

KET5-05

Redemption

A One-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

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The foothills of the Yatils are a dangerous place to be right now. For some reason the most exposed communities and mines are being evacuated but one Government Copper Mine has not complied. Have they already faced whatever is the cause of the threat? Are they just late in replying? Is there anything that can be done to find out? Part 2 of the Foundations Series. An adventure for character levels 1 to 14. (APLs 2 to 12).

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

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Background

Asudan, the Miner's Dream

Asudan is a drug concocted by the Temple of Al'Akbar (True Faith) to keep the Qashari docile in their punishment. It is composed entirely of herbal drugs available in Ket and mixed in secret in a set of three temples in Ket (Lopolla, Polvar and Askandea). A craft (herbalism) or Knowledge (nature) check [DC 25] can identify many of the herbs, but a few go through a magical treatment to render them harder to identify and so not all can be ascertained properly. It would take months, if not years, to work out an antidote for the drug and has not been attempted to this point.

The simple passage of time, however, works very well in having the effects wear off – and there are no known side effects to the drug or going cold-turkey. For each day on the drug, one day is needed to wear off the effects, to a maximum of seven days. While under the effects, a character has a -10 Will save modifier and cannot run or charge (they are too lethargic). Commands from anyone, even a person to whom they are usually violently opposed, are accepted as if they were under a *charm person* spell with that person as the caster. While under the effects of Asudan a spellcaster of any persuasion may not cast spells as their control of the somatic and verbal components is not precise enough, nor do they have the mental capacity to access any metamagic feats.

Asudan itself is an ingested poison with a Fortitude save [DC 30, above effects, secondary DC 30, identical effects] to resist. Prisoners for the mines have Asudan added to their meals and water before they reach the area, and each day for both lunch and dinner (not breakfast). All prisoners must be under the effects of the drug before they reach the mines – those with Fortitude saves that are too high have different conditions imposed upon them (and are sent to a pair of special mines which are not the focus of this module).

Commandant Dar of the Bloody Axe

Commandant Dar is insane. There really is no other way to describe it. He believes that he is assigned to the army of Perrenland and needs to have a forward defense in the Yatils against both the creatures that are threatening Ket from that direction, and the forces of Iuz. Indeed, in his mind, he views them as one.

Commandant Dar was not always insane, or even close to it. A few months ago, however, a doppelganger assassin tried to kill him. The assassin was sent by an old enemy of the Commandant from his adventuring days in Greyhawk city. Instead of killing the Commandant with a surprise attack, however, the doppelganger was captured. With Asudan at his disposal (the drug) and a *helm of obedience* (a helm allowing a permanent charm person effect to take place, with the person placing on the helm being the beneficiary of the spell), Dar had a controlled doppelganger at his disposal. The doppelganger had arrived in a matching disguise, with the plan of leaving looking exactly like the Commandant. He was even trained in the various feats of the Commandant to perfect his disguise.

The unfortunate result of the helm, however, was a feedback with the *detect thoughts* that was continuously active with the doppelganger. Both people received additional thoughts at all times, especially when they slept. The inevitable result, in a short period of time, was

almost no sleep and then a quick trip into dementia. The Commandant was insane within a week as was the doppelganger. They cannot even tell themselves apart anymore, it has grown so bad. For a period of time one slept while the other ran the mine, giving the impression that the Commandant was up 24 hours at a time.

Now, however, they both walk around together, with the same pace and voice. It is uncanny and the troops do not know what to think – the Doppelganger has long since been weaned off Asudan but he now firmly believes he is the mystical twin of the Commandant and does not plan to leave.

When the command came in to evacuate the Liqari mine, the Commandant took this as a sign to enact his real goal – a forward base of operations in the mountains against the forces threatening Ket. He has taken the Qashari to build his encampment and defenses and the troops to man the position and fully expects to be reinforced by the army of Ket almost immediately.

Commandant Dar has the nickname of “the Bloody Axe”. It goes back to his adventuring days – each and every one of his companions wanted him to use a Dwarven Axe or Great Axe. His insistence on the warhammer as the weapon of Moradin never did seem to hold much weight – until the day he picked up an axe after too much badgering and nearly cleaved through a companion during the next combat (see the Elusive Target feat). That ended his brief abortive association with the weapon type but the nickname stuck. It is a Bardic Knowledge check [DC 30] or Knowledge (nobility and royalty) [DC 35] to know this fact.

Indentured Servitude in Ket

There are two forms of indentured servitude in Ket. Civil Indentured servitude, common to the Middle Ages, is practiced, but for set terms and only for the payment of debts. Such service must conform to all of the practices of the Four Feet of the Dragon and is, by the demands of society, a dignified position. The designation for such people is Ushdar (plural: Ushdari) and they are afforded all of the protections of the law and must be treated as family (albeit poor and impoverished relatives) by their patrons.

Hard labor is restricted to those working in the copper mines and is permanent. This is considered punishment, not rehabilitation, with no apologies on the part of Ket society. All people sentenced to the mines are considered beyond redemption, having committed acts any civilized person would abhor. They are given the name Qashari (plural: Qashari) although many curse words and similar feelings are vented when discussing

them. The designation is not hereditary, despite the impressions of some, and children born to Qashari are delivered to churches to be raised as citizens/immigrants. There is no enjoyment in the use of the Qashari nor is it defended as anything other than the punishment that is intended.

Knights of the Watch

The Knights of the Watch were a Bissel organization that actively watched the Ket border during the Greyhawk Wars. Before any word or even rumor of an alliance with Iuz existed the Knights were suspicious of the motivations of the people of Ket. And rightly so, for Ket had long harbored a grudge against The Sheldomar Valley and against Bissel for continuing to hold land taken during the Keoish Occupation. The Knights made every effort to keep informed of what was taking place in Ket. They were the best suited to provide advance warning for any possible invasion.

Then, those who were on the Ket side of the border were rounded up. The exact means of the identification was never made public but the intelligence network of the Knights of the Watch was eradicated in a single fortnight. A few months later, Ket invaded Bissel as part of the Greyhawk Wars, with no advance warning at all. Those who were brought to the mines were drugged before the invasion of Bissel and so know nothing of it.

More information about the Knights is found in **Encounter 4**.

Military Law in Ket

The military has laws which mirror those of the general laws of Ket very closely. They do, however, make a series of exceptions for anything that fall under their jurisdiction that are different from the typical laws (and can sometimes be a cause of much aggravation with Jurats and Threshers). In particular, people deemed to be enemies of Ket are considered “monsters” for the purposes of the application of the law. This means, in essence, that a citizen of Ket could be considered a “monster” if he or she is operating as an enemy of Ket. Anyone who is a member of the military and is acting to the detriment of the military is likewise considered a “monster”, whether or not a citizen. Again, though, this only applies in circumstances where military law applies. Outside of strict military installations, these locales are few and far between and regular law applies throughout the remainder of the land. Although the military would like to claim otherwise, the mere presence of a member of the military does not make a particular crime “military” in nature and so subject to their laws. Monsters have absolutely no rights under the law.

Unlike the regular law, however, military law is even stricter in sentencing. There are no options for a reduction of the sentence available to the regular citizenry for a good presentation of reasoning and legal considerations. If a crime is committed and a person(s) found guilty, the sentence is that mandated by law with no reductions. Influence points spent in military cases must be deemed by the DM to be sufficient to exonerate the individual(s) or they are not redeemed – as there are no half-measures.

Scarred Spikes

In **Ketr-04** *Search for the Lost*, PCs followed the tracks of escaped mine slaves into the Yatils (not from this mine). There, they encountered a band of gnolls that had captured and re-enslaved some Qashari. In the end the Qashari in question were all returned to the authorities at the time and the gnolls were allowed to leave peacefully by the PCs. As a result, the gnolls have an appreciation for the greater strength of adventurers and tell tales of their exploits over their camp fires. They have had the loss some four years ago ingrained into their psyche and their reaction to anyone with evidence of that visit will garner much respect (and fear, which may serve to modify the response as much as respect).

In this adventure the gnolls have been on the move from their original camp, and have come across the abandoned Liqari mine. As of when the PCs reach the mine only the gnoll scouts have been able to inhabit the abandoned living quarters. They are waiting for their tribe to fully catch up and guard against any insistence of their removal.

Timeline for Events in Redemption

Introduction minus two months, two weeks – Commandant Dar is attacked by a doppelganger assassin but successfully subdues and captures it.

Introduction minus two months – Commandant Dar becomes clinically insane and loses touch with the reality of his position.

Introduction minus one month – The government of Ket orders the evacuation of all installations and some villages on the northern Molvar border with the Yatils. Commandant Dar takes this as a sign that he needs to become more active

Introduction minus two weeks – A pair of archons looking to reinforce the orders of Ket visit the mine. Commandant Dar refuses to obey their commands, not trusting their orders and insists on receiving commands only from the Military. The Archons had come by the

request of the Graf, who does not have the authority to command or interfere with the military.

Introduction minus one week – The Commandant orders the assembly of the entire mine, Qashari and troops together. Once assembled, he marches them into the Yatil Mountains to build a forward base.

Introduction minus two days – the gnoll scouts discover the recently abandoned mine. They take the old barracks as a new resting spot and await the arrival of the rest of their tribe.

Introduction – Simultaneously to the introduction, an Ogre tribe reaches the edges of the military installation and realizes it has to do something about the defenses the humans are building, or they will become too formidable. Early scouting leads to their conclusion that the humans are well-equipped with missile weapons.

Weather in the Yatils

The average temperature during the day in the foothills in late spring is approximately 22 degrees Celsius and dips down to low double-digits during the night. It is colder in the mountains themselves, by approximately 3 degrees during either time.

There are no clouds or cloudy days expected during the one week that this adventure is set. At night, the moonlight is weak (it is a waxing moon) and sufficient (in game terms) to only provide torch light to those who have adapted their vision for nighttime.

Adventure Summary

Introduction – The PCs are approached to undertake a mission to the Liqari Mine in the Yatil foothills. There are three different possibilities for motivations that can be explored, depending on the characters themselves

Encounter One – This encounter occurs in the mine in the Yatils. Information can be garnered along the way depending on the abilities of the characters, and they can prepare for their time at the mine.

Encounter Two – Once the PCs reach the Liqari mine they are free to explore it as they see fit. **Encounter Two** contains information about the Guard Barracks. The barracks have been reinhabited by gnolls of the Scarred Spikes clan. PCs can either fight the gnolls or talk with them.

Encounter Three – The Qashari living quarters (and stables) have been neatly evacuated. Here, the PCs can garner information about where and when the mine was

left. Important information garnered includes clues to the mindset of the Commander and some of his plans for the future.

Encounter Four – The last place for the PCs to explore in the area are the mines. Here, they discover some forgotten slaves who have chosen to take up residence in the mine to protect themselves from the arriving gnolls.

Encounter Five – Out in the mountains, the PCs find the forward position of the Mine Commandant (Dar of the Bloody Axe). They can either negotiate with the Commandant or try to fight him. PCs that negotiate likely need to protect the slaves from an encroaching ogre tribe (**Encounter Six**)

Encounter Six – Should the PCs successfully stop the encroaching ogre tribe, the Commandant complies with the wishes of the PCs. PCs that fought Commander Dar in **Encounter Five** do not participate in this encounter.

Encounter Seven – As the party escorts the Qashari out of the mountains they are intercepted by a group that either wish to ensure the safe return of the Qashari to the Ket government, or by a group that wishes to free them. This encounter depends heavily on the choices made during the Introduction.

Conclusion – The fate of the Qashari and possible payment received concludes this adventure. Success or failure depends heavily on the choices the PCs make as well as their success in combat.

Introduction: Molvar Itself

There are three plot hooks that are based heavily on the motivations of the party, or individuals. As well, these motivations will determine how the adventure unfolds, tension within the party should there be different motivations, and the nature of some of the following encounters (ex. **Encounter Seven**). Therefore, the motivations of the PCs should be assessed by the following criteria:

- **Good and hero types** are approached by Sarifa and Jex, two individuals concerned with the individual good over the law in Ket. (Note: these characters first appeared in **KET4-04** *Water the Meadows*). If this is the case proceed to “**Good to be done**”
- **The lawful types or strict Ketite loyalists** are summoned to the Hall of Jurats in Molvar by either a messenger or a brief note. Proceed to “**On Behalf of Ket**”;

- **The mercenary types** hear the word out on the street. A man is looking for strong arms and discreet help to recover some lost merchandise. Proceed to “**Big Money**”.

PCs should not feel pressured in agreeing to embark on a mission their morals do not agree with.

Good to be done

PCs that like to work for good are contacted by Sarifa and Jex. PCs may remember them from **KET4-04**, *Water the Meadows*. Contact is in the form of a letter which the PCs received. Provide players whose characters are interested in doing good **Player Handout #1**. Once the PCs have agreed to meet with Sarifa and Jex read the following:

The bazaar in Molvar is already bustling when the sun rises into the sky, with the many vendors hawking their wares to the interested shoppers and bored guards. A keen-eyed attendant from the Temple of Mouqol watches over everything from his central position in the market. He is elevated on a solid wooden scaffolding and is protected by a rich awning above his head. As the sights and sounds overwhelm the senses for a brief second a young man dressed in the typical robes of the Baklunish West approaches politely, bowing his head in acknowledgement.

“You are here about the letter?” he asks careful to pitch his voice low in the crowd so that only a few such as yourselves and those immediately nearby might possibly hear.

Sarifa and Jex have obtained the assistance of Klir ibn Doral; the young man speaking to the PC(s). He is just a front man used by the duo to ascertain that in fact the PCs are interested and reasonable. If the PCs are good for the job he will escort them to another part of the Bazaar to meet the duo.

In order to determine the position of the PCs on how they perceive law and good he will tell them the (true) story about his father and gauge their reactions. If he does sense anything untoward (Sense Motive +9) such as malice towards Sarifa and Jex, or potential objection to the requests they will make, he directs the characters away from the Bazaar towards a Temple of Al'Akbar. This includes characters that are too lawful to accept the suggestions from Sarifa and Jex. Within the safety of the watchful eyes of the Mullahs of the Temple, he will tell the PCs that the meeting is off due to his suspicions. The watchful eyes of the Mullah will ensure that the PCs do nothing that breaks any of the laws of Ket (such as harm him).

Klir's Story

"My father was sentenced quite some time ago to the mines for killing our neighbor. The sentence was guided by the light of the Restorer, for alas – he was guilty of the crime.

But his life is soon to be at an end, and he has spent the last 14 years in the mines. You see, he is suffering from a wasting disease and has very little time left. It has been estimated that he has not but a few weeks left in his life. Should it not be allowed to die with some modicum of comfort?

He has paid his debt for murder. He has spent 14 years working hard in the mines. He has never yet been able to meet his grandchild – my daughter – Zaeera. I wish he could see her, just once, before he dies. But the mines are no place to take a child that young, even should they allow me to visit him."

Klir's father is named Doral ibn Zahmut. If pressed, Klir admits to having doubts about the opinion of "serving enough time" particularly if the circumstances of the murder or the impressions of the victim are mentioned. It was never hidden that Doral had killed in premeditated cold blood for the simple reason of sheer hatred.

♣ **Klir ibn Doral:** Rogr3/Ftr1; male human Baklunish; hp 26; See Appendix One.

Once Klir is satisfied that the PCs will be okay with this mission, he leads them to meet Sarifa and Jex at a booth deeper in the Bazaar.

Sarifa and Jex

Sarifa and Jex are wanted fugitives from **KET4-04**, *Water the Meadows*. They are fully aware that being anywhere near a Ket authority is a dangerous place to be and are thus very nervous. Nevertheless, both are committed to righting wrongs in the world. The following is the information the two impart to the PCs once introductions are done.

Sarifa's Tale

"Two tales have reached their ears which bring them cause for concern. One is of an allegedly corrupt Mullah at an orphanage and the other is of a series of slaves who are supposedly slated to being sacrificed. Our contact insists that these are both dangers and we find ourselves in the unpleasant position that we only have time to react to one of these situations.

Given our "situation" we would ask that you consider assisting us and head to the mine. The orphanage has

less immediate security – while I would like to think we can easily outwit the idiot Threshers, Jex has rightly pointed out that there is no need to risk this if you are willing to help."

Sarifa's eyes dart around the Bazaar, scanning the crowd rapidly.

"Even this is a danger, but one we feel is needed. If we can stop both these evils, the High Cleric will be served. Please, can you help us and go to the mine to free the Qashari before their fate is sealed in such a terrible manner?"

It is a Knowledge (local – VTF) check [DC 15] to know that the situation whereof Sarifa and Jex speak is their status as wanted criminals.

Sarifa insists on the urgency of the safety of the slaves to be sacrificed. She and Jex are better suited for the investigation of the orphanage. Time is a sensitive matter when people's lives hang in the balance, so they wish to persuade the PCs to help.

If, for some reason, the PCs still want to go to the orphanage, it is an entirely benign matter with a local woman who was jealous of the attention the Mullah had given another. He is strict and authoritarian, but not a bad person and certainly not corrupt. The village he is located in is called Rashal and it is some two days southwest of Molvar. This encounter is not within the mandate of the adventure and thus is not scripted. The DM may *ad lib* as (s)he sees fit.

If the PCs do peruse this course the adventure is over as the time taken to investigate and confirm this information takes the PCs past the critical moments of this adventure.

If, on the other hand, the characters are persuaded or considering going to the mine, Sarifa and Jex can impart the following knowledge:

The Liqari mine is located about two days north-east of Molvar (more east than north) in the foothills of the Yatil Mountains, about 50 miles away from what they have been able to determine.

The Liqari mine is a government copper mine, where hardened criminals are sentenced for the rest of their lives (in most cases). These criminals are called Qashari by the Ketites.

Different institutions / clusters / fortifications/ etc. near the Yatils have been evacuated by the government in the last three weeks. However, this one has been left untouched. There is some sort of problem of which the government is aware (see **KET5-02 Recruitment Drive** for more details – if this is not available, it is enough to

know that that there is a significant threat that has arisen) but has not yet shared with the public;

- If the Qashari are simply being abandoned, not only is this a perfect time to free them from their servitude but they must also be rescued from whatever is threatening the area. There are also rumors the Qashari are being sacrificed in the area, but to what or whom is not known.

This is the extent of information possessed by the duo. If the PCs ask for false papers of introduction for the authorities at the mine they can be provided. However, they will not be offered. (These documents are superb forgeries – it is a Forgery check [DC 35] to see anything wrong or forged in them)

- The duo do not promise protection or additional payment beyond whatever loot the PCs can find. They invite the PCs to take whatever is not marked with the stamp of Ket. They hope that the PCs feel rewarded by the good they get from going a good deed for others.

Time is pressing, but the PCs have enough time to gather information should they wish to do so. Proceed to **“Information Sources”**.

If the PCs are unsatisfied with this introduction, they may be hooked via another one within this Introduction. Refer to the start of this introduction for the different motivations that may interest the PCs.

On Behalf of Ket

An official looking messenger had found you within the past day. In official speech he summoned you to the Hall of Jurats as Ket is honoring you with trust (work). Your name had been selected from many names for a chance to prove yourself an ally of Ket (lower levels or foreigners who have not adventured in Ket before), or as a trusted ally of Ket, that once again needs your help (characters which have played within Ket).

If pressed (Diplomacy, Intimidate, Gather Information, or Bluff check [DC 18]) PCs can learn that Ket keeps records of everyone within its borders and the deeds they've done. A Bardic Lore check [DC 22], or a Knowledge (local – VTF) check [DC 18] confirms that in fact Ket does keep records of this nature.

PCs who wish to accept this 'invitation' are requested to present themselves at the Office of Oppar ibn Opp, in the Hall of Jurats.

The office to which you are directed is of middling size, with neatly stacked papers on a desk to one side

of the room. A man sits behind a second desk, reviewing more papers which are arranged in front of him. The walls of the office is covered in motivational parchments such as “If you do it the Exalted way first, when will you find the time to do it right?” Two chairs are visible in front of the desk but there are no other places to sit in the room.

Oppar ibn Opp is the man behind the desk. He is a fervent believer of the True Faith who is thrilled that the laws of Ket have been coming down harsher in recent times. He decries some of the “loosening” of the laws and morals that had become prevalent in recent years.

He waves in the PCs gesturing for them to take a seat while he gets up to pour his guests some tea. He politely deals with everyone except elves and declared members of the Exalted Faith. Those he directs to wait outside with ill-concealed disgust. If he is presented with credible information and substantiation that the elf in question or Exalted Faith character is a respected citizen of Ket he blanches but allows them to remain in the room. The war regalia obtained in **KET5-01 Choices of the Dragon** (verifiable on the AR) is sufficient to be allowed to stay. Social and legal necessities make it impossible for Oppar to do anything less for these characters.

Otherwise, the individuals in question must simply wait outside.

☛Oppar ibn Opp: Exp7; male human (Baklunish-Oeridian mix); hp 30; See Appendix One.

