

BDK5-02

Trouble at Dragon Rift

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.1

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“Let’s all live in peace and harmony” has to be one of the most uncommon phrases heard amongst the denizens of the Rift Canyon, yet someone is preaching exactly that to the evil humanoids of the Rift. Can you help keep this messenger of peace alive long enough for the message to spread? An adventure for APLs 4-12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at brittfrey@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

Adventure Background

After the revelation that Xuv the ogre experienced, as detailed in BDK3-03 *Trouble at Baco Canyon*, he left the barrens to return to his people in the Rift Canyon. There he made a short lived attempt to turn the ogres from their evil ways, but was driven from his tribe in disgrace. Undaunted, he haunted the outskirts of the tribal areas and gathered a motley collection of disgraced, injured or converted ogres. Over the last two years, their numbers have grown to almost a hundred.

Unfortunately, while Xuv may just want to live in peace with his ogre and evil humanoid brethren, the

feeling is not reciprocated. Recently, there have been several clashes with the main group of ogres, led by Gogma Headcrusha. Gogma is not able to devote the whole of his resources to crushing Xuv, as he is obligated to supply guards to the silver mines for Cranzer. While normally Gogma would simply ask Cranzer for support to crush Xuv, Gogma has a secret silver mine of his own that he doesn't want Cranzer finding out about.

This was the rather stalemated situation for about six months when a chance run in with some Men of the Rift gave Gogma the opportunity to get the Men and Xuv fighting. Gogma attacked a MotR encampment and then retreated back to one of Xuv's encampments. The MotR slaughtered Xuv's people mercilessly, not knowing that there were two different groupings of ogres. Since that attack, the balance of power has been shifting in favor of Gogma, and the territory that Xuv controls is shrinking rapidly.

In desperation, Xuv sent a message to the only people to have ever shown him any friendship, the heroes who saved him from the forces of the Temple Grimacing as detailed in BDK3-03 *Trouble at Baco Canyon*. His messenger Turg was an ogre, and ogres are not known for their intelligence. As could probably have been predicted, the messenger went astray and ended up drunk in a bar in Stoink. He was overheard saying enough that it was obvious that he knew something of value, and was approached by a Red Planks Infiltrator posing as a friend of Xuv's. Turg told the imposter enough about the situation that the families became convinced that here was a wonderful opportunity to gain exclusive access to a secret silver mine, as well as a conduit to the Men of the Rift (known to have access to adamantine somewhere in the Rift Canyon) and harm the cause of the evil humanoids in the Rift Canyon. By the time that the information got back to the Veth of the Redplanks, the ogre had disappeared in the back alleys of Stoink and is presumed dead, as attempts to scry his location have been unsuccessful (In fact, while there is no way for the heroes to figure this out, the ogre was killed in a robbery and his body was thrown into the Artonsamay, where it was eaten by crocodiles).

As the Veth feels that it might harm her already tenuous reputation in the Redplanks if it became common knowledge that she allowed the ogre to disappear before it had been pumped for all its information, the Veth is undertaking the recruitment of discreet adventurers herself in the guise of Madame Sonya, her nom de plume when she was with the circus earlier in her career. Because the Redplanks have few, if any, contacts in the Rift Barrens, the Veth has put out the word to her sympathizers that they are looking for experienced adventurers who can be discreet and have some knowledge of the Rift Barrens.

At the time the adventure begins, it is already too late for Xuv's first attempt at freedom from the tyranny of Gogma. Xuv's last village was attacked by the Men of the Rift and overwhelmed. His priestess fled with the remaining ogre children at the beginning of the attack, but they were captured by Gogma's lieutenant, Gask the Mostly Lucky. Xuv escaped the combat at the end to try to protect and escort the children to safety, but was also captured. Gask is hiding this fact from Gogma, hoping to profit from his prisoners.

The Men of the Rift, not knowing that there are two groupings of ogres, and led by their half-orc priest of Erythnul, Etrull, have continued their campaign against the ogres and, as the adventure begins, are planning an assault upon the next ogre village, which is the one controlled by Gask the Mostly Lucky.

Adventure Summary

Encounter 1: The heroes are approached by a member of the Redplanks and scouted out. If they pass the test, they are recruited to go into the Rift Barrens. If they are observed by the forces of Iuz, skip Encounter 2. If not, skip Encounters 3 and 4.

Encounter 2: The heroes travel into the Rift Barrens. On the second evening they hear a group of nomads being attacked by orc bounty hunters. If they save the nomads, they can learn the location of a better way into the Rift Canyon.

Encounter 3: The heroes are betrayed by the spy in the river camp to a bounty hunter and his tribe of orcs. They are ambushed. If they surrender or are captured, they will be saved from imprisonment by the Veth and her personal troops when the orcs get close to the Artonsamay.

