

Behind Enemy Lines

A One-Round Dungeons & Dragons® Living Greyhawk™ Sunndi Regional Adventure Version 1.0

by Pieter Sleijpen

Circle Reviewer: Pieter Sleijpen

Editor: Krishna Simonse

Playtesters: Daniel van Gelderen, Marco Lammers, Nina Moelker, Tjalling Spaans, Ward van Oosterum

A great commander once said that it is the duty of a commander to feed off the enemy. It is wise advice, but easier said than done, especially when it takes you far behind enemy lines. A tactical one-round Sunndi Regional adventure set in Corul for characters level 2-12 (APLs 4-10).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], *Monsters of Fearun* [James Wyatt and Rob Heinsoo] and *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Sunndi. All characters from Sunndi pay 1 Time Unit. All characters from other regions pay 2 Time Units.

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

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

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

PREPARATION FOR PLAY

SND6-0x *Behind Enemy Lines* is set in the county of Corul, which at the moment is controlled by the Wastrian cultists and their bullywug soldiers. It is a military orientated adventure and as such knowledge on the Sunndi military Meta-Organizations can be helpful. More information on Sunndian Meta-Organizations can be found at <http://www.sunndi.org/organisations/index.html> and

the Sunndian Meta-Organization document that can be found at the file section of the Yahoo discussion group (<http://games.groups.yahoo.com/group/Sunndi/>).

LAWS AND PUNISHMENT

The laws in Sunndi are typical for most good aligned civilized countries. Detailed information on the laws and punishments of Sunndi can be found at <http://www.sunndi.org/policies/law.html>. Due to the chaotic tendencies of Sunndian authorities non-evil adventurers can get away with a lot. Circumstances and intentions weight heavily and people are always willing to make a deal with the often rich adventurers. The exceptions to this are charming and dominating magic, people abusing their position or damaging area of effect spells. The first two are universally despised by the freedom loving Sunndians even when used for the good of the nation and the authorities for obvious reasons discourage the use of the third.

It is impossible to detail every possible crime, but there are a few issues adventurers tend to run into (note that for any punishment there needs to be decent evidence):

- The use of charming and dominating magic: a fine of 50 gp per level of the spell used.
- Use of area of effect damaging spells in urban setting: a fine of 50 gp per spell level plus paying for the repairs.
- Use of Excessive Force: 50 gp fine.
- Assault: 50 gp and/or 2 TU imprisonment.
- Disrespect for the guards, resisting arrest, public drunkenness: a night in the cell plus a 50 gp fine (possible ending the adventure) or 2 TUs imprisonment.

The mentioned punishments assume the best of circumstances – they were committed to help innocents or Sunndi and no innocents got hurt, let alone killed. Otherwise more severe punishments might be in order. If that happens use the information on the web as guidelines. Try to resolve the situation on the table, and inform the Triad at poc@sunndi.org including a good description of what happened, the punishment given and the name of the PC and player. If possible also include the E-mail address of the player. The Triad is in a position to change any punishment, though they are unlikely to do so when the player and DM agree upon the punishment. PCs can certainly flee arrest, especially for minor crimes. Make a note on the AR since it might have an impact on future punishments.

ANIMAL COMPANIONS

Sunndi is a sparsely settled region with a relatively high density of druids and rangers. There are no laws against taking animal companions into towns, but both New Keep and Pitchfield refuse entry to Huge sized or bigger animals to protect the property of its citizens. The sentient owner/friend is fully responsible for the

animal's behavior, and when an animal commits a crime the owner is punished as if he committed it. As such friends/owners need to register when entering population centers. Note that while there is no official law, many watches do enforce the rule that dangerous animals need to be put on a leash just to reassure the local citizens.

PAST FAVORS

In the past the PCs could have earned a favor with the Wastrians. The text of this favor is reprinted below, and it might be used if the PCs are imprisoned (being released close to the border with all possessions) or on the verge of being killed by Wastrians. It cannot be used on something that obviously harms Wastrian interest, such as allowing a whole band of adventurers to pass through their lines. Individual PCs can spend it to pass enemy lines unharmed, or even without raising an alarm. It works well when kept to 1 or 2 PCs, but more than that and an alarm is sounded. Communications are not fast enough to block passage. More information on this is found in the adventure.

Favor with the Wastrian Clergy: By providing the cure to the bullywugs, you begrudgingly earned a favor. A gray dried toad leg was given to you as a token for this favor. Once used, the token will turn to dust.

The favor can be used to prevent a killing stroke to your unconscious PC. It can also be used to gain a minor boon during an adventure, as detailed in future scenarios.

NOTE ON TIME

The time required to run this adventure depends highly on the rolls and tactics the PCs use. If everything goes according to plan, and no alarm is raised, they are likely to face only two fights. On the other hand, if things go badly, they might face three or even four tough fights with long planning sessions in between.

If you are running the scenario in a time-sensitive environment (such as on a convention), limit the RP/planning parts in each part to 30 minutes at the most – giving you roughly 3 hours for actual fights. If you are finished early since there happens to be only 1 fight, lucky you, and congratulations to the PCs for a job well-done (and for having the right skills). Any time gained can of course be freely added to the next section.

If you have more than 5 hours, you can give the players more free reign. Even under those circumstances it is best to cut planning sessions short at some point. Which point depends on how much fun the players have, but the longer it takes, the likelier that at least one of the players gets bored.

A WARNING

Most players in Living Greyhawk expect every fight to be fair under normal circumstances. As such players have a tendency to stick to the fight even if things go badly. While SND6-02 *Behind Enemy Lines* is certainly a fair

adventure, and can be easy under the right circumstances, if things work against the PCs they might end up into a fight they are not likely to win. It is a good idea to warn the players before hand, that the opposition reacts to the PCs actions as you would expect. So if the PCs screw up, they might end up facing an army.

ADVENTURE BACKGROUND

War is expensive. Soldiers do not work the fields, they die or get wounded, perhaps becoming unproductive for the rest of their lives. Battles are fought on farmland, destroying what crops might have been growing there and chasing away the farmers in the process. This is why good commanders try to live off their enemies: less drain on their own resources and at the same time making life more difficult for the enemy. Since the Sunndian commanders are far from stupid, they are fully aware of this rule of warfare. So the scouts of the Sunndians are constantly looking for opportunities to disrupt the enemies supply lines, preferably while raiding the caravans' cargo for Sunndi's own use.

The enemy is not stupid either, and the Wastrians are fully aware of the dangers to their supplies. Keeping their supply trains well-guarded, and travelling far behind enemy lines, makes it difficult for the Sunndian soldiers to get at them and return to Sunndian territory before the Wastrians can counterattack and cut-off their retreat. Only small swift elite units have a chance of success, in other words: groups of adventurers just like the PCs.

So when Sunndian scouts detect a supply caravan, word is sent out immediately: adventurers needed for freedom and fatherland, good pay and a chance to kill bullywugs. All the adventurers have to do is to sneak past enemy lines, remain out of sight, ambush the caravan and return with the goods before an alarm is sounded. Sounds simple, but nothing is in the life of an adventurer.

The fact is that provisions are not the only things transported behind enemy lines. Prisoners are moved in the opposite direction; back into the Vast Swamp towards Wastrian monasteries hidden deep within. Few people are aware of these transports, thinking that most Sunndian civilians either fled the region or were murdered by the raging bullywugs that came rushing out of the Swamp as an unstoppable wave of destruction. The Wastrians are planning to 'educate' these people, so that hopefully they open their eyes to the true potential of humanity and how their alliance with elves and dwarves is keeping them from ever reaching such perfection.

The military commanders of the Sunndian Army are unaware of these transports, but even if they knew, they would do little about it. The freedom of a few soldiers, let alone civilians, holds little significant strategic value for the Sunndian military, quite the opposite actually. Freeing those people involves diverting resources from areas where they are more needed for little gain, while imprisoned they drain resources from the enemy. Heroes on the other hand, might have other priorities. What choice will they make when confronted with this conundrum?

ADVENTURE SUMMARY

SND6-02 *Behind Enemy Lines* is a relatively free flowing scenario. It mainly provides a setting and a time schedule, leaving it up to the PCs how to reach their goals. In theory the PCs have to make a choice, either raid the supply caravan or free the prisoners. Quick or cunning PCs can do both, but at the cost of facing tough opposition and much more difficulties in getting both supplies and freed prisoners safely back in Sunndi.

While not required, the presence of one or more characters with good wilderness survival skills as well as the ability to track and sneak is going to make this adventure much easier.

Introduction: When military commanders in the town of Nondrinn learn of a Wastrian supply caravan they immediately recruit a group of PCs to raid it.

Part 1 [Through Enemy Lines]: The first problem the PCs face is getting past the siege-lines around Nondrinn. While force is certainly an option, using more subtle methods makes the adventure easier later on as no alarm is sounded.

Part 2 [Behind Enemy Lines]: Once past enemy lines, the next step is to get a good spot to ambush the caravan. While on the move the PCs come across evidence of a second transport going in the opposite direction. The transport consists of prisoners. Do they proceed with their original mission, free the prisoners or take much greater risks and do both?

Part 3 [The Supply Caravan]: The supply caravan travels from the Vast Swamp towards the front line in the northwest of Corul. This section provides information on its route, schedule and guards.

Part 4 [Prisoners Transport]: The prisoner transport travels from the front line towards the Swamp, crossing paths with the supply caravan at one point. This section provides information on its route, schedule and guards.

Part 5 [Returning Home]: Getting the supplies or freeing the prisoners is only the first step. Getting them safely back in Sunndi is the next. Doing so is easier said than done. After all, remaining unseen as a group of six is a lot easier than while riding wagons filled with supplies or guiding weak prisoners through hostile territory.

Conclusion: Once home, the PCs are quickly debriefed. Whether or not they are lauded as heroes depends on their success and the choices they made. The military favors those that choose the supply caravan. The Established Temple of Trithereon considers freedom more important than material gain, preferring the second. Whatever they chose, neither action incurs the wrath of either the army or the Trithereonites.

INTRODUCTION

The adventure starts in the fortified village of Nondrinn. Due to its strategic location, good defenses and a large temple of Trithereon it has remained in the hands of Sunndi as one of the last bastions of freedom in the county of Corul. While under siege, it appears that the Wastrians do not consider it very important and forces of Sunndi regularly break through to supply the keep with food and fresh defenders. The Wastrian's goals seem to consist of keeping the armed forces cooped up in the village unable to disrupt the supply lines of the Wastrians further in the county. Sunndi on the other hand does not have the forces to break the siege.

Due its location on the front, and its near constant state of war, it is a prime location for mercenaries and adventurers looking for a fight with the Wastrians (whether for money, glory, the interests of Sunndi or some other reason). Whatever the reasons, the PCs ended up in Nondrinn, and they are now waiting in a small meeting room in the Temple of Trithereon, curious about the call for adventurers early that morning.

Nondrinn, a small fortified village on the border of the Vast Swamp, and home to one of the biggest temples of Trithereon in Sunndi, second only to the one in Pitchfield. It is also right on the frontline, and one of the last bastions of freedom in the county of Corul. The village is constantly under attack, but the Wastrians seem to be interested only in keeping the Sunndian forces cooped up and not in their destruction. Sunndi on the other hand does not have the resources to permanently break the siege, only breaking through when necessary. As such it is a prime location for mercenaries and patriots looking for a fight against the Wastrians.

Whether you are the first or the last, you came into the village some time ago. When the call for adventurers was made a couple of hours ago you reacted, curious what the army wanted from you. So here you are, waiting in a small room in the temple of Trithereon. Clearly you were not the only one since several other adventurous types are sitting around the solid wooden table that dominates the room.

This is a good time for the PCs to introduce themselves to the rest before proceeding with the adventure. Once finished, read out aloud or paraphrase the following:

After a couple of minutes the door opens, and a tall man in full plate strides in. He has short curly black hair, a weather worn face and the haggard look of somebody who has not slept enough lately. The symbols on his armor leave little doubt about his allegiance to the faith of Trithereon, and on his shoulders you note his military rank as a colonel.

"Greetings," he starts with a strong solid voice, "please remain seated. There is no need to waste

time on formalities. My name is Lynwerd, though if you prefer, feel free to call me sir or colonel."

If a PC succeeds in a DC 20 Knowledge (the Splintered Suns) or a DC 25 Knowledge (religion) or Knowledge (nobility and royalty) check they recognize the man as Lynwerd, husband of Reynallen (the high priestess of Trithereon in Sunndi), and the military leader of Nondrinn. He used to work in the temple in Pitchfield, but at the start of the war he transferred to Nondrinn according to rumors against his wife's wishes. Characters from Sunndi gain a +5 circumstance bonus on this check. Characters with 5 or more ranks in Profession (soldier) or a related profession gain a +2 synergy bonus on the check.

☞ Lynwerd: Male human (Flan/Oeridian) Rgr3/Ftr2/Pious Templar 4.

Appearance: Tall, muscled with short curly black hair, well shaven. He has brown eyes and an olive colored skin. He is always ready for battle, fully armored and armed.

Personality: At the moment Lynwerd is in no mood for pleasantries. He is tired of this war and the many friends he has lost, but this has not reduced his resolve and courage. He is short and to the point, expecting the PCs to act the same, reacting rather rudely when they don't.

Before proceeding, he wants to know the PCs' names and their skills. Once done, proceed with the following:

"Right," he starts while unrolling a large map on the table, [place Player's Handout 1 on the table] **"the assignment for which I need able-bodied adventurers is very simple. A short while ago scouts warned us that a small supply caravan of the enemy is about to leave the Vast Swamp near Calgen," pointing at a red dot south of Calgen. "Your task is to ambush said caravan, appropriate all useful supplies and transport them to the Sunndian forces. If that fails, the second best option is to destroy these supplies so that at least the enemy cannot use them."**

"The supply caravan is likely to travel along this route," tracing a red dotted line along the map with his finger. "Since the method used to warn us only allows limited communications, we only know that that the caravan is lightly guarded and that a small group of skilled adventurers should be able to be victorious. Are there any questions?"

Before the PCs accept the mission, they might have some questions and Lynwerd is happy to answer them.

Q. How much does the job pay?

A. **"The standard fee. The mission takes 7 days, so we pay** [APL4: 50 gp; APL6: 100 gp; APL8: 150 gp; APL10: 200 gp]. **You can also keep 50% of any equipment taken from the bodies of your opponents plus first pick of any special items. Whatever is on the wagons is for the army. Of course, you are also doing Sunndi**

a great service, and the army is not lightly to forget any such service."

Q. Usually we get all we can loot from the enemy?

A. **"Unlike most other missions, the goal of this one is to get the loot for the army's use. Even with above restriction, I am sure you can get more than enough loot."**

Q. Are you willing to provide us with any supplies?

A. **"The army will provide you with food and basic supplies. Depending on your requests their might be useful magic items available for sale. Our clerics can also cast a few spells for free that might make sneaking out easier."**

Q. What kind of magical items?

A. **"We have 2 pairs of boots of elvenkind and 3 cloaks of elvenkind. We also have a couple of scrolls and wands available, such as for example the iron silence spell."**

[All standard available consumables under the gp limit are available, as well as a couple of nonstandard. At the end of this section you find a list of non-standard consumables. Do not offer any suggestions unless the players are inexperienced. Part of the challenge of Part 1 is coming up with a good plan to get past the siege lines, and buying and using the right kind of spells is one aspect of it.]

Q. Can't you lend us some of those items?

One or more of the PCs are part of the Sunndian Military:
A. **"You can borrow the cloaks and boots, but if they are destroyed during the mission you have to reimburse the full value."**

Nobody is a member of the Sunndian Military:

A. **"It is expected that adventurers provide their own equipment."**

If the PCs insist and succeed in a DC 20 Diplomacy check he eventually allows the PCs to borrow the cloaks and boots of elvenkind under the same condition as a soldier.

Q. What kind of spells? Do you have any advice for us?

A. **"You have a better idea of what you need than I do, but there are some druids and rangers among our scouts and of course we have several clerics available in the Temple of Trithereon. The last prefer to use their magic for healing, but they can miss one or two spells for the cause."**

[There is a 5th-level cleric and a 3rd-level druid available to help the PCs. The druid did learn *pass without trace* 2 times – it is a spell the Royal Warders regularly use while sneaking in and out of Nondrinn. The cleric has prepared one *silence* as well as two *iron silence* spells. If the PCs need more than that, they have to buy scrolls.]

Q. There is no scout and/or tracker amongst us?
A. ***"I see. The army will assign one to your group."***

Q. We do not know how to steer a wagon?
A. ***"Then I suggest you keep the drivers alive."***

Q. Any idea on the speed of the caravan?
A. ***"Probably 12 miles per day."***

Q. Can't we wait for more detailed reports?
A. ***"We will not get them for at least 4 days, which would seriously reduce the time window you have to get at the supply caravan."***

Q. Can we take riding animals along?
A. ***"You can borrow riding horses and ponies, but it is more difficult to remain hidden with horses. The choice is yours."*** [More information on sneaking through enemy territory and the downside of horses can be found in Part 1.]

Q. When do we have to leave?
A. ***"My advice is to leave the coming night, preferably after midnight, giving the arcane spell casters time to prepare new spells. Traveling under night's cover also reduces the chance of being spotted."***

Q. Are you willing to stage a distracting assault to help us get out unseen?
A. ***"Preferably not. I don't like to risk the lives of my soldiers without due cause. I also doubt it would be effective. The Wastrians are no fools and they would send out hunting parties immediately afterward."***

Q. What should we do with any Wastrians we capture alive?
A. ***"Kill them unless you think they have important information."***

Furthermore Lynwerd can provide most of the information on terrain and travel speed provided in Part 1. He cannot give any information on enemy forces, their reaction to an alarm (likely one to reinforce the guards of the caravan, and an attempt to cut the PCs off on their way back) or any details on the caravan itself (such as their marching order, composition and campsites). Also realize that Lynwerd is NOT aware of the prisoners transport going along the route towards the Vast Swamp.

Development: The briefing takes place late in the afternoon, leaving enough time to buy supplies. Nobody forces them to leave that same night, but if they wait too long, they might miss the Supply Caravan and the Prisoners Transport. Part 1 and 2 contain the information that help you deal with any questions the players might have while planning the raid.

The GP limit of Nondrinn normally is 40 gp. The additional objects offered to the PCs are exempted from the normal limits. A list is printed below:

Non-regular access items	Price
Boots of Elvenkind (2 pairs)	2,500 gp
Cloak of Elvenkind (3)	2,500 gp
Elixir of Hiding	250 gp
Elixir of Sneaking	250 gp
Scroll of iron silence (divine)	150 gp
Wand of pass without trace	750 gp

If the PCs need a scout and/or tracker, the army assigns Talania to the group.

☛ **Talania:** Female human (Oeridian) Exp2 (Hide +8, Move Silently +8, Survival +9 (+11 when Tracking)).

Appearance: Talania is short stocky woman with short curly brown hair and sun-tanned weather worn skin. She wears soft leather hunting clothes in subdued natural colors.

Personality: Talania is silent and withdrawn. She does not have much of a sense of humor, but tries to remain stoical when people make fun of her.

Troubleshooting: Note that any member of a Sunndi military organization cannot refuse the mission. Doing so would be desertion, which is punishable by death in the current times of war. The adventure is over for PCs who refuse the mission, but players are free to exchange their PCs for other PCs at this point (doing so is going to affect the APL as normal).

PCs who wait for more detailed reports get the exact composition of the supply caravan as well as their cargo (see Part 3 below). They definitely miss the prisoners' transport and without magic likely the supply caravan as well. DM's Aid 1 provides enough information to estimate the consequences of the delay.

PART 1: THROUGH ENEMY LINES

One of the first problems the PCs have to overcome is getting past the forces that besiege Nondrinn. The Wastrians keep a close eye on the town. They are not about to let a group of mercenaries slip past their lines without a challenge.

The far majority of the forces around Nondrinn consist of bullywugs and humans. Since neither of these races has any special sensory capacities to see in the dark, the best time to sneak past the enemies is during the night. Discovery is almost automatic when the PCs try to get out in daylight. This would force the PCs to fight their way through the enemy lines, unless they use magic or disguise.

Getting past the enemy lines consists of three stages: (1) no-men's land between town and the Wastrian frontline, (2) the siege-lines and (3) the heavily patrolled

region behind the siege-lines. Getting out of town is easier said than done, since the night sky is clear and moon shines bright. Luckily for the PCs none of the opposition has low-light vision. Detailed information on each phase can be found below.

NO-MEN'S ZONE:

The area between Nondrinn and the Wastrian frontline consists of roughly 600 feet of open ground. By daylight there is no cover, and hiding is impossible. At nighttime the darkness provides enough concealment for the PCs to attempt to sneak across. For simplicity sake, assume the Wastrian soldiers take 10 on their Listen and Spot checks throughout the adventure, and compare the result to the PCs' Move Silently and Hide checks where appropriate. Remember that the PCs can also take 10. Do NOT forget to take distance penalties into account. Darkness is already taken into account, since it makes hiding possible in the first place. Note that the guards are considered distracted, taking a -5 penalty on the checks as well, UNLESS an alarm has been sounded earlier during the same night (whether because of a failed attempt to sneak past the siege-lines or because of a "distracting attack" somewhere else).

If the PCs are spotted an alarm is sounded and forces are sent to intercept the PCs. Assuming the PCs did not sneak directly towards one of the main camps, nothing is lost yet. The PCs can rush back, and try it at some later time, or rush ahead. If they rush ahead, they have to deal with the armed forces at the siege-lines as discussed below.

Disguise: At this point disguises make no sense since the Wastrians know anybody in this area is an enemy.

Magic: Spells like *invisibility*, *iron silence*, *silence*, and *sculpt sound* are a great boon while sneaking across this area. Note that if the PCs cover themselves in a *silence* spell, they do not hear anything. Unless they succeed in a DC 15 Spot check (modified by distance), they do not note that an alarm has been sounded if they are spotted.

Using spells like *dimension door* to get past this area is a waste of the spell, since it is unlikely the range is long enough and it is actually one of the least dangerous parts of the trip.

SIEGE-LINES

The siege-line around Nondrinn consists of a string of make-shift fortresses with in between a more half-hearted attempt at defensive positions. The Wastrians do not have the manpower, resources, or will to keep an airtight siege around the town. Still, getting past the siege-line even in the more abandoned areas is not easy.

The first hindrance at the siege-line the PCs have to take is a 60 ft. wide mud-flat. Normal movement through the area is unaffected, but running or charging requires a DC 12 Balance check. Move Silently skill checks suffer a ½ x APL circumstance check, and it is relatively easy to spot invisible creatures moving through the field. Behind

the muddy area the Wastrians built a narrow hedgerow. It functions as a low wall (providing limited cover), and it costs 15 feet of movement to cross. Behind the hedgerow lies another 100 ft. of open terrain.

There is a guard post every 120 ft. along the line, with in between each post a burning brazier that illuminates the area brightly in a 30 ft. radius and with shadowy illumination from 30 ft. to 60 ft.. One of the guards replenishes the fire once every so often. Sneaking through the brightly lit area is impossible (except for those PCs with ability to hide in plain sight). Doing so through the shadowy area is possible, but brings the PCs directly through (or very close to) the guard post.