Oppar is a mid-ranked bureaucrat responsible for the enforcement of government decisions in institutions directly overseen by the Jurats of Molvar. In this case, that specifically means the Copper Mines. There are two things concerning Oppar in this affair.

The first is that he received very strange orders from his superiors. He is not one to question them, but it is without explanation or precedent that he has been asked for the order of transport for all the Qashari from three mines (one of them being the Liqari Mine) to a series of mines along the Veluna Border.

The mines themselves are a long way from being completely tapped, and he has to move them without compensation for the loss of revenue to his province. But, who is he to question orders.

The second concern is that there has been no response from the Liqari Mine. Oppar is very law abiding and for

whatever the reason is concerned that the orders are not being followed.

As a corollary to his adherence to the law, Oppar would like to know the condition of the Qashari. If something has happened to them he loses his bargaining chip for compensation from the Beygraf or Falwur Province.

"The Liqari Mine was sent an order of evacuation four weeks ago. There has been no response from them. Two weeks ago I began to gather a patrol of Threshers to investigate the area, to ensure compliance by Commander Dar, and..." he hesitates only momentarily before continuing "to make sure nothing disastrous occurred, which would explain their disobedience.

"However, my command of the Threshers and the military that resides here has been momentarily trumped by the Beygraf, or maybe just the Graf of Lopolla Province." He muses the second part to himself, his mind obviously somewhere else and trying to make sense of things. "But where was I, yes! My enforcers have been called to Lopolla province to help reinforce something big going on there, and I have been left with the bare bones of a crew and can spare none. I have been told, after many days of inquiry that the situation won't change for several seasons.

"So, this is where you fine, um, [insert either Citizens of Ket, or Good Foreigners] come into play. I have been given permission to allow you to help your beloved nation and investigate these matters which normally are privy to only those officially registered to the military or threshers." A look of genuine surprise passes over his face as he finishes his rehearsed speech.

Oppar is honestly surprised at this attitude of his superiors for suggesting, even in the off hand way that they did, the use of citizens or foreigners for this matter. But he knows better than to question orders; hence the summoning of the PCs to his office.

Oppar has reviewed the law and found that he can authorize Ket citizens or even foreigners to carry a message for the Jurats. This is a surprise to him but it appears to be a recent change to allow foreign mercenaries of questionable efficiency to be used as couriers rather than front-line troops. In this case, though, Oppar wants the characters to do the following, on behalf of Ket:

- Visit the Liqari mine, with an official note that sets out the details for the transfer of the slaves and all troops to the Veluna border mines.

- Determine why the order has not yet been followed, and, if it is simply being ignored, charge the commander with the breaking of the law and bring him in. Specifically, the Commandant is to be charged with treason (for not obeying the commands of a direct superior) and high treason (for betraying the nation of Ket in a time of emergency). Both of the charges need to be proven, of course, but these are the basis for which the Commandant can be charged and brought in.
- Report back to Oppar and, by extension, the Ket government, about the reasons for any delays and a full report on the current condition of the mine (this latter is being seen as a bonus part of the assignment by the government).

Information is available from Oppar, but only if asked. He is efficient and rigid and usually does not volunteer information.

- The commander of the mine is called Dar of the Bloody Axe.
- Dar is a hill dwarf originally from Furyondy who became a citizen of Ket some 20 years ago. He was assigned as Mine Commander of the Liqari mine three years ago.
- The last caravan from Liqari, which returned 21 days ago, brought back the expected amount of ore but the caravan master spoke of a strange conversation he had with the Mine Commander. The subject of the conversation was not strange, it was just the impression he was left with. He could not specify what was wrong. A follow-up investigation was ordered as a precaution but the lack of any caravan scheduled in be in the area for a while, coupled with the lack of enforcer resources has precluded any investigation from taking place.
- The prisoners in the mine are composed of some Knights of the Watch who committed crimes during the Greyhawk wars on Ket soil (about 10% of the mine population) and hardened criminals from the Molvar area (the other 90%), for a total of just under 200 prisoners.
- The guard population at the camp is roughly 60 soldiers and 10 Threshers. No problems, with either with morale or law-breaking within the mines, have ever been reported.
- If asked about the Knights of the Watch and the amnesties granted after the war, he notes that the Amnesty only extended to those in Bissel and involved in the conflict. All of the Knights of the

Watch incarcerated in Liqari were found before the Bissel conflict and were therefore not covered under the agreement.

Oppar will offer 50 gp to anyone agreeing to this task for it is a dangerous mission. The Yatil Foothills have recently been declared a military zone, for reasons he does not know). He can likewise offer a further bonus of 1 gp per slave from the Liqari mine successfully sent to the Veluna Border. Finally, any declared members of Ket meta-organizations (they can declare themselves now if they want this benefit) can expect a favorable report to their superiors. If none of this is sufficient to the PCs, he cannot offer anything further save the gratitude of the government of Ket which, in these times, does not have a monetary form.

If the PCs accept he requests that they proceed as soon as possible.

Time is pressing, but the PCs have enough time to gather information should they wish to do so. Proceed to **"Information Sources"**.

If the PCs are unsatisfied with this introduction, they may be hooked via another one within this Introduction. Refer to the start of this introduction for the different motivations that may interest the PCs.

Big Money

The PCs are mercenaries and are looking for adventure and payment. Through the network of those interested in such things word has come to the PCs on how to apply for this position. They are to present themselves to the Street of Knives near the Bazaar, wearing a purple sash. Any that wish to do so are encountered by Dri.

The Street of Knives is a bustling laneway and not really a street. Merchants yell loudly, displaying knives and other weapons, most likely crafted in Tusmit, from a dozen different storefronts. A young Rhennee woman with a shield bearing an image of a cluster of swords pointing outward balances a bastard sword without paying further attention to the merchant who continues to talk to her. She looks over and smiles faintly, handing back the weapon properly to the merchant, accepting payment for the tune-up, and stepping forward to greet you.

The young woman is Dri, a follower of Kelanen (the Prince of Swords, a Neutral PC-God devoted to the cause of swordsmanship and maintaining an alignment balance on Oerth).

She has no particular feelings toward anyone beyond a certain loyalty to other professed worshippers of Kelanen. Although aware of the Razor's Edge (Kelanen Meta-organization in Ket) she has yet to join because she does not know the Battle Tongue (one of the requirements). Dri is blunt and to the point, rarely doing anything less than speaking her mind.

She will pretend that she was hired by someone else to be the front-man to determine if the PCs are acceptable for the job. She wants to confirm that the PCs are not just threshers in disguise. As recent military activity in the area has increase inexplicably people of her profession can never be sure.

"Greetings, adventurers." She says the last word cautiously waiting to see your reaction. "How about a fine sword to go with your lovely purple sash?" She handles a large key that hangs at her belt, and glances to a lockbox under the stall. She stares at the box for a moment, before looking back up at you. She smiles deeply and knowingly, her eyes almost hidden by her rosy cheeks.

The key she holds is the key to the strongbox underneath. Inside the box are a few papers and items that are of no importance to common thieves. It is the key that is important. Upon it is a hidden charm that allows her to cast (silently) *detect law*. She scans the PCs to ensure they are not threshers or others of the military. It requires a successful Will Save [DC 12] to resist.

If Dri is convinced the party members are not just Thresher spies or something of the sort, she leads them halfway down the Street of Knives. There, she stops and in the security between two noisy stalls she starts to discuss a plan she has had. To PCs that are surprised, as most should have been expecting a man, she explains that it is easier for her to screen potential 'employees' from thresher spies if she acts as front man. She is simply not rich enough to pay someone else.

Turning to those who are most lawful (after the detection), she makes small talk to ensure they are simply adventurers. Once she is satisfied (and note she does not have a lot of skills at this but is your typical paranoid adventurer type who is out for her own good and values her life), she continues on:

"It is good to meet you. I have a plan, one that requires additional help. First, a bit of background. Ket has good reasons for what it does, so I am told every time the Threshers arrest me, so who am I to question this action? Sometimes, however, their actions seem....strange. Now, I have something interesting that has come to my attention."

"Rumors of money have come to my ears. A copper mine has been abandoned. It is only a matter of time before others will get wind of it and pillage it. But it has been abandoned and out of the attention of the Graf of Molvar. Now is the time to make some money." She eyes the PCs to gauge them.

"If I could, I would lead you there myself. And backed up by our collective might we would be able to overcome the beasts in the area that might have taken refuge in the abandoned tunnels. But unfortunately in order to earn a living I have promised my arm in duels on behalf of some of the Beys in the area. As I said, time is of the essence."

☛ **Dri:** Ftr8; female human (Rhennee); hp 94; See Appendix One.

Depending on the number of PCs, and how greedy they look modify the following:

So, how about a finder's fee of one share equal to that of each of you? Would such a payment of 1/7th of the treasure found satisfy you?

If the PCs agree she gives them the details of the copper mine and what she expects to find.

- This is a government-run Copper mine in north-east of Molvar province. It has stopped reporting to the authorities and has likely been overrun by monsters. This sometimes happens in the Yatil Foothills.
- If that is the case, then the mine is likely abandoned and there could be some good loot there to be had.
- If it is not the case, she will pay the PCs 50 gp per APL for their troubles. Dri will then arrange for a sale of any loot back in Molvar.
- She is either naive enough to believe that the PCs will honor their agreement and share part of the loot with her, or she is secure enough that they will not be able to sell the loot without her knowing. Either way, she has adopted an easy-come-easy-go towards them and the mission. If anything, word of the status of the mine – without associating her to the inquiry - would allow her to return to it at a later date and collect what else she can.
- She does not have much else to add, save that the mine is called the Liqari mine and directions on how to reach it.
- Should she asked why the military or Threshers have not checked in on the mine, she does not know but her noble contact did say nothing was planned.

Time is pressing, but the PCs have enough time to gather information should they wish to do so. Proceed to **"Information Sources"**.

If the PCs are unsatisfied with this introduction, they may be hooked via another one within this Introduction. Refer to the start of this introduction for the different motivations that may interest the PCs.

Information Sources

Gather Information checks in Molvar at this time can reveal more information on the mine and the situation as follows (remember that each is a 1d4+1 hours to gather. PCs may assist each other in the gathering of information. If PCs wish to take 20 on this check, it takes 72 hours (3 days) per check. Be sure to tell the PCs this when they ask for multiple checks.

DC 5 – The military has recently rebuilt the military camp outside Molvar that was used to stage the army for the Alliance of Faiths into Perrenland. The Alliance of Faiths is the term for the military alliance formed between Ket and Perrenland to defend against the incursions of Iuz.

DC 10 – Sixteen border posts in the Yatil foothills north of Molvar have been evacuated in the past two weeks, with their troops placed into the garrison. Each member of the troops has been received with some ceremony in the Graf's Residence.

DC 12 – All criminals sentenced in the past three weeks have been detained in Molvar rather than sent to the mines as usual. The caravans from the mines have only traveled once in that time period, as opposed to the usual weekly trips.

DC 15 – The people from at least three villages nestled in the foothills have been moved into temporary quarters in military camps outside of Molvar. They are providing services to the troops but there is no explanation why the entire population was removed.

DC 18 – The commander of the Liqari Copper mine was in town last month but visited the abandoned Temple of Hextor rather than something more usual like a Temple of Al'Akbar or Moradin. This seemed strange until he publicly ground a holy symbol of the Herald of Hell into a fine powder in the Bazaar one morning, which seemed to imply a hatred of Hextor that was in keeping with the current political climate in which the Hextorites are not at all well-liked or respected.

DC 20 – The local mines in the foothills have stopped producing metal ore and their garrisons and work forces have been moved to a location just north of Molvar (about two kilometers north). What they are building there is a secret and the military is patrolling the area tightly. All flying creatures are intercepted by Air Elementals if they attempt to bypass this force. This does not include the three mines to the east of Molvar itself – all of them were ordered to relocate to the Veluna border;

DC 23 – Two Archons visited the Liqari mine in the past few weeks and returned displeased. They then traveled to Lopolla on other business and did not have a chance to report to the Graf.

DC 25 – A gigantic bastion is being constructed and it is laced with metal rods that go deep into the earth, in the mountains near Molvar. Some sort of magical field deadens sound in the area as well. People from the Liqari mine – who would have been used on the construction site – have not arrived at this worksite.

DC 30 – At least five patrols have returned in recent days with missing members and gnoll heads. Reinforcements are arriving from Lopolla each day and being equipped for extended stays in the Foothills.

Once all attempts at information gathering in Molvar are complete, PCs can continue. The above information is also available from divination of any normal means.

NOTE: If the party agrees with any or all of the proposals and wishes to head toward the Liqari Mine, proceed to **Encounter One** “The Road to Liqari”.

If the party has chosen, despite arguments to the contrary, to go elsewhere other than the mine, proceed to the **Conclusion** and paraphrase matters.

It is against the law to attack any and all of the various people the PCs meet in the Introduction (even Sarifa and Jex – although they will later face their own trials over previous crimes they have committed). Any attempt to profit further from the crimes results in no gp gain and should be punished to the extent of Ket law.

Encounter One: In the Foothills

Up the long road from Molvar, the road on which the PCs were ushered, twists and turns around the southern edges of the Yatil Foothills. The sun beats down as the warmth of summer is just around the next rainstorm. The skies are clear and crisp these days.

Local herders move their cattle along the road at a slow pace, and smile courteously as you pass. They are friendly, but quiet, simply hoping to make it to the safe winter refuge without any loss.

The trip to the Mine itself is very much a time for PCs to get to know one another, question locals as they are passed and generally prepare themselves for the events at the Liqari mine.

As a specific reference, it is late spring/early summer. There are very few edible berries available for such spells as *goodberry* but they can be found with a superb Survival check [DC 30] – the majority of berries are not yet ripe and those that are generally eaten by the wildlife in the area.

A successful Knowledge (history) or Knowledge (local-VTF) can make a check [DC 12] to understand that this road was the only original path between the cities at one point, but it was long replaced by a much larger and wider road in the early 500's. The road the PCs are walking along is a well-maintained road but not a highway – it is now known as the Old Molvar-Polvar highway but it was never anything as grand.

The old highway was predominantly used by the mines of the Yatils to supply and move equipment along it. A few villages popped up along it as it facilitated transportation to and from the communities. There are crossroads very infrequently, and all effectively head south toward the more major highway that runs between Molvar and Polvar. There are also no inns along the road, but a lot of clearings and well-maintained camp sites can be easily found on the side. The Ket military is responsible for keeping these in good condition and does an excellent job. Water supplies can be found near each camp site and usually supplies of fresh firewood when the weather permits. There is currently enough firewood to keep a low burning fire lit through the night. It is expected that anyone using the campsite will replace the expended wood but there is no enforcement mechanism.

Distance to the Liqari mine: The mine is east of Molvar, toward Polvar province. The majority of mines are in Polvar province. The Liqari mine is some 45 miles along the road from Molvar, and then another five miles north from the main road. On a light riding horse, this will take a day and a half and the timing can be modified depending on the transport of the characters. The road itself is dry now, the spring run-off having come and gone. Though the mine is five miles north of the road, into the hills, travel over that terrain is still normal.

Camping overnight

The PCs have to camp at least one night, unless they have extraordinary means of reaching the mine. While nothing happens in this night, they are being watched by one of the factions in **Encounter Seven**, and sleeping / watch habits should be established early. The Spot check to find the “spies” is [DC 75] thanks to distance, size, Hide check and magic. The “spies” are all over 200 feet from the party and there should be no means whereby a party at any of these APLs can locate them. If, however, they do, use the stats for the final Encounter and run the combat early – the terrain and combat are then dictated by the campsite and so on.

Information from locals en route

The party might pass some locals traveling along the road. These would generally be herdsmen who move their herds from winter safe spots in the farms to the hills at this time of the year. They are polite with all adventurers, incredibly polite and courteous with any mullahs and quite stand-offish with any elves. Anyone may get information from them as follows (by just asking) – even elves:

- The local Bey has summoned the herders to the southern highway in one week. As soon as the herds are in place, they will head down that way. They have no idea what the Bey wants to discuss.
- The Liqari mine is a known government copper mine. There have never been any Qashari escapes as far as the herders know.
- The military patrols in the area have increased recently, but that is likely just the coming of summer waking them up

The locals do pass along other mundane information which the DM can *ad lib*.

Information from the Military en route

The Ket military has regular mounted patrols going up and down the road. They are all Kaman units (light cavalry archers) in groups of 10. Kaman units slow each time they see the PCs and assess them at a distance, with half of the soldiers knocking arrows while their counterparts just watch closely. If there are no hostile acts from the PCs, the patrols approach and greet the PCs guardedly. Unlike patrols in the Gryphon Strike Pass (the pass between Molvar and Krestible, or Ket and Perrenland) there is no established reporting mechanism between patrolling groups.

The military units question who the characters might be and what they are doing. So long as they are not obviously criminal, they are allowed to proceed. Warnings to not remain in the area are consistent every time a patrol speaks with the PCs. Yet no reason is given. If, for some reason, the PCs admit to a criminal act they are planning, the military unit is more than willing to uphold the law and arrest the PC(s).

The military can impart the following information to anyone who is a declared member (to them) of a Ket or Perrenland Military metaorg (including the Pax Mercuri, these latter thanks to the *Alliance of Faiths*). This information is given freely to those who belong in a military meta-organization:

- There are gnoll incursions in all parts of the Yatil foothills. Normally the gnolls are not this aggressive but with troops being drawn off to Molvar for some military action, the incursions have increased in boldness.
- All government institutions in this area are supposed to be evacuated. Rumor has it that the Liqari mine has not yet reported that it has complied, but that is not their problem. Some members of the patrols do wonder (and worry) why the evacuation had not taken place. (As a note, this information is not entirely accurate but is the best the military has)
- There have been no reported gnoll incursions near the Liqari mine, which is strange since they are everywhere else. Either the mine has dealt with them without needing outside assistance, or the silence from the commander there is even more ominous;
- There are at least 60 troops posted at the mine, all Neyze (heavy pikemen) and Gele (crossbowmen). There is a very small contingent of Threshers (10 or so) as well, and everyone reports to the Mine Commander.

🗡️ **Kaman Patrol (10):** Rgr2/Ftr; Medium Baklunish human; hp 22 each; See Appendix One.

NOTE

The trip to the mine should be uneventful. There are no threats and the circumstances of the trip should likewise not be any great cause for disasters or the like.

The distance along the Molvar-Polvar road is 45 miles before a cut-off (marked by a stone sign in Common and Baklunish) and a smaller, less-traveled road some five miles up into the foothills to the Liqari mine.

Unless something very strange has happened, proceed to **Encounter Two** through **Four**, being the Liqari mine itself.

Interlude: The Liqari Mine

The Liqari mine is a typical government-run mine. It was constructed with two purposes in mind, one being to produce copper (and other metals, but that is the basic metal of choice for the mines) and the other to act as a hard labor site for Qashari. The design of the installation takes security into account far more than a regular mine site might consider necessary.

The barracks for the Liqari mine are located directly at the top of a bowl-like depression, this depression housing the entrances to the mine shafts themselves. At the bottom of the depression is the housing for the Qashari themselves – very Spartan, with no amenities.

On all sides of the depression, save the cut in the hills where the barracks is located, the cliffs of the early part of the Yatil mountains rise. They are some 200' above the edges of the depression and are hard to climb [DC 20] the sheerness of the cliffs is another reason the location was chosen.

The barracks themselves also double as the defensive installation for the military – it is built entirely out of stone and is very solid. There are stables attached, also built out of stone, which are only accessible from the barracks courtyard. The walls that overlook the mine itself have copious well-situated arrow slits allowing good visibility to all parts of the depression. The walls looking out onto the road and up to the mine through the foothills are well-constructed, but have fewer arrow slits and are obviously not designed to be the main focus. This is a prison installation and the focus is on preventing escapes, not protecting against some outside military threat. See Map One for more details on dimensions and the like.

There is a very obvious trail leading out of the mine itself and into the mountains, past the guard barracks. It is a Search check or Survival check with the tracking feat [DC 0] to pick up this trail. The trail can be assessed by the tracking feat with a Survival check [DC 12] to determine that at least 200 people passed this way, with a number at the rear who were better equipped (their tracks are deeper and there are other hints) – these were 30 of the guards on rear patrol.

It is possible to follow this trail immediately and bypass the entire mine site. If so, proceed to **Encounter Five**.

Encounter Two: The Barracks

At the crest of a small rise in the hills, dwarfed by two towering cliffs on either side, is a squat stone building that stands well-situated to take defensible advantage of the terrain. There are no lights visible from your location, although it is doubtful that any would be visible due to the construction of the mine itself.

The barracks (see **DM Map #1** for a layout) has been taken over by a small band of gnolls, forward scouts for their tribe; the Scarred Spikes. They are being forced out of their typical habitat by the events occurring in the Yatil Mountains and chanced upon the abandoned mine. When they arrived they have the mine almost entirely deserted.