Encounter 4: Parties that were ambushed have an encounter with the Rift Barrens nomads. If they can talk to the nomads successfully, they can show them a better way in (where they can take horses). If not, then they must follow the map given them by the Redplanks, which is much less safe.

Encounter 5: The characters travel into the Rift Canyon where they see many signs of red dragon activity. They have the opportunity to find an important message from Cranzer to Gogma and his ogres.

Encounter 6: The heroes come upon the scene of a battle between the Men of the Rift and the last of Xuv's villages. They may find evidence of the worship of Iallanis amongst the ogres.

Encounter 7: This encounter is only for heroes who help the Men of the Rift. The heroes have an opportunity to determine the results of a battle between the Men of the Rift and some of Gogma's ogres, led by Gask the Mostly Lucky. The characters will be able to find out about Xuv and rescue him with the help of one of the leaders of the Men of the Rift.

Encounter 8: This encounter is only for heroes who help the ogres. The heroes have an opportunity to determine the results of a battle between the Men of the Rift and some of Gogma's ogres, led by Gask the Mostly Lucky. The characters will be able to find out about Xuv and rescue him with the help of an ogre sympathizer.

Encounter 9: Xuv and Friga ask the heroes to help them find a legendary haven of their goddess before Gogma mobilizes to find and kill them. They are attacked on the way by some of Morginstaler's offspring.

Before you begin: Find out the following information from the players:

- Have any of the characters played BDK3-03 *Trouble at Baco Canyon*?
- What are the character's Wanted by the Church of Iuz (WCI) scores from the BKMG?
- Do any of the characters have access to the *bridle of resistance* from BDK4-2 *Trouble at Centaur Mesa*?
- Are any of the characters outlawed by the Rift Barrens Nomads?
- Are any of the characters members of a Bandit Kingdoms meta-organization?
- Do any of the characters detect as evil?
- Do any of the characters have an item that detects as more than faint evil?
- Do any of the characters have the Swan tattoo from URC3-08 *Winds of Change*?

Regional Warning

Please remember that things are different 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 will be the ramifications of any decisions I make? Whose bad side do I not want to be on?,' and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

Introduction

It is with good reason that people avoid staying in Sarresh if they are not friends of Old Wicked. Since the new governor arrived from Stoink a few weeks ago, he has made it a point of currying favor with Greater Boneheart Cranzer, the ruler of Riftcrag, by trying to round up every malcontent in the city. Who or what specifically they are looking for is unknown, but his patrols have made a point of bringing in everyone from out of town who wears a sword or dresses well. Scores of adventurers have been caught, and the whole town is in a constant ferment. Rumor has it that the price of being smuggled across the river to Hardwick in the County of Urnst has tripled in just the last two weeks.

It is because of this that you wisely decided to use one of the old riverside campsites about three miles from town this evening. With the huge increase in traffic at the site, some enterprising souls have even set up tents serving ale and offering a berth for the night. With the river traffic on the Artonsamay just a few feet from the campsite, there is no shortage of food and drink. The campsite is almost filled to capacity with the tents and traveling equipment of merchants, adventurers, scoundrels and murderers. The sounds of drunken riot reverberate throughout the camp.

At the edge of the campsite you can see several Rhenee barges tied up, and a few portable buildings set up along the edge of the river. One of the buildings has a sign in front of it: "Madame Sonya Sees your Future".

Allow the characters some time here to wander the camp, do some initial role-play and meet one another. Notable places in the camp include: a tent with ale and food, a greasy looking human in front of another tent selling "opportunities" for travelers to join the rather ugly half-orc woman in the tent (for the consideration of 5 sp), and a dwarf surrounded by his pony's saddlebags with a portable forge doing blacksmith work. At this point, if any of the characters are members of the Redplanks (including Sympathizers), give them Player Handout #1.

If no one is given Player Handout #1, then after a minute or two of initial roleplay, have a Rhenee hawker accost them and urge them into the tent to see Madame Sonya. Use the information in Player Handout #1 to urge them to the Veth's tent. Remember that she has information from *Reading the Lake* that the heroes were going to be here, so she is looking for this group of heroes.

Encounter 1: Conversations with the Veth

When someone decides to go see Madame Sonya, read the following:

The entrance to the tent of Madame Sonya is guarded by a heavily armored burly Rhenee man holding a darkha. As you approach, he steps aside and sweeps back the flaps of the tent with a grand gesture. The inside of the tent is gloomy and smoky. A woman in gaudy traditional Rhenee costume is seated at a low table covered with a shawl. Sitting on the table is a crystal ball. She motions for you to sit down in front of her. "Who is it that comes to seek the mysteries of the future from Madame Sonya? Are you prepared to hear of what your future holds?"