Creatures: Each guard post is manned by 1 human sergeant, an expert in wilderness survival, and a small group of bullywug warriors (somewhat sedated and distracted which is taken into account in their Listen and Spot skill modifiers). The human wears the clothes typical of a forester and the bullywugs are lightly armored and armed.

Note that at APL 4 the sergeant is distracted and suffers a -5 penalty on his Listen and Spot checks as well.

All APLs

➤ **Wastrian Sergeant:** Male/Female human Rgr1; hp 10; Listen +7, Spot +7; see Appendix 5.

➤ **Bullywug Warrior (1/2xAPL):** Male bullywug War1; hp 7 each; Listen -7, Spot -7; see Appendix 5.

Tactics: Neither the bullywugs nor the human are veterans. Their goal is to guard, and not to fight. If confronted with violence, their instinct is to flee and sound the alarm (in that order). They can be threatened into silence by a sneaking character as long as the PC succeeds in a DC 10 Intimidate check for the bullywugs and a DC 12 Intimidate check for the human warrior.

Treasure:

Looting the Wastrians (though it is unlikely the PCs have the time for more than a cursory glance):

All APLs (sergeant): Loot - 47 gp, Coin - 1 gp, Magic - *potion of cure light wounds* (4 gp).

All APLs (bullywug): Loot - 2 gp, Coin - 0 gp, Magic - 0 gp.

Detect Magic Results: *Potion of cure light wounds* (Faint Conjunction).

Development: Since the nearest other guard post is only 120 ft. away on either side, it is fairly important for the PCs to pass this area as quickly and silently as possible. The easiest way to do is for a couple of PCs to sneak towards a guard post and quickly and silently dispatch the guards. They could try to sneak past the post unseen, but unless everybody in the group is good at sneaking, it is risky. The benefit is that there are no corpses to deal with. If caught at the Wastrian side of the hedgerow a quick thinking human can pose as a Wastrian officer checking upon his guards with a Bluff and Disguise

check opposed by the sergeant's Sense Motive and Spot checks as per the standard rules.

Of course, magic can be a great boon to get past this area unseen. Remember that any spell with a verbal component requires normal speech – speech that can be overheard by any of the guard posts nearby.

The basic DC to hear people speaking is 0. Once again, do not forget to apply distance penalties. The sounds of combat can be heard with a DC -10 Listen check. So the soldiers at the next guard post hear a fight with a DC 2 Listen check. It only becomes a real battle the moment both sides have had their action. Before that time assume the fight is silent and quick enough as not to arouse the suspicion of the other guard posts.

If an alarm is sounded, the news is quickly spread among the adjacent guard posts and from there to the nearest camps. Soon the area is crawling with soldiers, and the best bet for the PCs is to either flee back to Nondrinn or forward before any meaningful defense can be put together. PCs foolish enough to remain at the siege-line first face a hunting party as described below in the "Heavily Patrolled Zone" section and soon a whole army. Assume they are eventually forced back into the keep with most of their resources (hit points and spells) spent. In any event, if the PCs press on the alarm is sounded, increasing the odds significantly of facing the hunting party described below (see that section for more information). It also has an impact as described further on in the adventures in the relevant parts.

If the PCs manage to sneak past the guard post undetected, they can easily press on and no alarm is sounded. Before they are out of immediate danger though, they have to travel through a heavily patrolled zone as described below.

HEAVILY PATROLLED ZONE

The region 3 miles beyond the siege line is patrolled by Wastrian hunting parties. With some effort the PCs can avoid them – though doing so is more difficult if an alarm has been sounded.

If no alarm has been sounded the base chance of running across a hunting party is 10%. This is doubled if the PCs leave tracks behind with a DC higher than 12 + APL. The base DC of any Survival check to find and follow tracks in the region is 15 modified as described under the Track feat in the *Player's Handbook*. Add 10% if the PCs' lowest Hide or Move Silently check is 10 or lower. If an alarm has been sounded, the chance of an encounter is 100% or 80% if they leave no tracks.

Even if a hunting party crosses their path it does not mean there has to be a fight. The hunting party tries to remain unseen (taking 10 on both Hide and Move Silently), but in case of an alarm they are trying to catch the PCs (taking a -5 penalty on their checks for normal movement). If the PCs are hiding as well, spotting one another is far from automatic. Compare the opposing skill checks (once again – it is easier to simply 'take 10') to see who spots whom and at what distance. It is certainly possible that PCs see the hunting party before they are

spotted, then hide, and allow the hunting party to pass unmolested.

On the other hand, the PCs might have opted for a disguise and posing. In that case regular Disguise and Bluff checks opposed by the Wastrians Spot and Sense Motive checks are required. Even if the Wastrians do not believe the bluff, they allow the PCs to go attempting to ambush them several rounds later.

Terrain: Since it is likely that the PCs try to remain undetected, they probably cling to regions with some cover and/or concealment – so does the hunting party. As such any fight between a hunting party and the PCs is likely to take place in light undergrowth, with patches of open ground and rocks nearby. A hedgerow or some low walls are not out of place either. Remember that is likely to be night, and while the sky is clear, any creatures without low-light vision suffer a 20% miss chance with ranged weapons due to concealment.

Creatures: A Wastrian hunting party consists of a human leader, always an expert hunter and scout, and a small group of bullywugs, savage fighters with decent survival skills.

APL 4 (EL 6*)

☛ **Wastrian Leader:** Male human Rgr2; hp 17; Hide +7, Listen +6, Move Silently +7, Spot +6; see Appendix 1.

☛ **Bullywug Raiders (2):** Male bullywug Bbn2; hp 22 each; Hide +3, Listen +5, Move Silently +3, Spot +0; see Appendix 1.

APL 6 (EL 8*)

☛ **Wastrian Leader:** Male human Rgr4; hp 31; Hide +9, Listen +8, Move Silently +9, Spot +8; see Appendix 2.

☛ **Bullywug Raiders (2):** Male bullywug Bbn4; hp 44 each; Hide +5, Listen +7, Move Silently +5, Spot +0; see Appendix 2.

APL 8 (EL 10*)

☛ **Wastrian Leader:** Male human Rgr4/Bbn2; hp 49; Hide +9, Listen +10, Move Silently +9, Spot +8; see Appendix 3.

☛ **Bullywug Raiders (2):** Male bullywug Bbn6; hp 66 each; Hide +6, Listen +9, Move Silently +6, Spot +0; see Appendix 3.

APL 10 (EL 12*)

☛ **Wastrian Leader:** Male human Rgr5/Bbn2/Ftr1; hp 78; Hide +9, Listen +10, Move Silently +9, Spot +8; see Appendix 4.

☛ **Bullywug Raiders (2):** Male bullywug Bbn8; hp 88 each; Hide +7, Listen +11, Move Silently +7, Spot +0; see Appendix 4.

* +1 EL due to the night, and the fact that the fight has to be done in silence and the need to prevent any from escaping.

Tactics: When the hunting patrol spots an enemy they try to get within 40 feet before initiating combat. Once close enough, the leader starts by expending a charge from his wand of *entangle* while the two bullywugs throw their tanglefoot bags. The leader tries to center the *entangle* spell so that at least some opponents can be safely charged by the bullywugs. The next round, the two bullywugs charge ahead. Half mad due to Wastri's Breath they use little tactics, and try to make as much noise as possible. They make little differentiation between races. Meanwhile the leader starts peppering spellcasters, preferably arcane spellcasters of a non-human race (especially elves). At high APLs he starts raging, but he still prefers the bow to his longsword (which he uses 2-handed). Note that while it is dark, at APL 6+ the leader has scrolls with the *low-light vision* spell, which he uses.

The bullywugs fight to the death. The human leader is more prudent, and he flees when at 25% of his hit points or when both bullywugs are killed. He does not surrender since he does not expect any mercy. In the unlikely case the PCs do manage to capture any of them alive there is little they can learn. They are definitely more trouble than they are worth. Releasing them is not an option, because they would sound the alarm, and carrying them around would slow the PCs down considerably. The members of the hunting party do not know anything of the supply caravan, let alone of the prisoner transport.

Treasure:

Looting the Wastrians (take note of encumbrance penalties – it is a long way home)

APL 4: Loot – 199 gp; Coin – 3 gp; Magic – 6 *potions of cure light wounds* (4 gp each), *wand of entangle* (5 charges) (6 gp).

APL 6: Loot – 166 gp; Coin – 3 gp; Magic – 2 +1 *chain shirts* (104 gp each), 2 *potions of cure light wounds* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

APL 8: Loot – 116 gp; Coin – 3 gp; Magic – 2 +1 *chain shirts* (104 gp each), 2 *cloaks of resistance +1* (83 gp each), +1 *mighty composite longbow* {Str +4} (233 gp), 2 *potions of cure light wounds* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of fly* (63 gp each), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

APL 10: Loot – 81 gp; Coin – 3 gp; Magic – +1 *buckler* (97 gp), 3 +1 *chain shirts* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), +1 *mighty composite longbow* {Str +4} (233 gp), 2 *potions of cure light wounds* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of fly* (63 gp each), *potion of remove blindness* (63 gp), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

Detect Magic Results: +1 *buckler* (Faint Abjuration), +1 *chain shirt* (Faint Abjuration), *cloak of resistance +1* (Faint Abjuration), +1 *mighty composite longbow* (Faint Evocation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of fly* (Faint Transmutation), *potion of remove blindness* (Faint

Conjunction), *scroll of low-light vision* (Faint Transmutation), *wand of entangle* (Faint Transmutation).

Development: Once the PCs have dealt with the hunting party, proceed with the Development section below. If the hunting patrol is aware of the PCs presence, and one of the hunters escaped, an alarm is sounded as discussed below. The PCs might worry about any noise they make during this fight, but at this point nobody hears it and it has no additional consequences. Large flashy light effects (such as *fireball* and *lightning bolt*) on the other hand might be seen, and draw another hunting party closer. Reducing the time the PCs might have to remove any tracks of the fight (see below).

FLYING

It is always possible the PCs have access to flying. To remain undetected while in the air, the PCs have to fly high and unless protected by spells like *invisibility* or having the ability to hide in plain sight, pray nobody is looking up to admire the moon and stars when they pass. Chance of detection depends on (a) the size of the flying creatures and (b) the number of flying creatures. The chance for 1 Medium sized creature to be detected is 5%, double that to 10% for Large sized creatures, and add a similar amount for each additional creature in the group. If spotted it is unlikely the PCs would note they have been seen unless specifically looking for signs (in which case a DC 20 Spot check alerts the PCs something is amiss). Once spotted, chances of being seen a second time are doubled.

If this happen when all the PCs are either flying over or already have done so, and they quickly rush ahead, an alarm is sounded, but no patrol catches up with them. If they take their time, because for example they are split up with one flying mount ferrying the PCs over 1 at a time, this patrol does catch up (unless they were spotted on the last run). For simplicity sake, assume the patrol arrives when all the PCs are together. Such a patrol is described above in the "Heavily Patrolled Zone" section. The patrol tries to remain silent, and likely do the PCs, so check for surprise as normal (it is assumed the last PC to be ferried brought to patrol to the general area). If the patrol does not see any of the PCs, they might walk past them, causing the PCs to avoid the fight, but this is unlikely. In any event, an alarm has been sounded.

WESTERN ROUTE

It is certainly possible the PCs opt to leave Nondrinn through the gates in the west together with a small detachment of Sunndian soldiers. In that case they are hiding their escape amongst a more mundane attempt to get soldiers out and supplies in. Since this always involves a tough fight, they should come across the hunting party described above in the Heavily Patrolled Zone section. Once victorious, they can easily reach Eyedrinn and from there circle around the heavily guarded enemy lines near Nondrinn. Unless they are extraordinary fast, this costs them at least 1 day, and it is

likely to position the prisoners' transport (see Part 4) out of their reach. They do avoid raising an alarm, making ambushing the supply caravan easier.

USING THE RIVER

The Pawluck River protects the southwest side of Nondrinn. In the dry season the river is roughly 100 feet wide, and 10 feet deep at its deepest point. On the town's side the riverbanks are steep and there is no swamp. The Vast Swamp begins directly on the other side of the river. The Sunndians dumped stones and trees in the water to increase the speed of the water flow, and the river is considered stormy water for Swim checks. Any swimmer needs to make a DC 20 Swim check each round, and they cannot take 10. The rocks are the results of human engineering and form an additional protection against the bullywugs, who are all excellent swimmers.

Some of the PCs might think it is an excellent path to get past the siege lines unseen even though it takes them into the Vast Swamp (note that the overland movement in the Vast Swamp is 2/3rd of that in Corul). They are correct if they can deal with the violent currents. Each failed Swim check deals 1d6 points of damage to the swimmer in addition to the risks of drowning. It requires 3 checks to get in calmer water. Once in calmer water, the PCs are not safe yet. The Wastrians used their magical control over animals to lure several large crocodiles to the region. These are always hungry for a tasty morsel. They are normal animals, and their behavior can be influenced with Animal Empathy (starting attitude Hostile), spells that influence regular animals (such as *calm animals* and *hide from animals*) or simply remaining hidden (Hide/Move Silently opposed by the crocodiles Spot/Listen). The defenders of Nondrinn know about the presence of these crocodiles and they warn them when they learn of the PCs intention to follow this path.

Besides the crocodiles, the bullywugs also keep an eye on the river. Getting to the river unseen follows the same rules as getting over the no-men's zone as discussed above. Once in the river, remaining undetected during the night is not too difficult – all it requires is swimming underwater at the right time, not screaming while facing the crocodiles, nor using any light source.

Of course, there might always be people stupid enough to use *water walk* to walk over the river. In that case there really is no difference with trying to sneak across enemy lines. In fact, since the river is open, and closely watched, the PCs are going to be spotted automatically under these circumstances. Use the hunting party described above for the stats of the guards sent after the PCs.

APL 4 (EL 6*)

👉 **Crocodiles (2):** hp 22; see *Monster Manual* page 271 and Appendix 1.

APL 6 (EL 8*)

👉 **Crocodiles, giant (2):** hp 22; see *Monster Manual* page 271 and Appendix 2.

APL 8 (EL 10*)

👉 **Crocodiles, giant, 13 HD (2):** hp 123; see Appendix 3.

APL 10 (EL 12*)

👉 **Crocodiles, giant, 13 HD (4):** hp 123; see Appendix 4.

* +2 EL due to the unfavorable environment, night and the fact that "silent" fighting is required.

Tactics: The crocodiles are normal hungry animals, and they do not work together. Each crocodile selects a prey for itself, trying to ambush the character and drag him below the water. They prefer prey one size category lower than their own, completely ignoring prey at least 1 size category bigger than their own except in self-defense.

Treasure: None.

DEVELOPMENT

There are three ways this part of the adventure can end. The best possible result is if the PCs get past the enemy lines undetected – in which case no alarm is sounded at all. It does require more than getting past the Wastrians unseen to remain undetected though, since unless the PCs thought about *pass without trace* or they never touched the ground, there always is a chance somebody comes across their tracks and if they killed some soldiers that the bodies are found.

If the PCs exited in the west, and convinced Lynwerd that a distracting attack was in order there is no chance of detection, or more properly, any tracks or corpses are associated with the attack and not the PCs. If the distracting attack was made in the east, there is no need to check, since the alarm is sounded anyway. The consequences of such an alarm are discussed in the "Spotted" section below and the relevant parts of the adventure.

Otherwise, deciding whether or not the alarm is sounded depends on the tracks and whether or not there are any bodies. For the tracks, calculate the DC of the Survival check needed to find/follow them. The base DC is 15 due to the firm ground. Reduce the DC by 1 per 3 creatures in the PCs group, and reduce it by another 1 if there are Large-sized creatures in the group (or 2 in case of a Huge creature). PCs who hide their tracks (halving their movement) increase the DC by 5. If the DC is higher than 15, no tracks are found. If the tracks are discovered, the alarm is sounded even though the PCs passed the Wastrians unseen.

If the PCs were forced to kill soldiers, then it becomes important what happened to the bodies and whether or not there are signs of a struggle (see track DC above). If no bodies are discovered, and there are no signs

of a struggle (use your best judgment), there is no real problem – especially not in case of a bullywug. The officers simply assume the missing soldiers deserted. Hiding the bodies is not easy and only a temporary solution at best due the fact that the smell of rotting bodies eventually draws the attention of those nearby. The PCs' best bet is to carry the corpses with them for some time and dispose of them deeper into enemy territory. A DC 20 Hide check modified by Intelligence modifier and influenced by the size of the body keeps the body from discovered for 2 days plus 1 for each 5 points passed 20 within the heavily patrolled zone. Hiding a body takes roughly 10 minutes. If the corpses are found, or there are clear signs of a struggle, an alarm is sounded as discussed below in "Spotted".

Note that if the PCs went past the crocodiles, an alarm is only sounded when the bullywugs actually observed the PCs fighting and winning or when there are crocodile corpses on the riverbanks. Crocodiles are not known to leave bodies floating around, and they tend to make at least some noise during the night. Dumping the corpses of the crocodiles is also relatively easy in the fast flowing river.

Spotted: Whether or not alarm is sounded has no direct consequences (except in case of the hunting party as described above) at this point of the adventure. In Part 5 the encounter becomes considerably more difficult as described in that section. It takes time for the Wastrians to fully realize what happened, giving the PCs a 2 day head start. Once two days have passed, the Wastrians dispatch a hunting party (as described in "The Heavily Patrolled Zone" above). The hunting party joins the Supply Caravan at the earliest opportunity, increasing its defenses significantly. Take the speed of the hunting party into account to see whether this happens before or after the PCs have confronted the Supply Caravan. The Prisoners' Transport is deemed less important and does not get any reinforcements.

PART 2: PAST ENEMY LINES

Once past the siege lines, the PCs have to travel through Corul. A detailed map of the county can be found both in Players' Handout 1 and DM's Aid 1. DM's Aid 1 includes the route of the Supply Caravan and the Prisoners Transport as well as their campsites. The number is the night they arrive with 0 being the start of the adventure. The terrain is a mix of sparsely overgrown plains and hills giving way to a swamp in the south. The table below provides the typical distance traveled in one day assuming perfect circumstances and no forced march.

Note that it is likely the PCs try to remain unseen while in Corul, reducing their speed by half (the consequences of open travel is noted below).

Speed (ft. per round)	Miles per hour (in Corul)	Miles per day (in Corul)
15	1.1	9

20*	1.5	12
30	2.25	18
40	3	24
50	3.75	30
60	4.5	36

* Speed of a fully loaded wagon

So a typical group of PCs with a base speed of 30 ft. that tries to remain hidden would travel roughly 1 hex square on the map, which means that it would cost them 2 days to get at the supposed route of the caravan (ending up at the campsite #4 on the DM's Map).

Terrain: Northern Corul consists of low rolling sparsely overgrown hills. What few farms there were in the region have been abandoned and destroyed by the bullywugs. Most of the agriculture in this area consisted of grapes, orchards (olives, peaches, oranges, apples, cork oak) and sheep herds. The region south of the county is flat, and it was more densely populated due to the fertility of the ground. It is unlikely that the PCs get into a fight in that region.

Since most of the farms in the region where centered on the trail followed by the caravan, ruins are relatively common as are orchards of different kinds. Orchards and farms tend to be surrounded by narrow hedgerows. These hedgerows function as low walls (providing limited cover), and it costs 15 feet of movement to cross them.

Roughly 30% of the region is overgrown with light undergrowth that cost 2 squares of movement to move into, and it provides concealment to those inside. Undergrowth increases the DC of Tumble and Move Silently checks by 2. There are always a couple of small trees in the region, especially in the valleys. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can.

The remainder of the area consists of rocky terrain overgrown with sturdy grass and in the valleys the occasional stream. There are few trails, and even fewer are big enough for wagons.

More information on the effects of terrain on combat can be found in the *Dungeon Master's Guide* at page 87 to 92.

Development: As long as the PCs try to hide they are not likely to be noted in this part of the adventure. Look at the lowest Hide score assuming the PCs take 10. Remember that unless they move at half speed they take an additional -5 penalty on the check. If the result is 5 or higher there is no problem. If the result is lower the PCs are spotted. A small hunting party, similar to the detachment of warriors at a guard post in Part 1 (1 human ranger and several bullywug warriors), comes to investigate. Smart and alert PCs should be able to deal

with them. If any escape, that creature flees to the nearest camp and an alarm is sounded. As discussed in Part 1, a hunting party is dispatched to reinforce the supply caravan. Keep speed and distances into account to see if the PCs are quick enough to act before that time.

The human leader of the group can track, so you also need to compare the DC of the Track check with his Survival skill. If there are any obvious tracks of creatures that do not fit the typical Wastrian patrol they do not even approach the PCs, instead immediately sounding the alarm. Once again, the PCs can increase the Track DC by having one of them move at half speed to cover their tracks. Since the expert Tracker likely can take the -5 penalty on the Hide check for normal speed and still have a higher score than the tank in full plate it should not be a big problem.

SIGNS OF ANOTHER TRANSPORT

Once the PCs arrive at the trail determine whether or not the prisoners' transport already passed the spot the PCs are at. Do so by looking at DM's Aid 1 and comparing it to the time since day 0 (start of the adventure).

If the transport has not yet been at the spot, there is no sign of its existence. When it does pass (see DM's Aid 1) later on there is a chance the PCs are going to be surprised by the transport. The prisoners' transport is not trying to hide. If the PCs are in the open, nobody is surprised and both groups spot each other at 6d6x40 feet. If the PCs are hiding, the encounter starts when the PCs initiate it, or when those on the transport spot the PCs. Details on the transport can be found in Part 4.

On the other hand, if the transport already has been here, there are several clues of its existence. First of all, there are the obvious tracks on the trail. Anybody with some skill in Tracking (in other words has the feat) notes that a group of roughly 20 medium sized humanoids has recently used the road. If followed for a short while, such a tracker notes that some members of the group were chained together. Other details are lost –including the presence of T'kes on APL 8 and 10– because of all the other tracks on this often used trail.

A more important clue is an escaped prisoner nearby, who fell into a crevice and was left behind for dead. When the PCs are examining the area let them make a Listen check. The PC with the highest result hears what appears to be soft moaning coming from up the hill south of the trail. When they examine the sound, they find a crevice. Tracks (DC 15 + 1 per day the prisoners' transport passed the area) tell that a Medium sized humanoid rushed ahead through the bushes, never seeing the crevice and tumbling right in. The humanoid was followed by two other sets of tracks, boots, likely soldiers of one kind or another.

When the PCs look into the crevice they see a wounded human on the bottom. The human wears simple clothes, and is covered with scratches and bruises. He looks wounded, feverish, and like he really needs a bath. He moans softly almost constantly. Getting him out is not easy, but for resourceful people like adventurers

certainly possible. He is at -4 hit points out of a maximum of 6 hit points and suffers from sunstroke as well (treat as mindfire – though it is obviously not contagious). His leg is broken, but that is part of the -4 hit points and it heals with any cure spell.

