

BDK03–01

Pawn

**A One–Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure**

Version 1.0

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The arrival of the Bonefist Legion in Rookroost has everyone on edge. An adventure for characters levels 3–10.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

DM's Background

The recent assassination attempt on the leader of the Rookroost Thieves Guild has had the underground of that city on edge for the past several months. Coupled with terror tactics carried out by agents of the rival city of Stoink, the populace is feeling levels of fear and paranoia that haven't been reached since Iuz claimed the city over a decade ago.

Xavendra, priestess of Iuz and mistress of Groucester, has decided to take advantage of the spreading chaos in Rookroost to improve her standing with Cranzer, while drawing attention away from her own lands. At her request, the Bonefist Legion led by General Kargus has marched south from the Felllands to "offer" their assistance to Lord Marshall Mortoth in purging Rookroost of its dissident factions. In doing so, she rids herself of Kargus, while at the same time making Mortoth seem incompetent in that he requires outside assistance to keep his house in order.

On another note, in the last several months the bones of Guardian General Hok were recovered by adventurers. The bones were used to resurrect the warlord and in the time since he has begun the process of building an army in the Warfields. The speed and efficiency that he is completing his task is startling several of Iuz's lieutenants and they are seeking out opportunities to weaken Hok. One such discovery is that the General has one last living relative, a young boy named Laren. The son of Hok's brother, the boy has been in hiding for the last decade, protected by a former soldier of Hok's army.

Cranzer has sent word to Kargus to seek out Laren and his guardian, returning them to Riftcrag. Cranzer hopes possession of the boy may be a tool to use in dealing with the rising warlord. The Boneheart has also instructed Kargus to hunt down a woman who has engineered several plots against him power and is believed to possess knowledge of many of the dissident groups working against Old Wicked. This woman, Gaiyle Markhalla, is to be captured, interrogated, and executed as an example of what happens to those that oppose Iuz.

(Note: Hok is pronounced the same as "Hawk".)

Adventure Summary

By happenstance the adventures are in Rookroost to celebrate "Grod's Bertday" at the Nailed Down Tavern. Interacting with the patrons, the party may meet Lukas, an agent of Hok, who is hunting for the son of a friend. During the celebration, soldiers announce the arrival of the Bonefist Legion in Rookroost and of the search for a

missing boy. A curfew cuts short the celebration, and the party retires to their rooms.

Once in their room, they are met by a disguised Gaiyle Markhalla. She requests the party's assistance in helping a boy named Laren escape the city. She provides a rough map of the sewers and directs the party to locate the boy and deliver him safely to the Rhenee.

Making their way thru the sewers, the adventures discover a group of saboteurs from Stoink, who attack to prevent their discovery as they prepare an act of sabotage beneath the city.

Arriving at the safe house, the adventurers meet Laren and his caretaker Keth. The party must convince Keth to let the boy go with them or kidnap Laren from his guardian. A Bonefist squad is en route and may attack before the party can escape with Laren.

Fleeing thru the tunnels beneath the city, the adventures are able to get outside of the walls and on the road south to Pieper's Ferrry. The adventures can choose who to deliver Laren to, taking him to the Rhenee as Gaiyle requested, to Lukas, or even turn him over to the Legion.

Once Laren has been delivered, the party returns to Rookroost to witness a public execution in Rook Square.

Introduction

When play begins, read or paraphrase the following to the players.

Please remember in the Bandit Kingdoms different rules apply. In the Bandit Kingdoms, heroes can be made, bought, or sold, all in the same day, and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what are the ramifications of any decisions I make? Whose bad side do I not want to be on? When will I need to call in a favor? Remember, everything's negotiable, and some things are more negotiable than others.

For over a decade, Old Wicked and his minions, the Boneheart have wrapped their taloned fists around the Bandit Kingdoms, attempting to squeeze from it the spirit and passion that drove the Combination of Free Lords for so many years. In many places, such as Hallorn, they have been successful, driving the few mortal souls who still live in that wretched ruin to the shadows, fearful of the watchful gazes of the Necromancers and their undead servants.

However, there are those who still rise up against the Demon Prince. Most who do are crushed under

the heel of Iuz' armies, but recently one has risen to fight back against the dark god. The rumors have been spreading throughout the Bandit Kingdoms for the last several months – Guardian General Hok has returned and is rallying troops in the Warfields. Many dismiss the tales as hearsay and wishful thinking, but others listen close and watch the horizon.

In Rookroost, it has been impossible to miss the stories. With the reputation that the city has for “free enterprise”, the informants and rumor-mongers of Rookroost have had a windfall in recent months. In addition to Hok, stories have bubbled up of assassinations in the cities' underworld as well as recent explosions in the warehouse district. All of these tales have served to stir up the populace, putting many on edge. The Lord Marshall's soldiers are especially alert, watching the shadows with more than casual interest.

It is in these times and conditions that you find yourself at the Nailed Down Tavern, a hole-in-the-wall dive on the north side of Rookroost. Perhaps you have met the mighty ogre Grod before and wanted to stop to wish him well, or maybe you simply couldn't turn down the offer of free food and ale in the company of others. Regardless, you and several dozen of Grod's close personal friends now fill the taproom. What better an excuse to party than a birthday?

Encounter One: Dead Man's Party

When play begins, read or paraphrase the following to the players.

A table has been pushed to the back of the tavern, on top of which a huge ogre sits. He grins ear to ear as buxom barwenches bring pitchers filled with ale to refill his oversized mug. The rest of the table seems to be covered with an assortment of trinkets and baubles, gifts brought by the guests.

To one side a quartet of bards plays a lively tune, while men and women of many races dance in the center of the room. The tables along the walls are also filled with patrons. Many are smiling and cheering the dancers, while others are quieter, their heads bent down in private conversations.

The Nailed Down is a large inn and tavern on the south side of Rookroost's common district. The taproom is a two-story affair, with a balcony overlooking the lower level. The room is dimly lit by several wagon-wheel chandeliers hanging from the ceiling. The tables have all

been pushed to the edges of the room, leaving room in the middle for an improptu dance floor. (refer to the map of the Nailed Down in DM's Aid #1).

In all there are about forty patrons in the bar, in addition to the party, as well as another dozen waitstaff, bartenders, and servants. The room is very crowded, and there is often contact between the patrons. It is a perfect environment for 'free trade.' Wary PC's that make a successful spot check (DC 20) will notice that the customers oddly do not seem to be guarding their purses (See 'Plying the Trade' below).

This is primarily a role-playing encounter. Give the PC's a chance to catch up on current events in Rookroost, dig up rumors, and say hi to the birthday boy. The PC's should interact with the various NPC's in the room, but when they run out of ideas or you need to move things along, go to Encounter Two: The Proclamation.

Also, during this portion of the scenario, it is not necessary for the characters to know each other or be introduced. They will be drawn together during the next encounter.

Plying the Trade

One thing important to note: over half of the patrons currently in the Nailed Down are members of the Rookroost Thieves Guild (RTG). As such, there is a silent agreement that tonight is a “night off”. Any PC members of the RTG that consider lifting purses may make an innuendo check (DC 10) to be warned about the ban.

Non-RTG members who successfully pick a pocket will be 'escorted' outside and warned about practicing their trade in guild territory. They will be allowed back in, but if they attempt to pick a pocket again, they will be shown the door and the adventure is effectively over for them.

The Rumor Mill

Between all of the patrons and staff there is plenty of opportunity to gather rumors, not only about Rookroost, but about the Bandit Kingdoms in general. Each player may only make two checks (there won't be enough time to dig up more than that). Below are several tables with information that can be gained from Gather Information checks on various topics.

Bandit Kingdoms - General

- Failure “Wha, are ye an idiot? Yer in da Bandit Kingdoms!”
- DC 10 “There's been a lot more tension in the region lately. Things are changing and folks don't know if its for good or ill.”

- DC 15 "Someone is leading an uprising out in the Warfields. I just heard about it, so I imagine its been put down by now."
- DC 20 "There is some sort of army building up out west. Some of the regional governors are mobilizing their forces in response."
- DC 25 "There is a new army being mobilized in the Warfields. They are flying the banner of Guardian General Hok, who has been missing for nearly a decade."
- DC 30 DC 25 rumor + "The resistance army is being lead by Hok himself, returned from the grave late last year."

Rookroost - General

- Failure "You've been hit in the head a few too many times by an orc with a great axe, aintcha?"
- DC 10 "The city's been uptight for the last few months. City guards have been much more visible and the gallows much more full."
- DC 15 "I've heard that there's been some sort of power struggle going on in the city's underground."
- DC 20 "There was some sort of ruckus at the Drunken Dragon a few months back. City guard got called in to clear the place out."
- DC 25 "A few months ago, there was assassination attempt against one of the thieves guild training masters. It was thwarted, but allies of the assassin are still fighting from the shadows."
- DC 30 DC25 rumor + "Because of how public the assassination was, other governors are questioning how well Lord Mortoth is running the city."

Hok

- Failure "Ya need a spit cup?"
- DC 15 "Hok was some bandit leader from before the War. His gang fought against the Old One when his armies first starting coming from the west."
- DC 20 "General Hok lead an army out of the Warfields to try to hold back Old Wicked's armies when he was coming thru Molag. I ain't heard nothing bout him since just after the War, tho there was a fella named Lukas talking about him in here earlier."
- DC 25 Guardian General Hok fought against the Old Man and his armies in several battles along the western frontier. His leadership is credited with the defeat of several forces, some of which were more powerful than his own. There's been an old soldier about named Lukas who used to serve under Hok – he may be able to tell you more."

- DC 30 General Hok and several other Bandit Lords aligned themselves with the Horned Society prior to the War, in an attempt to provide a united front against the Old One. Following the war, he was one of the leaders who disappeared following the Steelbone Massacre. A fella named Lukas was telling me earlier tonight that he heard that Hok was resurrected, and is building an army in his old lands."

Rookroost Thieves Guild

- Failure "What thieves guild?"
- DC 15 Rookroost has deep shadows, and lately the blood has been pouring from them."
- DC 20 "A few months back, one of the higher ups was attacked. The attacker was killed, but since there has been turf wars between the guild and the followers of the assassin."
- DC 25 DC 20 rumor + "Lord Mortoth has recently stepped up efforts to destroy the guild. However his work is hampered by the large number of guards and soldiers who have ties with the guild."
- DC 30 DC 20 and 25 rumors + "Not all of the problems are local. There is whispers that ruffians from Stoink are in town taking advantage of the chaos and are using it to further weaken the guild."

Grod

The birthday boy for the celebration is Grod, an ogre who has made Rookroost his home. Of course, this is the first birthday that he's ever celebrated and quite honestly, he's not certain that it actually is his birthday. However, his friend Gaiyle suggested it would be a wonderful idea to have a party, and she would be happy to set it up for him. Never one to turn down free ale and music, Grod happily agreed.

If the PC's decide to walk up and talk to the ogre, read or paraphrase the following.

As you approach the ogre sitting in the back of the room, his head turns to face you and he stands up from the table, arms outstretched, each hand holding a huge tankard of ale.

"Happy Bertday to ME!" he declares as he reaches out to the first of your group and wraps his arms around them, ale spilling down their back. After a moment, he lets go and looks down at your hands expectantly. "Present?"

If the PC's don't offer up anything as a present, he will scowl at them menacingly for a moment, reaching back

and grab a trinket off the table. He'll look side to side, and while he's not looking, he'll hold it out to the PC. Once the PC takes it he'll look back at them and down at their hands.

"For me?!", he shouts as he takes the offered gift. "Thank you. Happy Bertday to Me!"

Feel free to role-play out taking to Grod, but for the most part he is a dry font of information. He does know that his friend "Rhae" (Rhaedrick, the target of the assassination attempt) is not able to make it tonight due to some problem and he's a little annoyed that his "bertday" isn't more important. If asked, he's more than willing to admit how the birthday party came together, although he'll refer to Gaiyle as "Markie".

Lukas

If the PC's are asking a lot of questions about Hok, it is possible they may make contact with one of the Guardian General's agents who is attending the celebration. On a high roll (20+ when working the rumor mill above), the questioning PC is directed towards Lukas. If a PC or a group of PC's that are obviously together asks about Hok more than twice, Lukas will approach them.

Modify the following based on whether the PC's or Lukas approaches first.

An older man, nearing his fiftieth year stands before you, a mass of muscle and scars. He looks you up and down, before speaking.

"What can I do for you, strangers?"

He can share the following information with the party:

- His name is Lukas, and he hails from the Midlands
- Any of the information under **Hok** in "The Rumor Mill" (above).
- He served under Hok prior to the Wars, but has not been in contact with him since his disappearance a decade ago (Sense Motive DC 15 reveals he's holding something back, Detect Thoughts reveals that he has seen Hok within the last month).
- He doesn't know for sure that the person leading the rebellion to the West is Hok, but from what he's seen and remembers of the General, it seems likely. (Sense Motive DC 15 reveals he's holding something back – Detect Thoughts reveals that he is certain it is Hok).
- Lukas is in Rookroost looking for the family of a friend. He hasn't had any luck so far as it seems that they have gone into hiding. He plans to leave tomorrow to return to the Midlands (Detect Thoughts reveals that he is looking for a young fl

boy named Laren, but he doesn't have a mental image of the boy).

- If the PC's are interested in joining Hok, they should travel to the Midlands and try to contact his forces there. However, Hok is a suspicious man and is likely to be wary of infiltrators.
- He's not really interested in any help finding the missing family, but he will be grateful for the offer. If pressed, he will volunteer that he's looking for the son of his friend Jarek, who has been in hiding for the last few years. He knows that the boy has a guardian, but has no idea who or where they are currently located. He followed their trail to Rookroost, but lost them there.

At no point will he acknowledge working for Hok, and if accused of it he is likely to leave (Diplomacy DC 20 to keep him from leaving).

The Bards

Sitting along the wall near the fireplace, several musicians provide a joyous noise that fills the taproom. The quartet, three men and a woman, skillfully play on their instruments, a mix of harp and lyre, drum, and flute. Song to song, the woman and one of the men take turns singing a mix of bawdy river songs and heroic sagas. The energy of the crowd must sustain them for they stop only momentarily between songs to sip at their glasses before launching into a new song.

During the evening, the musicians are too busy to converse with anyone, moving song to song with no breaks. They are very skillful (Perform +10) and have obviously performed together before...except they haven't.

