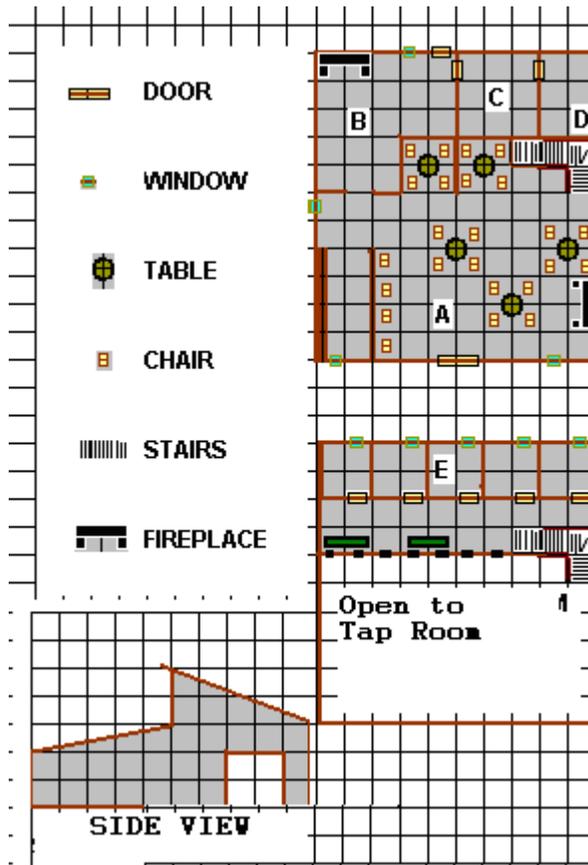
Abilities Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8

Feats Dodge, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Focus (light crossbow), Weapon Specialization (longsword)

Skills Balance +2, Climb +3, Jump +2, Swim +1, Use Rope +3

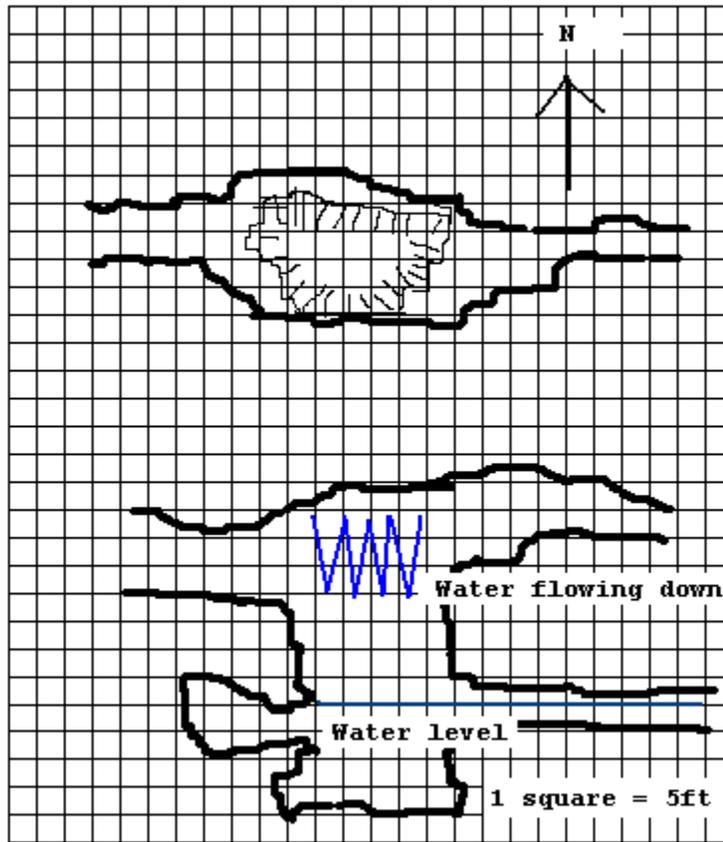
Possessions combat gear plus studded leather armor, heavy wooden shield