Conflict with the Gnolls

The gnolls are holed up in the barracks themselves. Generally lazy, they have one member on scout duty, watching away from the mine (position A on the map). If the PCs can reach the barracks without this scout noticing (see Appendix One for Spot and Listen checks for the scout), they can try to enter the barracks unnoticed as well. Otherwise, if the PCs are either very obvious, or noticed, they are ordered to stop by the scout at a distance of 120 feet from the barracks (this also wakes or alerts the other scouts (position B, roughly, on the map and they reach the first Scout in 2 rounds). Of course, this order comes in gnoll and may not be understood...

If the PCs do take the time to stop and try to communicate, proceed to "**Diplomacy with the Gnolls**". Note that the gnolls do not allow anyone to enter the Barracks during negotiations, preferring them at a distance. If the PCs simply move straight to combat, move to "**Tactics**".

Diplomacy with the Gnolls

The gnolls are from the same tribe (Scarred Spike) as encountered in **Ket1-04 Search for the Lost**. If any character has record of having played the original module, the gnolls offer to diplomacize with them rather than start combat. They know that adventurers are powerful – as they remember their fathers being cut down by powerful adventurers back in the day - and would rather not have that happen to them. If the PCs

succeed at entering the barracks before any blood has been spilt and they show a superior display of force, the DC for the Diplomacy check is reduced by 4.

Otherwise, the gnolls are only willing to engage in Diplomacy if the party displays obvious might towards the gnolls. A successful Bardic Lore [DC 25] encourages the PC to know that gnolls respond positively to might.

The Diplomacy difficulty is DC 25 (Unfriendly to Friendly) at APL 2 and 4, and DC 35 (Hostile to Friendly) at APLs 6+, with circumstance modifiers as follows:

- Having any cert from **Ket1-04 Search for the Lost** provides a +10 circumstance modifier to the check;
- Any Dwarves in the group result in a cumulative –4 circumstance modifier per Dwarf. The gnolls of the Scarred Spike tribe simply do not trust dwarves at all;
- A declared follower of Al'Akbar is treated with respect and receives a +2 circumstance modifier. This is applied only once no matter how many devout followers might be present;
- The gnolls are very hungry but not completely unreasonable. They judge how much they think the PCs can provide (collectively) and ask for an appropriate amount. They refuse anything less, however. Therefore, anyone offering to provide the tribe with food for at least a one month period (this costs 50 x APL gp and must be marked under expenditures on this AR) is provided with a +2 circumstance modifier. Should they renege (not buy the food on this AR), apply the AR Award “**Empty Mouths**”;
- Any person at the table may spend an influence point with anyone in Ket for a +4 circumstance modifier or another attempt at the Diplomacy;

The DM can assign other modifiers or penalties to a maximum of +2 or –2 if anything else appropriate is attempted (for instance, Bluffing at the same DC that the party is but one of three in the area for the Scarred Spikes to face);

Otherwise, the gnolls are holed up in the guard barracks and intend to stay and defend it. They are well-situated for a fight and prepared to hold as long as possible – they need this new defensible location now and are rather desperate. They also view this is just compensation for a mine in which they lived four years ago (part of **Ket1-04 Search for the Lost**).

If the PCs successfully diplomacies with the gnolls, they are allowed to investigate unhindered.

APL 2 (EL 4)

🐾 **Gnoll Rangers (2):** Rgr1; hp 18 each; See Appendix One.

APL 4 (EL 6)

🐾 **Gnoll Rangers (4):** Rgr1; hp 18 each; See Appendix One.

APL 6 (EL 8)

🐾 **Gnoll Rangers (4):** Rgr2/Ftr1; hp 33 each; See Appendix One.

APL 8 (EL 10)

🐾 **Gnoll Rangers (4):** Rgr2/Ftr3; hp 49 each; See Appendix One.

APL 10 (EL 12)

🐾 **Gnoll Rangers (4):** Rgr3/Ftr4; hp 64 each; See Appendix One.

APL 12 (EL 14)

🐾 **Gnoll Rangers (4):** Rgr3/Ftr6; hp 80 each; See Appendix One.

Tactics: The gnolls know they have a good thing with this stone barracks and the arrows slits. They are not coming out unless forced. The arrow slits also have good downward views and a nice field of view for all aspects of the barracks. Of course, after a while there might not be enough of them to occupy all necessary vantage points. There is one section of the roof that is protected from fire from the arrow slits from the barracks. Unfortunately, there is no easy access to the inside of the barracks from that point either. It is well-protected with a slanted roof, slate and random spikes (to keep birds and griffons distant).

The entrance into the barracks is located on the side but should be very obvious to anyone approaching the mine – the main road leads directly there, after all. This door is constructed as follows:

🗲 **Stone door:** hardness 8; hp 90, break DC 28. Open lock DC 30 (excellent lock);

At APL 2, 4 and 6, the gnolls have been lazy and left the door slightly ajar. As a result, entry is very easy and just involves a move action to open the door itself. Remember that the PCs do not know the layout of the barracks and may have to guess at how to best reach the gnolls – of course, if all the PCs have slipped to the side, the gnolls are going to come looking.

At APL 8, 10 and 12, the gnolls have secured themselves and the door is locked.

The roof is a Balance check [DC 15] to move over. It is likewise considered all Difficult Terrain. If Tumbling or similar acrobatics are attempted, they are all at +8 circumstance modifier to DC because of the loose roofing and deliberate construction of the defenses. The roof is made of stone as well (hardness 8) and one foot thick (180 hp).

Otherwise, the gnolls fight as best they can with missile weapons, resorting to melee only if the barracks are breached.

The Interior of the Barracks

The barracks themselves, although a bit messed from the habitation of the gnolls, is actually in very good condition. All of the chests containing personal belongings and clothes of the troops have been removed in an orderly manner and it should be apparent to anyone searching that this was a calm and methodical abandonment. Some small items remain, but they are all trivial and likely just overlooked. The gnoll scouts have dragged in three sets of the bunk beds together to make large sleeping beds for their lanky bodies, but have done nothing further to change the place.

The central room of the barracks is a steel door. The inner room (stone lined with a thin sheet of lead) was the storage place for the drugs used to keep the Qashari docile and obedient. There are one or two small pouches left but the entirety of the 10 by 10 space has been cleaned out and dusted.

Upon each wall is mounted a stone tablet with the Cup and Talisman on it. The words "Restorer of Righteousness" in bold Baklunish letters are beneath them. Any resident of the Baklunish West recognizes the combination of symbols and anyone who speaks Baklunish will automatically know what it says.

Recognizing the holy symbol is automatic to anyone from the Baklunish West. Anyone who worships a Baklunish deity or anyone else who makes a Knowledge (religion) check [DC 5] likewise knows the information. Knowledge checks under [DC 10] can be done untrained. There is nothing particularly important about these tablets but they are clearly part of heritage of the room. It is a Knowledge (history) check [DC 25] to note that the True Faith was the one responsible for rooting out corruption and law-breaking that was prevalent in society back in the day. The calm and orderly acceptance by mine slaves, packaged as Ushdari, was a key element of the lawful ethos and mindset. The drugs used to keep them docile quickly became part of the culture and were

(still are) likely provided by the Temple of Al'Akbar (True Faith) under contract to the government of Ket.

There are five private rooms in the barracks. One of these is for the Commander and is entirely cleaned out. The second and third are for the top officers in the guards, two to a room. They are likewise cleaned out. The fourth and fifth rooms are for the senior NCOs (non commissioned officers) with the guards. They were also housed two to a room.

In one of these rooms is a desk in which there are some papers that were inadvertently left behind during the evacuation. These are discovered automatically if the characters say they are looking through the rooms carefully (otherwise Search [DC 15]).

The papers are just orders of a couple of days during the time of the abandonment. The mine was abandoned approximately 1 week to 10 days ago. These papers indicate that all of the personnel in the mine were being gathered for a march into the Yatils itself. While Knowledge (local-VTF) [DC 12] will determine this as a strange order, a successful Sense Motive [DC 15] determines that it was only partially compliant with Commander Dar's orders to evacuate.

There is also a statement that the Commander Dar, Commander of the garrison is now standing a 24 hour watch. Rosters have been adjusted accordingly. This is *very* strange.

Finally there is a list of supplies that reveal the Commander was planning a longer stay up in the mountains. All portable equipment was scheduled to be (and was) taken. This was not consistent with the orders to evacuate.

Treasure

APL 2: Loot: 123 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 246 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 425 gp; Coin: 0 gp; Magic: *+1 chain shirt x 4* (96 gp per character x 4).

APL 8: Loot: 425 gp; Coin: 0 gp; Magic: *+1 chain shirt x 4* (96 gp per character x 4), *+1 ring of protection x 4* (166 gp per character x 4).

APL 10: Loot: 491 gp; Coin: 0 gp; Magic: *+1 mithral chain shirt x 4* (175 gp per character x 4), *+1 ring of protection x 4* (166 gp per character x 4), *gauntlets of ogre power x 4* (333 gp per character x 4).

APL 12: Loot: 271 gp; Coin: 0 gp; Magic: *+1 mithral chain shirt x 4* (175 gp per character x 4), *+1 ring of protection x 4* (166 gp per character x 4), *gauntlets of ogre power x 4*

(333 gp per character x 4), +1 battle axe x 8 (193 gp per character x 8).

NOTE: The characters may proceed to either **Encounter Three or Four** or can go after the Commandant immediately and head to **Encounter Five**. If the characters wish to retreat at this point, proceed to the **Conclusion**.

Encounter Three: The Qashari Quarters

At the bottom of the depression some four hundred feet down a shallow slope stand a series of sturdy but plain-looking stone buildings. They are nothing remarkable, built simply to withstand the weather of the Yatil Mountains with no thought for their outward appearance. Standing to one side of them is a pair of stables, also made of stone but built with far more care for their appearance.

The Qashari Quarters is a smaller building than the stables – neither of these types of building are mapped but dimensions are provided if they prove necessary. It is 65 feet long by 30 feet wide. Each Qashari Quarter (they are numbered 1-4, with the numbers above the entrances into the quarter) has two major rooms – one room is comprised of a series of stone bunk beds (no mattresses here) up and down the square on either side of the room. The beds are only 5' long and people who are taller just have to either sleep bunched up or dangle off the end of the bed.

There are large fireplaces in the main rooms, taking up one corner of each room, to provide heat in the winter (as there is otherwise no source of heat for these Qashari).

The second room with the same dimensions acts as the collective closet, latrine, and bathing area. The water is not heated and is quite cold but fresh.

In Quarter 3, should it be searched thoroughly – Search check [DC 20] – there is a small chiseled insignia on one wall. This has obviously been found and there have been attempts made to deface it, but it looks continuously repaired. Anyone with stone cunning or Knowledge (architecture and engineering) can attempt a check [DC 22] to note that it was repaired two to three weeks ago for the last time and abandoned since that point. It is a Knowledge (nobility) or (local – Sheldomar valley or VTF) to note that it is the symbol of the Knights of the

Watch (an owl over a background that is hard to make out).

The first of the two stables, 100 feet long by 50 feet wide, housed both horses and other equipment needed to haul the ore from the mine. It is easy to determine that the ore deposit site is just to the back of one of the stables.

A second stable, identical in size to the other one, has the front end cleaned out of farm equipment and stone tables inserted – this is where the Qashari eat their meals and perform repairs to the mining equipment.

Again, much as in the barracks, it is clear that the Qashari quarters were cleaned out in an organized and methodical manner. There are no personal effects remaining behind (which is actually hard to tell since the Qashari are forbidden from having personal possessions in any event). All of the quarters have been cleaned and are spotless.

The stables are likewise empty of horses and equipment. The few exceptions are a few ore carts that remained behind in the second stable. Strangely they are still full of unloaded ore. Anyone with the Tracking feat can use Survival to attempt a check [DC 28] to note that it has been at least ten days since the ore was left here.

There are small birds and other animals that live in the area that PCs could communicate with about the missing Qashari if they have the means – the animals know little save that the Qashari all left in one big group some time ago (time has little meaning for the animals).

Standard divination is likewise not protected against in any fashion, although the exact answers and direction of the PCs depends, as always, on what they ask...

NOTE: The characters may proceed to either **Encounter Two or Four** or can go after the Commandant immediately and head to **Encounter Five**. If the characters wish to retreat at this point, proceed to the **Conclusion**.

Encounter Four: The Mine Shafts

NOTE:

***This is intended as a role-playing encounter – although combat stats are provided, these Qashari are not in any shape to fight and surrender at the first opportunity. This encounter is to illustrate to the PCs the

'good' side of liberating the Qashari. It is here to present the more law abiding types with a moral dilemma, as well as explain some of the history of the region.***

The main mine shaft for the Liqari mine is obvious, a short distance away from the stone buildings that are located at the base of the depression. There are no ore cart tracks laid here; it appears that the mine uses hand-drawn carts or just brute force to move the ore.

The only way into the mine is clear. The other openings in the hard rock face are merely air shafts. Light can barely find its way in. The main entrance twists and turns and descends deep into the mine. Levels branch off as they chase veins deep with in the rock.

Along one wall, the silhouette of four lanky bodies is easily missed.

Inside the mine shafts, hiding back in the darkness, are a small band of miners. These four Qashari were left behind by mistake and if the commander noticed them it was only when he was too far away to come back for them.

The effects of the Asudan drug have worn off. The miners have spent the last three days wondering where they are and how long they have been here. They are reluctant to leave the area, as they are unequipped and unprotected. Hunger, desperation, and determination to survive may bring them forth from this cave.

Four of them were, and still are, soldiers in the Bissel army. They are also members of the Knights of the Watch. They are *exhausted* as per the condition in the *Dungeon Masters Guide*. They have found themselves some small clubs but otherwise have no equipment. Above being confused and disoriented they are extra cautious of anyone in a Ket military uniform. They have no idea if war with Ket is still a possibility.

The four Knights of the watch try to enter into discussions with the PCs. They have enough presence of mind to realize they are completely outmatched. However, the commander of the four, The Imperious Imp, believes that if they can isolate one of the PCs, gang up on them, they could equip themselves better and ensure their escape. This plan is only followed if there is a reasonable chance of success.

To that end, the Imperious Imp negotiates with the PCs and tries to comply with their wishes, all the while with the goal to separate the one they wish to overpower.

If the PCs succeed at a Diplomacy check [DC 20] the Knights realize that the PCs are not trying to kill them, nor harm them (should that be true). They become

overwhelmed with emotion (not the Imp) as they are brought up to speed on recent history.

If the PCs gain the confidence of the Knights, they make a plea with them to free their 11 other companions who have been taken with the exodus.

Because of the effects of the drug they have no idea where the group went, or why they left, or really where they are.

Knights of the Watch

The Knights of the Watch were a Bissel organization that actively watched the Ket border during the Greyhawk Wars. Before any word or even rumor of an alliance with Iuz existed the Knights were suspicious of the motivations of the people of Ket. And rightly so, for Ket had long harbored a grudge against The Sheldomar Valley and against Bissel for continuing to hold land taken during the Keoish Occupation. The Knights made every effort to keep informed of what was taking place in Ket. They were the best suited to provide advance warning for any possible invasion.

Then, those who were on the Ket side of the border were rounded up. The exact means of the identification was never made public but the intelligence network of the Knights of the Watch was eradicated in a single fortnight. A few months later, Ket invaded Bissel as part of the Greyhawk Wars, with no advance warning at all. Those who were brought to the mines were drugged before the invasion of Bissel and so know nothing of it.

The Qashari Knights of the Watch

For these four Knights, the Greyhawk wars are still in full swing. They do not realize it is ten years later. Their aged bodies have been attributed to foul magic from Iuz, and their lack of military uniforms is due to being in a prison camp. They can remember that they were captured, but nothing of that evening, or since.

All they have been able to determine is that they have been here for at least a period of weeks. Without reference, it is hard to tell if it has been longer than that. They were initially up at the barracks but retreated when they saw the gnolls in the distance approaching, not having any weapons. They have hoped to catch a gnoll or two unaware and get some equipment, but have not had any chances yet. The gnolls are careful and patrol in at least pairs, always on the alert – as far as the Knights can see, the gnolls are paranoid and ready for combat at the drop of a hat.

The Knights remember that there were fifteen of them in the group. Should the PCs gain the trust of the knights

and inform them of where they are and what has happened, they immediately give up hope of escaping armed and plead for their freedom. They will also ask for the freedom of their eleven other comrades (if not all the slaves) trying to appeal to the goodness within the PCs.

If the knights have to separate the party in order to appeal to only those in the party who will be sympathetic to their cause, they will do so.

Imperious Imp Sanrious

One of the four is the Imperious Imp. He is a low-level Knight of the Watch, but the highest of the four present. He is an honorable man who was assigned to the intelligence network in Ket because of his earlier travels in the Baklunish West (and his Baklunish heritage). His grasp of Baklunish as a language is impeccable and he has far less prejudice against the Bakluni than a typical Knight of the Watch today. The aftermath of the Bissel invasion and occupation has understandably colored their perspective.

Of course, his incarceration has not made him terribly happy, although as a reasonable man he does recognize the problems with what he was doing in Ket at the time.

The Imperious Imp believes that he and all his men should be allowed to go free, no matter who asks. He offers the cessation of hostilities with Ket, quite regardless of reality, on his part for now and in the future, unless Ket invades his land (again, as it turns out). If the PCs try to explain history to him, without a successful Diplomacy check [DC 20] he simply thinks they are trying to confuse him. He is completely convinced that the war is still on, and believes that his offer to cease hostilities is a genuine one. He follows along, unbelieving, in the hopes of drawing one of the group off so the can make his escape. If the PCs agree to his request the Diplomacy check is reduced by 10.

Cessation of hostilities is, in his opinion, a fair offer and one he makes gladly. Should this option not be feasible, he at least wants to notify his superiors of his imprisonment – it is a Knowledge (local – VTF) or Profession (Lawyer) check [DC 12] to realize that this is actually his right under Ket law and the authorities are obliged to allow it, given that Ket is now no longer at war with Bissel. Any member of the Mullahs or a military meta-organization (including those of Perrenland as they have been briefed with the *Alliance of Faiths*) automatically knows this fact as well – it is a piece of information that is common knowledge in those organizations. In order to make this take place for the Imperious Imp, a PC simply needs to notify any military patrol or leader of the request – there are sufficient on

the roads to ensure this can be done easily, or those at the end of this module are more than sufficient.

The Imperious Imp is a very rigid and honorable man and remembers giving his word to not lift arms after being captured. As a result, his only obligation is to escape – he cannot assist the PCs in any way in their mission, save to come along and try to persuade anyone of the rightness of his cause. All of the remaining Knights are under the same obligations.

All APLs

☛ **Imperious Imp Sanrious:** Ftr4; hp 44; see Appendix One.

☛ **Knights of the Watch (3):** Ftr4; hp 28 each; see Appendix One.

Treasure

None – the Qashari Knights of the Watch have found nothing of value and were allowed no personal possessions during their imprisonment.

NOTE

If the PCs were hired by Dri to investigate the mine and the knights of the watch have not persuaded them to save the Qashari, proceed to **Conclusion**.

If the PCs have not explored the rest of the mine and wish to, proceed to either **Encounter Two or Three**.

If the PCs wish to find the Commandant, or free the Qashari proceed to **Encounter Five**.

If the PCs wish to retreat at this point, proceed to the **Conclusion**.

Encounter Five: A Forward Base

In this encounter the PCs can choose to meet with the Commandant. They either fight him or negotiate with him. Freeing of the slaves can only occur upon successful negotiations with the Commandant. If the PCs try to sneak in and free the Qashari, they will insist that it is done in a proper manner so they do not live a fugitive's life.

It is with some surprise that the trail leading from the Liqari mine leads further into the Yatil Mountains. Even more surprising is a partially built fortification some three miles from the abandoned mine.

However, what is most surprising is to see the Qashari – the slaves of the mines - hard at work completing a wall across the mountain pass into which the trail leads. A large empty section in the middle attests to the work that yet remains. The Qashari have been diligent and a strongly fortified defensible wall is likely soon to be finished.

The wall has troops located on either side watching the area and it is quite likely that the party is intercepted by a small group of them as they approach. Unless things get really out of hand, the PCs are escorted to the tents near the wall where the Commandant(s) is (are) located.

Threshers are visible to characters amongst the Qashari, moving around and keeping the construction pace up. A series of tents have been constructed near the walls where the Qashari, troops and Threshers are obviously living.

Troops are providing covering fire should the Qashari try to escape, while the Threshers keep the workers in line and working on a consistent fortification strategy. So far this arrangement is working because it is simple and involves just manual labor for the most part.

However, two days ago the outlying scouts saw an approaching band of ogres and a hill giant or two reach the area. Fortunately neither has approached the camp yet. It is the firepower that may be scaring them off, it is believed, or perhaps what was seen was also just a scouting force for a larger band of giants. The information was, as always, passed on to Commandant Dar in the daily briefing. He is mulling this information over when the PCs are brought to him.