The musicians are a trio from Alhaster that came up the Artonsamay a month back seeking work. Gaiyle encountered them earlier today and charmed them into accepting her as a member, giving her a cover as she attends the party. Disguised as the male harpist, she has been scanning the room for her hirelings. A PC watching the musicians closely may make a Sense Motive DC 30 check to notice that the harpist seems to be eyeing the door warily. A Spot DC 25 check will reveal that the harpist is female, but only someone who has met Gaiyle before will have a chance of recognizing her (DC 30). If confronted, Gaiyle will quietly hiss "later" at them and attempt to return to her performance.

Other Patrons

Some other revelers that the party may encounter are:

- **Llusk:** This hobgoblin and his two companions are in a corner of the room, drinking and occasionally shouting off random congratulations to Grod or slogans for the HLF (Hobgoblin Liberation Front). None of them are certain what the HLF is, but they are all quite certain that it is a good thing to drink to.
- **Nene:** A Rhenee dancing girl who works the floor, getting coins to dance with the young males in the bar. She hints at other fees for other dances, but does not intend to leave the bar until very late in the evening.
- **Jhim:** Jhim and his boys are a couple of the city's more renowned thugs. Taking a night off from their normal knee-breaking routine, the five men are having a few pints at the bar.

Encounter Two: The Proclamation

The following occurs later in the evening, about three hours after the PC's arrive.

Only through magic have you ever heard silence fall so quickly. The front doors of the Nailed Down are held open by two well-muscled hobgoblins in black armor, while a similarly armored man marches past. Their eyes scan the room, apparently looking for something. The hobgoblin's beady eyes fall on you momentarily, causing a surge of adrenaline. Then the man reaches into a satchel and draws out a scroll.

"The words of Lord Marshall Mortoth, pronounced on this day, the 25th of Fireseek. The government of Rookroost seeks the boy Laren, a Flan of no more than ten years of age. If found, he is to be delivered to the Peak or to a patrol of the Bonefist Legion, arrived today from Groucester. A reward of no less than two thousand gold princes is offered for him, alive and unharmed."

"To assist in the search for the boy, Lord Mortoth has instituted a curfew effective at midnight. Travellers found in the streets before dawn will be taken to the slave pens for punishment. If you have homes I suggest you make your way there immediately."

The soldier raises his left arm, a bone white skeletal fist etched into his armor. The three soldiers shout "Hail Iuz", before turning and exiting the tavern, the door quietly swinging shut behind them.

Needless to say, this takes the life out of the party. Many of the patrons quickly chug the contents of their mugs before wrapping their cloaks about them and heading out into the cold winter night. Grog is passed out across his

table, the bards begin packing up their instruments, and Lukas is nowhere to be seen. The innkeeper or one of the serving girls will approach each of the PC's telling them that a room has been set aside for them "on the house" and given a room key. He will then encourage folks to retire to their rooms or to leave, as he will be closing the taproom for the night.

➤ **Bonefist Warrior (2):** Male Hobgoblin Ftr4, see Appendix 2.

➤ **Bonefist Warden:** Male Human Clr4, see Appendix 2.

Troubleshooting

There are only two spots where the players are likely to get off track. During the proclamation, it is possible that the PC's may attempt to attack the soldiers. If so, run the combat, with the remainder of the squad joining in the battle next round (see Appendix 2: The Bonefist Legion). However, none of the other patrons will assist the PC's and once the battle is done, the adventure is over as Gaiyle has no interest in asking indiscrete adventurers for help, no matter how desperate she is.

The other problem may be getting the PC's up to their rooms following the announcement. If they decide to leave the inn, have the harpist (Gaiyle) approach them on their way out and ask to meet them privately upstairs.

Encounter Three: Secret Agent Man

Read or paraphrase the following:

You march upstairs and walk along the balcony towards the back of the inn. You look down at your key and match the room number with the door at the end of the hall, where several others stand outside looking at their keys and each other.

Use this as an opportunity for the characters to describe themselves. It is entirely possible that one or more of the characters may decide to go back to the bartender to ask for a different room. Before they are able to leave, the door opens.

The door to the room swings open and standing on the far side is the harpist from downstairs. "Please come in. I've been waiting for you and there isn't much time."

The room is warm, the fireplace lit and warmly glowing. The harpist walks to the far side of the room and sits on a chair, signaling you to close the door as the last of you enter. As the door closes, the man removes his hat, revealing a carefully crafted bun of

hair resting on the top of his head. Pulling out several pins, the hair falls free down the back of his head, while he tugs at his moustache and goatee. Rinsing his face with a damp rag, the cloth comes away to reveal the face of a woman, her eyes ringed with lack of sleep. Some of you recognize her as Gaiyle Markhalla, but it appears that the road has treated her harshly.

"I'm glad to see you all here. Dark days lie ahead for Rookroost and the city needs what few heroes it can muster if it will survive. I require of you a task, and honestly, I must ask you to do this for me out of kindness or as a favor to me as I do not have the time or energy to seek out payment for you." She wipes a bit of makeup from her forehead with a weary hand, "If any of you have a problem with that I bid you goodnight. The innkeeper has another room for you if you ask."

At this point allow the PC's to leave if they wish. If anyone leaves, the adventure is over for their character.

"Four days ago, the Bonefist Legion set forth from Groucester under orders from Xavandra to come to Rookroost. Their primary mission, as I understand it, is to assist Lord Mortoth in cleansing the city of its insurgent population and to rid his guard of elements sympathetic to the local population. The three we saw earlier tonight signal the armies arrival and that they have already begun their work."

"Their secondary task is to locate and capture a young man by the name of Laren. I don't know what their purpose is in seeking him out, but quite frankly I have no intention of letting them succeed."

"I have already located and made contact with the boy's guardian, Keth. They are currently secreted away, but unfortunately not well enough to escape a house-to-house search such as the Legion will be conducting. With the curfew and the patrols in the streets, it will not be safe for them to move to another location."

"What I require of you is this...follow the map I will give you to reach Keth and Laren via the sewers. Once you have them, guide them out of the city and to Pieper's Ferry. Once there, you will meet a Rhennee bargeman named Piotr. He will take Laren from there. Any questions?"

Why don't you do it yourself?

"There are a great many things occurring in Rookroost this night and I am but one woman."

You were expecting us to be here?

"Yes, I made sure you were invited."

What can you tell us about the sewers?

"These are truly the sewers, not the tunnels you may have heard of beneath the city. They are filthy and dirty, but they are much more widespread than the tunnel network."

Can we expect trouble in the sewers?

"In these times, you can expect trouble anywhere. However, it is winter and I suspect the sewers may house some creatures seeking shelter from the cold. I do not believe the sewers are well traveled, although I will warn you that my map may be inaccurate. It was crafted nearly fifty years ago, the last time the sewers were surveyed."

What do we do when we are done?

"Try to make your way back into Rookroost to report to me. The city is restless and there is much that needs to be done."

What do you know about Laren and Keth?

"I will say that he is a strong lad, with quick wits. He has been in the care of Keth nearly since he was born, and his caretaker has done well with him."

What do you know of the Bonefist Legion?

"They are to be feared. Any soldier of the Legion would be a commander in another of Old Wicked's armies if they were not so loyal to their general, Kargus. You do not want their attention."

Feel free to improvise any other responses to the players questions as necessary. Keep her answers short as she doesn't feel that there is much time to waste and she doesn't wish to volunteer more information than absolutely necessary. She is not aware of the saboteurs' presence in the sewers, although she is aware that they are hiding somewhere in Rookroost.

Once the players are finished, Gaiyle will pick up a small lamp and lead the party back downstairs through the now darkened tavern. Going behind the bar, she will open a trapdoor and climb into the Nailed Down's cellar.

Gesturing at the cold iron grate below her, Gaiyle turns to face you. "Descend through this portal, and you will find yourself at the start of this map." She draws a folded piece of waxed vellum from her vest and offers it to you. "The location of Laren's hiding place is marked in red, as is the place that you may descend into the tunnels once you have located the boy and may move him out of the city. Once you enter the tunnels, do not go north. That way lies death, for you and your charge, with nothing that I

can do for any of you. Head south and you will find yourself eventually on the Artonsamay Road outside of the city. Now, go...and luck be with you." With that, she pulls out a key and bends over, unlocking the grate and opening it, revealing the darkness below. The last thing that you hear before going into the pit is Gaiyle murmuring to herself "and may my luck hold, as well."

Encounter Four: In the Pit

Read or Paraphrase the following to the players when they enter the sewers.

Hell. Hades. Dorkaa. The rumored Vault of the Drow. All of these must be paradises compared to the stench and muck that lies beneath the streets of Rookroost. As soon as you set foot in the sewers, your legs nearly give out beneath you as you slip and slide on a surface of frozen waste.

Rookroost's sewers are not a pleasant environment, and it certainly is not any better during the winter when the surfaces of the tunnels are covered with ice and other frozen liquids. In addition, the ceiling of the tunnel is only 4 feet tall, meaning medium-sized PC's will have to crawl or crouch as they move through. Movement for crawling characters is reduced by half, and their ability to run hindered (may not move at greater than a double move while in the tunnels). Speed may also be reduced by moving silently ($\times 1/2$) or if the party does not have sufficient light ($\times 1/2$). More than one penalty may apply.

Fortunately, nothing has really changed about the layout of the sewers since the survey fifty years ago. If the party takes the most direct path towards the junction station, it is about 700 feet away, taking anywhere from two to seven minutes (20-70 rounds) to cover the distance. Any alternate paths will take longer based on distance (see DM's Aid 2 for distances).

Sewer Junction

Regardless of which direction the party approaches from, the last fifty feet of sewers leading into the junction are sloped downward at a 30-degree angle. Allow the PC's a listen check as they approach the top of the slope (DC 15 at all APL's). If they succeed they can faintly hear two voices arguing in orcish about dinner ("Your piece is bigger!" "No, your piece is bigger.").

Feel free to let the PC's begin to precast spells or make other preparations. If the party casts any spells with verbal components without taking precautions (using the silence spell feat, or placing a silence between them and the junction), the inhabitants of the junction below will

get a listen check against DC 5 using Pherric's listen skill (APL 4: +5; APL 6-8: +10; APL10: +15). Once Pherric is aware of the party, he and his companions will begin preparations as well (see tactics below).

The bottom of the sloped tunnel is slick with ice and the PC's will most likely need to take special precautions to keep from sliding down the tunnel. At all APL's it is a DC 10 Balance or Climb check to move at half speed each round. If a character elects to slide down the tunnel or if they fail a skill check by 5 or more, the character slides thirty feet down the tunnel each round. If the PC has not reached the end of the tunnel at that point, the following round they may make a Climb check DC 15 to catch themselves before sliding over the edge and into the pit below. As a last chance, a sliding character may attempt to catch themselves on the pipe going across the pit, just below the ledge (Reflex DC 15). If a sliding character collides with another PC, the struck PC must make a STR check DC 15 to remain in place. If they fail, both will slide the following round, if they succeed they halt the falling character and remain in place.

Using a climbing kit or pitons will reduce the DC of the climb check normally, however, the sound will automatically alert the saboteurs hiding in the junction below. Characters may also take a -5 penalty to their skill checks to descend the tunnel more quickly (full speed as a move-equivalent action).

When the first member of the party reaches the end of the tunnel, read the following:

The tunnel opens up into a much, much larger chamber. From where you stand you can see several other large tunnels and dozens of smaller pipes empty out into the room, many spilling their contents into a large pit that splits the room. Your tunnel in fact looms over the pit, but just off to your left there is a ledge that winds its way around the chamber.

Room Features (DM's Aid #2)

The pit at the heart of the room is sixty feet deep (6d6 falling damage), the bottom covered in ice, water, and offal. There also happens to be a black pudding down there (MM p.145), however it is currently inert due to the cold weather. Feel free to scare PC's who fall into the pit with it, but don't bring it into combat. The only egress from the pit is a slime-covered ladder along the north wall (DC 5 to climb, due to the slime).

The top level of the chamber is relatively free of the ice that covered the sewer tunnels leading to it (no penalties to movement). Connecting the balcony and the maintenance ledge at floor level are several large (12") bronze pipes, heavy enough to support 150 lb. each. Moving across the chasm on the pipes is a Balance check

(DC 15) and heavier characters can cross by splitting their weight over two adjacent pipes. If a single pipe supports more than 150 lbs, each round the pipe makes a STR check (+5; DC 10 + 1 per 25 lb. over) or breaks, dropping any characters on it into the pit. There are also smaller pipes along the ceiling (4" wide) that can anchor a grappling hook or rope to swing across the pit (ranged attack, AC 15 to secure a hook, Jump check DC 15 to swing across at most points. Failure means the PC is stuck on the rope, while failing by five or more means the PC has fallen into the pit.)

The room is not lit and none of the saboteurs require light to see (all have at least Darkvision 60').

Creatures: The saboteurs are not expecting or desiring discovery and will do everything in their power to prevent anyone from reporting their presence in the city. Prior to the PC's arrival, they were quietly resting after successfully carrying out an arson job earlier in the day.

Assuming they notice the PC's before they descend, the saboteurs will back away from the tunnel quietly. Zal'narin will cast grease on the first square outside of the tunnel, hoping to trip any attackers. Pherric will direct his attacks towards any spell casters, preferring to remain hidden over taking a risky attack. Grek and Groth will engage and attempt to hold the party back from the drow while he casts spells to support them. Note: These four, while evil, have a sense of camaraderie and will support and coordinate with their companions. Only against overwhelming odds will they break party unity.

APL4 (EL 7)

- **Pherric, male deep halfling Rog4;** hp 22, see Appendix 3.
- **Zal'narin, male drow Tra3;** hp 10, see Appendix 3.
- **Grek and Groth, male orc Bbn2;** hp 21, see Appendix 3.

APL6 (EL 9)

- **Pherric, male deep halfling Rog5/Asn1;** hp 32, see Appendix 3.
- **Zal'narin, male drow Tra5;** hp 21, see Appendix 3.
- **Ooze Paraelemental (familiar);** hp 11, see Appendix 3.
- **Grek and Groth, male orc Bbn4;** hp 39, see Appendix 3.

APL8 (EL 11)

- **Pherric, male deep halfling Rog5/Asn2/Shd1;** hp 50, see Appendix 3.
- **Zal'narin, male drow Tra5/Oozemaster2;** hp 33, see Appendix 3.

- **Ooze Paraelemental (familiar);** hp 16, see Appendix 3.
- **Grek and Groth, male orc Bbn6;** hp 57, see Appendix 3.