The tent is very gloomy and filled with incense, but characters with low light or dark vision may notice that there are two Rhenee women sitting motionless in the back corners of the tent. Characters without lowlight or dark vision may make a Spot check, DC 20, to notice them. These are the assistants to the Veth.

All APLS (EL 9)

Madame Sonya Luboschenko: Female human (Rhe) Brd6/Vetha2, hp 36, Bluff +11, Diplomacy +15, Sense Motive +10, Sleight of Hand +12; see Appendix 1.

Maslova: Female human (Rhe) Clr3, hp 23, Bluff +7; see *Dungeon Masters Guide* page 114.

Natasha: Female human (Rhe) Sor3, hp 12, Spellcraft +6; see *Dungeon Masters Guide* page 124.

Rhenee Guard: Male human (Rhe) Ftr3, hp 28; see Appendix 1.

If any of the characters have the Ring of the Rhenee from BDK3-02 *Alhaster Fog* or the Carved Riverstone from BDKA3-01 *Artonsamay Falcon*, then she will assume that they are trustworthy. Treat them as if they were summoned here and skip the fortune telling.

If the characters come in without being summoned (no one received Player Handout #1), she will tell their fortune.

Fortune Telling: She will start by asking about the heroes' backgrounds and adventures. She is probing for information about how trustworthy the characters might be without giving away anything. The cost of the reading is 1 gp per PC. She will claim that it is to "tune the mystical forces to their spiritual auras".

She will ask the characters the following:

“The spirits are saying a name. The name is ‘Xuv’. Does this name mean anything to you?”

Characters may make a Sense Motive versus her Bluff check to realize that she is not telling them the whole truth here. If the characters claim to know Xuv, she will ask them how they know him.

After she has quizzed them for a while she will “look into the lake” (her crystal ball). A Spellcraft check, DC 26, will see that there is a modified *dancing lights* spell upon the crystal ball. This gives the ball a faint aura of illusion. She will use her Sleight of Hand skill to attempt to hide the somatic component of a Silent *minor image* into the crystal ball to show some potential scenes of the “future”. This is an opposed Sleight of Hand versus Spot check. Characters that make their Spot check can make a Spellcraft check. Some scenes that might be appropriate:

- A hero with his back facing an altar with a wreath symbol, fighting desperately against something out of the picture.
- A hero traveling down a shadowy path underground with skulls on the ground.
- Several heroes crossing a bridge in the gloom somewhere underground, being attacked by ogres.
- The heroes being ambushed by archers in a wooded area.
- The heroes moving along the bottom of a canyon, with a red dragon flying high above them.

During this time, Natasha has a *detect evil* spell up and running and has scanned the party. Maslova has a *detect magic* up and has read the aura of any magic items. Assuming that they do not detect any evil or necromancy greater than faint on any items (this means no staff of Tzumvaltum or major necromantic magic), they will signal to Madame Sonya, skip to the dialog below. The players are welcome to try to use their Sense Motive skill to intercept the communication between the two.

If the players came in after being summoned, Madame Sonya will use her Bluff skill to send an innuendo to the Red Planks member about the reliability of those with him/her. Characters may attempt to intercept the innuendo using their Sense Motive skill as described in the Player’s Handbook. Assuming she gets a positive response from the Red Plank, continue to the dialogue below.

Development: Madame Sonya is the Veth of the Redplanks, although she will not advertise that fact to the characters. Any member of the Redplanks will recognize

her. Other characters may make a Bardic Knowledge roll, DC 20, or a Knowledge (local: Iuz Border States) check, DC 30. Madame Sonya is in a delicate situation here. She feels that her authority as the Veth has been compromised because her Aunt Tatiana, the old Veth, is still alive, albeit in the Gul Bortha prison under Temple Grimacing. She is also currently not on good terms with the matriarch of the Redplanks, Mother Kanski. This precarious situation was not helped by the disappearance of the ogre that had the message from Xuv. Because of this, she is approaching the adventurers instead of the Redplanks family council. She needs discreet adventurers with knowledge of the Bandit Kingdoms in general and the Rift Barrens in particular. She hopes to present a positive result as a *fait accompli* to the family council and so strengthen her position.

She will refuse to discuss the matter further if any of the characters detected as evil, or had on their person any item that detected more than faint necromancy. In this case, she will find an excuse to get those people out of the tent and question the remaining characters about these heroes. She will insist that they not impart to them what she is about to say, as they are not to be trusted. Only with a Diplomacy check of 35 (she starts out hostile to the evil PC and gets a +10 modifier to the DC based upon what she considers the improbability of the tale of the good character with major evil on their person. In her opinion it is much more likely that the rest of the party is under some sort of compulsion to betray her). Should the characters refuse to abandon the evil character, she will dismiss them. The adventure is now over. Hand out AR’s and thank the players.

