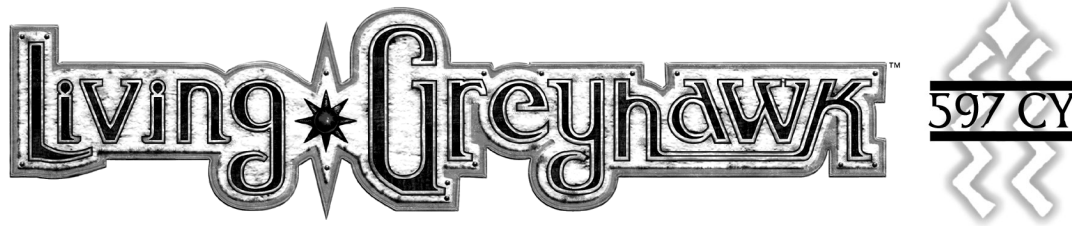


COR7-05



City of Malice

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 2

by **Tim Sech**

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Special Thanks: Steve Baker

Slaves keep disappearing at an alarming rate and Highport begins to thrive once more. The Wild Coast has been engulfed by Mak's forces and the last bastion of freedom is Safeton, but for how long? A one-round Core adventure set in the Wild Coast and Highport for characters level 1-15 (APLs 2-12). This is a sequel to COR6-12 *Calm before the Storm*.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], COR5-05 *A Marked Man* [Matthew Maddy], COR5-12 *Return to the Undercity* [Christian Alipounarian], COR6-12 *Calm before the Storm* [Tim Sech], *Lords of Madness* [Andy Collins and Bruce R. Cordell], and *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Wild Coast and the Orcish Empire of the Pomarj. All characters pay 2 Time Units per round.

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

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

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

PREPARATION FOR PLAY

It is strongly suggested that if the table happens to be mixed of PCs that were captured and some that were not that they fill out the table more appropriately or they will begin the adventure split up.

Also if players have played COR6-12 *Calm Before the Storm* many will recognize the names and faces of people they met.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Recent events have caused quite a stir in the Pomarj and Wooly Bay area. Turrosh Mak's forces have destroyed much of Narwell and have invaded the area near Blackthorn. Observers comment that Turrosh Mak seems

to have turned his eyes to this part of Oerth that he sees as ripe for the plucking.

Of course, to sow confusion and increase his chances of success, Turrosh Mak has recently made some deals with his allies. The outcome of one such deal with the slavelords is a dramatic increase in piracy and kidnappings both on the seas and land. He wants the nearby cities - Greyhawk, Dyvers, and Hardby - to worry about these slavers more than his own men. Thus has begun a wave of abductions under the banner of the infamous yellow flag.

Safeton appeared to be Mak's first target but in a surprise move he destroyed Narwell (COR6-05 *The Barbarous Coast*). Nevertheless Safeton is thick with tension. Word has gone out for aid to Greyhawk and other nations but no substantive aid has yet arrived. The hordes have yet to even come close to descending upon Safeton so many feel that the danger is overstated. The truth however is much more sinister (but this will be revealed later on in this Core adventure series).

Almarayne who PCs may have met in COR5-12 *Return to the Undercity* was banished from Celene for allowing outsiders to enter the country. She moved to Safeton since learning that the slavers have returned and the hordes crushed Narwell. She sent Lucian (COR5-05 *A Marked Man*) to scout out recent slaver attacks while she sought out adventurers of good repute in Safeton to help discover who this new slavelord is.

Numerous citizens of Safeton and various captains have turned up missing lately. Lucian and Captain Toct have been trying to free various slaves over the course of the last few months. The mayor of Safeton has disappeared and the people have elected Almarayne to lead since she seems the most interested. Turrosh Mak has taken control of most of the region except for Safeton. He is gearing up for taking the town and conquering all of the Wild Coast.

Turrosh Mak, however, is content to let this new slavelord, Opi'kel the mindflayer, handle the situation quietly and erode Safeton from the inside out. The slavelord has garnered support from numerous Captains through his own coercion. In Highport Opi'kel has enlisted the help of Cain a blood magus that has an understanding for rooting out spies and is a key component in the slave trade.

Opi'kel's role in why he is doing this is not apparent though it appears he wishes to create more of his kind by using the slaves as food for the tadpoles to create more illithids. He has created a few of these and whisked them away to his lair so that they may learn and be safe from harm.

The time is near that all of outside spies have been captured or killed so that no other government realizes what is going on.

ADVENTURE SUMMARY

Introduction: Depending on if the PCs have played the previous adventure in the series they are either met by

Lucian or are captured and in the slave hold waiting to be freed.

Encounter 1: The PCs enter the complex and fight a variety of orcs and gnolls on their way to freeing slaves. They come across papers that lead them to city of Highport.

Encounter 2: The PCs can gather information in the city of Highport learning they can go buy slaves at the auction or try to find who this Cain person is and how he is related to the slavelord

Encounter 3: The PCs can purchase slaves at the auction area. They may recognize a few NPCs from COR6-12 *Calm Before the Storm*.

Encounter 4: The PCs meet Stinkweasel and learn that he knows everything about slaves and what to look for. He also has heard of Cain and will lead the PCs to him for a price.

Encounter 5: Stinkweasel leads the PCs to Cain's house and is eaten by a monster from the basement. They must defeat the grotesque monsters.

Encounter 6: They must defeat a spell turret trap before finding a grisly scene of dead bodies and husks throughout the room.

Encounter 7: They must defeat Cain and find out some more information on who exactly the slavelord is.

Conclusion: The PCs are either victorious and come home with some slaves or are defeated.

INTRODUCTION

There are multiple introductions for this adventure depending on how the players ended the last adventure, COR6-12 *Calm Before the Storm*.

The PCs just played COR6-12 *Calm Before the Storm*. The PCs are presumed to still be on Capain Toct's boat with Lucian and are getting ready to launch a small boat to the landing area where they are going to invade a small slave complex. This is where some of Safeton's spies and villagers are being kept. Read the following:

Lucian helps lower the small vessel that you will be taking to shore. "Sorry I can't go with you but I must stay here and guard the ship. Once you reach shore, go east and you will see the complex. It probably won't be too well guarded out here in the middle of nowhere.

I'll be waiting by the shore with a few small boats for the people you free. Toct will have the ship circling from a distance as not to catch too much attention." He nods as the boat gently hits the water and Captain Toct gives the orders to continue on towards Safeton.

Continue to encounter 1.

If the PCs are playing this adventure out of order OR if they have not played COR6-12 *Calm Before the*

Storm or COR5-12 *Return to the Undercity* then they begin in Safeton.

The PCs meet with Almarayne to discuss her plight. PCs who have played COR6-12 *Calm Before the Storm* or COR5-12 *Return to the Undercity* will have received a summons by Almarayne to meet her. PCs that have not played either adventure will get the summons from her through Lucian who has a network of spies that have heard of the adventurer's good deeds. Read the following:

The streets of Safeton seem a bit quieter than normal. Times are tough with Turrosh Mak closing in and no word of help from Celene or Greyhawk.

Have the PCs introduce themselves and explain why they are in Safeton. Then, continue:

The austere wooden town hall is sparse in comfort and good cheer. A pleasant voice permeates the room as your arrival is noticed by an elf maiden.

"Ah welcome. I am so glad that you have come. A few days ago word came to us of a complex that is housing various slaves and possibly some of our spies. I fear some of those slaves could be some of the townsfolk from Safeton. Many have gone missing and thus why this place is fast becoming a ghost town. I fear this may all be for naught but I would like for you to go and free these prisoners and find any leads you can. Time is short so I would advise you to leave as soon as possible. Here is a map that I have had drawn up. Now I have other matters to attend to right now as now I am acting as mayor since she disappeared a few nights ago. Seems the people of Safeton trust me more than their own.

Lucian will be down already with a few boats ready to take the people back up here to safety. Good luck" She bows and takes her leave.

If the PCs have any questions Almarayne will stop in mid stride and try to answer them to the best of her ability. She really only knows that more slaves are missing, that Safeton is in disarray but holding up and that her country of Celene is doing nothing. She is tired and worried about the impending doom and hopes that the PCs will deal with it. She apologizes for being harsh and curt but takes her leave as quickly as possible—she has a lot to organize.

The PCs can leave immediately and their trip towards the complex is uneventful. Continue to encounter 1.

If the PCs were captured in COR6-12 *Calm Before the Storm* and did not opt out by paying the Time Units:

These PCs are already in the complex and all their equipment has been taken. They are in a cell with each other bound and gagged. They have not eaten in a few days either. Describe this to them before reading the following:

The stench is overwhelming. Who knows how long it's been since the debacle on Captain Toct's ship but the aches and pains are immense. All of a sudden you hear the sounds of battle outside. Then it sounds like someone is picking the lock. Finally, the door opens and two scruffy looking dwarfs rush in and cut your bindings.

"Take the daggers and fight your way out. If you go right you should be fine as we cleared out that way pretty good." A loud blast thunders through the cave. "I think that's our sign to get back to the fray!" The dwarfs run off to the left amidst another earth shattering explosion.

The PCs have four daggers that they can use to fight their way out of the complex. If they choose to follow the dwarfs a cave in happens blocking their path. Continue to encounter 1 (the PCs witness this, but are not caught in it).

1: THE SLAVE COMPLEX

For those PCs that are coming from Captain Toct's ship or from Safeton begin in area 1. Captured PCs begin in area 5.

All doors are wooden in the complex and have the following statistics:

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The walls were carved long ago by dwarves who have long since departed. The entire complex is dark save for a few torches in the individual rooms since the orcs and gnolls can see fine without light.

There are no guards leading up to the opening of the complex but a DC 10 Survival check reveals several humanoid footprints of varying size in the area.

When the PCs approach the complex read the following:

The trickling of water can be heard somewhere in the darkness ahead. Sunlight fades in and out of the clouds above as the forest leaves gently fall to the ground.

AREA 1

A broken fountain sits in the middle of this room. Water still trickles out of its cracks but goes in all different directions. There are multiple wooden doors in this room. The middle door leads to the orcs that will pour out if the PCs are not quiet in this room. See area 2 for how the orcs react.

If the PCs are quiet then they may get the jump on the orcs and not alert the whole complex to their arrival.

AREA 2

Depending on the APL a varying amount of orcs attack the PCs as they are the guards that sign in the slaves and take them to the holding areas.

If the PCs are quiet they can get the jump on the orcs by opening the door quickly. A DC 10 Listen check at the door determine what is being said inside by the orcs. (They are speaking Orc, of course). The PCs catch the conversation in the middle.

"I saw one of the slaves just shiver and fall over screaming while blood seeped from every pore. Then all of a sudden he appeared. He scare me to death."

Another voice continues on, "Yeah, he goes through lots of slaves, good thing we take in as many as we do."

If the PCs are not quiet and the orcs hear them come into the complex one of the orcs immediately throws open the door while another takes a hammer to a gong in the back of the room alerting the entire complex. Once alerted, the other guards deeper into the complex begin prepare spells and to execute slaves.

Read the following when the PCs are engaged by the orcs. Adjust accordingly if the PCs surprise them.

A gnarled orc throws open the wooden door and snarls at you all. From behind him a thunderous "BONG" is heard as you see an orc with a hammer banging on a large gong.

APL 2 (EL 2)

👤 **Orcs (4):** hp 7 each; MM 203.

APL 4 (EL 4)

👤 **Orcs (2):** male orc fighter 2; hp 20 each; Appendix 1.

APL 6 (EL 6)

👤 **Orcs (2):** male orc fighter 4; hp 36 each; Appendix 1.

APL 8 (EL 8)

👤 **Orcs (2):** male orc fighter 4/scout 2; hp 50 each; Appendix 1.

APL 10 (EL 10)

👤 **Orcs (2):** male orc fighter 5/scout 3; hp 63 each; Appendix 1.

APL 12 (EL 12)

👤 **Orcs (2):** male orc fighter 5/scout 5; hp 81 each; see Appendix 1.

Tactics: The orcs come out in a flurry of anger. If given the chance at APL 4+ they drink their *potions of enlarge person* before attacking.

If the orcs do not get the chance to sound the gong the PCs can take as long as they want. If, however, the orcs did sound the gong the PCs have 10 rounds before half of the slaves are killed by the Frangore.

Treasure: In the room are various papers describing the trafficking of hundreds of slaves from the various regions of the Flanaess. Most are in and around the area of the Wild Coast. Some have stars next to their given name but no other details are given.

To determine what treasure the PCs find here, refer to the Treasure section of this adventure.

Development: If the PCs decide to ignore the orcs they can. However, when they encounter Grocsor or Frangore both of them yell loudly, which echoes through the corridors. This probably alerts the remaining guards and they will rush to assist (but they won't have prepped for battle).

AREA 3

This corridor is filled with bloodstains from slaves being beaten and dragged through here.

Frangore is in the room eating if the PCs were able to sneak past the guards. If not she has already prepped and is killing the slaves.

(She is only here if the PCs did not alert the orcs in area 2)

APL 2 (EL 1)

➤ **Frangore:** female gnoll barbarian 1; hp 32; Appendix 1.

APL 4 (EL 3)

➤ **Frangore:** female gnoll barbarian 3; hp 68; Appendix 1.

APL 6 (EL 5)

➤ **Frangore:** female gnoll barbarian 5; hp 82; Appendix 1.

APL 8 (EL 7)

➤ **Frangore:** female gnoll barbarian 7; hp 113; Appendix 1.

APL 10 (EL 11)

➤ **Frangore:** female gnoll barbarian 9; hp 140; Appendix 1.

APL 12 (EL 13)

➤ **Frangore:** female gnoll barbarian 11; hp 179; Appendix 1.