APL10 (EL 13)

- **Pherric, male deep halfling Rog5/Asn3/Shd2;** hp 62, see Appendix 3.
- **Zal'narin, male drow Tra5/Oozemaster4;** hp 45, see Appendix 3.
- **Ooze Mephit (familiar);** hp 22, see Appendix 3.
- **Grek and Groth, male orc Bbn8;** hp 75, see Appendix 3.

Developments: After the saboteurs are defeated, their bodies and room can be searched (keep in mind that it will take ten minutes for the bodies to be looted, per the treasure summary guidelines at the end of the scenario). On top of the equipment and money they carried, the saboteurs have several maps of Rookroost, including portions of the sewers and other tunnels beneath the city (Rookroost Thieves Guild members will recognize some of the tunnels as guild territory). A surface map of the city has five buildings marked in red (Knowledge: Bandit Kingdoms or Knowledge: Rookroost DC 5 will determine that the buildings are warehouses or trading costers). Two of the buildings are crossed out in black.

The coins carried by the saboteurs are a mix of locally minted coins, gold nobles, and silver castles from Urnst.

If any of the saboteurs are captured, they will require some serious intimidation (they are considered +2 HD each to intimidate because they know what happens to traitors). Once convinced to speak they can share the following information:

- They are working for an organization in Stoink that is trying to damage Rookroost's mercantile power.
- They are certain there is another group of saboteur's in Rookroost, although they do not know who or where they are.
- They received their maps and supplies from their superior in Stoink, a human male named "Wayek".
- Their job was to burn warehouses belonging to several specific merchant houses in the city. Order and timing was not specified, simply to get the job done.

On the northwest wall is an alcove with a portcullis blocking access to a stout oaken door. The mechanism to lift the portcullis is not visible (its on the other side of the door) and the door itself is locked and barred. (i.e. the

players really don't have any business trying to get thru the door).

☛ **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; AC 5; Lift DC 25.

☛ **Barred Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

The tunnel to the north (which has been used by the saboteurs) is clear of ice and several pitons have been staked into place to ease movement up the shaft (DC 5 climb).

Encounter Five: Big Bam Boom

Once the party has ascended back into the sewers, they can make their way towards the safehouse. However, the saboteurs have one last surprise for them. Having expected the possibility of being followed into their lair through this tunnel, one of the saboteurs crafted a trap in the passageway.

APL 4 (EL 5)

As you shuffle your way down the sewer passage, the ceiling above you gives way dropping stone and earth upon you.

☛ **Rubble Trap:** CR 5; +15 ranged (6d6, stone rubble); Search (DC 20); Disable Device (DC 25).

APL6 (EL 7)

Making your way down the narrow tunnel, you hear a sudden snap followed by the hiss of darts.

☛ **Fusillade of Greenblood Darts:** CR 7; +18 ranged (1d4+1) plus poison (1 Con/1d2 Con); Fort save resists (DC 13); 1d8 darts per target in a 5 ft. x 20 ft. area; Search (DC 25); Disable Device (DC 20).

APL8 (EL 8)

Slowly working your way north, you smell something above the stench of the waste and offal you have become accustomed to. As the scent makes its way deeper, you begin to feel the edges of your sight fraying, as some unknown attack pulls at your mind.

☛ **Insanity Mist Vapor Trap:** CR 8; one round after the trap is triggered all characters in a 5 ft x 20 ft. area automatically suffer a gas attack (1d4 Wis/2d6 Wis); Fort save resists (DC 15); Search (DC 25); Disable Device (DC 25).

APL 10 (EL 10)

Combination Trap: CR10.

Round 1:

Pressing forward to the safehouse, you are surprised by the sudden collapse of the tunnel around you.

☛ **Rubble Trap(2):** two stone cascades fall with 10 ft. between them (the first on the front member of the party, the second 15 ft. toward the junction room) +15 ranged (6d6, stone rubble); Search (DC 20); Disable Device (DC 25).

Round 2:

Gathering your companions and gazing at the stonefall, you smell something above the earth and dust. A faint buzzing begins to build in the back of your mind as you begin to feel your world come apart.

☛ **Insanity Mist Vapor Trap:** all characters in a 5 ft x 20 ft. area automatically suffer a gas attack (the area the rocks fell and between) (1d4 Wis/2d6 Wis); Fort save resists (DC 15); Search (DC 30); Disable Device (DC 30).

Once past the trap, it should only take the party a few more minutes to make their way through the sewers to their destination.

Encounter Six: Trust

The Bonefist is slowly closing in on the location of Laren, and the actions of the party will determine how much time they have to speak with Laren and Keth before the Bonefist arrive. Once the party reaches the sewer grate beneath the safehouse, they have a number of minutes based on APL less the modifiers below before the Bonefist storm the building.

- ☛ APL4: 6 minutes base
- ☛ APL6: 5 minutes base
- ☛ APL8: 4 minutes base
- ☛ APL10: 3 minutes base

If the party has been using light while traveling: -1 minute.

If the party did not take the most direct route through the sewers: -1 minute.

If during the combat with the saboteurs "loud" magic was used (fireball, sonic blast, etc): -1 minute.

If the party spent a long time (more than ten minutes) searching the saboteurs or the junction room: -1 minute.

This will determine the amount of time (in game) before the Legion arrives at the safehouse. Once this amount of time passes, proceed to “The Legion Attacks” below.

The Safehouse

You have finally made your way to the point marked on the map, a narrow passage resting beneath an iron grate. Above you can hear the crackle of a fire burning nearby, the ceiling of the room dimly lit. The wrought iron door is fitted with a large padlock, resting on top of the grate, with barely enough room for a man to slip his hand thru to reach it.

At this point, begin keeping track of the time the party has remaining. Make some allowances for them to describe their actions, but the idea here is that the party is definitely under time pressure (even though they aren't aware of it).

Tracked time reflects game time, not real time. Pay attention to the characters actions and count down the time accordingly. Also keep in mind that negotiating with the Diplomacy skill is not necessarily a quick process and each attempt to gain Keth's trust should take at least one minute.

If the party attempts to unlock the door or calls out thru it, a shadow of a man will appear above, a spear raised to strike thru the gap in the grate.

“You best git, varmints, if you don't want to be tastin' my steel”, a bitter voice whispers from above.

The man standing above the party is Keth, Laren's guardian. He is expecting Gaiyle and is not in a position to trust anyone. If the party wishes to convince him of their good intentions, it will take some Diplomacy to do so (at APL 4, he is indifferent to the party and requires a DC 15 Diplomacy check to get him to drop the key for the padlock and back away from the grate. At higher APL's he is unfriendly and will require a DC 25 Diplomacy check to achieve the same result.) If the party attempts to bluff him and he sees thru it (beating their Bluff check with his Sense Motive), it will worsen his attitude towards the party one category (see DMG p. 149 under NPC Attitudes for more information.)

If they attempt to open the lock without his permission, he will attack with the rapier (give the target quarter cover for the grate). As long as he is able to attack, a rogue picking the lock will be unable to take 10 or 20 on the open locks skill check.

❖ **Iron Grate:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 25, Lock DC – APL4: DC 20 APL6: DC 25 APL8-10: DC 30.

Besides negotiating and attacking Keth, the party may have other ideas (including charming him, using magic to get past the door, etc...). As long as Keth is hostile towards the party, he will continue to defend Laren, who is hiding behind several barrels in the corner. If Keth is defeated (brought to zero hit points or less), Laren will rush out to cover his body, attempting to protect his guardian from the party.

All APL's (see Appendix 4)

❖ **Laren, male human Com1;** hp 5, see Appendix 4.

❖ **Keth, male human Ftr5/Devoted Defender3;** hp 63, see Appendix 4.

Once the party can get a good look at Keth and Laren, you can read or paraphrase the following:

The man in front of you is nearing his fiftieth winter by the grey of his hair and the wrinkles of his face. His clothing and equipment are well used, the seams threadbare and the joins of his armor slightly tarnished, but still quite serviceable.

Laren is much smaller, although he is quite broad shouldered for a boy of his age. He stands just over five feet, his olive skin drawing the shadows closer to him. His unruly brown hair sits uncomfortably atop his head, while he clenches a dagger in his hand watching you warily.

If the party is on good terms with Keth: He will call Laren out and the two of them will begin gathering their belongings (it will take a minute to get them together). While they pack, they will answer any questions they can (see Appendix 4 for details on Laren and Keth).

If it took the PC's less time than you determined earlier to negotiate with Keth and to get them organized, Keth, Laren, and the party are able to escape into the sewers before the Bonefist soldiers arrive.

The Legion Attacks

The front door to the building suddenly shatters apart as two hobgoblins knock the door down with a battering ram. In the shadows behind them you can see others as they drop the ram and move into the room, drawing their weapons.

If the party is still trapped beneath the grate, they can watch as Keth engages and attempts to fight the soldiers. While engaged, he cannot hinder their attempts to open

the grate and they will have an opportunity to enter the room. They have a choice in helping Keth fight (which would change his attitude towards the party) or they can abduct Laren while he is occupied with the soldiers.

If the party is in the chamber with Keth, he will yell at Laren to run to the sewer while he attacks the Legionaires. The party has a choice of fighting alongside Keth or fleeing with Laren into the sewers.

APL4 (EL 6*)

➤ **Bonefist Warrior (2):** hobgoblin Ftr4; hp 40, see Appendix 2.

➤ **Bonefist Harrier:** hobgoblin Ftr1/Rog3; hp 30, see Appendix 2.

APL6 (EL 8)

➤ **Bonefist Warrior (2):** hobgoblin Ftr4; hp 40, see Appendix 2.

➤ **Bonefist Harrier:** hobgoblin Ftr1/Rog3; hp 30, see Appendix 2.

➤ **Bonefist Warden:** human Clr4 of Iuz; hp 31, see Appendix 2.

APL8–10 (EL 11)

➤ **Bonefist Warrior (4):** hobgoblin Ftr4; hp 40, see Appendix 2.

➤ **Bonefist Harrier (4):** hobgoblin Ftr1/Rog3; hp 30, see Appendix 2.

➤ **Bonefist Warden:** human Clr4 of Iuz; hp 31, see Appendix 2.

➤ **Sergeant Gresik:** male gnoll Bbn1/Ftr6; hp 83, see Appendix 2.

*This encounter is actually EL7, but the difficulty is reduced due to the presence of Keth.

Developments: If the party fought and defeated Keth or abandoned him to fight the soldiers alone: Laren will be uncooperative and difficult to handle. It will be necessary to grapple him to carry him out of the safehouse and it will take an Intimidate check DC 10 to cow him into silence. He will also hold the PC's responsible for Keth's death (earning the party the Emnity of the Lion later).

If the party escapes with Laren, go to Encounter Five. Otherwise, proceed to Conclusion One (Failure).

Encounter Seven: End

Laren (and Keth) in tow, you return to the sewers and quickly make your way along them to the east. Within a half hour, you locate a sewer grate matching the location on Gaiyle's map and ascend into a dark

cellar. Stone stairs rise towards a heavy door, but other than that, the room is nearly featureless.

The door is a very heavy wooden door (use the stats for the Barred wooden door in Encounter Four if necessary), with several crates and barrels stacked on the top of it. However, PC's searching the room (DC 20) will locate a secret door in one wall, opening to reveal a stairwell leading back below the earth.

Descending the stairs for quite some time, the tunnel finally levels out in an unworked tunnel, some distance beneath the earth. The passage winds to your left and right, disappearing into the distance.

Spot checks (DC15) by characters using light to see will reveal faint markings on the tunnel walls around them. Rookroost Thieves Guild members, or anyone making a Decipher Script (DC10) or Knowledge (Rookroost) (DC10) roll will determine that they are warnings against trespassing to the north (left). Checking for tracks in the tunnel (Wilderness Lore DC 15 or Search DC 20) will reveal some footprints on the floor, most traveling along the stairs and to the south, with far fewer going north.

If an individual decides to go north, against all of the warnings, they will be ambushed and drugged, "waking up" in an alley in time for the Epilogue, but otherwise they are done with the adventure. In the event that the entire party heads north, they will all be ambushed and drugged, waking up in an alley without Laren (and Keth) in time for the Epilogue.

Assuming the party heads south, continue:

The tunnel winds its way, passing thru some few larger chambers lit by dim phosphorescent moss and filled with dark watered ponds. Your travel is unimpeded by danger, however, and in a few hours, you find yourself rising thru a narrow crack in a stone wall, the dim outline of the rising sun on the eastern horizon. Back on the surface, and by the looks of it, well outside the walls of the city, it is time to set out for your final destination.

Once outside the city, it is up to the party to decide what to do with Laren. Pieper's Ferry is a day's travel to the south. The road to the Midlands is nearby if they want to meet up with Lukas. It is also possible that particular mercenary PC's may wish to turn over Laren to the Bonefist (of course, if Keth is still with the party he will aggressively resist this choice).

If the party wishes to meet up with Lukas, go to Conclusion 2: Hok.

If the party wishes to meet with Piotr at Pieper's Ferry, go to Conclusion 3: Gaiyle.

If the party wishes to turn Laren over to the Bonefist, go to Conclusion 4: Morthoth.

Conclusion One: Failure

Thru the metal grate, you hear a terrible thunder as several heavily armored men burst into view. The old warrior backs away, his spear held in front of him, his voice a whisper "Ye'll not have the boy."

In the distance, you hear some arcane mutterings before the warriors body becomes stiff. Two Bonefist soldiers rush the man, knocking him to the floor. You hear the scream of a boy, followed by a barking order as more men flood into the room. The wailing of the child becomes dim with the stomping boots of the Legionaires, as they leave the building, and a trickle of warm blood drips over the lip of the grate.

Your mission a failure, the boy in the hand's of Iuz mission you retreat back to the safety of the tunnels below. By morning, you crawl back out into the light of day, and blink at the cold winter sun.

Proceed to Epilogue.

Conclusion Two: Hok

Southwest of Rookroost on the road to the Midlands is a small nameless inn. The evening following your escape from the city has found you in the common room of the building, a draft seeming through the many cracks in the walls. Aside from your group, there are no travelers in the inn and the staff seem bored, pausing from their card game only occasionally to refill your drinks.

Finally, the door opens and a familiar face enters the inn. Lukas pulls back the hood of his cloak and his eyes open in surprise at the sight before him.

(Paraphrase the following depending on whether or not Keth is with the party)

"Keth, by the God's, I have not seen you in an age. And this must be young Laren. He is the image of his father. I'm sure he'll be able to carry an ox someday, eh, lad?"