Once conscious, Delvon is worried that he has fallen into the hands of Wastrians again. He is a bit suspicious considering his experience with Tokar, the manipulative and charming leader of the Prisoners' Transport. It shouldn't be too hard to convince him that the PCs are working for the Sunndian army especially if they are members of the army or its associated organizations or are open worshippers of Trithereon. Once calmed down, he can tell the PCs about the Prisoners' Transport and the people on it, but only in vague and broad terms. He warns the PCs for the transport's leader, Tokar, seeing him as a skillful manipulator and dangerous demagogue. He even suspects he is a bard, or sorcerer but he does not know the truth (that Tokar is a mindbender). He lost his sense of time and does not know exactly how long he has been laying in the crevice, but he is sure it cannot have been long. He does not know exactly where Tokar and his bodyguards sleep during the night (and does not know about the *rope trick*).

When asked what happened, he tells he escaped with the help his friend (the person to whom he was chained), but that his friend and the others stayed (with the others being Sunndian soldiers as well). They seem to be convinced Tokar is a Sunndian agent transporting them to an area where he can release them without arousing suspicion and without making it near impossible for the escapees to reach safety. Delvon is not too sure about the truth of this story, but when pressed admits that Tokar was very convincing. Delvon escaped in the hope of finding help.

PCs who do not trust him might ask in which regiment he served. He quickly gives an answer. He can also give the names of several officers. Members of the Sunndian Army can make a DC 10 Profession (soldier) check to know that such a regiment exists and was stationed at the spot Delvon told he was caught. A DC 15 Profession (soldier) check is required to recognize the names. PCs who are not part of the army can recognize the regiment with a DC 25 Knowledge (nobility and royalty) check. Sunndians gain a +5 circumstance bonus on this check.

He begs the PCs to free his fellow soldiers and to capture the Wastrians to learn what they want from the prisoners. If the PCs don't help him, he is disappointed, especially if there are followers of Trithereon amongst them. Divine spellcasters of Trithereon (and other gods who value the freedom of individuals above material gain) who refuse to free the prisoners risk their deity's wrath. After having played the adventure, they require a minor atonement or lose all divine spellcasting. The caster of the atonement does not need to spend xp since it basically is a choice between two good causes and as such only a minor infraction – so it costs 450 gp.

☛ **Delvon:** Male human (Suel) Clr1 (AL CG; Dex 10, Int 10 (7 due to sunstroke), Wis 14).

Appearance: Delvon has an average height, short fair hair and a badly sunburned skin. He has deep blue eyes, and a large hooked nose.

Personality: Delvon is a cheerful young man with a strong connection with the faith of Trithereon and its ideals. As such he was not particularly susceptible to Tokar's manipulations.

Note: He does not have any equipment, and he is very grateful if the PCs provide him with a weapon. He has no spells available. Remember that he does not have a holy symbol or a spellcomponent pouch so he cannot cast all spells. If once he prepares new ones unless the PCs give him an appropriate holy symbol.

Development: What happens next is up to the PCs. They could try to free both the prisoners and ambush the Supply Caravan, but doing so without raising an alarm or even within the allotted time is really difficult. Both groups after all travel in opposite directions, and taking either the wagons or the prisoners with them slows the PCs down considerably without the aid of magic (forced march is virtually impossible, and the speed is reduced to 20 ft.). It is not impossible though, and while you should discourage them by pointing out the dangers, you cannot forbid it. If you are running the adventure in a time sensitive environment you really need to keep a close eye on the clock though when they try both. Also note that regardless of what the PCs do, they only get xp for either Part 3 or Part 4, not both.

Once the players have made up their mind, proceed to Part 3 or Part 4 or both depending on the choice they make.

PART 3: THE SUPPLY CARAVAN

The Wastrians have two choices when it comes to protecting their supply lines: massive defense or speed. Since the Wastrians lack the resources for the first, they are forced to go for speed. Big groups tend to be slow, so the caravan is protected by a relatively small group of defenders. The defenses consist of 10 common soldiers, 2 scouts and their officers. For ease of reference there is a section that focuses on the scouts and one that details the caravan's main defenders.

The caravan consists of 5 wagons. Three are loaded primarily with food. One of the wagons contains wood, and another one weapons and tools. One of the food wagons also contains a large set of herbs which the Wastrians use to off-set the effects of Wastri's Breath¹,

¹ Wastri's Breath is the name for the winds that blow every generation or so and somehow seem to induce an uncontrollable rage in amphibians. More details can be found in other scenarios.

even though the effect of the wind is becoming less pronounced. Each wagon is roughly 15 feet long and 10 feet wide and pulled by 2 strong oxen. Its precious cargo is covered by a sturdy piece of brown tarp directly tied over the cargo. There is no air space between the cargo and the tarp.

A good description of the terrain in the county of Corul can be found in Part 2. A map of the marching order, and a typical composition of a camp can be found in DM's Aid 2.

☛ **Wagon:** Huge vehicle; Handle Animal -2; Spd drawn (poor); Overall hp 60 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1; Weight 400 lb., Cargo 2 tons.

On the Road: On the road the scouts travel roughly 600 feet ahead of the main caravan – most of the time out of sight and earshot. At the points where it is relatively easy to ambush the caravan, one of them returns to stop the caravan while the other two search the area. If they find no evidence of an ambush, they give two short blows on their hunting horns, wait for their fellow scout to return and then move on.

The common Wastrian soldiers are divided in three groups. Four soldiers march both at the head and the rear of the caravan with two soldiers marching in the middle. The officers tend to ride their horses at the front, relatively spread out so they do not form too tempting a target for area of effect spells.

Camp: The caravan always camps near a source of water, most often a small stream, but a well in an abandoned village or farm suffices as well. They prefer relatively open terrain so as not to provide too much cover to potential enemies. They then place the wagons in a circle while setting up campfires in the middle. The Wastrians do not have tents. The oxen and horses are placed directly outside the camp, but they are under permanent guard of a soldier and a teamster and in the light radius of a campfire. Two similar groups patrol the outskirts of the camp during the night. One of the scouts is also always awake, but he tends to remain out of sight, carefully observing the surrounding terrain for signs of trouble. Finally, one of the officers is officially awake as well, but they tend to stick to the camp and doze off now and then.

SCOUTS

The leader of the scouts is the ascetic wizard Drotash, a disciplined pure blood Suel with a military mind. He is helped by two humans of mixed blood who both belong to a group of ascetic hunters that seek perfection and purification in the wilderness. All three wear the simple clothes of a forester: soft leather in subdued natural colors. The two hunters are armed with guisarmes and composite bows. Drotash is only armed with a crossbow, which he rarely, if ever, uses.

On the road they try to remain out of sight, so assume they "take 10" on their Hide and Move Silently

checks. At the same time they keep an alert eye on the environment ready for any sign of trouble (assume they “take 10” on their Listen and Spot checks as well). For simplicity sake the modifiers of these skills have been included directly below in their stat blocks.

On the road the main caravan communicates with the scouts with the hunting horn. One short blow is a high alarm and the scouts return to the caravan as quickly as possible. In case the caravan wants them to wait, two short blows are sounded instead. Three blows mean they need to return to the caravan but at their own leisure.

APL 4 (EL 6)

☛ **Drotash:** Male human (Suel) Wiz1/Mnk1; hp 15; Hide +5, Listen +5, Move Silently +5, Spot +5; see Appendix 1.

☛ **Wastrian Scouts (2):** Male human Rgr1/Mnk1; hp 14; Hide +6, Listen +5, Move Silently +2, Spot +5; see Appendix 1.

APL 6 (EL 8)

☛ **Drotash:** Male human (Suel) Wiz3/Mnk1; hp 25; Hide +5, Listen +5, Move Silently +5, Spot +5; see Appendix 2.

☛ **Wastrian Scouts (2):** Male human Rgr2/Mnk2; hp 28; Hide +7, Listen +6, Move Silently +7 Spot +6; see Appendix 2.

APL 8 (EL 10)

☛ **Drotash:** Male human (Suel) Wiz3/Mnk1/Enlightend Fist 2; hp 39; Hide +7, Listen +7, Move Silently +7, Spot +7; see Appendix 3.

☛ **Wastrian Scouts (2):** Male human Rgr2/Mnk4; hp 42; Hide +7, Listen +8, Move Silently +7, Spot +8; see Appendix 3.

APL 10 (EL 12)

☛ **Drotash:** Male human (Suel) Wiz3/Mnk2/Enlightened Fist 3; Hide +9, Listen +9, Move Silently +9, Spot +9; hp 61; see Appendix 4.

☛ **Wastrian Scouts (2):** Male human Rgr2/Mnk6; Hide +7, Listen +12, Move Silently +7, Spot +12; hp 62; see Appendix 4.

Tactics: When on the road, the goal of the scouts is to detect any possible ambush and not to fight. As such, the first thing Drotash tries to do when attacked is to cast *silent image* high in the sky. The image takes the shape of the holy symbol of Wastri (a grey toad), which immediately alerts the caravan of a potential ambush. Once cast, he immediately casts any spell that increases his (and his allies) speed after which he retreats as fast as possible to join the supply caravan.

In the meantime his two allies cover him by using their *wands of entangle* and tanglefoot bags. They prefer to use ranged attacks, but if necessary are equally skilled with their guisarmes and fists – especially when their stun attacks might give Drotash sufficient head start. Remember that at APL 6+ the DC of their stunning

attacks increases by 1 for elves due to the Ascetic Hunter feat. If they reach the caravan they stop retreating to help defend it. Here they tend to stand back at the wagons to use ranged attacks. Once they realize the fight is lost, they flee to warn the nearest Wastrian HQ.

If confronted when the caravan has set up camp, they prefer to buff themselves before rushing into combat. Since they lack low-light vision they are forced into a close range fight, using the wagons for cover. As during a day-time ambush, they flee as soon as it is clear the fight is lost (more than half of the Wastrian officers are down or when at 25% or less of their hit points) with the intent to warn their fellow Wastrians about the ambush.

Note that the three scouts are disciplined, and operate well together. They hold little love for none-humans, but they do not let this hatred get in the way of their job.

Note: At APL 8+ Drotash has a *wand of anticipate teleportation*. He uses this each morning on Lieutenant Borkann (see below), and **not** on himself! The wand has 10 charges at the start of the adventure.

Treasure:

Looting the scouts:

APL 4: Loot – 177 gp, Coin – 5 gp, Magic – 3 *potions of cure light wounds* (4 gp each), 2 *potions of invisibility* (25 gp each), 6 *potions of mage armor* (4 gp each), spellbook (25 gp), *vest of resistance +1* (83 gp), 2 *wands of entangle* (5 charges) (75 gp each), *wand of mage armor* (25 charges) (325 gp).

APL 6: Loot – 177 gp, Coin – 5 gp, Magic – 2 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each), 2 *potions of invisibility* (25 gp each), 6 *potions of mage armor* (4 gp each), *scroll of fireball* (31 gp), 2 *scrolls of see invisibility* (13 gp each), spellbook (83 gp), *vest of resistance +1* (83 gp), 2 *wands of entangle* (5 charges) (75 gp each), *wand of mage armor* (750 gp), *wand of magic missile* (750 gp).

APL 8: Loot – 177 gp, Coin – 5 gp, Magic – *brooch of shielding* (125 gp), 2 *cloaks of resistance +1* (83 gp each), 3 *potions of cure light wounds* (4 gp each), 2 *potions of invisibility* (25 gp each), 6 *potions of mage armor* (4 gp each), 2 *rings of protection +1* (167 gp each), *scroll of fireball* (31 gp), 2 *scrolls of see invisibility* (13 gp each), spellbook (92 gp), *vest of resistance +1* (83 gp), *wand of anticipate teleportation* (10 charges) (188 gp), 2 *wands of entangle* (5 charges) (75 gp each), *wand of mage armor* (750 gp), *wand of magic missile* (750 gp).

APL 10: Loot – 194 gp, Coin – 5 gp, Magic – *brooch of shielding* (125 gp), 2 *cloaks of resistance +1* (83 gp each), 2 *gauntlets of ogre power* (333 gp each), *gloves of dexterity +2* (333 gp each), 3 *potions of cure light wounds* (4 gp each), 2 *potions of invisibility* (25 gp each), 6 *potions of mage armor* (4 gp each), 2 *rings of protection +1* (167 gp each), *scroll of fireball* (31 gp), 2 *scrolls of see invisibility* (13 gp each), spellbook (142 gp), *vest of resistance +1* (83 gp), *wand of anticipate teleportation* (10 charges) (188 gp), 2 *wands of entangle* (5 charges) (75 gp each), *wand of mage armor* (750 gp), *wand of magic missile* (750 gp).

Detect Magic Results: *brooch of shielding* (Faint Abjuration), *cloak of resistance +1* (Faint Abjuration), *gauntlets of ogre power* (Moderate Transmutation), *gloves of dexterity +2* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of invisibility* (Faint Illusion), *potion of mage armor* (Faint Conjunction), *ring of protection +1* (Faint Abjuration), *scroll of fireball* (Faint Evocation), *scrolls of see invisibility* (Faint Divination), *vest of resistance +1* (Faint Abjuration), *wand of anticipate teleportation* (Faint Abjuration), *wands of entangle* (Faint Transmutation), *wand of mage armor* (Faint Conjunction), *wand of magic missile* (Faint Evocation).

Development: The three scouts are on the lookout for trouble, and as such they do not initiate violence. If they spot the PCs before the PCs spot them, they retreat back to the caravan.

If the PCs do not pose an obvious threat because for example they are disguised as a Wastrian hunting party (and remember only humans and bullywugs can be part of such a group) one of the scouts moves forward to have a chat with the PCs while the rest remains hidden to observe the meeting. Both a successful Bluff and Disguise check is required to convince the Wastrians they are indeed Wastrian hunters, and asking whether or not they can join the caravan raises suspicion. Any warning of adventurers that broke through the lines is enough to remove such suspicion. If the scout sees through the ruse, he tries to give a secret signal to his allies, while he attempts to get away without raising suspicion. The Wastrians are not expert liars, and a DC 9 Sense Motive check is enough to realize the man is worried and expecting an attack from the PCs.

If captured alive, the three are defiant and highly resistant to normal questioning. There is not much of importance the PCs might learn from them besides the direct defensive measures of the main caravan. Doing so requires time and 5 successful DC [11 + APL] Intimidate checks or magic (and remember that in Sunndi the use of *charm* magic is illegal even against enemies, but the chances of being arrested are slim).

MAIN CARAVAN

Most of the people present at the caravan are simple soldiers or teamsters. They are neither fanatic, nor particularly brave. Most of them got into trouble with the law in Sunndi, Naerie or the Dullstrand and fled into the Hestmark Highlands and the Vast Swamp. Once there, they came into contact with the Wastrians who recruited them for their cause. They are here mainly for the money, and a chance to once again get a normal life. A few are out for vengeance against perceived slights. They all tend to be tired of the hard life of an outlaw and convincing promises of forgiveness can quickly persuade them to surrender.

The animals are normal animals of their kind. For the oxen the stats of the bison were used. These animals are not guard animals, but that does not mean that they do not react to strangers getting close (especially when

they smell the scent of a dangerous predator). The animal handlers recognize such behavior and react by warning the people at the camp.

The officers on the other hand are fanatic Wastrians. They are disciplined, well trained and courageous. The two sergeants are excellent horsemen. They treat their horses better than their men, expecting strict obedience and tolerating no goofing around. Cold and distant, they hate king Hazendel and the elves of Rieuwood, and have strong sympathies for the Great Kingdom of old. Lieutenant Borkann is a typical Wastrian cleric – he really believes humans are superior and that all non-humans deserve nothing but contempt and death.

All APLs

- **Animal Handlers (5):** Male/Female human Com1; hp 3 each; Listen +0, Spot +2; see Appendix 5.
- **Wastrian Soldiers (10):** Male/Female human War1; hp 6 each; Listen +3, Spot 3; see Appendix 5.
- **Oxen (10):** hp 37 each; Listen +7, Spot +5 (Scent); see *Monster Manual* page 269 and Appendix 5.
- **Heavy Warhorses (3):** hp 30 each; Listen +5, Spot +4 (scent); see *Monster Manual* page 273 and Appendix 5.

APL 4 (EL 6)

- **Lieutenant Borkann:** Male human (Oeridian) Clr4; hp 32; Listen +3, Spot +3; see Appendix 1.
- **Wastrian Sergeants (2):** Male human Ftr2; hp 20; Listen +0, Spot +0; see Appendix 1.

APL 6 (EL 8)

- **Lieutenant Borkann:** Male human (Oeridian) Clr7; hp 56; Listen +3, Spot +3; see Appendix 2.
- **Wastrian Sergeants (2):** Male human Ftr5; hp 44; Listen +0, Spot +0; see Appendix 2.

APL 8 (EL 10)

- **Lieutenant Borkann:** Male human (Oeridian) Clr9; hp 79; Listen +5, Spot +5; see Appendix 3.
- **Wastrian Sergeants (2):** Male human Ftr7; hp 67; Listen +1, Spot +0; see Appendix 3.

APL 10 (EL 12)

- **Lieutenant Borkann:** Male human (Oeridian) Clr11; hp 97; Listen +5, Spot +5; see Appendix 4.
- **Wastrian Sergeants (2):** Male human Ftr9; hp 94; Listen +2, Spot +0; see Appendix 4.

Tactics: The common soldiers prefer to defend the wagons, and attack any enemies with ranged weapons. If attacked in the night they immediately flee or surrender, whatever seems like a more logical choice. By day they remain until half of their numbers or the officers are down, and then they flee or surrender. The officers are more courageous, fighting until they are at 25% of their hit points, preferring flight to surrender. Lieutenant Borkann fights till death.

The exact tactics followed by the officers depends highly on the circumstances. If possible, Borkann tries to cast several buffing spells on himself and his companions before rushing into a fight. Note that he tends to cast the spells with durations of 1 hour per level during the day, especially when they last the better part of the day. Remember that he prepares his spells at sunset, and as such still has them available during the night! These spells have not been taken into account since it is impossible to predict when and where the PCs attack.

The two sergeants prefer to use their skill with horses to maximum advantage, jumping over the lower walls and fences in the fields if needed. If possible, they try to use their increased speed and maneuverability to focus on the arcane spell casters. Borkann is not a particular good rider, preferring to fight on the ground. Like all good Wastrians they focus on elves, followed by non-humans, but they do not so at the expense of their own lives.

NOTE: On APL 8+ there is an *anticipate teleportation* spell active on Borkann!

Treasure:

Looting the Wastrian Officers:

APL 4: Loot – 383 gp, Coin – 5 gp, Magic – 4 *potions of cure light wounds* (4 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of magic weapon* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 6: Loot – 479 gp, Coin – 5 gp, Magic – +1 *buckler* (97 gp), *cloak of resistance +1* (83 gp), +1 *full plate* (221 gp), 4 *oils of magic weapon* (4 gp each), 4 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of magic weapon* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 8: Loot – 301 gp, Coin – 5 gp, Magic – +1 *buckler* (97 gp), 3 *cloaks of resistance +1* (83 gp each), 3 +1 *full plates* (221 gp each), 2 +1 *heavy steel shields* (98 gp each), 4 *oils of magic weapon* (4 gp each), *periapert of wisdom +2* (333 gp), 4 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of magic weapon* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 10: Loot – 266 gp, Coin – 5 gp, Magic – +2 *buckler* (347 gp), 2 *cloaks of resistance +1* (83 gp each), *cloak of resistance +2* (333 gp), 2 +1 *full plates* (221 gp each), +2 *full plate* (388 gp), 2 *gauntlets of ogre power* (333 gp each), 2 +1 *heavy steel shields* (98 gp each), 2 +1 *lance* (193 gp each), 4 *oils of magic weapon* (4 gp each), *periapert of wisdom +2* (333 gp), 4 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of remove blindness* (63 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of magic weapon* (2 gp), *scroll of obscuring mist* (2 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

Detect Magic Results: +1 and +2 *buckler* (Faint Abjuration), *cloak of resistance +1* and +2 (Faint

Abjuration), +1 and +2 *full plate* (Faint Abjuration), *gauntlet of ogre power* (Moderate Transmutation), +1 *heavy steel shield* (Faint Abjuration), +1 *lance* (Faint Evocation), *oil of magic weapon* (Faint Transmutation), *periapert of wisdom +2* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of remove blindness* (Faint Conjunction), *scroll of cure light wounds* (Faint Conjunction), *scroll of magic weapon* (Faint Transmutation), *scroll of obscuring mist* (Faint Conjunction), *scroll of remove fear* (Faint Abjuration), *scroll of remove paralysis* (Faint Conjunction).

Looting the Wastrian soldiers:

All APLs: Loot – 220 gp, Coin – 1 gp, Magic – 0 gp.

Detect Magic Results: No magic items.

Development: When the PCs are victorious, and have conquered the supply wagons they should head for safer surroundings immediately – with turning to the north being the easiest route.

At APL 8 and 10 Borkann casts a *sending* to his superiors with a short report on his progress each morning. At lower APLs his superiors contact him once every two days through similar means (for ease of reference this gives the PCs 1 additional day). If no alarm has been sounded before, this is done immediately when no such report is received. Luckily for the PCs it takes them roughly 2 days to come into action – just enough time for the PCs to leave Corul (and only having to deal with the hunting party described in Part 5). If the PCs are not out of Corul by that time, the devils described in Part 5 attack them.

Note that if any Wastrian escapes, that person flees to the closest army camp – which is at the most 2 days away, but more likely 1. Once the Wastrian(s) arrive at that camp, an alarm is sounded as well with the same results as described in Part 5. All this does assume that the PCs try to return home as quickly as possible. If they are truly slow, they soon have a whole army on their tail. While such an army poses little risk to their own lives, it does make it impossible to get the supply wagons out unscathed.

PART 4: PRISONERS' TRANSPORT

Unknown to the Sunndians, and hence the PCs, a group of war prisoners is transported towards the monasteries in the Vast Swamp roughly around the same time as supplies are transported in the opposite direction. It is a relatively small group consisting of 12 prisoners, guarded by 6 Wastrian soldiers, master Tokar and his fanatic bodyguards. Unlike the supply caravan this group does not have scouts, but it is much more compact and tries to remain out of sight, which is slowing it down somewhat.

The route and speed of this transport is noted down on DM's Aid 1 with the red numbers. It is entirely up to the PCs how they liberate the prisoners – whether to use

guile, stealth, force or a mix of the three. The information provided in Part 2 on terrain, and in this section should be enough for you to cope with any plan they have.

Note that if the PCs opt for guile, they should realize there are only human and bullywug Wastrians except perhaps obvious slaves. Since Wastrian hunting parties do roam the countryside Tokar does expect to meet like-minded people. Remember that at APL 8+ Tokar is not afraid to use his *mindread* ability to verify the truth. Under no circumstances does he release the prisoners.

Creatures: The leader of the transport is master Tokar, a manipulative, power hungry and brilliant man who hides his arrogance behind a veneer of charm and elegance. He is part of a group of Wastrians who see it as their goal to lead humanity to perfection using whatever means necessary. There are many roads to perfection, and one is to reeducate humans – a method in which Tokar specializes. He, or on lower APLs his master, has been perfecting new methods and they need test-subjects. What better subjects than captured soldiers? As adults they are set in their ways, but as soldiers they are susceptible to authority and group pressure. Besides, once converted they can be put to good use in the war immediately. He is a tall, lean man with a pale skin and short fair hair and the clothes of a rich aristocrat on the road (expensive, but practical).