Tactics: Frangore rages immediately and tries to beat the PCs to a pulp. She knows what Cain will do to her if she doesn't succeed.

Treasure: To determine what treasure the PCs find here, refer to the Treasure section of this adventure.

Development: If the PCs continue up towards area 4 a cave in suddenly occurs, blocking them off from being able to get to area 4. (The PCs are not caught in the cave in, however). If they try to dig through it, describe how the entire area looks incredibly unstable and prone to collapse.

Turning the corner a deep rumble erupts in front of you. The ceiling and walls collapse inward piling tons of rock and rubble into the hallway completely blocking passage.

There is nothing they can do to get past it other than going around. Of course, if the PCs have spells that enable them to get through that is fine.

AREA 4

This is where the slaves are tortured either for fun or Cain or Opi'kel, the slavelord, feeds on their brains. Opi'kel penetrates each slave's mind to learn if they are a spy or not and then feeds on them learning their secrets. Many of the NPCs that the PCs met in COR6-12 *Calm Before the Storm* are spies but some have met their doom already (which the PCs will learn about in the course of this adventure).

The color of this room is crimson and it's not because of dwarven artisans. Crude tools along with cold granite slabs dot the room. A dark pit can be is in the back of the room.

If the PCs check out the pit they see numerous bones and parts of humanoids lying at the bottom. There is nothing they can do to bring back the slaves to life or speak with them as everything is too mangled.

However, if they make a DC 15 Heal check they notice some of the victim's skulls have been opened up through some strange way. A DC 20 Knowledge (dungeoneering) check reveal that perhaps tentacles are what did this. A DC 20 Survival check can determine there are about 25 to 35 different victims' parts in here. (This takes at least 20 minutes to find out)

AREA 5

Forty slaves are kept here, cramped up where they have to eat and sleep in their own filth. If the orcs from area 2 alerted the complex Frangore is in here slaughtering the slaves. She kills one slave every round. (See area 3 and Appendix 1).

If the PCs already have fought her then proceed as normal. The slaves are grateful that they are to be rescued. Many mention that their clothes which are ragged were given back to them by the slavers from the slaves that were killed.

If the PCs ask them if they know any NPCs that they met from COR6-12 *Calm Before the Storm* the slaves mention there was a man by the name of Lasho that was in here. However, he was taken away days ago and they have not seen him since. They mention he was trying to hit on all the ladies despite their conditions.

Lasho is, in fact, dead, killed by Opi'kel who found out he was a Greyhawk City spy. A woman that Lasho confided in approaches the PCs regardless if they asked about him or not.

"Sirs? I have a message from this dashing man from Safeton. He said to tell anyone who might come and rescue us. He said he was the last of his kind from Greyhawk and that no one there knows what's really going on. He mentioned Highport being the key and that more from Safeton were captured and sent there. That's all I know, sorry sirs."

Depending on if the PCs have cleared out the area the PCs may want to keep the slaves there till they have investigated everything. The slaves have no problem with this idea at all. If the PCs have cleared the complex they can take the slaves to Lucian who is waiting to take them back to Safeton and beyond. Continue to encounter 2.

AREA 6

This room is where not even the slavers went much. Dirt and grime cover the entire area with some broken furniture strewn about. Most of the slaves' old clothing and a few trinkets that aren't worth any value is in here.

If the PCs make a DC 16 Search check they discover a bedroll. It is a *Heward's fortifying bedroll* and is detailed in Appendix 2.

Treasure: To determine what treasure the PCs find here, refer to the Treasure section of this adventure.

AREA 7

A desk and a makeshift cot populate this room. There is a door on the opposite side of the room but many papers lie everywhere just not on the desk. All the papers are written in orc. Most are correspondence between various captains and log sheets of the slaves taken to Highport and how much they were sold for but not to whom.

A DC 20 Search check (for sifting through all the papers) reveals numerous papers from someone called Cain in Highport. The two most revealing papers are detailed in Player Handout 1.

If the PCs take time and make a lot of noise, Grocsor will hear them while worshipping in his temple and prepare accordingly. Also, if he heard the gong go off he holes up in the temple room preparing.

AREA 8

This is the altar room of Grocsor. If the complex has been alerted he is here fully prepped. If not he is praying to Erythnul the God of slaughter.

A gnarled orc looks up and snarls at you all yelling, "Gerg acklar etu Erythnul!!" as he charges at you.

Translated from orc it means, "I will give your blood to Erythnul!"

APL 2 (EL 1)

👉 **Grocsor:** male orc cleric 1; hp 10; Appendix 1.

APL 4 (EL 3)

👉 **Grocsor:** male orc cleric 3; hp 21; Appendix 1.

APL 6 (EL 5)

👉 **Grocsor:** male orc cleric 5; hp 34; Appendix 1.

APL 8 (EL 7)

👉 **Grocsor:** male orc cleric 7; hp 55; Appendix 1.

APL 10 (EL 9)

👉 **Grocsor:** male orc cleric 9; hp 77; Appendix 1.

APL 12 (EL 11)

👉 **Grocsor:** male orc cleric 11; hp 106; Appendix 1.

Tactics: At APLs 2-4 he casts *divine favor* and *protection from good* when he hears the PCs in the other room.

APL 6 is the same as above except he already has magic *vestment* cast and follows it with *bear's endurance* if he has time.

APL 8 in addition to the above he casts *divine power*.

APL 10 he casts *freedom of movement* as soon as he hears the gong before casting the spells listed above.

At APL 12 he has already cast *heroes feast* and *true seeing* in addition to what he does in the above APLs.

Treasure: To determine what treasure the PCs find here, refer to the Treasure section of this adventure.

Development: Once the PCs have defeated or subdued Grocsor they can look around the room. It has the typical grotesque markings of a place of worship for Erythnul. However there are a few unique jars of some kind of creature on a shelf on the far wall. A few of the jars are empty of course but a few still contain some black tadpole-type creature.

A DC 20 Knowledge (dungeoneering) check reveals that this creature is a tadpole of some unknown type. The tadpoles wriggle back and forth seemingly trying to get at the PCs. They can easily be killed.

If the PCs have cleared out the rest of the complex they can get the slaves out with no problem. They meet back up with Lucian who then takes them back to Safeton with Toct's ship.

Lucian encourages the PCs to go onto Highport to follow this Cain and whatever else they may find. If the PCs failed at the complex Lucian is discouraged that they couldn't free more slaves but will tell them to continue to

Highport as he's sure the leaders of the complex have already sent word they were attacked.

2: HIGHPORT: CITY OF SLAVES

The trip to Highport is uneventful. There are a few precautions; however, the PCs should take before entering the city.

The PCs can make a DC 10 Knowledge (local—core) check to know that anyone openly wearing good-aligned holy symbols will be looked upon very suspiciously and possibly even outright attacked. Highport is a city overrun with monstrous humanoids and cutthroat bandits. The slave trade is the major industry here and if the PCs aren't careful they will become slaves themselves.

The city guard consist of gnolls, goblinoids, humans, and, orcs. They wear azure blue sashes while patrolling every district in the city and their justice is swift and brutal. They do not bother the PCs as long as the PCs mind their own business and do not cause trouble.

The PCs arrive in the middle of the day. Read the following once the PCs get near the outskirts of the city and have made any preparation that they wish to.

Highport – the City of Chains. Scum and villainy rain supreme in this town and it appears to be thriving more than ever. The smell of filth permeates the surrounding area outside the town – imagining what it's like on the inside would make anyone's stomach turn.

A few goblinoids limp their way through the gates and the orc and human standing guard emblazoned with their azure sashes and armor look over you as you approach.

"Halt, state your business." The orc grunts.

The guards really don't care why the PCs are here so any reason they give is satisfactory; they're just giving them a hard time as they look like mercenaries. However, if the PCs openly say they are working for an obvious good-aligned purpose or are wearing obvious garb that would draw attention to them they alert the watch and a good portion of the city guard pour out after the PCs. (The PCs would make fine slaves. If they do anything except immediately flee the area or bluff their way out of the situation, they are enslaved. Such PCs must spend 3 TUs before escaping. While they manage to retain their own gear, for them the adventure is over.

If any paladins wish to *detect evil* they may do so. About 80% of the population is evil to varying degrees. (Although the PCs may want to watch out while doing so as you never know who is watching them).

The PCs enter the gate that leads to the New Port which is primarily dominated by orcs and goblinoids.

The stench is even worse than you ever imagined. Dead animals, rotting meat, and of course sewage

fills the streets of New Port. A few goblins try to hawk their delicatessens as you pass by. The prices are cheap but one look answers the question of why.

Some onlookers stare as a few of the guards beat a gaunt goblin senseless off to the side for stealing rotten rat meat. There appears to be no inn or tavern in this area.

Ask the PCs what they wish to do. They may jump in and ask the guards to leave the goblin alone but that only brings more questions and scrutiny upon themselves. The guards ask for their names and report them to their superiors who alert the city. (However, that will take time.)

This encounter depends on what type of questions the PCs ask around. If they just ask generic questions of where is the nearest inn, where do they buy slaves, and various other locations they will be fine. If they start asking about Cain or the slavelords they get blank stares from most but this also raises a lot of eyebrows.

General questions illicit the following answers (they don't need a bribe or a Gather Information):

- The slaves are sold in the Palace Ward. The reason for it being in the nicer area of Highport is that the 'wealthy' of the city can come out and pay a high price for them. Usually they go on sale every afternoon.
- There are numerous watering holes in New Port but most cater to just goblinoids and orcs (half-orcs too). Old Port has a few taverns where you can find general sleeping quarters but they are rowdy at times with all the monstrous humanoids coming into port lately.
- Traveling at night is not the best course of action anyone can do in Highport.
- There really is no difference between the city guard and the thieves' guilds.
- Citizens just throw their trash on the side and hope that one day someone will come along and pick it up. Occasionally there are a few treasures found within the filth if you wish to go dig around in some.

If the PCs wish to ask more specific questions then either a Gather Information check or a bribe is needed. If the PC is a half-orc they receive a +4 bonus to the check. Humans get no penalty but all other races receive a -4 penalty.

Of course the PCs may just pay for their information. This way is the quickest and easiest. It cost 5 gp for each bullet point of information.

- **DC 10:** The slavelords? We do not fear any slavelords. In fact I'm sure we help them and all of us here give a toast to that fact as they put money in our coffers.
- **DC 12:** Numerous mercenaries get off the ships each day. Most get shipped out up north pretty quickly. Most are orcs.

- **DC 14:** Some of the wealthy folks are talking about sending contingents up north to rebuild Fax or Narwell and create a new Highport. There sure is enough money going around now that Turrosh Mak has made his move to take over the Wild Coast.
- **DC 15:** If you're looking for some fine slaves, Captain Tiva just brought in a nice shipment of some fine ones yesterday. They're going to be put up for sale in an hour.
- **DC 15:** Ole Stinkweasel usually knows best about slaves and which ones to pick. He usually hangs out in the Old Port trying to get a first look at the new products when they come off the ship.
- **DC 18:** I heard the new lord was none too happy about a disturbance about a year ago where some fools came into the city and vandalized the Ruinfields cemetery. They freed a whole bunch of slaves and killed some fine friends of his.
- **DC 20:** The city guard has been chasing shadows lately. Some of the dumb goblins keep complaining a few of their kind are being taken in the night.
- **DC 22:** There have been numerous spies caught lately by Braks and some new fellow. Not sure what his name is but they've executed a few out in public and have eradicated all of them. Too bad cuz one was a nice pretty lady with blonde hair (Keira Polis from COR6-12 *Calm Before the Storm*). She squealed about how Hardby would come down hard on us. HAH fool.
- **DC 25:** Cain? Can't say that I have heard of him. What do you want with him? If he's for dealing slaves Stinkweasel may know of him. Try the Old Port.

If the PCs wish to go to the Palace Ward to purchase slaves continue to encounter 3.

If they wish to go to Stinkweasel continue to encounter 4.

The shadows are a red herring. If the PCs wish to chase this they can talk with numerous goblins and the city guard who just laugh it off. Most just give the PCs quizzical looks about it.

3: HEY, I KNOW YOU

This encounter is a chance for the PCs to purchase some slaves and save them from the horrors that are sure to come. It won't be cheap but they may receive a reward and, of course, the gratitude of the slaves they save.

However, if the PCs choose to purchase all the slaves that will raise suspicion as the sellers will want to know where they got their money, where they're taking the slaves, what they plan on doing with them, and so on.

Once the PCs get to the Palace Ward read the following:

The Palace Ward seems like a completely different world to the other parts of Highport. It is still a

shambles but most of the houses are actually intact and look to be cared for a lot more than the other districts. Most of the citizens that walk here look a bit cleaner. However, they still all wear some type of weapon and do not look the least bit happier.

Once the PCs ask for the direction of the slave market, or after they wander around for a bit read the following:

Asking around, a few people point you in the right direction toward where the slaves will be sold.

A few goblins and orcs run past you excitedly talking in orc about something you don't understand.

(If someone in the party speaks Orc the orcs are talking about buying a new slave one to beat on and to do their chores. Get one real cheap maybe even a human woman)

A huge stage is set before you with boards in the background displaying the cost of certain slaves. At least 20 slaves are shackled up on stage guarded by numerous guards and what looks to be mercenaries. There are at least 100 onlookers of varying races eagerly bidding as it appears it has started.

Feel free to describe any markings and make up what the crowd looks like and who is bidding. It is irrelevant unless noted on who is making the bids and the people who have organized this. The wealthy have a large stake in this operation and have their people set it up.

If the PCs ask about Stinkweasel they say he is not here. He mainly stays in Old Port sending people up here who want to buy slaves. However, asking more than a few people raises eyebrows as one of Stinkweasel's friend's leaves to go and tell him that some people are asking about him. This will lead him back to the PCs as he tells Cain about them.