"You folks, I owe a great debt to. You got Laren and Keth to me safely and that will mean a lot to their families. Take these tokens and if you ever need the assistance of one of Hok's men, they'll see to it."

He presses a small token into each of your hands, the wooden coin branded with the banner of the Warfields, six spears crossed behind the shield.

Each PC will receive the Token of Hok (see Treasure Summary). If they deliver both Keth and Laren to Lukas,

they will also receive the Favor of the Lion. If they killed Keth, they will receive the Emnity of the Lion instead. Proceed to Epilogue.

Conclusion Three: Gaiyle

Pieper's Ferry is a walled wayhouse along the Artonsamay River, As you approach, you can see several barges have moored along the shore, the bright colors of the tarps marking them as belonging to the Rhenee.

Paying your silver to the gatekeeper, you are admitted to the compound, and shown to the tavern. The room is filled with Rhenee, and the staff are flushed with the effort of keeping up with the loud and boisterous crowd. When your group enters, there is a momentary silence as the Rhenee size you up, but within seconds they are chatting and singing as though you had never came through the door.

If the players ask around to find Piotr, one of the Rhenee will gesture to another man on the other side of the room and say "That's 'im". Once there, the man will deny it and point to yet another man another end of the room "Nah, that's Piotr over there." After doing this a few times, one man will say "I might be Piotr, but if I'm not, causing me trouble won't do you any good. Now, what can I help you with?"

Once the PC's indicate that they are working for Gaiyle, he will look over at the boy and size him up. He will then look over the party ask who his guardian is. If Keth is with the party he will step forward and greet the Rhenee. Otherwise, Piotr will scowl and mutter under his breath.

"Alright, we'll take care of the boy (and his keeper), like we promised. Your job here is done, boyo's. You can go home." With that, the Rhenee turns and escorts Laren (and Keth) from the room.

If the party wishes to stop and question him, he will be terse. The arrangements that he and Gaiyle made are not for the ears of anyone else and he'll say so. He's not responsible for rewarding the party for delivering the boy and suggests that if they are seeking a reward they return to Rookroost to collect from Gaiyle herself.

Each PC will receive the Last Will and Testament of Gaiyle Markhalla If they deliver both Keth and Laren to Piotr, they will also receive the Favor of the Lion. If they killed Keth, they will receive the Emnity of the Lion instead. Proceed to Epilogue.

Conclusion Four: Mortoth

Arriving at the city gates, you find that the normally lax guards are alert and attentive, being watched from the battlements above by black armor-clad soldiers bearing the mark of the Bonefist. As you approach, the gates open and several soldiers rush out to meet you. Trailing behind them is a large Gnoll in matching armor.

"I see you are bringing the boy in for the reward, " it snarls. "Very well, bring him inside and we will take care of your gold."

Each PC will receive the Boon of Mortoth. Proceed to Epilogue.

Epilogue

Your business concluded, you return to Rookroost, finding it a different city than when you left it. The arrival of the Bonefist has subdued the spirit of the city, bringing a sense of forboding not felt since the city surrendered to Iuz over a decade ago. The proclamations nailed to the walls a few nights ago have fallen, churned into the cold winter mud by the feet of the merchants and peasants who move about the city.

Patrols make their way through the city with more frequency than before, the soldiers more quick to lash out at real and imagined transgressions as they walk down the crowded avenues. In the late morning, the patrols begin tacking up new notices, proclaiming a public announcement to be made in Raven Square an hour before dusk.

While many seek shelter from the cold, the proclamation draws others from their dwellings as the afternoon lengthens, a parade of humans and humanoids making their way through the city towards the hill and the Square.

Passing through Rook Gate, you can see that a large stage has been constructed in front of the Sheriff's office, the giant lawgiver leaning against the building and watching as people filter into the square. Along the walls and the edge of the square, Bonefist Legionnaires line the streets keeping a wary guard over the proceedings.

Soon, a procession begins to file down from the palace, an honor guard of Mortoth's personal troops and the Bonefist warriors. A pair of soldiers climb the platform, planting the standards of the city and the Legion, before taking up positions at the front of the stage. The remaining honor guard files into place between the crowd and the platform, while a single

man in black shining armor steps to the center of the stage.

"Citizens of the Empire, hear these words and know that they are spoken by a servant of his divine grace, Iuz. For too long has this region operated under the foolish notion that it is separate from the Empire, that the fist of Iuz does not reach here. Furyondy agents and servants of banned faiths have sought sympathizers here, and attempted to undermine that which is Iuz's by divine providence. No more."

A cold wind blows across the Square as the door to the shiriff's office opens and two legionaires drag a hooded body from the building. "Today," the speaker continues as he removes his gauntlet, " we will demonstrate what becomes of sympathizers and rebels. Tomorrow, we begin the hunt for those who resist Iuz's rule and we will crush their bones and craft a new Road of Skulls between this city and Dorkaa to remind the peoples of these "Bandit Kingdoms" of whom they owe their proper allegiance."

The soldiers carting the body ascend the stairs at the back of the platform, the limp form between them dimly glowing green in the fading light. Drawing a black scaled glove from his belt, the speaker pulls it over his exposed hand. As the leather is drawn taut, arcs of black energy pass over its surface. He steps back and places one hand on the head of the body, his fingers gripping the hood as he raises the gloved hand to the sky.

"In Iuz's name, I pronounce death for all his enemies!" He shouts as he pulls off the hood, revealing the barely conscious form of Gaiyle Markhalla. His hand descends, bolts of power coursing from the glove and penetrating your allies' skull, her mouth opening in a silent scream of agony, as black light shoots from her eyes.

He releases her head and she falls forward, lifeless. The crowd is grimly silent after the gruesome sight of her execution. Then the executioner backs away from the body and speaks one last time.

"In Iuz's name."

The End

Experience Point Summary

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

Encounter Four

Defeat the Stoink Saboteurs

APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp;

Encounter Five

Survive/Disarm the tunnel trap

APL4 150 xp; APL6 210 xp; APL8 240 xp;
APL10 300 xp;

Encounter Six

Defeat the Boneheart Soldiers

APL4 180 xp; APL6 240 xp; APL8 330 xp;
APL10 330 xp;

Escape the safehouse before the soldiers arrive

APL4 80 xp; APL6 90 xp; APL8 130 xp;
APL10 40 xp;

Story Award

Laren delivered to Lukas or Piotr:

APL4 75 xp; APL6 100 xp; APL8 125 xp;
APL10 150 xp;

Discretionary roleplaying award

APL4 60 xp; APL6 80 xp; APL8 100 xp;
APL10 120 xp;

Total possible experience:

APL4 675 xp; APL6 900 xp; APL8 1125 xp;
APL10 1290 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four:

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL4: L: 87 gp; C: 4 gp; M: +1 Chain Shirt (104 gp each), Cloak of Elvenkind (166 gp each), Bracers of Armor +1 (83 gp each), Potion of Cure Light Wounds (4 gp each).(Total Value: 448 gp)

APL6: L: 109 gp; C: 4 gp; M: +1 Shadowed Chain Shirt (354 gp each), Bracers of Armor +1 (83 gp each), Potion of Cure Light Wounds (4 gp each), Vial of Medium-sized Spider Venom (2 @ 12 gp each). (Total Value: 578 gp)

APL8: L: 109 gp; C: 7 gp; M: +1 Shadowed Chain Shirt (354 gp each), Cloak of Resistance (83 gp each), Potion of Cure Light Wounds (4 gp each), Potion of Delay Poison (25 gp each), Vial of Medium-sized Spider Venom (2 @ 12 gp each).(Total Value: 606 gp)

APL10: L: 67 gp; C: 16 gp; M: +1 Shadowed Chain Shirt (354 gp each), +1 Shortsword (192 gp each), Headband of Intellect +2 (333 gp each), Cloak of Resistance +1 (83 gp each), Ring of Feather Falling (183 gp each), +1 Breastplate (2 @ 112 gp each), Vial of Medium-sized Spider Venom (2 @ 12 gp each).(Total Value: 1480 gp)

Encounter Six:

APL4: L: 112 gp; C: 0 gp; M: 0 gp. (Total Value: 112 gp)

APL6: L: 152 gp; C: 0 gp; M: 0 gp. (Total Value: 152 gp)

APL8: L: 345 gp; C: 0 gp; M: +1 *Spiked Chain* (194 gp each), +1 *Chain shirt* (105gp each). (Total Value: 644 gp)

APL10: L: 345 gp; C: 0 gp; M: +1 *Spiked Chain* (194 gp each), +1 *Chain shirt* (105gp each). (Total Value: 644 gp)

Total Possible Treasure

APL 4: 560 gp

APL 6: 730 gp

APL 8: 1250 gp

APL 10: 2100 gp

Special

The Last Will and Testament of Gaiyle Markhalla is awarded to any PC's with Favors or Influence with Gaiyle.

Last Will and Testament of Gaiyle Markhalla:

"In the event of my death, please lend what aid you can to those listed below, for they have served me well and the Combine will require their strength and courage in the future"

An associate of Gaiyle Markhalla has contacted you and provided an opportunity to have one of your items magically fortified. Staple all favors, disfavor, and enmity of Gaiyle Markhalla to this adventure record. Each disfavor counts as a negative favor, and an enmity voids all favors.

Circle one of the following:

# of favors	Result
0	You were not named in Gaiyle's will and receive no benefit.
1	You may upgrade a single masterwork armor, shield, or weapon to +1 enchantment.
2	You may upgrade a single +1 magical armor, shield, or weapon to +2 enchantment.
3	In addition to the choices for 2 favors, you may instead choose to upgrade a <i>ring of deflection</i> or <i>cloak of resistance</i> to +2.
4	In addition to the choices for 2 or 3 favors, you may instead choose to upgrade a +1 magical armor or shield to +1 <i>light fortification</i> or a +1 magical weapon to +1 <i>keen</i> or +1 <i>ghost touch</i> .

Only a single item may ever be improved using this opportunity. The difference in price between the original item and the improved item must be paid in full and may only be done following this Bandit Kingdoms regional adventure.

If this opportunity has been taken, check the following box:

Award the Favor of the Lion to the PC's if Laren and Keth are delivered to Piotr or Lukas. Award the Enmity of the Lion to the PC's if Keth is killed by the party and Laren is delivered to Piotr or Lukas.

Marked by the Lion:

You have been marked by an unknown party as a potential ally or enemy. Depending on your actions, you have either gained the favor or the enmity of the one called the "Lion". The exact nature of this influence will be announced in the future. Check one box below:

Favor of the Lion

Enmity of the Lion

Award the Boon to the PC's if Laren is turned over to the Bonefist Legion / Lord Mortoth.

Boon of Mortoth:

Above the normal treasure limits for the scenario, you have been paid a ransom of 500gp for turning over Laren to the forces of Iuz. However, rumors have spread about your transaction and some believe you were paid off to betray Gaiyle Markhalla. The Rookroost Thieves Guild has marked you as a traitor, permanently dissolving any membership and favors possessed with that organization.

Award the Token of Hok to the PC's if Laren is delivered to Lukas.

Token of Hok

This wooden coin is marked with the Shield of the Warfields, six spears crossed behind it. If presented to an agent of General Hok, it will improve their disposition towards them by one rank (no better than Friendly). The coin may be given to an agent to receive an influence point with Hok's Organization to be used when the coin is surrendered.

Items found during the Adventure:

Cross off all items NOT found

APL4

Cloak of Elvenkind (Adventure; 2,000 gp; DMG)

APL6 - 8

+1 *Shadowed Chain Shirt* (Adventure; 4,250 gp, DMG)

Vial of Medium-sized Spider Venom (Adventure (Limit – 5 vials); 150 gp; DMG)

APL10 (all of APL 6-8 plus the following)
Headband of Intellect +2 (Adventure; 4,000 gp; DMG)
Ring of Feather Falling (Adventure; 2,200 gp; DMG)

Appendix #1 Gaiyle Markhalla

☞ **Gaiyle Markhalla**, female human Rog2/Wiz8/Spy2: Medium Humanoid (5 ft. 3 in. tall); HD 8d4 + 4d6 + 24; hp 56; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atks +7/+2 melee (1d4 [19-20/x2], dagger), +8/+3 ranged (1d4 [19-20/x2], thrown daggers); SA spells, sneak attack +2d6, evasion, undetectable alignment; AL NG; SV Fort +4, Ref +9, Will +12; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +20, Disguise +15, Gather Information +15, Hide +6, Innuendo +6, Intimidate +6, Listen +5, Move Silently +6, Perform +10, Profession (Merchant) +5, Sense Motive +16, Spellcraft +11; Empower Spell, Improved Initiative, Iron Will*, Persuasive*, Scribe Scroll, Silent Spell, Skill Focus (Bluff)*, Trustworthy*.

Equipment: 6 masterwork daggers, clothing.

Spells (4/5/4/4/3, Base DC 14 + spell level): 0 – *detect magic* (x2), *flare*, *mending*, *read magic*, 1st – *magic missile*, *obscuring mist*, *shield*, *sleep* (x2), 2nd – *alter self*, *detect thoughts*, *darkness*, *mirror image*, 3rd – *clairaudience / clairvoyance*, *hold person*, *dispel magic*, *invisibility* (silent), 4th – *dimension door*, *magic missile* (empowered, silent), *minor globe of invulnerability*.

* the benefits for these feats have already been factored into Gaiyle's statistics.

Who is Gaiyle Markhalla

For players of previous Bandit Kingdoms scenarios (The Package, Fortress, Elven Connection), they will recognize Gaiyle Markhalla as a force actively working against Iuz. Who she serves, if anyone, is unknown, although members of the Rookroost Thieves Guild recognize her as one of the training masters of that organization.

Her agenda is a mystery to any but herself, and following the events of this scenario it is uncertain whether the truth will ever be discovered about her.

DM's Background

For the last several months Gaiyle has been incredibly busy. After the attempted assassination of another training master in the Rookroost Thieves Guild, she has kept busy gathering information and working to track other threats to the guild and the city. One such threat, a group of saboteurs from Stoink has been targeted by Gaiyle and she arranged for several candidates (the PC's) to arrive in town where she could contract them to take care of the matter.

Unfortunately, this has left her preoccupied and she was not aware of the departure of the Bonefist Legion from Groucester until a few days ago. Calling in many of her allies she was able to determine that the Legion had been sent to assist Lord Marshall Mortoth in cleansing Rookroost's underworld while it is still unstable. She also determined that the commander of the Legion, Kargus, had been sent special orders from Cranzer regarding a young boy believed to be in hiding in the city.

