



C is for Civilization

A D&D Living Kingdoms of Kalamar[®] Adventure

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The future of the Principality is now in the hands of the Prince and military. However, it appears as if your participation in the effort will be found elsewhere. This event is the third in the series *Strike to the Heart*. It is recommended that all PCs that play it have a degree of patriotism for Pecal. Non-patriots are welcome to play however be aware that rewards may be limited and danger escalated. It will be helpful if the players have played the first two events in the series *A is for Assassin* and *B is for Brothers* prior to playing this. It can be played out of order but it is not recommended.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Part Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and

the Kingdoms of Kalamar Player's Guide. It is not necessary but will end up being very useful for this series if the Judge also has a copy of the Kingdom of Kalamar – Atlas or Kingdom of Kalamar Dungeon Master's Screen since the majority of the adventure happens outside of Pekal.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The month of Sowing continues and farmers once busy planning their crops now stand vigil over the budding plants in their fields. The adventurers of Pekal however have other business, as told by those meddlesome Deji Soothsayers that call their predictions to passersby in Independence Square. The Pure One, a constellation that appears early in the spring months then flickers to darkness before the onset of summer seems to be dimming early. The Soothsayers say that this is a sign of the foretold hero slipping into history unless someone can save him.

Module Notes

This event is part of a long series of events which place the PCs on an epic long quest. During this time the PCs will be outside the Principality of Pekal while the war with Kalamar hopefully concludes in favor of the Principality. PCs are encouraged to play these events in order, as that will aid in the build up of excitement toward their final goal.

Despite being outside of Pekal, PCs may continue to spend their NAAs as though they were still in Pekal.

Because this module is the third in a series, several attempts have been made to recap the necessary events of the first module. If all the PCs have played *A Is for Assassin* and *B Is For*

Brothers, large portions of box text in the "Introduction" can be skipped outright.

BACKGROUND

In the previous events the arrest of a grave robber lead the PCs to investigate the tombs that he was robbing to discover the source of a flayed piece of human flesh. This flesh contains the Flame Tattoo of the Guardians. The investigation of the graves lead the PCs back to Bet Kasel to discover the past of Colonel Jananik. Colonel Jananik was a member of the Ek'Kasel military as a member of General B'Tormil's command. The Colonel was actually a slave that eventually became a "trusted" member of the General's household and his regiment. During that part of the investigation the PCs met with the General, restored his mind to him and found out that Jananik was good friends with the General's son. The General wants a message brought to his son who may hold the final piece of information regarding Jananik and the Guardians of the Flames.

In this event the PCs will be forced to take the very dangerous passage to Narr-Rytar. Narr-Rytar is a city state on the River Jorakk. It is also known as the Lost City of the North. There is too much turmoil in the Principality so General P'Mare sends the PCs on a riverboat north on the Renador River. While crossing Renador Lake the PCs will encounter one of the lake's dangers. They will continue up the river as far as Bet Regor. Then making the always dangerous mountain crossing they will eventually get to Tharggy and the next riverboat to Narr-Rytar. During this part of the event, the PCs will have a number of non-plot related encounters.

Once in Narr-Rytar they will be able to explore the city (I am getting good at introducing cities). Once in the city the PCs will need to adjust their behavior to match the loyal environment or they will find themselves in some difficulty. Still, they should manage to find General B'Tormil's son. His son will be saddened at the news of his father and may open up with some additional information regarding Jananik and the Guardians.

ADVENTURE SYNOPSIS

Introduction:

Inn of the Witch's Cackle. General P'Mare's adjunct quickly corrals the PCs. The General has arranged for transportation to Narr-Rytar, however the first portion of the transportation is leaving in an hour. He quickly briefs the PCs and gets them moving into the adventure.

Encounter 1:

The River Path – The PCs end up on a river trader going up river on the Renador River. They will be expected to do a little work while on the ship and will have a couple of days to work with the ship and crew.

Encounter 2:

The Gentle Waters – The riverboat begins to pick-up speed on the smooth waters of the lake when it encounters a large problem with which the PCs will be called upon to assist.

Encounter 3:

On the Shores of Renador Lake – With the riverboat damaged by the attack and rough water, the Captain puts ashore in hopes of taking on supplies and making repairs. This gives the PCs a chance to, perhaps, interface with the protectors of the forest.

Encounter 4:

Bet Regor – the riverboat stops at Bet Regor. The Captain gives the PCs the name of a horse trader that General P'Mare uses. In Bet Regor the PCs have time to explore but time wasted here will hurt them later in the mountains.

Encounter 5:

Mountains – the PCs make the dangerous trek over the mountains. The weather and terrain make the trip very uncomfortable. They will also encounter a number of hostile forces while in the mountains. How they deal with the forces will dictate how prepared they might be for the last and most dangerous force.

Encounter 6:

Into the lands of Torakk. How they deal with the forces in Encounter 5 will dictate how prepared they might be for the battle in this encounter.

Encounter 7:

Another riverboat ride deposits the PCs into the plains of Torakk. The open and stormy dark blue waters of Lake Jorakk are the PCs path to Narr-Rytar. A few effects while on the ship finally bring the PCs to Narr-Rytar. They will be

able to explore the city and see what they can find regarding Colonel Lakaran B'Tormil.

Encounter 8:

Tracking down Colonel B'Tormil and his small group of scouts will bring the PCs into conflict with a strange creature unknown in the lands of Pecal.

Conclusion:

Colonel B'Tormil offers the PCs the hospitality of his home as he listens to their story. Sometime during the discussion General P'Mare makes his entrance and the discussion becomes even more animated. Eventually the PCs are asked some very pointed questions. Depending on their answers and agreement of the Colonel's required oaths the PCs may get information that leads them further on this quest.

INTRODUCTION

Summary: Inn of the Witch's Cackle. General P'Mare's adjunct quickly corrals the PCs. The General has arranged for transportation to Narr-Rytar, however the first portion of the transportation is leaving in an hour. He quickly briefs the PCs and gets them moving into the adventure.

NOTE: There is a good bit of boxed text in this event. Please feel free to use your own words in these cases.

You should request each PC to complete a 3"x5" card (see the last two pages of the scenario for cool cards that you can use) with the following:

Character Name
Character Class Level
Organization with the highest Rank
Rank in the Organization
Make (3) Spot checks
Make (3) Sense Motive checks
Make (2) Will saves
Make (2) Ride checks
Character Constitution
Character Swim Modifier
Type of Armor typically worn
Armor Check Penalty without Armor
Curses/Pertinent Information

Any of the PCs that did not play the first in the series, "A is for Assassin", or "B is for Brothers" should receive an introduction. Each is be somewhat different. Handouts for their individual

instructions are provided in the appendix. You can either read these aloud, or give them their handouts without introduction..

General Introduction for the new characters:

As dawn's early light peeks in through the Inn window you find yourselves replaying the events of the last week.

For Military Organization PCs

As you walked into your commander's office, she looked up from her work to meet your eyes. "As much as I might need you in the coming months, you have been requested for a special assignment. You are to report to the Ek'Kasel border. A room has been reserved for you at the Inn of the Witch's Cackle. Don't ask me any questions I don't have any answers other than the order came from a lot higher than I can touch. Good luck and don't let the reputation of this regiment down."

For Municipal Organizations PCs

Another double watch. The war has definitely been thinning the ranks of all of the city organizations, and everyone from the Lamplighters to the Dungeoneers to the City Guard has been called to pitch in wherever they can to keep the city running. However, instead of a soft bed or tasty meal you found yourself in the office of your superior. He offered you a cool mug of ale and bade you to sit. "I know you have been pulling more than your normal duties. You are commended. I wish I had six more of you. Instead it seems I will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept, you will be traveling to the Ek'Kasel border. I know there has to be more to the task, but I obviously do not have a need to know. A room has been reserved for you and you'll always have a place here when you return. I don't have any answers for the many questions you must have but I trust you will find answers in due time and do your best to complete the tasks before you. Good luck."

For College of Magic PCs

The note that appeared was simple, “We have been requested to make available one of our members for a special mission for the Crown. Your name was mentioned in high regard, and as such, you have been selected to undertake this mission. I would understand if you hesitated as I know how you value your studies, however I have been assured that the mission is important. We have made arrangements to have you transported to the Ek’Kasel border and the Inn of the Witch’s Cackle. Despite our best efforts and the questions we asked the representative of the Crown, we have been able neither to divine nor to ascertain any further information. Report to the College of Magic administration building as soon as possible for teleportation. Good luck.”

For Divine Organization PCs

Your normal duties were interrupted by one of the higher ranking members, who you thought meant to offer spiritual guidance. Instead, they offered a mission. “It seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend to a private matter. I have been told that a room at the Inn of the Witch’s Cackle has already been reserved for you, and more information will be available once you arrive. Good luck and may you find success in your endeavors.”

Unaffiliated and Independent Organization PCs

The courier’s arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizens you met. You arrived without issue at the Ek’Kasel border and checked into your room at the Inn of the Witch’s Cackle.

All PCs that have played the first part and / or the second part

The military is still blocking traffic going into the heart of the Principality. General P’Mare

excuses himself from your presence to prepare for the next stage of the investigation. He extends your stay at the Inn and you have only caught a glance of him over the last two days.

Once the PCs have read their introduction you can continue with the text as indicated below. For those PCs that have played event one or event two both those events end in the Inn of the Witch’s Cackle so they should already be familiar with the location.

The Inn has been a bustle of activity with couriers coming and going all through the day and night. Groups of adventurers and soldiers spar during the day and relax during the evening hours.

This evening your sleep is rudely interrupted by a loud and urgent sounding knock on your door. A voice commands through the door, “Wake Up! We don’t have a lot of time. Gather what you own and report to the common room immediately!”

Wondering what is going on and not recognizing the voice you ponder your next step when the knock comes again, “Come on, keep moving! General P’Mare has a lot of information that he needs to get to you before the boat leaves!”

Eventually all PCs should wake up and appear in the common room. When they do, you can use the following text to describe the common room and its current state.

The Inn’s common room has had all its tables moved to the side. Military soldiers are moving crates from the room out into the darkness of the night. General P’Mare finishes briefing one of the soldiers then exits the Inn into the night. You notice other adventurers also coming down into the common room, they look tired but equipped for whatever you might find or what might find you!

Go ahead and allow the PCs to describe their characters. Keep them out of character for just a little while.

After a short delay, it appears that everyone has made their way downstairs from their rooms. The soldier that General P’Mare spoke to before leaving approaches. “Good morning.”, he says in a familiar voice,

“General P’Mare apologizes for not being here to brief you personally. I am Captain Viturec.”

The Brandobian man stands about 5’7”. His short black hair and significant mustache frame his face.

“I am not sure you all know each other and although the General briefed me on the mission, he did not have time to let me know anything about you. If possible could each of you take a moment or two to introduce yourselves I would appreciate it greatly.”

This is where the PCs should get into character and introduce their character. Once you have gotten the introductions continue with the following:

The Captain hands parchments to a corporal who in turn passes them out to each of you along with some fresh rolls. “This is a summary of the information that the General has been able to collect so far. I believe some of you may have been the agents that the General assigned this task.”

“With this information, the General wants to follow-up with General B’Tormil’s son in the city of Narr-Rytar. We are not sure where Lakaran B’Tormil will be found in Narr-Rytar. If he is true to his blood he will probably be found somewhere in the military compound or Temple of Armed Conflict.”

“It has taken a while but the General was able to find a trader moving that way up the river. This trip will take you up the Renador River to Bet Regor. From there the General will arrange for horses to assist you in making the crossing over the mountains. That portion of the trip should be the most dangerous since the raiders of Slen sometimes hunt in that area. There are some armed conflicts nearby that may also threaten your small party. You will need to make your way to the village of Huthurn on the Shypf River. From there the General has arranged another riverboat to take you the rest of the way. Any questions?”

Some pieces of information that the Captain can relate if directly asked:

- *Where is the General?* - The General is assuming the PCs will be successful, thus he is making plans on how best to respond quickly to the information that they receive in Narr-Rytar.
- *What is in all the crates?* - In order to get past certain parts of the journey, either heavy fees or certain trade goods must be surrendered. It was easier to get the trade goods than attempt to determine what the fees were going to be.
- *Why are we leaving so early in the morning?* - We usually have heavy storms this time of year up north. That sometimes makes the river rough to travel. Since we have not had a storm recently, the Captain of the riverboat wants to leave as soon as possible.
- *How do we get back?* - Good question and one I do not have the answer for. The General will have worked that out by the time you have finished I have unwavering confidence in the man.

The Captain waits a moment and when there are no more question continues, “No doubt the General already spoke of this to you but there is a very important reason he wants to look into this matter. There is the known prophesy that should a Gold Dragon coin is ever delivered to the Kalamaran Emperor then King Thedorus will be restored to life. Of course, no one has ever seen a Gold Dragon nor does any historian actually know if a Gold Dragon was ever minted.”

“There is another prophesy that the General believes may fit these latest developments. It was actually a prophesy delivered by an orc shaman roughly 85 years ago. This is a rough translation of the original orcish.” The Captain reads from a parchment, (read the prophesy) and then hands the parchment over to you.

“One other delicate matter. Another reason the general believes this lead may actually be critical in the discovery of a Gold Dragon or even the Sword of Kings is that a few years ago another was interested in discovering information regarding the Sword of Kings. This individual was named Marik Faleco. You may have heard of him or even worked for him at one point. The issue is that Marik has been found to be a

doppelganger. He attempted to trade the information that he gained near Narr-Rytar to General P'Mare, not realizing that General P'Mare had more resources at hand than Marik had been lead to believe. As the General states, "Best bit of acting I have ever done."

Smiling at his rather good impression of the General the Captain continues, "General P'Mare has the ability through his position with the Church of Armed Conflict to see truth where it is hidden. He knew he was dealing with a doppelganger but he completed the deal then slew the creature. The information is in the packet that the corporal handed out."

The officer mentally counts off the items that he has reviewed with you then brightens, "Ah, one more item. The General did mention that you would most likely have higher expenses during this mission. He has authorized me to give each of you 200 gp worth of gemstones for the journey. You will need to take any expenses you incur out of this total, however, he has taken care of most of the known expenses already."

The prophesy is included as Player's Handout #3.

The darkest hours of the deepest night single fears will be drawn apart. With skin of jet immortal blood will lead searchers towards their goal.

Brothers will battle, children will die those once allied will be split asunder. The frozen lands hold brothers whose secrets must be revealed and brought together.

The turmoil ended then begun again with sword in hand the golden symbol will bring forth the dawn of a new age. This age will see black and silver shed blood on the same field of battle.

This concludes the briefing. The PCs will be able to gather some extra bread and fruit if they want (including berries) but the riverboat will be leaving in minutes so there is not actually time to cast spells or anything that takes over say 15 minutes.

ENCOUNTER 1

Summary: The River Path – The PCs end up on a river trader going up river on the Renador River. They will be expected to do a little work while on the ship and will have a couple of days to work with the ship and crew.

The ship is named "The River Rat" and is a long keelboat. Captain Vaxea is both owner and captain of the ship and is served by his first mate Wherahzni and seven additional crew. The crew works 8 hours on then 8 hours off each day. The PCs will be required to fit into the schedule in someway. NOTE: The PCs are not really REQUIRED to work on the boat, however any assistance that they do provide will improve the disposition of the crew to the PCs and may help later in the journey.

You board the riverboat with the same grace and care as the cargo. You are shown to a small 5'x10' cabin with three strung hammocks. A dark skinned man enters as the crew member leaves. "I am the Captain of the ship. My name is Vaxea. This is your cabin and none of my crew will be entering it. I would insist you respect their cabins and mine in the same manner. Time on the deck should be limited as much as you are able. You number about the same as my crew so with all of you on decks it will be crowded, and a crowded deck leads to accidents. I don't like accidents. If any of you are sailors and wish to lend a hand that is fine, but you are under no obligation to assist. If you do not have the skills then it is not my job, or my crew's job, to train you so please enjoy the cruise. Any questions?"

Captain Vaxea will answer questions to the best of his ability. He has been sailing the rivers of this part of Tellene for almost 13 years. He has never been attacked but part of his logic is that he takes precautions and makes sure that his crew knows how to react and how to stay in the background to allow him to interact with the various merchants, tax collectors and river bandits. He rarely takes passengers and does not have much experience with them. He does know that storms this time of year can be very dangerous on the lake, and he will attempt to get through the lake as quickly as possible, just in case.

Below are the statistics for the crew. Remember, at any given time only four sailors are on deck, three plus either the Captain or the first mate.