Tokar's bodyguards are ascetics who strive for perfection by withdrawing into nature to hone their bodies and minds. In the wilderness they perfect their hunting techniques that they later use to hunt down the enemies of the faith. They are fanatic even for Wastrian standards, gladly giving their lives for the cause. While somewhat surprised about being selected as bodyguards, they do not question the orders of those who are closer to perfection than they are. They are lean, well-muscled men wearing the simple soft-leather outfits of hunters with sandals and simple rope belts. They are armed with guisarmes and sturdy looking composite longbows, both of excellent quality. They have a determined look about them, and they do not wear any headgear or armor.

The prisoners are Sunndian soldiers. At the moment they are treated reasonably well. Combined with Tokar's natural charms and magical abilities they see little reason to flee. Most are convinced Tokar has their and Sunndi's best interest at heart. They assume he is bringing them to a spot where he can release them without risking their lives needlessly and without raising suspicion from his superiors. A minority is still not convinced of Tokar's good intentions, but they are certain that any attempt to escape is doomed to fail. Delvon's supposed failure (see Part 2) only cemented their feelings and convincing them otherwise is not easy. Remember that the prisoners are not under a permanent magic *charm* (if ever). Tokar used his mundane charm to get them under his control. Opposed Diplomacy and/or Bluff checks might be in order to convince the prisoners the PCs are really friends and that they really are a better option for freedom than Tokar.

At APL 8 and 10 Tokar used his *eternal charm* ability to charm a lizardfolk barbarian, named T'kes, he came across in the Vast Swamp. He despises the "backward stupid creature", but since T'kes is easy to manipulate, loyal and a tough fighter he manages to hide his disgust for the creature quite well. In fact, he uses his so-called friendship with the creature as proof towards his human prisoners that he is not a fanatic Wastrian at all. His fellow Wastrians show considerably less constraint, and hate T'kes – a feeling that is mutual.

T'kes' life was saved, and that is a debt he has to repay. He is a Chtaan, and like all Chtaan he does not value the individual. He does not care about the war between the humans. All he cares about is his friend. His initial attitude towards the PCs is Unfriendly, unless there is a member of the Chtaan or the Royal Warders of the Vast Swamp among them in which case it is Indifferent (see the Diplomacy skill in the *Player's Handbook*). If approached in secret, he can be convinced to help the PCs if his attitude is changed to Helpful (it is assumed the PCs convince him they are strong enough to destroy the Wastrians) and as long as the plan does not involve killing Tokar. If Friendly, he promises to remain neutral. If his attitude remains worse, he warns the Wastrians and fights alongside them.

T'kes is big, even for a male lizardfolk and his equipment is of excellent quality albeit simple. He speaks in short simple sentences. Like most lizardfolk he considers women and Small-sized humanoids to be inferior. He respects both strength and cunning and not appearance. In fact, he thinks people who carry a huge amount of weapons and heavy armor are cowards at heart.

Terrain: On the road the prisoners are split in two groups of six with master Tokar and his bodyguards walking in the middle and three soldiers both on the front and in the back. At APL 8 and 10 T'kes walks in front as well to look out for trouble. The prisoners are chained together and carry their own food. Tokar walks close enough to the prisoners so that area of effect spells would not only target him, but the prisoners as well. A description of the terrain can be found in Part 2 and 3.

When the group sets up their camp, Tokar and his bodyguards sleep in the extra-dimensional space created by a *rope trick* spell. The entrance to this area is roughly 10 feet above the floor right in the middle of the sleeping area of the prisoners. Tokar casts the spell immediately when setting up camp, and he also immediately enters it. At APL 6+ he places his *stone of alarm* at the entrance. At any time during the night two of the Wastrian soldiers and one of his bodyguards are awake with the bodyguard watching the scene through the window of their extra-dimensional space. They tend to set-up their camp behind cover with relatively open ground around it – with the cover preferably being low enough for those in the *rope trick* area being able to look over it.

All APLs

☛ **Prisoners (12):** Male/female human War1 or War2; hp 5 or 10; see Appendix 5.

☛ **Wastrian Soldiers (6):** Male/Female human War1; hp 6 each; Listen +3, Spot +3; see Appendix 5.

APL 4 (EL 7)

☛ **Master Tokar:** Male human (Suel) Wiz5; Listen -1, Spot -1, Sense Motive +3; hp 27; see Appendix 1.

☛ **Wastrian Bodyguards (2):** Male human Rgr3/Mnk2; hp 33 each; Listen +7, Spot +7; see Appendix 1.

APL 6 (EL 9)

☛ **Master Tokar:** Male human (Suel) Wiz5/Mindbender 2; hp 37; Listen -1, Spot -1, Sense Motive +6; see Appendix 2.

☛ **Wastrian Bodyguards (2):** Male human Rgr4/Mnk3; hp 52 each; Listen +7, Spot +7; see Appendix 2.

APL 8 (EL 11)

☛ **Master Tokar:** Male human (Suel) Wiz5/Mindbender 4; hp 56; Listen -1, Spot -1, Sense Motive +7; see Appendix 3.

☛ **T'kes:** Male lizardfolk Bbn4; hp 45; Listen +7, Spot +1; see Appendix 3.

☛ **Wastrian Bodyguards (2):** Male human Rgr6/Mnk3; hp 75 each; Listen +9, Spot +9; see Appendix 3.

APL 10 (EL 13)

☛ **Master Tokar:** Male human (Suel) Wiz5/Mindbender 6; hp 68; Listen -1, Spot -1, Sense Motive +10; see Appendix 4.

☛ **T'kes:** Male lizardfolk Bbn6; hp 65; Listen +9, Spot +1; see Appendix 4.

☛ **Wastrian Bodyguards (2):** Male human Rgr6/Mnk5; hp 91 each; Listen +11, Spot +11; see Appendix 4.

Tactics: The tactics of the Wastrians depend on when and how they are attacked. If ambushed while camping, Tokar and his bodyguards prefer to remain inside the *rope trick* for 1 or 2 rounds while buffing themselves, especially if there is no evidence the PCs know of its existence. Their intent is to surprise the PCs with his bodyguards simply tumbling out of the *rope trick* and Tokar climbing out. Meanwhile the Wastrian soldiers and T'kes have to slow down the PCs.

Once outside Tokar tends to focus on obvious fighter-types and rogues –the type of people susceptible to his spells– while his bodyguards focus on obvious spellcasters – either with their bows, guisarme or fists (whatever the circumstances favour). Remember that Tokar can communicate telepathically with everybody within 100 ft. at APL 6 and higher. He uses this ability to silently direct his allies during the battle. He also uses it

to convey any *suggestion* to victims of his *push the weak mind* ability (favourite suggestion: “The prisoners are in mortal danger in the middle of the battlefield, get them out while they are still alive”). As such he can prevent them from attack. Note that as soon as he has a slot free for his *eternal charm* ability (APL 8+) he uses it on a sturdy looking fighter.

The soldiers are simple outlaws, cowards at heart. If confronted with strong opposition they quickly try to flee or surrender (counting on either help or the chance to escape). They do not kill opponents who are down, hoping the same courtesy is applied to them. The two bodyguards are fanatic, and fight to the death unless their charge (master Tokar) has escaped, in which case they try to flee as well after having given their master a good head start. They prefer to kill non-humans, and they do so when such an opponent is down and within reach. Humans are only killed in the heat of battle. The exception is when it is clear they are going to lose, in which case they start to kill the prisoners if within reach. Tokar is arrogant, and fights as long as he thinks he has a decent chance of winning. Once its clear he is about to lose, he tries to flee, using *obscuring mist* and/or *invisibility* to help him, while keeping his *dimension door* free as a last ditch safety measure in case he is imprisoned or grappled. When escape proves impossible he surrenders counting on his manipulative skills to escape long before being executed. T'kes fights to survive, though he is willing to sacrifice his life for Tokar. He kills when necessary, but rarely those who are down (unless somebody is constantly reviving them).

If ambushed on the road, Tokar prefers not to waste any time on buffing spells, but other than that follows the tactics noted above. He makes an exception in case he needs some obvious protections, such as a *circle against good* from a scroll when dealing with summoned creatures or quaffing his *potion of remove blindness* when blinded.

Note that no buff spells have been applied beforehand in the stat blocks. This does not mean they have not been cast, merely that it is difficult to predict when, where and how often the PCs choose to attack the Wastrians. Use your judgment when deciding which spells have been cast when. For example, Tokar probably has *mage armor* active almost all the time. Another spell constantly active, at least at APL 8 and 10, is *anticipate teleportation*.

Treasure:

Looting the Wastrians:

APL 4: Loot – 172 gp, Coin – 5 gp, Magic – 2 *amulets of natural armor* +1 (167 gp each), *cloak of resistance* +1 (83 gp), *pearl of power* (1st-level) (83 gp), 2 *potions of cure moderate wounds* (25 gp each), 4 *potions of mage armor* (4 gp each), *potion of remove blindness* (63 gp), 2 *rings of protection* +1 (167 gp each), *scroll of invisibility* (13 gp), *scroll of levitate* (13 gp), *scroll of magic circle against good* (31 gp), 2 *scrolls of magic weapon* (2 gp each), *spellbook* (150 gp).

APL 6: Loot – 172 gp, Coin – 5 gp, Magic – 2 *amulets of natural armor* +1 (167 gp each), *cloak of resistance* +1 (83 gp), 2 *gloves of dexterity* +2 (333 gp each), *pearl of power* (1st-level) (83 gp), 2 *potions of cure moderate wounds* (25 gp each), 4 *potions of mage armor* (4 gp each), *potion of remove blindness* (63 gp), 2 *rings of protection* +1 (167 gp each), *scroll of invisibility* (13 gp), *scroll of levitate* (13 gp), *scroll of magic circle against good* (31 gp), 2 *scrolls of magic weapon* (2 gp each), *spellbook* (175 gp), *stone of alarm* (225 gp).

APL 8: Loot – 357 gp, Coin – 88 gp, Magic – 2 *amulets of natural armor* +1 (167 gp each), 2 *cloaks of resistance* +1 (83 gp each), 2 *gloves of dexterity* +2 (333 gp each), *headband of intellect* +2 (333 gp), *pearl of power* (1st-level) (83 gp), 4 *potions of cure moderate wounds* (25 gp each), 4 *potions of mage armor* (4 gp each), *potion of remove blindness* (63 gp), 2 *rings of protection* +2 (667 gp each), *scroll of invisibility* (13 gp), *scroll of levitate* (13 gp), *scroll of magic circle against good* (31 gp), 2 *scrolls of magic weapon* (2 gp each), *spellbook* (317 gp), *stone of alarm* (225 gp), +1 *studded leather* (98 gp).

APL 10: Loot – 297 gp, Coin – 88 gp, Magic – 2 *amulets of natural armor* +1 (167 gp each), *brooch of shielding* (125 gp), 2 *cloaks of resistance* +1 (83 gp each), 2 *gloves of dexterity* +2 (333 gp each), +1 *greatclub* (192 gp), 2 +1 *guisarms* (192 gp each), *headband of intellect* +2 (333 gp), *pearl of power* (1st-level) (83 gp), *pearl of power* (2nd-level) (333 gp), 4 *potions of cure moderate wounds* (25 gp each), 4 *potions of mage armor* (4 gp each), *potion of remove blindness* (63 gp), 2 *rings of protection* +2 (667 gp each), *scroll of invisibility* (13 gp), *scroll of levitate* (13 gp), *scroll of magic circle against good* (31 gp), 2 *scrolls of magic weapon* (2 gp each), *spellbook* (350 gp), *stone of alarm* (225 gp), +1 *studded leather* (98 gp).

Detect Magic Results: *Amulets of natural armor* +1 (Faint Transmutation), *brooch of shielding* (Faint Abjuration), *cloaks of resistance* +1 (Faint Abjuration), *gloves of dexterity* +2 (Moderate Transmutation), +1 *greatclub* (Faint Evocation), +1 *guisarms* (Faint Evocation), *headband of intellect* +2 (Moderate Transmutation), *pearl of power* (1st-level) and (2nd-level) (Strong Transmutation), *potion of cure moderate wounds* (Faint Conjunction), *potions of mage armor* (Faint Conjunction), *potion of remove blindness* (Faint Conjunction), *rings of protection* +2 (Faint Abjuration), *scroll of invisibility* (Faint Illusion), *scroll of levitate* (Faint Transmutation), *scroll of magic circle against good* (Faint Abjuration), *scrolls of magic weapon* (Faint Transmutation), *stone of alarm* (Faint Abjuration), +1 *studded leather* (Faint Abjuration).

Development: Removing the chains and guards is only the first step into freeing the prisoners. The next one is to get them out of Corul into friendly territory. This is discussed in Part 5 below.

If any of the Wastrians escape, he or she flees to the nearest army camp (see DM's Aid 1 – the red dots on the map) where the alarm is sounded. With the aid of the table in Part 2 and the speed of the escaped Wastrian you can calculate how long it takes to get to the camp, and hence how much head start the PCs have before the

hunting party described in Part 5 definitely gets on their trail. Tokar on the other hand returns to the Vast Swamp if Tokar is killed (the lizardfolk do not believe in revenge), or remains nearby to try and free Tokar if Tokar is captured alive.

When captured alive, the Wastrian soldiers try to remain on the good side of the PCs. The bodyguards only provide their name, refusing to say anything more without the use of magic. Tokar on the other hand is very friendly, trying to convince the PCs he really is a spy for the Sunndians who was trying to help the prisoners escape. The now ex-prisoners also speak on his behalf. He uses his magic only when his normal charms do not work since he knows that if somebody succeeds to resist his magic it only worsens his situation. Remember, that at APL 6+ he does NOT necessarily need to loudly cast a spell to *charm* a PC, nor communicate vocally to express his wishes. He tries to keep the fact hidden that he is a mindbender to take maximum advantage of the situation. The other Wastrians and the prisoners do NOT know he is a mindbender. If he escapes, he flees as quickly as possible towards the nearest Wastrian army camp. He is not going to risk his freedom by trying to steal his equipment back. Note that if he actually befriends the PCs, and is consequentially released, he stays with them until an opportune time to flee.

PART 5: RETURNING HOME

By the time the PCs are ready to go home, there are basically 2 possible situations: either the Wastrians are aware of their presence or up until now the PCs have stayed hidden. Proceed with the “Alarm” section if the Wastrians are aware of the PCs actions (or become aware while the PCs are still within Corul). If they have remained undetected proceed with “Undetected”.

Note that under most circumstances when the PCs remained undetected they never came across the hunting party (or at least never fought them). The sole exception is when the PCs choose the Western Route. In that case you might opt for the section under Alarm, to prevent it turning into a repetition of the first encounter – assuming the PCs killed somebody in that fight who had powerful friends looking for vengeance. Only do so when the group had a particular easy time with the hunting party and play the opposition under Alarm slightly dumber than suggested. It is after all not entirely fair to reward the PCs for good thinking and sneaking with a more difficult encounter just to create some variation.

ALARM

As soon as the leaders of the Wastrians hear about the infiltration of a group of adventurers in their territory they decide to call upon some extra-planar help. Luckily for the PCs it takes some time to track them down, so they attack the PCs only just before they are to leave the region.

Terrain: See Part 2 above.

Creatures: The extra-planar help called in by the Wastrians is gated. They are not blocked by the various *protection* spells nor can their presence be removed with a simple *dispel magic*. They can also gate in additional help. As a result they do die, and as such they do flee when about to lose. The exact type of creatures gated depends on the APL, but it is always a pair of devils. Use the normal rules to determine surprise.

APL 4 (EL 7)

☛ **Bearded devil (2):** hp 45 each; see *Monster Manual* page 52 and Appendix 1.

APL 6 (EL 9)

☛ **Hellcat (2):** hp 60 each; see *Monster Manual* page 54 and Appendix 2.

APL 8 (EL 11)

☛ **Bone devil (2):** hp 95 each; see *Monster Manual* page 52 and Appendix 3.

APL 10 (EL 13)

☛ **Barbed devil (2):** hp 126 each; see *Monster Manual* page 51 and Appendix 4.

Tactics: The devils are vicious, cruel and devious. Their tactics depend on the APL and the situation. One thing to keep in mind though is that they do not teleport right in the middle of the party. They do not have some extra-sensory powers to know where the PCs are exactly, let alone how the terrain looks like, as such they have to sneak closer before they attack. What is more, they know about *anticipate teleportation* and they prefer not to trigger it.

UNDETECTED

If the PCs have remained undetected up until this time, but their luck finally leaves them on the road back. A Wastrian hunting party crosses their trail. As in Part 1 the hunting party tries to remain undetected and lay an ambush for the PCs. Unlike in Part 1 it is much less likely the PCs surprise the Wastrians due to the presence of either the supply wagons or the liberated prisoners with them. Apply the surprise rules as normal.

Terrain: See Part 2 above.

Creatures: A Wastrian hunting party consists of a human leader, always an expert hunter and scout, and a small group of bullywugs, savage fighters with decent survival skills.

APL 4 (EL 6)

☛ **Wastrian Leader:** Male human Rgr2; hp 17; Hide +7, Listen +6, Move Silently +7, Spot +6; see Appendix 1.

☛ **Bullywug Raiders (3):** Male bullywug Bbn2; hp 22 each; Hide +3, Listen +5, Move Silently +3, Spot +0; see Appendix 1.

APL 6 (EL 8)

☛ **Wastrian Leader:** Male human Rgr4; hp 31; Hide +9, Listen +8, Move Silently +9, Spot +8; see Appendix 2.

☛ **Bullywug Raiders (3):** Male bullywug Bbn4; hp 44 each; Hide +5, Listen +7, Move Silently +5, Spot +0; see Appendix 2.

APL 8 (EL 10)

☛ **Wastrian Leader:** Male human Rgr4/Bbn2; hp 49; Hide +9, Listen +10, Move Silently +9, Spot +8; see Appendix 3.

☛ **Bullywug Raiders (3):** Male bullywug Bbn6; hp 66 each; Hide +6, Listen +9, Move Silently +6, Spot +0; see Appendix 3.

APL 10 (EL 12)

☛ **Wastrian Leader:** Male human Rgr5/Bbn2/Ftr1; hp 78; Hide +9, Listen +10, Move Silently +9, Spot +8; see Appendix 4.

☛ **Bullywug Raiders (3):** Male bullywug Bbn8; hp 88 each; Hide +7, Listen +11, Move Silently +7, Spot +0; see Appendix 4.

[Stat blocks can be found at the section of Part 1 in the correct appendices for each APL.]

Tactics: Unlike the encounter described in Part 1 this is more of a chance encounter. Still, the tactics remain the same. If the human leader thinks they are going to lose, he might try to flee, and return later to destroy the cargo with burning arrows. He is not about to risk his life to do so – in other words only do so when there is enough time and you think your players will enjoy the additional challenge.

Treasure:

Looting the Wastrians:

APL 4: Loot – 255 gp; Coin – 3 gp; Magic – 8 *potions of cure light wounds* (4 gp each), *wand of entangle* (5 charges) (6 gp).

APL 6: Loot – 201 gp; Coin – 3 gp; Magic – 3 +1 *chain shirts* (104 gp each), 2 *potions of cure light wounds* (4 gp each), 6 *potions of cure moderate wounds* (25 gp each), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

APL 8: Loot – 151 gp; Coin – 3 gp; Magic – 3 +1 *chain shirts* (104 gp each), 3 *cloaks of resistance +1* (83 gp each), +1 *mighty composite longbow* {Str +4} (233 gp), 2 *potions of cure light wounds* (4 gp each), 6 *potions of cure moderate wounds* (25 gp each), 3 *potions of fly* (63 gp each), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

APL 10: Loot – 116 gp; Coin – 3 gp; Magic – +1 *buckler* (97 gp), 4 +1 *chain shirts* (104 gp each), 4 *cloaks of resistance +1* (83 gp each), +1 *mighty composite longbow* {Str +4} (233 gp), 2 *potions of cure light wounds* (4 gp each), 6

potions of cure moderate wounds (25 gp each), 3 *potions of fly* (63 gp each), *potion of remove blindness* (63 gp), 2 *scrolls of low-light vision* (2 gp each), *wand of entangle* (5 charges) (6 gp).

Detect Magic Results: +1 *buckler* (Faint Abjuration), +1 *chain shirt* (Faint Abjuration), *cloak of resistance* +1 (Faint Abjuration), +1 *mighty composite longbow* (Faint Evocation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of fly* (Faint Transmutation), *potion of remove blindness* (Faint Conjunction), *scroll of low-light vision* (Faint Transmutation), *wand of entangle* (Faint Transmutation).

Development: Once the PCs have defeated the hunting party, they have made it to safety and are home free. Proceed with the Conclusion.

CONCLUSION

Once the PCs have passed the front line into still free Sunndi they are safe... as far as an adventurer is truly ever safe. What happens next depends on the choices the PCs made during the scenario and whether or not they were successful.

The Sunndian Army sent the PCs out to raid a caravan. To them destroying the supply caravan is a partial success, in which case they pay the PCs as agreed upon, but the PCs do not earn any recognition points for the deed, nor do they earn the favor. On the other hand if the PCs conquered the supplies, and delivered them to the Sunndian Army, they earn 5 recognition points (or 1 when not a member of a Sunndian military organization) as well as the armies favor as described on the AR. Members can decide how to divide these points over promotion points and decoration points with a minimum of 2 in each category. Civilians can only put their point in decoration points. Promotion points can be used to remove some of the requirements for promotion as detailed in the Meta-Organization Handbook of Sunndi. Decoration points can be used in future adventures to buy decorations. Note that under these circumstances they do NOT earn the favor from the Established Temple of Trithereon.

The Prisoners' Transport on the other hand is an unexpected surprise, and liberating the prisoners does not have a tactical advantage. If the PCs chose this option, the army is disappointed. They do NOT earn any recognition points, nor do they earn the armies favor. Luckily, liberating the prisoners is good for morale and the war is not lost or won on 5 wagons of supplies. So the army is not angry about the PCs not following orders. Liberating prisoners is important to the Established Church of Trithereon, and when they hear of the PCs' actions they offer their favor as described on the AR.

It is certainly possible the PCs did both, in which case they earn the favor from both the Established Temple of Trithereon and the Sunndian Army.

Treasure:

Reward for a job well-done:

APL 4: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.

APL 6: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 150 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 200 gp, Magic – 0 gp.

Recognition Points: 1 or 5.

Promotion Points: **Decoration Points:**

Favor Sunndian Army: Choose **one** of the following benefits immediately:

__ Regular favor

__ Gain regional access to the items marked with an * below.

__ One-time upgrade of a suite of armor or shield from +1 to +2 or +2 to +3.

In addition members of a Sunndi military organization can select 1 item found in the Item Access section below and gain Regional access to said item. Item selected: _____.

Favor Established Church of Trithereon: You have earned a regular favor with the Established Church of Trithereon.