With the arrival of the Legion imminent, Gaiyle made a decision to attempt to keep the boy out of Cranzer's hands. She was able to locate and speak to the boy's caretaker, Keth, warning him of Kargus' mission as well as learning the true nature of the boy's identity. The young man, Laren, is the nephew of Guardian General Hok, the newly resurrected warlord who is raising troops in the Warfields.

However, while she was speaking with Keth, a large explosion rocked a warehouse nearby, drawing soldiers towards the site. With time running out and the looming threat of the saboteurs and the arriving Legion, Gaiyle arrives at the Nailed Down Tavern looking for those she can trust to get the job done.

Appendix #2 The Bonefist Legion

Fort Skagund is an outpost of Iuz along the northern Fellreev, dedicated to the destruction of the forest. The majority of the troops stationed there are unruly chaotic warriors, who are corralled more than commanded in battle. However, in the last few years a leader rose within the ranks of the Forts soldiers, frequently attaining his rank through the public murder of his superiors.

This leader, Kargus, not only attained rank, but convinced his masters to allow him to keep it, through his discipline and martial prowess. From the chaff of Fort Skagund, he has raised an elite force dedicated only to himself and to Iuz. Technically under the command of Jumper, a member of the Greater Boneheart, the infrequent appearances of the illusionist means that Kargus is largely free to pursue his own agendas. As a favor to Cranzer, he has been stationed in Gloucester for the last two years, watching over Xavandra and marauding over the border into the Barrens.

Recently, the Mistress of Gloucester requested that Kargus take his troops south into Rookroost to assist Lord Marshall Mortoth in cleansing the city of its underworld. Encouraged by further orders from Cranzer, the Bonefist Legion has marched towards the City of Ravens.

Organization

The Bonefist Legion is made up of two phalanx, each of 60 men. Each phalanx is further divided into six squads of ten men. In addition, Kargus maintains a command squad, which he personally leads in battle.

Each squad is led by at least an 8th level sergeant, with the members of each squad being at least 4th level. Phalanx commanders are at least 10th level.

The majority of the troops are hobgoblin, with humans most frequently in command positions. There are several ogres, gnolls, and bugbears, as well, however, there are mostly relegated to shock trooper roles.

Tactics

Bonefist Legionnaires are disciplined, well-trained, and well-equipped, especially compared to many other armies in Iuz service. They have been trained to seek advantage in combat, including flanking, elimination of opposition spell casters and harriers (rogues), and marching formations that reduce effectiveness of mass combat spells (i.e. not marching in straight columns, scattering when fireballs are employed, etc).

While many of the creatures in the Legion are not normally prone to use of such precise tactics, Kargus has beaten the knowledge into them. Those who could not learn, did not survive the lesson.

Appearance

The Bonefist is one of the few organized forces in Iuz service that maintains a standard of dress for the troops. Regardless of armor, the breastplate displays a skeletal fist enameled in white over a lacquered or dyed black background. Soldiers in heavy armor (most frequently splint or chain) wear full helmets, with the faceplate enameled with a skull. Soldiers in light armor wear skull shaped half masks that cover their face above the mouth.

Officers wear no insignia, relying on reputation and appearance to identify themselves to the troops.

Below are the statistics for a "typical squad" of Boneheart Legionnaires, as well as three different sergeants. While it is not expected that the PC's will engage in combat with a squad during the course of this scenario, it is possible. If it occurs, simply select one of the sergeants to lead the unit. Each time the PC's engage, use a different sergeant.

Bonefist Squad (EL 11)

➤ **Bonefist Warrior (4):** hobgoblin Ftr 4; CR 4; medium humanoid (goblinoid); HD 4d10+12; hp 40; Init +2; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 Dex, +2 Lg. Shield, +6 Banded Mail]; Atk +8 melee [1d8+5 (x3), battleaxe] or +6 ranged [1d6+1 (x3), shortbow]; SQ Darkvision 60ft.; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +10, Knowledge (War) +2; Cleave, Combat Reflexes, Power Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Possessions: Banded mail, large steel shield, battleaxe, mighty composite shortbow (+1), 20 arrows.

➤ **Bonefist Harrier (4):** hobgoblin Ftr1/Rog3; CR 4; medium humanoid (goblinoid); HD 1d10+3d6+8; hp 30; Init +8; Spd 30 ft.; AC 18 (touch 13, flat-footed 17) [+4 Dex, +4 Chain shirt]; Atk +6 melee [1d8+3 (x3), longspear] or +7 ranged [1d6 (x3), shortbow]; SA Sneak attack +2d6; SQ Darkvision 60ft., evasion, uncanny dodge (Dex); AL LE; SV Fort +5, Ref +7, Will +1; Str 14, Dex 18, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +5, Intimidate +8, Jump +6, Knowledge (War) +3, Spellcraft +2, Spot +5, Tumble +12; Combat Reflexes, Improved Initiative, Weapon Focus (longspear).

Possessions: Masterwork chain shirt, longspear, dagger, mighty composite shortbow (+2), 20 arrows.

☛ **Bonefist Warden:** human Clr4; CR 4; medium humanoid; HD 4d8+8; hp 31; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15) [-1 Dex, +6 splint mail]; Atk +6 melee [1d10+3 (19-20/x2), greatsword]; SA Spells; AL CE; SV Fort +3, Ref +0, Will +6; Str 14, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +9 (+13 casting defensively), Heal +5 (+7 with healer's kit), Knowledge (Religion) +2, Knowledge (War) +2, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (greatsword), Spell Focus (Enchantment).

Spells Prepared (5/5/4; base DC = 12 + spell level, **enchantments DC 14 + spell level**): 0—*create water, cure minor wounds, detect magic, light*; 1st—*protection from good**, **bane, bless, doom, shield of faith**;] 2nd—*invisibility**, **hold person, shatter, remove paralysis**].

*Domain spell. *Domains:* [Evil (evil spells cast at +1 caster level); Trickery (bluff, disguise, and hide are class skills)].

Possessions: Splint mail, masterwork greatsword, silver hold symbol of Iuz, healers kit.

☛ **Sergeant Reslan:** human Rgr2/Ftr6; CR 8; medium humanoid; HD 8d10+8; hp 60; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +2 Lg. Shield, +4 Chain Shirt]; Atk +10/+5 melee [1d8+5, +1 *light flail*] and +8 [1d6+1, shield spikes) or +12/+7 melee [1d8+5, +1 *light flail*] or +11/+6 ranged [1d8+2 (x3), mighty composite longbow]; SA Favored enemy (elves, +1); AL LE; SV Fort +9, Ref +5, Will +3; Str 15, Dex 14, Con 13, Int 13, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +9, Knowledge (War) +2; Ambidexterity, Expertise, Improved Trip, Knockdown, Leadership, Power Attack, Shield Expert, Track, Two-weapon fighting, Weapon Focus (light flail), Weapon Specialization (light flail).

Possessions: Masterwork chain shirt, large spiked darkwood shield, +1 light flail, mighty composite longbow (+2), 20 arrows, potion of *cat's grace*, potion of *bull's strength*.

☛ **Sergeant Lanik:** human Ftr2 / Evoker4 / Spellswrd2; CR 8; medium humanoid; HD 2d10+4d4+2d8; hp 38; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 Studded Leather]; Atk +8 melee [1d8+2 (19-20/x2), longsword]; SA Spells,

channel spells, ignore spell failure 10%; AL LE; SV Fort +6, Ref +3, Will +8; Str 14, Dex 14, Con 10, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +11 (+15 casting defensively), Handle Animal +4, Jump +7, Knowledge (Arcana) +6, Knowledge (War) +5, Ride +11, Spellcraft +12, Spot +5, Tumble +6; Combat Casting, Improved Initiative, Leadership, Mounted Combat, Ride-by Attack, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/4/3/2; base DC = 13 + spell level, evocations DC 15 + spell level): 0—*[arcane rune, detect magic, ray of frost (2)]*; 1st—*[burning hands, magic missile (3), shield]*; 2nd—*[flaming sphere, glitterdust, levitate, mirror image]*; 3rd—*[dispel magic, fireball (2)]*.

Channel Spell (Su): Once per day as a free action, Lanik can cast a spell through his weapon as he attacks with it. The channeled spell counts against his normal daily limit and must specify a target. The maximum spell level is 1st. A channeled spell targets the creature hit by the spellswrd's weapon, which still gets a saving throw if the spell allows one.

Possessions: +1 *studded leather* (15-10=5% arcane spell failure), masterwork longsword, scroll of *haste*, potion of *bull's strength*, potion of *blur*, spell component pouch, heavy warhorse with light chain barding (+4 AC) and military saddle.

Heavy Warhorse: hp 30; AC 18; see *Monster Manual*/page 197.

☛ **Sergeant Gresik:** gnoll Bbn1/Ftr6; CR 8; medium humanoid; HD 2d8+1d12+6d10+27; hp 83; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +1 Natural, +5 Chain Shirt]; Atk +15/+10 melee [2d4+10, spiked chain]; SA Rage 1/day; AL LE; SV Fort +13, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (spiked chain), Great Cleave, Instantaneous Rage, Leadership, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Rage(Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 24, Con 20, hp 101, Fort +15, Will +5, AC 15, spiked chain attack bonus +17/+12, spiked chain damage 2d4+13. His fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the

barbarian can do it only during his action, not in response to someone else's action.

Possessions: +1 chain shirt, +1 spiked chain.

Appendix #3 The Stoink Saboteurs

APL4 (EL 7)

☛ **Pherric, male deep halfling Rog4**; CR 4; small humanoid; HD 4d6+4; hp 22; Init +4 (+4 Dex); Spd 20'; AC 20 (+4 Dex, +5 Chain shirt, +1 Size), Atks +5 Melee (1d6 [19-20/x2], shortsword) or +7 Ranged (1d4 [19-20/x2], hand crossbow); SA: Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); SQ: Darkvision (60'); AL: NE; Sv: Fort +3, Ref +9, Will +2; Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +7, Bluff +5, Climb +5, Disguise +5, Escape Artist +5, Gather Information +5, Hide +24, Innuendo +5, Jump +5, Listen +5, Move Silently +10, Perform +5, Search +4, Sense Motive +5, Spot +5, Tumble +10; Combat Reflexes, Dodge.

Equipment: Masterwork shortsword, +1 *chain shirt, cloak of elvenkind*, hand crossbow, 10 bolts, climber's kit, thieves' tools, 2 flasks of alchemists fire, potion of *cure light wounds*.

☛ **Zal'narin, male drow Tra3**; CR 4; medium humanoid; HD 3d4; hp 10; Init +3 (+3 Dex); Spd 30'; AC 14 (+3 Dex, +1 bracers); Atks +1 melee (1d6, club); SA: Immunity to magic sleep, Save +2 Will vs spells and spell like abilities, Spell-Like Abilities: 1/day - dancing lights, darkness, and faerie fire, Light Blindness (Ex): Blind for 1 round when exposed to bright light, -1 to all attack rolls, saves, and checks while in bright light.; SQ: Darkvision (120'); SR 14; AL: NE; Sv: Fort +1, Ref +4, Will +4; Str 10, Dex 16, Con 11, Int 17, Wis 12, Cha 6

Skills and Feats: Alchemy +8, Concentration +6, Knowledge (Arcana) +6, Knowledge (Religion) +5, Listen +3, Scry +9, Search +5, Spellcraft +5, Spot +3, Swim +3; Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/4/2; base DC = 13 + spell level, DC 15 + spell level for spells in **bold**): 0—[*detect magic, mage hand, ray of frost*(2), *read magic*]; 1st—[***burning hands, grease, magic missile, shield***]; 2nd — [***cat's grace, glitterdust***].

Spellbook: 0—[*resistance, ray of frost, detect poison, dancing lights, flare, light, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic*]; 1st—[*alarm, burning hands, grease, mage armor, magic missile, shield, sleep, spider climb*]; 2nd — [*cat's grace, glitterdust*].

Equipment: Spellbook, spell component pouch, club, *bracers of armor +1*.

☛ **Grek and Groth:** male orc Bbn2; CR 2; medium humanoid; HD 2d12+2; hp 21; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 19) [+2 Dex, +2 Lg. Shield, +5 Chain Mail]; Atk +7 melee [1d8+4 (x3), battleaxe]; SA: Rage 1/day, Uncanny Dodge (Dex); SQ: Darkvision 60ft.; AL: NE; SV: Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +3, Jump +9, Listen +4; Power Attack.

Rage(Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 23, Con 17, hp 25, Fort +6, Will +2, AC 17, battleaxe attack bonus +8, spiked chain damage 1d8+6. The fit of rage lasts for 6 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Chain mail, large steel shield, masterwork battleaxe.

APL6 (EL 9):

☛ **Pherric, male deep halfling Rog5/Asn1**; CR 6; small humanoid; HD 6d6+6; hp 32; Init +4 (+4 Dex); Spd 20'; AC 20 (+4 Dex, +5 chain shirt, +1 Size), Atks +5 Melee (1d6 + poison [19-20/x2], shortsword) or +8 ranged (1d4 [19-20/x2], hand crossbow); SA: Sneak Attack +4d6, Evasion, Uncanny Dodge (Dex bonus to AC), Death Attack, poison use; SQ: Darkvision (60'); AL: NE; Sv: Fort +3, Ref +11, Will +2; Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 8

Skills and Feats: Balance +10, Bluff +5, Climb +5, Disguise +5, Escape Artist +5, Gather Information +5, Hide +27, Innuendo +5, Jump +5, Listen +10, Move Silently +15, Perform +5, Search +5, Sense Motive +5, Spot +2, Tumble +14; Combat Reflexes, Dodge, Mobility.

Death Attack (Ex): If Pherric studies his victim for 3 rounds (taking no other actions than studying the victim), then makes sneak attack that successfully deals damage, the sneak attack has the additional effect of possibly paralyzing or killing the target (Pherric's choice). If the target fails a DC 13 Fortitude save against the kill effect, the target dies. If the target fails a

DC 13 Fortitude save against the paralysis effect, they are rendered helpless and unable to act for 1d6+1 rounds. If the attack fails or does not occur within three rounds of completing study of the target, Pherric must spend 3 new rounds of study before he can attempt another death attack.

Poison Use (Ex): Pherric is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Poison: Medium-sized Spider Venom (applied to shortsword) (Fortitude DC 14; Initial 1d4 Str, Secondary 1d6 Str). After a successful attack, the poison is wiped from the blade and must be reapplied.

Spells(1) 1st – Spider Climb.