Crew Member, human: Expert 2; hp 12; Init +1; Spd 30; AC 11 (none), touch 11, flat-footed 10; Base Attack/Grapple +1/+2; Attack +2 club (1d6+1/x2) or +2 hand axe (1d6+1/x3); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +1, Ref +1, Will +4; Atb Str 12, Dex 12, Con 13, Int 12, Wis 13, Cha 10
Skills and Feats – Balance +6, Climb +10, Heal +3, Jump +6, Knowledge (Geography) +6, Profession (Sailor) +6, Spot +4, Survival +5, Swim +8, Use Rope +6, Athletic, Self-Sufficient; Equipment (carried): club, knife, handaxe, 10 sp (various nations)

Wherahzni, human (Svimohz): Expert 3 / Fighter 1; hp 24; Init +2; Spd 30; AC 12 (none), touch 12, flat-footed 10; Base Attack/Grapple +3/+4; Attack +5 club (1d6+2/x2) or +5 hand axe (1d6+2/x3); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +4, Ref +3, Will +4; Atb Str 14, Dex 14, Con 13, Int 13, Wis 12, Cha 10
Skills and Feats – Balance +9, Climb +13, Heal +3, Jump +9, Knowledge (Geography) +5, Listen +3, Profession (Sailor) +8, Spot +8, Survival +6, Swim +9, Use Rope +9, Alertness, Athletic, Combat Expertise, Self-Sufficient; Equipment (carried): club, knife, handaxe, 25 gp (various nations), 10 sp (various nations)

If time permits, take some time to roleplay through a day or two on the ship. The following mini-events can be used during this time:

- Meals are served on deck and served four times a day. The meals are not great but during the first couple days they have fresh breads that get more stale as the journey continues.
- During the late afternoon the ship will be heading closer to the lake. During the crew shift a large school of fish is spotted and the crew drags out nets to stock the larder.
- One of the crew members can slip on the wet deck and injure themselves on the stacked crates. A broken arm, lacerated leg, etc. could put the PCs' healing skills to good use and gain the trust and thanks of the crew.

ENCOUNTER 2

Summary: The Gentle Waters – The riverboat begins to pick-up speed on the smooth waters of the lake when it encounters a large problem, with which the PCs will be called upon to assist. Both a storm and a disturbed giant of the lake will be the PCs challenge.

After three days the riverboat rounded the bend of the river and began its journey over the calmer waters of Renador Lake. The last portion of the river had been as rough as Captain Vaxea had ever seen it. The riverboat suffered some damage but nothing severe. The Captain's decision to put off repairs until he reached Bet Regor seems questionable in hindsight as a storm built up on your second day on the Lake. The entire crew was roused to help contain the leaks and bail the excess water being poured into the ship from above and below.

The riverboat had been tossed around for over four hours but with the work of the crew and your assistance, the ship has managed to limp out of the storm. The Captain decides to anchor offshore of Cilorealon, but, as he announces this to the exhausted crew, the ship is violently jarred to the right, tossing Wherahzni into the water. As the crew collect themselves and prepare to rescue the fallen first mate, a huge reptilian head emerges from the lake.

This is the encounter where the Character's Swim skill and their Constitution score may come into play. The lake monster will ignore Wherahzni and concentrate on those sailors still on the riverboat for a number rounds before it gobbles up Wherahzni. The number of rounds is equal to the ATL that is being played. NOTE: The creature has been injured. Druids, Rangers and Shamans may notice this (Spot DC 12+ATL – use the Spot on their Card). If they notice and happen to heal the creature to a set level, then amazingly the creature will go back into the sea and stop bothering the ship. Also note that while the lake monster has a 15 ft. reach, in order to bite, the head of the creature will be within 5 ft. of the PCs, so they are able to enter melee with it WITHOUT provoking an attack of opportunity. This includes touch attacks with readied healing spells. The lake monster will be keeping its body in the water and 15 ft. from the deck of the ship.

ATL 1

Lake Monster, Huge Animal: HD 6d8+6; hp 18 (38); Int +2; Spd 40 Swim; AC 14 (+2 Dex., +4 Natural, -2 size), touch 10, flat-footed 124; Base Attack/Grapple +4/+19; Attack +9 bite (1d8+10/x2); Full Attack +9 bite (1d8+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +6, Ref +7, Will +2; Atb Str 24, Dex 14, Con 12, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 28 points.

ATL 3

Lake Monster, Huge Animal: HD 6d8+6; hp 24 (38); Int +2; Spd 40 Swim; AC 14 (+2 Dex., +4 Natural, -2 size), touch 10, flat-footed 12; Base Attack/Grapple +4/+19; Attack +9 bite (1d8+10/x2); Full Attack +9 bite (1d8+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +6, Ref +7, Will +2; Atb Str 24, Dex 14, Con 12, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 38 points.

ATL 5

Lake Monster, Huge Animal: HD 8d8+16; hp 38 (56); Int +2; Spd 40 Swim; AC 16 (+2 Dex., +6 Natural, -2 size), touch 10, flat-footed 14; Base Attack/Grapple +6/+21; Attack +12 bite (2d6+10/x2); Full Attack +12 bite (2d6+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +8, Ref +8, Will +2; Atb Str 24, Dex 14, Con 14, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 56 points.

ATL 7

Two Headed Lake Monster, Huge Animal: HD 8d8+16; hp 56 (78); Int +2; Spd 40 Swim; AC 16 (+2 Dex., +6 Natural, -2 size), touch 10, flat-footed 14; Base Attack/Grapple +6/+21; Attack +12 bite (2d6+10/x2); Full Attack +12 2 bites (2d6+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +8, Ref +8, Will +2; Atb Str 24, Dex 14, Con 14, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 78 points.

ATL 9

Two Headed Lake Monster, Huge Animal: HD 12d8+36; hp 72 (105); Int +2; Spd 40 Swim; AC

18 (+2 Dex., +8 Natural, -2 size), touch 10, flat-footed 16; Base Attack/Grapple +9/+24; Attack +14 bite (2d6+10/x2); Full Attack +14 2 bites (2d6+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +11, Ref +10, Will +6; Atb Str 24, Dex 14, Con 16, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 95 points.

ATL 11

Two Headed Lake Monster, Huge Animal: HD 14d8+42; hp 99 (125); Int +2; Spd 40 Swim; AC 18 (+2 Dex., +8 Natural, -2 size), touch 10, flat-footed 16; Base Attack/Grapple +10/+25; Attack +15 bite (2d6+10/x2); Full Attack +15 2 bites (2d6+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +12, Ref +11, Will +6; Atb Str 24, Dex 14, Con 16, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 125 points.

ATL 13

Three Headed Lake Monster, Huge Animal: HD 18d8+54; hp 125 (156); Int +2; Spd 40 Swim; AC 18 (+2 Dex., +8 Natural, -2 size), touch 10, flat-footed 16; Base Attack/Grapple +13/+28; Attack +18 bite (2d6+10/x2); Full Attack +18 3 bites (2d6+10/x2); Space/Reach 15 ft./15ft.; SQ --; SA --; AL N; SV Fort +14, Ref +13, Will +7; Atb Str 24, Dex 14, Con 16, Int 2, Wis 10, Cha 10 (Skills & Feats not relevant to this encounter)

Will stop attacking if healed to 156 points.

Once the PCs have defeated or healed the monster they may have a couple of moments to decide what they want to do next. The Captain will immediately set sail, moving towards the shore. Now, in the unlikely (but you never know) event that the PCs have memorized all the necessary spells to repair the riverboat, the Captain will still want to go ashore for supplies and more importantly to give the sailors a chance to relax. Just so you can give those PCs the flavor of what the ship has endured, this is the list of the damage wrought by the storm, the lake and the monster:

- Hull boards broken and leaking (8)
- Hull boards holed (2)
- Sails ripped (2)
- Ship side boards broken (18)

ENCOUNTER 3

Summary: On the Shores of Renador Lake – With the riverboat damaged by the attack and rough water, the Captain puts ashore in hopes of taking on supplies and making repairs. This gives the PCs a chance to, perhaps, interface with the protectors of the forest.

It takes five laborious hours for the Captain to get the riverboat to shore. Once there, he drops anchor about 10 feet from the edge of the water. The trees of the forest are huge, stretching high up into the sky. Magically, there is very little shoreline between the edge of the water and the first majestic tree.

Surprisingly, the Captain maintains the bailing schedule and makes no effort to go ashore.

The PCs are sure to have some questions. The issue is that Captain Vaxea knows this area and he knows that it is not a safe place to go ashore without the permission of the elves that live in the forest. He has never had to put ashore here but he is not taking any chances. He will not allow any of his crew to go ashore yet and will recommend that the PCs stay on board until they are formally invited. He will continue to have the crew keep the ship afloat while they make some of their less critical repairs.

Some items of note if the PCs go ashore before being invited:

- The forest will seem to attempt to slow the PCs as they move through the forest. There is nothing magical about it—just the vast undergrowth which results in the PCs being slowed by 25%.
- There are fallen branches that are over 6 inches in diameter and could be made into repair planks. A total of 6 such branches can be found. These would allow the repair of 14 planks.
- There are numerous low branches that if cut would allow the crew to repair the ship. A total of three of these branches would provide enough wood for 18 repaired planks.
- Fresh berries can be found with a Survival check DC 12 + ATL

If the PCs go ashore or wait on the ship it will still take 6 hours before anyone or anything is seen on shore.

As the crew continues to work on the repairs a shadow passes over the furled sails. “Mylee Scout welcomes you to our shores. Your vessel has been damaged by one of the guardians of the lake. We will be able to assist you in your repairs.” A slender high elven female dressed all in browns and greens seems to float from the upper branches of a nearby tree to the ground near the shore.

If the PCs healed the creature continue with the following:

“Your healing of the guardian was surprising. You have gained the favor of the scouts of Cilorealon. We are obligated to you for your wisdom in dealing with the guardian. How can we assist in your travels?”

If the PCs did not heal the creature and took more than the already fallen branches continue with the following:

“You have taken from our forest without the permission of the scouts. This is not allowed. Whoever has taken from the forest must give back to the forest. Who is it that has taken from the forest?”

The test here is not who is admitting to taking from the forest. The Elves already know that only a few branches were taken and for a good reason. They are not being unreasonable; however, they do want to make sure that no one takes the forest for granted.

For those that admit to harvesting the branches or berries continue with the following:

“To redeem yourselves to the forest I charge you to take one of the seeds of the forest and bring it to a distant land where it can grow and flourish bringing the wisdom of our forest to the outside lands.” Mylee hands everyone who has admitted to the offense a pouch with what appears to be a half-dozen acorns.

If someone does not confess to their participation in the harvest of living branches,

use the following text. Although there is no visible effect, give the PCs who assisted and did not admit it the Curse of the Wood certificate.

“The Wood tells that the truth has not been clearly told. The Curse of the Wood is upon those who did not speak the truth.”

It will take the crew a day and a half to make repairs. During that time the vessel will be constantly under the watch of the elves. There are some items that the elves will be willing to trade, especially if the PCs healed the Guardian of the Lake. If the PCs do attack for some “stupid” reason, Mylee’s initiative modifier is +8 and she will retreat into the woods. The elves will curse all of the PCs.

| Item | Normal Price | Obligated Price |
|--|--------------|-----------------|
| Enhanced Elven Caster’s Chainmail (-5% arcane failure) | 4,600 gp | 3,500 gp |
| Enhanced Elven Scout Chainmail (+1 Max Dex) | 4,600 gp | 3,500 gp |
| Mithril Breastplate | 4,350 gp | 3,350 gp |
| Masterwork Displacer Beast Studded Leather Armor | 1,200 gp | 900 gp |
| Elven Wind Harp | 150 gp | 100 gp |
| The Normal Price is for PCs that fought the beast. The Obligated price is for those PCs that healed the beast. | | |

The Displacer Beast Studded Leather is a suit of masterwork studded leather armor that grants these additional benefits to the wearer: a +1 dodge bonus versus ranged attacks and a +1 resistance bonus versus spells or spell-like effects that target the wearer directly (i.e. single target or ranged touch spells).

The Elven Wind Harp when played by a bard provides friendly listeners an additional +1 on their saves versus charm and fear above the normal affects of the bard’s song.

Once the boat is repaired and the PCs have dealt with the elves continue to Encounter 4.

ENCOUNTER 4

Summary: Bet Regor – The riverboat docks at Bet Regor. The Captain gives the PCs the name of the horse trader further up the river that General P’Mare suggested. In Bet Regor the

PCs have time to explore but time wasted here will hurt them later in the mountains.

It takes another four days of travel to navigate past the northern edge of the lake and on up the river to the Paruvian capital, Bet Regor. It is midday as Captain Vaxea slowly docks the boat and shouts out some orders to the dockhands and teamsters. “Shygor Silverhair is a Dejy horse trader in the village of Ghocir. General P’Mare suggested you get horses from him for the next portion of your trip.”

The Captain hands you a map. “The suggested route is shown on this map. There is some danger going across the mountains so please be careful. I have a wagon coming to take a number of trade goods for your use during the trip. Sometimes barter works better than coin. You have wool, grain, rare woods, a few dwarven steel daggers and pottery from the Young Kingdoms. Save as much as you can since barter is the preferred method of trade in this part of the world.”

Bet Regor is a wide open trading post. Older walls guard the entrances to the city but it seems built not for defense but more for control of the entrances for the traders. Only the Royal Castle seems to be militarily protected.

The wagon actually contains trade goods worth the following amounts in Bet Regor (Please keep the values to yourself since they are very dependent on the status of the city)

| Trade Good | Value in Bet Regor | Amount on the Wagon |
|---------------|--------------------|---------------------|
| Wool | 8 gp / crate | 10 crates |
| Grain | 6 gp / bag | 25 bags |
| Woods | 25 gp / lb | 30 lbs |
| Steel daggers | 20 gp / lb | 20 lbs |
| Pottery | 5 gp / crate | 20 crates |

There are many merchants and armed forces in Bet Regor. You are free to utilize *Goods and Gear* to determine which items are available in the city. There is a chance for any item to be available, however the prices are 20% above the book value since there are very high taxes. The following type of items are not available: Mithril weapons and armor, Adamantine weapons and armor, Dwarven Plate, Poisons, Dragon and

some Monster Hide armor, and any clerical raiment of non-prescribed churches. Also, use the following items to give the PCs a feel for Bet Regor and Paru'Bor:

- The Kingdom, and especially its capital of Bet Regor, is guided by the Courts of Justice and many Truthseekers will be found in the city and at many posts at the gates. Truth is the most important aspect of all dealings.
- The Hall of Oaths, Halls of the Valiant, Church of Everlasting Hope, Founder's Creation, Orders of Thought and Inevitable Order of Time are the only allowed religions and all others are harshly punished. If a PC uses clerical magic and worships a different church they will most likely be reported. Charisma check DC 12 + ATL to avoid being reported. If they are reported a squad will show up in 1d3 hours to arrest them. Punishment will be 100 gp * ATL and loss of all illegal holy items. This will include holy symbols, scrolls, holy water and divine items.
- There is a 5 sp toll per PC as they leave the city.
- Sometime while they are in Bet Regor, have the PCs approached by a Truthseeker missionary who is willing to accompany the PCs on their journey. The missionary will only be attached to one PC in particular. See Appendix D for details on the Truthseeker.

The following is the basic introductory text for the Truthseeker encounter. You will need to use your imagination for any further discussions but for the most part the Truthseeker will remain quiet only defending themselves and observing the happenings.

As you travel down the street to the south gate of Bet Regor you are approached by a young woman in a plain white robe. "By observation I would assume you are adventurers. I would like to spend time with an adventurer to witness the Truth found throughout the world and to witness more than what is found in this city. I bring few skills to your group, although I am told I have an elegant hand. I would only ask for enough sustenance to survive and the freedom to observe and bear witness to the events."

Here are just a couple of details:

- She does not give her name only refers to herself as "the aspirant".
- She has the ability to cast 4 cure light wounds per day.
- She will observe the events then scribe them into a set of journals that she carries. She carries no weapons.
- She is AC 10 and has 15 hps. She will not get into a fight and unless the PCs position her in a place where she could be injured she should survive.
- She will leave if a PC blatantly breaks the law or ignores the plight of the innocent. She has a +10 Sense Motive if the PCs attempt to Bluff her.
- At the conclusion of the event if the PCs have not offended her and she is still alive she will offer to continue her journey with **one** of the PCs. Only a PC who, in her mind, has shown no questionable qualities can receive this offer.