The favor can also be spend to gain one-time access to an upgrade of a suite of armor or a shield from +1 to +2 or a *cloak* or *vest of resistance* +1 to +2 or a *periapt of wisdom* +2 to +4 or an *amulet of health* +2 to +4.

Members of the Established Church of Trithereon also gain access to the spell *faith healing* from the *Spell Compendium*.

CAMPAIGN CONSEQUENCES

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

1. What was the composition of the party?
2. At what APL was this event run?
3. Did the PCs raid the Supply Caravan successfully?
4. If so, what did they take with them?
5. Did the PCs liberate the prisoners at the Prisoners' Transport?
6. Did the PCs capture Tokar alive and delivered him to the Sunndian authorities?

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

EXPERIENCE POINT SUMMARY

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

Part 1: Through Enemy Lines

Passing through the enemy lines:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Having done so without raising an alarm:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Part 3: Supply Caravan

Defeating the Wastrians:

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Conquering the wagons and supplies:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Part 4: Prisoners' Transport

Freeing the prisoners:

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

[Note that the PCs cannot get the xp for both Part 3 and 4!]

Part 5: Return Home

Freeing the prisoners

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

Discretionary roleplaying award

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

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Part 1 or 5: Through Enemy Lines

Looting the hunting party:

APL 4:	Loot: 199 gp; Coin: 3 gp; Magic: 30 gp
APL 6:	Loot: 166 gp; Coin: 3 gp; Magic: 326 gp
APL 8:	Loot: 116 gp; Coin: 3 gp; Magic: 851 gp
APL 10:	Loot: 81 gp; Coin: 3 gp; Magic: 1,198 gp.

Part 3: The Supply Caravan

Looting the scouts:

- APL 4: Loot: 177 gp; Coin: 5 gp; Magic: 669 gp
- APL 6: Loot: 177 gp; Coin: 5 gp; Magic: 2,125 gp
- APL 8: Loot: 177 gp; Coin: 5 gp; Magic: 2,781 gp
- APL 10: Loot: 194 gp; Coin: 5 gp; Magic: 3,380 gp.

Looting the soldiers:

- All APLs: Loot: 220 gp; Coin: 1 gp; Magic: 0 gp

Looting the officers:

- APL 4: Loot: 383 gp; Coin: 5 gp; Magic: 39 gp
- APL 6: Loot: 479 gp; Coin: 5 gp; Magic: 285 gp
- APL 8: Loot: 301 gp; Coin: 5 gp; Magic: 1,643 gp
- APL 10: Loot: 266 gp; Coin: 5 gp; Magic: 3,488 gp.

Part 4: The Prisoner's Transport

Looting the Wastrians:

- APL 4: Loot: 172 gp; Coin: 5 gp; Magic: 1,161 gp
- APL 6: Loot: 172 gp; Coin: 5 gp; Magic: 2,090 gp
- APL 8: Loot: 357 gp; Coin: 88 gp; Magic: 3,338 gp
- APL 10: Loot: 297 gp; Coin: 88 gp; Magic: 4,422 gp

Conclusion

Reward:

- APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp
- APL 6: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
- APL 8: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
- APL 10: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

Total Possible Treasure

Supply Caravan:

- APL 4: Loot: 979 gp; Coin: 64 gp; Magic: 738 gp; Total: 1,781 gp (1/2 total 891 gp)
- APL 6: Loot: 1,042 gp; Coin: 114 gp; Magic: 2,736 gp; Total: 3,892 gp (1/2 total 1,946)
- APL 8: Loot: 814 gp; Coin: 164 gp; Magic: 5,275 gp; Total: 6,253 gp (1/2 total 3,127 gp)
- APL 10: Loot: 761 gp; Coin: 214 gp; Magic: 8,066 gp; Total: 9,041 gp (1/2 total 4,520 gp)

Prisoners' Transport:

- APL 4: Loot: 371; Coin: 8 gp; Magic: 1,191 gp; Total: 1,570 gp (1/2 total 785 gp)
- APL 6: Loot: 338 Coin: 8 gp; Magic: 2,416 gp; Total: 2,762 gp (1/2 total 1,381 gp)
- APL 8: Loot: 473 Coin: 91 gp; Magic: 4,189 gp; Total: 4,753 gp (1/2 total 2,377 gp)
- APL 10: Loot: 378 Coin: 91 gp; Magic: 5,620 gp; Total: 6,089 gp (1/2 total 3,045 gp)

Maximum Possible Treasure

- APL 4: 650 gp
- APL 6: 900 gp
- APL 8: 1,300 gp
- APL 10: 2,300 gp

ITEMS FOR THE ADVENTURE RECORD

Favor Sunndian Army: Choose one of the following benefits immediately:

- Regular favor
- Gain regional access to the items marked with an * below.
- One-time upgrade of a suite of armor or shield from +1 to +2 or +2 to +3.

In addition members of a Sunndi military organization can select 1 item found in the Item Access section below and gain Regional access to said item. Item selected: _____.

Recognition Points: 1 or 5.

Promotion Points: **Decoration Points:**

Favor Established Church of Trithereon: You have earned a regular favor with the Established Church of Trithereon.

The favor can also be spend to gain one-time access to an upgrade of a suite of armor or a shield from +1 to +2 or a *cloak* or *vest of resistance* +1 to +2 or a *periapt of wisdom* +2 to +4 or an *amulet of health* +2 to +4.

Members of the Established Church of Trithereon also gain access to the spell *faith healing* from the *Spell Compendium*.

Spellbook Drotash: APL4—*expeditious retreat, protection from good, silent image*; APL6—*grease, resist energy, scorching ray, swift fly* (SC); APL8—*ray of enfeeblement*; APL10—*dispel magic, haste*.

Spellbook Tokar: APL4—*charm person, dispel magic, glitterdust, hold person, lesser orb of sound* (SC), *mage armor, obscuring mist, rope trick, sting ray* (SC), *Tasha's hideous laughter*; APL6—*resist energy, stinking cloud*; APL8—*anticipate teleportation, crushing despair**, *dimension door, orb of electricity*; APL10—*confusion*.

Item Access

APL 4:

- *Boots of Elvenkind** (Adventure; DMG; 2,500 gp)
- *Cloak of Elvenkind** (Adventure; DMG; 2,500 gp)
- *Elixir of Hiding** (Adventure; DMG; 250 gp)
- *Elixir of Sneaking** (Adventure; DMG; 250 gp)
- *Pearl of power* (1st-level)^P (Adventure; DMG; 1,000 gp)
- *Scroll of iron silence (divine)** (Adventure; DMG; 150 gp)
- *Spellbook Drotash*^C (Adventure; see above; 150 gp)
- *Spellbook Tokar*^P (Adventure; see above; 900 gp)
- *Vest of resistance* +1^C (Adventure; CA; 1,000 gp)
- *Wand of pass without trace** (Adventure; DMG; 750 gp)

- *Wand of entangle* (5 charges)^{HC} (Adventure; PHB; 75 gp)

APL 6 (all of APL 4 plus the following):

- *Scroll of low-light vision*^H (Adventure; SC; 25 gp)
- *Spellbook Drotash*^C (Adventure; see above; 500 gp)
- *Spellbook Tokar*^P (Adventure; see above; 1,150 gp)
- *Stone of alarm*^P (Adventure; DMG; 2,700 gp)
- *Wand of mage armor*^C (Adventure; DMG; 750 gp)
- *Wand of magic missile*^C (Adventure; CL 1; DMG; 750 gp)

APL 8 (all of APLs 4-6 plus the following):

- *Brooch of shielding*^C (Adventure; DMG; 1,500 gp)
- *Ring of protection +2*^P (Adventure; DMG; 8,000 gp)
- *Spellbook Drotash*^C (Adventure; see above; 550 gp)
- *Spellbook Tokar*^P (Adventure; see above; 1,900 gp)
- *Wand of anticipate teleportation* (10 charges)^C (Adventure; SC; 2,250 gp)

APL 10 (all of APLs 4-8 plus the following):

- *Brooch of shielding*^P (Adventure; DMG; 1,500 gp)
- *+2 buckler*^C (Adventure; DMG; 4,165 gp)
- *Cloak of resistance +2*^C (Adventure; DMG; 4,000 gp)
- *+2 full plate*^C (Adventure; DMG; 5,650 gp)
- *Pearl of power* (2nd-level)^P (Adventure; DMG; 4,000 gp)
- *Spellbook Drotash*^C (Adventure; see above; 850 gp)
- *Spellbook Tokar*^P (Adventure; see above; 2,100 gp)

C = Item found on supply caravan

H = Item found on hunting party

P = Item found at prisoners transport

APPENDIX 1: APL 4

PART 1: THROUGH ENEMY LINES

WASTRIAN PATROL

Wastrian Leader: Male human Rgr2; CR 2; Medium Humanoid (human); HD 2d8+4; hp 17; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 armor, +3 Dex, +1 shield]; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19-20, longsword) or +6 ranged (1d8+1/x3, masterwork mighty composite longbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +6 ranged (1d8+1/x3, masterwork mighty composite longbow) or +4/+4 ranged (1d8+1/x3, masterwork mighty composite longbow); SA Favored enemy (humanoid – elf: +2); AL LE; SV Fort +5, Ref +6, Will +1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7, Knowledge (nature) +5, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +8 (+10 when tracking); Improved Initiative, Point Blank Shot, Rapid Shot^B, Track^B.

Possessions: Longsword, dagger, masterwork mighty composite longbow {+1}, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, 2 *potions of cure light wounds*, wand of entangle (5 charges).

Bullywug Raiders (2 or 3): Male bullywug Bbn2; CR 2; Medium Humanoid (aquatic); HD 2d12+8; hp 22; Init +1; Spd 30 ft., swim 30 ft.; AC 18 (touch 11, flat-footed 17) [+4 armor, +1 Dex, +3 natural]; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d6+3, javelin); Full Atk +6 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d6+3, javelin); SA Rage 1/day; SQ Marsh move, uncanny dodge; AL CE; SV Fort +7, Ref +1, Will +0; Str 16, Dex 13, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +3 (+9 in marshes), Listen +5, Move Silently +3, Survival +5, Swim +10; Stealthy.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork greataxe, dagger, 6 javelins, masterwork chain shirt, 2 tanglefoot bags, 2 *potions of cure light wounds*.

Power-Up Suite (Prepared – rage): hp 26; AC 16; Grp +7; Atk +8 melee (1d12+7/x3, masterwork greataxe) or +3 ranged (1d6+5, javelin); Full Atk +8 melee (1d12+7/x3, masterwork greataxe) or +3 ranged (1d6+5, javelin); SV Fort +9, Will +2; Str 20, Con 22.

CROCODILES

Crocodiles (2): CR 2; Medium Animal; HD 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; Base Atk +2; Grp +6; Atk +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7 (+11 in water, +21 when in deep water), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4x its Constitution score before it risks drowning.

Possessions: None.

PART 3: THE SUPPLY CARAVAN

SCOUTS

Drotash: male human (Suel) Wiz1/Mnk1; CR 2; Medium humanoid (human); HD 1d4+2 plus 1d8+2; hp 15; Init +5; Spd 30 ft.; AC 12 (touch 12, flat-footed 11) [+1 Dex, +1 Wis]; Base Atk +0; Grp +0; Atk +0 melee (1d6, unarmed strike) or +1 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d6, unarmed strike) or -2/-2 melee (1d6, unarmed strike) or +1 ranged (1d8/19-20, light crossbow); SA Spells, stunning fist 1/day (DC 12); SQ Abjuration specialization (Enchantment and Necromancy banned), spells; AL LE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 13, Con 15, Int 14, Wis 12, Cha 8.

Skills and Feats: Concentration +7 (+11 casting defensively), Hide +5, Knowledge (arcana) +7, Listen +5, Move Silently +5, Spellcraft +7, Spot +5, Tumble +5; Combat Casting, Improved Initiative, Improved Unarmed Strike^B, Scribe Scroll^B, Stunning Fist^B.

Languages: Common, Ancient Sueloise, Draconic.

Spells Prepared (4/3; Base DC = 12 + spell level): 0—*detect magic* (2), *message*, *resistance*; 1st—*expeditious retreat*, *protection from good*, *silent image*.

Possessions: Dagger, light crossbow, 20 bolts, spell component pouch, *vest of resistance* +1, spellbook, tanglefoot bag, *wand of mage armor* (25 charges), *potions of cure light wounds*, 2 *potions of invisibility*.

Wastrian Scouts (2): Male human Rgr1/Mnk1; CR 2; Medium Humanoid (human); HD 1d8+1 plus 1d8+1; hp 14; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 Wis]; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, unarmed strike) or +4 melee (2d4+3/x3, masterwork guisarme) or +4 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +3 melee (1d6+2, unarmed strike) or +1/+1 (1d6+2, unarmed strike) or +4 melee (2d4+3/x3, masterwork guisarme) or +4 ranged (1d8+2/x3, masterwork mighty composite longbow); Space/Reach 5ft./5 ft. (10 ft. with guisarme); SA Favored enemy (elf: +2), stunning fist 1/day (DC 12); SQ Animal empathy; AL LE; SV Fort +5,

Ref +6, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Jump +8, Listen +5, Search +4, Spot +5, Survival +5, Swim +6, Tumble +7; Dodge, Mobility, Stunning Fist, Track.

Possessions: Masterwork guisarme, handaxe, masterwork mighty composite longbow {str +2}, 20 arrows, 2 tanglefoot bags, *potions of cure light wounds*, 3 *potions of mage armor*, *wand of entangle* (5 charges).

MAIN CARAVAN

Lieutenant Borkann: Male human (Oeridian) Clr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 32; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+8 armor, +1 Dex]; Base Atk +3; Grp +4; Atk +6 melee (1d10+1/x3, masterwork glaive) or +4 ranged (1d8/19-20, light crossbow); Full +6 melee (1d10+1/x3, masterwork glaive) or +4 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Rebuke undead 2/day, spells, spontaneous inflict; SQ Spells; AL LE; SV Fort +6, Ref +2, Will +9; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Heal +5, Knowledge (religion) +5, Profession (military commander) +5, Spellcraft +5; Improved Initiative, Iron Will, Scribe Scroll, Martial Weapon Proficiency (glaive), Weapon Focus (glaive).

Spells Prepared (5/5/4; Base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*; 1st—*bles*, *cure light wounds*, *protection from chaos**, *shield of faith* (2); 2nd—*calm emotions**, *cure moderate wounds*, *resist energy*, *spiritual weapon*.

* Domain spell. *Deity:* Wastri; *Domains:* Law (+1 CL when casting Law spells), War.

Possessions: Masterwork glaive, dagger, light mace, light crossbow, 20 bolts, masterwork full plate, 2 *scrolls of cure light wounds*, *scroll of magic weapon*, *scroll of obscuring mist*, *scroll of remove fear*, *scroll of remove paralysis*.

Wastrian Sergeants (2): Male human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+6 armor, +1 Dex, +2 shield]; Base Atk +2; Grp +5; Atk +5 melee (1d8+3/19-20, longsword) or +7 melee (1d8+3/x3, masterwork lance) or +4 ranged (1d6+3/x3, masterwork mighty composite short bow); Full Atk +5 melee (1d8+3/19-20, longsword) or +7 melee (1d8+3/x3, masterwork lance) or +4 ranged (1d6+3/x3, masterwork mighty composite short bow); AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Ride +8; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

Possessions: Longsword, masterwork lance, light mace, dagger, masterwork mighty composite short bow {+3 str}, 20 arrows, banded mail, heavy steel shield, 2 *potions of cure light wounds*. [Heavy warhorse, military saddle]

PART 4: PRISONERS TRANSPORT

Master Tokar: male human (Suel) Wiz5; CR 5; Medium Humanoid (human); HD 5d4+10; hp 27; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Enchanter (Evocation and Necromancy barred), spells; AL NE; SV Fort +4, Ref +2, Will +6; Str 8, Dex 10, Con 14, Int 18, Wis 8, Cha 13.

Skills and Feats: Bluff +5, Concentration +10, Diplomacy +5, Intimidate +5, Knowledge (arcana) +12, Knowledge (nobility and royalty) +6, knowledge (religion) +6, Sense Motive +3, Spellcraft +14; Extend Spell, Greater Spell Focus (enchantment), Iron Will, Scribe Scroll, Spell Focus (enchantment).

Spells Prepared (5/5/4/3; Base DC = 14 + spell level): 0—*daze**, *detect magic*, *detect poison*, *message*, *read magic*; 1st—*charm person** (2), *lesser orb of sound*, *mage armor*, *obscuring mist*; 2nd—*extended mage armor*, *glitterdust*, *sting ray**, *Tasha's hideous laughter**; 3rd—*dispel magic*, *extended rope trick*, *hold person**.

* Base DC = 16 + spell level due to Greater Spell Focus (enchantment).

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +1, *pearl of power* (1st level), *potions of remove blindness*, *scroll of invisibility*, *scroll of levitate*, *scroll of magic circle against good*, 2 *scrolls of magic weapon*.

Wastrian Bodyguards (2): Male human Rgr3/Mnk2; CR 5; Medium Humanoid (human); HD 3d8+3 plus 2d8+2; hp 33; Init +7; Spd 30 ft.; AC 16 (touch 15, flat-footed 13) [+1 deflection, +3 Dex, +1 natural, +1 Wis]; Base Atk +4; Grp +6; Atk +6 melee (1d8+2, unarmed strike) or +7 melee (2d4+3/x3, masterwork guisarme) or +8 ranged (1d8+2/x2, masterwork mighty composite longbow); Full Atk +6 melee (1d8+2, unarmed strike) or +7 melee (2d4+3/x3, masterwork guisarme) or +4/+4 (1d8+2, unarmed strike) or +8 ranged (1d8+2/x2, masterwork mighty composite longbow) or +6/+6 (1d8+2/x2, masterwork mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA Favored enemy (human: +2), stunning fist 2/day (DC 13); SQ Evasion; AL LE; SV Fort +7, Ref +9, Will +5; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +5, Hide +9, Jump +4, Knowledge (nature) +5, Listen +7, Move Silently +9, Search +5, Spot +7, Survival +9 (+11 when tracking), Swim +4, Tumble +11; Ascetic Hunter, Combat Reflexes^B, Endurance^B, Improved Initiative, Improved Unarmed Strike^B, Point Blank Shot, Rapid Shot^B, Stunning Fist^B, Track^B.

Possessions: Masterwork guisarme, dagger, masterwork mighty composite longbow {str +2}, 20 arrows, *ring of protection* +1, *amulet of natural armor* +1, 2 tanglefoot bags, *potions of cure moderate wounds*, 2 *potions of mage armor*.

PART 5: RETURNING HOME

Bearded devil (2): CR 5; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +7 natural]; Base Atk +6; Grp +8; Atk +9 melee (1d10+3 plus infernal wound/x3, glaive) or +8 melee (1d6+2, claw); Full Atk +9/+4 melee (1d10+3 plus infernal wound/x3, glaive) or +8/+8 melee (1d6+2, claw); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities (Sp): At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

Battle Frenzy (Ex): 2/day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): 1/day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

APPENDIX 2: APL 6

PART 1: THROUGH ENEMY LINES

WASTRIAN PATROL

Wastrian Leader: Male human Rgr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 armor, +3 Dex, +1 shield]; Base Atk +4; Grp +6; Atk +6 melee (1d8+2/19-20, longsword) or +8 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +6 melee (1d8+2/19-20, longsword) or +8 ranged (1d8+2/x3, masterwork mighty composite longbow) or +6/+6 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Favored enemy (humanoid – elf: +2); AL LE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Jump +3, Knowledge (nature) +5, Listen +8, Move Silently +9, Search +5, Spot +8, Survival +10 (+12 when tracking), Swim +2; Endurance^B, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Spells Prepared (1; Base DC = 11 + spell level): 1st–arrow mind.

Possessions: Longsword, dagger, masterwork mighty composite longbow {+2}, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, 2 *potions of cure light wounds*, 2 *scrolls of low-light vision*, *wand of entangle* (5 charges).

Bullywug Raiders (2 or 3): Male bullywug Bbn4; CR 4; Medium Humanoid (aquatic); HD 4d12+16; hp 44; Init +2; Spd 30 ft., swim 30 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +4; Grp +7; Atk +8 melee (1d12+4/x3, masterwork greataxe) or +6 ranged (1d6+3, javelin); Full Atk +8 melee (1d12+4/x3, masterwork greataxe) or +6 ranged (1d6+3, javelin); SA Rage 2/day; SQ Marsh move, trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +3, Will +3; Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +5 (+11 in marshes), Listen +7, Move Silently +5, Survival +5, Swim +10; Iron Will, Stealthy.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork greataxe, dagger, 6 javelins, +1 *chain shirt*, 2 tanglefoot bags, 2 *potions of cure moderate wounds*.

Power-Up Suite (Prepared – rage): hp 52; AC 18; Grp +9; Atk +10 melee (1d12+7/x3, masterwork greataxe) or +6 ranged (1d6+5, javelin); Full Atk +10 melee (1d12+7/x3, masterwork greataxe) or +6 ranged (1d6+5, javelin); SV Fort +10, Will +5; Str 20, Con 22.

CROCODILES

Crocodiles, giant (2): Huge Animal; CR 4; HD 7d8+28; hp 59; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15) [-2 size, +1 Dex, +7 natural]; Base Atk +5; Grp +21; Atk +11 melee (2d8+12, bite) or

+11 melee (1d12+12, tail slap); Full Atk +11 melee (2d8+12, bite) or +11 melee (1d12+12, tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +1 (+5 in water, +15 in deep water), Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4x its Constitution score before it risks drowning.

Possessions: None.

PART 3: THE SUPPLY CARAVAN

SCOUTS

Drotash: Male human (Suel) Wiz3/Mnk1; CR 4; Medium humanoid (human); HD 3d4+6 plus 1d8+2; hp 25; Init +6; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 Wis]; Base Atk +1; Grp +1; Atk +3 melee (1d6, unarmed strike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6, unarmed strike) or +1/+1 melee (1d6, unarmed strike) or +3 ranged (1d8/19-20, light crossbow); SA Spells, stunning fist 1/day (DC 13); SQ Abjuration specialization (Enchantment and Necromancy banned), spells; AL LE; SV Fort +6, Ref +6, Will +7; Str 10, Dex 14, Con 15, Int 14, Wis 12, Cha 8.

Skills and Feats: Concentration +9 (+13 casting defensively), Hide +5, Knowledge (arcana) +9, Knowledge (nature) +4, Knowledge (religion) +4, Listen +5, Move Silently +5, Spellcraft +9, Spot +5, Tumble +5; Combat Casting, Improved Initiative, Improved Unarmed Strike^B, Scribe Scroll^B, Stunning Fist^B, Weapon Finesse.

Languages: Common, Ancient Sueloise, Draconic.

Spells Prepared (5/4/3; Base DC = 12 + spell level): 0–*detect magic* (2), *message*, *read magic*, *resistance*; 1st–*expeditious retreat*, *grease*, *protection from good*, *silent image*; 2nd–*resist energy*, *scorching ray*, *swift fly*.