The price range for the slaves varies. A lot of the slaves look very bad with obvious bruises and deep cuts. If the PCs wish to bid the organizers will ask for a name or company. They will put them on the board. The prices for each slave and a description of them are listed in **DM Handout 1**. Once the PCs hit the limit listed next to each slave they win no matter what. It is assumed that someone is bidding against them up to that point.

If this adventure is played in a timed session, only go through a few of the slaves sales.

Keep track of how many the PCs buy. This will be noted for XP purposes and the AR.

At the end of the auction there is a special surprise where Captain Tiva approaches the auctioneer.

The auctioneer smiles as someone whispers into his ear.

"Ladies and gentlemen, it is with good fortune that I tell you that dear Captain Tiva has informed me that a ship full of slaves is for sale right now!"

The crowd erupts in glee as some sigh as they do not have enough money.

"The bidding starts at 10,000 gold pieces!"

A hand raises up and the bidding war begins.

The PCs do not have to bid on this but it is to show that occurrences like this happen. Not to mention that Captain Tiva is a slave runner. If by some chance the PCs do purchase the whole boat (It will sell for 20,000 gp as there are over 100 slaves on board.) please mark that on the AR.

If the PCs have bought some slaves the next challenge they face is what to do with them. The organizers are willing to hold them at their warehouses in Old Port until the PCs can pick them up (at no charge). This is the safest way to do it, however, the slaves look forlorn at the idea but they assure them that no more harm will come to them. (The organisers actually keep their word!)

The PCs can continue onto the Old Port to search for Stinkweasel (encounter 4) or they can ask around about the shadows which no one knows about.

If the PCs have already met Stinkweasel they can wait around for a few hours possibly walking down to the warehouse where the slaves are kept or even talk to their purchase. It is possible that one of the NPCs from COR6-12 *Calm Before the Storm* may recognize a PC. Those NPCs are smart enough not to make a scene for fear of being caught however the PCs may not be. If they talk in the open to their new slave about freeing them this will alert various onlookers and they will run off presumably telling the guard.

If this is the case the guard will not go out and attack the PCs as they have done nothing wrong. They purchased the slaves fairly and as long as they don't consider freeing some more through illegal means they will be okay.

If the PCs choose to just stay at the stage for the whole time eventually Stinkweasel comes to them.

4: STINKWEASEL

If the PCs wish to find Stinkweasel before going to the slave auction that is fine. They will more than likely have time to visit it since it's in the same area as Cain's house.

Stinkweasel is really Cain's informant and eyes and ears of the operation. Cain prefers to employ quite a few 'normal' people as his informants that let him know if someone comes looking for him or the slavelord.

Stinkweasel greets the PCs and says he knows where to find Cain, for a price of course. Really, though, he is leading them into a trap so that Cain can kill them or take them as slaves.

All it takes to find Stinkweasel is to visit a few bars and ask around. The typical response is below:

"Stinkweasel? Oh ya I know him, real greasy and sleazy. Got dark hair and a beard. Real good eye for

slaves you know? You can find him near the docks greetin the slaves as they walk off the boat."

Traveling down to the wharf is easy enough. Describe more filth everywhere and rundown buildings. There are many mercenaries here, along with a few people trading slaves on the side. This is not a pleasant place to be.

Several ships moored here sail the familiar yellow sails of the slavelord along with a few that show Turrosh Mak's colors. Those ships that belong to the empire are loading up supplies and men and monstrous humanoids are boarding. All are look geared for war. The other ships are bringing off shackled slaves who look terrified.

"Ahh fine catch Captain Alred fine catch. They look good. Tanva will be pleased with this haul that's for sure." An excited dark haired man says over to the side.

Stinkweasel continues until the PCs approach him.

His demeanor is indifferent towards the PCs. He talks openly about any and all slaves and the trade. If the PCs mention Cain in any way he has a surprised look and asks them to not mention that out in the open and to meet him in an alley in 5 minutes if they want more information. When he arrives he, of course, holds out his hand waiting for money.

☛ **Stinkweasel:** male human expert 4; Bluff +14, Diplomacy +10.

Once the PCs meet with him in secrecy he tells them of Cain and how he lives in the Palace Ward. He knows nothing of any slavelord working with Cain just that Cain deals with slaves and he'd rather not know what he does with them. He hears screams coming from the house occasionally but that's not uncommon in this town.

Cain is in good standing with the slavelords, however, as he buys a lot from them and even traffics for them as well. Stinkweasel can show them Cain's place later if they wish. It will cost them more money, but he tells them he'll take them to his place in the evening – 3 hours time. He does not tell them where in the Palace Ward Cain's house is, however. (Also no one knows of a Cain in that area either as he uses many aliases and the torture of slaves here is commonplace). He'd rather die than give this information out for free. The reason being is then he won't receive his payment from Cain for luring victims to him. Also Cain said he'd kill him if he just gave out the information without bringing himself with whoever he brought. In reality, Cain just wants no witnesses and will kill Stinkweasel and get a new lackey.

If asked why he'd betray his employer, Stinkweasel doesn't see it as that, more of a new business opportunity. He doesn't have any loyalty to him.

“Ok I’ll meet you near the slave auction stage at around 7 bells at night. I’ll go up to the house alone as that won’t bring upon suspicion from him. As far as I know he has no guards at all. Pretty full of himself if you ask me.” Stinkweasel shrugs. “Well I’m off to spend my new coin on some drinks, see ya there.”

Of course most of this is a lie. Stinkweasel truly doesn’t know what Cain is doing in his house but he knows he works for the slavelord. If the PCs leave him he then he goes into one of the bars and speaks to a friend to deliver a message to Cain about meeting the PCs later that night near his house. He will visit many bars talking to people to make sure the PCs have no idea what he is doing.

If the PCs have yet to go to the slave auction refer to encounter 3.

If they wish to meet Stinkweasel near Cain’s house continue to encounter 5.

5: CAIN’S HOUSE

It is dusk and most “decent” people have gone their separate ways, not wanting to be out at night.

There are a few blood splatters near the stage where some slaves were whipped during the day and a lot of trash around the area. A few scavengers poke around the area looking for treasures. A soft voice whispers, “ello. Time we headed off.” Stinkweasel nods and starts to walk off.

Assuming the PCs follow Stinkweasel it takes about 10 minutes to reach Cain’s house. Describe the surrounding rubble and trash but make clear there is not nearly as much here as in Old and New Port. He does not talk during this time but does not seem nervous in any way.

“Here we are. I’ll walk across the street. We’ll go through the only the entrance I know which is the rubble and leads into the basement.”

Looking across the street you see three houses linked together with all the windows barred and the doors are as well. The last house is half rubble as it must have been caught in some kind of barrage during the war.

Stinkweasel trots over to the side of the street and peers into the rubble. As he waves you on all of a sudden something lurches out of the darkness at him. A quick cry of help is all that is heard as his body is pull out of view down into the rubble.

One of the creatures grabbed Stinkweasel and is has already killed him by the time the PCs get down to the bottom of the basement. The entire basement is in darkness. There is no use to call for guards as there aren’t any near here. No one around feels the screams are unusual either.

APL 2 (EL 3)

👁️ **Darkmantles** (3): hp 8 each; MM 38.

APL 4 (EL 5)

👁️ **Gibbering Moucher**: hp 42; Appendix 1.

APL 6 (EL 7)

👁️ **Gibbering Mouters** (2): hp 42 each; Appendix 1.

APL 8 (EL 9)

👁️ **Chaos Beasts** (2): medium outsider; hp 54 each; MM 33.

APL 10 (EL 11)

👁️ **Lifelleech Otyugh**: hp 94; Appendix 1.

APL 12 (EL 13)

👁️ **Ten-headed Shrieking Terror**: hp 170; Appendix 1.

Tactics: At all APLs the monster(s) let their instincts take over and try to kill as many as the PCs as possible. They will not come out of the rubble doorway and will slink back if PCs stay out there using ranged attacks.

The doorway leading down is 10 feet wide so that the hydra could have easily gotten to Stinkweasel

Development: The PCs can look around and see Stinkweasel’s body along with some other bodies as well more bones. It’s hard to tell how many bodies are in here but a rough estimate is about 20. There are bloodstains everywhere splattered on the wall and floor.

Unless the PCs take extraordinary measures to ensure silence during the battle, Cain almost certainly becomes aware that enemies have entered his domain.

If the PCs have other means of getting into the house (like *passwall* or the like) then they are free to do that. The DM should adjudicate such actions accordingly. The windows cannot be opened as they barred with iron bars. They can be bashed in but that would, of course, make a lot of noise.

👁️ **Iron barred windows**: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

👁️ **Strong Wooden Door**: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; Open Lock DC 25.

Continue to encounter 6.

6: A GRISLY FIND

The PCs encounter the spell trap and then find some of the failed illithids and other spies that have not made it out alive.

The door leading out of the basement is a plain wooden door, however, it has a spell turret trap implanted in it. It has been designated to activate on anyone but the creatures in the basement. (The slaves in

the basement were already dead and Cain always dropped them off at the other end)

Unless the PCs get near the door during the battle with the creatures in encounter 5 the spell turret does not activate. However, if they get within 120 feet and are within line of sight (DM Map 2) the turret activates.

There is no spell turret at APL 2.

A real easy way for the PCs to get through the trap is to just open up the door and close it as the spell turret is on the other side. They may also break down the walls if they so choose as well.

APL 4 (EL 3)

➤ **Guardian Spell Turret:** CR 3; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells cast one per round in set order; *glitterdust*, *hypnotic pattern*, *scorching ray* (+1 ranged touch), *Tasha's hideous laughter*; no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 27; Disable Device DC 27; Caster Level 3; AC 7; hardness 8; hp 200.

APL 6 (EL 5)

➤ **Guardian Spell Turret:** CR 5; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells cast one per round in set order; *dimensional anchor*, *ice storm*, *fear*, *mass reduce person*; no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 29; Disable Device DC 29; Caster Level 7; AC 7; hardness 8; hp 200.

APL 8 (EL 7)

➤ **Guardian Spell Turret:** CR 7; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells cast one per round in set order; *summon monster VI*, *chain lightning*, *eye bite*, *disintegrate* (+5 ranged touch); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 31; Disable Device DC 31; Caster Level 11; AC 7; hardness 8; hp 200.

APL 10 (EL 9)

➤ **Guardian Spell Turret:** CR 9; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells cast one per round in set order; *maze*, *scintillating pattern*, *polar ray* (+7 ranged touch), *Otto's irresistible dance*; no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; Caster Level 15; AC 7; hardness 8; hp 200.

APL 12 (EL 9)

➤ **Guardian Spell Turret:** CR 9; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells cast one per round in set order; *maze*, *horrid wilting*, *polar ray* (+7 ranged touch), *Otto's irresistible dance*; no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; level; Caster Level 15; AC 7; hardness 8; hp 200.

Once the PCs have dealt with the spell trap they can open the door to the upstairs. It is on the other side of the door that they make a gruesome discovery. If there are any younger gamers at the table the DM should tone down this description.

Bodies hang from hooks while others are slumped against the wall. It seems that this is Cain's testing area. Some are dried out husks of humanoid remains. One seems to be a creature with half tentacles sticking out of its head.

A DC 22 Knowledge (dungeoneering) check reveals that it is an unformed illithid.

There is no regard to any life in this room. Numerous torture devices line the walls, some rusty, obviously purposely, as they have seen recent use. There are charts off to the side detailing various names and affiliations in Greyhawk City and nearby nations. It appears that many of these people were spies or working for their city in some capacity.

A set of stairs illuminated by an eerie light leads up.

Treasure: A DC 17 Search check finds four *potions of cure light wounds* (used to keep the prisoners alive) and a *potion of aid*. To determine exactly what treasure the PCs find here, refer to the Treasure section of this adventure.

Once the PCs decide to continue, proceed to encounter 7.

7: A BLOODY END

This is the final battle against Cain. He is waiting upstairs for the PCs. He is a no nonsense man and does not stop to yak to the intruders but does throw in snide comments about how they are pathetic and what good slaves they will be. As soon as he sees one of them he unleashes his fury.

APL 2 (EL 4)

➤ **Cain Bloodsucker:** male human wizard 5; hp 33; Appendix 1.

APL 4 (EL 6)

➤ **Cain Bloodsucker:** male human wizard 5/blood magus 2; hp 46; Appendix 1.

APL 6 (EL 8)

➤ **Cain Bloodsucker:** male human wizard 5/blood magus 4; hp 63; Appendix 1.

APL 8 (EL 10)

➤ **Cain Bloodsucker:** male human wizard 5/blood magus 6; hp 75; Appendix 1.

APL 10 (EL 12)

➤ **Cain Bloodsucker:** male human wizard 5/blood magus 8; hp 124; Appendix 1.

APL 12 (EL 14)

➤ **Cain Bloodsucker:** male human wizard 5/blood magus 10; hp 143; Appendix 1.

Tactics: Cain puts himself in the most advantageous spot in the room. He has already cast spells on himself which are reflected in the stat blocks. He first tries to incapacitate the PCs as he wants to use them as subjects. If that does not go well he proceeds to employ his more powerful spells to kill them. Finally, at APL 12 if he is lower than 10 hit points he use his blood walk ability to flee to safety.

Treasure: To determine what treasure the PCs find here, refer to the Treasure section of this adventure.

Development: If he is subdued he does not talk unless forcibly coerced and even then doesn't know a whole lot. He knows he is very well funded by the slavelord whose name is Opi'kel. He confirms that Opi'kel is an illithid that was shunned by his kind and now wishes to build a new society in the area. He assumes that Turrosh funds this operation but doesn't know for sure. He laughs at the PCs if they wish to bring them to justice as it will be very hard for them to go outside without the city guard asking questions.