Appendix C holds the table for the Monster Hide armor that is available and the price that is being asked and the minimum price it might sell for. DO NOT just tell the PCs the minimum price they should at least attempt to barter with the merchants if they are truly interested.

Once the PCs leave the city try to determine how much time they spent in the city. The base is one hour if they go right from the docks to the city gates. The following other items are samples as to how much longer they spend in the City:

| # Hours | Activity |
|---------|----------------------------|
| 1 | Browsing the market |
| 1 | Shopping for Elven Goods |
| 1 | Shopping for Dwarven Goods |
| 2 | Visiting the Temples |
| 3 | Shopping for Monster Hides |

After the PCs leave the city it will take them a total of 3 hours to travel up the river road to the village of Ghocir. If the PCs did not take into account the travel time they will be arriving at Ghocir long after most shops are closed. If they spent 3 hours or less in Bet Regor they will be able to find the shop of Shygor Silverhair before he closes for the day. Shygor will be very typical

of most horse traders but if he is told that the PCs are working for General P'Mare he will change his requirements for mounts.

His base price per mount will be 120 in cash or trade goods. It will be only 100 if the PCs have mentioned General P'Mare. In either case the acquisition of mounts will take a couple of hours to process. This will bring the PCs either late into the dinner hour or close to mid day the following day. You should keep track of the time that the PCs leave Ghocir since delays will change encounters later on.

Shygor Silverhair has the following additional pieces of information that he can give to the PCs after they finish the deal for the horses:

- He does have some routes that he can suggest for going over the mountains. He has a couple of crude maps that are simple but easy to follow.
- He can tell the PCs that the mountains are extremely dangerous and that some of the dangers include:
 - Packs of Wild Dogs
 - Hunting Parties from Slen
 - Military units
 - Military Battles
 - Griffons
 - At least one Blue Dragon, according to rumor
- He would not recommend taking a wagon over the mountains as the least dangerous routes would not allow a wagon's passage.
- If asked, he knows the General from a short service in the Paru'Bor military.

ENCOUNTER 5

Summary: Mountains – The PCs make the dangerous trek over the mountains. The weather and terrain make the trip very uncomfortable. They will also encounter two hostile forces while in the mountains. How they deal with the first force will dictate how prepared they might be for the second more dangerous force.

OPTION A: Use the following if the PCs take the recommended routes through the mountain (without a wagon) and did not linger in Bet Regor.

The mountains have been just as dangerous as Shygor Silverhair said they would be. Twice horses almost lost their footing, nearly going over the side of a narrow trail. Obviously, Shygor Silverhair breeds a horse used to these narrow trails and further trains them on these trails. It has taken you a week to travel over the mountains taking few lengthy stops. Only a summer snow storm on the upper slopes forced you to slow your progress as the storm skirted close to your trail.

You have gotten over the upper peaks and are making your way down the lower trails. The progress is actually a bit slower as the horses careful plant their feet on the slightly worn surface of the mountain trail.

OPTION B: Use the following if the PCs take the recommended routes through the mountain (without a wagon) however they were a half day later in their start up the mountain. You should use the ride check as rolled at the beginning of the event. The DC for the ride check is 9 + ATL.

The mountains have been just as dangerous as Shygor Silverhair said they would be. Twice horses almost lost their footing, nearly going over the side of a narrow trail. Obviously, Shygor Silverhair breeds a horse used to these narrow trails and further trains them on these trails. Suddenly, a slide of rock and snow plummets down towards you!

Use the first Ride check here. Anyone who fails the check should roll a Reflex save DC 10+ATL for themselves, and a Fortitude save DC 10+ATL for their horse. Failure on a horse's Fortitude save means a twisted leg (failure by 5+ means a broken leg). Failure on a PC's Reflex save means that they were thrown and must make the same fortitude save as the horse.

The summer snow that fell on the upper reaches of the mountain has made the travel extremely difficult. The horses are having trouble maintaining their footing as more of the trail becomes slippery with sliding snow.

Use the second Ride check at this point. The DC is 10+ATL. Failure on this check can be fatal. (Make sure that you let any player that fails know this in case they want to use a re-roll capability) Those that fail and those that are on foot will need to make a Reflex save DC

15+ATL. The horses automatically miss their rolls; it was the Ride skill that would have gotten both horse and rider out of trouble.

The problem is that part of the trail is giving way. Anyone who misses the Ride check and the Reflex save is going to take a trip down part of the mountain. Their horse is going on the trip as well. The damage for the trip down the mountain is as follows:

| ATL | Damage |
|-----|--------------------------------|
| 1 | Fall of 20 feet (2d6 damage) |
| 3 | Fall of 40 feet (4d6 damage) |
| 5 | Fall of 60 feet (6d6 damage) |
| 7 | Fall of 80 feet (8d6 damage) |
| 9 | Fall of 120 feet (12d6 damage) |
| 11 | Fall of 150 feet (15d6 damage) |
| 13 | Fall of 200 feet (20d6 damage) |

OPTION C: Use the following if the PCs took the recommended routes but tried to bring a wagon along with them. After reading the following, continue with Option A or Option B depending on their earlier delays and their decision as to how to proceed.

The mountains are beautiful. The high peaks on the western half of the range are still covered with some small patches of snow. Unfortunately, the trail becomes very narrow after a single day's journey and there is not enough room for the wagon to continue on this trail.

Allow the PCs to decide what to do. NOTE: If they go back to town and come back you can use Option A since the snow on the western side of the range will have already rained down its wrath.

OPTION D: Use the following if the PCs took the non-recommended route.

The mountains are beautiful. The high peaks on the western half of the range are still covered with some small patches of snow. Though the ruts in the trail indicate a history of wagon passage, none of the ruts seem to indicate much activity this spring or summer.

Utilize a Spot check from the PCs' cards. There is a force of mercenaries that are ambushing caravans and travelers on this trail. They check for goods or papers going to the enemy forces.

Fact of the matter is this band does not care who they are selling information to, they sell to both sides of the conflict. The DCs for the Spot checks are:

| ATL | Spot DC (Hide plus Distance 60') |
|-----|----------------------------------|
| 1 | 10 |
| 3 | 13 |
| 5 | 17 |
| 7 | 22 |
| 9 | 28 |
| 11 | 35 |
| 13 | 43 |

NOTE: All the mercenaries and their animals are off the trail and have 20% cover from rocks and trees. They are very experienced at doing this type of activity but will try to disappear into the rocks and hills if more than half their number are incapacitated or killed.

Mercenaries

ATL 1 (EL 4)

Mercenaries (4) human mixed: Ranger 1: HD 1d8+1; hp 9;

ATL 3 (EL 6)

Mercenaries (6) human mixed: Ranger 1: HD 1d8+1; hp 9;

ATL 5 (EL 8)

Mercenaries (6) human mixed: Ranger 3: HD 3d8+3; hp 21;

ATL 7 (EL 10)

Mercenaries (6) human mixed: Ranger 5: HD 5d8+5; hp 33;

Riding Dogs (6) medium animal; hp 13; Monster Manual 272;

ATL 9 (EL 12)

Mercenaries (8) human mixed: Ranger 5: HD 5d8+5; hp 33;

Riding Dogs (8) medium animal; hp 13; Monster Manual 272;

Mercenary Wizard human Deji: Wizard 9: HD 9d4; hp 28;

ATL 11 (EL 14)

Mercenaries (4) human mixed: Ranger 8: HD 8d8+5; hp 51;

Dire Badgers (4) medium animal; hp 28; Monster Manual 62;

Mercenary Wizards (3) human Deji: Wizard 9: HD 9d4; hp 28;

ATL 13 (EL 16)

Mercenaries (12) human mixed: Ranger 8: HD 8d8+5; hp 51;

Dire Badgers (12) medium animal; hp 28; Monster Manual 62;

Mercenary Wizards (4) human Deji: Wizard 9: HD 9d4; hp 28;

See Appendix V for tactical instructions for running the Wizards.

ALL OPTIONS:

Once you have gotten the PCs through the mountains you can continue with the following encounter.

With the mountains behind you, the lower hills of the Wild Lands stretch out as far the eye can see. Even small campfires can be seen below as you make your way through the lower mountains and hills towards yet another river. The land has been generous in its support of your group—berries, hunting and fresh water has all been in ample supply. According to your map you should get to the first village on the eastern side of the mountains by mid-morning tomorrow. However, as the sun sets in the west and the moons begin to rise, the glow of a low campfire is seen off the trail below you.

Let the PCs be themselves and see what they want to do here. The group below is not using a big campfire and they have built it so that it is not visible from below. The PC are just in the “right” place at the right time. The group consists of a group of Slen slavers. They have traveled a long distance and are part of a huge group of slavers plying their trade in the area.

A few options at this point are:

- PCs might light a fire themselves (this eliminates any surprise possibilities, however, it has a 50/50 chance of saving the hamlet further below). Simply roll a die – high, the slavers think better of attacking the hamlet with unknown forces about – low, they ransack the hamlet and you can utilize the AFTERMATH section.

- The PCs might investigate the camp this evening. If so, go to the CAMP section below. NOTE: At each ATL there is a listing with the number of slavers that may be asleep if the PCs go at night. If they rouse the sentries or attack in the morning then all the slavers are awake and equipped.
- The PCs might go with a cold camp but not investigate. If this is the case you can go to AFTERMATH below.

Of course, the PCs might do something completely different. That is where you, as the DM, earn your pay. Or imaginary pay.

NOTE: The ELs cited below include an ad hoc modifier of -1. This is to take into account the number of sleeping and unprepared slavers at night and the likelihood that the PCs will take the slavers by surprise.

If the PCs do not capitalize on these advantages they may easily be overwhelmed. If the party seems dead set on this kind of assault, allow any PC with ranks in Knowledge (Military Tactics) to make a special Assess Battlefield check DC 5+ATL to note the tactical advantages available to them. PCs without this training may attempt a DC 15+ATL Intelligence check.

If the party still attacks without advantage, remember that these are slavers! If the tide of battle seems to be going the slavers' way, their tactics change from trying to survive to trying to make a profit. Dead PCs aren't worth anywhere near as much as captured PCs.

CAMP

If the PCs attacks at night, there are up to two sentries on watch. These sentries do not have darkvision and are only semi-alert so the PCs do have a chance to sneak past them, or to take them out quickly and quietly. Their descriptions are:

Leather clad men of mixed blood who's dark stained leather armor and dark leather scabbards give little hint to their origins. They are observing the area but not in too attentively. The camp beyond them is lightly lit and seems to have a number of similarly clad men and a number of tents.

If the PCs attack during the day then the slavers will have folded up the tent and the barricade and the woman will be chained and following a horse and cart. Make it clear to the party that the force is formidable.

The camp below contains a half-dozen tents as well as a small makeshift enclosure. There are only a few men not already in their tents, although one seems to be guarding the enclosure.

Slavers

ATL 1 (EL 4) (1 sentry, 1 sleeping)

Slavers (2) human mixed: Fighter/Rogue 1/1: HD 1d10+1 + 1d6+1; hp 16;

Slaver Leader human Kalamaran: Brigand 2: HD 2d8+4; hp 17;

ATL 3 (EL 6) (2 sentries, 1 guard, 1 sleeping)

Slavers (4) human mixed: Fighter/Rogue 1/1: HD 1d10+1 + 1d6+1; hp 16;

Slaver Leader human Kalamaran: Brigand 4: HD 4d8+8; hp 31;

ATL 5 (EL 8) (2 sentries, 1 guard, 1 sleeping)

Slavers (4) human mixed: Fighter/Rogue 2/2: HD 2d10+2 + 2d6+2; hp 28;

Slaver Leader human Kalamaran: Brigand 6: HD 6d8+12; hp 48;

ATL 7 (EL 10) (2 sentries, 1 sleeping)

Slavers (3) human mixed: Fighter/Rogue 5/2: HD 5d10+2d6+7; hp 56;

Slaver Leader human Kalamaran: Brigand 7/Dread Slaver 1: HD 8d8 +16; hp 62;

ATL 9 (EL 12) (2 sentries, 1 guard, 2 sleeping)

Slavers (5) human mixed: Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 62;

Slaver Leader human Kalamaran: Brigand 7/Dread Slaver 1: HD 8d8 +16; hp 62;

ATL 11 (EL 14) (2 sentries, 1 guard, 2 sleeping, 1 in tent with leader)

Slavers (6) human mixed: Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 62;

Slaver Leader human Kalamaran: Brigand 7 / Dread Slaver 3: HD 10d8 +20; hp 76;

Slaver Wizards (3) human Kalamaran: Wizard 9: HD 9d4; hp 28;

ATL 13 (EL 16) (2 sentries, 2 guards, 4 sleeping, 4 in tent with leader)

Slavers (12) human mixed: Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 62;

Slaver Leader human Kalamaran: Brigand 7 / Dread Slaver 6: HD 13d8 +26; hp 97;

Slaver Wizards (4) human Kalamaran: Wizard 9: HD 9d4; hp 28;

See Appendix V for tactical instructions for running the Wizards.

If the PCs are successful in attacking the camp and rescuing the prisoner alive continue with the following.

Inside the makeshift enclosure are posts with manacles for over 30 people. Fortunately, only one of the sets of manacles are currently occupied. A slightly haggard dejected woman hangs from them. She appears slightly dehydrated but does not show any physical injuries.

The woman's name is Heydu. She was captured approximately four days ago as she was shepherding a small herd north of the valley. She has not been beaten, however, the journey and experience has thrown her in a type of shock. It will take a little healing (cure minor is enough), some water, food, and someone kind and friendly (Charisma check DC 5 + ATL) to make her responsive. If the group does assist her recovery she can tell her story. Use the text below:

"The group that captured me was a small group of these men. I was distracted by one of my flock that had trapped its foot in between two rocks. The sheep was causing such a noise that I did not hear nor see anyone until they grabbed me. They brought me first to a large group at least twice the number that were here. One hobgoblin seemed to lead them. He came out of a black tent with painted red eyes upon it. He looked me over and then turned and walked away. I was lead over to a post and then have been dragged by this group for days. They have been planning some type of raid. I did catch the name of the leader, I think. They referred to him as the Dread Vengeance."

That is all the information that she has.

AFTERMATH

This should be used if the PCs did not bother the Slaver camp that night or they lit a fire and the slavers still attacked the hamlet. In this case, the PCs might decide to track the slavers down. This is possible but the PCs will be spotted at roughly 100 yards away.

As you slip down the last rocky parts of the trail you pass what appears to have been the camp last night for at least a half-dozen men. As the morning grows towards mid-day you come across a desperate sight. The small hamlet is where the map says it should be, but it is deserted. Deserted save for the smell of blood and fear that lingers in the air. Small splatters of blood show signs of struggle but so far, no signs can be found of any dead, nor enough blood to indicate a killing blow. Only a few cats remain alive and the only remains seems to be those of three dogs. There are no signs of overt magic, however, leather bags are scattered around the area.

The hamlet was the home of 23 people. All those people are currently in manacles being lead to Slen by the slavers. The leather bags are the remains of tanglefoot bags and that should give the PCs a hint of what happened to the villagers.

Whether they ignore the slavers, defeat the slavers in their camp or allow the slavers to attack the hamlet, move on to Encounter 6.

ENCOUNTER 6

Summary: Into the lands of Torakk. How they deal with the forces in Encounter 5 will dictate how prepared they might be for the battle in this encounter.

In fact, the three possible options from Encounter 5 will dictate the actions occurring in Encounter 6. Use the following table of factors to apply to all the Charisma checks in this encounter (with the forces of Shynabyth).

| Adjustment | Action |
|------------|---|
| -4 | Hamlet was ransacked |
| +1 | Heydu was rescued |
| +1 | PCs are attempting to track down the slavers that ransacked the |

| | |
|----|---|
| | hamlet |
| +3 | PCs are attempting to track down the main slaver group |
| -2 | PCs have ignored the slavers and are heading towards the river as directed |
| -1 | PCs have the support of a Truthseeker's word. This is NOT a bonus since her word is based on religion and religion is outlawed in Shynabyth |
| +1 | Heydu is with the PCs and has been treated well |

In all cases the PCs will first run into a group of horsemen attempting to determine the whereabouts of the slavers. Are the PCs slavers? That could be part of the question.

You travel through the day, the day's events weighing on your minds. As the sun begins its descent, dust from a large group of horses can be seen in the distance and it is heading towards you.