Equipment: Masterwork shortsword, +1 shadowed chain shirt, hand crossbow, 10 bolts, climber's kit, masterwork thieves' tools, 2 flasks of alchemists fire, potion of *cure light wounds*, potion of *delay poison*, 2 vials of Medium-sized Spider Venom.

☛ **Zal'narin, male drow Tra5;** CR 6; medium humanoid; HD 5d4+5; hp 21; Init +3 (+3 Dex); Spd 30'; AC 14 (+3 Dex, +1 bracers); Atks +2 melee (1d6, club); SA: Immunity to magic sleep, Save +2 Will vs spells and spell like abilities, Spell-Like Abilities: 1/day - dancing lights, darkness, and faerie fire, Light Blindness (Ex): Blind for 1 round when exposed to bright light, -1 to all attack rolls, saves, and checks while in bright light; SQ: Darkvision (120'); SR 16; AL: NE; Sv: Fort +4, Ref +4, Will +5; Str 10, Dex 16, Con 12, Int 17, Wis 12, Cha 6.

Skills and Feats: Alchemy +8, Concentration +9, Knowledge (Arcana) +7, Knowledge (Religion) +5, Listen +3, Scry +10, Search +5, Spellcraft +10, Spot +3, Swim +4; Alertness, Great Fortitude, Scribe Scroll, Spell Focus (Transmutation).

Spells Prepared (5/5/4/3; base DC = 13 + spell level, DC 17 + spell level for spells in **bold**): 0—[*detect magic*, *mage hand*, *ray of frost*(2), *read magic*]; 1st—[***burning hands***, *grease*, *magic missile*(2), *shield*]; 2nd—[***cat's grace***(2), *glitterdust*, *melf's acid arrow*]; 3rd – [*dispel magic*, *haste*, ***slow***].

Spellbook: 0—[*resistance*, *ray of frost*, *detect poison*, *dancing lights*, *flare*, *light*, *disrupt undead*, *mage hand*, *mending*, *open/close*, *arcane mark*, *detect magic*, *prestidigitation*, *read magic*]; 1st—[*alarm*, *burning hands*, *grease*, *mage armor*, *magic missile*, *shield*, *sleep*, *spider climb*]; 2nd—[*alter self*, *cat's grace*, *glitterdust*, *melf's acid arrow*, *see invisible*]; 3rd – [*dispel magic*, *haste*, *slow*].

Equipment: Spellbook, spell component pouch, club, *bracers of armor* +1.

☛ **Grek and Groth:** male orc Bbn4; CR 4; medium humanoid; HD 4d12+8; hp 39; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 19) [+2 Dex, +2 Lg. Shield, +5 Breastplate]; Atk +10 melee [1d8+4 (x3), battleaxe]; SA Rage 2/day, Uncanny Dodge (Dex); SQ Darkvision 60ft.; AL NE; SV Fort +6, Ref +3, Will +1; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intimidate +5, Jump +10, Listen +7; Power Attack, Weapon Focus (Battleaxe).

Rage(Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 23, Con 18, hp 47, Fort +8, Will +3, AC 17, battleaxe attack bonus +10, spiked chain damage 1d8+6. The fit of rage lasts for 7 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork Breastplate, large steel shield, masterwork battleaxe.

APL8 (EL 11):

☛ **Pherric, male deep halfling Rog5/Asn2/ShDr;** CR 8; small humanoid; HD 8d6+16; hp 50; Init +4 (+4 Dex); Spd 20'; AC 20 (+4 Dex, +5 chain shirt, +1 Size), Atks +6 (1d6 + poison [19-20/x2], masterwork shortsword) or +9 ranged (1d4 [19-20/x2], hand crossbow); SA: Sneak Attack +4d6, Evasion, Poison Use, Death Attack (DC 14), +1 save vs. poison, Uncanny Dodge (Dex bonus to AC, can't be flanked); SQ: Darkvision (60'), Hide in Plain Sight; AL: NE; Sv: Fort +4, Ref +13, Will +2; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +5, Climb +5, Disguise +7, Escape Artist +10, Gather Information +5, Hide +29, Innuendo +5, Jump +5, Listen +10, Move Silently +17, Perform +5, Search +5, Sense Motive +5, Spot +2, Tumble +17; Combat Reflexes, Dodge, Mobility.

Death Attack (Ex): If Pherric studies his victim for 3 rounds (taking no other actions than studying the victim), then makes sneak attack that successfully deals damage, the sneak attack has the additional effect of possibly paralyzing or killing the target (Pherric's choice). If the target fails a DC 14 Fortitude save against the kill effect, the target dies. If the target fails a

DC 14 Fortitude save against the paralysis effect, they are rendered helpless and unable to act for 1d6+1 rounds. If the attack fails or does not occur within three rounds of completing study of the target, Pherric must spend 3 new rounds of study before he can attempt another death attack.

Poison Use (Ex): Pherric is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Poison: Medium-sized Spider Venom (applied to shortsword) (Fortitude DC 14; Initial 1d4 Str, Secondary 1d6 Str). After a successful attack, the poison is wiped from the blade and must be reapplied.

Spells(2) 1st – Obscuring Mist, Spider Climb.

Equipment: Masterwork shortsword, +1 shadowed chain shirt, hand crossbow, 10 bolts, climber's kit, masterwork thieves' tools, 2 flasks of alchemists fire, potion of *cure light wounds*, 2 vials of Medium-sized Spider Venom.

☛ **Zal'narin, male drow Tra5/Oozemaster2;** CR 7; medium humanoid; HD 5d4+2d8+7; hp 33; Init +3 (+3 Dex); Spd 30'; AC 13 (+3 Dex); Atks +3 melee (1d6, club); SA: Immunity to magic sleep, Save +2 Will vs spells and spell like abilities, Spell-Like Abilities: 1/day - dancing lights, darkness, and faerie fire, Light Blindness (Ex): Blind for 1 round when exposed to bright light,-1 to all attack rolls, saves, and checks while in bright light., Minor oozy touch (ochre jelly), Oozy glob 1/day, Slithery face; SQ: Darkvision (120'); SR 18; AL: NE; Sv: Fort +8, Ref +5, Will +6; Str 10, Dex 16, Con 12, Int 17, Wis 12, Cha 5.

Skills: Alchemy +10, Concentration +11, Disguise +5, Knowledge (Arcana) +6, Knowledge (Religion) +5, Listen +3, Scry +10, Search +5, Spellcraft +12, Spot +3, Swim +4; *Feats:* Greater Spell Focus (Transmutation), Great Fortitude, Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Slithery Face (Su): Zal'narin gains a +4 competency bonus on Disguise checks.

Oozy Touch (Ochre Jelly) (Su): As a full attack action, Zal'narin may make a melee touch attack, inflicting 1d4 stunning damage and 1d4+4 acid damage to flesh only.

Oozy Glob (Sp): Zal'narin may throw a glob of the same material as his oozy touch ability with a range increment of 10 feet. It is a grenadelike weapon, requiring a ranged touch attack. Direct hits inflict damage as for an oozy touch of that type. All creatures within 5 feet suffer 1 point of acid splash damage.

Spells Prepared (5/5/5/4; base DC = 13 + spell level, DC 17 + spell level for spells in **bold**): 0—[*detect magic, mage hand, ray of frost*(2), *read magic*]; 1st—[**burning hands, grease, magic missile**(2), *shield*];

2nd—[*cat's grace*(2), *glitterdust, mel's acid arrow, see invisible*]; 3rd – [*dispel magic, haste, slow*(2)].

Spellbook: 0—[*resistance, ray of frost, detect poison, dancing lights, flare, light, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic*]; 1st—[*alarm, burning hands, grease, mage armor, magic missile, shield, sleep, spider climb*]; 2nd—[*alter self, cat's grace, glitterdust, mel's acid arrow, see invisible*]; 3rd – [*dispel magic, haste, slow*].

Equipment: Spellbook, spell component pouch, club, *cloak of resistance +1*.

☛ **Ooze Paraelemental (familiar);** CR -; small outsider (earth, water); HD 7d8; hp 16; Init +0; Spd 20', Swim 50' (average); AC 20 (+1 size, +9 natural), Atks +5 Melee (1d6+3 and 1d4 acid [x2], Slam); SA: Acid, SQ: Elemental, improved evasion, share spells, empathic link, touch, speak with master; AL: N; Sv: Fort +5, Ref +1, Will +4; Str 14, Dex 10, Con 13, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +5; Power Attack.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 11). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save. If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

☛ **Grek and Groth:** male orc Bbn6; CR 6; medium humanoid; HD 6d12+12; hp 57; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 19) [+2 Dex, +2 Lg. Shield, +5 breastplate]; Atk +12/+7 melee [1d8+4 (x3), battleaxe]; SA Rage 2/day, Uncanny Dodge (Dex, Cannot be flanked); SQ Darkvision 60ft.; AL NE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Intimidate +5, Jump +10, Listen +9; Power Attack, Weapon Focus (Battleaxe).

Rage(Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 23, Con 18, hp 69, Fort +9, Will +4, AC 17, battleaxe attack bonus +13/+8, spiked chain damage 1d8+6. The fit of rage lasts for 7 rounds.

The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Masterwork breastplate, large steel shield, masterwork battleaxe.

APLIO (EL 13):

☛ **Pherric, male deep halfling Rog5/Asn3/ShD2;** CR 10; small humanoid; HD 10d6+20; hp 62; Init +8 (+4 Dex, +4 Misc); Spd 20'; AC 20 (+4 Dex, +5 Chain shirt, +1 Size), Atks +9/+4 (1d6+1 + poison [19-20/x2], +1 *shortsword*); SA: Sneak Attack +6d6, Evasion, Poison Use, Death Attack (DC 15), +1 save vs. poison, Uncanny Dodge (Dex bonus to AC, can't be flanked); SQ: Hide in Plain Sight, Darkvision (60') AL: NE; Sv: Fort +5, Ref +15, Will +3; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +5, Climb +5, Disguise +7, Escape Artist +10, Gather Information +5, Hide +31, Innuendo +5, Jump +5, Listen +15, Move Silently +19, Perform +5, Search +5, Sense Motive +5, Spot +5, Tumble +19; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Death Attack (Ex): If Pherric studies his victim for 3 rounds (taking no other actions than studying the victim), then makes sneak attack that successfully deals damage, the sneak attack has the additional effect of possibly paralyzing or killing the target (Pherric's choice). If the target fails a DC 15 Fortitude save against the kill effect, the target dies. If the target fails a DC 15 Fortitude save against the paralysis effect, they are rendered helpless and unable to act for 1d6+1 rounds. If the attack fails or does not occur within three rounds of completing study of the target, Pherric must spend 3 new rounds of study before he can attempt another death attack.

Poison Use (Ex): Pherric is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Poison: Medium-sized Spider Venom (applied to *shortsword*) (Fortitude DC 14; Initial 1d4 Str, Secondary 1d6 Str). After a successful attack, the poison is wiped from the blade and must be reapplied.

Hide in Plain Sight (Su): As long as he is within 10 feet of some sort of shadow, Pherric can hide himself from view in the open without anything to actually hide behind.

Spells (2/1) 1st – Obscuring Mist, Spider Climb; 2nd – Alter Self.

Equipment: +1 *shortsword*, +1 *shadowed chain shirt*, hand crossbow, 10 bolts, climber's kit, masterwork thieves' tools, 2 flasks of alchemists fire, potion of *cure light wounds*, 2 vials of Medium-sized Spider Venom.

☛ **Zal'narin, male drow Tra5/Oozemaster4;** CR 10; medium humanoid; HD 5d4+4d8+9; hp 45; Init +3 (+3 Dex); Spd 30'; AC 18 (+3 Dex, +1 deflection); Atks +4 melee (1d6, club); SA: Immunity to magic sleep, Save +2 Will vs spells and spell like abilities, Spell-Like Abilities: 1/day - dancing lights, darkness, and faerie fire, Light Blindness (Ex): Blind for 1 round when exposed to bright light, -1 to all attack rolls, saves, and checks while in bright light., Slithery face, Minor oozy touch (ochre jelly, grey ooze), Malleability, Oozy glob 2/day; SQ: Darkvision (120'); SR 20; AL: NE; Sv: Fort +8, Ref +5, Will +6; Str 10, Dex 16, Con 12, Int 18 (20), Wis 12, Cha 4.

Skills and Feats: Alchemy +12, Concentration +13, Disguise +9, Knowledge (Arcana) +7, Knowledge (Nature) +10, Knowledge (Religion) +6, Listen +3, Scry +11, Search +6, Spellcraft +15, Spot +3, Swim +5; Alertness, Enlarge Spell, Greater Spell Focus (Transmutation), Great Fortitude, Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Slithery Face (Su): Zal'narin gains a +4 competency bonus on Disguise checks.

Malleability (Su): Zal'narin can compress his body enough to squeeze through an inch-wide crack.

Oozy Touch (Ochre Jelly) (Su): As a full attack action, Zal'narin may make a melee touch attack, inflicting 1d4 stunning damage and 1d4+4 acid damage to flesh only.

Oozy Touch (Grey Ooze) (Su): As a full attack action, Zal'narin may make a melee touch attack, inflicting 1d6+4 acid damage to flesh, metal or wood.

Oozy Glob (Sp): Zal'narin may throw a glob of the same material as any oozy touch ability with a range increment of 10 feet. It is a grenadelike weapon, requiring a ranged touch attack. Direct hits inflict damage as for an oozy touch of that type. All creatures within 5 feet suffer 1 point of acid splash damage.

Spells Prepared (5/7/5/4/3; base DC = 15 + spell level, DC 19 + spell level for spells in bold): 0—[*detect magic, mage hand, ray of frost(2), read magic*]; 1st—[***burning hands, grease, mage armor, magic missile(2), shield, spider climb***]; 2nd—[***burning hands (enlarged), cat's grace(2), glitterdust, see invisibility***]; 3rd – [*dispel magic, haste, slow(2)*]; 4th – [*Evard's black tentacles, Rary's Mnemonic Enhancer (2)*]. Bonus

spells from Rary's Mnemonic Enhancer: 1st - [magic missile (3)]; 3rd - [dispel magic].

Spellbook: 0—[resistance, ray of frost, detect poison, dancing lights, flare, light, disrupt undead, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic]; 1st—[alarm, burning hands, grease, mage armor, magic missile, shield, sleep, spider climb]; 2nd—[alter self, cat's grace, glitterdust, melf's acid arrow, see invisibility]; 3rd - [dispel magic, haste, slow]; 4th - [Evard's black tentacles, Rary's Mnemonic Enhancer].