Possessions: Dagger, light crossbow, 20 bolts, spell component pouch, *vest of resistance* +1, spellbook, tanglefoot bag, *wand of mage armor*, *wand of magic missile*, *potion of cure light wounds*, 2 *potions of invisibility*, 2 *scrolls of see invisibility*, *scroll of fire ball*.

Wastrian Scouts (2): Male human Rgr2/Mnk2; CR 4; Medium Humanoid (human); HD 2d8+2 plus 2d8+2; hp 28; Init +3; Spd 30 ft.; AC 14 (touch 14, flat-footed 11) [+3 Dex, +1 Wis]; Base Atk +3; Grp +5; Atk +5 melee (1d8+2, unarmed strike) or +6 melee (2d4+3/x3,

masterwork guisarme) or +7 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +5 melee (1d8+2, unarmed strike) or +3/+3 (1d8+2, unarmed strike) or +6 melee (2d4+3/x3, masterwork guisarme) or +7 ranged (1d8+2/x3, masterwork mighty composite longbow); Space/Reach 5ft./5 ft. (10 ft. with guisarme); SA Favored enemy (elf: +2), stunning fist 2/day (DC 13); SQ Animal empathy, evasion; AL LE; SV Fort +8, Ref +10, Will +5; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +6, Hide +7, Jump +10, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +5 (+7 when tracking), Swim +6, Tumble +12; Ascetic Hunter, Combat Reflexes, Dodge, Mobility, Rapid Shot, Stunning Fist, Track.

Possessions: Masterwork guisarme, handaxe, masterwork mighty composite longbow (str +2), 20 arrows, *cloak of resistance* +1, 2 tanglefoot bags, *potion of cure light wounds*, 3 *potions of mage armor*, *wand of entangle* (5 charges).

MAIN CARAVAN

Lieutenant Borkann: Male human (Oeridian) Clr7; CR 7; Medium Humanoid (human); HD 7d8+14; hp 56; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +1 Dex, +2 shield]; Base Atk +5; Grp +6; Atk +7 melee (1d10+1/x3, masterwork glaive) or +6 ranged (1d8/19-20, light crossbow); Full +7 melee (1d10+1/x3, masterwork glaive) or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Rebuke undead 2/day, spells, spontaneous inflict; SQ Spells; AL LE; SV Fort +9, Ref +4, Will +12; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Heal +5, Knowledge (religion) +8, Profession (military commander) +5, Spellcraft +8; Improved Buckler Defence, Improved Initiative, Iron Will, Scribe Scroll, Martial Weapon Proficiency (glaive), Weapon Focus (glaive).

Spells Prepared (6/6/5/4/2; Base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *read magic*; 1st—*bless*, *cure light wounds* (2), *protection from chaos**, *shield of faith* (2); 2nd—*calm emotions**, *cure moderate wounds*, *resist energy* (2), *spiritual weapon*; 3rd—*dispel magic*, *invisibility purge*, *magic circle against good*, *magic vestment**; 4th—*divine power**, *recitation*.

* Domain spell. **Deity:** Wastri; **Domains:** Law (+1 CL when casting Law spells), War.

Possessions: Masterwork glaive, dagger, light mace, light crossbow, 20 bolts, +1 full plate, +1 buckler, *cloak of resistance* +1, 2 scrolls of *cure light wounds*, scroll of *magic weapon*, scroll of *obscuring mist*, scroll of *remove fear*, scroll of *remove paralysis*.

Wastrian Sergeants (2): Male human Ftr5; CR 5; Medium Humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 armor, +1 Dex, +2 shield]; Base Atk +5; Grp +8; Atk +9 melee (1d8+3/19-20, masterwork longsword) or +10 melee (1d8+5/x3, masterwork lance) or +7 ranged

(1d6+3/x3, masterwork mighty composite short bow); Full Atk +9 melee (1d8+3/19-20, masterwork longsword) or +10 melee (1d8+5/x3, masterwork lance) or +7 ranged (1d6+3/x3, masterwork mighty composite short bow); AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Ride +10; Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork longsword, masterwork lance, light mace, dagger, masterwork mighty composite short bow (+3 str), 20 arrows, masterwork full plate, heavy steel shield, 2 *potions of cure light wounds*, *potion of cure moderate wounds*, 2 *oils of magic weapon*. [Heavy warhorse, military saddle]

PART 4: PRISONERS TRANSPORT

Master Tokar: male human (Suel) Wiz5/mindbender 2; CR 7; Medium Humanoid (human); HD 5d4+10 plus 2d4+4; hp 37; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Push the weak mind 1/day, spells; SQ Enchanter (Evocation and Necromancy barred), spells, telepathy; AL NE; SV Fort +7, Ref +2, Will +9; Str 8, Dex 10, Con 14, Int 18, Wis 8, Cha 13.

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +12, Intimidate +6, Knowledge (arcana) +14, Knowledge (nobility and royalty) +8, knowledge (religion) +6, Sense Motive +6, Spellcraft +16; Extend Spell, Greater Spell Focus (enchantment), Iron Will, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (enchantment).

Push the Weak Mind (Sp): A mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful DC 17 Will save negates the effect.

Telepathy (Su): A mindbender has the ability to communicate telepathically with any creature within 100 feet that has a language.

Spells Prepared (5/5/5/4; Base DC = 14 + spell level; CL 7): 0—*daze**, *detect magic*, *detect poison*, *message*, *read magic*; 1st—*charm person** (2), *lesser orb of sound*, *mage armor*, *obscuring mist*; 2nd—*extended mage armor*, *glitterdust*, *resist energy*, *sting ray**, *Tasha's hideous laughter**; 3rd—*dispel magic*, *extended rope trick*, *hold person**, *stinking cloud*.

* Base DC = 16 + spell level due to Greater Spell Focus (enchantment).

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +1,

pearl of power (1st level), *stone of alarm*, *potion of remove blindness*, *scroll of invisibility*, *scroll of levitate*, *scroll of magic circle against good*, 2 *scrolls of magic weapon*.

Wastrian Bodyguards (2): male human Rgr4/Mnk3; CR 7; Medium Humanoid (human); HD 4d8+8 plus 3d8+6; hp 52; Init +8; Spd 40 ft.; AC 17 (touch 16, flat-footed 13) [+1 deflection, +4 Dex, +1 natural, +1 Wis]; Base Atk +6; Grp +8; Atk +8 melee (1d8+2, unarmed strike) or +9 melee (2d4+3/x3, masterwork guisarme) or +11 ranged (1d8+2/x2, masterwork mighty composite longbow); Full Atk +8/+3 melee (1d8+2, unarmed strike) or +9/+4 melee (2d4+3/x3, masterwork guisarme) or +6/+6/+1 (1d8+2, unarmed strike) or +11/+6 ranged (1d8+2/x2, masterwork mighty composite longbow) or +9/+9/+4 (1d8+2/x2, masterwork mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA Favored enemy (human: +2), stunning fist 3/day (DC 14); SQ Evasion; AL LE; SV Fort +8, Ref +11, Will +5 (+7 vs. enchantment and spell effects); Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +9, Hide +10, Jump +13, Knowledge (nature) +5, Listen +7, Move Silently +10, Search +5, Spot +7, Survival +10 (+12 when tracking), Swim +5, Tumble +16; Ascetic Hunter, Combat Reflexes^B, Endurance^B, Improved Initiative, Improved Toughness, Improved Unarmed Strike^B, Point Blank Shot, Rapid Shot^B, Stunning Fist^B, Track^B.

Spells Prepared (1; Base DC = 11 + spell level): 1st-arrow mind.

Possessions: Masterwork guisarme, dagger, masterwork mighty composite longbow {str +2}, 20 arrows, *ring of protection* +1, *amulet of natural armor* +1, *gloves of dexterity* +2, 2 tanglefoot bags, *potion of cure moderate wounds*, 2 *potions of mage armor*.

PART 5: RETURNING HOME

Hellcat (2): CR 7; Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+24; hp 60; Init +9; Spd 40 ft.; AC 21 (touch 14, flat-footed 16) [-1 size, +5 Dex, +7 natural]; Base Atk +8; Grp +18; Atk +13 melee (1d8+6, claw); Full Atk +13/+13 melee (1d8+6, claw) and +8 melee (2d8+3, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+3; SQ Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; Dodge, Improved Initiative, Track.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite 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 rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

APPENDIX 3: APL 8

PART 1: THROUGH ENEMY LINES

WASTRIAN PATROL

Wastrian Leader: Male human Rgr4/Bbn2; CR 6; Medium Humanoid (human); HD 4d8+8 plus 2d12+4; hp 49; Init +7; Spd 40 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +6; Grp +8; Atk +8 melee (2d6+3/19-20, masterwork greatsword) or +8 ranged (1d8+3/x3, +1 *mighty composite longbow*); Full Atk +8 melee (2d6+3/19-20, masterwork greatsword) or +8 ranged (1d8+3/x3, +1 *mighty composite longbow*) or +6/+6 ranged (1d8+3/x3, +1 *mighty composite longbow*); SA Favored enemy (humanoid – elf: +2), rage 1/day; SQ Uncanny dodge; AL LE; SV Fort +9, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Jump +7, Knowledge (nature) +5, Listen +10, Move Silently +9, Search +5, Spot +8, Survival +12 (+14 when tracking), Swim +4; Endurance^B, Improved Buckler Defense, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Spells Prepared (1; Base DC = 11 + spell level): 1st-arrow mind.

Possessions: Masterwork greatsword, dagger, +1 *mighty composite longbow* {+4}, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, 2 *potions of cure light wounds*, 2 *scrolls of low-light vision*, wand of entangle (5 charges).

Power-Up Suite (Prepared – rage): hp 61; Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +10 ranged (1d8+5/x3, +1 *mighty composite longbow*); Full Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +10 ranged (1d8+5/x3, +1 *mighty composite longbow*) or +8/+8 ranged (1d8+5/x3, +1 *mighty composite longbow*); SV Fort +11, Will +4; Str 18, Con 18.

Bullywug Raiders (2 or 3): Male bullywug Bbn6; CR 6; Medium Humanoid (aquatic); HD 6d12+24; hp 66; Init +2; Spd 30 ft., swim 30 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +6; Grp +9; Atk +10 melee (1d12+4/x3, masterwork greataxe) or +8 ranged (1d6+3, javelin); Full Atk +10/+5 melee (1d12+4/x3, masterwork greataxe) or +8 ranged (1d6+3, javelin); SA Rage 2/day; SQ Improved uncanny dodge, marsh move, trap sense +2; AL CE; SV Fort +10, Ref +5, Will +5; Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +6 (+12 in marshes), Listen +9, Move Silently +6, Survival +5, Swim +10; Iron Will, Power Attack, Stealthy.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork greataxe, dagger, 6 javelins, +1 *chain shirt*, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure moderate wounds*, *potion of fly*.

Power-Up Suite (Prepared – rage): hp 78; AC 18; Grp +11; Atk +12 melee (1d12+7/x3, masterwork greataxe) or +8 ranged (1d6+5, javelin); Full Atk +12/+7

melee (1d12+7/x3, masterwork greataxe) or +8 ranged (1d6+5, javelin); SV Fort +12, Will +7; Str 20, Con 22.

CROCODILES

Crocodiles, giant, 13 HD (2): Huge Animal; CR 6; HD 13d8+65; hp 123; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15) [-2 size, +1 Dex, +7 natural]; Base Atk +9; Grp +26; Atk +16 melee (2d8+13, bite) or +16 melee (1d12+13, tail slap); Full Atk +16 melee (2d8+13, bite) or +16 melee (1d12+13, tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +13, Ref +9, Will +5; Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +2 (+7 in water, +17 in deep water), Listen +7, Spot +7, Swim +17; Alertness, Endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4x its Constitution score before it risks drowning.

Possessions: None.

PART 3: THE SUPPLY CARAVAN

SCOUTS

Drotash: Male human (Suel) Wiz3/Mnk1/Enlightend Fist 2; CR 6; Medium humanoid (human); HD 3d4+6 plus 1d8+2 plus 2d8+4; hp 39; Init +6; Spd 40 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 Wis]; Base Atk +2; Grp +2; Atk +4 melee (1d6, unarmed strike) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6, unarmed strike) or +2/+2 melee (1d6, unarmed strike) or +4 ranged (1d8/19-20, light crossbow); SA Fist of energy, ki strike (magic), Spells, stunning fist 3/day (DC 14); SQ Abjuration specialization (Enchantment and Necromancy banned), spells; AL LE; SV Fort +6, Ref +9, Will +10; Str 10, Dex 14, Con 15, Int 14, Wis 12, Cha 8.

Skills and Feats: Concentration +14 (+18 casting defensively), Hide +7, Knowledge (arcana) +9, Knowledge (nature) +4, Knowledge (religion) +4, Listen +7, Move Silently +7, Spellcraft +11, Spot +7, Tumble +7; Combat Casting, Improved Initiative, Improved Unarmed Strike^B, Scribe Scroll^B, Skill Focus (concentration), Stunning Fist^B, Weapon Finesse.

Languages: Common, Ancient Sueloise, Draconic.

Fist of Energy (Su): Once per round as a free action, an enlightened fist can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. The enlightened fist chooses the energy type each time she activates. For 1 round, each of her unarmed strike that hits deals an extra 1d6

points of damage (electricity or fire, depending on the choice).

Spells Prepared (5/5/4; Base DC = 12 + spell level): 0—detect magic (2), message, read magic, resistance; 1st—expeditious retreat, grease, protection from good, silent image, ray of enfeeblement; 2nd—resist energy, scorching ray, swift fly (2).

Possessions: Dagger, light crossbow, 20 bolts, spell component pouch, brooch of shielding, vest of resistance +1, spellbook, tanglefoot bag, potion of cure light wounds, 2 potions of invisibility, 2 scrolls of see invisibility, scroll of fire ball, wand of mage armor, wand of magic missile, wand of anticipate teleportation (10 charges at start of adventure).

Wastrian Scouts (2): Male human Rgr2/Mnk4; CR 4; Medium Humanoid (human); HD 2d8+2 plus 4d8+4; hp 42; Init +3; Spd 40 ft.; AC 15 (touch 15, flat-footed 12) [+1 deflection, +3 Dex, +1 Wis]; Base Atk +5; Grp +7; Atk +7 melee (1d8+2, unarmed strike) or +8 melee (2d4+3/x3, masterwork guisarme) or +9 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +7 melee (1d8+2, unarmed strike) or +5/+5 (1d8+2, unarmed strike) or +8 melee (2d4+3/x3, masterwork guisarme) or +9 ranged (1d8+2/x3, masterwork mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA Favored enemy (elf: +2), ki strike (magic), stunning fist 4/day (DC 14); SQ Animal empathy, evasion, slow fall (20 ft.), still mind; AL LE; SV Fort +9, Ref +11, Will +6; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Hide +7, Jump +10, Listen +8, Move Silently +7, Search +5, Spot +8, Survival +5 (+7 when tracking), Swim +6, Tumble +14; Ascetic Hunter, Combat Reflexes, Dodge, Mobility, Rapid Shot, Spring Attack, Stunning Fist, Track.

Possessions: Masterwork guisarme, handaxe, masterwork mighty composite longbow (str +2), 20 bolts, cloak of resistance +1, ring of protection +1, 2 tanglefoot bags, potion of cure light wounds, 3 potions of mage armor, wand of entangle (5 charges).

MAIN CARAVAN

Lieutenant Borkann: Male human (Oeridian) Clr9; CR 9; Medium Humanoid (human); HD 9d8+27; hp 79; Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +1 Dex, +2 shield]; Base Atk +6; Grp +7; Atk +8 melee (1d10+1/x3, masterwork glaive) or +7 ranged (1d8/19-20, light crossbow); Full +8/+3 melee (1d10+1/x3, masterwork glaive) or +7 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Rebuke undead 2/day, spells, spontaneous inflict; SQ Spells; AL LE; SV Fort +10, Ref +5, Will +15; Str 12, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +14, Heal +7, Knowledge (religion) +10, Profession (military commander) +7, Spellcraft +10; Improved Buckler Defence, Improved Initiative, Improved Toughness, Iron Will, Scribe Scroll, Martial Weapon Proficiency (glaive), Weapon Focus (glaive).

Spells Prepared (6/7/6/5/4/3; Base DC = 15 + spell level): 0—cure minor wounds (2), detect magic, detect poison, read magic; 1st—bless, cure light wounds (2), endure elements, protection from chaos*, shield of faith (2); 2nd—calm emotions*, cure moderate wounds (2), resist energy (2), spiritual weapon; 3rd—dispel magic, invisibility purge, magic circle against good, magic vestment* (2); 4th—divine power*, greater magic weapon, recitation, sending; 5th—dispel chaos*, flame strike, greater command.

* Domain spell. Deity: Wastri; Domains: Law (+1 CL when casting Law spells), War.

Possessions: Masterwork glaive, dagger, light mace, light crossbow, 20 bolts, +1 full plate, +1 buckler, periapt of wisdom +2, cloak of resistance +1, 2 scrolls of cure light wounds, scroll of magic weapon, scroll of obscuring mist, scroll of remove fear, scroll of remove paralysis.

Wastrian Sergeants (2): Male human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+21; hp 67; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; Base Atk +7; Grp +11; Atk +12 melee (1d8+4/19-20, masterwork longsword) or +13 melee (1d8+6/x3, masterwork lance) or +9 ranged (1d6+4/x3, masterwork mighty composite short bow); Full Atk +12/+7 melee (1d8+4/19-20, masterwork longsword) or +13/+8 melee (1d8+6/x3, masterwork lance) or +9 ranged (1d6+4/x3, masterwork mighty composite short bow); AL LE; SV Fort +8, Ref +4, Will +5; Str 18, Dex 12, Con 15, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Listen +1, Ride +12; Improved Toughness, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork longsword, masterwork lance, light mace, dagger, masterwork mighty composite short bow (+4 str), 20 arrows, +1 full plate, +1 heavy steel shield, cloak of resistance +1, 2 potions of cure light wounds, potion of cure moderate wounds, 2 oils of magic weapon, potion of remove blindness. [Heavy warhorse, military saddle, chain barding]

PART 4: PRISONERS TRANSPORT

Master Tokar: male human (Suel) Wiz5/Mindbender 4; CR 9; Medium Humanoid (human); HD 5d4+15 plus 4d4+12; hp 56; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Push the weak mind 1/day, spells; SQ Enchanter (Evocation and Necromancy barred), eternal charm (1), mindread 2/day, spells, telepathy; AL NE; SV Fort +8, Ref +4, Will +10; Str 8, Dex 12, Con 14, Int 20, Wis 8, Cha 12.

Skills and Feats: Bluff +11, Concentration +14, Diplomacy +17, Intimidate +9, Knowledge (arcana) +17, Knowledge (nobility and royalty) +11, knowledge (religion) +7, Sense Motive +7, Spellcraft +19; Extend Spell, Greater Spell Focus (enchantment), Improved

Toughness, Iron Will, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (enchantment).

Eternal Charm (Sp): A mindbender can *charm* any single Large or smaller living creature within 100 feet (as *charm monster*) once per day. A successful DC 19 Will save negates the effect. The duration is permanent; however, a mindbender can have only one creature so *charmed* at any given time. If he attempts to use this power on a creature while he has another so *charmed*, the first *charm* is automatically broken (regardless of the success of the second attempt). The effect is also broken if a mindbender or one of his allies injures the target. *Dispel magic* has no effect on an *eternal charm*, though *break enchantment* frees the victim (treat the mindbender's caster level as 9 for this purpose).

Mindread (Sp): 2/day. A mindbender can rear the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful DC 17 Will save negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

Push the Weak Mind (Sp): A mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a *suggestion* spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful DC 18 Will save negates the effect.

Telepathy (Su): A mindbender has the ability to communicate telepathically with any creature within 100 feet that has a language.

Spells Prepared (5/7/5/4/3; Base DC = 15 + spell level; CL 9): 0—*daze**, *detect magic*, *detect poison*, *message*, *read magic*; 1st—*charm person** (2), *lesser orb of sound* (2), *mage armor* (2), *obscuring mist*; 2nd—*glitterdust*, *resist energy*, *rope trick*, *sting ray**, *Tasha's hideous laughter**; 3rd—*anticipate teleportation*, *dispel magic*, *hold person**, *stinking cloud*; 4th—*crushing despair**, *dimension door*, *orb of electricity*.

* Base DC = 17 + spell level due to Greater Spell Focus (enchantment).

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +1, *headband of intellect* +2, *pearl of power* (1st level), *stone of alarm*, *potion of remove blindness*, *scroll of invisibility*, *scroll of levitate*, *scroll of magic circle against good*, 2 *scrolls of magic weapon*.

T'kes: Male lizardfolk Bbn4; CR —; Medium Humanoid (reptilian); HD 2d8+6 plus 4d12+12; hp 45; Init +1; Spd 40 ft.; AC 20 (touch 11, flat-footed 19) [+4 armor, +1 Dex, +5 natural]; Base Atk +5; Grp +9; Atk +9 melee (1d4+4, claw) or +10 melee (1d10+6, masterwork greatclub) or +7 ranged (1d6+4, masterwork javelin); Full Atk +9/+9 melee (1d4+4, claw) and +7 melee (1d4+2, bite) or +10 melee (1d6+6, masterwork greatclub) and +7 melee (1d4+2, bite) or +7 ranged (1d6+4, masterwork javelin); SA Rage 2/day; SQ Hold breath, trap sense +1 uncanny dodge; AL N; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +5, Jump +8, Listen +7, Survival +7, Swim +5; Multiattack, Power Attack, Track.

Hold Breath (Ex): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Masterwork greatclub, dagger, hand axe, 6 masterwork javelins, +1 *studded leather*, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure moderate wounds*.

Power-Up Suite (Prepared – rage): hp 57; AC 18; Grp +11; Atk +11 melee (1d4+6, claw) or +12 melee (1d10+9, masterwork greatclub) or +7 ranged (1d6+6, masterwork javelin); Full Atk +11/+11 melee (1d4+6, claw) and +9 melee (1d4+3, bite) or +12 melee (1d6+9, masterwork greatclub) and +9 melee (1d4+3, bite) or +7 ranged (1d6+6, masterwork javelin); SV Fort +10, Will +5; Str 22, Con 20.

Wastrian Bodyguards (2): male human Rgr6/Mnk3; CR 7; Medium Humanoid (human); HD 6d8+18 plus 3d8+9; hp 75; Init +8; Spd 40 ft.; AC 18 (touch 17, flat-footed 14) [+2 deflection, +4 Dex, +1 natural, +1 Wis]; Base Atk +8; Grp +10; Atk +10 melee (1d10+2, unarmed strike) or +11 melee (2d4+3/x3, masterwork guisarme) or +13 ranged (1d8+2/x2, masterwork mighty composite longbow); Full Atk +10/+5 melee (1d10+2, unarmed strike) or +11/+6 melee (2d4+3/x3, masterwork guisarme) or +8/+8/+3 (1d8+2, unarmed strike) or +13/+7 ranged (1d8+2/x2, masterwork mighty composite longbow) or +11/+11/+6 (1d8+2/x2, masterwork mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA Favored enemy (human: +4, elf:+2), stunning fist 3/day (DC 15); SQ Evasion; AL LE; SV Fort +10, Ref +12, Will +6 (+8 vs. enchantment and spell effects); Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +9, Climb +4, Hide +12, Jump +13, Knowledge (nature) +5, Listen +9, Move Silently +12, Search +5, Spot +9, Survival +12 (+14 when tracking), Swim +7, Tumble +16; Ascetic Hunter, Combat Reflexes^B, Deft Opportunist, Endurance^B, Improved Initiative, Improved Toughness, Improved Unarmed Strike^B, Manyshot^B, Point Blank Shot, Rapid Shot^B, Stunning Fist^B, Track^B.