Commandant Dar is busy building himself a forward military position in the Yatil Mountains. His troops think this is entirely insane (little do they know how right they are) but are following orders as good Ketites do when instructed. The Qashari are still drugged with Asudan (the quantity taken from the mine can keep them this way for months) and building what is instructed in a slow but inexorable way.

The Commandant is sticking to the interior of his tent while out here, reluctant to be seen in public as his enemies (imagined) might seek to assassinate him (again...). There are standing orders that anyone from the outside should be taken to see him immediately, without delay.

His most senior subordinate, Captain Ishtaqua, finds the Commandant's behavior peculiar, to say the least, but has not had a chance to send out any messages asking for outside intervention (although he certainly wants this). Captain Ishtaqua does attend whenever there are any

outsiders, however, in the hopes of making further headway about the strangeness around his commander.

You are quickly escorted to a tent in which an older looking gentleman sits, pouring over papers. As he looks up there is a look of surprise, delight, and cynicism that passes over his face. He stands as is the proper etiquette and greets you, introducing himself.

"I am Captain Ishtaqua. Who are you and why are you here?"

The captain is thrilled that there are new people here. He speaks with respect but contempt about the Commandant. He does not betray his station, but lately the Captain has been having some serious doubts about the Commandant's sanity. He escorts the PCs to see the Commandant, regardless of if they want to or not. He does warn the PCs that the Commandant has decided that he will only acknowledge those who speak in rhyme, and indeed may become violent if anything is said that is not at least an attempt at poetry.

Interacting with the Commandant is a role-playing encounter, although it can quickly devolve into combat. He is insane (and attempts to resist all spells cast on him, including a *heal*/spell) and hard to reason with at the best of times. His logic is twisted and tortured and really only makes sense to him. Beside him at all times is his double, the doppelganger and they frequently talk as one (thanks to the helm and detect thoughts).

Present in the tent are his four bodyguards (who are just assigned the task). None of them are really fervent believers in the role they have been assigned, nor do they really believe that the Commandant is in any real danger. Captain Ishtaqua remains present in the room during the discussions. The presence of these five people is not meant to encourage their participation in any combat, but rather so that they might bear witness to any events that transpire.

If the bodyguards or Captain Ishtaqua become seriously engaged (and PCs should be reminded that these people are not participating in any way, before they attack), they defend themselves and start to call for assistance from the 70 additional guards in the encampment.

For APL 2-8, it is automatic that the PCs lose and are incarcerated until the appearance of the Emir. At APL 10 and 12, given the power level of the characters, the guards pull back immediately, aware of their danger – in this case, have **Encounter Six** take place immediately and merge with this one, as Lagrt (and his warriors) manages to get into the camp in the confusion and try to end the matter. Should the PCs still win (quite possible) the DM may have to modify the outcome – the PCs are

now all outlaws in Ket and subject to permanent sentences to the mine if they return or turn themselves in.

Note: If the party somehow does manage to cure the Commandant of his insanity, they automatically receive the AR Award “**The Bloody Axe**”. They likewise avoid any possible combat with the Commandant and he asks them to head out and keep up a strong rearguard while he evacuates all of the Qashari and the troops. Similarly, remind the party that the presence of witnesses makes it a strongly advisable course of action to stick to non-lethal damage if any violence does break out.

Negotiations with the Commandant.

The commandant is insane, and lives in an unreal world.

To continue negotiations with him the following conditions must be met. He has decided that he will try to purge the nation of all ‘unnatural’ influences, starting with language. Anyone who speaks to him without rhyming will be met with a hostile correction the first time, and will be arrested as ‘traitors’ the second. Individuals who have at least 5 ranks of Perform (Oratory) can use their skill to increase that grace to three non rhyming utterances. All others must adhere at the game table. Should the PCs fail to adhere to his conditions he attacks immediately without warning.

The Commandant’s aims: Get the characters out of the camp (he suspects them of being traitors, spies or even worse, but does not want them to know that)

- Stop the attack by the forces of Iuz up ahead (this is entirely imagined but it can work in well with the ogres);
- Ensure that his reinforcements have a comfortable place to stay when they arrive (he is expecting upwards of 500 troops to reinforce him);
- Eradicate the use of orange in all aspects of daily life – it is a secret sign for Iuz;

As insane as he is, the Commandant has a very active appreciation for his own survival instinct. At the slightest indication that something might be going on (such as spellcasting of any type or a weapon drawn) he takes offense and attacks.

The officers and troops under his command do not intervene at any time, but stand a silent witness. Note that it is very difficult, if not impossible, to tell the difference between the Commandant and his doppelganger twin. As a result, any actions taken directly against the Commandant are subject to the full extent of the law in Ket (or at least it should appear that way – the

military makes an exception for the mentally unbalanced and defines them as monsters). Actions taken against the doppelganger are likewise prosecuted as if it were the Commandant, unless the characters can attest, in a *zone of truth* that they knew the difference. If this is the case they still get charged with attacking a foreigner, for the doppelganger is a citizen of Greyhawk and therefore has protection under the law and all that implies.

It requires a Knowledge (local – VTF) or Profession (lawyer) check [DC 20], with a +5 circumstance modifier for anyone claiming Ket as a home region, to identify this fact about military law. Bardic knowledge, specifically, does not apply.

In order to complete negotiations with the Commandant, the party must be willing to go out and stop the incursion of the ogres first (see **Encounter Six**). If they do that, he is willing to listen to the requests/demands of the party as long as they continue to rhyme.

Indeed, if they come back having successfully defeated the ogres, he considers them to be direct messengers from the military of Ket, no matter what they say they are, and obeys. In this manner, PCs can make the Commandant do whatever it is that they find to be best in this situation. In this case his insanity works for the PCs.

Through all of this it should be very clear that the Commandant is entirely insane. He (well, they) may make demands based on the stated goals, and then retract them a moment later. His demeanor changes every few seconds, as the many voices in his head change his train of thought.

Laws in the Camp

Now that they are out in the Mountains, the entire mining camp crew is operating under military law – while they were at the mine, they were nominally under military law but the Threshers and the mine site itself were under civilian rule. In practice, there is very little conflict between the two sets of laws. The only difference is that under complete military law the word of the Commandant may not be gainsaid by anyone, even the Threshers, and this has stifled, if not entirely eliminated, obvious dissent against his now-insane commands.

Military Law in Ket

The military has laws which mirror those of the general laws of Ket very closely. They do, however, make a series of exceptions for anything that fall under their jurisdiction that are different from the typical laws (and can sometimes be a cause of much aggravation with

Jurats and Threshers). In particular, people deemed to be enemies of Ket are considered “monsters” for the purposes of the application of the law. This means, in essence, that a citizen of Ket could be considered a “monster” if he or she is operating as an enemy of Ket. Anyone who is a member of the military and is acting to the detriment of the military is likewise considered a “monster”, whether or not a citizen. Again, though, this only applies in circumstances where military law applies. Outside of strict military installations, these locales are few and far between and regular law applies throughout the remainder of the land. Although the military would like to claim otherwise, the mere presence of a member of the military does not make a particular crime “military” in nature and so subject to their laws.

Unlike the regular law, however, military law is even stricter in sentencing. There are no options for a reduction of the sentence available to the regular citizenry for a good presentation of reasoning and legal considerations. If a crime is committed and a person(s) found guilty, the sentence is that mandated by law with no reductions. Influence points spent in military cases must be deemed by the DM to be sufficient to exonerate the individual(s) or they are not redeemed – as there are no half-measures.

The Commandant's Nickname

Commandant Dar has the nickname of “The Bloody Axe”. It goes back to his adventuring days – each and every one of his companions wanted him to use a Dwarven Axe or Great Axe. His insistence on the warhammer as the weapon of Moradin never did seem to hold much weight – until the day he picked up an axe after too much badgering and nearly cleaved through a companion during the next combat (see the Elusive Target feat described in Appendix Two). That ended his brief abortive association with the weapon type but the nickname stuck. It is a Bardic Knowledge check [DC 30] or Knowledge (nobility and royalty) [DC 35] to know this fact.

NOTE: The encounter is at a +1 to the EL for the use of non-lethal combat making it harder for the PCs.

All APLs

☛ **Captain Ishtaqua:** Ftr6; Human (Baklunish); hp 60; See Appendix One

APL 2 (EL 5)

☛ **Commandant Dar:** Ftr3/War1/Clr1 (Moradin); Dwarf; hp 52; See Appendix One

APL 4 (EL 7)

☛ **Commandant Dar:** Ftr5/War1/Clr1 (Moradin); Dwarf; hp 72; See Appendix One.

APL 6 (EL 9)

☛ **Commandant Dar:** Ftr6/War1/Clr1 (Moradin); Dwarf; hp 82; See Appendix One.

☛ **Dar II:** Ftr2/War1; Doppelganger; hp 64; See Appendix One.

APL 8 (EL 11)

☛ **Commandant Dar:** Ftr6/War1/BatSmth2*/Clr1 (Moradin); Dwarf; hp 102; See Appendix One.

☛ **Dar II:** Ftr4/War1; Doppelganger; hp 84; See Appendix One.

APL 10 (EL 13)

☛ **Commandant Dar:** Ftr6/War1/BatSmth4*/Clr1 (Moradin); Dwarf; hp 122; See Appendix One.

☛ **Dar II:** Ftr6/War1; Doppelganger; hp 104; See Appendix One.

APL 12 (EL 15)

☛ **Commandant Dar:** Ftr7/War1/BatSmth5*/Clr1 (Moradin); Dwarf; hp 142; See Appendix One.

☛ **Dar II:** Ftr8/War1; Doppelganger; hp 124; See Appendix One.

Tactics: The Commandant is a smart opponent, although insane, and a veteran. In a fight he goes for the weakest opponents first, attempting to remove them from combat. Until he has done at least 30 points of non-lethal damage to each opponent, he does not switch to anything else. Unlike most (sane) Ket citizens, he is more than willing to swing with lethal force, however, reasoning (if it can be called such in his insane mind) that any who attack him are attacking Ket, and therefore monsters. On the other hand, some part of him stills knows it is against the law, thus his limits as noted above.

At APL 2-8, the Commandant is not fully in control of his faculties (well, this is true at all APLs but particularly so at the lower APLs). As a result, he rolls on the *confusion* table every second round to determine his action (attacking nearest, attacking caster or acting normally all mean he can do as he sees fit). Every other round he is entirely lucid (this just means he fights lucidly...).

If the Commandant is successful in taking out the entire party, he does nothing further to them. They awake in

due course, drugged by Asudan (make the Fortitude saves, both primary and secondary). See **NOTE** for more.

Treasure

APL 2: L: 61 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character).

APL 4: L: 59 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character), *+1 extreme steel shield* (98 gp per character).

APL 6: L: 120 gp; C: 25 gp; M: *+1 heavy plate x 2* (262 gp per character x 2), *+1 extreme steel shield* (98 gp per character), *+1 ring of protection* (166 gp per character).

APL 8: L: 120 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character), *+2 heavy plate* (512 gp per character), *+1 extreme steel shield* (98 gp per character), *+2 extreme steel shield* (348 gp per character), *+1 ring of protection* (166 gp per character), *+1 cloak of resistance x 2* (83 gp per character x 2), *gauntlets of ogre power* (333 gp per character).

APL 10: L: 19 gp; C: 25 gp; M: *+1 warhammer x 2* (192 gp per character x 2), *+1 heavy plate* (262 gp per character), *+3 heavy plate* (929 gp per character), *+1 extreme steel shield* (98 gp per character), *+2 extreme steel shield* (348 gp per character), *+1 ring of protection* (166 gp per character), *+2 cloak of resistance x 2* (333 gp per character x 2), *gauntlets of ogre power* (333 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 12: L: 19 gp; C: 25 gp; M: *+1 warhammer* (192 gp per character), *+2 warhammer* (692 gp per character), *+2 heavy plate* (512 gp per character), *+4 heavy plate* (1512 gp per character), *+1 extreme steel shield* (98 gp per character), *+3 extreme steel shield* (764 gp per character), *+1 ring of protection* (166 gp per character), *+2 cloak of resistance x 2* (333 gp per character x 2), *gauntlets of ogre power x 2* (333 gp per character x 2), *+2 periapt of wisdom* (333 gp per character).

NOTE

If the party agrees to deal with the ogres for the Commandant, proceed to **Encounter Six**.

If the party defeats Commandant Dar and/or he orders an immediate evacuation of the camp, proceed directly to **Encounter Seven**. Largt, the Ogre in **Encounter Six** sees the Qashari getting ready to evacuate and therefore no longer feel the need to pressure the humans.

If Commandant Dar is cured of his insanity, he asks the PCs to do him (and Ket) a favor and guard the rear of the column as he readies the Qashari and troops for evacuation. In this case, proceed to **Encounter Six**.

If the party does not make a quick decision, they are informed of incoming hostile humanoids, possibly

giants. They should then move to **Encounter Six** but they are to start the combat in the Commandant's tent.

Troops are spread out on all sides guarding the Qashari and thus cannot aid the PCs directly. They are engaged in their own fight.

If the party is defeated by the Commandant, they are all drugged by Asudan (the results are not automatic, make the saving throws – but all equipment is confiscated and escape in the short time available is unlikely) and they are put to work on the wall. The attack by the ogres comes soon and is fought off as a descriptive narration, but with heavy losses to the Ketite side and the Qashari workers. Proceed to the **Conclusion** where Emir Zulir relieves the Commandant of his command and rescues the characters.

Note: It is important to note that if the heroes fight the Commandant, they have no way of knowing about Largt. Since the heroes have defeated the commandant and the Qashari are being moved out, Largt does not feel he needs to engage the party and **Encounter 6** does not happen.

Encounter Six: Incoming!

There is only one condition under which the heroes will fight Largt. The commandant will request the heroes' aid against him. Commander Dar believes Largt is a threat to his security wall.

Meanwhile, Largt is observing the group to evaluate if he should initiate an attack on behalf of his people. So, if the PCs persuade Commander Dar to evacuate the Qashari, Largt will not feel it necessary to attack. **This encounter will only happen if the PCs did not fight Commander Dar.**

This encounter is the combat encounter between the PCs and the ogres. Since there are many ways in which this encounter can unfold read or paraphrase the following to remain consistent with these choices. There is no map provided given the variability of the conflict, but details are included as needed.

The terrain in front of the new fortifications is cleared, as if at some point the area was victim to a landslide which moved aside all trees and other scenery. In the distance, maybe 100 feet away, just over a slight rise, there is movement as a small boulder pitches forward, landing some thirty feet in front of you with a dull thud on the ground.

TIMING NOTE: This Encounter takes place within minutes of Encounter Five.

The movement and rock throwing is obvious to all as it is Lagrt, the leader of the ogre tribe, moving around visibly and trying to draw the attention of the PCs. Once the rock has been thrown he makes no attempt to hide. If, however, the PCs had approached the Qashari camp seeking the Commandant in secret (and specifically made efforts to conceal themselves) then Lagrt does not know they are there. In this case, the box text needs to be modified.

Lagrt is here because he realizes that time is running out on him and his tribe. The construction of the military defenses in the valley below is proceeding much faster than he anticipated and he cannot expect much more in the way of help. The humans are keeping cover effectively and have a lot of archers (over 40 as far as he can tell). He does not have any overwhelming desire to advance at this stage but may be forced into pre-emptive action soon. If the characters advance, he views them as a bargaining chip and attacks immediately.

As a result, Lagrt wants to talk first, but plans to back up his words with actions. He sets out his goals to the PCs in blunt, rapid sentences and watches their reactions. Delaying tactics just make him mad and he is ready to attack at a moment's notice – he also has determined that hostages may get him the results he needs as much as words.

If at any time Lagrt sees anything suspicious, including spellcasting or other activity that might turn out to be dangerous, he takes the offensive and combat begins.

It is a Diplomacy check [DC 30+APL – he really does not think he has much to fear or obtain from weaker parties, but stronger ones need more influencing...] to get Lagrt to agree to talk at any length. All that this check means is that the PCs have the chance to hear him present his goals. If they do not pass this check, he deems them to be meaningless wastes of time and useful only as hostages – ex. He attacks them. If, however, the check is successful, then the party should be made aware of his goals and given a chance to see if they can be met.

Lagrt's goals: Lagrt wants to be allowed free passage through this section of the Yatils. He actually wants to approach the government of Ket for a mercenary position for his tribe (something they will actually consider – his muscle is what they need right now).

Solution: It is likely not within the authority of any of the characters to make a deal such as Lagrt wants, but they can use Influence points (possibly from within their meta-organizations) to ensure it takes place (and they

should be so advised). It will take six Influence points from Ket authorities to make the deal a viable option – if that is expended there is no combat here. A PC may expend more than one influence point to reach the collective goal of six for the party.

Note: Only the expenditure of this Influence can avoid the combat, and then only after the Diplomacy check. The expenditure of influence points can come from any number of participants.

APL 2 (EL 5)

👤**Lagrt:** Skullcrusher Ogre; hp 60; See Appendix One.

APL 4 (EL 7)

👤**Lagrt:** Ftr2; Skullcrusher Ogre; hp 88; See Appendix One.

APL 6 (EL 9)

👤**Lagrt:** Ftr4; Skullcrusher Ogre; hp 106; See Appendix One.

APL 8 (EL 11)

👤**Lagrt:** Ftr4; Skullcrusher Ogre; hp 106; See Appendix One.

👤**Tribal Warriors (2):** Ftr2; Skullcrusher Ogre; hp 88 each; See Appendix One.

APL 10 (EL 13)

👤**Lagrt:** Ftr6; Skullcrusher Ogre; hp 138; See Appendix One.

👤**Tribal Warriors (2):** Ftr4; Skullcrusher Ogre; hp 106 each; See Appendix One.

APL 12 (EL 15)

👤**Lagrt:** Ftr8; Skullcrusher Ogre; hp 176; See Appendix One.

👤**Tribal Warriors (2):** Ftr6; Skullcrusher Ogre; hp 138 each; See Appendix One.

Tactics:

Combat starts differently for each APL. Please refer to the correct APL for Lagrt's starting tactics.

Once combat has begun Lagrt approaches the party using a double move until he is within range of grabbing a PC for a hostage. He prefers to move without throwing rocks unless faced with a flying opponent. He will also therefore initially use non lethal attacks so as to keep everyone alive.

Since Lagrt wishes to hire his services to Ket, he has done is research and attacks what he can see as non-citizens

first. This means he attacks elves and animals first. He shows a great deal of respect towards horses and will only attack them if they attack him.

Generally Larget will hammer a PC down and then threaten to *coup-de-grace* the character if the others do not back off. If he is severely threatened, Larget freely surrenders, preferring to somehow get free some other day. He is a brutal but honorable opponent, even if he considers dirty tricks a fair part of honor in combat.

When Larget has tribal warriors with him, he uses them to come out on flanks and to threaten spellcasters with an approach by armored ogres. Whenever possible they leave the leader to engage the toughest of the opposition, thinking that with a leader-type taken out the enemy will be easier to cow to their will.

Terrain

The battle will typically take place over a field of rocks. The rock field is considered uneven footing and so while movement is done as per normal, charges and such are not possible. A successful Balance check [DC 15] provides those who step onto jutting rocks the equivalent of higher ground. The opponent must be adjacent to and engaged in melee combat with the PC. The plethora of rocks available on the field allows characters of Large or smaller size to easily find cover.

Tactics - APL 2 and 4

Larget starts at 180 feet from the closest PC before he announces his presence with a thrown rock. This rock is not intended to hit anyone. This is the start of the surprise round. PCs that make their Spot check (DC 27) can act in the surprise round.

This total includes distance and + 12 circumstance modifier due to cover and the extensive scouting. He previously spent time looking for the ideal rock strewn area for ideal cover. This +12 does not apply to PCs with blindsight or blindsense.

Since Larget is looking for prisoners to exchange he uses non lethal damage exclusively in his attack. This limits his attacking ability with the usual -4 penalty for non-lethal damage. The thrown rocks, however, cannot do non-lethal damage.

Tactics - APL 6 and 8

Larget starts 120 feet from the closest PC before he announces his presence with a thrown rock. This rock is not intended to hit anyone. This is the start of the surprise round. PCs that make their Spot check (DC 24) can act in the surprise round.

This total includes distance and + 12 circumstance modifier due to cover and the extensive scouting. He previously spent time looking for the ideal rock strewn area for ideal cover. This +12 does not apply to PCs with blindsight or blindsense.

Since Larget is looking for prisoners to exchange he uses non lethal damage interspersed in his regular attacks. This is because he does not wish to suffer the usual -4 penalty for non-lethal damage on every attack, yet wishes to keep his opponents alive. The thrown rocks, however, cannot do non-lethal damage.