He is correct in thinking that because the city guards will apprehend the PCs and they will be the ones thrown in jail. However, it won't be too hard if they knock him unconscious and carry him out under the cover of darkness.

If the PCs bought slaves they may go pick them up in the morning and they hear a lot of people talking about the break in at a rich man's house in the Palace Ward. The authorities are scouring the city for the culprits.

If the PCs leave immediately they can make it out of the city easily enough.

If the PCs are defeated by Cain he enslaves them but doesn't kill them, saving them for Opi'kel who will torture them for all their secrets then kill them. Unless the PCs have some means of resurrecting them then they are lost forever.

Continue to the conclusion.

CONCLUSION

If the PCs were successful in their mission continue to conclusion A. If they were not, continue to conclusion B.

CONCLUSION A

Once outside the city the PCs have a choice to make. They can continue onto Safeton and drop the slaves off

and warn them of the impending doom (which most in the city already know is coming). Read the following:

Luckily the trip to Safeton is uneventful and the slaves that you bought have made it back safely. Almarayne is overjoyed at the sight of the slaves.

"Oh thank you so much! Lucian told me of your exploits at the complex. What other news do you have?"

It is assumed the PCs tell her what they have found out. If the PCs DO mention about how all the spies have been found continue on. If they do NOT mention this or hand over the notes adjust the text accordingly.

"Thank you so very much. It appears that Safeton will need you in the coming months. I believe that this Cain and slavelord are a bit over confident there is no way they have rooted out all the spies could they have?" A worried look comes over her face. "Could you go and warn Greyhawk City about our plight? I know it's a long journey and will take up your valuable time but I implore you to do so."

Note on the AR which PCs accept the fair lady's plea. Do not tell the PCs they have to spend 1 extra Time Unit on this adventure for doing so but in doing so they may have saved Safeton. This is supposed to be a selfless act as there is no favor or reward right away for doing this.

If the PCs did not mention the spies being depleted to her she does not ask them to do this. However, if the PCs think of this on their own then mark it on the AR.

CONCLUSION B

Adjust the text accordingly if the PCs were captured by Cain as they will die. Also adjust the text if they did not buy any slaves as well. If the PCs ran and fled back to Safeton read the following:

The somber trip back to Safeton is uneventful. The slaves are happy that they are back but the sadness on their faces is evident. Almarayne comes out to greet you with an apprehensive smile. "So how goes it?"

Again if a PC was captured by Cain then they will be enslaved and Opi'kel will torture them and then destroy them.

CAMPAIGN CONSEQUENCES

Thank you for playing. Please email the author at timsech@hotmail.com with these results by May 1, 2007.

1. Did the PCs rescue any slaves? If so how many?
2. Did the PCs defeat Cain?
3. Did the PCs rescue the slaves in the slave complex?
4. Did any of the PCs warn Greyhawk City and/or accept Almarayne's plea?
5. Did any of the PCs get captured?

EXPERIENCE POINT SUMMARY

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

1: The Slave Complex: Area 2

Defeat the orcs

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

1: The Slave Complex: Area 3

Defeat Frangore

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

1: The Slave Complex: Area 8

Defeat Grocsur

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

3: Hey I Know You!

For saving at least 2 slaves at the auction house

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 XP

5: Cain's House

Defeat the creatures

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

6: A Grisly Scene

Defeat or bypass the spell trap

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

7: A Bloody End

Defeat Cain

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

Discretionary roleplaying award

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

1: Area 2

APL 2: Loot 12 gp; Total 12 gp.

APL 4: Loot 48 gp; Magic 84 gp; *potion of enlarge person* x4 (21 gp); Total 132 gp.

APL 6: Loot 46 gp; Magic 430 gp; +1 *spiked chain* x2 (194 gp each), *potion of enlarge person* x4 (21 gp each); Total 476 gp.

APL 8: Loot 38 gp; Magic 430 gp; +1 *spiked chain* x2 (194 gp each), *potion of enlarge person* x4 (21 gp each), +1 *chain shirt* (104 gp each); Total 684 gp.

APL 10: Loot 38 gp; Magic 1,185 gp; +1 *spiked chain* x2 (194 gp each), *potion of enlarge person* x4 (21 gp each), *gloves of dexterity* +2 (333 gp each) +1 *chain shirt* (104 gp each); Total 1347 gp.

APL 12: Loot 46 gp; Magic 1,185 gp; +1 *flaming spiked chain* x2 (694 gp each), *potion of enlarge person* x4 (21 gp each), *gloves of dexterity* +2 (333 gp each), +1 *mithral chain shirt* (187 gp each); Total 1139 gp.

2: Area 3

APL 2: Loot 48 gp; Magic 4 gp; *potion of shield of faith* (+2) (4 gp); Total 52 gp.

APL 4: Loot 40 gp; Magic 108 gp; *potion of shield of faith* (+2) (4 gp), +1 *chain shirt* (104 gp); Total 148 gp.

APL 6: Loot 15 gp; Magic 301 gp; *potion of shield of faith* (+2) (4 gp), +1 *chain shirt* (104 gp), +1 *scythe* (193 gp); Total 316 gp.

APL 8: Loot 15 gp; Magic 384 gp; *potion of shield of faith* (+2) (4 gp), +1 *chain shirt* (104 gp), +1 *scythe* (193 gp), +1 *cloak of resistance* (83 gp); Total 399 gp.

APL 10: Loot 15 gp; Magic 1,081 gp; *potion of shield of faith* (+2) (4 gp), +1 *chain shirt* (104 gp), +1 *scythe* (193 gp), +1 *cloak of resistance* (83 gp), *ring of counterspells* (666 gp); Total 1,065 gp.

APL 12: Loot 15 gp; Magic 1,482 gp; *potion of shield of faith* (+2) (4 gp), +1 *adamantine chain shirt* (521 gp), +1 *scythe* (193 gp), +1 *cloak of resistance* (83 gp), *ring of counterspells* (666 gp); Total 1,497 gp.

1: Area 6

ALL APLs: Magic – *Heward's fortifying bedroll* (250 gp).

1: Area 8

APL 2: Loot 129 gp; Total 129 gp.

APL 4: Loot 127 gp; Magic 192 gp; +1 *morningstar* (192 gp); Total 296 gp.

APL 6: Loot 4 gp; Magic 413 gp; +1 *morningstar* (192 gp), +1 *full plate* (221 gp); Total 417 gp.

APL 8: Loot 4 gp; Magic 496 gp; +1 *morningstar* (192 gp), +1 *full plate* (221 gp), +1 *cloak of resistance* (83 gp); Total 500 gp.

APL 10: Loot 4 gp; Magic 1,829 gp; +1 *morningstar* (192 gp), +1 *full plate* (221 gp), +1 *cloak of resistance* (83 gp), *periapt of wisdom* +4 (1333 gp); Total 1,837 gp.

APL 12: Loot 4 gp; Magic 2,079 gp; +1 *morningstar* (192 gp), +1 *full plate* (221 gp), +2 *cloak of resistance* (333 gp), *periapt of wisdom* +4 (1333 gp); Total 2,083 gp.

6: A Grisly Find

ALL APLs: Loot 0 gp; Magic 51 gp; 4 *potions of cure light wounds* (16 gp), *potion of aid* (25 gp), *serpents' tongue** (10 gp).

7: A Bloody End

APL 2: Loot 30 gp; Magic 1289 gp; *vest of resistance* +1 (83 gp), *scroll of magic missile* 5th-level x5 (10 gp each), *horizon goggles* (666 gp), *ring of enduring arcana* (500 gp); Total 1,319 gp.

APL 4: Loot 30 gp; Magic 1582 gp; *vest of resistance* +1 (83 gp), *horizon goggles* (666 gp), *headband of intellect* +2 (333 gp), *ring of enduring arcana* (500 gp); Total 1,612 gp.

APL 6: Loot 30 gp; Magic 2112 gp; *vest of resistance* +1 (83 gp), *horizon goggles* (666 gp), *headband of intellect* +2 (333 gp), *ring of enduring arcana* (500 gp), *ring of protection* +1 (167 gp), *gloves of dexterity* +2 (333 gp); Total 2,142 gp.

APL 8: Loot 30 gp; Magic 3112 gp; *vest of resistance* +1 (83 gp), *horizon goggles* (666 gp), *headband of intellect* +4 (1333 gp), *ring of enduring arcana* (500 gp), *ring of protection* +1 (167 gp), *gloves of dexterity* +2 (333 gp); Total 3,142 gp.

APL 10: Loot 30 gp; Magic 4914 gp; *vest of resistance* +1 (83 gp), *horizon goggles* (666 gp), *headband of intellect* +4 (1333 gp), *ring of enduring arcana* (500 gp), *ring of protection* +2 (666 gp), *gloves of dexterity* +2 (333 gp), *amulet of health* +4 (1333 gp); Total 4,954 gp.

APL 12: Loot 30 gp; Magic 9082 gp; *vest of resistance* +3 (750 gp), *horizon goggles* (666 gp), *headband of intellect* +6 (3000 gp), *ring of enduring arcana* (500 gp), *ring of protection* +3 (1500 gp), *gloves of dexterity* +4 (1333 gp), *amulet of health* +4 (1333 gp); Total 9,112 gp.

Total Possible Treasure

APL 2: Loot 219 gp; Magic 1,594 gp; Total: 1,813 gp.

APL 4: Loot 245 gp; Magic 2,267 gp; Total: 2,512 gp.

APL 6: Loot 95 gp; Magic 3,557 gp; Total: 3,652 gp.

APL 8: Loot 87 gp; Magic 4,723 gp; Total: 4,810 gp.

APL 10: Loot 87 gp; Magic 9,310 gp; Total: 9,397 gp.

APL 12: Loot 95 gp; Magic 14,129 gp; Total: 14,224 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

ADVENTURE RECORD ITEMS

☛ **The Slaves' Favor:** Rescuing slaves can be a hardy proposition. Almarayne can't thank you enough and arranges for some of her elf friends to add the following special abilities to a weapon of your choice (you must pay the difference in cost): *bane* (orc, gnoll, or goblinoid), *holy*, *shock*, or *speed*. This counts as having one-time Open access to one of these special abilities.

☛ **The Grand Favor:** Buying a whole boatload of slaves has made you a hero in the eyes of many. Almarayne and the people grant you the title of "Liberator" and you may use that title officially.

☛ **Help!** Greyhawk City had to be warned about the impending doom of Safeton and the Wild Coast as a whole. You have done a good deed in immediately going to their council and telling them of Turrosh Mak's plan and of the slavelord. You must pay 1 extra TU on this AR for traveling to Greyhawk City. This may have useful repercussions in future adventures.

ITEM ACCESS

APL 2:

- *Horizon goggles* (Adventure; *Complete Mage*)
- *Ring of enduring arcane* (Adventure; *Complete Mage*)
- *Serpents' tongue* (Adventure; *Complete Mage*)
- *Heward's fortifying bedroll* (Adventure; *Complete Mage*)
- *Scroll of magic missile* (Adventure; CL 5th; DMG)

APL 10 (all of APLs 2-8 plus the following):

- *Ring of counterspells* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

- *+1 mithral chain shirt* (Adventure; DMG)
- *+1 flaming spiked chain* (Adventure; DMG)
- *+1 adamantine chain shirt* (Adventure; DMG)

APPENDIX 1: APL 2

ENCOUNTER 1: AREA 3

FRANGORE KETBANE CR 2

Female gnoll barbarian 1
CE Medium humanoid (gnoll)
Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +6
Languages Gnoll

AC 14, touch 9, flat-footed 13
(+1 Dex, +4 armor, +1 natural)

hp 32 (3 HD)

Fort +10, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares)

Melee mwk scythe +10 (2d4+9)

Ranged longbow +3 (1d8/x3)

Base Atk +2; **Grp** +8

Atk Options Power Attack, rage 1/day (6 rounds)

Combat Gear *potion of shield of faith* (+2)

Abilities Str 23, Dex 13, Con 20, Int 8, Wis 12, Cha 6

SQ fast movement, gnoll traits

Feats Improved Initiative, Power Attack

Skills Climb +6, Spot +6

Possessions combat gear plus chain shirt, masterwork scythe, cold iron scythe, warhammer, daggers (3), spiked gauntlet, locked gauntlet, composite longbow, 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll.

When not raging, Frangore has the following changed statistics:

AC 16, touch 11, flat-footed 15

hp 26 (3 HD)

Fort +8, **Will** +1

Melee mwk scythe +7 (2d4+6/x4)

Ranged longbow +3 (1d8/x3)

Grp +6

Abilities Str 19, Con 16

Skills Climb +4

ENCOUNTER 1: AREA 8

GROCSOR CR 1

Male orc cleric 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Orc

AC 18, touch 10, flat-footed 18
(+8 armor)

hp 10 (1 HD)

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

Weakness light sensitivity

Speed 20 ft. in full plate (4 squares); base speed 30 ft.