Spells Prepared (2; Base DC = 11 + spell level): 1st-arrow mind, entangle.

Possessions: Masterwork guisarme, dagger, masterwork mighty composite longbow {str +2}, 20 arrows, ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, 2 tanglefoot bags, potion of cure moderate wounds, 2 potions of mage armor.

PART 5: RETURNING HOME

Bone devil (2): CR 9; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+50; hp 95; Init +9; Sp 40 ft.; AC 25 (touch 14, flat-footed 20) [-1 size, +5 Dex, +11 natural]; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +12/+12 melee (1d4+2, claw) and +12 melee (3d4+2 plus poison, sting); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str.

Spell-Like Abilities (Sp): At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

APPENDIX 4: APL 10

PART 1: THROUGH ENEMY LINES

WASTRIAN PATROL

Wastrian Leader: Male human Rgr5/Bbn2/Ftr1; CR 6; Medium Humanoid (human); HD 5d8+15 plus 2d12+6 plus 1d10+3; hp 78; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +8; Grp +10; Atk +10 melee (2d6+3/19-20, masterwork greatsword) or +10 ranged (1d8+3/x3, +1 mighty composite longbow); Full Atk +10 melee (2d6+3/19-20, masterwork greatsword) or +10 ranged (1d8+3/x3, +1 mighty composite longbow) or +8/+8 ranged (1d8+3/x3, +1 mighty composite longbow); SA Favored enemy (humanoid – elf: +4; humanoid – dwarf: +2), rage 1/day; SQ Uncanny dodge; AL LE; SV Fort +12, Ref +8, Will +3; Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Jump +7, Knowledge (nature) +5, Listen +10, Move Silently +9, Search +5, Spot +8, Survival +12 (+14 when tracking), Swim +4; Endurance^B, Improved Buckler Defense, Improved Initiative, Improved Toughness, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Spells Prepared (1; Base DC = 11 + spell level): 1st-arrow mind.

Possessions: Masterwork greatsword, dagger, +1 mighty composite longbow {+4}, +1 chain shirt, +1 buckler, cloak of resistance +1, 2 tanglefoot bags, 2 potions of cure light wounds, 2 scrolls of low-light vision, potion of remove blindness, wand of entangle (5 charges).

Power-Up Suite (Prepared – rage): hp 61; Atk +12 melee (2d6+6/19-20, masterwork greatsword) or +12 ranged (1d8+5/x3, +1 mighty composite longbow); Full Atk +12 melee (2d6+6/19-20, masterwork greatsword) or +12 ranged (1d8+5/x3, +1 mighty composite longbow) or +10/+10 ranged (1d8+5/x3, +1 mighty composite longbow); SV Fort +14, Will +5; Str 18, Con 18.

Bullywug Raiders (2 or 3): Male bullywug Bbn8; CR 8; Medium Humanoid (aquatic); HD 8d12+32; hp 88; Init +2; Spd 30 ft., swim 30 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +8; Grp +12; Atk +13 melee (1d12+6/x3, masterwork greataxe) or +10 ranged (1d6+4, javelin); Full Atk +13/+8 melee (1d12+6/x3, masterwork greataxe) or +10 ranged (1d6+4, javelin); SA Rage 3/day; SQ DR 1/–, improved uncanny dodge, marsh move, trap sense +2; AL CE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 14, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +7 (+13 in marshes), Listen +11, Move Silently +7, Survival +5, Swim +11; Iron Will, Power Attack, Stealthy.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork greataxe, dagger, 6 javelins, +1 chain shirt, cloak of resistance +1, 2 tanglefoot bags, 2 potions of cure moderate wounds, potion of fly.

Power-Up Suite (Prepared – rage): hp 104; AC 18; Grp +14; Atk +15 melee (1d12+9/x3, masterwork greataxe) or +10 ranged (1d6+6, javelin); Full Atk +15/+10 melee (1d12+9/x3, masterwork greataxe) or +10 ranged (1d6+6, javelin); SV Fort +13, Will +7; Str 23, Con 22.

CROCODILES

Crocodiles, giant, 13 HD (4): Huge Animal; CR 6; HD 13d8+65; hp 123; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15) [-2 size, +1 Dex, +7 natural]; Base Atk +9; Grp +26; Atk +16 melee (2d8+13, bite) or +16 melee (1d12+13, tail slap); Full Atk +16 melee (2d8+13, bite) or +16 melee (1d12+13, tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +13, Ref +9, Will +5; Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +2 (+7 in water, +17 in deep water), Listen +7, Spot +7, Swim +17; Alertness, Endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4x its Constitution score before it risks drowning.

Possessions: None.

PART 3: THE SUPPLY CARAVAN

SCOUTS

Drotash: Male human (Suel) Wiz3/Mnk2/Enlightened Fist 3; CR 8; Medium humanoid (human); HD 3d4+9 plus 2d8+6 plus 3d8+9; hp 61; Init +7; Spd 40 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +1 monk, +1 Wis]; Base Atk +4; Grp +4; Atk +6 melee (1d8, unarmed strike) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8, unarmed strike) or +4/+4 melee (1d8, unarmed strike) or +6 ranged (1d8/19-20, light crossbow); SA Fist of energy, ki strike (magic), Spells, stunning fist 5/day (DC 15); SQ Abjuration specialization (Enchantment and Necromancy banned), arcane fist, evasion, spells; AL LE; SV Fort +9, Ref +11, Will +11; Str 10, Dex 16, Con 16, Int 14, Wis 12, Cha 8.

Skills and Feats: Concentration +17 (+21 casting defensively), Hide +9, Knowledge (arcana) +9, Knowledge (nature) +4, Knowledge (religion) +4, Listen +9, Move Silently +9, Spellcraft +11, Spot +9, Tumble +9; Combat Casting, Deflect Arrows^B, Improved Initiative, Improved Unarmed Strike^B, Scribe Scroll^B, Skill Focus (concentration), Stunning Fist^B, Weapon Finesse.

Languages: Common, Ancient Sueloise, Draconic.

Fist of Energy (Su): Once per round as a free action, an enlightened fist can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. The enlightened fist chooses the energy type each time she activates. For 1 round, each of her unarmed strike that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

Arcane Fist (Su): An enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack. She can choose to deliver the touch with any single unarmed strike attack she makes during the action.

Spells Prepared (5/5/4/2; Base DC = 12 + spell level): 0—*detect magic* (2), *message*, *read magic*, *resistance*; 1st—*expeditious retreat*, *grease*, *protection from good*, *silent image*, *shocking grasp*; 2nd—*resist energy*, *scorching ray*, *swift fly* (2); 3rd—*dispel magic*, *haste*.

Possessions: Dagger, light crossbow, 20 bolts, spell component pouch, *gloves of dexterity* +2, *brooch of shielding*, *vest of resistance* +1, spellbook, tanglefoot bag, *potion of cure light wounds*, 2 *potions of invisibility*, 2 *scrolls of see invisibility*, *scroll of fire ball*, *wand of mage armor*, *wand of magic missile*, *wand of anticipate teleportation* (10 charges).

Wastrian Scouts (2): Male human Rgr2/Mnk6; CR 4; Medium Humanoid (human); HD 2d8+4 plus 6d8+12; hp 62; Init +3; Spd 50 ft.; AC 16 (touch 16, flat-footed 13) [+1 class, +1 deflection, +3 Dex, +1 Wis]; Base Atk +6; Grp +9; Atk +9 melee (1d10+3, unarmed strike) or +10 melee (2d4+4/x3, masterwork guisarme) or +10 ranged (1d8+3/x3, masterwork mighty composite longbow); Full Atk +9/+4 melee (1d10+3, unarmed strike) or +8/+8/+3 (1d10+3, unarmed strike) or +10/+5 melee (2d4+4/x3, masterwork guisarme) or +10/+5 ranged (1d8+3/x3, masterwork mighty composite longbow); Space/Reach 5ft./5 ft. (10 ft. with guisarme); SA Favored enemy (elf: +2), ki strike (magic), stunning fist 6/day (DC 15); SQ Animal empathy, evasion, purity of body, slow fall (30 ft.), still mind; AL LE; SV Fort +11, Ref +12, Will +7; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +10, Hide +7, Jump +11, Listen +12, Move Silently +7, Search +5, Spot +12, Survival +5 (+7 when tracking), Swim +7, Tumble +16; Ascetic Hunter, Combat Reflexes, Dodge, Improved Trip, Mobility, Rapid Shot, Spring Attack, Stunning Fist, Track.

Possessions: Masterwork guisarme, handaxe, masterwork mighty composite longbow {str +3}, 20 arrows, *cloak of resistance* +1, *ring of protection* +1, *gauntlets of ogre power*, 2 tanglefoot bags, *potion of cure light wounds*, 3 *potions of mage armor*, *wand of entangle* (5 charges).

MAIN CARAVAN

Lieutenant Borkann: Male human (Oeridian) Clr11; CR 11; Medium Humanoid (human); HD 11d8+33; hp

97; Init +5; Spd 20 ft.; AC 24 (touch 11, flat-footed 23) [+10 armor, +1 Dex, +3 shield]; Base Atk +8; Grp +9; Atk +10 melee (1d10+1/x3, masterwork glaive) or +9 ranged (1d8/19-20, light crossbow); Full +10/+5 melee (1d10+1/x3, masterwork glaive) or +9 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Rebuke undead 2/day, spells, spontaneous inflict; SQ Spells; AL LE; SV Fort +12, Ref +6, Will +17; Str 12, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +16, Heal +7, Knowledge (religion) +12, Profession (military commander) +7, Spellcraft +12; Improved Buckler Defence, Improved Initiative, Improved Toughness, Iron Will, Scribe Scroll, Martial Weapon Proficiency (glaive), Weapon Focus (glaive).

Spells Prepared (6/8/6/6/5/4/2; Base DC = 15 + spell level): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *read magic*; 1st—*bles* (2), *cure light wounds* (2), *endure elements*, *protection from chaos**, *shield of faith* (2); 2nd—*calm emotions**, *cure moderate wounds* (2), *resist energy* (2), *spiritual weapon*; 3rd—*dispel magic* (2), *invisibility purge*, *magic circle against good*, *magic vestment** (2); 4th—*divine power**, *greater magic weapon* (2), *recitation*, *sending*; 5th—*dispel chaos**, *divine might*, *flame strike*, *greater command*; 6th—*harm*, *hold monster**.

* Domain spell. Deity: Wastri; Domains: Law (+1 CL when casting Law spells), War.

Possessions: Masterwork glaive, dagger, light mace, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *periapt of wisdom* +2, *cloak of resistance* +2, 2 *scrolls of cure light wounds*, *scroll of magic weapon*, *scroll of obscuring mist*, *scroll of remove fear*, *scroll of remove paralysis*.

Wastrian Sergeants (2): Male human Ftr9; CR 9; Medium Humanoid (human); HD 9d10+36; hp 94; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; Base Atk +9; Grp +14; Atk +15 melee (1d8+5/19-20, masterwork longsword) or +16 melee (1d8+8/x3, +1 lance) or +11 ranged (1d6+4/x3, masterwork mighty composite short bow); Full Atk +15/+10 melee (1d8+4/19-20, masterwork longsword) or +16/+11 melee (1d8+8/x3, +1 lance) or +11 ranged (1d6+4/x3, masterwork mighty composite short bow); AL LE; SV Fort +9, Ref +5, Will +6; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Listen +2, Ride +14; Cavalry Charger, Improved Toughness, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork longsword, +1 lance, light mace, dagger, masterwork mighty composite short bow {+4 str}, 20 arrows, +1 *full plate*, +1 *heavy steel shield*, *gauntlets of ogre power*, *cloak of resistance* +1, 2 *potions of cure light wounds*, *potion of cure moderate wounds*, 2 *oils of magic weapon*, *potion of remove blindness*. [Heavy warhorse, military saddle, chain barding]

PART 4: PRISONERS TRANSPORT

Master Tokar: male human (Suel) Wiz5/Mindbender 6; CR 11; Medium Humanoid (human); HD 5d4+15 plus 6d4+18; hp 68; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Push the weak mind 2/day, spells; SQ Enchanter (Evocation and Necromancy barred), *eternal charm* (2), *mindread* 2/day, spells, telepathy; AL NE; SV Fort +10, Ref +6, Will +12; Str 8, Dex 12, Con 14, Int 20, Wis 8, Cha 12.

Skills and Feats: Bluff +14, Concentration +16, Diplomacy +20, Intimidate +10, Knowledge (arcana) +19, Knowledge (nature) +7, Knowledge (nobility and royalty) +11, knowledge (religion) +7, Sense Motive +10, Spellcraft +21; Extend Spell, Greater Spell Focus (enchantment), Improved Toughness, Iron Will, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (enchantment).

Eternal Charm (Sp): A mindbender can *charm* any single Large or smaller living creature within 100 feet (as *charm monster*) once per day. A successful DC 19 Will save negates the effect. The duration is permanent; however, a mindbender can have only two creature so *charmed* at any given time. If he attempts to use this power on a creature while he has two others so *charmed*, the first *charm* is automatically broken (regardless of the success of the second attempt). The effect is also broken if a mindbender or one of his allies injures the target. *Dispel magic* has no effect on an *eternal charm*, though *break enchantment* frees the victim (treat the mindbender's caster level as 9 for this purpose).

Mindread (Sp): 2/day. A mindbender can rear the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful DC 17 Will save negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

Push the Weak Mind (Sp): A mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a *suggestion* spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful DC 18 Will save negates the effect.

Telepathy (Su): A mindbender has the ability to communicate telepathically with any creature within 100 feet that has a language.

Spells Prepared (5/7/5/5/4; Base DC = 15 + spell level; CL 11): 0—*daze**, *detect magic*, *detect poison*, *message*, *read magic*; 1st—*charm person** (2), *lesser orb of sound* (2), *mage armor* (2), *obscuring mist*; 2nd—*glitterdust*, *resist energy*, *rope trick*, *sting ray**, *Tasha's hideous laughter**; 3rd—*anticipate teleportation*, *dispel magic*, *hold person** (2), *stinking cloud*; 4th—*confusion**, *crushing despair**, *dimension door*, *orb of electricity*.

* Base DC = 17 + spell level due to Greater Spell Focus (enchantment). These spells are also cast at caster level 13.

Possessions: Dagger, light crossbow, 20 bolts, spellbook, spell component pouch, *brooch of shielding*, *cloak of resistance* +2, *headband of intellect* +2, *pearl of power* (1st level), *pearl of power* (2nd level), *stone of alarm*, *potion of remove blindness*, *scroll of invisibility*, *scroll of levitate*, *scroll of magic circle against good*, 2 *scrolls of magic weapon*.

T'kes: Male lizardfolk Bbn6; CR —; Medium Humanoid (reptilian); HD 2d8+6 plus 6d12+18; hp 65; Init +2; Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [+4 armor, +2 Dex, +5 natural]; Base Atk +7; Grp +11; Atk +11 melee (1d4+4, claw) or +12 melee (1d10+7, +1 *greatclub*) or +10 ranged (1d6+4, masterwork javelin); Full Atk +11/+11 melee (1d4+4, claw) and +9 melee (1d4+2, bite) or +12/+7 melee (1d6+7, +1 *greatclub*) and +9 melee (1d4+2, bite) or +10 ranged (1d6+4, masterwork javelin); SA Rage 2/day; SQ Hold breath, improved uncanny dodge, trap sense +2; AL N; SV Fort +9, Ref +8, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +6, Jump +8, Listen +9, Survival +9, Swim +6; Multiattack, Power Attack, Track.

Hold Breath (Ex): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: +1 *greatclub*, dagger, hand axe, 6 masterwork javelins, +1 *studded leather*, *cloak of resistance* +1, 2 tanglefoot bags, 2 *potions of cure moderate wounds*.

Power-Up Suite (Prepared – rage): hp 57; AC 19; Grp +13; Atk +13 melee (1d4+6, claw) or +14 melee (1d10+10, +1 *greatclub*) or +10 ranged (1d6+6, masterwork javelin); Full Atk +13/+13 melee (1d4+6, claw) and +11 melee (1d4+3, bite) or +14/+8 melee (1d6+10, +1 *greatclub*) and +11 melee (1d4+3, bite) or +10 ranged (1d6+6, masterwork javelin); SV Fort +11, Will +6; Str 22, Con 20.

Wastrian Bodyguards (2): male human Rgr6/Mnk5; CR 7; Medium Humanoid (human); HD 6d8+18 plus 5d8+15; hp 91; Init +8; Spd 40 ft.; AC 19 (touch 18, flat-footed 15) [+2 deflection, +1 class, +4 Dex, +1 natural, +1 Wis]; Base Atk +9; Grp +12; Atk +12 melee (1d10+3, unarmed strike) or +13 melee (2d4+5/x3, +1 *guisarme*) or +14 ranged (1d8+3/x2, masterwork mighty composite longbow); Full Atk +12/+7 melee (1d10+3,

unarmed strike) or +13/+8 melee (2d4+5/x3, +1 *guisarme*) or +11/+11/+6 (1d8+3, unarmed strike) or +14/+8 ranged (1d8+3/x2, masterwork mighty composite longbow) or +12/+12/+7 (1d8+3/x2, masterwork mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with *guisarme*); SA Favored enemy (human: +4, elf:+2), ki strike (magic), stunning fist 5/day (DC 16); SQ Evasion, purity of body, slow fall 20 ft.; AL LE; SV Fort +11, Ref +13, Will +7 (+9 vs. enchantment and spell effects); Str 16, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +11, Climb +5, Hide +12, Jump +14, Knowledge (nature) +5, Listen +11, Move Silently +12, Search +5, Spot +11, Survival +12 (+14 when tracking), Swim +8, Tumble +20; Ascetic Hunter, Combat Reflexes^B, Deft Opportunist, Endurance^B, Improved Initiative, Improved Toughness, Improved Unarmed Strike^B, Manyshot^B, Point Blank Shot, Rapid Shot^B, Stunning Fist^B, Track^B.

Spells Prepared (2; Base DC = 11 + spell level): 1st-arrow mind, entangle.

Possessions: +1 *guisarme*, dagger, masterwork mighty composite longbow {str +3}, 20 arrows, ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, 2 tanglefoot bags, potion of cure moderate wounds, 2 potions of mage armor.

PART 5: RETURNING HOME

Barbed devil (2): CR 11; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30 ft.; AC 29 (touch 16, flat-footed 23) [+6 Dex, +13 natural]; Base Atk +12; Grp +22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18/+18 melee (2d8+6 plus fear, claw); SA Fear, improved grab, impale 3d8+9, summon devil; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spell-Like Abilities (Sp): At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only), 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th.

APPENDIX 5: NPCS

ANIMALS

Oxen: CR 2; Large Animal; HD 5d8+15; hp 37; Init +0; Spd 40 ft.; AC 13 (touch 9, flat-footed 13) [-1 size, +4 natural]; Base Atk +3; Grp +13; Atk +8 melee (1d8+9, gore); Full Atk +8 melee (1d8+9, gore); Space/Reach 10 ft./5 ft.; SA Stampede; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

Stampede (Ex): A frightened herd of oxen flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Possessions: None.

Warhorse, heavy: CR 2; Large Animal; HD 4d8+12; hp 30; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13) [-1 size, +1 Dex, +4 natural]; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6/+6 melee (1d6+4, hoof) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Possessions: None.

SOLDIERS

Bullywug Warrior: Male bullywug War1; CR 1; Medium Humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17) [+2 leather, +3 natural, +2 shield]; Base Atk +1; Grp +1; Atk +1 melee (1d6, short spear) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, short spear) or +1 ranged (1d6, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Short spear, dagger, 6 javelins, leather armor, heavy wooden shield.

Wastrian Sergeant: Male/Female human Rgr1; CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+3 armor, +2 Dex, +1 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x3, masterwork composite longbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x3, masterwork composite longbow); SA Favored enemy (humanoid - elf: +2); AL LE; SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Knowledge (nature) +4, Listen +7, Search +4, Spot +7, Survival +5, Swim +5; Alertness, Improved Initiative, Track^B.

Possessions: Longsword, dagger, masterwork composite longbow, 20 arrows, studded leather, buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Wastrian Soldiers: Male/Female human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 6; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [+5 armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +1 ranged (1d8/19-20, light crossbow); AL LE/LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Listen +3, Spot +3, Swim -5; Alertness, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, 20 bolts, chain mail, heavy wooden shield, tanglefoot bag.

CIVILIANS

Animal Handlers (5): Male/Female human Com1; CR ½; Medium Humanoid (human); HD 1d4+1; hp 3; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d4, dagger) or -4 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4, dagger) or -4 ranged (1d8/19-20, light crossbow); AL LN, LE or N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Ride +6, Spot +2, Swim +2; Animal Affinity, Endurance.

Possessions: Dagger, light crossbow, 10 bolts.

APPENDIX 6: NEW RULE ITEMS

MONSTERS

BULLYWUG

(Source: *Monster Companion: Monsters of Fearun*, page 25)

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Marsh move, summoning (clerics only)

Saves: Fort +5, Ref +0, Will -2

Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7

Skills: Hide +0*, Listen -2, Spot -2

Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), pad (4), float (8), or pond (16-48)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Life as a bullywug is nasty, brutish, and wet. Bullywugs kill for sport, systematically destroy their own hunting grounds, and make a religious fetish of summoning monsters who may or may not stay within their control.

Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit themselves around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds, and fight with spears and other sharp weapons they can poke out of the water. Bullywugs make it a point of pride to wear at least leather armor, even though swimming in armor isn't easy.

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for of 1st level (see Chapter 2 of the *Dungeon Master's Guide* for more information about the warrior class).

Combat

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is a 50% chance that bullywugs will fight to death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they otherwise could win the fight.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monster will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Skills: *Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Bullywug Characters

Bullywug sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

Bullywug Society

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), *inflict* spells, and their domain spells.