Equipment: Spellbook, spell component pouch, club, headband of intellect +2, ring of protection +1, cloak of resistance +1.

☛ **Ooze Mephit (familiar);** CR -; Size:S Type Outsider; HD 9d8; hp 22; Init +0; Spd 30', Fly 40' (average); AC 19 (+1 size, +8 natural), Atks +8/+8 Melee (1d3+2 [x2], Claws); SA: Breath Weapon, spell-like abilities, summon mephit, SQ: Fast Healing 2, damage reduction 5/+1, Improved Evasion, share spells, empathic link, touch, speak with master; AL: N; Sv: Fort +6, Ref +3, Will +5; Str 14, Dex 10, Con 13, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +6, Hide +9, Listen +6, Move Silently +6, Spot +6; Power Attack.

Breath Weapon (Su): Cone of caustic liquid, 10 feet; damage 1d4; Reflex half DC 12. Living creatures that fail their saves are tormented by itching skin and burning eyes. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds. The breath weapon may be used one every 1d4 rounds as a standard action.

Spell-like abilities (Sp): Melf's acid arrow (as 3rd level sorcerer, +5 ranged) 1/hour, Stinking cloud (as 6th level sorcerer, DC 15) 1/day.

Summon mephit (Sp): Once per day, the mephit can summon other mephitis as though casting a summon monster spell, but they have only a 25% chance of success to summon one mephit of the same type. Roll d%. On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour. Mephitis summoned use the statistics presented in the MM p. 132.

Fast Healing 2 (Ex): Only if a wet or muddy environment.

☛ **Grek and Groth:** male orc Bbn8; CR 8; medium humanoid; HD 8d12+16; hp 75; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 20) [+2 Dex, +2 Lg. Shield, +6 breastplate]; Atk +14/+9 melee [1d8+5 (x3), battleaxe]; SA Rage 3/day, Uncanny Dodge (Dex, Cannot be

flanked); SQ Darkvision 60ft.; AL NE; SV Fort +8, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +10, Intimidate +6, Jump +15, Listen +10; Power Attack, Weapon Focus (Battleaxe).

Rage(Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 24, Con 18, hp 91, Fort +10, Will +4, AC 17, battleaxe attack bonus +16/+11, spiked chain damage 1d8+7. The fit of rage lasts for 7 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: +1 breastplate, masterwork large steel shield, masterwork battleaxe.

Appendix #4 Laren and Keth

Laren has spent most of this life on the run with Keth. Since he was a small child he has been on the move, going from town to town, as Keth looked for short term work to keep coins in their pockets. While such a meager living may have made a lesser man bitter, Laren has incredible love and respect for the man he considers his father, who has sacrificed his own life and family for the sake of keeping Laren safe from his uncle's enemies.

He knows little of his father or uncle, simply that both were great soldiers prior to the Greyhawk Wars. Keth has told him some stories that lead him to believe they were somewhat ruthless, doing whatever was necessary to get the job done.

Keth has begun training him to defend himself, although he is still to young a man to do so properly. However, it is apparent in his frame and his stance that within four summers he will be a strong fighter.

All APL's

☛ **Laren, male human Com1**; CR 1/2; medium humanoid; HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30'; AC 11 (+1 Dex), Atks +0 Melee (1d6, club); AL: LN; Sv: Fort +1, Ref +1, Will +0; Str 11, Dex 13, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats. Handle Animal +4, Listen +6, Ride +5, Spot +6; Alertness.

Equipment: Masterwork dagger.

Keth was a soldier under the command of Laren's father and Guardian General Hok's brother, Jarek, in the battles leading up to the Greyhawk Wars. As the war went on, he became a confidant, friend, and bodyguard to Jarek and his mistress, Lena. Following the fall of Molag, Lena became pregnant and Jarek sent her away with Keth to keep her safe.

Hiding in Redhand, Lena gave birth to Laren, but died shortly thereafter from complications related to the birth. Keth took care of the boy, raising him as his own, traveling from town to town, taking work as he could to feed and clothe them.

Over the course of the last ten years, they lived in relative peace and security. Two months ago, Keth received word that Hok had been resurrected and that Iuz's forces were seeking him out before he could re-establish himself in the region. Knowing that Iuz would attempt to use Laren against his uncle, he went into deep cover in Rookroost.

It was purely luck that Gaiyle Markhalla located him at all. She had been investigating another matter

and found the two of them in a building she frequently used as a safehouse. Recognizing Laren from the descriptions in the Imperial dispatches, she convinced Keth that he needed to get them both out of the city and that she could help them that evening. She disappeared earlier today and Keth has been waiting for her since.

If asked, Keth knows of a Lukas (he cannot be certain it is the same one), similar in age to himself, who was in service to Hok twelve years ago. He does not know him well, but does know that Hok trusted him with many of his more dangerous tasks.

All APL's:

☛ **Keth, male human Ftr5/Devoted Defender3**; CR 8; medium humanoid; HD 5d10+3d12+8; hp 63; Init +3 (+3 Dex); Spd 30'; AC 20 (+3 Dex, +4 Chain shirt, +1 Buckler, +2 Defender), Atks +14/+9 Melee (1d6+4 [18-20/x2], +1 Rapier); SA Harm's Way, Defensive Strike, Deflect Attack; AL: LN; Sv: Fort +8, Ref +6, Will +3; Str 12, Dex 17, Con 12, Int 13, Wis 12, Cha 8.

Skills and Feats. Diplomacy +2, Handle Animal +4, Innuendo +5, Listen +5, Ride +7, Search +5, Sense Motive +7, Spot +10; Alertness, Combat Reflexes, Expertise, Lightning Reflexes, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Harm's Way (Ex): Any time Keth is within 5 feet of Laren, and Laren suffers an attack, Keth may switch places with Laren and receive the attack in his place. You must declare this before the attack roll is made.

Defensive Strike (Ex): Keth may make an attack of opportunity against any adjacent opponent who attacks Laren in melee.

Deflect Attack (Ex): Once per round when Laren would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) Keth has a +1 competence bonus to this save. If you succeed, you deflect the blow with a held melee weapon or shield as a free action. You must be aware of the attack before hand and not flat-footed.

Equipment: +1 Rapier, Masterwork Chain shirt, Masterwork Buckler, light crossbow, bolts (20), traveler's outfit, 25gp.

Appendix #5 Builder Book Feat Summaries

Greater Spell Focus [General]

Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Improved Familiar [General]

As long as you are able to acquire a new familiar, you may choose your new familiar from an nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, nonstandard creatures are available. For full details on allowed improved familiars and the rules governing them, see p. 40 of *Tome and Blood: A Guidebook to Wizards and Sorcerers*.

Instantaneous Rage [General]

You activate your rage instantly.

Prerequisite: Ability to rage.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage in response to another's action after learning the result but before it takes effect. Thus you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can gain the additional hit points that rage grants just before a blow that would otherwise cause you to fall unconscious, or better your chances of making a successful saving throw against an incoming spell.

Normal: You enter a rage only during your turn.

Knock-down [General, Fighter]

Your mighty blows can knock foes off of their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with

Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

Persuasive [General]

You could sell a tindertwig to a troll

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

Shield Expert [General, Fighter]

You use a shield as an off-hand weapon while retaining its armor bonus.

Prerequisite: Base attack bonus +3, shield proficiency.

Benefit: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round.

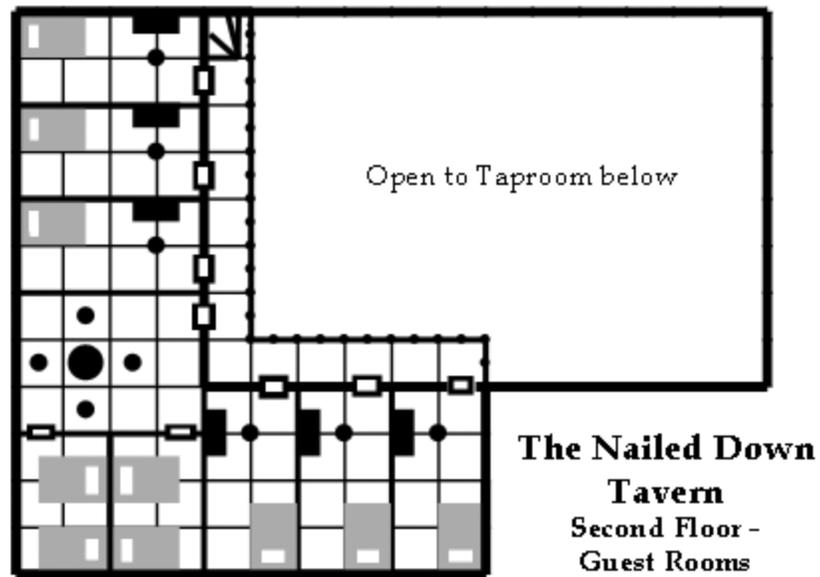
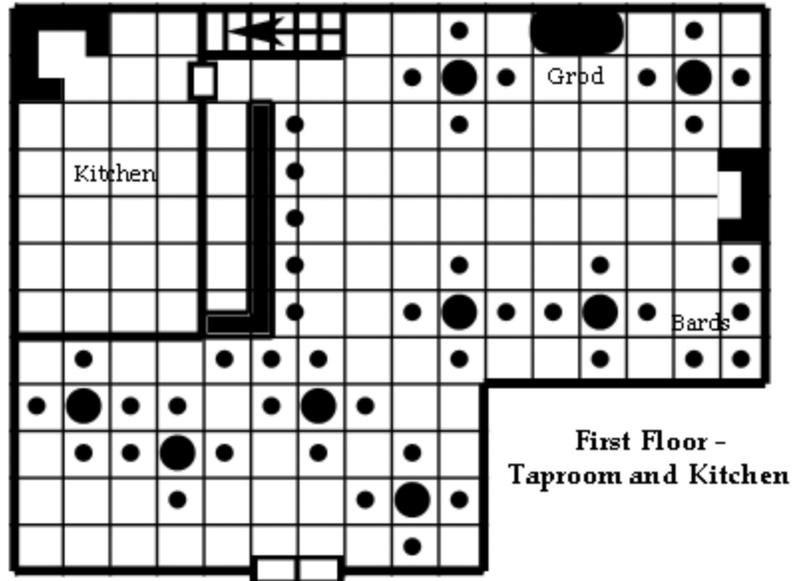
Normal: Using a shield as a weapon prevents you from gaining its AC bonus for the round.

Trustworthy [General]

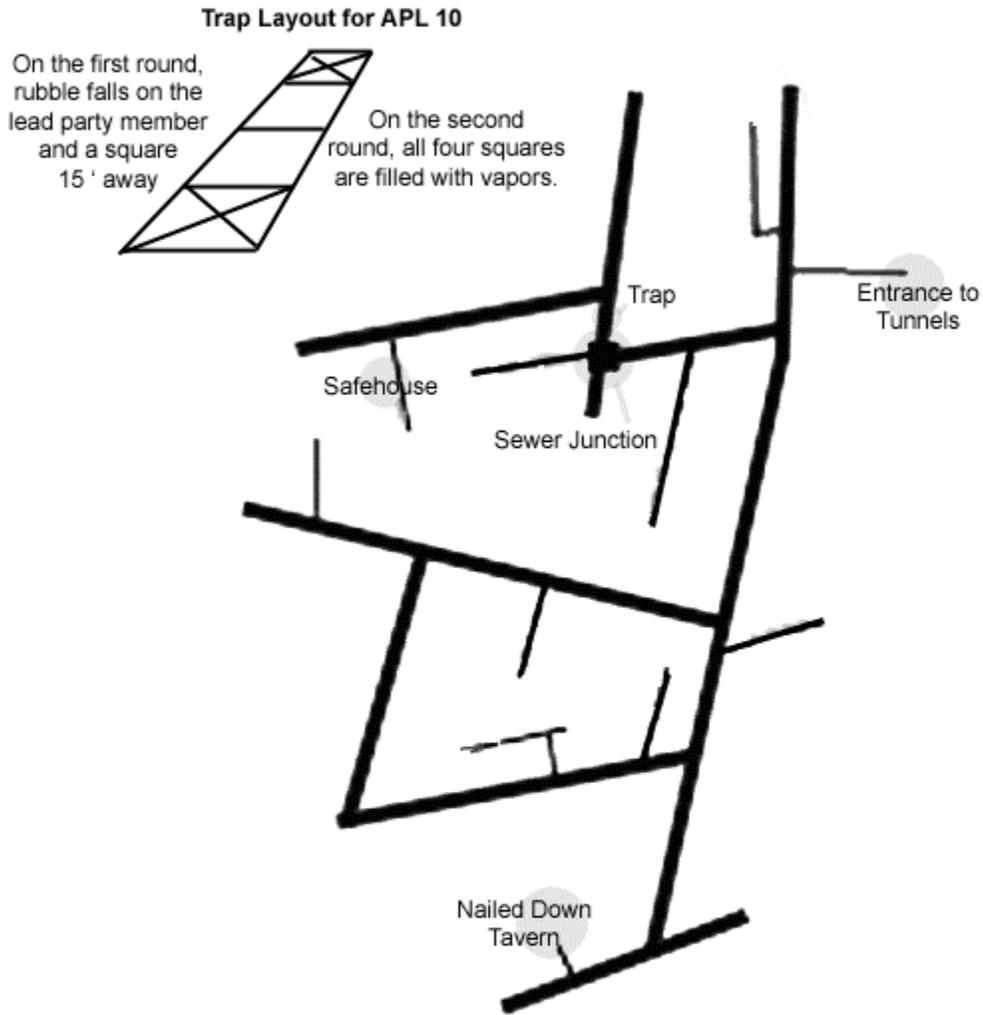
Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

DM's Aid #1: The Nailed Down Tavern



DM's Aid #2: Sewer Encounter Map and APL 10 Trap Layout



DM's Aid #3: Sewer Junction Map

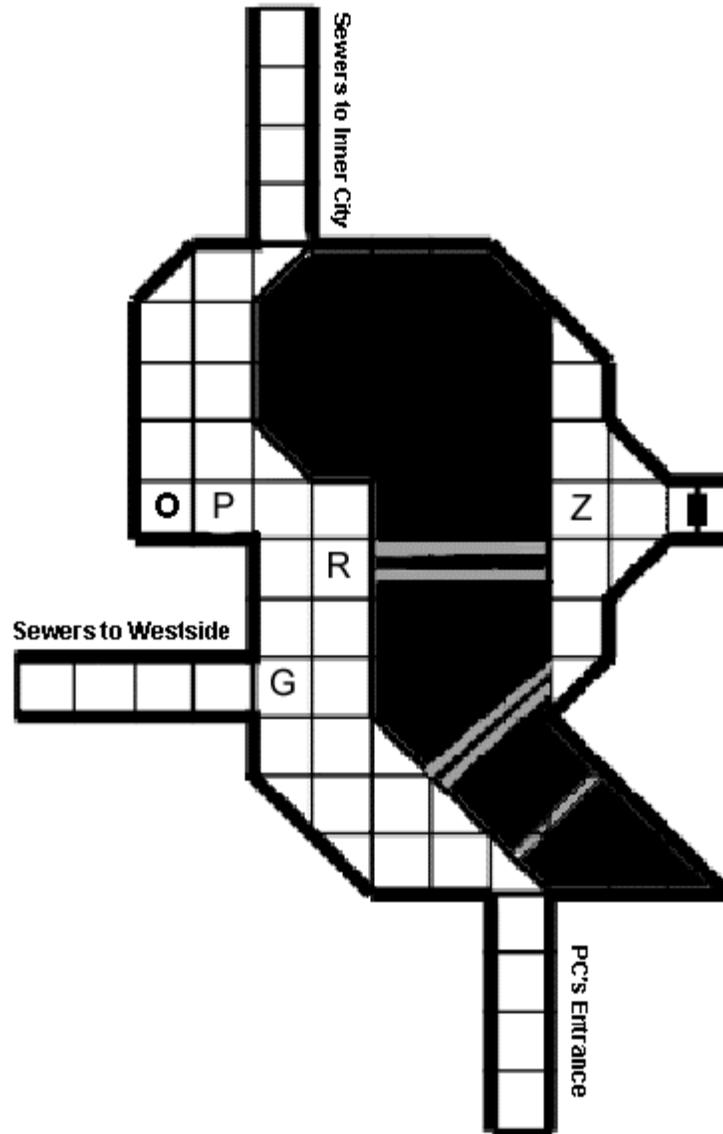
Each square is 5 ft.