Melee morningstar +5 (1d8+6)

Ranged dagger +0 (1d4+4/19-20)

Base Atk +0; **Grp** +4

Atk Options Power Attack

Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6-1, 1st), spontaneous *inflict*

Cleric Spells Prepared (CL 1st):

1st—*cure light wounds*, *protection from good*^D, *divine favor*

0—*create water* (3)

D: Domain spell. Deity: Erythnul. Domains: War, Evil

Abilities Str 18, Dex 10, Con 13, Int 10, Wis 13, Cha 6

SQ orc traits

Feats Power Attack, Weapon Focus (morningstar)

Skills Concentration +5, Knowledge (arcane) +4

Possessions combat gear plus full plate, morningstar, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER CR 5

Male human (Baklunish) evoker 5

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 20, touch 12, flat-footed 18

(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*])

hp 33 (5 HD)

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

Speed 30 ft. (6 squares)

Melee mwk dagger +3 (1d4/19-20)

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

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

Combat Gear *ring of enduring arcane**, ~~*scroll of false life*~~, 5 scrolls of *magic missile* (CL 5)

Wizard Spells Prepared (CL 5th; +4 ranged touch):

3rd—empowered *burning hands* (DC 15), empowered *magic missile*, *fly*

2nd—*bear's endurance*, *cat's grace*, *false life*¹ (9 hp), *glitterdust* (DC 15), *scorching ray*

1st—*burning hands* (DC 15), *grease* (DC 14), *mage armor*¹, *magic missile*, *shield*¹

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

† Already cast

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

SQ familiar (slither – not present), share spell

Feats Alertness (when familiar within 5 ft.), Empower Spell, Great Fortitude, Scribe Scroll^B, Spell Focus (evocation), Toughness

Skills: Concentration +8, Craft (alchemy) +10, Decipher Script +10, Knowledge (arcane) +10, Knowledge (local – core) +10, Knowledge (the planes) +10, Spellcraft +10

Possessions +1 *vest of resistance*, dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, spellbook, *horizon goggles*

Spellbook (banned enchantment, illusion) spells
prepared plus all 0's

ENCOUNTER 1: AREA 2**ORC FIGHTER CR 2**

Male orc fighter 2
 N Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Orc

AC 16, touch 12, flat-footed 14; Dodge, Mobility (+2 Dex, +4 armor)
hp 20 (2 HD)
Fort +5, **Ref** +2, **Will** +1
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee mwk spiked chain +7 (2d4+6)
Ranged javelin +4 (1d6+5)
Base Atk +2; **Grp** +6
Combat gear *potion of enlarge person* (CL 1st)

Abilities Str 19, Dex 14, Con 14, Int 8, Wis 13, Cha 6
SQ orc traits
Feats Dodge, Exotic Weapon Proficiency (spiked chain), Mobility
Skills Jump +7
Possessions combat gear plus chain shirt, daggers (3), cold iron spiked chain, spiked chain, masterwork spiked chain, spiked gauntlet (worn), locked gauntlet (stored), longspear, greatsword, warhammer, javelins (3), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 1: AREA 3**FRANGORE KETBANE CR 4**

Female gnoll barbarian 3
 CE Medium humanoid (gnoll)
Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +6
Languages Gnoll

AC 15, touch 9, flat-footed 14; uncanny dodge (+1 Dex, +5 armor, +1 natural)
hp 68 (5 HD)
Fort +11, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk scythe +12 (2d4+10)
Ranged longbow +5 (1d8/x3)
Base Atk +4; **Grp** +11
Atk Options Power Attack, rage 1/day (8 rounds)
Combat Gear *potion of shield of faith* (+2)

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12, Cha 6
SQ fast movement, gnoll traits, trap sense +1
Feats Improved Initiative, Power Attack
Skills Climb +7, Listen +7, Spot +6
Possessions combat gear plus +1 *chain shirt*, masterwork scythe, cold iron scythe, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (worn), composite longbow, 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll.

When not raging, Frangore has the following changed statistics:

AC 17, touch 11, flat-footed 16
hp 58 (5 HD)
Fort +9, **Will** +2
Melee mwk scythe +10 (2d4+7/x4)
Ranged longbow +5 (1d8/x3)
Grp +9
Abilities Str 20, Con 16
Skills Climb +5

ENCOUNTER 1: AREA 8**GROCSOR CR 3**

Male orc cleric 3
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Orc

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 21 (3 HD)
Fort +4, **Ref** +1, **Will** +4
Weakness light sensitivity

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* +8 (1d8+7)
Ranged dagger +2 (1d4+4/19-20)
Base Atk +2; **Grp** +6

Atk Options Power Attack

Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6+1, 3rd), spontaneous *inflict*

Cleric Spells Prepared (CL 3rd):
 2nd—*cure moderate wounds*, *hold person* (DC 13), *spiritual weapon*^D
 1st—*cure light wounds* (2), *divine favor*, *protection from good*^D
 0—*create water* (4)

D: Domain spell. Deity: Erythnul. Domains: War, Evil

Abilities Str 18, Dex 10, Con 13, Int 10, Wis 13, Cha 6

SQ orc traits

Feats Combat Casting, Power Attack, Weapon Focus (morningstar)

Skills Concentration +7(+11 casting defensively), Knowledge (arcane) +6

Possessions combat gear plus full plate, +1 *morningstar*, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2)

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 5: CAIN'S HOUSE**GIBBERING MOUTHER CR 5**

N Medium aberration

Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +9

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 42 (4 HD); DR 5/bludgeoning

Immune can't be flanked, critical hits

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

Speed 10 ft. (2 squares), swim 20 ft.

Melee 6 bites +4 (1)

Ranged spittle +4 touch (1d4 acid plus blindness)

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

Atk Options blood drain, improved grab,

Special Actions gibbering, ground manipulation, spittle, swallow whole

Abilities Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

Feats Lightning Reflexes, Weapon Finesse

Special Qualities: amorphous

Skills Listen +4, Spot +9, Swim +8 (+16 to perform some special action or avoid a hazard)

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma based.

Ground Manipulation (Su) At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned)

Improved Grab (Ex) To use this ability, a gibbering moulder must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacking of opportunity.

Spittle (Ex) As a free action every round, a gibbering moulder can fire a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form- but the effect is essentially the

same.) Once the victim is inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER

CR 7

Male human (Baklunish) evoker 5/blood magus* 2

*See *Complete Arcane* 26

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 22, touch 12, flat-footed 20

(+2 Dex, +6 armor [*greater mage armor*], +4 shield [*shield*])

hp 46 (7 HD)

Fort +8, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

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

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

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

Combat Gear 5 scarified scrolls of *magic missile* (CL 5), *ring of enduring arcane*

Wizard Spells Prepared (CL 7th; +5 ranged touch):

4th—*enervation*, *fire shield*, empowered *scorching ray*

3rd—*fireball* (DC 18), *fly*, *greater mage armor**[†] empowered *magic missile*,

2nd—*bear's endurance*, *cat's grace*, *false life*[†] (13 hp), *glitterdust* (DC 16), *scorching ray*

1st—*burning hands* (DC 16), *grease* (DC 15), *magic missile*, *ray of enfeeblement*, *shield*[†]

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

† Already cast

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

SQ blood component, durable casting, familiar (slither – not present), scarification, stanch

Feats Alertness (when familiar within 5 ft.), Empower Spell, Great Fortitude, Spell Focus (evocation), Scribe Scroll^B, Sudden Maximize*, Toughness

Skills Concentration +11, Craft (alchemy) +12, Decipher Script +12, Knowledge (arcane) +12, Knowledge (local – core) +12, Knowledge (the planes) +12, Spellcraft +12

Possessions +1 *vest of resistance*, *headband of intellect* +2, dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, traveling spellbook, *horizon goggles*

Spellbook (barred schools— enchantment, illusion) spells prepared plus all 0's

Blood Component (Su) Cain can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power by

increasing its caster level by 1. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, Cain subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). Because of this ability, damage Cain takes from using his blood component and bloodseeking special abilities never requires him to make a Concentration check to finish casting the spell he is casting.

Stanch (Ex) Cain automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

ENCOUNTER 1: AREA 2

ORC FIGHTER CR 4

Male orc fighter 4
 N Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Orc

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

hp 36 (4 HD)

Fort +6, **Ref** +3, **Will** +2

Weakness light sensitivity

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *spiked chain* +10 (2d4+8)

Ranged javelin +6 (1d6+5)

Base Atk +4; **Grp** +8

Atk Options Combat Reflexes

Combat gear *potion of enlarge person* (CL 1st)

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 13, Cha 6

SQ orc traits

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (*spiked chain*), Mobility, Spring Attack

Skills Jump +10

Possessions combat gear plus chain shirt, daggers (3), cold iron spiked chain, spiked chain, +1 *spiked chain*, spiked gauntlet (worn), locked gauntlet (stored), longspear, greatsword, warhammer, javelins (3), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2)

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 1: AREA 3

FRANGORE KETBANE CR 6

When Raging
 Female gnoll barbarian 5
 CE Medium humanoid (gnoll)
Init +5; **Senses** darkvision 60 ft.; Listen +9, Spot +5
Languages Gnoll

AC 15, touch 9, flat-footed 14; improved uncanny dodge, uncanny dodge (+1 Dex, +5 armor, +1 natural)

hp 82 (7 HD)

Fort +12, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)

Melee +1 *scythe* +14/+9 (2d4+11)

Ranged longbow +7/+2 (1d8+4/x3)

Base Atk +6; **Grp** +13

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear *potion of shield of faith* (+2)

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12, Cha 6

SQ fast movement, gnoll traits, trap sense +1

Feats Cleave, Improved Initiative, Power Attack

Skills Climb +13, Listen +9, Spot +5

Possessions combat gear plus +1 *chain shirt*, +1 scythe, cold iron scythe, warhammer, daggers (3),

spiked gauntlet (worn), locked gauntlet (worn), composite longbow(+4 str), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll.

When not raging, Frangore has the following changed statistics:

AC 17, touch 11, flat-footed 16

hp 68 (7 HD)

Fort +10, **Will** +2

Melee +1 *scythe* +12/+7 (2d4+8/x4)

Ranged longbow +7/+2 (1d8+4/x3)

Grp +11

Abilities Str 20, Con 16

Skills Climb +11

ENCOUNTER 1: AREA 8

GROCSOR CR 5

Male orc cleric 5
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Orc

AC 19, touch 10, flat-footed 19 (+9 for armor)

hp 34 (5 HD)

Fort +5, **Ref** +1, **Will** +6

Weakness light sensitivity

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* +9 (1d8+7)

Ranged dagger +3 (1d4+4/19-20)

Base Atk +3; **Grp** +7

Atk Options Power Attack

Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6+3, 5th), spontaneous *inflict*

Cleric Spells Prepared (CL 5th):

3rd—*dispel magic*, *magic vestment*^P

2nd—*bear's endurance*, *cure moderate wounds*

(2), *spiritual weapon*^P

1st—*cause fear* (DC 13), *cure light wounds* (2),

divine favor, *protection from good*^P

0—*create water* (5)

D: Domain spell. Deity: Erythnul. Domains: War, Evil

Abilities Str 18, Dex 10, Con 13, Int 10, Wis 14, Cha 6

SQ orc traits

Feats Combat Casting, Power Attack, Weapon Focus (*morningstar*)

Skills Concentration +9(+13 casting defensively), Heal +5, Knowledge (arcane) +5

Possessions combat gear plus +1 *full plate*, +1 *morningstar*, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

ENCOUNTER 5: CAIN'S HOUSE

GIBBERING MOUTHER CR 5

N Medium aberration

Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +9

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 42 (4 HD); DR 5/bludgeoning

Immune can't be flanked, critical hits

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

Speed 10 ft. (2 squares), swim 20 ft.

Melee 6 bites +4 (1)

Ranged spittle +4 touch (1d4 acid plus blindness)

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

Atk Options blood drain, improved grab

Special Actions gibbering, ground manipulation, spittle, swallow whole

Abilities Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

Feats Lightning Reflexes, Weapon Finesse

Special Qualities amorphous

Skills: Listen +4, Spot +9, Swim +8 (+16 to perform some special action or avoid a hazard)

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mothers) within 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma based.

Ground Manipulation (Su) At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned)

Improved Grab (Ex) To use this ability, a gibbering mouter must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacking of opportunity.

Spittle (Ex) As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of Medium

or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form- but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER CR 9

Male human (baklunish) evoker 5/blood magus* 4

*See *Complete Arcane* 26

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 24, touch 14, flat-footed 20

(+3 Dex, +1 deflection, +6 [armor] *greater mage armor*, +4 [shield] *shield*)

hp 63 (9 HD)

Resist fire 20 (*resist fire*)

Fort +10, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4/19-20)

Ranged light crossbow +7 (1d8/19-20)

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

Combat Gear, 2 blood draughts of *dimension door*, *ring of enduring arcane*, 5 scarified scrolls of *magic missile* (CL 7)

Wizard Spells Prepared (CL 9th; +7 ranged touch):

5th—*cone of cold* (DC 20), empowered *fireball* (DC 18)

4th—*dimension door*, *enervation*, *fire shield*, empowered *scorching ray*

3rd—empowered *magic missile*, *fireball* (DC 18), *fly*, *greater mage armor*¹, *slow* (DC 17)

2nd—*bear's endurance*, *cat's grace*, *false life*¹ (15 hp), *glitterdust* (DC 16), *resist energy*¹, *scorching ray*

1st—*burning hands* (DC 16), *grease* (DC 15), *magic missile* (2), *ray of enfeeblement*, *shield*¹

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 4):

1/day—*deathknell* (DC 13)

Abilities Str 10, Dex 16, Con 14, Int 18, Wis 12, Cha 8

SQ blood component, blood draught, durable casting, familiar (slither – not present), scarification, stanch

Feats Alertness (when familiar within 5 ft.), Empower Spell, Energy Substitution (fire)*, Great Fortitude, Scribe Scroll^p, Spell Focus (evocation), Sudden Maximize*, Toughness

Skills Bluff +0, Concentration +13, Craft (alchemy) +13, Decipher Script +13, Knowledge (arcane) +13, Knowledge (local – core) +13, Knowledge (the planes) +13, Spellcraft +13

Possessions +1 *vest of resistance*, *ring of protection* +1, *gloves of dexterity* +2, *headband of intellect* +2, dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, traveling spellbook, *horizon goggles**

Spellbook (banned schools enchantment and illusion) spells prepared plus all 0's

Blood Component (Su) Cain can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power by increasing its caster level by 1. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, Cain subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). Because of this ability, damage Cain takes from using his blood component and bloodseeking special abilities never requires him to make a Concentration check to cast a spell.