Tactics - APL 10 and 12

Larget starts 30 feet from the closest PC before he announces his presence with a thrown rock. This rock is not intended to hit anyone. This is the start of the surprise round. In cases where he has accompanying warriors, they are spread out some 30 feet to either side of him, in a rough line. PCs that make their Spot check (DC 21) can act in the surprise round.

This total includes distance and + 12 circumstance modifier due to cover and the extensive scouting. He previously spent time looking for the ideal rock strewn area for ideal cover. This +12 does not apply to PCs with blindsight or blindsense.

Treasure

NOTE: (Larget provides the PCs with 100 gp per APL if they negotiate successfully with him, as recognition of their strength and honor, rather than the following)

APL 2: L: 116 gp; C: 10 gp; M: 0 gp.

APL 4: L: 267 gp; C: 10 gp; M: 0 gp.

APL 6: L: 38 gp; C: 10 gp; M: +1 *spiked large full plate* (350 gp per character), +1 *large spiked steel shield* (102 gp per character), +1 *cloak of resistance* (83 gp per character).

APL 8: L: 270 gp; C: 30 gp; M: +1 *spiked large full plate* (350 gp per character), +1 *large spiked steel shield* (102 gp per character), +1 *cloak of resistance* (83 gp per character).

APL 10: L: 572 gp; C: 30 gp; M: +1 *spiked large full plate* (350 gp per character), +1 *large spiked steel shield* (102 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *ring of protection* (166 gp per character), +1 *amulet of natural armor* (166 gp per character).

APL 12: L: 89 gp; C: 30 gp; M: +1 *spiked large full plate x 2* (350 gp per character x 2), +1 *large spiked steel shield x 2* (102 gp per character x 2), +1 *cloak of resistance x 3* (83 gp per character x 3), +1 *ring of protection* (166 gp per

character), *+1 amulet of natural armor* (166 gp per character), *+2 spiked full plate* (602 gp per character), *+2 spiked heavy steel shield* (354 gp per character), *+1 large morningstar* (192 gp per character).

Encounter Seven: Qashari Obligations

This encounter takes place on the night immediately following after **Encounters Five** or **Six** (ex. that evening). At night the encampment is attacked. The following Encounter presumes that the characters are in the area at the time – if the PCs have left, for whatever reason (which includes *teleporting* back to a city, using a *windwalk* to return somewhere else fast or so on), this Encounter is avoided entirely but the raid still takes place without the PCs. For the purposes of the conclusion/critical events the results of the raid are considered to be an automatic success for the organization that launched it.

In this Encounter either the Knights of the Bramblewood or the Black Daggers intervene, to either rescue or return the Qashari to the authorities of Ket. Deciding which organization attacks depends on the motivations that encouraged the PCs to embark on this quest in the introduction.

If the PCs went on behalf of Oppar (On Behalf of Ket), the Knights of the Bramblewood attack. The Knights want to see the Qashari freed, since the PCs are working to return them to the Ket authorities.

If the PCs went with Sarifa and Jex (Good to be done) it is the Black Daggers who attack. The black daggers want to see the Qashari returned to the Ket authorities, since the PCs are working to free them.

If there were no clear motivations that encouraged the PCs, as a group, to engage in the adventure, it is the Knights of the Bramblewood who attack.

Knights of the Bramblewood

The Knights of the Bramblewood are an organization dedicated to the freedom of all, especially those downtrodden by the laws of Ket. They are an organization based in the Bramblewood. They are predominantly chaotic and, indeed, are probably one of the only organizations in Ket that not only welcomes those of chaotic alignment but also encourages that alignment. The Knights are not particularly liked by the

government of Ket but they generally do not worry much about them as the power base for this organization is weak and based in the forest. Beys near the Bramblewood have far more antipathy toward them and react very poorly if faced with any.

The Black Daggers

The Black Daggers are also primarily based in the Bramblewood forest but they have far different goals and motivations than the Knights. Black Daggers consider themselves first and foremost an extension of the government of Ket, dedicated to expanding the influence of the region by any means possible. However, they are not sanctioned or supported by the government.

If the government knows about them, one could say they are tolerated to the extent that they are deemed to be loyalists to Ket. That being said, the government of Ket has always reacted poorly to the activities of the Black Daggers, because the organization acts solely to promote Ket, with no regard for the law.

This encounter is considered a microcosm of an overall attack on the camp itself. A direct conflict with the PCs is a good indicator of how the entire camp would fare, and thus the success / failure of the PCs can be applied to the entirety of the camp.

Negotiations

It is not possible to negotiate with the attacking forces unless there is a reasonable break in the action – the characters have to choose to miss their actions in combat (not just ready) to make negotiations possible. In such cases, the attackers are willing to pull back and call off the assault, providing they are given the Qashari (as their motivations entail). Negotiations, brilliant diplomacy or other concepts do not fly under these circumstances – the attackers have a specific goal and only allowing them to complete it can mean the negotiations are a success. If they are not a success, the attack begins again.

This is not to say that negotiations would never work with these organizations, but only that in this case the specific nature of the attack and the goal of the organization is making it an all or nothing deal.

Setting and Circumstances of the attack

This is a good time to use all the information garnered when the characters first made camp in this module, in **Encounter One**. Since the retreat of the Qashari forces the entire group to stay in undefended areas over at least one night, it is important to know their guard routines and the type of armor they sleep in, along with how they are set up in camp. Any other pertinent details for a

night time attack can be used to assist in the attack. The attacking party observes the group as best they can for several hours before engaging in an attack, and are thus ready to counter whatever visible defenses might have been put in place.

APL 2 (EL 3)

☛ **Infiltrators (2):** War1; Humanoid (Baklunish); hp 8 each; see Appendix One.

☛ **Smooth Talker:** Brd2/War1: halfling; hp 21; see Appendix One.

APL 4 (EL 5)

☛ **Infiltrators (2):** War1/Rgr2; Humanoid (Baklunish); hp 20 each; see Appendix One.

☛ **Smooth Talker:** Brd4/War1: halfling; hp 33; see Appendix One.

APL 6 (EL 7)

☛ **Infiltrators (2):** War1/Rgr2/Ftr1; Humanoid (Baklunish); hp 27 each; see Appendix One.

☛ **Smooth Talker:** Brd4/War1/Rgr1: halfling; hp 40; see Appendix One.

APL 8 (EL 9)

☛ **Infiltrators (2):** War1/Rgr2/Ftr2/Bbn1; Humanoid (Baklunish); hp 42 each; see Appendix One.

☛ **Smooth Talker:** Brd4/War1/Rgr2/Ftr1: halfling; hp 55; see Appendix One.

APL 10 (EL 11)

☛ **Infiltrators (2):** War1/Rgr2/Ftr4/Bbn1; Humanoid (Baklunish); hp 64 each; see Appendix One.

☛ **Smooth Talker:** Brd4/War1/Rgr3/Ftr2: halfling; hp 70; see Appendix One.

APL 12 (EL 13)

☛ **Infiltrators (2):** War1/Rgr2/Ftr6/Bbn1; Humanoid (Baklunish); hp 80 each; see Appendix One.

☛ **Smooth Talker:** Brd4/War1/Rgr3/Ftr4: halfling; hp 86; see Appendix One.

Tactics: The encounter is designed to be run at night – the timing during the night is at the discretion of the DM. At some 200 feet out the bard uses his *inspirational boost* spell to increase the power of his songs. If he has the *harmonize* spell available, he then casts that. This changes his songs from standard actions to move-equivalents. The attacking party approaches in the darkness, moving slowly and cautiously up to 70 feet away from the PCs. This takes one minute. At this

distance, they drink potions of low-light vision which last for three minutes and prepare for the assault.

Two of them stay close together (one of whom is the Smooth Talker) while the third moves some 60 feet to the right. After a predetermined three rounds, the bard casts a *light* spell under the cover of a thick cloth onto an arrow. When he is ready, he sings a low song (inspire courage, +2/+2) and the archer beside him then takes it and fires it into the ground near the PCs, to illuminate the area.

This latter tactic is not needed if the PCs have lit up their own guard area for some reason. As soon as the arrow is shot in the general direction of the PCs in order to illuminate them, the Smooth talker and his companion begin to take five foot steps each turn during the combat to keep themselves separated. They are smart enough to spread out to guard against area effect spells as much as possible.

It requires a Spot check [DC 7] to note an approximate 15 foot area where the light spell was cast on the arrow. This check is available only to those who could have actually spotted it, i.e. those who were awake at the time. A Spot check [DC 27] identifies the exact square from which the arrow was fired. Only one roll is made.

Likewise, a Listen check [DC 17] for those who are awake at the time allows the PC to hear the bard start his song during the attack. Sleeping PCs have a -20 penalty on this roll. Anyone who makes either Spot check or the Listen check may act in the surprise round – otherwise they are caught unaware.

Missile fire is the primary choice of attack and the infiltrators and bard aim for their favored enemies if at all possible. They also target anything that is an obvious threat to find them in the darkness, including all animals and animal companions. Familiars are left alone, for the most part, unless they are actively involved in finding the attackers.

Objectives: The objectives of the attacking party are simple. Disable the party. Do not kill them. These groups realize that the law is harsh and they are not interested in being subjected to the full extent of Ket law. Once the PCs are disabled they move in to the main camp for their objective with the Qashari i.e. to free them or bring them to the authorities.

Because there is no surprise round and it is easy to spot the there is no EL modifier for this combat as a result of the night time or the good plans. If, however, this is proving to be far too difficult for the party to survive the DM should start the attackers moving around in the darkness while only taking single attacks (this will lessen

the number of attacks), as well as using a philosophy for the attackers that their mission is all well and good, but survival is best (ex. They retreat after taking 50% or more hp in wounds).

Treasure

APL 2: L: 163 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character).

APL 4: L: 301 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 vest of resistance* (83 gp per character), *boots of elvenkind* (208 gp per character).

APL 6: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 chain shirt x 3* (96 gp per character x 3), *+1 vest of resistance* (83 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+1 str) longbow* (208 gp per character).

APL 8: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 chain shirt x 3* (96 gp per character x 3), *+1 vest of resistance* (83 gp per character), *+1 ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+5 str) longbow x 2* (241 gp per character x 2) *+1 frost composite (+1 str) longbow* (708 gp per character).

APL 10: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 mithral chain shirt x 3* (175 gp per character x 3), *+1 vest of resistance* (83 gp per character), *+1 cloak of resistance x 2* (83 gp per character x 2), *+1 ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+5 str) longbow x 2* (241 gp per character x 2) *+1 frost composite (+1 str) longbow* (708 gp per character), *+2 gloves of dexterity x 3* (333 gp per character x 3).

APL 12 L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 mithral chain shirt x 3* (175 gp per character x 3), *+2 vest of resistance* (333 gp per character), *+1 cloak of resistance x 2* (83 gp per character x 2), *+1 ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+6 str) longbow x 2* (250 gp per character x 2) *+1 frost composite (+2 str) longbow* (720 gp per character), *+2 gloves of dexterity x 3* (333 gp per character x 3), *pale blue rhomboid ioun stone x 3* (666 gp per character x 3).

Proceed to the **Conclusion**.

Conclusion

The PCs can succeed at their mission in three ways:

- The PCs were sent to free the Qashari and they do.
- The PCs were sent to return the Qashari to the Ket officials (Oppar) and they did.
- The PCs had a change of heart, and whichever moral decision they made they successfully enacted through.

The PCs can fail at their mission in three ways:

- The PCs were sent to free the Qashari, but instead they were brought to Oppar, against the will of the PCs.
- The PCs were sent to return the Qashari to the Ket officials (Oppar) but instead they were freed, against the moral will of the PCs.
- The PCs had a change of heart, and whichever moral decision they made they failed to ensure.

If the PCs embarked on this mission purely for self gain, i.e. they followed the money chasing of Dri, it is assumed that the Knights of the Bramblewood attacked the camp and freed the Qashari. Please conclude with the 'failure' box text.

Success

The Yatil Mountains and all that they contain are now in the past, at least for a few weeks. The Qashari have been dealt with as is correct and, although there are those who would object, it is moral conviction that carried the day.

If there are any declared members of military meta-organizations from Ket or Perrenland, their upkeep is paid for in this module. If they were a **Success**, they also gain the AR Award "**Notice**"

At this juncture, the AR Award "**The Bloody Axe**" is provided to the characters (if not already awarded) if they are considered a Success and have the Commandant alive.

If the commandant is dead then Emir also automatically confiscates all items from the Commandant and the doppelganger. Coin equal to its value is provided as compensation to the PCs. The only exception is for the

helm of obedience, as this is the possession of the government of Ket and is confiscated without compensation

If the Commandant is alive he insists on keeping his possessions and those of the Doppelganger as they both belong to him. However, he makes his equipment available to the adventurers for purchase to help pay for his *heal* spell. This is on the condition that they have not gone out of their way to be spiteful or resentful toward him (he was, after all, insane). Otherwise, it is not possible to gain access to his equipment.

Failure

The Yatil Mountains and all that they contain are now in the past, at least for a few weeks. The disaster with the Qashari has been dealt with, at least in some fashion and, although there are those who would object, that is something for others to concern themselves with.

If the PCs have failed there is no award given at this juncture. However, if the AR Award “The Bloody Axe” was previously given it is not retracted

For all

It comes to your ears that Emir Zulir has been sent to enforce the orders of the Graf in the area. His arrival is, of course, late and he deals with the aftermath of what transpired.

If the commandant was killed and his body not returned, it is Emir Zulir who returns the body.

Emir Zulir is a Bey of some prominence in **KET4-04 Water the Meadows** Commander Dar has set aside money for a *raise dead* and presumably he is to be healed afterward. The Emir has with him a contingent of Kaman and Archons with him and is prepared to remove the Commandant by force if needed. He is quite pleased that the characters have solved the problem for him (or displeased if they have not).

If the Commandant was killed then he cannot provide #2 Access on the AR Award “**The Bloody Axe**” as he has to fund his *raise dead* spell somehow.

Oppar, or Sarifa and Jex, call in a few favors to help the PCs in their daily lives. The AR Award “**In Times of Need**” may be awarded to the PCs who worked for either.

Those who helped Dri get only their cash.

The **Thanks of the Imp** AR Award is granted to anyone who dealt with the Qashari Knights of the Watch in good faith and did not denigrate or otherwise treat them poorly. It is also important to note this does not depend

on the above Success or Failure but rather the attitude towards these individuals. This award should be assigned by the DM based on overall performance of individual characters, not a single interaction.

After Everything – Gift of the Gnomes

At the conclusion of the adventure, after the PCs have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the PC, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”

If the PC accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I have others to seek out. Soon, our paths shall cross again,

brave one.” He turns from you, and walks down the street, disappearing in the crowd.

If the PC does not accept the gemstone:

A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?”

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. “Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

PCs with Knowledge (geography) can make a skill check (DC 20) to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can’t sit and chat any longer with the PC. If pressed for more information, he simply says that all will be revealed in due time.

If a PC accepts the gift, they receive the Gnome Vale gemstone listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a PC already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

The End

Experience Point Summary

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

Encounter Two

Defeat the gnoll rangers or use Diplomacy to bypass them

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Five

Defeat or appease the Commandant

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six

Defeat or appease Lagrt and the Skullcrusher Ogres

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Seven

Defeat the organization trying to prevent or ensure the return of the Qashari and the troops

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Story Award

Fulfilled the objective of the character as provided in the Introduction (either doing this for cash, for the government of Ket to return the Qashari, or for Sarifa and Jex to free the Qashari)

APL 2	15 xp
APL 4	30 xp
APL 6	30 xp
APL 8	30 xp
APL 10	45 xp
APL 12	60 xp

Story Award

Arranged for help for the Commandant so that he can recover from his mental illness (not provided if he is killed)

APL 2	15 xp
APL 4	30 xp
APL 6	30 xp
APL 8	30 xp
APL 10	45 xp
APL 12	60 xp

Discretionary role-playing award

APL 2	60 xp
APL 4	75 xp
APL 6	120 xp
APL 8	165 xp
APL 10	180 xp
APL 12	195 xp

Total possible experience

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,375 xp
APL 12	1,525 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.

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

Encounter Two

APL 2: Loot: 123 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 246 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 425 gp; Coin: 0 gp; Magic: +1 *chain shirt* x 4 (96 gp per character x 4).

APL 8: Loot: 425 gp; Coin: 0 gp; Magic: +1 *chain shirt* x 4 (96 gp per character x 4), +1 *ring of protection* x 4 (166 gp per character x 4).

APL 10: Loot: 491 gp; Coin: 0 gp; Magic: *+1 mithral chain shirt x 4* (175 gp per character x 4), *+1 ring of protection x 4* (166 gp per character x 4), *gauntlets of ogre power x 4* (333 gp per character x 4).

APL 12: Loot: 271 gp; Coin: 0 gp; Magic: *+1 mithral chain shirt x 4* (175 gp per character x 4), *+1 ring of protection x 4* (166 gp per character x 4), *gauntlets of ogre power x 4* (333 gp per character x 4), *+1 battle axe x 8* (193 gp per character x 8).

Encounter Five

APL 2: L: 61 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character).

APL 4: L: 59 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character), *+1 extreme steel shield* (98 gp per character).

APL 6: L: 120 gp; C: 25 gp; M: *+1 heavy plate x 2* (262 gp per character x 2), *+1 extreme steel shield* (98 gp per character), *+1 ring of protection* (166 gp per character).

APL 8: L: 120 gp; C: 25 gp; M: *+1 heavy plate* (262 gp per character), *+2 heavy plate* (512 gp per character), *+1 extreme steel shield* (98 gp per character), *+2 extreme steel shield* (348 gp per character), *+1 ring of protection* (166 gp per character), *+1 cloak of resistance x 2* (83 gp per character x 2), *gauntlets of ogre power* (333 gp per character).

APL 10: L: 19 gp; C: 25 gp; M: *+1 warhammer x 2* (192 gp per character x 2), *+1 heavy plate* (262 gp per character), *+3 heavy plate* (929 gp per character), *+1 extreme steel shield* (98 gp per character), *+2 extreme steel shield* (348 gp per character), *+1 ring of protection* (166 gp per character), *+2 cloak of resistance x 2* (333 gp per character x 2), *gauntlets of ogre power* (333 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 12: L: 19 gp; C: 25 gp; M: *+1 warhammer* (192 gp per character), *+2 warhammer* (692 gp per character), *+2 heavy plate* (512 gp per character), *+4 heavy plate* (1512 gp per character), *+1 extreme steel shield* (98 gp per character), *+3 extreme steel shield* (764 gp per character), *+1 ring of protection* (166 gp per character), *+2 cloak of resistance x 2* (333 gp per character x 2), *gauntlets of ogre power x 2* (333 gp per character x 2), *+2 periapt of wisdom* (333 gp per character).

Encounter Six

APL 2: L: 116 gp; C: 10 gp; M: 0 gp.

APL 4: L: 267 gp; C: 10 gp; M: 0 gp.

APL 6: L: 38 gp; C: 10 gp; M: *+1 spiked large full plate* (350 gp per character), *+1 large spiked steel shield* (102 gp

per character), *+1 cloak of resistance* (83 gp per character).

APL 8: L: 270 gp; C: 30 gp; M: *+1 spiked large full plate* (350 gp per character), *+1 large spiked steel shield* (102 gp per character), *+1 cloak of resistance* (83 gp per character).

APL 10: L: 572 gp; C: 30 gp; M: *+1 spiked large full plate* (350 gp per character), *+1 large spiked steel shield* (102 gp per character), *+1 cloak of resistance* (83 gp per character), *+1 ring of protection* (166 gp per character), *+1 amulet of natural armor* (166 gp per character).

APL 12: L: 89 gp; C: 30 gp; M: *+1 spiked large full plate x 2* (350 gp per character x 2), *+1 large spiked steel shield x 2* (102 gp per character x 2), *+1 cloak of resistance x 3* (83 gp per character x 3), *+1 ring of protection* (166 gp per character), *+1 amulet of natural armor* (166 gp per character), *+2 spiked full plate* (602 gp per character), *+2 spiked heavy steel shield* (354 gp per character), *+1 large morningstar* (192 gp per character).

Encounter Seven

APL 2: L: 163 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character).

APL 4: L: 301 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 vest of resistance* (83 gp per character), *boots of elvenkind* (208 gp per character).

APL 6: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 chain shirt x 3* (96 gp per character x 3), *+1 vest of resistance* (83 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+1 str) longbow* (208 gp per character).

APL 8: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 chain shirt x 3* (96 gp per character x 3), *+1 vest of resistance* (83 gp per character), *+1 ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+5 str) longbow x 2* (241 gp per character x 2) *+1 frost composite (+1 str) longbow* (708 gp per character).

APL 10: L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), *+1 mithral chain shirt x 3* (175 gp per character x 3), *+1 vest of resistance* (83 gp per character), *+1 cloak of resistance x 2* (83 gp per character x 2), *+1 ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), *+1 composite (+5 str) longbow x 2* (241 gp per character x 2) *+1 frost composite (+1 str)*

longbow (708 gp per character), +2 *gloves of dexterity* x 3 (333 gp per character x 3).