DM MAP # 1 – BLACK KETTLE INN

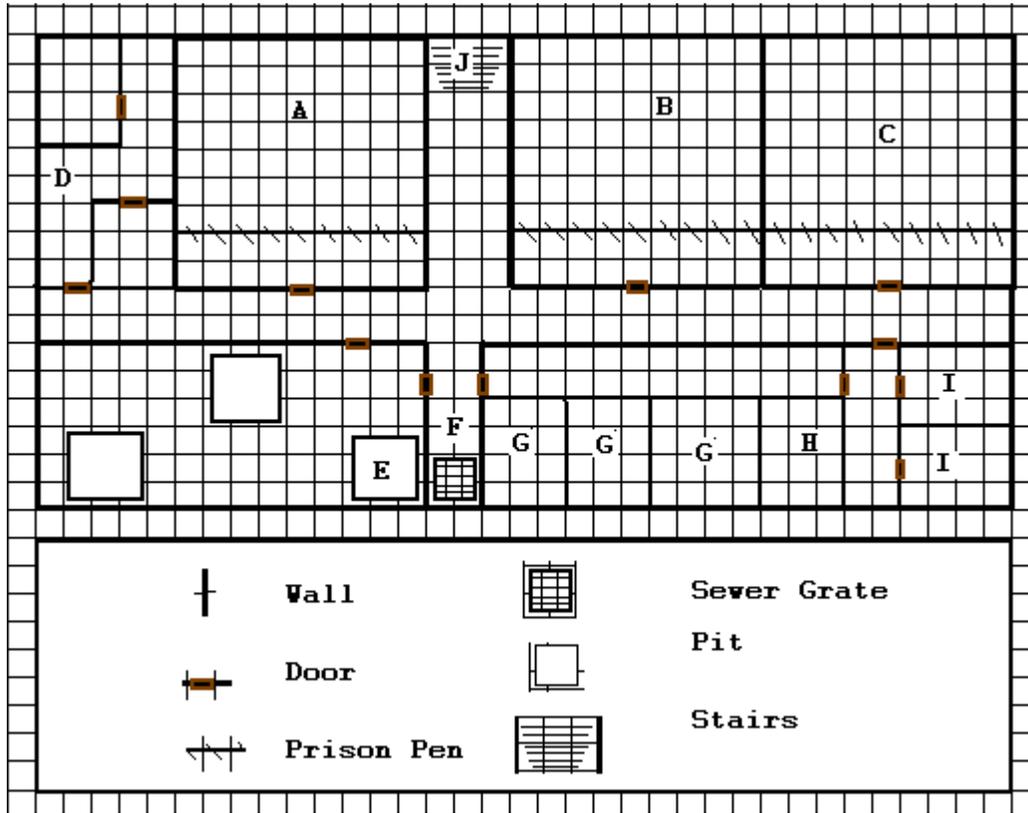


1 Square = 5ft

DM MAP # 2 – KOPRU LAIR

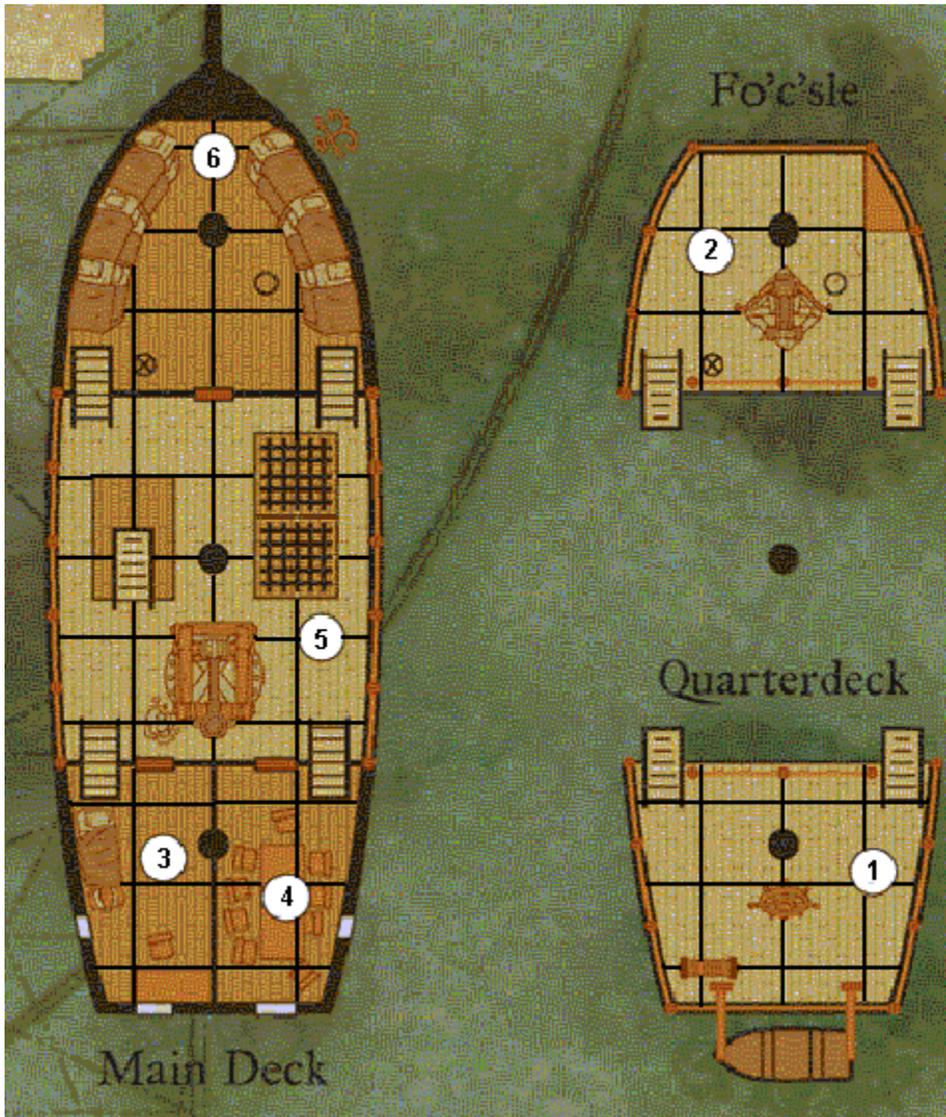


DM MAP # 3 – DUNGEON



1 Square = 5ft

DM MAP # 4 – JUST RETRIBUTION



1 Sq = 5ft.

MAP ICONS

Steps Up		Stove		Hawsepipe		Boat	
Steps Down		Table/Shelf		Anchor		Rail	
Mast		Chair		Catapult		Winch	
Door		Bunk		Ballista			
Cask		Hatch		Porthole			
Cargo		Chimney		Ship's Wheel			

DM AID 1: PONTYLVER

👑 **Pontylver (Ruined Metropolis):** Non-standard; AL LE; 5,000 gp limit; Assets 750,000 gp; Population 3,000; Mixed (human [OSf] 2,733, half-orc 212, halfling 31, dwarf 10, half-elf 8, gnomes 6).

Authority Figures: Prince Gartrel of House Darmen (LE male human Ftr10); Falrenn of House Darmen (LE male human Ftr4/Clr11 – Hextor), commander of the Ahlissan garrison.

Important Figures: Myrrha (LN female human Clr11 – Stern Alia).

This sprawling metropolis occupies a particularly strategic position on the Solnor Coast. Set on the eastern bank of the wide but sluggishly flowing Flamni River, Pontylver was a city of lofty towers, mighty temples and thronging thoroughfares. From its position at the mouth of the Flamni it acted as a gateway for Aerdy trade goods. Ships of many nations moored here and many tongues were spoken in her open-air markets, temples and hostelries.

Stout city walls pierced by two gates protected the population from the ravages of Duxchan pirates and other foes. The city's oldest ward, the High City, nestled along high bluffs overlooking the river and hosted many of the temples and places of learning for which the city was famed. Pontylver's docks were the city's mercantile heart but were mainly situated on Keritharn, a large island whose jagged spurs form a series of sheltered deep-water anchorages. Lying less than a quarter mile off shore this heavily fortified and densely populated island is connected to the main city via the Stormward - a massive, stone-flagged causeway and sea wall. Due to silting and ever shifting sand bars, the waterfront of the city proper is too shallow to accommodate anything but shallow draft barges. Thus, in happier times, cargoes would be transferred by rafts and skiffs between the ocean-going ships at Keritharn and the river barges moored along Pontylver's waterfront.

As a centre of learning, Pontylver also boasted an inordinate number of priests, wizards, sorcerers, sages, soothsayers, wise men, seers and other learned men amongst its population. These learned individuals tended to dwell along Andorann's Way, a long avenue, linking the city's two main gates. Of the balance of the city little was remarkable; it had its (extensive) slums, residential areas and mercantile districts like any other large city.