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

PRESTIGE CLASSES

Enlightened Fist

(Source: *Complete Arcane*, page 35)

Not all monks pursue metaphysical perfection to the exclusion of all other study. Some monks combine a rigorous discipline of academic study with martial arts and development of the body. For these monks, that study includes the practice of magic and the implementation of certain arcane tricks into their unarmed combat stunts. These enlightened fists master

the use of touch spells, creating new forms of combat

she belonged before adding the prestige class level. She

Lvl	Base				Special	Spells per Day/Spells Known
	Attack Bonus	Fort SV	Ref SV	Will SV		
1 st	+0	+0	+2	+2	Ki strike (magic), monk abilities	–
2 nd	+1	+0	+3	+3	Fist of energy	+1 level of existing arcane spellcasting class
3 rd	+2	+1	+3	+3	Arcane fist	+1 level of existing arcane spellcasting class
4 th	+3	+1	+4	+4	–	+1 level of existing arcane spellcasting class
5 th	+3	+1	+4	+4	Arcane rejuvenation	+1 level of existing arcane spellcasting class
6 th	+4	+2	+5	+5	Fist of energy (burst)	–
7 th	+5	+2	+5	+5	Hold ray	+1 level of existing arcane spellcasting class
8 th	+6	+2	+6	+6	–	+1 level of existing arcane spellcasting class
9 th	+6	+3	+6	+6	Diamond soul	+1 level of existing arcane spellcasting class
10 th	+7	+3	+7	+7	–	+1 level of existing arcane spellcasting class

where their fists strike with blinding speed, phenomenal power, and magical energy.

Most enlightened fists are monk/sorcerers or monk/wizards. Some focus heavily on one class or the other, while others seek to maintain balance between their arcane and physical training.

Enlightened fists are most common in metropolitan settings, where magical training is available and becomes an integral component of the monastic life. Enlightened Fist NPCs often live in communities with ordinary monks, practicing magic primarily as a means of self-perfection.

Hit Dice: d8.

Requirements

To qualify to become an enlightened fist, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist.

Spells or Spell-Like Abilities: Arcane caster level 3rd.

Class Skills

The enlightened fist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the enlightened fist.

Weapon and Armor Proficiency: Enlightened fists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: Except at 1st level and 6th level, an enlightened fist gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which

she does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an enlightened fist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Ki Strike (Su): An enlightened fist's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Monk Abilities: An enlightened fist adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, her unarmored speed bonus, and the number of daily attempts of her Stunning Fist feat. If she has no monk levels, she gains the AC bonus, unarmed damage, and unarmored speed bonus of a monk whose level equals her enlightened fist level, but she can't add her Wisdom bonus to her AC.

An enlightened fist does not count her class levels for the purpose of determining when she gains any other monk class features, such as reduced penalties for flurry of blows attack rolls, bonus feats, evasion, or other special abilities.

Fist of Energy (Su): Once per round as a free action, an enlightened fist of 2nd level or higher can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. The enlightened fist chooses the energy type each time she activates. For 1 round, each of her unarmed strike that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

At 6th level and higher, an enlightened fist can cause her energy-imbued unarmed strikes to burst with flame or lightning on a critical hit. In addition to dealing an extra 1d6 points of energy damage, her unarmed attacks deal an extra 1d10 points of energy damage on a successful critical hit. If the enlightened fist's unarmed critical multiplier is x3, she adds an extra 2d10 points of energy damage instead, and if the multiplier is x4, she adds an extra 3d10 points of energy damage. An enlightened fist with monk levels

can use this ability to channel energy through wielded monk weapons just as she can through her unarmed attacks.

Arcane Fist (Su): Beginning at 3rd level, an enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Arcane Rejuvenation (Su): An enlightened fist of 5th level or higher can channel arcane energy to heal her own wounds. As a standard action, she can sacrifice one of her prepared spells or unused spell slots; doing this heals a number of hit points of damage equal to the spell's level.

Hold Ray (Ex): At 7th level or higher, an enlightened fist can cast any spell that produces a ray effect as a touch spell instead. The spell's range is reduced to touch, and its Effect entry is replaced with "Target: Creature touched." She can deliver the spell with a touch attack or with a normal attack, and she can hold the charge as with a normal touch spell. An enlightened fist can combine this ability with arcane fist (see above) to deliver a ray-effect spells as a part of an unarmed full attack action.

Diamond Soul (Ex): At 9th level, an enlightened fist gains spell resistance equal to 10 + the total of her monk levels and enlightened fist levels.

Multiclassing Note: A monk who becomes an enlightened fist can continue advancing as a monk. Furthermore, the character's class levels in any classes that grant arcane spellcasting ability (such as sorcerer or warmage) do not prevent her from continuing to advance as a monk.

Mindbender

(Source: *Complete Arcane*, page 54)

Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental

domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up a great deal of their caster level advancement, but they instead gain ever-greater abilities to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate for this prestige class.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another – such is considered the perfect front. Possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Most NPC mindbenders are neutral or evil in alignment. Using magic to enslave the will of others is rarely a good act, especially if the mindbender has no intention of ever compensating his thrall for its involuntary service or releasing it in the future. NPC mindbenders therefore tend to be found in positions where their enchantment abilities allow them to amass great wealth and influence, ruling small towns or isolated keeps as the power behind the throne, secret masters who brook no rival in their domains.

Hit Die: d4.

Requirements

To qualify to become mindbender, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Spells: Able to cast *charm person*, use *charm person* as a spell-like ability, or use the *charm* invocation.

Spells or Spell-Like Abilities: Arcane caster level 5th.

Class Skills

The mindbender's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier.

Lvl	Base				Special	Spells per Day/Spells Known
	Attack Bonus	Fort SV	Ref SV	Will SV		
1 st	+0	+2	+0	+2	Telepathy	+1 level of existing arcane spellcasting class
2 nd	+1	+3	+0	+3	Push the weak mind 1/day, skill boost	–
3 rd	+1	+3	+1	+3	Mindread 2/day	+1 level of existing arcane spellcasting class
4 th	+2	+4	+1	+4	Eternal charm (1)	–
5 th	+2	+4	+1	+4	Push the weak mind 2/day	+1 level of existing arcane spellcasting class
6 th	+3	+5	+2	+5	Enchantment spell power +2, eternal charm (2)	–
7 th	+3	+5	+2	+5	Dominate, mindread 4/day	+1 level of existing arcane spellcasting class
8 th	+4	+6	+2	+6	Eternal charm (3), push the weak mind 3/day	–
9 th	+4	+6	+3	+6	–	+1 level of existing arcane spellcasting class
10 th	+5	+7	+3	+7	Enchantment spell power +4, eternal charm (4), thrall	–

Class Features

All the following are class features of the mindbender prestige class.

Weapon and Armor Proficiency: Mind benders gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each odd-numbered level, a mindbender gains new spells per day (and spells known if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character to that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a mindbender, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add ½ his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a *suggestion* spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + primary spellcasting ability modifier) negates the effect. (Primary spellcasting ability is Intelligence for wizards, charisma for sorcerers and warlocks, Wisdom for clerics, and so forth.)

A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th and three times per day at 8th).

Mindread (Sp): At 3rd level and higher, a mindbender can read the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability that requires a standard action to use. The mindbender must be able to see the target; a successful Will save (DC 12 + primary spellcasting ability modifier) negates the effect. Creatures of animal intelligence (Int 1 or 2) have only simple, instinctual thoughts.

Maintaining the effect requires concentration; the maximum duration is 10 minutes. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This effect is the equivalent of a 2nd-level spell.

A mindbender can use this ability two times per day at 3rd level and four times per day at 7th level.

Eternal Charm (Sp): At 4th level and higher, a mindbender can *charm* any single Large or smaller living creature within 100 feet (as *charm monster*) once per day. A successful Will save (DC 14 + primary spellcasting ability modifier) negates the effect. The duration is permanent; however, a mindbender can have only one creature so *charmed*, the first *charm* is automatically broken (regardless of the success of the second attempt). The effect is also broken if a mindbender or one of his allies injures the target. *Dispel magic* has no effect on an *eternal charm*, though *break enchantment* frees the victim (treat the mindbender's caster level as 5 + his class level for this purpose).

At 6th level and higher, a mindbender can have up to two creatures affected by this power at any given time; if he attempts to *charm* a third, the previous victim under his influence the longest is freed. At 8th level, he can control up to three creatures with this ability, and at 10th level up to four creatures.

Enchantment Spell Power (Ex): At 6th level and higher, a mindbender casts more powerful enchantment spells: He adds 2 to his caster level when casting any enchantment spell. This increase improves to 4 at 10th level.

Dominate (Sp): At 7th level, a mindbender becomes able to *dominate* any single living Large or smaller creature within 100 feet (as *dominate monster*) once per day. A successful Will save (DC 19 + primary spellcasting ability modifier) negates the effect. The duration is 24 hours.

Thrall (Su): At 10th level, a mindbender's mental mastery reaches its pinnacle. He can choose to make the duration of his *dominate* ability (see above) permanent, but only on one target at a time. If a mindbender chooses to *dominate* another creature and make that effect permanent, the previous thrall is freed from the effect.

FEATS

Ascetic Hunter

(Source: *Complete Adventurer*, page 105)

You have gone beyond the bounds of your monastic training to incorporate the new modes of bringing the unlawful to justice. Although many of your fellow monks frown upon your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, favored enemy.

Benefit: When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7th-level ranger/1st-level monk would deal 1d10 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and ranger classes. You must still remain lawful in order to retrain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

Cavalry Charger [Tactical]

(Source: *Complete Warrior*, page 108)

Fighting from the back of a steed is second nature to you.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefits: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to make the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to your mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the *Player's Handbook*. Your mount gets a hoof attack against each foe you successfully overrun.

Special: A fighter may select Cavalry Charger as one of his fighter bonus feats.

Improved Buckler Defense [Fighter]

(Source: *Complete Warrior*, page 100)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off-hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Improved Toughness [Fighter]

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose HD (such as losing a level), you lose 1 hit point permanently.

Practiced Spellcaster [General]

(Source: *Complete Divine*, page 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) much choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

SPELLS

Anticipate Teleportation

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5ft./level emanation from touched creature.

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creature's size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Source: *Spell Compendium*, page 13

Arrow Mind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: *Spell Compendium*, page 15

Fly, Swift

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *fly* (PH 232), except as noted above.

Source: *Spell Compendium*, page 96

Low-Light Vision

Transmutation

Level: Assassin 1, druid 1, ranger 1, sorcerer/wizard 1

Components: V, M

Casting Time: 1 standard action

Range: touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject creature gains low-light vision.

Arcane Material Component: A small candle.

Source: *Spell Compendium*, page 134

Orb of Sound, Lesser

Conjuration (creation) [Sonic]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No.

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher. You must succeed on a ranged touch attack to hit your target.

Source: *Spell Compendium*, page 151

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium*, page 170

Sting Ray

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. When this ray successfully strikes, it creates a sensation of many tiny insects biting and crawling on the victim's body. The target can attempt a Will save each round to shake off the effect. Until the spell is shrugged off, the victim is hampered by the unsettling feeling of all the stinging and biting, and is able to perform only a single move or standard action each round. The victim also takes a -2 penalty to AC.

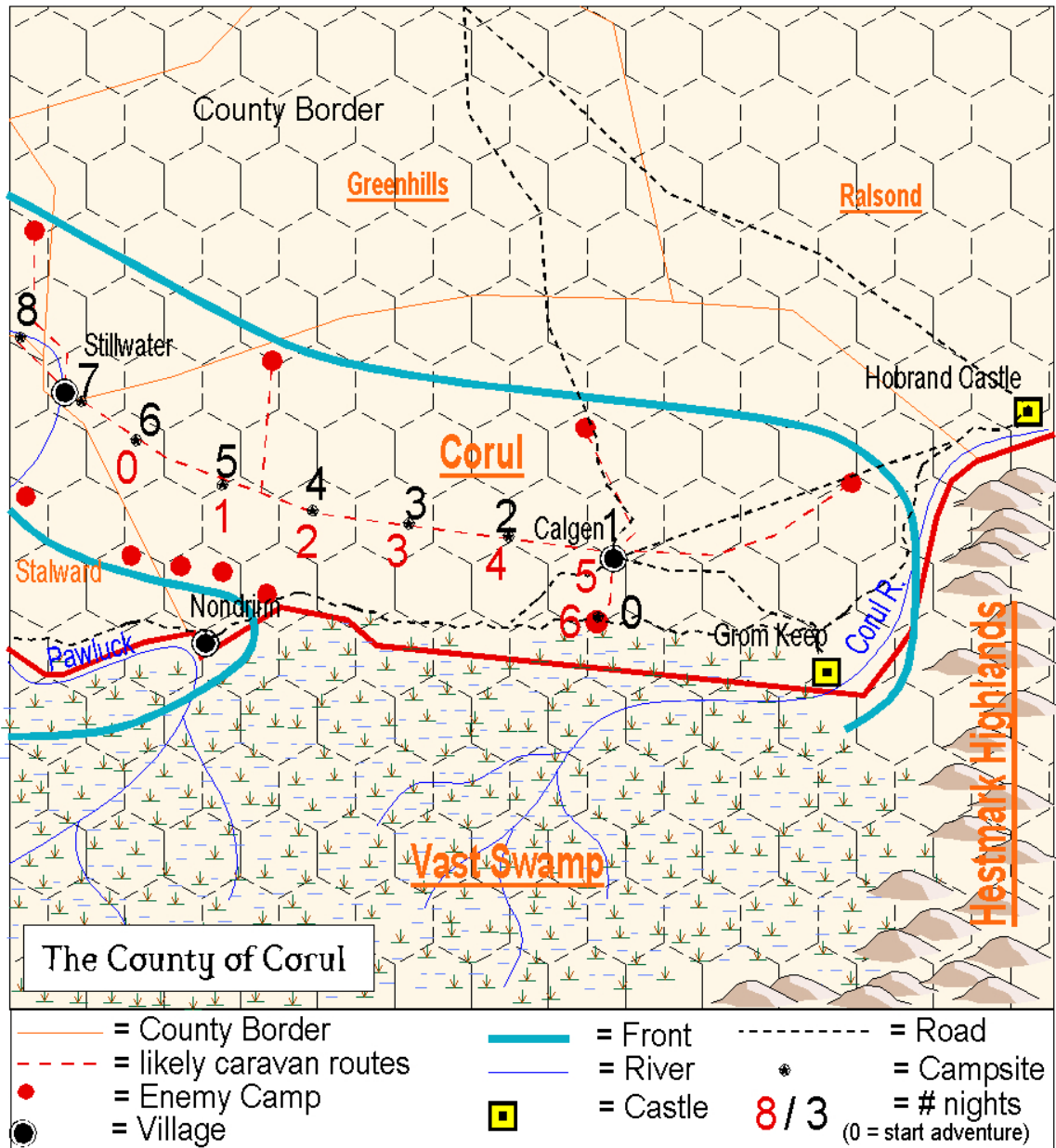
In addition, if the victim attempts to cast a spell, it must succeed on a Concentration check with a DC equal to the *sting ray's* DC + the level of the spell the subject is attempting to cast. For example, if a 6th-level sorcerer with a Charisma score of 16 casts *sting ray* on a wizard casting a *fireball*, the Concentration check DC is 19 (16 [*sting ray* DC] + 3 [*fireball* spell level]).

A successful Will save negates the effect restricting the subject's action to one move or one standard action each round, nor does the subject need to make a Concentration check each time it wishes to cast a spell. However, the subject still takes the penalty to AC for the duration of the spell with a successful save.

Material Component: Four dried stinging insects (bees, wasp, and so on).

Source: *Spell Compendium*, page 206

DM'S AID 1: DM'S MAP CORUL



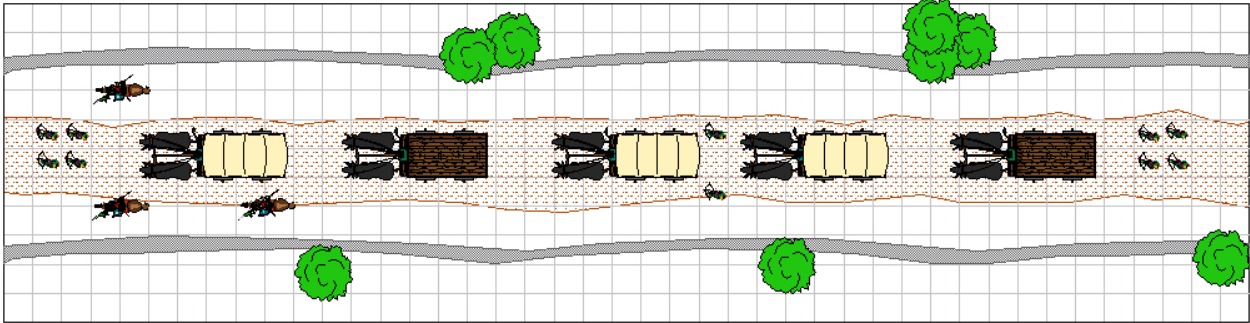
1 hex ~ 10 miles

(note that the red numbers are for the prisoners transport and the black numbers for the supply caravan)

DM'S AID 2: SUPPLY CARAVAN

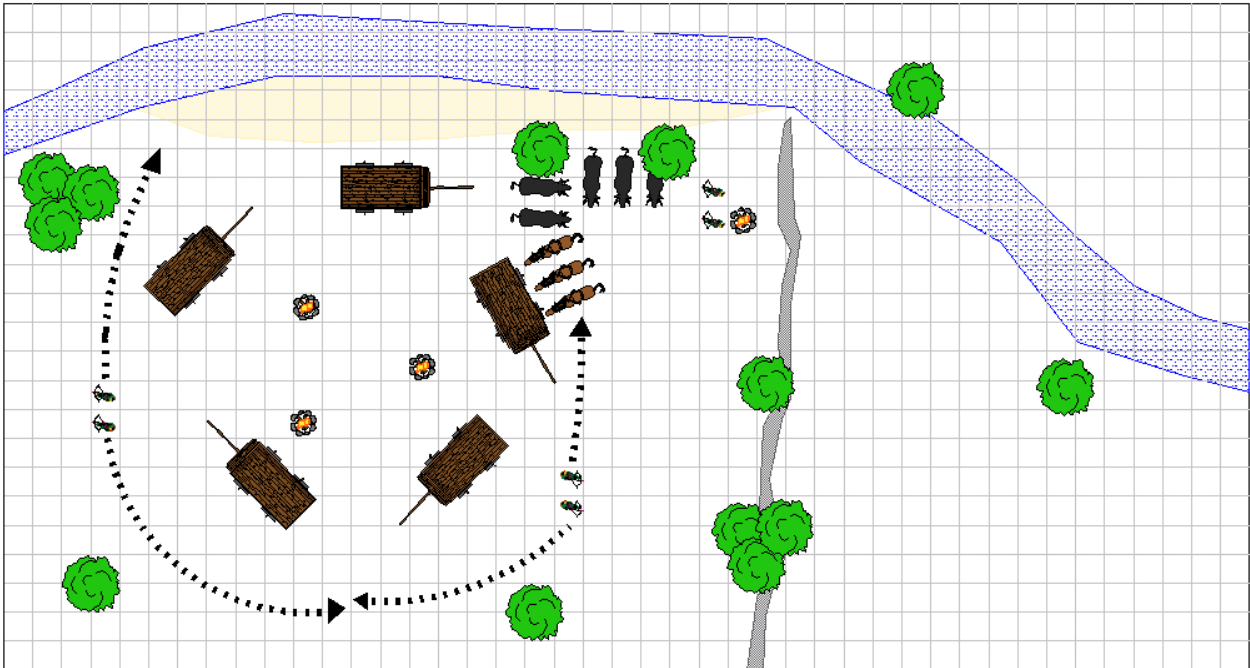
CARAVAN ON THE ROAD

1 square = 5 ft.

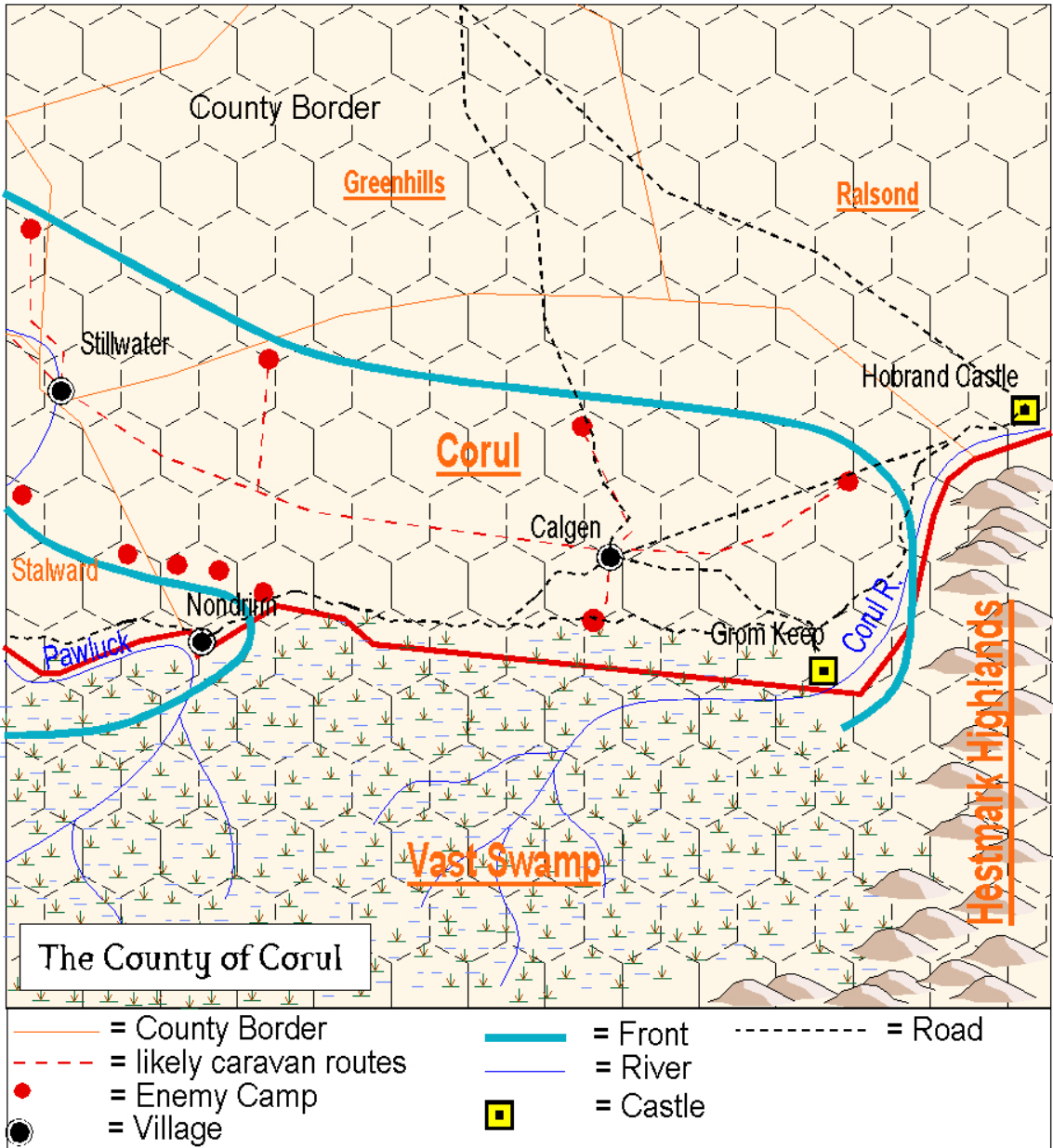


CARAVAN CAMP

1 square = 5 ft.



PLAYER'S HANDOUT 1: MAP COUNTY CORUL



1 hex ~ 10 mile