Assuming that the PCs do not hide continue with the following:

The horsemen number well over a dozen and pull up in a quarter-circle around you. (NOTE: they are not surrounded, nor are the riders attempting to surround them, they are simply not stopping in Fireball or Lightning Bolt formation.) The horsemen are all wearing silvered breastplates that shine in the evening sun. Lances and swords complete their ensemble along with a tabard depicting a rampant horse over an orange field.

"State your name and your business in the Kingdom of Shynabyth!", shouts the leader of the horsemen.

The keys to this encounter will be the PCs intentions and what they are willing to share with the horsemen. The encounter is broken into three sections: Suspicion, Information Gathering & Action.

NOTE: Remember, in all these sections that the bonuses and penalties from the table above apply. Also, if the Truthseeker is with the PCs and they blatantly lie to the officers (especially regarding the number of slavers) then she will open her journal and provide the correct numbers.

SUSPICION

In this section the PCs will still be under suspicion and it will be up to the PCs to address the issue. Methods to do this include:

- Bluff (using above modifiers) vs the officer of the group's Sense Motive of +5 + ATL
- Roleplay out the story – go ahead and use either a Bluff (if they are lying) or Diplomacy (if they are telling the truth). The DC for the Diplomacy check is 5 + ATL.

If the PCs are found wanting, the horsemen will ask them to accompany them back to the nearest city. This will cause the PCs to miss their next connection, however, the horsemen will not take no for an answer.

If the PCs pass the suspicion test continue with Information Gathering.

INFORMATION GATHERING

In this section the troop and the PCs can share what they know. It will be up to the PCs to discuss what they know, however, there are benefits based on what the PCs can tell them.

The troop knows:

- A local hamlet has been ransacked. This is the second one in this area in the last three months.
- They have seen signs of horses and carts in the area during the past couple of weeks but have not seen any bandits or slavers. The tracks always seem to disappear into the mountains.

If the PCs share...

- ...that they defeated a group of slavers in the mountains the officer in charge will ask how many slavers there were. There is a reward for slaver bands from the government and the officer (if he believes them) will reward the PCs with a sum of 300 gp.
- ...that they were able to rescue one person from the slavers and have since tended to Heydu, then the officer will again thank the PCs and offer a reward of an additional 150 gp.

- ...that the name overheard as the leader of the slavers is “the Dread Vengeance”, then the officer will get a glint in his eye – immediately go to the ACTIONS section.

ACTIONS

If the PCs are not pursuing the slavers then the officer, as long as he has been given all the information and has not decided to bring the PCs into the city as part of the investigation, will allow them to continue on their way.

If the PCs are pursuing the slavers then the officer (Captain Geren) will offer them the chance to aid the troop in tracking down the slavers and bringing them to justice. He will understand if they have other issues they need to take care of.

Assuming the PCs go with the troop of horsemen you can continue with the following text and short battle. Use the map at the end of this document to help illustrate the battle.

Captain Geren leads the troop of horsemen following the tracks left by the main body of the slavers. Scouts report back on the hour as it seems you are getting closer and closer to the troop. It is your second day in the Kingdom of Shynabyth when the scouts come back with exciting and disturbing news. Captain Geren shares the news with you seeming to watch for your reaction, “The scouts have found the slaver camp, however, they are more than just slavers. They are the evil of Slen come down from the mountains in search of sacrifices. I have summoned what assistance is nearby, however, as much as I will need your help, I will understand if you do not wish to lend your assistance. If we are defeated, death is the best option, as capture holds terrible consequences.”

If the PCs are still willing to assist, then Captain Geren will ask them to guard the retreat to the east out of the mountains. If the PCs ask why he will tell them he has a force hidden in the mountains and when he attacks he hopes the slavers will retreat into the mountains. He only wants slavers going into the mountains since he does not have the capability of describing each of the PCs and could not guarantee their safety in that area.

If the PCs do not agree to the plan use the text below:

The battle is chaotic and a number of slavers and slaves are slain in the fight. A large number of slavers seemed to have moved down the mountain during the attack and as Captain Geren is thanking you for your help his men are getting ready to pursue the remainder of slavers.

As long as the PCs agree to the plan use the text below:

Surprisingly, the fight goes as Captain Geren had planned. His spirited charge into the slaver camp not only caught the slavers by surprise but drove over half up into the mountains where black clad dwarves sprang from what seemed to be the rocks themselves attacked the slavers. However, as the dwarves and the horsemen seemed to be battling the slavers a group of well armed slavers move to the east and toward you! Leading the group is a plate armored female with a huge maul and a glow of red surrounding her body.

Slavers

ATL 1 (EL 4*)

Elite Guards Slavers (1) human mixed:
Fighter 2: HD 2d10+6; hp 22;
Slaver Leader, female Dark Elf: Cleric 5: HD 5d8; hp 28;

ATL 3 (EL 6)

Elite Guards Slavers (1) human mixed:
Fighter 3: HD 3d10+9; hp 31;
Slaver Leader, female Dark Elf: Cleric 5: HD 5d8; hp 28;

ATL 5 (EL 8)

Elite Guards Slavers (2) human mixed:
Fighter 3: HD 3d10+9; hp 31;
Slaver Leader, female Dark Elf: Cleric 7: HD 7d8; hp 38;

ATL 7 (EL 10)

Elite Guards Slavers (3) human mixed:
Fighter 4: HD 4d10+12; hp 40;
Slaver Leader, female Dark Elf: Cleric 9: HD 9d8; hp 48;

ATL 9 (EL 12)

Elite Guards Slavers (4) human mixed:
Fighter 5; HD 5d10+15; hp 49;
Slaver Leader, female Dark Elf: Cleric 11: HD 11d8; hp 58;

ATL 11 (EL 15)

Elite Guards Slavers (4) human mixed:
Fighter 7; HD 7d10+21; hp 67;
Slaver Leader, female Dark Elf: Cleric 13: HD 13d8; hp 68;
Slaver Wizards (2) human Kalamaran: Wizard 9: HD 9d4; hp 28;

ATL 13 (EL 17)

Elite Guards Slavers (6) human mixed:
Fighter 7; HD 7d10+21; hp 67;
Slaver Leader, female Dark Elf: Cleric 15: HD 15d8; hp 79;
Slaver Wizards (6) human Kalamaran: Wizard 9: HD 9d4; hp 28;

See Appendix V for tactical instructions for running the Wizards.

The slavers are too busy fleeing to notice the party until the party attacks them directly. This means the party can buff themselves until the meaning that the party effectively automatically gets a surprise round. At ATL 1, the slavers will completely ignore the first volley of arrows, meaning the party

At ATL 1, the party will be able to use ranged attacks against the slavers for 1 surprise round and one more full round before the slavers will respond. The slavers are simply too busy fleeing to worry about a single volley of arrows.

At all other ATLs, the party will only get a surprise round for attacks, but they may prepare themselves by casting buff spells, as the sound of casting will be lost in the din of war. In other words, any form of attack will be met in kind by the routed and fleeing slavers.

Finally, at ATL9 and above, the Elite Slaver Guards are not what they appear to be. In fact, they are fallen Slaver Guards that the Dark Elf Cleric has reanimated via *Will of the Revenant*. Over the decades she grew tired of the mewling of so many weak-willed guards that were either unable or unwilling to bear the Sweet Agony of their wounds and suffering. Her solution has been to keep the unliving as her personal retinue—while the dead feel no pain, they also

bear their wounds without complaint. This has the added benefit of letting her save her precious few healing spells for the one person who matters—her.

Use the following table to determine the PCs reward for this encounter:

| Condition | Reward |
|---|---|
| PCs kill/capture Leader | All non-religious items carried by his guards |
| PCs fight leader and men but are unable to kill/capture him | Loot from guards and fallen on the field. Field forces carry 150 gp each in arms, armor and valuables |
| PCs don't fight on the east side | Nothing although he would allow the PCs to take the horse and cart and a few weapons – 25 gp each PC |

Captain Geren is fairly pleased at the results of the battle. “It will be a long time before the Slen decide to raid our southern borders again. This has been a great day and we owe you much. I will detach a group of scouts to escort you to your destination. You have my thanks and I give my word that the deeds you have done this day will be told in the halls of the capital.”

Unless the PCs interrupt that should be all. Be sure for flavor purposes to mention that many of the injured are being treated with first aid. No clerics or shamans are magically healing any of the injured. Nor will they allow themselves to be healed since open use of divine powers is illegal. When you have completed this encounter continue with Encounter 7.

ENCOUNTER 7

Summary: Another riverboat ride deposits the PCs into the plains of Torakk. The open and stormy dark blue waters of Lake Jorrak are the PCs path to Narr-Rytar. A few effects while on the ship finally bring the PCs to Narr-Rytar. They will be able to explore the city and see what they can find regarding Colonel Lakaran B'Tormil.

You arrive at the shores of another rapid flowing river. The small village of Dejy greet you warmly as does the smiling riverboat Captain who waits for your arrival. The

remainder of your trade goods goes swiftly into the hold as the Dejy trade you coin for your mountain horses.

The journey down the long river is uneventful as the Torakk plains line both wide sides of the river. You finally pass from the river to the dark blue waters of Lake Jorrak. The icy blue waters remain frozen for most of the year, the crew tells you as you pass carefully across its often stormy waters.

After another week of travel you have at long last arrived at the City of Narr-Rytar. The great sea gates stand open as the afternoon sun beats down on the deck of the riverboat. The city is mostly wooden with great wooden buildings taking up the space nearest the docks.

At this point the PCs are free to explore the city a little. As they enter they will be first faced with the statue of Jorrak.

As you enter the busy port city you see that the population is mainly Fhokki with a smattering of dwarves and wood elves. A large wooden statue stands in the middle of the main roadway into the heart of the city. The statue is of a young man dressed in a leather cuirass and carries both bow and short sword. The base of the statue reads: “Wait not for a path to appear if you wish to make a journey. Make the path yourself that others may follow.”

Now the PCs will have a chance to explore the city. Some key locations and personages include:

- **Harbormaster's Office:** The Harbormaster is a gray bearded Fhokki named Murrjar. He knows about every ship that comes into the city and can point the PCs to a quality inn or even Colonel Lakaran B'Tormil's home. He knows that the Colonel is an officer in the scouting corp of the city's armed forces.
- **The Golden Carp:** This modest inn has a total of 13 rooms. One room is permanently left vacant as it would be bad luck to rent 13 rooms. Rooms are 8 sp per night per person.

- “Longstep” Hruligar – This young boy of 9 already stands 6 feet 3 inches tall. He will approach the PCs to offer to show them around the city for a gold piece. He shows them through the harbor, marketplace, government square, elven quarter, the Halfling Corner and the woodcarver’s guildhouse. He does not know of Colonel Lakaran B’Tormil, however he knows people who might know him and will ask about for another gp. He will eventually find out where the Colonel lives and be able to lead the PCs there.
- The Halfling Corner – In the southeast corner of the city live a large number of halflings. The streets are all the same sized as outside the corner, however all the doors and buildings are built for the smaller folks. There are a great number of tobacco and pipe shops in this area.
- The Woodcarver’s Guild – One of the principal guilds in the area, it governs all aspects of woodcraft including ship building. Assistant Guildmaster Vrot is on duty when the PCs arrive. A smaller Fhokki woman, she runs the front office of the guild. She will probably never be guildmaster due to the tradition that the guildmaster is always male and a winner of the summer games of strength. However, she also knows that the guild would be in serious trouble without her administration.
- Home of Colonel Lakaran B’Tormil – The two story stockade home is overrun with children as the PCs arrive. Colonel Lakaran B’Tormil is the father of 8 children who play in the courtyard in front of the building. A woman watches them carefully as she knits what appears to be a small sweater. Enga B’Tormil is Lakaran’s Fhokki wife. She knows where her husband is but wants to know why the PCs are here. The truth will work if the PCs resort to it.

The woman looks you over, “I was afraid that you bore bad news from his family. A fortune teller told me to expect this last week. That is why I allowed him to travel with his men this week. He should be somewhere between a day or two days to the east of the city in the forest. Some of the Woodcarver’s Guild reported some type of problem. You can track him down in the

forest or wait, he promised he would be back here in five days at the most. It is up to you.”

The decision will be partially your job as the judge. If there is not enough time left you can have him already gone 4 days thus coming home tomorrow. Continue to the Conclusion, however do NOT award the experience for Encounter 8. If they do have time left he has only been gone for two days thus they would have to wait three days or head to the forest. The forest route is located in Encounter 8.

Encounter 8

Summary: Tracking down Colonel B’Tormil and his small group of scouts will bring the PCs into conflict with a strange creature unknown in the lands of Pecal.

Editors Note – It is important that you DO NOT GIVE THE PCS any certificates from this battle. If they win, and take items from the bad guys simply tell them what the magical items are. Do not give them the certificates until the very end of the scenario, as they might NOT wish to keep them. Once they make their decision, they are stuck with them though.

The forests to the east of the city are a mixture of tall, reaching trees and dense, ground-hugging shrubs. The area in which Colonel B’Tormil was investigating is easily found as a lumber trail leads from the edge of the forest to the cutting site. There does not seem to be anyone in the area, however, as you begin to look around you hear some movement in a large section of shrub near the saw mill.

The whole fun of this encounter is to somehow coerce the PCs into exploring into the shrubs. They are too thick for medium or large creatures to easily pass through. That is, unless they are very strong.

Exploring the shrubs from the outside does not reveal anything more than that there is something in the shrubs. Really only magical methods of investigation may work. There are no discernible tracks since the traffic of the scouts and lumber people have destroyed them.

If/When they either go into the shrubs or disturb the shrubs enough continue with the following:

Suddenly the shrubs erupt in motion as a mass of legs and quills shoots out from underneath the shrubs.

A Knowledge (Nature) check DC 15 will indicate that the creature is being aggressive. For those who beat the creature's initiative they can attack or flee as usual. Just be aware of where the PCs are standing because on the first round of the creatures action it will let loose the quills of hell.

ATL 1

Baby Dire Porcupine, medium animal: HD 3d8+9; hp 27; Init +3; Spd 20 burrow 10, climb 10; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Atk/Grapple +2/+3; Full Atk: 2 claws +5 (1d4+1), Bite +0 melee (1d6) or Quill Volley +5 (1d4 each); SA Quill Volley (1d4 quills to all in 15 foot cone); SQ grapple defense, low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +4; Atb Str 12, Dex 17, Con 17, Int 2, Wis 12, Cha 11; Skills: Climb +11, Listen +5, Spot +5; Feats: Alertness, Weapon Finesse

Grapple Defense: When grappled the porcupine is immediately allowed 1d4 quill attacks against the grappler.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 5 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ATL 3

Baby Dire Porcupine, medium animal: HD 4d8+12; hp 35; Init +4; Spd 20 burrow 10, climb 10; AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk/Grapple +3/+4; Full Atk: 2 claws +7 (1d4+1), Bite +2 melee (1d6) or Quill Volley +7 (1d4 each); SA Quill Volley (1d4 quills to all in 15 foot cone); SQ grapple defense, low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Atb Str 12, Dex 18, Con 17, Int 2, Wis 12, Cha 11; Skills: Climb +11, Listen +6, Spot +5; Feats: Alertness, Weapon Finesse

Grapple Defense: When grappled the porcupine is immediately allowed 1d4 quill attacks against the grappler.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 5 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ATL 5

Adolescent Dire Porcupine, medium animal: HD 4d8+16; hp 39; Init +4; Spd 20 burrow 10, climb 10; AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk/Grapple +3/+4; Full Atk: 2 claws +7 (1d6+1), Bite +2 melee (2d6) or Quill Volley +7 (1d6 each); SA Quill Volley (1d4 quills to all in 15 foot cone); SQ grapple defense, low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +5; Atb Str 13, Dex 18, Con 18, Int 2, Wis 12, Cha 11; Skills: Climb +11, Listen +6, Spot +5; Feats: Alertness, Weapon Finesse

Grapple Defense: When grappled the porcupine is immediately allowed 1d6 quill attacks against the grappler.

Quill Volley: fires a group of quills in a 15 x 15 foot cone. It can only be fired every 3 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ATL 7

Adolescent Dire Porcupine, medium animal: HD 6d8+24; hp 57; Init +4; Spd 20 burrow 10, climb 10; AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk/Grapple +4/+6; Full Atk: 2 claws +8 (1d6+2), Bite +3 melee (2d6+1) or Quill Volley +9 (1d6 each); SA Quill Volley (1d6 quills to all in 15 foot cone); SQ grapple defense, low-light vision, scent; AL N; SV Fort +9, Ref +9, Will +6; Atb Str 15, Dex 18, Con 19, Int 2, Wis 12, Cha 11; Skills: Climb +12, Listen +7, Spot +6; Feats: Alertness, Weapon Finesse, Weapon Focus (quill)

Grapple Defense: When grappled the porcupine is immediately allowed 1d6 quill attacks against the grappler.