Both banks of the Flamni's were dotted with small towns, villages and farms for several leagues upstream. Food, cloth and other staples flowed into the city from these settlements providing wealth, security and jobs for the local population.

Pontylver was utterly devastated during the summer of 584 by Imperial forces exacting Ivid's terrible revenge; her impressive fortifications and mystical defenses availed it naught against the forces both demonic and mundane hurled against it by the Naelax. Of Pontylver's pre-war population of 30,000 barely a tenth survived the holocaust unleashed by Ivid's commanders. The lucky ones fled to Rel Astra, Roland or the Sea Barons. Ahy who did not escape were forced to cower in the ruins of their homes witnessing the blood-crazed atrocities of marauding orcs, Hextorites, mercenaries and fiends who sought to exterminate the hapless inhabitants.

Such was the intensity of the destruction wrought here that only Chathold's ruins rival the horrors found within. Virtually every building of note was razed to the ground, as were the city's ancient walls. Prior to its destruction temples dedicated to Wee Jas, Pyremius, Xerbo, Procan, Zilchus and a local deity, Stern Alia, dominated the city's skyline. All are now little more than heaps of scorched and tumbled rubble. The only building of note to survive the frenzied orgy of destruction was the Halls of Slaughter, a vast cathedral complex dedicated to Hextor, Scourge of Battle. Now it stands alone, a stark contrast to the sea of rubble surrounding it. Its many gargoyles and convoluted bas-reliefs leer down at the destruction surrounding it as if jeering at the few insane survivors who still linger here.

Elements of the Ahlissan army now control the vital anchorages of Keritharn and have recently finished clearing the harbor of the gutted hulks of vessels sunk while trying to flee the devastation. Many of the island's formidable defenses have similarly been repaired or rebuilt with the focus of Ahlissan efforts shifting to the clearing and rebuilding Keritharn's docks and shipyards. Once successfully completed these new facilities will allow the United Kingdom to begin construction of its Grand Fleet of the Solnor. Ostensibly the fleet's primary task will be to challenge the Scarlet Brotherhood's hold over the Tilva Straits. However, the merchants of the Solnor Compact fear the fleet will be used to dominate trade on the Solnor and to bring Rel Astra and its allies to heel.

The battered length of the Stormward, still protects the city's anchorages. In happier times this broad and massively wide seawall was used as the primary means of moving goods to and from Keritharn. The fortifications and watchtowers that studded its length, along with the towering temple-lighthouse dedicated to Procan, the Storm Lord, were all destroyed in the fighting but Ahlissan engineers have rebuilt several of its gates and guard posts, to defend the island from the undead still prowling the city proper.

Falrenn of House Darmen (LE male human Ftr4/Clr11 - Hextor) commands the city garrison. A charismatic leader with a reputation for his iron will and inflexible discipline Falrenn is a rarity in that he is an Ahlissan commander beloved by his troops. As a sign of Pontylver's importance in Ahlissan planning, the capable and ruthless Prince Gartrel (LE male human Ftr10) moved his seat here in late 591 CY. Now, from his fortress atop Keritharn, he monitors Rel Astran troop movements and directs Ahlissa's campaigning in the former See.

Even Ahlissa's hardened veteran soldiers blanch at the prospect of exploring the city proper. Any incursion is heavily armed and accompanied by several clerics of various denominations. In the vanguard of such exploration is the priestess Myrrha (LN, female human Clr11 - Stern Alia). A severe woman, Myrrha is a native of Pontylver banished by her ecclesiastical superiors in the late 570s. Thus spared the nightmare of Pontylver's fall she has returned to her birthplace to spread word of the Correct and Unalterable Way amongst the garrison, with some limited success.

The interior of the city is little more than a nightmarish jumble of collapsed buildings, undulating mounds of shattered masonry, and piles of bleached and splintered bones seemingly almost to stretch to the horizon. Individual buildings are in the main no longer discernable; although a tortured few do still stand. The course of streets and alleys is only identifiable when they form troughs through the shattered desolation.