P = Pherric

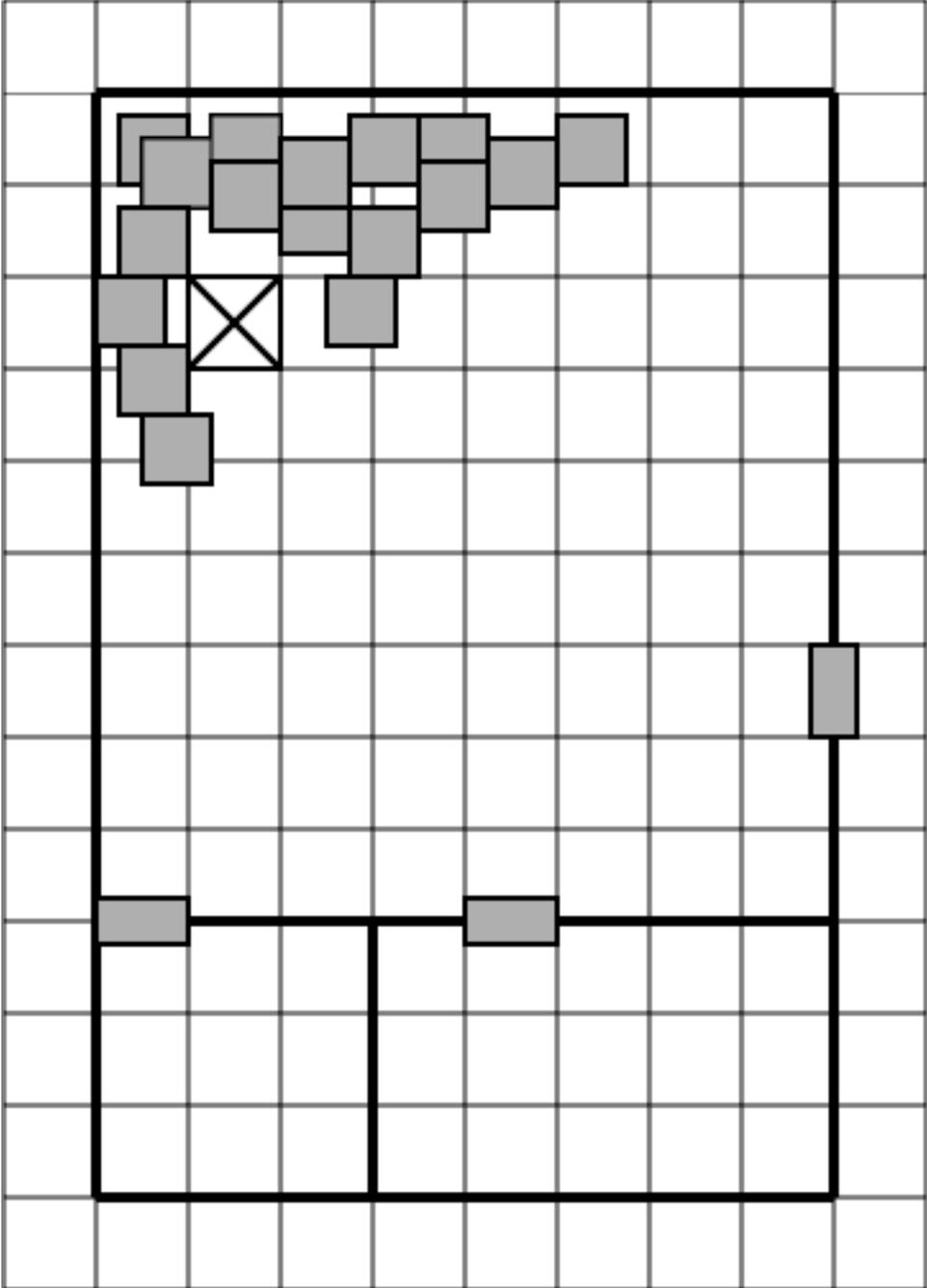
Z = Zal'narin

G = Groth R = Grek

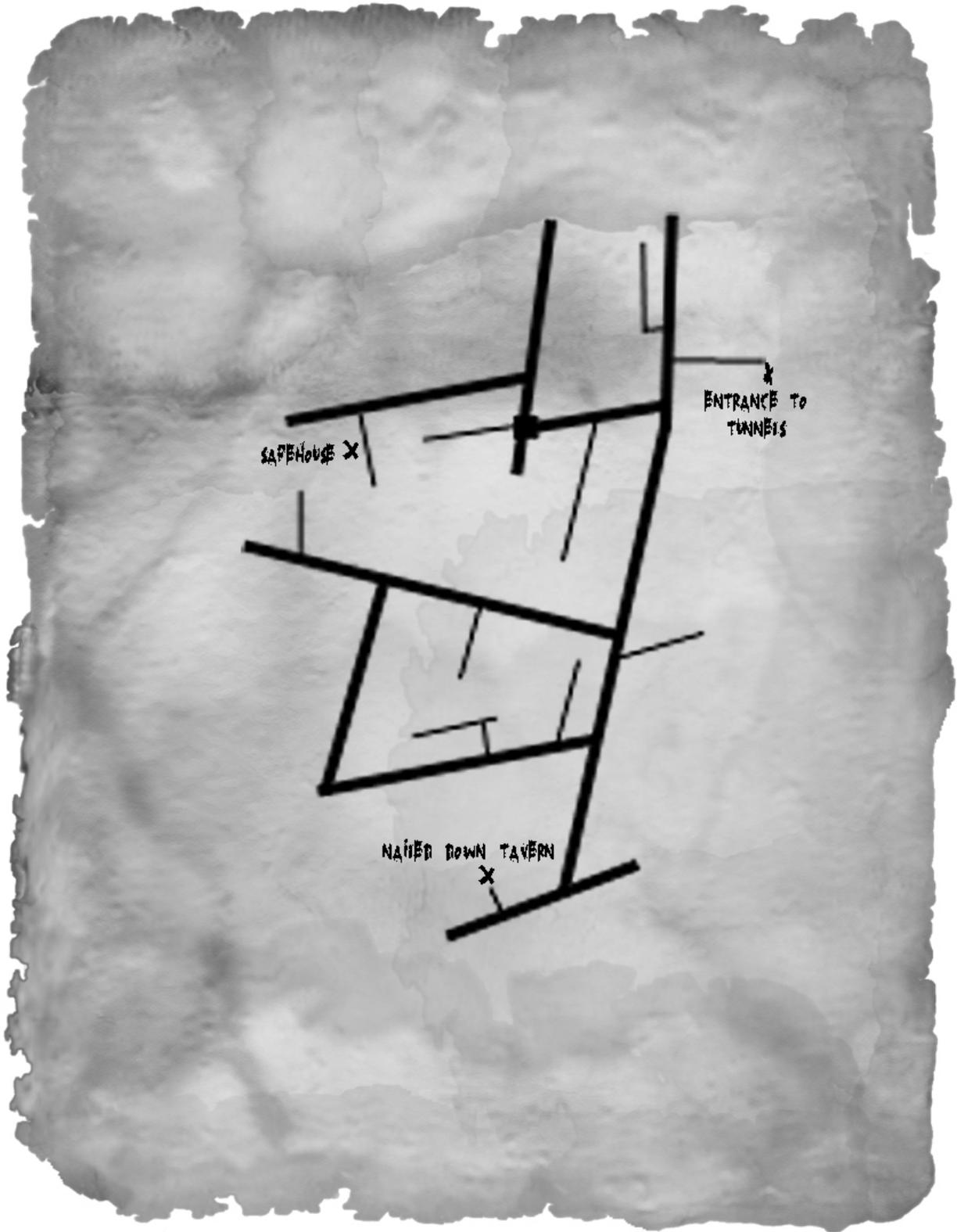
O = Ooze Familiar



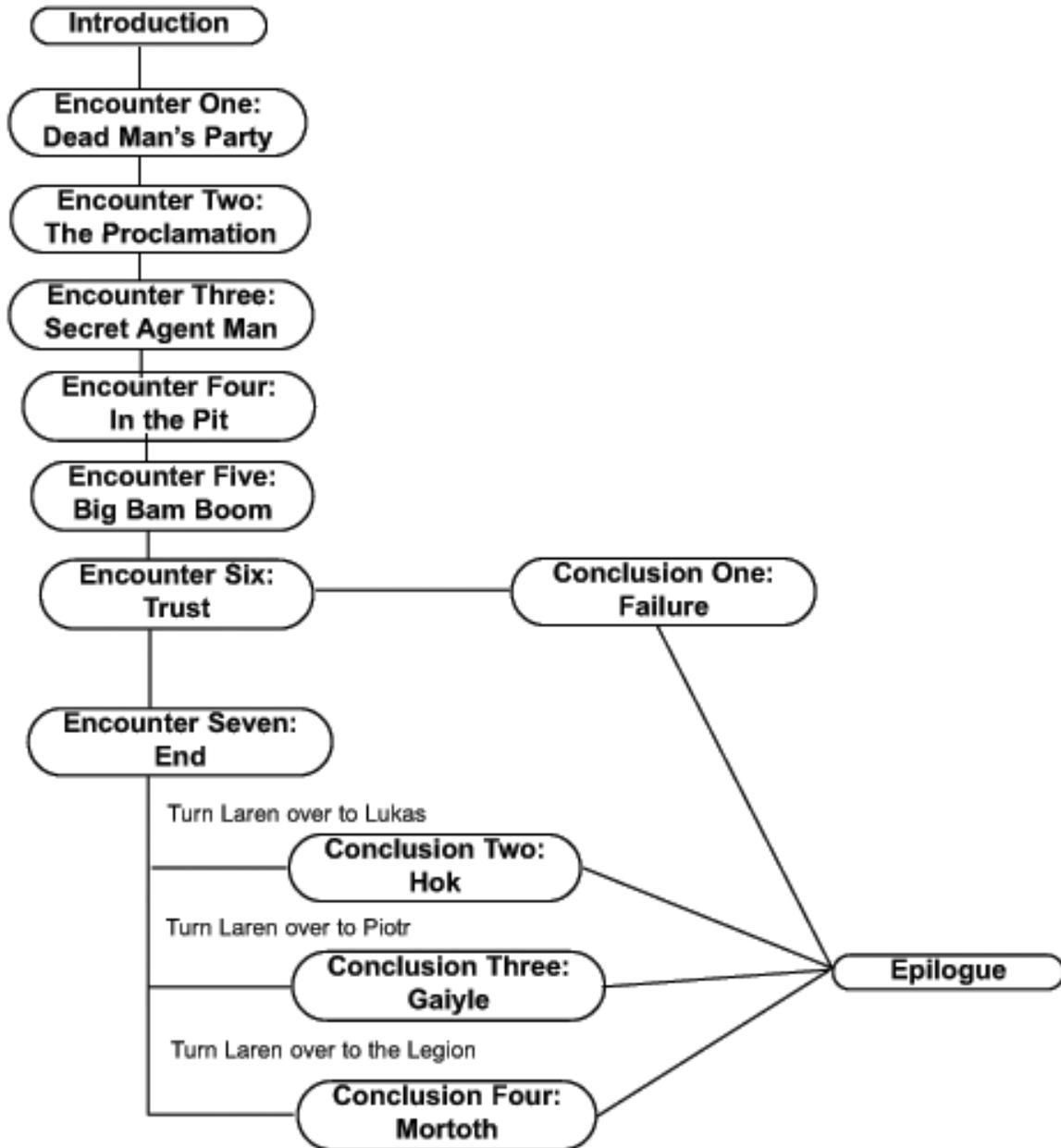
DM's Aid #4: Safehouse Map



Player's Handout #1: Sewer Map



Flowchart of Events



Critical Events Summary

Pawn

Bandit Kingdoms Results (Please email to bk.poc@verizon.net for each table)

This will impact the plot of the series, so please respond as soon as possible. Doing so, will help our development of the Bandit Kingdoms.

DM's Name: _____

DM's Email: _____

Coordinator's Name: _____

Coordinator's Email: _____

Convention/Gameday: _____

Date: _____

Did the PC's succeed in retrieving Laren from the safehouse? Yes No

Who did the party turn Laren over to at the end of the adventure?

Piotr

Lukas

The Legion

Did the PC's kill Keth? Yes No

If the PC's turned Laren over to the Bonafist Legion or if they killed Keth, list the players, their characters, and RPGA numbers below.

Any other comments or events of note?