Quill Volley: fires a group of quills in a 15 x 15 foot cone. It can only be fired every 2 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take

10 on Climb checks, even if rushed or threatened.

ATL 9

Fiendish Dire Porcupine, large magical beast (Augmented Animal, Extraplanar): HD 8d8+56; hp 99; Init +4; Spd 30 burrow 10, climb 20; AC 17 (+3 Dex, +5 natural, -1 size), touch 12, flat-footed 14; Base Atk/Grapple +6/+17; Full Atk: 2 claws +12 (1d8+7), Bite +7 melee (3d6+3) or Quill Volley +9 (1d8 each); SA Quill Volley (1d8 quills to all in 15 foot cone), smite good (+8); SQ darkvision 60' DR 5/magic, grapple defense, low-light vision, scent, cold/fire resistance 10, SR 13; AL NE; SV Fort +13, Ref +9, Will +7; Atb Str 25, Dex 16, Con 24, Int 3, Wis 12, Cha 11; Skills: Climb +17, Listen +8, Spot +7; Feats: Alertness, Weapon Finesse, Weapon Focus (quill).

Grapple Defense: When grappled the porcupine is immediately allowed 1d8 quill attacks against the grappler.

Smite Good: Once per day the Fiendish creature can make a normal melee attack to deal +8 extra damage against a good foe.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 2 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ATL 11

Fiendish Dire Porcupine, large magical beast (Augmented Animal, Extraplanar): HD 10d8+70; hp 123; Init +4; Spd 30 burrow 10, climb 20; AC 17 (+3 Dex, +5 natural, -1 size), touch 12, flat-footed 14; Base Atk/Grapple +7/+18; Full Atk: 2 claws +13 (1d8+7), Bite +9 melee (3d6+3) or Quill Volley +10 (1d8 each); SA Quill Volley (1d8 quills to all in 15 foot cone), smite good (+10); SQ darkvision 60', DR 5/magic, grapple defense, low-light vision, scent, cold/fire resistance 10, SR 15; AL NE; SV Fort +14, Ref +10, Will +8; Atb Str 25, Dex 16, Con 24, Int 3, Wis 12, Cha 11; Skills: Climb +17, Listen +9, Spot +8; Feats: Alertness, Weapon Finesse, Weapon Focus (quill), Weapon Focus (bite)

Grapple Defense: When grappled the porcupine is immediately allowed 1d10 quill attacks against the grappler.

Smite Good: Once per day the Fiendish creature can make a normal melee attack to deal +10 extra damage against a good foe.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 2 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ATL 13

Fiendish Dire Porcupine, large magical beast (Augmented Animal, Extraplanar): HD 12d8+60; hp 145; Init +5; Spd 30 burrow 10, climb 20; AC 17 (+3 Dex, +5 natural, -1 size), touch 12, flat-footed 14; Base Atk/Grapple +9/+21; Full Atk: 2 claws +16 (1d8+8), Bite +15 melee (3d6+4) or Quill Volley +12 (1d10 each); SA Quill Volley (1d10 quills to all in 15 foot cone), smite good (+12); SQ darkvision 60', DR 10/magic, grapple defense, low-light vision, scent, cold/fire resistance 10, SR 17; AL NE; SV Fort +15, Ref +11, Will +9; Atb Str 26, Dex 16, Con 24, Int 3, Wis 12, Cha 11; Skills: Climb +18, Listen +10, Spot +9; Feats: Alertness, Weapon Finesse, Weapon Focus (quill), Weapon Focus (bite), Multiattack

Grapple Defense: When grappled the porcupine is immediately allowed 1d10 quill attacks against the grappler.

Smite Good: Once per day the Fiendish creature can make a normal melee attack to deal +12 extra damage against a good foe.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 2 rounds. .

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

At the conclusion of the battle continue with the conclusion.

CONCLUSION

Summary: Colonel B'Tormil offers the PCs the hospitality of his home as he listens to their story. Sometime during the discussion General P'Mare makes his entrance and the discussion

becomes even more animated. Eventually the PCs are asked some very pointed questions. Depending on their answers and agreement of the Colonel's required oaths the PCs may get information that leads them further on this quest.

NOTE – IF the PCs went through Encounter Five and succeeded in gaining the magical items therein, be sure to ask for the items back in ENCOUNTER FIVE EXTRA below.

Not surprisingly the cause of the woodcrafter's problems was the creature that you fought and its siblings and parents that had moved into the area. Colonel B'Tormil had been moving back towards the camp and discovered you at the conclusion of your battle. He and the other scouts helped with the healing.

The scouts scoured the area while the Colonel accompanied you back to the city and his home. He sat entranced and saddened by your tale and promised that this morning he would give you whatever information was his to provide.

Encounter Five EXTRA -

If the PCs succeeded in Encounter Five and picked up magical loot, read the text in the box. Otherwise continue beyond the box and conclude the adventure.

Although it pains me to ask this, as an honorable man I must", the Colonel begins. Adonac Moraman was a captain who fell recently in the hills where you were adventuring. His widow, the Lady Moraman seeks the betrothal items that she had commissioned for their wedding so that that they may be handed down to their son. Did you manage to find them during your combat with the mercenaries?"

If the PCs answer truthfully and hand over the items, he thanks them gratefully and continues on. If they lie and keep the items, then they are allowed to keep them. Hand over the certificates. They asked for it.

Continued from before Encounter Five Extra -

Colonel B'Tormil seems in high spirits this morning. "I discovered that a couple of wizards that owed me a favor or two were

able to send messages magically over the long distances to my father and niece."

At this point if any of the PCs have the Suitor for the hand of General B'Tormil's granddaughter certificate use the following text otherwise skip to the WELCOMING section:

Colonel B'Tormil looks at (name of PC with the certificate or more than one) "My father also mentioned that you and he have some type of unfinished business and if you could bring a written or authorized journal of your journey we will make a decision during the spring festival next year. I would be careful—my father can be a manipulator and he usually gets what he wants."

WELCOME

A servant interrupts your conversation with Colonel B'Tormil to escort General P'Mare into the room. Introductions and greetings are exchanged as the General sits awaiting the telling of the story. "Didn't think I would miss the tale did you?", the General says with a smile.

Colonel B'Tormil stands and moves across the room, "Well as you have already surmised I was once very proud to claim membership in an organization that professed the means and will to undermine the Kalamaran Usurper and restore rightful rule once again to Kalamar."

"My belief that Kalamar needs to be cleaned of the filth that currently sits on the throne has not changed. Unfortunately, I have lost faith that the organization to which I belonged has the means to truly accomplish the goal. They may harass and perhaps even gather important information; however, I do not believe that they will bring about the restoration of the true emperor without additional assistance."

After a couple of sips of water he continues, "Thus I can tell you what I know even though some of it is from my family's personal knowledge. I believe the key to bringing down the Usurper is to locate the Sword of Kings. Finding the sword has been a hobby of mine since I once noticed it referenced in a Great Uncle's journal. I am no longer a young man and now have a family of my

own. Traveling to dangerous locales in search of a lost sword—while once I might have considered it romantic, now I am more disheartened. Still I have collected all the information regarding the Sword and have tried to limit it to the last couple of locations that it was reported seen. I will give you these and perhaps the most important clue that I had only recently uncovered.”

The Colonel lifts a journal from the desk and hands it to General P'Mare. A small glow quickly spreads from the book til it surrounds the General. “Ah, your intentions are honorable,” says Colonel B'Tomril. “This journal contains all the information gathered by an organization regarding the Sword. I have a marked a passage which states that the sword was perfect upon its creation. However, the Emperor had a divine vision in which he requested the Ka'Asa dwarves to further provide the Sword a number of enchantments. I have discovered where to find the remnants of the Ka'Asa dwarves.”

“So I will give the General all the material I have however the next steps would be to investigate the battle sites and the dwarves of Ka'Asa. I wish you luck and may you assist in the downfall of the Usurper and the illegitimate rule of Kalamar.”

If the PCs got the cursed items, and returned them to the General, then read the following. If they did not do the optional encounter, but completed the mission then they also get this reward.

The general locks eyes with each of you. “You run a dangerous gauntlet my friends, and have need of metal stronger than you currently carry. I believe that I can fix that before you go.” He nods to the Colonel who jots down entries into another notebook on the desk and smiles as he does so.

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

| All characters who participate receive the following: | Tier 1 | Tier 2 | Tier 3 |
|---|------------|-------------|-------------|
| Encounter 2: Defeating the Lake Monster | 75 | 100 | 200 |
| <Bonus> Healing the Lake Monster | 50 | 50 | 50 |
| Encounter 3: Dealing with the Elves and repairing the riverboat | 25 | 75 | 100 |
| Encounter 4: Causing no incident in Bet Regor | 25 | 75 | 100 |
| Encounter 5: Taking the Recommended Route through the mountains | 25 | 75 | 100 |
| OR Defeating the ambushing brigands | | | |
| Defeating the slaver camp | 50 | 75 | 150 |
| Rescuing Heydu alive | 25 | 50 | 100 |
| Encounter 6: Dealing peaceably with Captain Geren | 25 | 75 | 100 |
| Following Geren's orders and defeating the slavers OR | 75 | 125 | 200 |
| Not following Geren's orders but battling the slavers | 50 | 100 | 150 |
| Encounter 7: Determining the location of Colonel B'Tormil | 25 | 50 | 100 |
| Encounter 8: Defeating / Capturing the Dire Porcupine | 75 | 100 | 200 |
| | | | |
| <i>Discretionary Role Playing Experience</i> | 75 | 100 | 150 |
| Total Possible | 500 | 1000 | 1500 |

TREASURE

Encounter 3 –

If the PCs take items from the forest and do not speak the truth to the elven scout, or if they are belligerent and attack the scout, they receive the Curse of the Wood.

Curse of the Wood – 6 certificates – Vines that you once passed over normally now seem to reach out to trip you. Perhaps this will teach you to take nature more seriously! The next ten times that you must make a reflex save versus *entangle* or an *entangle* like effect, it is at a -10 penalty. Show this certificate to your GM before play and have the GM mark off a charge each time you must make an applicable save. Value: N/A, Charges: N/A, Tradable– NO/CURSE

None of the items listed below are GIVEN AWAY. They must be purchased by the PCs. There are two separate prices for each item. The NORMAL price is for PCs that fought the beast and did not heal it. The OBLIGATED price is for those that healed the creature.

Enhanced Elven Caster's Chainmail – 1 certificate – 4,600 Victories/3,500 Victories – You have seen elven chain however never before have you witnessed craftsmanship like this. The way this chain moves is more like silk than metal and you are certain that casting spells in it will be much easier. It is in all ways the same as Elven Chain, save that the arcane spell failure chance is only 15%, rather than the usual 20%. When purchased, circle how much you paid for the item. Value – 2,300/1.750 Victories, Charges: N/A, Tradable: Yes.

Enhanced Elven Scout Chainmail – 1 certificate – 4,600 Victories/3,500 Victories – You have seen elven chain however never before have you witnessed craftsmanship like this. The way this chain moves is more like silk than metal and you are certain that moving quietly in it will be much easier. It is in all ways the same as Elven Chain, save that the maximum Dexterity bonus is +5 rather than the usual +4. When purchased, circle how much you paid for the item. Value – 2,300/1.750 Victories, Charges: N/A, Tradable: Yes.

Mithral Breastplate – 1 certificate – 4,350 Victories/3,350 Victories – You feel like you are wearing a normal shirt in regards to weight when this breastplate is in place. This breastplate is considered light armor for purposes of movement. Spell failure is 15%, Armor Check penalties are only -1, and the maximum Dexterity bonus for this armor is +5. When purchased, circle how much you paid for the item. Value – 2,175/1.675 Victories, Charges: N/A, Tradable: Yes.

Studded Leather Armor – Displacer Beast - 1 certificate – 1,200 Victories/900 Victories – The dark blue hue of the leather is enhanced by the small Mithril studs placed strategically throughout the surface. The armor almost seems to vibrate around you. In addition to being masterwork armor, the displacer beast leather grants a +1 dodge bonus versus ranged attacks and a +1 resistance bonus versus spells or spell-like effects that target the wearer directly. When purchased, circle how much you paid for the item. Value – 600/450 Victories, Charges: N/A, Tradable: Yes.

Elven Wind Harp – 1 certificate – 150 Victories/100 Victories – This collection of hollow reeds are banded together with a combination of grass and Mithril wire. When held to the breeze a hauntingly hollow note is sounded. When utilized by an experienced bard the song produced will provide allies and friendly listeners with an additional +1 circumstance bonus to saves versus charm and fear effects. This bonus stacks with standard bardsongs. When purchased, circle how much you paid for the item. Value – 75/50 Victories, Charges: N/A, Tradable: Yes.

Encounter Five – If the PCs did not go the recommended way, then they will encounter the mercenaries, and may obtain the following loot:

Mundane – 4 sets of manacles, 8 coils of rope, 6 emeralds worth 50 Victories each, and 20 Victories looted from each defeated slaver.

Cursed Ring of Resistance +1 – 1 certificate – The widow of Adonac Moraman grieves as you wear the wedding ring of her slain husband. While you have this item in your possession, all social skill checks (Persuasion, Sense Motive, Bluff, Gather Information, Ect) are penalized by -6. If you are slain while this item is found upon your body no civic religion will raise you from the dead. To remove this social curse you must return the ring to the Widow Moraman and spend at 2 NAA's working in penance. Value: 0 Victories; Charges: N/A; Tradable: NO/CURSED

Cursed Bracers of Armor +3 – 1 certificate - The widow of Adonac Moraman grieves as you wear the bracers of her slain husband. While you have this item in your possession, all social skill checks (Persuasion, Sense Motive, Bluff, Gather Information, Ect) are penalized by -6. If you are slain while this item is found upon your body no civic religion will raise you from the dead. To remove this social curse you must return the bracers to the Widow Moraman and spend at 2 NAA's working in penance. Value: 0 Victories, Charges: N/A; Tradable: NO/CURSED

Cursed Defending Rapier +1 – 1 certificate - The widow of Adonac Moraman grieves as you sully the rapier of her slain husband. While you have this item in your possession, all social skill checks (Persuasion, Sense Motive, Bluff, Gather Information, Ect) are penalized by -6. If you are slain while this item is found upon your body no civic religion will raise you from the dead. To remove this social curse you must return the rapier to the Widow Moraman and spend at 2 NAA's working in penance. Value 0 Victories; Charges: N/A; Tradable: NO/CURSED

Encounter 7 -

If the PCs Kill/Capture the Leader – Loot equals 20gp/ATL per guard

if the PCs fight leader and guards, but are unable to kill/capture leader – Loot equals 10gp/ATL per guard

If the PCs don't fight on the east side – A horse (25gp), a cart (50gp) and a few weapons (25gp for each PC)

Encounter 8

If the PCs managed to capture the Baby Dire Porcupine rather than bash it to bits, then they may be able to train it as a **pet** or **friend**. **Let the player know that it CANNOT be used as an Animal Companion or Familiar. Period. End of statement.**

Baby Dire Porcupine – 1 certificate - **Baby Dire Porcupine, medium animal:** HD 3d8+9; hp 27; Init +3; Spd 20 burrow 10, climb 10; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Atk/Grapple +2/+3; Full Atk: 2 claws +5 (1d4+1), Bite +0 melee (1d6) or Quill Volley +5 (1d4 each); SA Quill Volley (1d4 quills to all in 15 foot cone); SQ grapple defense, low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +4; Atb Str 12, Dex 17, Con 17, Int 2, Wis 12, Cha 11; Skills: Climb +11, Listen +5, Spot +5; Feats: Alertness, Weapon Finesse

Grapple Defense: When grappled the porcupine is immediately allowed 1d4 quill attacks against the grappler.

Quill Volley: fires a group of quills in a 15 foot cone. It can only be fired every 5 rounds.

Skills: Dire Porcupines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Conclusion – A – If the PCs did well and B –if they turn in the loot from Encounter Five then they General P'Mare will give them the following:

Favor of General P'Mare – 6 certificates – “You run a dangerous gauntlet, and have need of metal stronger than you currently carry.”, said General P'Mare at your last meeting. He then bent his artisans to the task and you may:

1 – Take an existing masterwork weapon or armor and enchant it to +1.