Stanch (Ex) Cain automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

ENCOUNTER 1: AREA 2

ORC FIGHTER CR 6

Male orc fighter 4/scout* 2
 *See *Complete Adventurer* 10
 N Medium humanoid (orc)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +2
Languages Common, Orc
AC 17, touch 12, flat-footed 15; Dodge, Mobility, uncanny dodge (+2 Dex, +5 armor)
hp 50 (6 HD)
Fort +7, **Ref** +6, **Will** +2
Weakness light sensitivity

Speed 30 ft. (6 squares); Spring Attack
Melee +1 *spiked chain* +11 (2d4+8)
Ranged javelin +7 (1d6+5)
Base Atk +5; **Grp** +9
Atk Options Combat Reflexes, Spring Attack, skirmish +1d6
Combat gear *potion of enlarge person* (CL 1st)

Abilities Str 20, Dex 14, Con 14, Int 8, Wis 13, Cha 6
SQ orc traits
Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack
SQ battle fortitude +1, orc traits, trapfinding
Skills Jump +14, Tumble +11, Spot +2
Possessions combat gear plus +1 *chain shirt*, daggers (3), cold iron spiked chain, spiked chain, +1 *spiked chain*, spiked gauntlet (worn), locked gauntlet (stored), longspear, greatsword, warhammer, javelins (3), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skirmish (Ex) Scouts deals an extra 1d6 points of damage on all attacks they make during any round in which he moves and ends the turn at least 10 feet away from where she started. The extra damage applies only to attacks taken during the scout's turn.

ENCOUNTER 1: AREA 3

FRANGORE KETBANE CR 8

Female gnoll barbarian 7
 CE Medium humanoid (gnoll)
Init +6; **Senses** darkvision 60 ft.; Listen +11, Spot +7
Languages Gnoll
AC 16, touch 10, flat-footed 14; improved uncanny dodge, uncanny dodge; **DR** 1/- (+2 Dex, +5 armor, +1 natural)
hp 113 (9 HD)
Fort +14, **Ref** +5, **Will** +6
Speed 40 ft. (8 squares)
Melee +1 *scythe* +16/+11 (2d4+11)

Ranged longbow +10/+5 (1d8+4/x3)
Base Atk +8; **Grp** +15
Atk Options Power Attack, rage 2/day (8 rounds)
Combat Gear *potion of shield of faith* (+2)
Abilities Str 24, Dex 14, Con 20, Int 8, Wis 12, Cha 6
SQ fast movement, gnoll traits, trap sense +2, damage reduction 1/-
Feats Blind-Fight, Cleave, Improved Initiative, Power Attack
Skills Climb +13, Listen +11, Spot +7
Possessions combat gear plus +1 *cloak of resistance*, +1 *chain shirt*, +1 *scythe*, cold iron scythe, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (worn), composite longbow (+4 str), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll.

When not raging, Frangore has the following changed statistics:
AC 17, touch 11, flat-footed 16
hp 95 (9 HD)
Fort +12, **Will** +4
Melee +1 *scythe* +14/+9 (2d4+8/x4)
Ranged longbow +10/+5 (1d8+4/x3)
Grp +11
Abilities Str 20, Con 16
Skills Climb +11

ENCOUNTER 1: AREA 8

GROCSOR CR 7

Male orc cleric 7
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Orc
AC 20, touch 10, flat-footed 20 (+10 armor)
hp 55 (7 HD)
Fort +7, **Ref** +3, **Will** +8
Weakness light sensitivity

Speed 20 ft. in full plate (4 squares); 30 ft. base speed
Melee +1 *morningstar* +11 (1d8+7)
Ranged dagger +5 (1d4+4/19-20)
Base Atk +5; **Grp** +9
Atk Options Power Attack
Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6+5, 7th), spontaneous *inflict*
Cleric Spells Prepared (CL 7th):
 4th—*cure critical wounds*, *divine power*^P
 3rd—*cure serious wounds*, *dispel magic*, *magic vestment*^P †
 2nd—*bear's endurance*, *cure moderate wounds* (2), *spiritual weapon*^P,
 1st—*cause fear* (DC 13), *cure light wounds* (2), *divine favor*, *protection from good*^P
 0—*create water* (5)
 † Already cast

D: Domain spell. Deity: Erythnul. Domains: War, Evil
Abilities Str 18, Dex 10, Con 13, Int 10, Wis 14, Cha 6

SQ orc traits

Feats Combat Casting, Improved Toughness, Power Attack, Weapon Focus (morningstar)

Skills Concentration +11(+15 casting defensively), Heal +7, Knowledge (arcane) +5

Possessions combat gear plus +1 *full plate*, +1 *morningstar*, +1 *cloak of resistance*, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2)

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER CR 11

Male human (Baklunish) evoker 5/blood magus* 6

*See *Complete Arcane* 26

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 24, touch 14, flat-footed 20

(+3 Dex, +1 deflection, +6 armor [*greater mage armor*], +4 shield [*shield*])

hp 75 (11 HD) ; DR 10/adamantine (*stoneskin*—100 hp)

Resist fire 20 (*resist fire*)

Fort +10, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4/19-20)

Ranged light crossbow +8 (1d8/19-20)

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

Special Actions bloodseeking spell

Combat Gear 2 blood draughts of *dimension door*, *ring of enduring arcane**, 5 scarified scrolls of *magic missile* (CL 9)

Wizard Spells Prepared (CL 10th; +8 ranged touch):

5th—*cone of cold* (DC 21), empowered cold substituted *fireball* (DC 19), *teleport*

4th—*dimension door*, *enervation*, *fire shield*, empowered *scorching ray*, *stoneskin*[†]

3rd—*dispel magic*, *fireball* (DC 19), *greater mage armor*[†], empowered *magic missile*, *slow* (DC 18)

2nd—*bear's endurance*, *cat's grace*, *false life*[†] (17 hp), *glitterdust* (DC 19), *resist energy*[†], cold substituted *scorching ray*

1st—*burning hands* (DC 17), *grease* (DC 16), *magic missile* x2, *ray of enfeeblement*, *shield*[†]

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

[†] Already cast

Spell-Like Abilities (CL 11):

1/day—*deathkneel* (DC 17)

Abilities Str 10, Dex 16, Con 14, Int 20, Wis 12, Cha 8

SQ blood component, blood draught, bloodseeking spell, durable casting, familiar (slither – not present), homunculus, scarification, stanch

Feats Alertness (when familiar within 5 ft.), Empower Spell, Energy Substitution (cold), Great Fortitude, Spell Focus (Evocation), Scribe Scroll^B, Sudden Maximize, Toughness

Skills Bluff +1, Concentration +14, Craft (alchemy) +15, Decipher Script +15, Knowledge (arcane) +15, Knowledge (local – core) +15, Knowledge (the planes) +15, Spellcraft +15

Possessions +1 *vest of resistance*, *ring of protection* +1, *gloves of dexterity* +2, *headband of intellect* +4 dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, traveling spellbook, *horizon goggles*

Spellbook (banned schools—enchantment and illusion) spells prepared plus all 0's

Blood Component (Su) Cain can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power by increasing its caster level by 1. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, Cain subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). Because of this ability, damage Cain takes from using his blood component and bloodseeking special abilities never requires him to make a Concentration check to finish casting the spell he is casting.

Stanch (Ex) Cain automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Blood Draught (Ex) Cain has learnt how to store spells of up to 3rd-level in his own blood. To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity, like drinking a potion.

Bloodseeking Spell (Su) Cain can imbue his spells with the ability to draw blood from their targets. To use this ability, he must inflict a wound on himself; this is a free action that deals 3 points of damage to Cain and becomes a normal part of casting the spell. A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell. This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of

damage. Constructs, elementals, oozes, plants, undead and any creature without blood or a similar substance within their bodies are immune to this effect.

ENCOUNTER 1: AREA 2

ORC FIGHTER **CR 8**

Male orc fighter 5/scout* 3
 *See *Complete Adventurer* 10
 N Medium humanoid (orc)
Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +6
Languages Common, Orc
AC 18, touch 13, flat-footed 15; Dodge, Elusive Target*, Mobility, +1 when moving 10 ft., uncanny dodge (+3 Dex, +5 armor)
hp 63 (8 HD)
Fort +8, **Ref** +7, **Will** +3
Weakness light sensitivity

Speed 40 ft. (8 squares); Spring Attack
Melee +1 *spiked chain* +13/+8 (2d4+9)
Ranged javelins +10/+5 (1d6+5)
Base Atk +7; **Grp** +12
Atk Options Combat Reflexes, skirmish +1d6
Combat gear *potion of enlarge person* (CL 1st)

Abilities Str 21, Dex 16, Con 14, Int 8, Wis 13, Cha 6
Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack
SQ fast movement, orc traits, trapfinding, trackless step
Skills Jump +20, Spot +6, Tumble +14
Possessions combat gear plus +1 *chain shirt*, *gloves of dexterity* +2, daggers (3), cold iron spiked chain, spiked chain, +1 *spiked chain*, spiked gauntlet (worn), locked gauntlet (stored), longspear, greatsword, warhammer, javelins (3), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skirmish (Ex) Scouts deals an extra 1d6 points of damage on all attacks they make during any round in which he moves and ends the turn at least 10 feet away from where she started. The extra damage applies only to attacks taken during the scout's turn. A scout also gains a +1 competence bonus to AC when he moves 10 ft. in a round.

ENCOUNTER 1: AREA 3

FRANGORE KETBANE **CR 10**

Female gnoll barbarian 9
 CE Medium humanoid (gnoll)
Init +6; **Senses** darkvision 60 ft.; Listen +13, Spot +8
Languages Gnoll
AC 16, touch 10, flat-footed 14; improved uncanny dodge, uncanny dodge; **DR** 1/- (+2 Dex, +5 armor, +1 natural)
hp 140 (11 HD)
Fort +15, **Ref** +6, **Will** +7
Speed 40 ft. (8 squares)

Melee +1 *scythe* +18/+13 (2d4+11)
Ranged longbow +12/+7 (1d8+4/x3)
Base Atk +10; **Grp** +17
Atk Options Power Attack, rage 3/day (8 rounds)
Combat Gear *potion of shield of faith* (+2), *ring of counterspells* (*glitterdust*)

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 12, Cha 6
SQ fast movement, gnoll traits, trap sense +3, damage reduction 1/-
Feats Blind-Fight, Cleave, Close-Quarters Fighting*, Improved Initiative, Power Attack
Skills Climb +15, Listen +13, Spot +8
Possessions combat gear plus *cloak of resistance* +1, +1 *chain shirt*, +1 *scythe*, cold iron scythe, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (worn), composite longbow (+4 str), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll, *ring of counterspells* (*glitterdust*)

When not raging, Frangore has the following changed statistics:

AC 17, touch 11, flat-footed 16
hp 118 (11 HD)
Fort +13, **Will** +5
Melee +1 *scythe* +16/+11 (2d4+8/x4)
Ranged longbow +12/+7 (1d8+4/x3)
Grp +11
Abilities Str 20, Con 16
Skills Climb +13

ENCOUNTER 1: AREA 8

GROCSOR **CR 9**

Male orc cleric 9
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Orc
AC 21, touch 10, flat-footed 21 (+9 for armor, +2 *magic vestment*)
hp 77(9 HD)
Fort +9, **Ref** +4, **Will** +11
Weakness light sensitivity
Speed 20 ft. in full plate (4 squares); 30 ft. base movement
Melee +1 *morningstar* +12/+6 (1d8+7)
Ranged dagger +6/+1 (1d4+4/19-20)
Base Atk +6; **Grp** +10
Atk Options Cleave, Power Attack
Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6+7, 9th), spontaneous *inflict*
Cleric Spells Prepared (CL 9th):
 5th—*slay living* (DC 19), *flame strike*^D (DC 19)
 4th—*cure critical wounds*, *death ward*, *divine power*^D, *freedom of movement*
 3rd—*cure serious wounds* (2), *dispel magic*, *magic vestment*^D, *searing light*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds* (2), *spiritual weapon*^P

1st—*cause fear* (DC 15), *cure light wounds*, *divine favor*, *protection from good*^P, *shield of faith*
0—*create water* (6)

Spells in effect – *magic vestment*

D: Domain spell. Deity: Erythnul. Domains: War, Evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 18, Cha 6

SQ orc traits

Feats Cleave, Combat Casting, Improved Toughness, Power Attack, Weapon Focus (morningstar)

Skills Concentration +14 (+18 casting defensively), Heal +11, Knowledge (arcane) +5

Possessions combat gear plus +1 *full plate*, +1 *morningstar*, *periapt of wisdom* +4, *cloak of resistance* +1, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 5: CAIN'S HOUSE

LIFEELECH OTYUGH* CR 8

*See *Monster Manual III* 119

NE Large aberration

Init +3; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Common

AC 21, touch 16, flat-footed 18

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

hp 94 (9 HD); fast healing 5

Fort +9, **Ref** +6, **Will** +12

Speed 40 ft. (8 squares), climb 20 ft.