APL 12 L: 260 gp; C: 10 gp; M: *cloak of elvenkind* (208 gp per character), *wand of cure light wounds* (63 gp per character), +1 *mithral chain shirt* x 3 (175 gp per character x 3), +2 *vest of resistance* (333 gp per character), +1 *cloak of resistance* x 2 (83 gp per character x 2), +1 *ring of protection* (166 gp per character), *boots of elvenkind* (208 gp per character), +1 *composite (+6 str) longbow* x 2 (250 gp per character x 2) +1 *frost composite (+2 str) longbow* (720 gp per character), +2 *gloves of dexterity* x 3 (333 gp per character x 3), *pale blue rhomboid ioun stone* x 3 (666 gp per character x 3).

Total Possible Treasure

(Note that the maximum listed here should not be possible under normal circumstances as not all battles will be fought)

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Appendix One: NPCs

All APLs

Introduction

Dri: Ftr8; CR 8; female human (Rhennee); medium humanoid (5' 11" tall); HD 8d10+24; hp 94; Init +2; Spd 30 ft; AC 22, Touch 12, Flatfooted 20 (+6 for +2 mithral chain shirt, +4 for +2 steel shield, +2 dexterity); Base Atk +8; Grp +13; Atk +15 melee (1d10+8, +1 cold iron bastard sword) or +10 ranged (1d8, light crossbow); Full Atk +15/+10 melee (1d10+8, +1 cold iron bastard sword) or +10 ranged (1d8, light crossbow); AL N; SV Fort +10, Ref +5, Will +2. Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Climb +15, Intimidate +10, Jump +15, Ride +13; Combat Expertise, Combat Reflexes, Exotic Weapon (bastard sword), Greater Weapon Focus (bastard sword), Hold the Line*, Improved Trip, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 cold iron bastard sword, +2 gauntlets of ogre power, +1 vest of resistance, +2 amulet of health, +2 mithral chain shirt, +2 steel shield, masterwork kukri, daggers (2), kukris (6), masterwork alchemical silver bastard sword, masterwork bastard sword, light crossbow, 20 cold iron bolts, 5 silver bolts, backpack, waterskin, flint & steel.

Note: that all weapons and armor, save daggers/kukris, are not on the character inside the city limits of Molvar – these are confiscated and held for the person at the entrance to the city in which they arrive.

* See Appendix Two: New Rules Items

Oppar ibn Opp: Exp7; CR 6; male human (Baklunish-Oeridian mix); medium humanoid (5' 3" tall); HD 7d6; hp 30; Init +1; Spd 30 ft; AC 11, Touch 11, Flatfooted 10 (+1 Dex); Base Atk +5; Grp +5; Atk +5 melee (1d4, dagger) or +6 ranged (1d4, dagger); Full Atk +5 melee (1d4, dagger) or +6 ranged (1d4, dagger); AL LN; SV Fort +2, Ref +3, Will +8. Str 10, Dex 12, Con 10, Int 12, Wis 2, Cha 8.

Skills and Feats: Bluff +9, Diplomacy +17, Forgery +11, Gather Information +13, Knowledge (local – VTF) +6, Knowledge (royalty and nobility) +6, Profession (bureaucrat) +11, Search +13, Sense Motive +16;

Investigator, Iron Will, Negotiator, Skill Focus: Sense Motive.

Possessions: daggers (4), silver holy symbol of Al'Akbar (Cup & Talisman).

Note: that all weapons and armor, save daggers, are not on the character inside the city limits of Molvar – these are confiscated and held for the person at the entrance to the city in which they arrive.

Klir ibn Doral: Rogr3/Ftr1; CR 4; male human (Baklunish); medium humanoid (5' 9" tall); HD 3d6+3+1d10+1; hp 26; Init +3; Spd 30 ft; AC 19, Touch 14, Flatfooted 16 (+5 for +1 chain shirt, +1 ring of protection, +3 dexterity); Base Atk +3; Grp +3; Atk +6 melee (1d6+1, +1 short sword) or +6 ranged (1d6, composite longbow); Full Atk +6 melee (1d6+1, +1 short sword) or +6 ranged (1d6, composite longbow); SA: Sneak Attack +2d6; SQ evasion, trap sense +1; AL NG; SV Fort +4, Ref +6, Will +3. Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +7, Gather Information +8, Intimidate +8, Knowledge (local – VTF) +8, Ride +10, Search +3, Sense Motive +9; Combat Reflexes, Dodge, Elusive Target*, Mobility, Weapon Finesse.

Possessions: +1 short sword, +1 ring of protection, +1 chain shirt, kukri (6), composite short bow, 20 cold iron arrows, backpack, waterskin, flint & steel.

Note: that all weapons and armor, save daggers/kukris, are not on the character inside the city limits of Molvar – these are confiscated and held for the person at the entrance to the city in which they arrive.

* See Appendix Two: New Rules Items

Encounter Four

Imperious Imp Sanrious: Ftr4; CR 4; male human (Baklunish); medium humanoid (5' 8" tall); HD 4d10+12+4; hp 44; Init +5; Spd 30 ft; AC 11, Touch 11, Flatfooted 10 (+1 dexterity); Base Atk +4; Grp +7; Atk +7 melee (1d6+3, club); Full Atk +7 melee (1d6+3, club); AL LG; SV Fort +7, Ref +2, Will +2. Str 16, Dex 12, Con 16, Int 12, Wis 8, Cha 10.

Skills and Feats: Gather Information +4, Handle Animal +7, Intimidate +7, Ride +10; Cleave, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Languages: Baklunish, Common.

Possessions: club (2), Qashari clothing

* See Appendix Two: New Rules Items

Knights of the Watch (3): Ftr4; CR 4; male human (Baklunish); medium humanoid (5' 8" tall); HD 4d10; hp 28; Init +7; Spd 30 ft; AC 13, Touch 13, Flatfooted 10 (+3 dexterity); Base Atk +4; Grp +7; Atk +7 melee (1d6+3, club); Full Atk +7 melee (1d6+3, club); AL LG; SV Fort +4, Ref +4, Will +2. Str 16, Dex 16, Con 10, Int 12, Wis 8, Cha 12.

Skills and Feats: Gather Information +5, Handle Animal +8, Intimidate +8, Ride +12; Cleave, Improved Initiative, Improved Toughness*, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Languages: Baklunish, Common.

Possessions: club (2), Qashari clothing

* See Appendix Two: New Rules Items

Encounter Four

Captain Ishtaqua: Ftr6; CR 6; male human (Baklunish); medium humanoid (5' 7" tall); HD 6d10+20; hp 60; Init +2; Spd 30 ft; AC 21, Touch 12, Flatfooted 19 (+6 for +2 chain shirt, +3 for +1 steel shield, +2 dexterity); Base Atk +6; Grp +8; Atk +10 melee (1d6+5, +1 cold iron scimitar) or +8 ranged (1d8, light crossbow); Full Atk +10/+5 melee (1d6+5, +1 cold iron scimitar) or +8 ranged (1d8, light crossbow); AL LN; SV Fort +8, Ref +3, Will +3. Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +9, Intimidate +10, Profession (soldier) +9, Ride +11; Close-Quarters Fighting*, Combat Reflexes, Dodge, Elusive Target*, Hold the Line*, Mobility, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 cold iron scimitar, +1 vest of resistance, +2 chain shirt, +1 steel shield, masterwork kukri, daggers (2), kukris (6), masterwork alchemical silver scimitar, masterwork scimitar, light crossbow, 20 cold iron bolts, 5 silver bolts, backpack, waterskin, flint & steel.

* See Appendix Two: New Rules Items

APL 2

Encounter Four

Gnoll Ranger: Rgr1; CR 2; Medium Humanoid (7' 2"); HD 3d8+6; 18 hp; Init +2; Move 30 ft; AC 19, touch 12, Flat-footed 17 (+2 dexterity, +1 natural, +2 heavy wooden shield, +4 chain shirt); Base Atk +2; Grp +6; Atk +6 melee (1d8+4, battleaxe) or +5 ranged (1d6+2, composite (+2 str) shortbow); Full Atk +6 melee (1d8+4, battleaxe) or +5 ranged (1d6+2, composite (+2 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +7, Reflex +4, Will +1; Str 19, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Cleave, Power Attack, Tracking, Language - Gnoll

Possessions: Masterwork composite (+2 str) shortbow, 40 arrows, battleaxe, cold iron battleaxe, dagger (2), chain shirt, heavy wooden shield, grappling hook, 50' hemp rope, backpack, bedroll.

Encounter Five

Commandant Dar: Ftr3/War1/Clr1 (Moradin); CR 4; Medium Humanoid (Dwarf); HD 3d10+12+2d8+8; hp 52; Init +0; Spd 20 ft; AC 23, touch 10, flat-footed 23 (+10 for +1 heavy plate, +3 extreme steel shield); Base Atk +4; Grp: +7; Atk +9 melee (1d8+3, dwarvencraft warhammer); Full Atk +9 melee (1d8+3, dwarvencraft warhammer); SQ Darkvision 60 ft., dwarven traits, clerical domains not applicable (needs *atonement*); AL CE (insane); SV Fort +11, Ref +1, Will +5; Str 16, Dex 10, Con 18, Int 10, Wis 14, Cha 6.

Skills and Feats: Craft (armorsmith) +8, Craft (weaponsmith) +8; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Weapon Focus (warhammer).

Spells – none, needs *atonement*.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +1 heavy plate, extreme steel shield.

*See Appendix Two: New Rules Items

Encounter Six

Lagrt: Skullcrusher Ogre; Large Giant; CR 5; HD 8d8+24; 60 hp; Init +0; Move 30 ft.; AC 20, touch 9, flat-footed 20 (+7 spiked half-plate, +2 natural armor, -1 size, +2 spiked heavy shield); Base Atk +6; Grp +21; Atk +12 melee (2d6+7, cold iron morningstar) or +12 melee

(1d8+3, shield spike) or +6 ranged (2d6+7, rock); Full Atk +8/+3 melee (2d6+7, cold iron morningstar) and +8 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; Fort +9 Ref +2 Will +2; Str 25 Dex 11 Con 17 Int 10 Wis 10 Cha 9.

Skills and Feats: Craft (weaponsmith) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 for secret doors); Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting, Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: Spiked half-plate, Spiked heavy steel shield, large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

Encounter Seven

Infiltrators (2): War1; Humanoid (Baklunish); CR 1/2; HD 1d8; 8 hp; Init +1; Move 30 ft.; AC 17, touch 11, flat-footed 16 (+4 chain shirt, +1 dexterity, +2 heavy wooden shield); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, masterwork scimitar) or +3 ranged (1d8, composite longbow); Full Atk +3 melee (1d6+1, masterwork scimitar) or +2 ranged (1d8, composite longbow); AL CG; Fort +2 Ref +1 Will +0; Str 12 Dex 12 Con 11 Int 9 Wis 10 Cha 8.

Skills and Feats: Hide -1, Move Silently -1; Point Blank Shot, Weapon Focus (composite longbow). Language: Common.

Possessions: chain shirt, masterwork scimitar, cold iron scimitar, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Smooth Talker: Brd2/War1: halfling; CR 2; HD 2d6+4+1d8+2; 21 hp; Init +3; Move 20 ft.; AC 18, touch 14, flat-footed 15 (+4 for chain shirt, +3 dex, +1 size); Base Atk +2; Grp -1; Atk +4 melee (1d10+1, masterwork greatsword) or +6 ranged (1d6+1, composite (+1 str) longbow); Full Atk +4 melee (1d10+1, masterwork greatsword) or +6 ranged or +4/+4 ranged (1d6+1, composite (+1 str) longbow); SQ

bardic knowledge, bardic songs; AL CG; Fort +5 Ref +7 Will +4; Str 12 Dex 16 Con 14 Int 12 Wis 10 Cha 14.

Skills and Feats: Bluff +6, Concentration +8, Hide +14, Knowledge (history) +6, Knowledge (local – VTF) +6, Move Silently +7, Perform (song) +8; Lingered Song*, Point Blank Shot, Rapid Shot. Languages: Common, Baklunish, Halfling.

Spells Known (3/1; DC = 11 + Spell Level): 0 – [daze, detect magic, ghost sound, mage hand, prestidigitation]; 1st – [harmonize*, inspirational boost*].

Possessions: cloak of elvenkind, wand of cure light wounds, chain shirt, masterwork greatsword, greatsword, daggers (2), composite (+1 str) longbow, 40 arrows, bedroll, flint & steel, backpack.

* See Appendix Two: New Rules Items

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APL 4

Encounter Two

Gnoll Ranger: Rgr1; CR 2; Medium Humanoid (7' 2"); HD 3d8+6; 18 hp; Init +2; Move 30 ft; AC 19, touch 12, Flat-footed 17 (+2 dexterity, +1 natural, +2 heavy wooden shield, +4 chain shirt); Base Atk +2; Grp +6; Atk +6 melee (1d8+4, battleaxe) or +5 ranged (1d6+2, composite (+2 str) shortbow); Full Atk +6 melee (1d8+4, battleaxe) or +5 ranged (1d6+2, composite (+2 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +7, Reflex +4, Will +1; Str 19, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Cleave, Power Attack, Tracking. Language - Gnoll

Possessions: Masterwork composite (+2 str) shortbow, 40 arrows, battleaxe, cold iron battleaxe, dagger (2), chain shirt, heavy wooden shield, grappling hook, 50' hemp rope, backpack, bedroll.

Encounter Five

Commandant Dar: Ftr5/War1/Clr1 (Moradin); CR 6; Medium Humanoid (Dwarf); HD 5d10+20+2d8+8; hp 72; Init +0; Spd 20 ft; AC 25, touch 10, flat-footed 25 (+11 for +1 *heavy plate*, +4 for +1 *extreme steel shield*); Base Atk +6; Grp: +9; Atk +11 melee (1d8+5, dwarvencraft warhammer); Full Atk +11/+6 melee (1d8+5, dwarvencraft warhammer); SQ Darkvision 60 ft., dwarven traits, clerical domains not applicable (needs *atonement*); AL CE (insane); SV Fort +12, Ref +1, Will +5; Str 16, Dex 10, Con 18, Int 10, Wis 14, Cha 6.

Skills and Feats: Craft (armorsmith) +10, Craft (weaponsmith) +10; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Heavy Armor Optimization*, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Spells – none, needs *atonement*.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +1 *heavy plate*, +1 *extreme steel shield*, *potion of cure moderate wounds* (3).

*See Appendix Two: New Rules

Encounter Six

Lagrt: Ftr2; Skullcrusher Ogre; Large Giant; CR 7; HD 8d8+32+2d10+8; 88 hp; Init +1; Move 30 ft.; AC 22, touch 10, flat-footed 21 (+8 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +2 spiked heavy shield); Base Atk +8; Grp +25; Atk +17 melee (2d6+9, masterwork morningstar) or +16 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Full Atk +15/+10 melee (2d6+9, masterwork morningstar) and +14 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Space/Reach 10ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; Fort +13 Ref +3 Will +2; Str 29 Dex 13 Con 19 Int 14 Wis 10 Cha 7.

Skills and Feats: Craft (weaponsmith) +7, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +9, Search +0 (+2 for secret doors); Combat Expertise, Combat Reflexes, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: Spiked full plate, Spiked heavy steel shield, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Encounter Seven

Infiltrators (2): War1/Rgr2; Humanoid (Baklunish); CR 2; HD 3d8+3; 20 hp; Init +3; Move 30 ft.; AC 17, touch 13, flat-footed 14 (+4 masterwork chain shirt, +3 dexterity); Base Atk +3; Grp +6; Atk +7 melee (1d6+3, masterwork scimitar) or +8 ranged (1d8+3, masterwork composite (+3 str) longbow); Full Atk +7 melee (1d6+3, masterwork scimitar) or +8 or +6/+6 ranged (1d8+3, masterwork composite (+3 str) longbow); SQ combat style (archery), favored enemy (human), wild empathy; AL CG; Fort +6 Ref +6 Will +1; Str 16 Dex 16 Con 13 Int 9 Wis 12 Cha 6.

Skills and Feats: Hide +8, Move Silently +8, Survival +5; Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (composite longbow). Language: Common.

Possessions: masterwork chain shirt, masterwork scimitar, cold iron scimitar, kukri (2), masterwork composite (+3 str) longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Smooth Talker: Brd4/War1; halfling; CR 4; HD 4d6+8+1d8+2; 33 hp; Init +3; Move 20 ft.; AC 18, touch 14, flat-footed 15 (+4 for chain shirt, +3 dex, +1 size); Base Atk +4; Grp +1; Atk +6 melee (1d10+1, masterwork greatsword) or +8 ranged (1d6+1, composite (+1 str) longbow); Full Atk +6 melee (1d10+1, masterwork greatsword) or +8 or +6/+6 ranged (1d6+1, composite (+1 str) longbow); Space/Reach; 5 ft./ 5 ft.; SA n/a; SQ bardic lore, bardic songs; AL: CG; Fort +7 Ref +9 Will +6; Str 12 Dex 17 Con 14 Int 12 Wis 10 Cha 14.

Skills and Feats: Bluff +8, Concentration +10, Hide +16, Knowledge (history) +8, Knowledge (local – VTF) +8, Move Silently +14, Perform (song) +10; Lingering Song*, Point Blank Shot, Rapid Shot. Languages: Common, Baklunish, Halfling.

Spells Known (3/3/1; DC = 12 + Spell Level): 0 – *daze, detect magic, ghost sound, light, mage hand, prestidigitation*; 1st – *cure light wounds, inspirational boost**, *sleep*; - 2nd *harmonize**.

Possessions: *boots of elvenkind*, +1 *vest of resistance*, *cloak of elvenkind*, *wand of cure light wounds*, masterwork chain shirt, masterwork greatsword, greatsword, daggers (2), composite (+1 str) longbow, 40 arrows, bedroll, flint & steel, backpack.

* See Appendix Two: New Rules Items

APL 6

Encounter Two

Gnoll Ranger: Rgr2/Ftr1; CR 4; Medium Humanoid (7' 2"); HD 4d8+8+1d10+2; 33 hp; Init +2; Move 30 ft; AC 18, touch 12, Flat-footed 16 (+2 dexterity, +1 natural, +5 for +1 chain shirt); Base Atk +4; Grp +8; Atk +10 melee (1d8+4, masterwork battleaxe) or +7 ranged (1d6+2, composite (+2 str) shortbow); Full Atk +10 melee or +8/+8 melee (1d8+4, masterwork battleaxe) or +7 ranged (1d6+2, composite (+2 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +10, Reflex +5, Will +1; Str 19, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +3, Listen +7, Spot +8; Cleave, Oversized Two-Weapon Fighting*, Power Attack, Tracking, Two-Weapon Fighting. Language - Gnoll

Possessions: Masterwork composite (+2 str) shortbow, 40 arrows, masterwork battleaxe (2), cold iron battleaxe (2), dagger (2), +1 *chain shirt*, grappling hook, 50' hemp rope, backpack, bedroll.

* See Appendix Two: New Rules Items

Encounter Five

Commandant Dar: Ftr6/War1/Clr1 (Moradin); CR 7; Medium Humanoid (Dwarf); HD 6d10+24+2d8+8; hp 82; Init +0; Spd 20 ft; AC 26, touch 11, flat-footed 26 (+11 for +1 *heavy plate*, +4 for +1 *extreme steel shield*, +1 *ring of protection*); Base Atk +7; Grp: +10; Atk +12 melee (1d8+5, dwarvencraft warhammer); Full Atk +12/+7 melee (1d8+5, dwarvencraft warhammer); SQ Darkvision 60 ft., dwarven traits, clerical domains not applicable (needs *atonement*); AL CE (insane); SV Fort +13, Ref +2, Will +6; Str 17, Dex 10, Con 18, Int 10, Wis 14, Cha 6.

Skills and Feats: Craft (armorsmith) +11, Craft (weaponsmith) +11; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Spells – none, needs *atonement*.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +1 *heavy plate*, +1 *ring of protection*, +1 *extreme steel shield*.