2 – Take an existing magical weapon, armor, or bracers of armor and increase its enchantment by +1 (to a maximum of +3)

3 – Take an existing magical weapon or armor and give it a +1 value special ability (not to exceed a total bonus on the item of +3).

Attach this certificate to the item that you are upgrading and write the name of the upgraded certificate on this one. You cannot transfer this certificate to another item after it has been used.

OTHER AWARDS

Judges who “eat” this event (run the event for others without first playing it) earn FULL Experience and gold (500gp) for the tier that the character of their choice qualifies for. They also gain access to the following certificate.

Judge Certificate – Third Time is the Charm

Again you move to the forefront of the pack, judging an event without playing it. The Living Kingdoms of Kalamar staff thank you!

This is the Third if the Strike to the Heart series of Judge Certificates. Each certificate adds on to the others to allow you the judge to reap a reward for “eating” multiple scenarios in this series.

VOIDING three Strike from the Heart Series Judge Certificates allows you to pick from one of the following three items:

+2 Keen longsword (Kinslayer) Villain Design Handbook – p 119

Skin of Stone Turning – Kalamar Players Guide to the Sovereign Lands – p 252

Belt of Defense – Kalamar Players Guide to the Sovereign Lands – p 255

Or, you may keep this certificate for later...

These items are non-tradable and may only be sold for the purposes of raise dead or resurrection.

Appendix I: NPCs and Monsters

ENCOUNTER FIVE – Non-Recommended Path

Mercenaries

ATL 1

Mercenaries (4) human mixed: Ranger 1: HD 1d8+1; hp 9; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +1/+2; Attack +2 short sword (1d6+1/19-20) or +5 long bow (1d8+1/x3); Full Attack +2 short sword (1d6+1/19-20) or +5 long bow (1d8+1/x3);; Space/Reach 5ft./5ft.; SQ --; SA favored enemy (Hobgoblins); AL NE; SV Fort +3, Ref +5, Will +1; Atb Str 13, Dex 16, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Heal +5, Hide +6, Jump +4, Knowledge (military tactics) +5, Ride +6, Sense Motive +3, Spot +5, Survival +5; Point Blank Shot, Weapon Focus (long bow)

Equipment (carried): studded leather, short sword, long composite bow (Str 12), (40) arrows, 5 gp, 10 sp (various realms);

ATL 3

Mercenaries (6) human mixed: Ranger 1: HD 1d8+1; hp 9; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +1/+2; Attack +2 short sword (1d6+1/19-20) or +5 long bow (1d8+1/x3); Full Attack +2 short sword (1d6+1/19-20) or +5 long bow (1d8+1/x3);; Space/Reach 5ft./5ft.; SQ --; SA Favored enemy (Hobgoblin); AL NE; SV Fort +3, Ref +5, Will +1; Atb Str 13, Dex 16, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Heal +5, Hide +6, Jump +4, Knowledge (military tactics) +5, Ride +6, Sense Motive +3, Spot +5, Survival +5; Point Blank Shot, Weapon Focus (long bow)

Equipment (carried): studded leather, short sword, long composite bow (Str 12), (40) arrows, 5 gp, 10 sp (various realms);

ATL 5

Mercenaries (6) human mixed: Ranger 3: HD 3d8+3; hp 21; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +3/+4; Attack +4 short sword (1d6+1/19-20) or +7 long bow (1d8+1/x3); Full Attack +4 short sword (1d6+1/19-20) or +5/+5 long bow (1d8+1/x3);; Space/Reach 5ft./5ft.; SQ --; SA Favored

enemy (Hobgoblin); AL NE; SV Fort +4, Ref +6, Will +2; Atb Str 13, Dex 16, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Heal +7, Hide +8, Jump +6, Knowledge (military tactics) +7, Ride +8, Sense Motive +4, Spot +7, Survival +7; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (long bow)

Equipment (carried): studded leather, short sword, long composite bow (Str 12), (40) arrows, 5 gp, 10 sp (various realms);

ATL 7

Mercenaries (6) human mixed: Ranger 5: HD 5d8+5; hp 33; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +5/+7; Attack +7 short sword (1d6+2/19-20) or +9 long bow (1d8+2/x3); Full Attack +7 short sword (1d6+2/19-20) or +7/+7 long bow (1d8+2/x3); Space/Reach 5ft./5ft.; SQ --; SA Favored enemy (Hobgoblin: +4, Animal: +2); AL NE; SV Fort +5, Ref +7, Will +3; Atb Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 11

Skills and Feats – Handle Animal +8 (+12), Heal +10, Hide +10, Jump +9, Knowledge (military tactics) +9, Ride +12, Sense Motive +6, Survival +10; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (long bow)

Spells Remaining: 1st – Arrow Mind

Equipment (carried): studded leather, short sword, long composite bow (Str 14), (40) arrows, 5 gp, 10 sp (various realms);

ATL 9

Mercenaries (8) human mixed: Ranger 5: HD 5d8+5; hp 33; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +5/+7; Attack +7 short sword (1d6+2/19-20) or +9 long bow (1d8+2/x3); Full Attack +7 short sword (1d6+2/19-20) or +7/+7 long bow (1d8+2/x3); Space/Reach 5ft./5ft.; SQ --; SA Favored enemy (Hobgoblin:+4, Human: +2); AL NE; SV Fort +5, Ref +7, Will +3; Atb Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 11

Skills and Feats – Handle Animal +8 (+12), Heal +10, Hide +10, Jump +9, Knowledge (military tactics) +9, Ride +12, Sense Motive +6, Survival +10; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (long bow)

Spells Remaining: 1st – Arrow Mind

Equipment (carried): studded leather, short sword, long composite bow (Str 14), (40) arrows, 5 gp, 10 sp (various realms);

Mercenary Wizard human Deji: Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light, resistance, detect magic, jolt*; 1st – *Dorama's Battle Ward, False Strike x2, Magic Missile x2* 2nd – *Imaginary Chains, Scorn, Spellscatter, Wall of Draining Shadows*, 3rd – *Lightning Bolt x2, Ochre Cloud x2*; 4th – enlarged *Wall of Draining Shadows, Sonic Shield, Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

ATL 11

Mercenaries (4) human mixed: Ranger 8: HD 8d8+8; hp 51; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +8/+10; Attack +10 short sword (1d6+2/19-20) or +12 long bow (1d8+2/x3) or +9 long bow* (1d8+3/x3 + 1d8+3); Full Attack +10/+5 short sword (1d6+2/19-20) or +12/+7 long bow (1d8+2/x3) or +10/+10/+5 long bow (1d8+2/x3); Space/Reach 5ft./5ft.; SQ Swift Tracker, Woodland Stride; SA Favored enemy (Hobgoblin:+4, Human: +2); AL NE; SV Fort +7, Ref +9, Will +4; Atb Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 12

Skills and Feats – Handle Animal +12 (+16), Heal +13, Hide +13, Jump +12, Knowledge (military tactics) +12, Ride +15, Sense Motive +7, Survival +13; Combat Reflexes, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (long bow)

Spells Remaining: 1st – Arrow Mind, Resist Energy; 2nd – Bear's Endurance

Equipment (carried): studded leather, short sword, , long composite bow (Str 14), (40) arrows, 5 gp, 10 sp (various realms);

Mercenary Wizards (3) human Deji: Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex

+6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light, resistance, detect magic, jolt*; 1st – *Dorama's Battle Ward, False Strike x2, Magic Missile x2* 2nd – *Imaginary Chains, Scorn, Spellscatter, Wall of Draining Shadows*, 3rd – *Lightning Bolt x2, Ochre Cloud x2*; 4th – enlarged *Wall of Draining Shadows, Sonic Shield, Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

ATL 13

Mercenaries (12) human mixed: Ranger 8: HD 8d8+5; hp 51; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +8/+10; Attack +10 short sword (1d6+2/19-20) or +12 long bow (1d8+2/x3) or +9 long bow* (1d8+3/x3 + 1d8+3); Full Attack +10/+5 short sword (1d6+2/19-20) or +12/+7 long bow (1d8+2/x3) or +10/+10/+5 long bow (1d8+2/x3); Space/Reach 5ft./5ft.; SQ Swift Tracker, Woodland Stride; SA Favored enemy (Hobgoblin: +4, Human: +2); AL NE; SV Fort +7, Ref +9, Will +4; Atb Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 12

Skills and Feats – Handle Animal +12 (+16), Heal +13, Hide +13, Jump +12, Knowledge (military tactics) +12, Ride +15, Sense Motive +7, Survival +13; Combat Reflexes, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (long bow)

Spells Remaining: 1st – Arrow Mind, Resist Energy; 2nd – Bear's Endurance

Equipment (carried): studded leather, short sword, long composite bow (Str 14), (40) arrows, 5 gp, 10 sp (various realms);

Mercenary Wizards (4) human Deji: Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light, resistance, detect magic, jolt*; 1st – *Dorama's Battle Ward, False Strike x2, Magic Missile x2* 2nd – *Imaginary Chains, Scorn, Spellscatter, Wall of Draining Shadows*; 3rd – *Lightning Bolt x2, Ochre Cloud x2*; 4th – *enlarged Wall of Draining Shadows, Sonic Shield, Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

* Manyshot attack already includes bonuses from Point Blank Shot

ENCOUNTER FIVE – Slaver Camp

Slavers

ATL 1 (1 sentry, 1 sleeping)

Slavers (2) human mixed: Fighter/Rogue 1/1: HD 1d10+1+1d6+1; hp 16; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +1/+2; Attack +4 short sword (1d6+1/19-20) or +4 thrown tanglefoot bag (special); Full Attack +4 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ Trapfinding; SA sneak attack +1d6; AL LE; SV Fort +3, Ref +5, Will +3; Atb Str 13, Dex 16, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +4, Heal +3, Hide +7, Jump +4, Sense Motive +5, Use Rope +5; Dodge, Iron Will, Weapon Finesse;

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader Rock Gnome: Brigand 2: HD 2d8+4; hp 17; Init +3; Spd 20; AC 19 (can be adjusted up to 21), touch 14, flat-footed 16; Base Attack/Grapple +1/+2; Attack +7 *rapier* +2 (1d6+3); Full Attack +7 *rapier* (1d6+3); Space/Reach 5ft./5ft.; SQ gnome traits; SA sneak attack +1d6, spell-like abilities; AL LE; SV Fort +6, Ref +4, Will +2; Atb Str 13, Dex 17, Con 15, Int 14, Wis 12, Cha 12

Skills and Feats – Bluff +10, Hide +7, Intimidate +5, Listen +2, Move Silently +5, Sense Motive +2, Spot +6, Use Rope +4, Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

ATL 3 (2 sentries, 1 guard, 1 sleeping)

Slavers (4) human mixed: Fighter/Rogue 1/1: HD 1d10+1 + 1d6+1; hp 16; Int +3; Spd 30; AC

16, touch 13, flat-footed 13; Base Attack/Grapple +1/-2; Attack +4 short sword (1d6+1/19-20) or +4 thrown tanglefoot bag (special); Full Attack +4 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ Trapfinding; SA sneak attack +1d6; AL LE; SV Fort +3, Ref +5, Will +3; Atb Str 13, Dex 16, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +4, Heal +3, Hide +7, Jump +4, Sense Motive +5, Use Rope +5; Dodge, Iron Will, Weapon Finesse

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader Rock Gnome: Brigand 4: HD 4d8+8; hp 31; Init +4; Spd 20; AC 20 (can be adjusted up to 22), touch 15, flat-footed 16; Base Attack/Grapple +3/+0; Attack +10 *rapier* +2 (1d6+3); Full Attack +10 *rapier* (1d6+3); Space/Reach 5ft./5ft.; SQ evasion, gnome traits, trap sense (+1); SA sneak attack +1d6, spell-like abilities; AL LE; SV Fort +7, Ref +6, Will +5; Atb Str 13, Dex 18, Con 15, Int 14, Wis 12, Cha 12

Skills and Feats – Bluff +12, Hide +8, Intimidate +7, Listen +4, Move Silently +6, Sense Motive +4, Spot +6, Use Rope +5, Eyes of Fury (Will DC13), Iron Will, Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

ATL 5 (2 sentries, 1 guard, 1 sleeping)

Slavers (4) human mixed: Fighter/Rogue 2/2: HD 2d10+2 + 2d6+2; hp 28; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +3/+8; Attack +6 short sword (1d6+1/19-20) or +6 thrown tanglefoot bag (special); Full Attack +6 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ evasion, trapfinding; SA sneak attack +1d6; AL LE; SV Fort +4, Ref +6, Will +3; Atb Str 13, Dex 17, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +4, Heal +3, Hide +7, Intimidate +4, Jump +4, Knowledge (Fighting Styles) +5, Sense Motive +7, Use Rope +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Weapon Finesse

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader Rock Gnome: Brigand 6: HD 6d8+12; hp 45; Init +4; Spd 20; AC 20 (can be

adjusted up to 22), touch 15, flat-footed 16; Base Attack/Grapple +4/+1; Attack +11 rapier +2 (1d6+3); Full Attack +11 rapier (1d6+3); Space/Reach 5ft./5ft.; SQ evasion, gnome traits, trap sense (+1), uncanny dodge; SA sneak attack +2d6, spell-like abilities; AL LE; SV Fort +8, Ref +7, Will +6; Atb Str 13, Dex 18, Con 15, Int 14, Wis 12, Cha 12

Skills and Feats –Bluff +14, Hide +8, Intimidate +8, Listen +5, Move Silently +6, Sense Motive +5, Spot +9, Use Rope +6, Eyes of Fury (Will DC14), Fearsome Appearance (Will DC14), Improved Unarmed Strike, Iron Will, Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

ATL 7 (2 sentries, 1 sleeping)

Slavers (3) human mixed: Fighter/Rogue 5/2: HD 5d10+5 + 2d6+2; hp 49; Int +3; Spd 30; AC 16, touch 13, flat-footed 13; Base Attack/Grapple +6/+11; Attack +9 short sword (1d6+1/19-20) or +10 thrown tanglefoot bag (special); Full Attack +9/+4 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ evasion, trapfinding; SA sneak attack +1d6; AL LE; SV **Fort +5, Ref +7, Will +4**; Atb Str 13, Dex 17, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +4, Heal +3, Hide +8, Intimidate +10, Jump +5, Knowledge (Fighting Styles), Sense Motive +7, Use Rope +10; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Weapon Focus (grenade-like weapons), Weapon Finesse
Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader Rock Gnome: Brigand 7/Dread Slaver 1: HD 8d8+16; hp 59; Init +4; Spd 20; AC 20 (can be adjusted up to 22), touch 15, flat-footed 16; Base Attack/Grapple +5/+6; Attack +12 rapier +2 (1d6+3); Full Attack +12 rapier (1d6+3); Space/Reach 5ft./5ft.; SQ appraise slave, evasion, gnome traits, trap sense (+1), uncanny dodge; SA sneak attack +2d6, spell-like abilities; AL LE; SV Fort +8, Ref +9, Will +6; Atb Str 13, Dex 19, Con 15, Int 14, Wis 12, Cha 12
Skills and Feats –Appraise +2 (+6), Bluff +16, Hide +10, Intimidate +10, Listen +6, Move Silently +8, Sense Motive +6, Spot +10, Use Rope +8, Eyes of Fury Will DC15), Fearsome Appearance (Will DC15), Improved Unarmed

Strike, Iron Will, Pacify (rapier), Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

ATL 9 (2 sentries, 1 guard, 2 sleeping)

Slavers (5) human mixed: Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 55; Int +4; Spd 30; AC 17, touch 14, flat-footed 13; Base Attack/Grapple +6/+11; Attack +10 short sword (1d6+1/19-20) or +11 thrown tanglefoot bag (special); Full Attack +10/+5 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ appraise slave, evasion, trapfinding; SA sneak attack +1d6; AL LE; SV **Fort +5, Ref +10, Will +4**; Atb Str 13, Dex 18, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +5 (+9), Heal +3, Hide +9, Intimidate +11, Jump +5, Sense Motive +7, Use Rope (+15); Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Pacify (short sword), Weapon Focus (Grenade-like Weapons)

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader Rock Gnome: Brigand 7/Dread Slaver 1: HD 8d8+16; hp 59; Init +4; Spd 20; AC 20 (can be adjusted up to 22), touch 15, flat-footed 16; Base Attack/Grapple +5/+2; Attack +12 rapier +2 (1d6+3); Full Attack +12 rapier (1d6+3); Space/Reach 5ft./5ft.; SQ appraise slave, evasion, gnome traits, trap sense (+1), uncanny dodge; SA sneak attack +2d6, spell-like abilities; AL LE; SV Fort +8, Ref +9, Will +6; Atb Str 13, Dex 19, Con 15, Int 14, Wis 12, Cha 12
Skills and Feats –Appraise +2 (+6), Bluff +16, Hide +10, Intimidate +10, Listen +6, Move Silently +8, Sense Motive +6, Spot +10, Use Rope +8, Eyes of Fury Will DC15), Fearsome Appearance (Will DC15), Improved Unarmed Strike, Iron Will, Pacify (rapier), Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

ATL 11 (2 sentries, 1 guard, 2 sleeping, 1 in tent with leader)

Slavers (6) human mixed:

Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 55; Int +4; Spd 30; AC 17, touch 14, flat-footed 13; Base Attack/Grapple +6/+11; Attack +10 short sword (1d6+1/19-20) or +11 thrown tanglefoot bag (special); Full Attack +10/+5 short sword (1d6+1/19-20; Space/Reach 5ft./5ft.; SQ appraise slave, evasion, trapfinding; SA sneak attack +1d6; AL LE; SV **Fort +5, Ref +10, Will +4**; Atb Str 13, Dex 18, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +5 (+9), Heal +3, Hide +9, Intimidate +11, Jump +5, Sense Motive +7, Use Rope +15; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Pacify (short sword), Weapon Focus (Grenade-like Weapons)

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader human Kalamaran:

Brigand 7 / Dread Slaver 3: HD 10d8+20; hp 73; Init +4; Spd 30; AC 19 (can be adjusted up to 21), touch 14, flat-footed 15; Base Attack/Grapple +7/+12; Attack +13 rapier +2 (1d6+3); Full Attack +13/+8 rapier (1d6+3); Space/Reach 5ft./5ft.; SQ appraise slave, evasion, trap sense (+1), uncanny dodge; SA sneak attack +2d6, capture (opposed grapple check); AL LE; SV Fort +9, Ref +10, Will +7; Atb Str 13, Dex 19, Con 15, Int 14, Wis 12, Cha 12

Skills and Feats – Appraise +4 (+8), Bluff +18, Hide +10, Intimidate +12, Listen +7, Move Silently +8, Sense Motive +7, Spot +11, Use Rope +14, Eyes of Fury (Will DC16), Fearsome Appearance (Will DC16), Improved Feint, Improved Grapple, Improved Unarmed Strike, Iron Will, Pacify (rapier), Weapon Finesse; Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.

Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

Mercenary Wizard (3) human Kalamaran:

Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge

Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light*, *resistance*, *detect magic*, *jolt*, 1st – *Dorama's Battle Ward*, *False Strike* x2, *Magic Missile* x2 2nd – *Imaginary Chains*, *Scorn*, *Spellscatter*, *Wall of Draining Shadows*, 3rd – *Lightning Bolt* x2, *Ochre Cloud* x2; 4th – enlarged *Wall of Draining Shadows*, *Sonic Shield*, *Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

ATL 13 (2 sentries, 2 guard, 4 sleeping, 4 in tent with leader)

Slavers (12) human mixed:

Fighter/Rogue/Dread Slaver 5/2/1: HD 5d10+2d6+1d8+8; hp 55; Int +4; Spd 30; AC 17, touch 14, flat-footed 13; Base Attack/Grapple +6/+11; Attack +10 short sword (1d6+1/19-20) or +11 thrown tanglefoot bag (special); Full Attack +10/+5 short sword (1d6+1/19-20; Space/Reach 5ft./5ft.; SQ appraise slave, evasion, trapfinding; SA sneak attack +1d6; AL LE; SV **Fort +5, Ref +10, Will +4**; Atb Str 13, Dex 18, Con 12, Int 12, Wis 13, Cha 11

Skills and Feats – Appraise +5 (+9), Heal +3, Hide +9, Intimidate +11, Jump +5, Sense Motive +7, Use Rope +15; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Pacify (short sword), Weapon Focus (Grenade-like Weapons)

Equipment (carried): short sword, studded leather armor, tanglefoot bag, 4 sets of manacles; 15 gp, 8 sp (various realms)

Slaver Leader human Kalamaran:

Brigand 7 / Dread Slaver 6: HD 13d8+26; hp 94; Init +5; Spd 30; AC 20 (can be adjusted up to 22), touch 15, flat-footed 15; Base Attack/Grapple +9/+14; Attack +16 rapier +2 (1d6+3); Full Attack +16/+11 rapier (1d6+3); Space/Reach 5ft./5ft.; SQ appraise slave, evasion, trap sense (+1), uncanny dodge; SA sneak attack +2d6, capture (opposed grapple check), Crush Morale DC 14 Will save per strike or opponent suffer cumulative -1 morale penalty to attacks and damage; AL LE; SV Fort +10, Ref +12, Will +8; Atb Str 13, Dex 20, Con 15, Int 14, Wis 12, Cha 12

Skills and Feats – Appraise +10 (+14), Bluff +20, Hide +11, Intimidate +14, Listen +9, Move Silently +9, Sense Motive +9, Spot +12, Use Rope +17, Eyes of Fury (Will DC17), Fearsome Appearance (Will DC17), Improved Feint, Improved Grapple, Improved Unarmed Strike, Iron Will, Pacify (rapier), Weapon Finesse;

Languages: Gnome, Halfling, Orc, Hobgoblin, Merchant Tongue, Kalamaran, Fhokki.
Equipment (carried): *ring of resistance* +1, *bracers of armor* +5, +2 *defending rapier*, 4 manacles, 8 pieces of rope, 6 – 50 gp emeralds

Mercenary Wizard (4) human Kalamaran:

Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6
Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll
Spells Remaining: 0 – *light, resistance, detect magic, jolt*; 1st – *Dorama's Battle Ward, False Strike* x2, *Magic Missile* x2 2nd – *Imaginary Chains, Scorn, Spellscatter, Wall of Draining Shadows*, 3rd – *Lightning Bolt* x2, *Ochre Cloud* x2; 4th – enlarged *Wall of Draining Shadows, Sonic Shield, Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

ENCOUNTER SIX – LEADER'S GROUP

Slavers

ATL 1

Elite Guards Slavers (1) human mixed:

Fighter 2: HD 2d10+6; hp 22; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +2/+5; Attack +7 masterwork long sword (1d8+3/19-20); Full Attack +7 masterwork long sword (1d8+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +6, Ref +1, Will +0; Atb Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 10
Skills and Feats – Sense Motive +2; Endurance, Improved Initiative, Power Attack, Weapon Focus (long sword)
Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Slaver Leader female Dark Elf: Cleric

(Flaymaster) 5: HD 5d8; hp 28; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack/Grapple +3/+5; Attack +7 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +7 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2

Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2 racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +6; Ref +4; Will +11; Atb Str 14, Dex 12, Con 11, Int 12, Wis 21, Cha 16

Skills and Feats – Sense Motive +6, Spot +6, Knowledge (Religion) +8, Concentration +7 (+11), Profession (Torturer) +9; Combat Casting, Extend Spell; Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 15 + spell level: 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds, protection from good*; 2nd – *cure moderate wounds, death knell, hold person, icy hands**; 3rd – *dispel magic, sleet storm**

ATL 3

Elite Guards Slavers (1) human mixed:

Fighter 3: HD 3d10+9; hp 31; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +3/+6; Attack +8 masterwork long sword (1d8+3/19-20); Full Attack +8 masterwork long sword (1d8+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +6, Ref +2, Will +1; Atb Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +3; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (long sword)

Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Slaver Leader female Dark Elf: Cleric

(Flaymaster) 5: HD 5d8; hp 28; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack/Grapple +3/+5; Attack +7 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +7 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2

racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +6; Ref +4; Will +11; Atb Str 14, Dex 12, Con 11, Int 12, Wis 21, Cha 16

Skills and Feats – Sense Motive +6, Spot +6, Knowledge (Religion) +8, Concentration +7 (+11), Profession (Torturer) +9; Combat Casting, Extend Spell; Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 15 + spell level: 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person*, *icy hands**; 3rd – *dispel magic*, *sleet storm**

ATL 5

Elite Guards Slavers (2) human mixed:

Fighter 3: HD 3d10+9; hp 31; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +3/+6; Attack +8 masterwork long sword (1d8+3/19-20); Full Attack +8 masterwork long sword (1d8+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +6, Ref +2, Will +1; Atb Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +3; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (long sword)

Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Slaver Leader female Dark Elf:

Cleric (Flaymaster) 7: HD 7d8; hp 38; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack / Grapple +5 / +7; Attack +9 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +9 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2 racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws,

gaseous form 3/d, SR 5/cold; SA Kiss of the Lash (60' cone - fort save DC11 or suffer 7d4 non-lethal damage), rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +7; Ref +5; Will +12; Atb Str 14, Dex 12, Con 11, Int 12, Wis 21, Cha 16

Skills and Feats – Sense Motive +6, Spot +6, Knowledge (Religion) +10, Concentration +9 (+13), Profession (Torturer) +11; Combat Casting, Divine Channelling (Kiss of the Lash), Extend Spell; Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 15 + spell level: 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person*, *icy hands**; 3rd – *dispel magic*, *sleet storm**, *summon monster III*; 4th – *divine power*, *ice storm**

ATL 7

Elite Guards Slavers (3) human mixed:

Fighter 4; HD 4d10+12; hp 40; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +4/+8; Attack +10 masterwork long sword (1d8+6/19-20); Full Attack +10 masterwork long sword (1d8+6/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +7, Ref +2, Will +1; Atb Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +3; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Slaver Leader female Dark Elf:

Cleric (Flaymaster) 9: HD 9d8; hp 48; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack / Grapple +6 / +8; Attack +10 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +10/+5 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2

racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA Kiss of the Lash (60' cone - fort save DC11 or suffer 9d4 non-lethal damage), rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +8; Ref +6; Will +14; Atb Str 14, Dex 12, Con 11, Int 12, Wis 22, Cha 16

Skills and Feats – Sense Motive +7, Spot +9, Knowledge (Religion) +12, Concentration +11 (+15), Profession (Torturer) +12; Combat Casting, Divine Channelling (Kiss of the Lash), Extend Spell, Energy Adept (Cold - +2 DC to cold spells); Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 16 + spell level (+2 for cold spells): 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person* (x2), *icy hands**; 3rd – *inflict serious wounds*, *dispel magic*, *sleet storm**, *summon monster III*; 4th – *inflict critical wounds*, *divine power*, *ice storm**; 5th – *cone of cold**, *dispel good*, *divine power* (extended)

ATL 9

Elite Guards Slavers (4) human mixed:

Fighter 5; HD 5d10+15; hp 49; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +5/+9; Attack +11 masterwork long sword (1d8+6/19-20); Full Attack +11 masterwork long sword (1d8+6/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +7, Ref +2, Will +1; Atb Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +4; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

Equipment (carried): masterwork longsword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Active Spells: *will of the revenant* – Cast by a 11th level caster.

Slaver Leader female Dark Elf: Cleric (Flaymaster) 11; HD 11d8; hp 58; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack / Grapple +8 / +10; Attack +12 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +12/+7 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2 racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA Kiss of the Lash (60' cone - fort save DC11 or suffer 11d4 non-lethal damage), rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +9; Ref +6; Will +15; Atb Str 14, Dex 12, Con 11, Int 12, Wis 22, Cha 16

Skills and Feats – Sense Motive +8, Spot +10, Knowledge (Religion) +12, Concentration +13 (+17), Profession (Torturer) +12; Combat Casting, Divine Channelling (Kiss of the Lash), Extend Spell, Energy Adept (Cold - +2 DC to cold spells); Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 16 + spell level (+2 for cold spells): 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person* (x2), *icy hands**; 3rd – *inflict serious wounds* x2, *dispel magic*, *sleet storm**, *summon monster III*; 4th – *inflict critical wounds* x2, *divine power*, *ice storm**; 5th – *cone of cold**, *dispel good*, *divine power* (extended); 6th – *planar ally* (ice elemental only), *heal*;

ATL 11

Elite Guards Slavers (4) human mixed:

Fighter 7; HD 7d10+21; hp 67; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +7/+11; Attack +13 masterwork long sword (1d8+6/19-20); Full Attack +13/+8 masterwork long sword (1d8+6/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +8, Ref +3, Will +2; Atb Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +5; Die Hard, Endurance, Final Breath, Improved Initiative, Knock Prone, Weapon Focus (long sword), Weapon Specialization (long sword)

Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Active Spells: *will of the revenant* – Cast by a 13th level caster.

Slaver Leader female Dark Elf: Cleric (Flaymaster) 13: HD 13d8+13; hp 81; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack / Grapple +9 / +11; Attack +13 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +13/+8 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2 racial saving throw bonus against enchantment spells or effects, Light sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA Kiss of the Lash (60' cone - fort save DC 11 or suffer 13d4 non-lethal damage), rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +11; Ref +7; Will +16; Atb Str 14, Dex 12, Con 12, Int 12, Wis 22, Cha 16

Skills and Feats – Sense Motive +10, Spot +10, Knowledge (Religion) +12, Concentration +16 (+20), Profession (Torturer) +12; Combat Casting, Divine Channelling (Kiss of the Lash), Extend Spell, Energy Adept (Cold - +2 DC to cold spells), Empower Spell; Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran
Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 16 + spell level (+2 for cold spells): 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person* (x2), *icy hands**; 3rd – *inflict serious wounds* x2, *dispel magic*, *sleet storm**, *summon monster III*; 4th – *inflict critical wounds* x2, *divine power*, *ice storm**; 5th – *cone of cold**, *dispel good*, *divine power* (Extended); 6th – *planar ally* (ice elemental only), *heal*, *poison* (Empowered);

7th – *blasphemy*, *flame strike* (Empowered), *freeze*

Mercenary Wizard (2) human Kalamaran:

Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light*, *resistance*, *detect magic*, *jolt*; 1st – *Dorama's Battle Ward*, *False Strike* x2, *Magic Missile* x2 2nd – *Imaginary Chains*, *Scorn*, *Spellscatter*, *Wall of Draining Shadows*, 3rd – *Lightning Bolt* x2, *Ochre Cloud* x2; 4th – enlarged *Wall of Draining Shadows*, *Sonic Shield*, *Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

ATL 13

Elite Guards Slavers (6) human mixed:

Fighter 7; HD 7d10+21; hp 67; Int +5; Spd 20; AC 19 (shrike, shield), touch 10, flat-footed 19; Base Attack/Grapple +7/+11; Attack +13 masterwork long sword (1d8+6/19-20); Full Attack +13/+8 masterwork long sword (1d8+6/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LE; SV Fort +8, Ref +3, Will +2; Atb Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Skills and Feats – Sense Motive +5; Diehard, Endurance, Final Breath, Improved Initiative, Knock Prone, Weapon Focus (long sword), Weapon Specialization (long sword)

Equipment (carried): masterwork long sword, masterwork shrike armor, heavy steel shield, 45 gp (various realms)

Active Spells: *will of the revenant* – Cast by a 15th level caster.