Melee 4 tentacles +14 (1d8+8) and 1 bite +8 (1d6+4)

Space 10 ft.; **Reach** 10 ft. (15 ft. for tentacles)

Base Atk +6; **Grp** +18

Combat Actions Combat Reflexes

Special Actions constrict, improved grab

Abilities Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8

Feats Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle)

SQ life-leech aura, spell-strengthened hide

Skills Climb +16, Hide +3 (+11 when in its lair), Jump +12, Listen +10, Spot +10

Constrict (Ex) A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Lifeleech Aura (Su) Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's target's. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total (so a maximum of 94

temporary hit points in this case). Temporary hit points gained in this manner last for 1 hour. This ability affects spell completion and spell trigger items (such as scrolls, staves and wands), but not other magic items.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER CR 13

Male human (Baklunish) evoker 5/blood magus* 8

*See *Complete Arcane* 26

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 25, touch 15, flat-footed 21

(+3 Dex, +2 deflection, +6 armor [*greater mage armor*], +4 shield [*shield*])

hp 124 (13 HD); **DR** 1/bludgeoning or 10/adamantine (*stoneskin*—120 points)

Resist contingent *dimension door* activates if Cain is restrained, fire 30 (*resist elements*)

Fort +13, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares)

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

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

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

Special Actions awaken blood 1/day, bloodseeking spell

Combat Gear 2 blood draughts of *dimension door*, *ring of enduring arcane*, 5 scarified scrolls of *magic missile* (CL 9)

Wizard Spells Prepared (CL 12th; +9 ranged touch):

6th—*chain lightning* (DC 22), energy admixed *scorching ray*, *repulsion* (DC 21)

5th—empowered cold substituted *fireball* (DC 19), *cone of cold* (DC 21), *wave of fatigue* (DC 20)

4th—*dimension door*, empowered *false life*¹ (22 hp), empowered *scorching ray*, *stoneskin*¹, *enervation*, *wall of fire*

3rd—*dispel magic*, *fireball* (DC 19), *fly*, empowered *magic missile*, *slow* (DC 18)

2nd—*bear's endurance*, *cat's grace*, *false life*¹, *glitterdust* (DC 17), *resist energy*¹, cold substituted *scorching ray*,

1st—*burning hands* (DC 17), *greater mage armor*^{*1}, *grease* (DC 16), *magic missile*, *ray of enfeeblement*, *shield*¹

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 8):

1/day—*deathknell* (DC 17)

Abilities Str 10, Dex 16, Con 18, Int 21, Wis 12, Cha 8

SQ awaken blood, blood component, blood draught, durable casting, familiar (slither –not present),

homunculus, scarification, stanch, thicker than water

Feats Alertness (when familiar within 5 ft.), Empower Spell, Energy Admixture (cold), Energy Substitution (cold), Great Fortitude, Scribe Scroll^B, Spell Focus (evocation), Sudden Maximize, Toughness

Skills Bluff +2, Concentration +17, Craft (alchemy) +16, Decipher Script +16, Knowledge (arcane) +16, Knowledge (local – core) +16, Knowledge (the planes) +16, Spellcraft +16

Possessions *vest of resistance +1, ring of protection +2, amulet of health +4, gloves of dexterity +2, headband of intellect +4, dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, traveling spellbook, horizon goggles**

Spellbook (barred schools—enchantment, illusion) spells prepared plus all 0's

Awaken Blood (Su) Cain can bestow momentary consciousness on an opponent's blood. If he hits an enemy with a melee touch attack, the opponent's blood tries to get free of its confinement—all at once, dealing deals 10d10 points of damage. This ability is usable only once per day, but a blood magus can try to use it again late in the day if his previous attempt failed. The effect is instantaneous.

Constructs, elementals, oozes, plants, undead, and any creature without blood or a similar substance within their bodies are immune to this effect.

Bloodseeking Spell (Su) Cain can imbue his spells with the ability to draw blood from their targets. To use this ability, he must inflict a wound on himself; this is a free action that deals 3 points of damage to Cain and becomes a normal part of casting the spell. A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell. This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage. Constructs, elementals, oozes, plants, undead and any creature without blood or a similar substance within their bodies are immune to this effect.

Blood Component (Su) Cain can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power by increasing its caster level by 1. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, Cain subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a

source of continuous damage, such as *Melf's acid arrow*). Because of this ability, damage Cain takes from using his blood component and bloodseeking special abilities never requires him to make a Concentration check to finish casting the spell he is casting.

Stanch (Ex) Cain automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Blood Draught (Ex) Cain has learnt how to store spells of up to 3rd-level in his own blood. To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity, like drinking a potion.

ENCOUNTER 1: AREA 2

ORC FIGHTER CR 10

Male orc fighter 5/scout* 5
 *See *Complete Adventurer* 10
 N Medium humanoid (orc)
Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +14
Languages Common, Orc

AC 18, touch 13, flat-footed 15; Dodge, Elusive Target*, Mobility, +1 skirmish, improved uncanny dodge, uncanny dodge (+3 Dex, +5 armor)
hp 81 (10 HD)
Resist evasion
Fort +8, **Ref** +8, **Will** +3
Weakness light sensitivity

Speed 40 ft. (8 squares); Spring Attack,
Melee +1 *flaming spiked chain* +14/+9 (2d4+8 plus 1d6 fire)
Ranged javelin +11/+6 (1d6+6)
Base Atk +8; **Grp** +13
Atk Options Combat Reflexes, skirmish +2d6
Combat gear *potion of enlarge person* (CL 1st)

Abilities Str 21, Dex 16, Con 14, Int 8, Wis 13, Cha 6
Feats Close Quarters Fighting, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (spiked chain), Hold the Line, Mobility, Spring Attack
SQ battle fortitude +1, fast movement, trackless step, trapfinding
Skills Jump +24, Spot +14, Tumble +18
Possessions combat gear plus +1 *mithral chain shirt*, *gloves of dexterity* +2, daggers (3), cold iron spiked chain, spiked chain, +1 *flaming spiked chain*, spiked gauntlet (worn), locked gauntlet (stored), longspear, greatsword, warhammer, javelins (3), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skirmish (Ex) Scouts deals an extra 1d6 points of damage on all attacks they make during any round in which he moves and ends the turn at least 10 feet away from where she started. The extra damage applies only to attacks taken during the scout's turn. A scout also gains a +1 competence bonus to AC when he moves 10 ft. in a round.

ENCOUNTER 1: AREA 3

FRANGORE KETBANE CR 12

Female gnoll barbarian 11
 CE Medium humanoid (gnoll)
Init +6; **Senses** darkvision 60 ft.; Listen +15, Spot +9
Languages Gnoll

AC 16, touch 10, flat-footed 14; improved uncanny dodge, uncanny dodge; **DR** 3/- (+2 Dex, +5 armor, +1 natural)
hp 140 (13 HD)

Fort +17, **Ref** +6, **Will** +8

Speed 40 ft. (8 squares)
Melee +1 *scythe* +21/+16/+11 (2d4+12)
Ranged longbow +14/+9 (1d8+4/x3)
Base Atk +12; **Grp** +20
Atk Options Power Attack, greater rage 3/day (9 rounds)
Combat Gear *potion of shield of faith* (+2), *ring of counterspells* (*glitterdust*)

Abilities Str 27, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ fast movement, gnoll traits, trap sense +3, damage reduction 3/-
Feats Blind-Fight, Cleave, Close-Quarters Fighting, Combat Reflexes, Improved Initiative, Power Attack
Skills Climb +17, Listen +15, Spot +9
Possessions combat gear plus *cloak of resistance* +1, +1 *adamantine chain shirt*, +1 *scythe*, cold iron scythe, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (worn), composite longbow (+4 str), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll, *ring of counterspells* (*glitterdust*)

When not raging, Frangore has the following changed statistics:

AC 17, touch 11, flat-footed 16
hp 118 (13 HD)
Fort +14, **Will** +5
Melee +1 *scythe* +18/+13 (2d4+8/x4)
Ranged longbow +14/+9 (1d8+4/x3)
Grp +11
Abilities Str 20, Con 16
Skills Climb +15

ENCOUNTER 1: AREA 8

GROCSOR CR 11

Male orc cleric 11
 CN Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Orc

AC 21, touch 10, flat-footed 21 (+11 for armor)
hp 106 (11 HD) (includes 12 hp from *heroes feast*)
Fort +11, **Ref** +5, **Will** +13
Weakness light sensitivity

Speed 20 ft. in full plate (4 squares); 30 ft. base speed
Melee +1 *morningstar* +15/+10 (1d8+7)
Ranged dagger +9/+4 (1d4+4/19-20)
Base Atk +8; **Grp** +12
Atk Options Cleave, Power Attack
Special Actions cast evil spells at +1 CL, rebuke undead 1/day (-2, 2d6+9, 11th), spontaneous *inflict*
Cleric Spells Prepared (CL 11th):
 6th—*blade barrier*^P (DC 20), *heroes feast*^I;
 5th—*flame strike*^P (DC 19), *slay living* (DC 19), *true seeing*^I

4th—*cure critical wounds, death ward, dismissal, divine power^P, freedom of movement*

3rd—*cure serious wounds (2), dispel magic, invisibility purge, magic vestment^{P1}, searing light*

2nd—*bear's endurance, bull's strength, cure moderate wounds (2), spiritual weapon^P, sound burst (DC 16)*

1st—*cause fear (DC 15), cure light wounds (2), divine favor, protection from good^P, shield of faith*

0—*create water (6)*

† Already cast

D: Domain spell. Deity: Erythnul. Domains: War, Evil

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 18, Cha 6

Feats Cleave, Combat Casting, Improved Toughness, Power Attack, Weapon Focus (morningstar)

Skills Concentration +14 (+18 casting defensively), Heal +13, Knowledge (arcane) +5

Possessions combat gear plus +1 full plate, +1 morningstar, periapt of wisdom +4, cloak of resistance +2, cold iron morningstar, warhammer, daggers (3), spiked gauntlet (worn), locked gauntlet (stored), backpack, bundle for weapons, bedroll, flint and tinder, 3 days rations, waterskins (2).

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ENCOUNTER 5: CAIN'S HOUSE

TEN-HEADED TERROR* CR 13

*See *Monster Manual III* 155

NE Large aberration (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +5, Spot +19

Languages Infernal

AC 24, touch 12, flat-footed 21

(-1 size, +3 dexterity, +12 natural, +4 deflection)

hp 170 (20 HD); fast healing 10

Fort +12, **Ref** +11, **Will** +15

Speed 40 ft. fly (good) in no armor (8 squares)

Melee 10 bites +20 (2d6+5+poison - note that attack and full attack are identical)

Space 10 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +24

Atk Actions Combat Reflexes, kiss, poison, pounce

Special Actions shriek

Abilities Str 21, Dex 16, Con 19, Int 5, Wis 12, Cha 8

Feats Combat Reflexes^B, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)

Skills: Hide +2, Listen +5 (+3 if reduced to one head), Move Silently +5, Spot +19 (+17 if reduced to one head)

Kiss (Su) Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +12). An affected opponent must succeed on a DC 28 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair

falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes 1 point of Intelligence drain and 1 point of Charisma drain per hour (to a minimum score of 3 in each ability).

The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell or similar effect. The save DC is Constitution-based and includes +4 racial bonus.

Poison (Ex) Injury, Fortitude DC 24 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based.

Pounce (Ex) If a shrieking terror moves or charges a foe in round, it can still make a full attack with all its heads at no penalty.

Shriek (Su) As a full-round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors and vargouilles) that hears this shriek and can clearly see the creature must succeed on a DC 34 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks the target, moves out of range, or blocks the target's line of sight to it. A paralyzed creature is susceptible to the shrieking terror's kiss (see above). A creature that successfully saves cannot be affected again by the same terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus for each of its heads. (If a shrieking terror gains or loses heads, the save DC changes accordingly).

ENCOUNTER 7: A BLOODY END

CAIN BLOODSUCKER CR 15

Male Human (Baklunish) evoker 5/blood magus* 10

*See *Complete Arcane* 26

NE Medium humanoid (human)

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

Languages Baklunish, Common, Elven, Giant, Orc

AC 27, touch 17, flat-footed 22

(+4 Dex, +6 armor [*greater mage armor*], +4 shield [*shield*], +3 deflection)

hp 143 (15 HD); **DR** 1/bludgeoning or 10/adamantine (*stoneskin*—130 points)

Resist contingent *dimension door* activates if Cain is restrained, fire 30 [*resist fire*]; *spell turning*

Fort +16, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares)

Melee mwk dagger +8 (1d4/19-20)

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

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

Special Actions awaken blood 1/day, bloodseeking spell, bloodwalk 1/day (DC 25)

Combat Gear 2 blood draughts of *dimension door*, *ring of enduring arcane*, 5 scarified scrolls of *magic missile* (CL 9)

Wizard Spells Prepared (CL 13th; +11 ranged touch):

7th—*delayed blast cold fireball* (DC 25), energy admixed cold *fireball* (DC 21), *spell turning*

6th—cold substituted *chain lightning* (DC 24), empowered *fire shield*, energy admixed *scorching ray*, *repulsion* (DC 22)

5th—*cone of cold* (DC 23), empowered cold substituted *fireball* (DC 21), *teleport*, *wave of fatigue* (DC 21)

4th—*dimension door*, *enervation*, empowered *false life*[†] (25 hp), empowered *scorching ray* x2, *wall of fire* (DC 22)

3rd—*dispel magic*, *fireball* (DC 21), *fly*, *greater mage armor*^{†*}, empowered *magic missile*, *slow* (DC 19)

2nd—*bear's endurance*, *cat's grace*, *false life*[†], *glitterdust* (DC 18), *resist energy*[†], cold substituted *scorching ray*, *scorching ray*

1st—*burning hands* (DC 19), *grease* (DC 17), *magic missile* x2, *ray of enfeeblement*, *shield*[†]

0—*acid splash*, *detect magic* (2), *prestidigitation*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 15):

1/day—*deathknell* (DC 18)

Abilities Str 10, Dex 18, Con 18, Int 23, Wis 12, Cha 8

SQ blood component, blood draught, durable casting, familiar (slither – not present), homunculus, infusion, stanch, scarification, thicker than water

Feats Alertness (when familiar within 5 ft), Empower Spell, Energy Admixture (cold), Energy Substitution (cold), Great Fortitude, Greater Spell Focus (evocation), Scribe Scroll^B, Spell Focus (evocation), Sudden Maximize, Toughness

Skills Bluff +3, Concentration +18, Craft (alchemy) +18, Decipher Script +18, Knowledge (arcane) +18, Knowledge (local – core) +18, Knowledge (the planes) +18, Spellcraft +18

Possessions *vest of resistance* +3, *ring of protection* +3, *amulet of health* +4, *gloves of dexterity* +4, *headband of intellect* +6, dagger, light crossbow, 20 cold iron bolts, cold iron dagger, masterwork dagger, traveling spellbook, *horizon goggles*

Spellbook (barred schools—enchantment, illusion) spells prepared plus all 0's

Awaken Blood (Su) Cain can bestow momentary consciousness on an opponent's blood. If he hits an enemy with a melee touch attack, the opponent's blood tries to get free of its confinement—all at once, dealing deals 10d10 points of damage. This ability is usable only once per day, but a blood magus can try to use it again late in the day if his previous attempt failed. The effect is instantaneous.