*See Appendix Two: New Rules Items

Dar II: Ftr2/War1; CR 5; Medium Monstrous Humanoid (Shapechanger); HD 5d8+20+ 2d10+8; hp 64; Init +0; Spd 20 ft; AC 28, touch 10, flat-footed 28 (+11 for +1 *heavy plate*, +4 natural armor, +3 for extreme steel shield); Base Atk +7; Grp: +11; Atk +13 melee (1d8+4, dwarvencraft warhammer); Full Atk +13/+8 melee (1d8+4, dwarvencraft warhammer); SQ darkvision 60', detect thoughts, change shape, immune to *sleep* and charm effects; AL N; SV Fort +10, Ref +4, Will +7; Str 19, Dex 10, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Disguise +4, Intimidate +10, Sense Motive +10, Spot +13; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Heavy Armor Optimization*, Weapon Focus (warhammer). Languages: Common, Dwarven.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +1 *heavy plate*, extreme steel shield, *helm of obedience*.*

*See Appendix Two: New Rules Items

Encounter Six

Lagrt: Ftr4; Skullcrusher Ogre; Large Giant; CR 9; HD 8d8+32+4d10+16; 106 hp; Init +1; Move 30 ft.; AC 24, touch 10, flat-footed 23 (+9 for +1 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +3 for +1 *spiked heavy shield*); Base Atk +10; Grp +28; Atk +20 melee (2d6+10, masterwork morningstar) or +19 melee (1d8+5, shield spike) or +11 ranged (2d6+10, rock); Full Atk +18/+13 melee (2d6+10, masterwork morningstar) and +17 melee (1d8+5, shield spike) or +11 ranged (2d6+9, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; Fort +15, Ref +5, Will +4; Str 30 Dex 13 Con 19 Int 14 Wis 10 Cha 7.

Skills and Feats: Craft (weaponsmith) +9, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +11, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting*, Combat Reflexes, Improved Combat Expertise*, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1

racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: +1 Spiked full plate, +1 spiked heavy steel shield, +1 cloak of resistance, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Encounter Seven

Infiltrators (2): War1/Rgr2/Ftr1; Humanoid (Baklunish); CR 3; HD 3d8+3+1d10+1; 27 hp; Init +3; Move 30 ft.; AC 18, touch 13, flat-footed 15 (+5 for +1 chain shirt, +3 dexterity); Base Atk +4; Grp +7; Atk +8 melee (1d6+3, masterwork scimitar) or +9 ranged (1d8+3, masterwork composite (+3 str) longbow); Full Atk +8 melee (1d6+3, masterwork scimitar) or +9 or +7/+7 ranged (1d8+3, masterwork composite (+3 str) longbow); SQ combat style (archery), favored enemy (human), wild empathy; AL CG; Fort +8 Ref +6 Will +1; Str 16 Dex 17 Con 13 Int 9 Wis 12 Cha 6.

Skills and Feats: Hide +8, Move Silently +9, Survival +5; Improved Favored Enemy*, Point Blank Shot, Precise Shot, Rapid Shot (R2), Tracking (R1), Weapon Focus (composite longbow). Language: Common.

Possessions: +1 chain shirt, masterwork scimitar, cold iron scimitar, kukri (2), masterwork composite (+3 str) longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Smooth Talker: Brd4/War1/Rgr1; halfling; CR 5; HD 4d6+8+2d8+4; 40 hp; Init +3; Move 20 ft.; AC 19, touch 14, flat-footed 16 (+5 for +1 chain shirt, +3 dex, +1 size); Base Atk +5; Grp +2; Atk +8 melee (1d10+1, masterwork greatsword) or +9 ranged (1d6+2, +1 composite (+1 str) longbow); Full Atk +8 melee (1d10+1, masterwork greatsword) or +9 or +7/+7 ranged (1d6+2, +1 composite (+1 str) longbow); SQ bardic lore, bardic songs, wild empathy, favored enemy (half-orcs); AL CG; Fort +9 Ref +11 Will +6; Str 12 Dex 17 Con 14 Int 12 Wis 10 Cha 14.

Skills and Feats: Bluff +8, Concentration +10, Hide +16, Knowledge (history) +8, Knowledge (local – VTF) +8, Move Silently +14, Perform (song) +10, Survival +7; Lingering Song*, Point Blank Shot, Precise Shot, Rapid Shot, Tracking. Languages: Common, Baklunish, Halfling.

Spells Known (3/3/1; DC = 12 + Spell Level): 0 – daze, detect magic, ghost sound, light, mage hand, prestidigitation; 1st – cure light wounds, inspirational boost*, sleep; 2nd – harmonize*.

Possessions: boots of elvenkind, +1 vest of resistance, cloak of elvenkind, wand of cure light wounds, +1 chain shirt, masterwork greatsword, greatsword, daggers (2), +1 composite (+1 str) longbow, 40 arrows, bedroll, flint & steel, backpack.

* See Appendix Two: New Rules Items

APL 8

Encounter Two

Gnoll Ranger: Rgr2/Ftr3; CR 6; Medium Humanoid (7' 2"); HD 4d8+8+3d10+6; 49 hp; Init +2; Move 30 ft; AC 19, touch 13, Flat-footed 17 (+2 Dex, +1 natural, +1 ring of protection, +5 for +1 chain shirt); Base Atk +6; Grp +10; Atk +13 melee (1d8+4, masterwork battleaxe) or +9 ranged (1d6+2, composite (+2 str) shortbow); Full Atk +13/+8 melee or +11/+6 and +11 melee (1d8+4, masterwork battleaxe) or +9/+4 ranged (1d6+2, composite (+2 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +11, Reflex +6, Will +2; Str 19, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +5, Listen +7, Spot +8; Cleave, Dodge, Oversized Two-Weapon Fighting*, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (battleaxe). Language - Gnoll

Possessions: Masterwork composite (+2 str) shortbow, 40 arrows, masterwork battleaxe (2), cold iron battleaxe (2), dagger (2), +1 *ring of protection*, +1 *chain shirt*, grappling hook, 50' hemp rope, backpack, bedroll.

* See Appendix Two: New Rules Items

Encounter Five

Commandant Dar: Ftr6/War1/BatSmth2*/Clr1 (Moradin); CR 9; Medium Humanoid (Dwarf); HD 8d10+32+2d8+8; hp 102; Init +0; Spd 20 ft; AC 30, touch 11, flat-footed 30 (+1 sacred, +13 for +2 *heavy plate*, +5 for +2 *extreme steel shield*, +1 *ring of protection*); Base Atk +9; Grp: +13; Atk +15 melee (1d8+8, dwarvencraft warhammer); Full Atk +15/+10 melee (1d8+8, dwarvencraft warhammer); SQ Darkvision 60 ft., dwarven traits, clerical domains not applicable (needs *atonement*), one with the hammer, secrets of the forge, flesh of my flesh +1; AL CE (insane); SV Fort +15, Ref +2, Will +6; Str 19 Dex 10, Con 18, Int 10, Wis 14, Cha 6.

Skills and Feats: Craft (armorsmith) +13, Craft (weaponsmith) +13; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Spells – none, needs *atonement*.

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be rated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +2 *heavy plate*, +1 *cloak of resistance*, +1 *ring of protection*, +2 *extreme steel shield*, +2 *gauntlets of ogre power*.

*See Appendix Two: New Rules Items

Dar II: Ftr4/War1; CR 7; Medium Monstrous Humanoid (Shapechanger); HD 5d8+20+ 4d10+16; hp 84; Init +0; Spd 20 ft; AC 30, touch 10, flat-footed 30 (+12 for +1 *heavy plate*, +4 natural armor, +4 for +1 *extreme steel shield*); Base Atk +9; Grp: +14; Atk +16 melee (1d8+5, dwarvencraft warhammer); Full Atk +16/+11 melee (1d8+5, dwarvencraft warhammer); SQ darkvision 60', detect thoughts, change shape, immune to *sleep* and charm effects; AL N; SV Fort +12, Ref +6, Will +9; Str 20, Dex 10, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Disguise +4, Intimidate +10, Sense Motive +12, Spot +15; Combat Expertise, Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization, Heavy Armor Optimization*, Weapon Focus (warhammer). Languages: Common, Dwarven.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, dwarvencraft warhammer, cold iron warhammer, +1 heavy plate, +1 cloak of resistance, +1 extreme steel shield, helm of obedience*.

*See Appendix Two: New Rules Items

Encounter Six

Lagrt: Ftr4; Skullcrusher Ogre; Large Giant; CR 9; HD 8d8+32+4d10+16; 106 hp; Init +1; Move 30 ft.; AC 24, touch 10, flat-footed 23 (+9 for +1 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +3 for +1 spiked heavy shield); Base Atk +10; Grp +28; Atk +20 melee (2d6+10, masterwork morningstar) or +19 melee (1d8+5, shield spike) or +11 ranged (2d6+10, rock); Full Atk +18/+13 melee (2d6+10, masterwork morningstar) and +17 melee (1d8+5, shield spike) or +11 ranged (2d6+9, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; Fort +15 Ref +5 Will +4; Str 30 Dex 13 Con 19 Int 14 Wis 10 Cha 7.

Skills and Feats: Craft (weaponsmith) +9, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +11, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting*, Combat Reflexes, Improved Combat Expertise*, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: +1 Spiked full plate, +1 spiked heavy steel shield, +1 cloak of resistance, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Tribal Warriors: Skullcrusher Ogre; Large Giant; CR 5; HD 8d8+24; 60 hp; Init +0; Move 30 ft.; AC 20, touch 9, flat-footed 20 (+7 spiked half-plate, +2 natural armor, -1 size, +2 spiked heavy shield); Base Atk +6; Grp +21; Atk +12 melee (2d6+7, morningstar) or +12 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Full Atk +8/+3 melee (2d6+7, morningstar) and +8 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; Fort +9 Ref +2 Will +2; Str 25 Dex 11 Con 17 Int 10 Wis 10 Cha 9.

Skills and Feats: Craft (weaponsmith) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 for secret doors); Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: Spiked half-plate, Spiked heavy steel shield, large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

Encounter Seven

Infiltrators (2): War1/Rgr2/Ftr2/Bbn1; Humanoid (Baklunish); CR 5; HD 3d8+6+2d10+4+1d12+2; 48 hp; Init +3; Move 30 ft.; AC 18, touch 13, flat-footed 15 (+5 for +1 chain shirt, +3 dexterity); Base Atk +6; Grp +9; Atk +10 melee (1d6+3, masterwork scimitar) or +11 (+9 when not raging) ranged (1d8+6 (+4 if not raging), +1 composite (+5 str) longbow); Full Atk +10/+5 melee (1d6+3, masterwork scimitar) or +11 (+9 when not raging) or +9/+9/+4 (+7/+7/+2 if not raging) ranged (1d8+6 (+4 if not raging), +1 composite (+5 str) longbow); SQ combat style (archery), favored enemy (human), wild empathy, rage 1/day, fast movement; AL: CG; Fort +11 Ref +6 Will +1; Str 16 Dex 17 Con 14 Int 9 Wis 12 Cha 6.

Skills and Feats: Hide +8, Move Silently +10, Survival +9; Extended Rage*, Improved Favored Enemy*, Point Blank Shot, Precise Shot, Quickdraw, Rapid Shot (R2), Tracking (R1), Weapon Focus (composite longbow). Language: Common.

Possessions: +1 chain shirt, masterwork scimitar, cold iron scimitar, kukri (2), +1 composite (+5 str)

longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Smooth Talker: Brd4/War1/Rgr2/Ftr1; halfling; CR 7; HD 4d6+8+3d8+6+1d10+2; 55 hp; Init +4; Move 20 ft.; AC 21, touch 16, flat-footed 17 (+5 for *+1 chain shirt*, *+1 ring of protection*, +4 Dex, +1 size); Base Atk +7; Grp +4; Atk +10 melee (1d10+1, masterwork greatsword) or +13 ranged (1d6+2, *+1 frost composite (+1 str) longbow*); Full Atk +10/+5 melee (1d10+1, masterwork greatsword) or +13/+8 or +11/+11/+6 ranged (1d6+2, *+1 frost composite (+1 str) longbow*); SQ bardic lore, bardic songs, wild empathy, favored enemy (half-orcs); AL CG; Fort +12, Ref +13, Will +6; Str 12 Dex 18 Con 14 Int 12 Wis 10 Cha 14.

Skills and Feats: Bluff +8, Concentration +10, Hide +18, Knowledge (history) +8, Knowledge (local – VTF) +8, Move Silently +16, Perform (song) +10, Survival +10; Linger Song*, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (composite longbow). Languages: Common, Baklunish, Halfling.

Spells Known (3/3/1; DC = 12 + Spell Level): 0 – *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*; 1st – *cure light wounds*, *inspirational boost**, *sleep*; 2nd – *harmonize**.

Possessions: *boots of elvenkind*, *+1 vest of resistance*, *cloak of elvenkind*, *wand of cure light wounds*, *+1 chain shirt*, *+1 ring of protection*, masterwork greatsword, greatsword, daggers (2), *+1 frost composite (+1 str) longbow*, 40 arrows, bedroll, flint & steel, backpack

* See Appendix Two: New Rules Items

APL 10

Encounter Two

Gnoll Ranger: Rgr3/Ftr4; CR 8; Medium Humanoid (7' 2"); HD 5d8+10+4d10+8; 64 hp; Init +2; Move 30 ft; AC 19, touch 13, Flat-footed 17 (+2 dexterity, +1 natural, +1 ring of protection +5 for +1 mithral chain shirt); Base Atk +8; Grp +14; Atk +17 melee (1d8+8, masterwork battleaxe) or +11 ranged (1d6+4, composite (+4 str) shortbow); Full Atk +17/+12 melee or +15/+10 and +15 melee (1d8+8, masterwork battleaxe) or +11/+6 ranged (1d6+4, composite (+4 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +12, Reflex +5, Will +3; Str 22, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +10, Listen +8, Spot +10; Cleave, Dodge, Endurance, Mobility, Oversized Two-Weapon Fighting*, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). Language - Gnoll

Possessions: Masterwork composite (+4 str) shortbow, 40 arrows, +2 *gauntlets of ogre power*, masterwork battleaxe (2), cold iron battleaxe (2), dagger (2), +1 *ring of protection*, +1 *mithral chain shirt*, grappling hook, 50' hemp rope, backpack, bedroll.

* See Appendix Two: New Rules Items

Encounter Five

Commandant Dar: Ftr6/War1/BatSmth4*/Clr1 (Moradin); CR 11; Medium Humanoid (Dwarf); HD 10d10+40+2d8+8; hp 122; Init +0; Spd 20 ft; AC 32, touch 11, flat-footed 32 (+2 sacred, +14 for +3 *heavy plate*, +5 for +2 *extreme steel shield*, +1 *ring of protection*); Base Atk +11 Grp: +16; Atk +18 melee (1d8+11, +1 *warhammer*); Full Atk +18/+13/+8 melee (1d8+11, +1 *warhammer*); SQ Darkvision 60 ft, dwarven traits, clerical domains not applicable (needs *atonement*), one with the hammer, secrets of the forge, flesh of my flesh +2, forged in fire; AL CE (insane); SV Fort +17, Ref +4, Will +9; Str 20 Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Craft (armorsmith) +15, Craft (weaponsmith) +15; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Spells – none, needs *atonement*.

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be rated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes injured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +1 *warhammer*, cold iron warhammer, +3 *heavy plate*, +2 *cloak of resistance*, +1 *ring of protection*, +2 *extreme steel shield*, +2 *gauntlets of ogre power*, +2 *periapt of wisdom*.

*See Appendix Two: New Rules Items

Dar II: Ftr6/War1; CR 9; Medium Monstrous Humanoid (Shapechanger); HD 5d8+20+6d10+24; hp 104; Init +0; Spd 20 ft; AC 30, touch 10, flat-footed 30 (+12 for +1 *heavy plate*, +4 natural armor, +4 for +1

extreme steel shield); Base Atk +11; Grp: +16; Atk +18 melee (1d8+6, +1 warhammer); Full Atk +18/+13/+8 melee (1d8+6, +1 warhammer); SQ darkvision 60', detect thoughts, change shape, immune to *sleep* and charm effects; AL N; SV Fort +14, Ref +8, Will +11; Str 20, Dex 10, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Disguise +4, Intimidate +10, Sense Motive +14, Spot +17; Combat Expertise, Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Improved Trip, Weapon Focus (warhammer). Languages: Common, Dwarven.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +1 warhammer, cold iron warhammer, +1 heavy plate, +2 cloak of resistance, +1 extreme steel shield, helm of obedience*.

*See Appendix Two: New Rules Items

Encounter Six

Lagrt: Ftr6; Skullcrusher Ogre; Large Giant; CR 11; HD 8d8+32+6d10+24+14; 138 hp; Init +1; Move 30 ft.; AC 26, touch 11, flat-footed 25 (+9 for +1 spiked full plate, +1 ring of protection, +1 amulet of natural armor, +1 Dex, -1 size, +2 natural armor, +3 for +1 spiked heavy shield); Base Atk +12; Grp +30; Atk +22 melee (2d6+10, masterwork morningstar) or +21 melee (1d8+5, shield spike) or +13 ranged (2d6+10, rock); Full Atk +20/+15/+10 melee (2d6+10, masterwork morningstar) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; Fort +16, Ref +6, Will +5; Str 30, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting*, Combat Reflexes, Improved Combat Expertise*, Improved Grapple, Improved Shield Bash, Improved Toughness*, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: +1 Spiked full plate, +1 spiked heavy steel shield, +1 cloak of resistance, +1 ring of protection, +1 amulet of natural armor, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Tribal Warriors: Ftr2; Skullcrusher Ogre; Large Giant; CR 7; HD 8d8+32+2d10+8; 88 hp; Init +1; Move 30 ft.; AC 22, touch 10, flat-footed 21 (+8 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +2 spiked heavy shield); Base Atk +8; Grp +25; Atk +17 melee (2d6+9, masterwork morningstar) or +16 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Full Atk +15/+10 melee (2d6+9, masterwork morningstar) and +14 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; Fort +13, Ref +3, Will +2; Str 29, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +7, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +9, Search +0 (+2 for secret doors); Combat Expertise, Combat Reflexes, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: Spiked full plate, Spiked heavy steel shield, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Encounter Seven

Infiltrators (2): War1/Rgr2/Ftr4/Bbn1; Humanoid (Baklunish); CR 7; HD 3d8+6+4d10+8+1d12+2; 64 hp; Init +5; Move 30 ft.; AC 20, touch 15, flat-footed 15 (+5 for +1 mithral chain shirt, +5 dexterity); Base Atk +8; Grp +11; Atk +12 melee (1d6+3, masterwork scimitar) or +15 (+13 when not raging) ranged (1d8+8 (+6 if not raging), +1 composite (+5 str) longbow); Full Atk +12 melee (1d6+3, masterwork scimitar) or +15 (+13 when

not raging) or +13/+13/+8 (+11/+11/+6 if not raging) ranged (1d8+8 (+6 if not raging), *+1 composite (+5 str) longbow*); SQ combat style (archery), favored enemy (human), wild empathy, rage 1/day, fast movement; AL CG; Fort +13, Ref +10, Will +3; Str 16, Dex 20, Con 14, Int 9, Wis 12, Cha 6.

Skills and Feats: Hide +8, Move Silently +10, Survival +11; Extended Rage*, Improved Favored Enemy*, Point Blank Shot, Precise Shot, Quickdraw, Rapid Shot (R2), Tracking (R1), Weapon Focus (composite longbow), Weapon Specialization (composite longbow). Language: Common.

Possessions: *+1 mithral chain shirt*, *+2 gloves of dexterity*, *+1 cloak of resistance*, masterwork scimitar, cold iron scimitar, kukri (2), *+1 composite (+5 str) longbow*, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Smooth Talker: Brd4/War1/Rgr3/Ftr2: halfling; CR 9; HD 4d6+8+4d8+8+2d10+4; 70 hp; Init +5; Move 20 ft.; AC 22, touch 17, flat-footed 17 (+5 for *+1 mithral chain shirt*, *+1 ring of protection*, +5 dex, +1 size); Base Atk +9; Grp +6; Atk +12 melee (1d10+1, masterwork greatsword) or +17 ranged (1d6+2, *+1 frost composite (+1 str) longbow*); Full Atk +12/+7 melee (1d10+1, masterwork greatsword) or +17/+12 or +15/+15/+10 ranged (1d6+2, *+1 frost composite (+1 str) longbow*); SQ bardic lore, bardic songs, wild empathy, favored enemy (half-orcs); AL CG; Fort +13, Ref +14, Will +7; Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Concentration +10, Hide +21, Knowledge (history) +8, Knowledge (local – VTF) +8, Move Silently +19, Perform (song) +10, Survival +13; Die-Hard, Endurance, Lingering Song*, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (composite longbow). Languages: Common, Baklunish, Halfling.

Spells Known (3/3/1; DC = 12 + Spell Level): 0 – *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*; 1st – *cure light wounds*, *inspirational boost**, *sleep*; 2nd – *harmonize**.

Possessions: *boots of elvenkind*, *+2 gloves of dexterity*, *+1 vest of resistance*, *cloak of elvenkind*, *wand of cure light wounds*, *+1 mithral chain shirt*, *+1 ring of protection*, masterwork greatsword, greatsword, daggers (2), *+1 frost composite (+1 str) longbow*, 40 arrows, bedroll, flint & steel, backpack.