Slaver Leader female Dark Elf: Cleric

(Flaymaster) 15: HD 15d8+15; hp 94; Int +1; Spd 20; AC 20 (shrike, shield), touch 11, flat-footed 19; Base Attack / Grapple +11 / +13; Attack +15 *barbed whip of rot* +2 (1d8+4 plus rot); Full Attack +15/+10/+5 *barbed whip of rot* +2 (1d8+4 plus rot); Space/Reach 5 ft./5 ft.; SQ darkvision, DR 5/magic, immunity to sleep, +2 racial bonus to Will saves against spells or spell-like abilities, +2 racial saving throw bonus against enchantment spells or effects, Light

sensitivity: -1 penalty to all skill checks, attack rolls and saving throws, *gaseous form* 3/d, SR 5/cold; SA Kiss of the Lash (60' cone - fort save DC 11 or suffer 15d4 non-lethal damage), rot (Fort DC14 or take 1 pt. Constitution and 1 pt. Charisma damage. Immunity to critical hits negates.); AL LE; SV Fort +12; Ref +8; Will +17; Atb Str 14, Dex 12, Con 12, Int 12, Wis 22, Cha 16

Skills and Feats – Sense Motive +11, Spot +11, Knowledge (Religion) +12, Concentration +18 (+22), Profession (Torturer) +12; Combat Casting, Divine Channeling (Kiss of the Lash), Empower Spell, Extend Spell, Energy Adept (Cold - +2 DC to cold spells), Spell Focus (Cold); Languages: Drow, Undercommon, Merchant's Tongue, Kalamaran

Equipment (carried): *barbed whip* +2 of rot, *vampiric shrike armor* +1, heavy steel shield, *gems of resistance* +2 (These gems are 6 in number and are pierced through her skin. All six are needed to provide the enchantment, however if three are in placed the resistance is +1)

Spells remaining: Domain: Cold & Chill: DC 16 + spell level (+2 for cold spells): 0 – *cure minor wounds* (x2), *detect magic* (x2), *read magic*; 1st – *chill touch**, *cure light wounds*, *protection from good*; 2nd – *cure moderate wounds*, *death knell*, *hold person* (x2), *icy hands**; 3rd – *inflict serious wounds* x2, *dispel magic*, *sleet storm**, *summon*

monster III; 4th – *cure critical wounds*, *divine power*, *ice storm** x2, *inflict critical wounds* x2; 5th – *cone of cold**, *dispel good*, *divine power* (Extended); 6th – *planar ally** (ice elemental only), *heal*, *poison* (Empowered); 7th – *blasphemy*, *flame strike* (Empowered), *freeze**; 8th – *numbing cloud**, *freeze*, *mass inflict critical wounds*

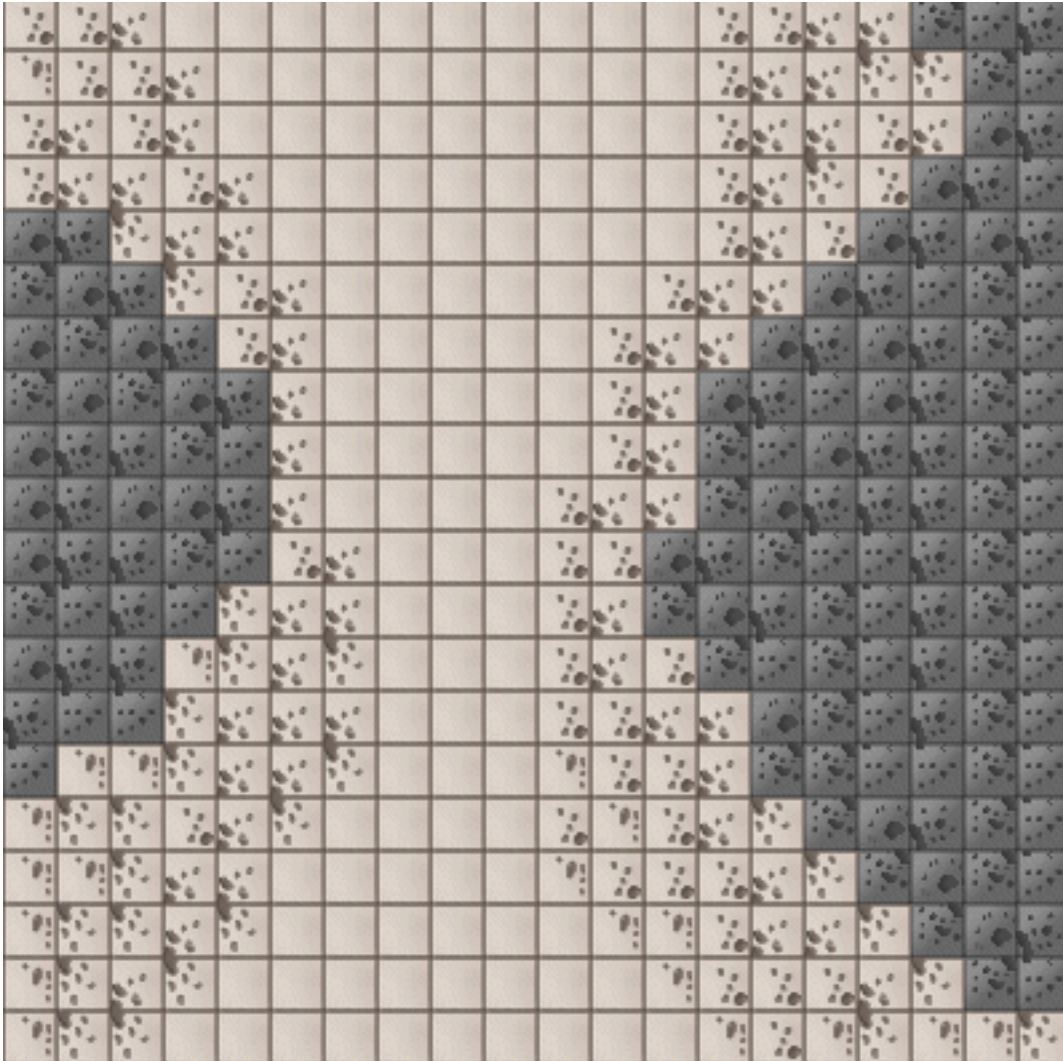
Mercenary Wizard (6) human Kalamaran:

Wizard 9: HD 9d4; hp 28; Int +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Attack / Grapple +4 / +3; Attack +3 quarterstaff (1d6-1); Space/Reach 5 ft./5 ft.; SQ --; SA --; AL LN; SV Fort +5; Reflex +6; Will +8; Atb Str 8, Dex 16, Con 11, Int 18, Wis 14, Cha 6

Skills and Feats – Concentration +19, Hide +9, Knowledge (Arcana) +16, Knowledge (History) +16, Knowledge (Local:) +16, Spellcraft +18, Tumble +9; Antimage, Combat Casting, Enlarge Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll

Spells Remaining: 0 – *light*, *resistance*, *detect magic*, *jolt*, 1st – *Dorama's Battle Ward*, *False Strike* x2, *Magic Missile* x2 2nd – *Imaginary Chains*, *Scorn*, *Spellscatter*, *Wall of Draining Shadows*, 3rd – *Lightning Bolt* x2, *Ochre Cloud* x2; 4th – *enlarged Wall of Draining Shadows*, *Sonic Shield*, *Wall of Souls*; 5th – *Spell Magnet*
Equipment: Bracers of Armor +4, quarterstaff

Appendix III: Maps Slaver Camp



The Slaver forces start anywhere in the top of the map within two squares of the northern edge.

The Heroes (PCs) can start anywhere at the bottom of the map within two squares of the southern edge.

Light terrain applies a penalty to movement. The dark terrain is “high ground” and as such requires additional movement to get into, however grants bonuses to combat for the person that achieves this lofty perch.

APPENDIX IV: Player Handouts

Player Handout 1

For Military Organization PCs

Called into your commander's office/tent she looked you in the eyes. "As much as I might need you in the coming months you have been requested for a special assignment. You are to report to the Ek'Kasel border. A room will be reserved for you at the Inn of the Witch's Cackle. Don't ask me any questions I don't have any answers other than the order came from a lot higher than I can touch. Good luck and don't let the reputation of this regiment down."

For Guard and Constable PCs – it could also be adapted for other Municipal Organizations just leave out the title of the head officer.

Another double watch. The war was definitely thinning the ranks. However, instead of a soft bed or tasty meal you found yourself in the office of your regional Colonel (Guard) / Head Constable (Constabulary). He offered you a cool mug of ale and bid you sit. "I know you have been pulling more than your normal duties. You are commended. I wish I had six more of you. Instead it seems I will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept you will be traveling to the Ek'Kasel border. I know there has to be more to the task but I obviously do not have a need to know. You will have a room reserved for you and a place here when you return. I don't have any answers for the many questions you must have but I trust you will do your best. Good luck."

For Arcane Organization PCs

The note that appeared was simple, "We have been requested to make available one of our members for a special mission for the Crown. Your name has been selected to undertake this mission. I would understand if you hesitated however I have been assured that the mission is important. We have made arrangements to have to transported to the Ek'Kasel border and the Inn of the Witch's Cackle. Nothing else regarding the mission has been able to be ascertained or divined. Report to the College of Magic administration building as soon as possible for teleportation. Good luck"

For Mystical Organization PC

The temple prelate asked you to meet with him after services. "Brother/Sister there seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend a private matter. I have been told that a room at the Inn of the Witch's Cackle has already been reserved for you and more information will be available once you arrive. Good luck and may you find success in your endeavors."

All other PCs

The courier's arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizen's you met. You arrived without issue at the Ek'Kasel border and checked into your room at the Inn of the Witch's Cackle.

Players Handout #2 – Tale regarding the history of Kalamar

Displaying a portrait of a silver clad warrior upon a wondrous dragon he continues, “King Theodorus wished to reward Rovak Fen’doral for his loyalty and bravery and ordered a silver coin struck with Rovak’s likeness on one side and Vevisalakale’s on the other. Today, these coins are called “Silver Dragons” by collectors and are priceless.”

“Overwhelmed with love for his king, Rovak Fen’doral swore eternal fealty to good King Theodorus I. He swore that he and every firstborn of his lineage would forever be the king’s champion. That very night, Rovak was visited by his patron god, Deb’fo, the Swift Sword, who was accompanied by Forinori, the Speaker of the Word. They informed Rovak that he would never father a child and, therefore, could not keep his oath.”

“Rovak that night pledged his life and soul to keep his oath. The gods turned him into a sword, the Sword of Kings.”

“Under the leadership of King Theodorus, I was able to vanquish the remaining lords and reunite the Empire. Theodorus I reigned for fifty-seven years, controlling all the lands from the Legasas to the Ka’Asas. During his reign, the humanoids and barbarians were defeated and the old Kalamaran borders were re-established. At the age of eighty-nine, Theodorus I, the most popular emperor in the history of Tellene, died peacefully in his sleep.”

“His son was found brutally murdered the day before his coronation. Within hours of the news, Vilik, the senior member of the House of Bakar seized the throne and butchered Theodorus’ remaining children and grandchildren.”

Players Handout #3: The Prophecy of Darkness Lifted

*The darkest hours of the deepest night
single fears will be drawn apart. With
skin of jet immortal blood will lead
searchers towards their goal.*

*Brothers will battle, children will die
those once allied will be split asunder.
The frozen lands hold brothers whose
secrets must be revealed and brought
together.*

*The turmoil ended then begun again
with sword in hand the golden symbol
will bring forth the dawn of a new age.
This age will see black and silver shed
blood on the same field of battle.*

Player's Handout #4

The Aspirant, human (Kalamaran): Favored Soul 2: HD 2d8+2; hp 15; Init +0: Spd 30; AC 10, touch 10, flat-footed 10; Base Attack/Grapple +1/+2; Attack *will not attack*; Space/Reach 5ft./5ft.; SQ DR 5/magic, immunity to fear, SR 12, cold/fire/acid resistance 5, automatically makes all saves versus damage, immunity to mind control; SA --; AL LG; SV Fort +1, Ref +0, Will +6; Atb Str 12, Dex 10, Con 12, Int 16, Wis 18, Cha 19

Skills and Feats – Listen +6, Sense Motive +10, Spot +6, Knowledge (law) +6, Knowledge (Religion) +6, Knowledge (History) +6, Profession (Scribe) +6, Speak Kalamaran (High and Low), Merchant Tongue, Fhokki, Deji (multiple dialects), Hobgoblin; Skill Focus (Sense Motive), .

Spells: *cure light wounds* x4

Equipment (carried): 2 spare robes, backpack, pillow, 4 journals (empty), quills and ink

Please note that this is not a Cohort. It is simply someone going along for the adventure.

Appendix V – Special Rules -

Monster Hide Armor and Availability in Bet Regor

(Note: All of the Armor is of Masterwork Quality)

| Type of Hide | Asking Price for Leather Armor | Min. Price for Leather Armor | Asking Price for Studded Leather | Min. Price for Studded Leather | Asking Price for Hide Armor | Min. Price for Hide Armor | Asking Price for Scale Mail | Min. Price for Scale Mail |
|-----------------|--------------------------------|------------------------------|----------------------------------|--------------------------------|-----------------------------|---------------------------|-----------------------------|---------------------------|
| Ankheg | 986 gp | 550 gp | 1025 gp | 575 gp | 1385 gp | 750 gp | 2000 gp | 1175 gp |
| Behir | 986 gp | 550 gp | 1025 gp | 575 gp | 1385 gp | 750 gp | 2000 gp | 1175 gp |
| Bulette | n/a | n/a | n/a | n/a | 2575 gp | 2000 gp | n/a | n/a |
| Cockatrice | 825 gp | 500 gp | 975 gp | 535 gp | n/a | n/a | n/a | n/a |
| Cloaker | 825 gp | 495 gp | 975 gp | 530 gp | n/a | n/a | n/a | n/a |
| Devil | 1800 gp | 1100 gp | 2050 gp | 1200 gp | n/a | n/a | n/a | n/a |
| Displacer Beast | 1750 gp | 1100 gp | 2000 gp | 1200 gp | n/a | n/a | n/a | n/a |
| Frostworm | 986 gp | 550 gp | 1025 gp | 575 gp | 1385 gp | 750 gp | n/a | n/a |
| Gorgon | n/a | n/a | n/a | n/a | 1200 gp | 700 gp | 1875 gp | 1100 gp |
| Cryohydra | 1325 gp | 875 gp | 1575 gp | 950 gp | 1675 gp | 1050 gp | n/a | n/a |
| Winter Wolf | 986 gp | 550 gp | 1025 gp | 575 gp | 1385 gp | 750 gp | n/a | n/a |
| Yuan-ti | 1085 gp | 675 gp | 1135 gp | 615 gp | 1425 gp | 800 gp | n/a | n/a |
| White Dragon | 2500 gp | 1575 gp | n/a | n/a | 3850 gp | 2750 gp | 5000 gp | 3950 gp |
| Pyrohydra | 1475 gp | 925 gp | 1625 gp | 1000 gp | 1775 gp | 1125 gp | n/a | n/a |

TABLE 3-9B: MONSTERHIDE ARMORS * from Goods and Gear © Kenzer Company

Creature Light Medium Heavy Special Property

Ankheg -1 point of damage per die of acid damage. (Ex)

Behir +400 +600 +900 -1 point of damage per die of electrical damage. (Su)

Bulette +1,150 +1,725 +2,575 +1 to armor bonus. (Ex)

Cockatrice +2 bonus to saves against petrifying attacks of a cockatrice; (Su)

Cloaker +1 to saving throws versus shadow subtype spells; (Su)

Devil [Evil] -1 point of damage per die from cold, fire and acid attacks. (Su)

Displacer beast +1 armor bonus against ranged attacks and +1 resistance to ranged spells and ranged magical attacks that specifically target the wearer of the armor; (Su)

Frost worm -1 point of damage per die of cold damage. (Su)

Gorgon - - +1 bonus to saves made against turning to stone. (Su)

Pyrohydra -1 point of damage per die of fire damage. (Su)

Cryohydra -1 point of damage per die of cold damage; (Su)

Winter wolf -1 point of damage per die of cold damage; (Su)

Yuan-ti -1 point of damage per die of acid damage. (Ex)

Item Rules –

Barbed Whip of Rot +2 – This cruel device is used by slavers when they have no further use for the chattel that they drive to market. The hooked barbs at the end deliver vicious wounds that not only do not seem to heal normally, but actually begin to ooze and blacken while the victim watches. When struck by

a “Rot” weapon the victim must make a DC 14 Fortitude save or suffer 1 point of temporary Constitution and Charisma drain. Creatures immune to critical hits are not affected by the rotting property of this weapon. This weapon is considered evil and cannot be owned or possessed by a player character.

Vampiric Armor – This armor grants the wearer magical protection from harm in the form of a standard magical AC bonus. It also grants the wearer the ability to use gaseous form three times per day. There are many other powers and drawback to this rather gristly armor however they are not important during this scenario. Check out Kenzer and Company’s *Villain Design Handbook* for further details regarding this armor type.

Appendix VI: NPCs and Monsters

The wizards in this scenario are designed primarily for battlefield control and counterspelling. It's a good idea to make yourself familiar with their spell lists for choosing what they should cast. As an additional tool for handling the wizards' Improved Counterspelling ability their spell list is presented again here by level **and** school. (Since counterspelling takes a spell at least one level higher than the original spell, 0-Level spells are not listed.)

Abjuration

1st: *Dorama's Battle Ward*; 5th: *Spell Magnet*

Conjuration

3rd: *Ochre Cloud*

Divination

none

Enchantment

2nd: *Imaginary Chains*

Evocation

1st: *Magic Missile*; 3rd: *Lightning Bolt*; 4th: *Sonic Shield*

Illusion

2nd: *Scorn*

Necromancy

2nd: *Wall of Draining Shadows*; 4th: *enlarged Wall of Draining Shadows, Wall of Souls*

Transmutation

1st: *False Strike*; 2nd: *Spellscatter*

Universal

none