Minor undead of all sorts are rife here as, unsurprisingly, are the wretched, or vengeful, ghosts of the slain. A gargantuan corpse gatherer also haunted these ruins. It slew many soldiers before finally being destroyed in late 592 CY. Its remains lie draped over the blackened cornerstones of the Temple of the Correct and Unalterable Way known locally as the Archon's Seat. Particularly resilient zombies and other undead still infest this area keeping treasure-seekers away. The bandits and deserters that once lingered within the fallen city are now long gone, either slain by undead, driven mad by the desolation of the place or fled.

As if all this were not enough, the ruins of Pontylver are beset by a strange, pernicious curse. Any who spend much time within the city proper often degenerate into homicidal mania, insanity or both. Sages theorize that the almost unprecedented amount of death, suffering and violence perpetrated here have left behind an echo of sorts, affecting those predisposed to violence. Others point to the unusually high numbers of fiends said to have stalked the wreckage of Pontylver after its fall as explanation for this malign affect. This effect does not seem to penetrate to Keritharn although why this is, is unknown.

DM Information: Pontylver is the site of suffering and death almost unrivalled in the history of the Flanaess. The energies released by this have leached into the very fabric of the place. As a by-product of this, the ruins are affected by a massive *unhallow* spell to which is linked a modified *cause fear* affect. Individuals exploring the ruins must make a DC 12 Will save every hour or be shaken for the duration of their exploration. In addition for every full day spent in the ruined city, explorers must make a DC 16 Will save or be driven mad by the unending desolation of the place. Such individuals are affected as if subjected to a *confusion* spell. This affect is permanent until removed.

The going underfoot in Pontylver is treacherous at best, much of the city being little more than rubble. Whilst in the city, explorers are, at best, considered to be moving through areas of uneven floor (treat as uneven flagstones) covered with light rubble. Normally however, explorers must travel over an uneven floor covered with dense rubble. All of these conditions are described in the *DUNGEON MASTER'S Guide*.

PLAYER HANDOUT 1: A LIST OF NAMES

A list of names found from Hextorite patrol. Quick entries have been inserted in red ink after names.

Captain Roshin Ghent (<i>Just Retribution</i>)	Captured
Prince Gartel (<i>Keritharn</i>)	Killed
Sir Garlann (<i>Temple of Wee Jas</i>)	Escaped
Damar Rocharion (<i>Temple of Stern Alia</i>)	False information, not present
Captain Avorrendrenn (<i>Residence in Stormward</i>)	Captured
Kurlasgh Orm (<i>Aerdy Re-Enactment Company</i>)	Captured
Karralak, Royal Guild of Merchants (<i>Black Kettle inn</i>)	
_____ (<i>Black Kettle inn</i>)	
_____ (<i>Black Kettle inn</i>)	
_____ (<i>Black Kettle inn</i>)	
_____ (<i>Black Kettle inn</i>)	

PLAYER HANDOUT 2: MESSAGE TO THE JADE MASK

EAowQC62	4eUJvuSr	nkhE4wnZ	ocA8h1VB
GUYvQuMG	W6JUJr9H	PnPI7BOI	b9jzJtPu
G1X4HEBv	d9g1R1cZ	x7urAmw	FoQdkcgl
NMLry1Zf	WYj9TThy	GQDLn45j	JefqmFFF
3W9NNesw	oSgwB44s	xDG5BrlQ	cFhOnnpq
2xQDx6ZC	SrYUBw3S	6ZCHmma1	CPnns1IW
xikRwoWM	hAQQRcKG	8PVHcpQy	FlJ1fQ9h
4qmO4ws7	8cafl8O2	77714kvf	qlO3xYOF
zforLOuh	3USydcwn	MHjAwbyc	lh32vV3v
x1lrpNbl	SulqObLe	RijrRywA	d6RHtbd6
NpSrxLzg	uX2m2o26	hqBwgQBO	xZ52DdWe
UHijJyUR	EOXB51dQ	gxUW8tjG	XD9EZED
whEYaADo	87tBDcBQ	jwdtC53h	JFCVpa1h
XPxshyuF	Cxq6ikHt	XglxD9pl	KQ3WTj7B
gg4esNQ1	QH3wHfYm	d4MHOfNF	J6GKk3OA
bQhP7kfX	J2rgjxdd	6ZfB3fwr	VSX9TQgs