* See Appendix Two: New Rules Items

APL 12

Encounter Two

Gnoll Ranger: Rgr3/Ftr6; CR 10; Medium Humanoid (7' 2"); HD 5d8+10+6d10+12; 80 hp; Init +2; Move 30 ft; AC 19, touch 13, Flat-footed 17 (+2 dexterity, +1 natural, +1 ring of protection +5 for +1 mithral chain shirt); Base Atk +10; Grp +16; Atk +19 melee (1d8+9, +1 battleaxe) or +13 ranged (1d6+4, composite (+4 str) shortbow); Full Atk +19/+14 melee or +17/+12 and +17 melee (1d8+9, +1 battleaxe) or +13/+8 ranged (1d6+4, composite (+4 str) shortbow); SQ wild empathy, favored enemy (dwarf), darkvision 60'; AL CE; Fort +13, Reflex +6, Will +4; Str 22, Dex 14, Con 15, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +12, Listen +8, Spot +10; Cleave, Dodge, Elusive Target*, Endurance, Mobility, Oversized Two-Weapon Fighting*, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). Language - Gnoll

Possessions: Masterwork composite (+4 str) shortbow, 40 arrows, +2 *gauntlets of ogre power*, +1 *battleaxe* (2), cold iron battleaxe (2), dagger (2), +1 *ring of protection*, +1 *mithral chain shirt*, grappling hook, 50' hemp rope, backpack, bedroll.

* See Appendix Two: New Rules Items

Encounter Five

Commandant Dar: Ftr7/War1/BatSmth5*/Clr1 (Moradin); CR 13; Medium Humanoid (Dwarf); HD 12d10+48+2d8+8; hp 142; Init +0; Spd 20 ft; AC 34, touch 11, flat-footed 34 (+2 sacred, +15 for +4 *heavy plate*, +6 for +3 *extreme steel shield*, +1 *ring of protection*); Base Atk +13; Grp +18; Atk +21 melee (1d8+12, +2 *warhammer*); Full Atk +21/+16/+11 melee (1d8+12, +2 *warhammer*); SQ Darkvision 60 ft., dwarven traits, clerical domains not applicable (needs *atonement*), one with the hammer, secrets of the forge, flesh of my flesh +2, forged in fire, tempered in blood; AL CE (insane); SV Fort +18, Ref +4, Will +9; Str 20, Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Craft (armorsmith) +17, Craft (weaponsmith) +17; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Spells – none, needs *atonement*.

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be rated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes injured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Tempered in Blood (Ex): Once per day, a 5th-level battlesmith can attempt to resist the damage from a single blow. The battlesmith can attempt a Fortitude save (DC 10 + damage dealt) when struck and damaged by a melee attack with a weapon or natural attack (but not by a spell or other effect). If the save succeeds, the battlesmith takes only half damage from the blow; if it fails, she takes normal damage. The battlesmith must be aware of the attack and able to react to use this

ability. If she is denied her Dexterity bonus to AC, she can't use this ability.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +2 *warhammer*, cold iron warhammer, +4 *heavy plate*, +2 *cloak of resistance*, +1 *ring of protection*, +3 *extreme steel shield*, +2 *gauntlets of ogre power*, +2 *periapt of wisdom*, *potion of cure moderate wounds* (3).

*See Appendix Two: New Rules Items

Dar II: Ftr8/War1; CR 11; Medium Monstrous Humanoid (Shapechanger); HD 5d8+20+ 8d10+32; hp 124; Init +0; Spd 20 ft; AC 31, touch 10, flat-footed 31 (+13 for +2 *heavy plate*, +4 natural armor, +4 for +1 *extreme steel shield*); Base Atk +13; Grp: +19; Atk +22 melee (1d8+7, +1 *warhammer*); Full Atk +22/+17/+12 melee (1d8+7, +1 *warhammer*); SQ darkvision 60', detect thoughts, change shape, immune to *sleep* and charm effects; AL N; SV Fort +15, Ref +8, Will +11; Str 23, Dex 10, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Disguise +4, Intimidate +10, Sense Motive +16, Spot +19; Combat Expertise, Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Greater Weapon Focus (warhammer), Heavy Armor Optimization*, Improved Trip, Weapon Focus (warhammer). Languages: Common, Dwarven.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +1 *warhammer*, +2 *gauntlets of ogre power*, cold iron warhammer, +2 *heavy plate*, +2 *cloak of resistance*, +1 *extreme steel shield*, *helm of obedience**.

*See Appendix Two: New Rules Items

Encounter Six

Lagrt: Ftr8; Skullcrusher Ogre; Large Giant; CR 13; HD 8d8+40+8d10+40+16; 176 hp; Init +1; Move 30 ft.; AC 28, touch 11, flat-footed 27 (+10 for +2 *spiked full plate*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 dexterity, -1 size, +2 natural armor, +4 for +2 *spiked heavy shield*); Base Atk +14; Grp +32; Atk +24 melee (2d6+11, +1 *morningstar*) or +23 melee (1d8+5, shield spike) or +15 ranged (2d6+10, rock); Full Atk +22/+17/+12 melee (2d6+11, +1 *morningstar*) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; Fort +17, Ref +6, Will +5; Str 30, Dex 13, Con 20, Int 14, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture

and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting*, Combat Reflexes, Hold the Line*, Improved Combat Expertise*, Improved Grapple, Improved Shield Bash, Improved Toughness*, Improved Trip, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: +2 *Spiked full plate*, +2 *spiked heavy steel shield*, +1 *cloak of resistance*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 *large morningstar*, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Tribal Warriors: Ftr4; Skullcrusher Ogre; Large Giant; CR 9; HD 8d8+32+4d10+16; 106 hp; Init +1; Move 30 ft.; AC 24, touch 10, flat-footed 23 (+9 for +1 *spiked full plate*, +1 dexterity, -1 size, +2 natural armor, +3 for +1 *spiked heavy shield*); Base Atk +10; Grp +28; Atk +20 melee (2d6+10, masterwork morningstar) or +19 melee (1d8+5, shield spike) or +11 ranged (2d6+10, rock); Full Atk +18/+13 melee (2d6+10, masterwork morningstar) and +17 melee (1d8+5, shield spike) or +11 ranged (2d6+9, rock); Space/Reach: 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; Fort +15, Ref +5, Will +4; Str 30, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

Skills and Feats: Craft (weaponsmith) +9, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +11, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting*, Combat Reflexes, Improved Combat Expertise*, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting*, Power Attack, Two-Weapon Fighting. Languages – Common, Giant.

Rockthrowing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

Possessions: +1 Spiked full plate, +1 spiked heavy steel shield, +1 cloak of resistance, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

* See Appendix Two: New Rules Items

Encounter Seven

Infiltrators (2): War1/Rgr2/Ftr6/Bbn1; Humanoid (Baklunish); CR 9; HD 3d8+6+6d10+12+1d12+2; 80 hp; Init +5; Move 30 ft.; AC 20, touch 15, flat-footed 15 (+5 for +1 mithral chain shirt, +5 dexterity); Base Atk +10; Grp +14; Atk +15 melee (1d6+4, masterwork scimitar) or +17 (+15 when not raging) ranged (1d8+9 (+7 if not raging), 19-20 crit, +1 composite (+7 str) longbow); Full Atk +15/+10 melee (1d6+4, masterwork scimitar) or +17 (+15 when not raging) or +15/+15/+10 (+13/+13/+8 if not raging) ranged (1d8+8 (+6 if not raging), 19-20 crit, +1 composite (+6 str) longbow); SQ combat style (archery), favored enemy (human), wild empathy, rage 1/day, fast movement; AL CG; Fort +14, Ref +11, Will +6; Str 18, Dex 20, Con 14, Int 9, Wis 12, Cha 6.

Skills and Feats: Hide +8, Move Silently +10, Survival +13; Extended Rage*, Improved Critical (composite longbow), Improved Favored Enemy*, Iron Will, Point Blank Shot, Precise Shot, Quickdraw, Rapid Shot, Tracking, Weapon Focus (composite longbow), Weapon Specialization (composite longbow). Language: Common.

Possessions: +1 mithral chain shirt, pale blue rhomboid ioun stone, +2 gloves of dexterity, +1 cloak of resistance, masterwork scimitar, cold iron scimitar, kukri (2), +1 composite (+6 str) longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

* See Appendix Two: New Rules Items

Smooth Talker: Brd4/War1/Rgr3/Ftr4; halfling; CR 11; HD 4d6+8+4d8+8+4d10+8; 86 hp; Init +5; Move 20 ft.; AC 22, touch 17, flat-footed 17 (+5 for +1 mithral chain shirt, +1 ring of protection, +5 dex, +1 size); Base Atk +11; Grp +9; Atk +15 melee (1d10+3, masterwork greatsword) or +19 ranged (1d6+5, +1 frost composite (+2 str) longbow); Full Atk +15/+10/+5 melee (1d10+3, masterwork greatsword) or +19/+14/+9 or +17/+17/+12/+7 ranged (1d6+5, +1 frost composite (+2 str) longbow); SQ bardic lore, bardic songs, wild empathy, favored enemy (half-orcs); AL CG; Fort +15, Ref +16, Will +10; Str 14, Dex 21, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Concentration +10, Hide +21, Knowledge (history) +8, Knowledge (local – VTF) +8, Move Silently +20, Perform (song) +10, Survival +15; Die-Hard, Endurance, Iron Will, Lingering Song*, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Tracking, Weapon Focus (composite longbow), Weapon Specialization (composite longbow). Languages: Common, Baklunish, Halfling.

Spells Known (3/3/1; DC = 12 + Spell Level): 0 – daze, detect magic, ghost sound, light, mage hand, prestidigitation; 1st – cure light wounds, inspirational boost*, sleep; 2nd – harmonize*.

Possessions: boots of elvenkind, pale blue rhomboid ioun stone, +2 gloves of dexterity, +2 vest of resistance, cloak of elvenkind, wand of cure light wounds, +1 mithral chain shirt, +1 ring of protection, masterwork greatsword, greatsword, daggers (2), +1 frost composite (+2 str) longbow, 40 arrows, bedroll, flint & steel, backpack.

* See Appendix Two: New Rules Items

Appendix Two – New Rules Items

Close-Quarters Fighting [General] as presented in *Complete Warrior*

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. he takes an attack of opportunity, hits and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Elusive Target [Tactical] as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat

against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Exotic Shield Proficiency [General] as presented in *Races of Stone*

Choose an exotic shield, such as a gauntlet shield or battle cloak. You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield non-proficiency penalties when you wear it (see Table 7-2: Armor and Shields, page 158).

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Greater Heavy Armor Optimization [General] as presented in *Races of Stone*

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (Heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase of the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Heavy Armor Optimization [General] as presented in *Races of Stone*

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (Heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Hold the Line [General] as presented in *Complete Warrior*

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Improved Combat Expertise [General] as presented in *Complete Warrior*

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: 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 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Lingering Song [General] as presented in *Complete Adventurer*

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisites: Bardic music

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire PCs, the effect lasts for 1 minute after an inspired ally stops hearing you play

Normal: Inspire courage, inspire greatness, and inspire PCs last as long as an ally hears the bard sing plus an additional 5 rounds thereafter

Oversized Two-Weapon Fighting [General] as presented in *Complete Adventurer*

You are adept at wielding larger than normal weapons in your off hand.

Prerequisites: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*)

Special: A fighter may select Over-Sized Two-Weapon Fighting as one of his fighter bonus feats.

Harmonize as presented in *Races of Stone*

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Inspirational Boost as presented in *Complete Adventurer*

Enchantment (Compulsion)

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Helm of Obedience [New Item]

The Helm of Obedience is a Wondrous Item produced in Ket for strict use in the mines with difficult or impossible to control subjects. The crafting of the item

is restricted to high-ranking members of the True Faith in Ket and certain government workers. The helm reproduces the effects of both a *mindfog* and *charm person* spell, the latter only when the former has succeeded. The helm requires a save each round it is worn against a DC of 23 for both effects. A pair of green gemstones on the front of the helm light up when, the one on the left when the *mindfog* is active, the one on the right when the *charm person* is active. The helm may not be reproduced and, in the context of this module, only the *charm person* is currently functioning to guide the actions of the doppelganger. Wondrous Item, CL 11, must be Lawful Neutral, *charm person*, *mindfog*, not reproducible, 30,000 gp

Appendix Four – Player Handouts

Player Handout #1

Dear Friend,

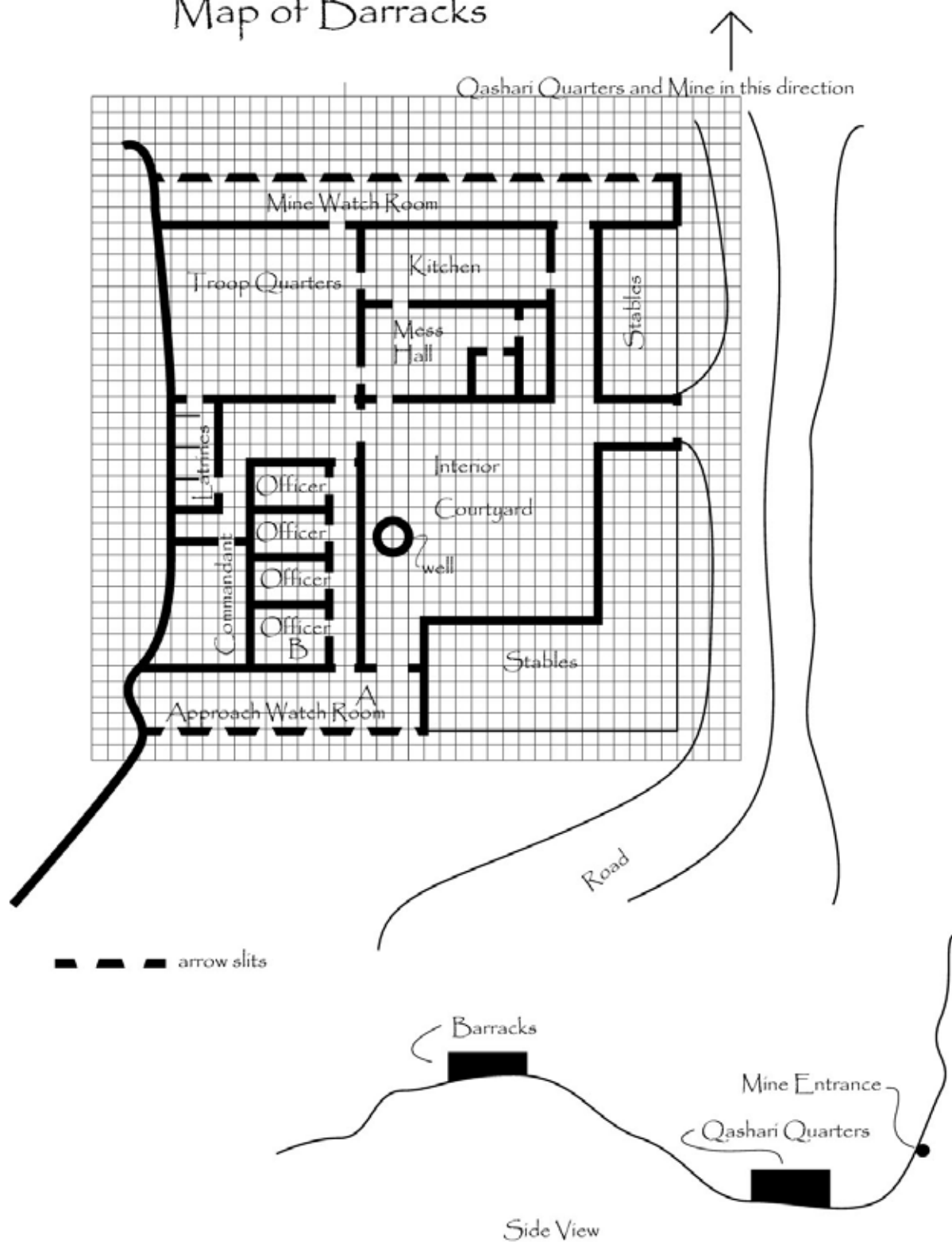
We seek your assistance with an urgent matter and ask that you meet us at the Bazaar in Molvar at first light tomorrow. The issue at hand goes to the good of all and your action is necessary – and this action may not be in strict accordance with the unfeeling and uncaring laws of this country.

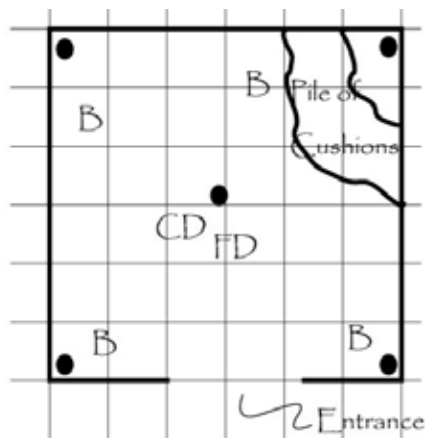
Your friends,

Sarifa and Jex

Appendix Five – Maps

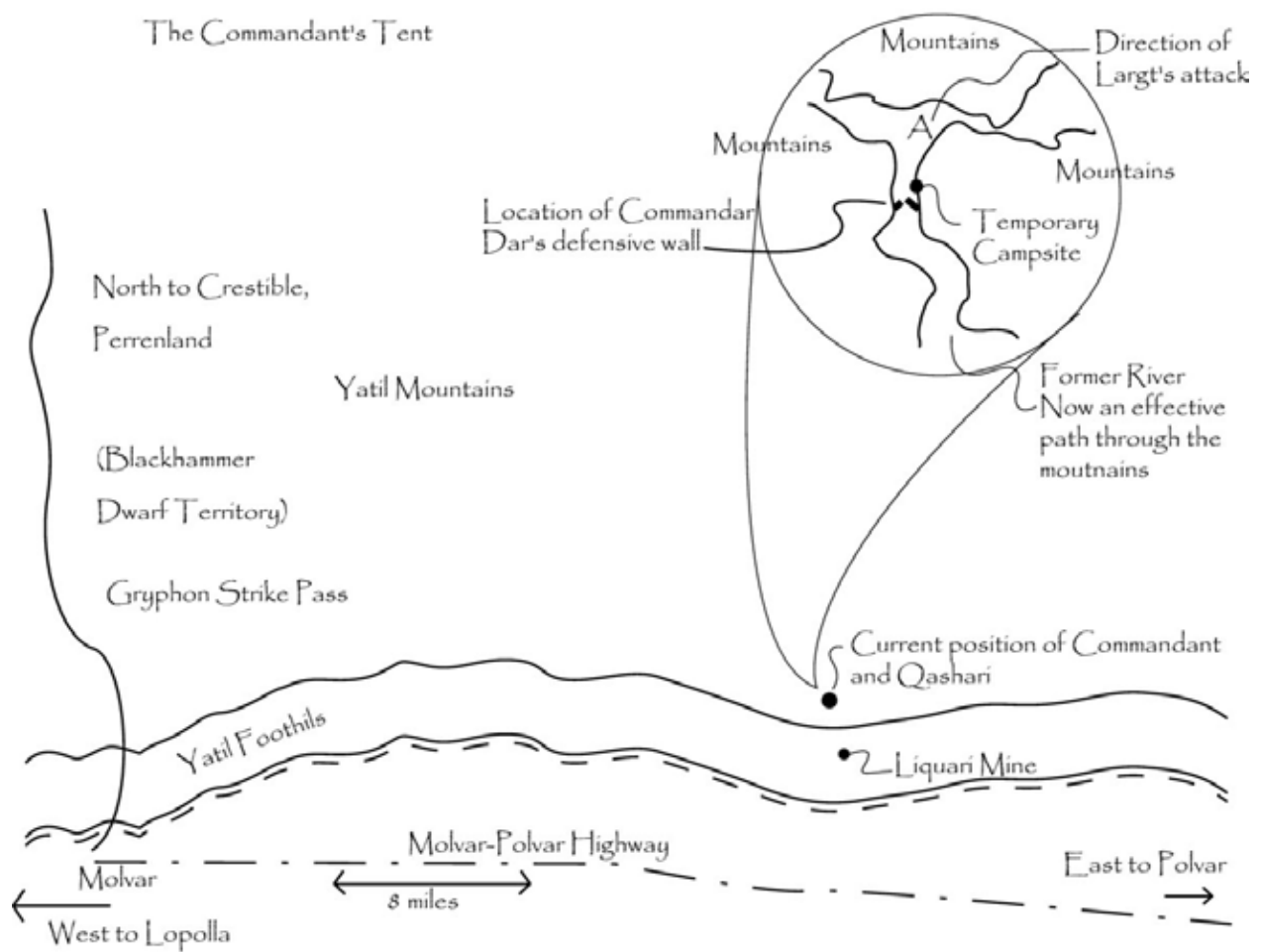
Map of Barracks





- - Support pole
- CD - Commandant Dar
- FD - Doppleganger
- B - Body guards

The Commandant's Tent



Situation of Liquari Mine,
and Commandant Dar's defensive wall
in relation to Molvar