Constructs, elementals, oozes, plants, undead, and any creature without blood or a similar substance within their bodies are immune to this effect.

Bloodseeking Spell (Su) Cain can imbue his spells with the ability to draw blood from their targets. To use this ability, he must inflict a wound on himself; this is a free action that deals 3 points of damage to Cain and becomes a normal part of casting the spell. A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell. This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage. Constructs, elementals, oozes, plants, undead and any creature without blood or a similar substance within their bodies are immune to this effect.

Blood Component (Su) Cain can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power by increasing its caster level by 1. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Blood Draught (Ex) Cain has learnt how to store spells of up to 3rd-level in his own blood. To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity, like drinking a potion.

Bloodwalk (Su): Cain is perfectly attuned to the song of blood. He gains the supernatural ability to transport himself great distances via the blood of living creatures. Once per day as a standard action that does not provoke attacks of opportunity, he can seamlessly enter any living creature (except an elemental, ooze, plant, undead or other creature without blood or a similar fluid) whose size equals or exceeds his own and pass any distance to another living creature on the same plane in a single round, regardless of the distance separating the two. A blood magus merely designates a direction and distance ("a living creature twenty miles due west of here"), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location. He can't specify a named individual as the endpoint unless he has previously obtained a sample of that creature's blood and has it preserved in a vial that he carries.

The entry and destination creatures need not be familiar to the blood magus. A blood magus cannot use himself as an entry creature. If an intended entry creature is unwilling, he must make a successful melee touch attack to enter. (A missed touch attack does not use up the ability for that day). When exiting a creature, a blood magus chooses an adjacent square in which to appear. Entering and exiting a creature is painless unless a blood magus wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a magical portal surprising and quite unsettling.

If he desires, a blood magus can attempt to make a bloody exit from the destination creature. He bursts forth explosively from the creature's body, dealing 10d6 points of damage unless the creature makes a Fortitude save (DC 10+blood magus's class level+blood magus's Con modifier). When he makes a bloody exit, a blood magus must succeed on a DC 15 Fortitude save or be stunned for 1 round from the shock of his expulsion.

Durable Casting (Ex) For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, Cain subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). Because of this ability, damage Cain takes from using his blood component and bloodseeking special abilities never requires him to make a Concentration check to finish casting the spell he is casting.

Stanch (Ex) Cain automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

FEATS

Close Quarter's Fighting

Complete Warrior 97

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

Prerequisites: Base attack bonus +3

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

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

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

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

Energy Admixture

Complete Arcane 79

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisites: Energy Substitution

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately towards the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposing types of energy (such as fire and cold) can be combined using this feat.

Appendix 2: New Rules Items

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell – for example, the acid *fireball* described above is an evocation [fire, acid] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy chosen with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

Energy Substitution

Complete Arcane 79

You can modify an energy-based spell to use another type of energy used.

Prerequisites: Knowledge (arcane) +5, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Elusive Target

Complete Warrior 110

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

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

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

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

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

against you, its second and subsequent attacks function normally.

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

Hold the Line

Complete Warrior 100

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

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

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

Improved Toughness

Complete Warrior 101

You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

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

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

Sudden Maximize

Complete Arcane 83

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

MAGIC ITEMS

Heward's Fortifying Bedroll

Complete Mage 132

Description: This item appears to be a normal, if well made, bedroll. The cushioning is thick, the stitching skilled. It is made of dark green cloth with a dull yellow interior. It smells faintly comforting, a mix of burning firewood and goose down.

Activation: To activate the magic of the bedroll, you need merely climb into it (a move action) and spend 1 uninterrupted hour resting. Each bedroll functions once per day

Effect: Heward's fortifying bedroll grants you the benefits of a full 8 hours of rest – including the elimination of fatigue or exhaustion, natural healing, and the ability to prepare or ready arcane spells – over the course of a single hour. Spells cast within the last 8 hours still count against your daily limit as normal.

Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, *sleep*, 1,500 gp, 120 xp, 3 days.

Price: 3,000 gp

Horizon Goggles

Complete Mage 133

Description: These goggles feature small oval lenses in a wire thin frame. When worn, they are difficult (Spot DC 15) for others to notice.

Activation: *Horizon goggles* are active as long as they are worn; they require no special action to activate.

Effect: *Horizon goggles* grant you the benefits of the Far Shot feat (increases range increment of projectile weapons by 50%, and of thrown weapons by 100%).

These goggles also increase the range of spells and spell-like abilities that require ranged attack rolls by 50%.

Aura/Caster Level: Faint divination. CL 3rd

Construction: Craft Wondrous Item, *near horizon* (page 111), 4,000 gp, 320 xp, 8 days.

Price: 8,000 gp

Ring of Enduring Arcana

Complete Mage 126

Description: This ring is actually a webwork lattice of gold and mithral that takes up most of the length of the finger. (It is jointed in the middle to allow full movement.) The lattice seems to shift and flow any time the wearer casts a spell.

Activation: A *ring of enduring arcana* remains active constantly, as long as it is worn. When first donned, however, it requires 24 hours to acclimate to the wearer before it functions.

Effect: You are considered four levels higher than your actual caster level whenever another character attempts to dispel or counter one of your spells.

Aura/Caster Level: Moderate abjuration. CL 9th.

Construction: Forge Ring, *dispel magic*, 3,000 gp, 240 xp, 6 days.

Price: 6,000 gp

MUNDANE EQUIPMENT

Serpents' Tongue

Complete Mage 136

This material resembles dried snake's tongues, hence the name. In fact, it is a mixture of cured tongues of various rare birds and reptiles and the dried stamens of several kinds of tropical flowers. All the ingredients

must be painstakingly gathered by hand and carefully mixed in the correct proportions.

Price: 120 gp

SPELLS

Greater Mage Armor

Complete Arcane 114

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

PLAYER HANDOUT 1

The following are ripped pieces of paper that catch only partial letters but they are the most prominent out of all that you found.

As I said to you in a previous letter the uprising was quelled. The pretty girl from Hardby gave quite a fight but she relented in the end. It's too bad that her symbiote failed and is now a husk sitting in my study it nonetheless was fun. Most on the list are in my possession now and soon will be dealt with. Safeton should be compromised within the next month.

Cain

... It is now done. Tanva and Braks are eternally grateful as is the Mak on your success. He will be sending you your payment soon and of course the real prize will soon be in hand. A few of your tests have boarded onto a ship and are making their way to you like you asked. Highport is now completely ours and no outside force knows our plans. The only object in our path is Safeton and the worm has been set and is eating its way from the inside out.

Cain

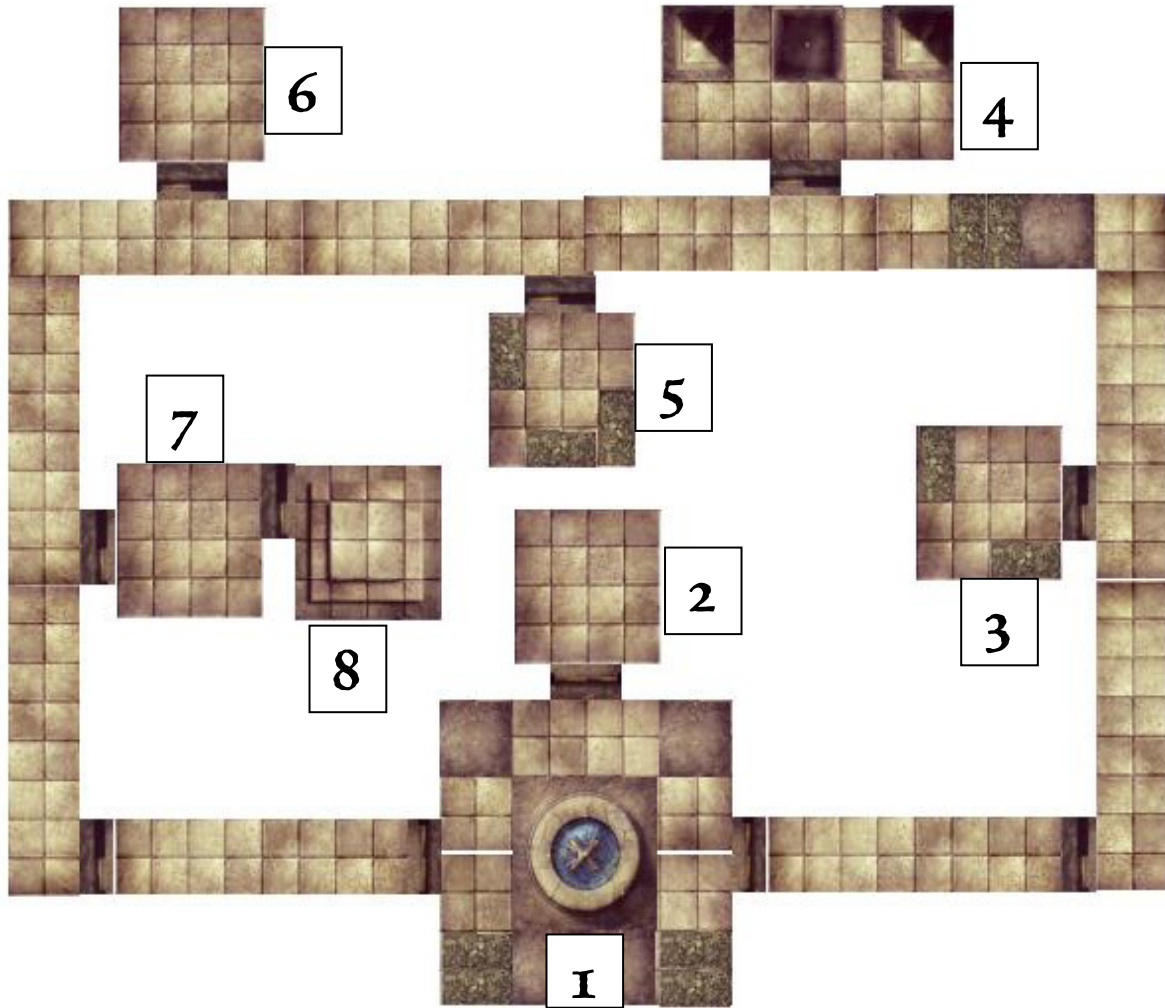
DM HANDOUT

This handout is for the DM during the slave auction. Below are the slave's description and the maximum price that they go for. If the PCs reach that price then they automatically win the slave. It is assumed that people are bidding against them until that point. If the PCs do not wish to bid on some of the slaves then play up the action and tell them how much they went for. Make up the personalities of the slaves when they are on stage. Remember most are in shackles and can't do much but they can plead and get riled up and spout off at the people buying them.

Some PCs may recognize a few slaves from COR6-12 *Calm Before the Storm*. If they have played that adventure they automatically know this. Swago the bell merchant, Brunk the Smelly, Ayisa Scorfu, and Hectra the Halfling are the people up for sale.

<u>Male/Female</u>	<u>Race</u>	<u>Short Description</u>	<u>Age (years)</u>	<u>Winning Bid</u>
Male	Human	Middle aged looks worn down. Has broken arm.	34	100 gp
Male	Gnome	Old weathered, frail	50	30 gp
Male	Human	Young strapping, healthy	20	250 gp
Male	Human	Kid, walks with limp	8	300 gp
Male	Halfling	Fat and chubby	40	150 gp
Male	Half-elf	Worn, healthy	30	225 gp
Male	Bugbear	Strong, many scars	??	230 gp
Male	Goblin	Weak, sneaky	30?	25 gp
Swago	Human	Scars, emaciated	35	80 gp
Brunk	Half-orc	Smelly, strong	29	110 gp
Ayisa	Human	Pretty, smug	26	300 gp
Hectra	Halfling	Ugly, short, squat	40	40 gp
Female	Human	Portly, sweaty	32	114 gp
Female	Human	Frail, old	60	3 gp
Female	Elf	Pretty but beat up	??	375 gp
Female	Half-orc	Strong, dumb	26	174 gp
Female	Dwarf	Stubborn, codgy	50	202 gp
Female	Kobold	Doesn't speak common	??	78 gp
Female	Halfling	Comely, can cook	24	355 gp
Female	Human	Has one eye	29	67 gp

THE SLAVE COMPLEX



CAIN'S LAIR