When she is convinced that they can be trusted, she will continue:

“Perhaps there is something that you can do for me that would benefit both of us? I have need of someone to travel away from the river, and I have heard rumors that the governor of Sarresh is looking for people who resemble you quite a bit. While I am sure that this resemblance is a case of mistaken identity, it seems that you need to disappear. The river tells me that you are the ones fated to succeed at what needs to be done. It is never wise to disregard the river.”

Allow the characters to react here. She will ask for their acceptance of the mission without telling them anything about it except that:

- It takes them into the wilderness.
- They might be able to help some unfortunates who are desperate.

- If they succeed, they will be compensated for their trouble.

Should they not agree, she will at least ask that they hear her out and promise to keep what she has to say secret. Maslova will cast a *zone of truth* before they promise.

When they have agreed to at least hear her out, read the following:

“About a week ago, one of my informants brought to me a tale told to him by an ogre that he met in a tavern in Stoink. The story he told was fascinating, and too creative to be thought up by a drunken ogre. Apparently, a year or two ago, a group of adventurers came upon an ogre and, instead of slaying him, showed him mercy and saved him from death.

This apparently so changed this ogre’s outlook that he wished to return to his tribe and turn them from their instinctive hatred of humans. Over the last two years, he has gathered together a group of outcasts and tried to teach them the ways of compassion. Needless to say, this has not made him popular with the other denizens of his homeland. He and his people are now sorely pressed and have appealed for help. I propose to send you to help him. This is my mission for you.”

Who is this person?

“Xuv, the ogre.” Characters that played BDK3-03 *Trouble at Baco Canyon* will recognize this as the ogre that saved the heroes from the assassins.

Where is he?

“In the Rift Canyon.”

Why do you care?

“Can you not see the weakening of our common enemy if the ogres of the Rift turn against their masters? But you are correct; there is more to the story than that. This ogre told us that their enemies fund themselves from a secret silver mine that their evil overlord Cranzer does not know about. Additionally, it is rumored that somewhere in the Rift are some small deposits of adamantine that some of the humans in the Rift know about. If you can get agreements for my people to have access to these metals, then you will have been successful.”

How can we help? We can’t defeat all the ogres in the Rift!

“Xuv’s problem is that he is under attack from not only his evil ogre kinsmen, but also from a group of

humans who live in the Rift. I do not know the motivations of these humans, perhaps they work for Cranzer. I would hope that you could either mediate between the humans and ogres or else ensure that this Xuv prevails”.

I don’t know how to get into the Rift.

“I have a map that shows a way into the Rift. There may be other ways, but the nomads of the Rift probably guard them and I do not know them well enough to trust them.”

So, how much are we going to get paid for this?

“If the mission is successful and you are able to secure our access to the mines, then I will be able to offer you the services of my people to help you obtain some rare magical item in other lands.” She is willing to go as high as 50 gp*APL up front if the players win an opposed Diplomacy check. If they do, then she will not give them the favor at the end of the adventure, but the cash instead.

Development: As the party leaves the tent, they are being watched by Slavos Northwind, an Iuzian spy who will attempt to see through any disguises that the players have. The spy has previously cast *detect magic* and will automatically notice the Swan tattoo if it is on one of the characters. The check to notice the spy is an opposed Spot versus Hide roll, with the spy getting a +5 Circumstance modifier for “blending in with the crowd.”

Slavos Northwind: Male human (Oer), hp 40, Hide +22, Spot +14; see Appendix 1.

Tactics: Should the heroes notice the spy, he will send his shadow after the lead hero or animal with orders to delay the party for a round. After the one round, the shadow will flee into the ground. This should allow the spy enough time to find some shadows to hide in. He will then cast a *minor image* of himself fleeing down the road to Sarresh. The spy will try to disappear into the crowd and thence into the scrublands. He is not interested in fighting at all.

If they catch the spy, he will only say that he is working for a man named Ruvash and was paid to look for them. He will try to plead that he is no one important. He will offer the heroes all his money to let him go.

Development: Proceed to Encounter 2 unless one of the events listed below occurs. If one of the below events occur, go to Encounter 3.

- The spy sees them for who they are and anyone in the party has a WCI score of Malcontent or higher.

- A party member has the Swan tattoo from the county of Urnst (from URC3-08 *Winds of Change*), showing that they are loyalists to the Countess.
- They are showing a holy symbol other than Iuz's on their person.
- They capture the spy and then let him go after listening to his story.

Troubleshooting: There are several ways that this encounter could go wrong. The first is that they never go into the tent of Madame Sonya. If it looks like they are going to leave the encampment without visiting the tent, have the guard approach them and offer the services of Madame Sonya to read their fortune. If necessary, have him imply that Madame Sonya has seen dire portents in the lake and wishes to warn them.

The second way that things might go wrong is if someone at the table detects as evil or has some powerful necromantic artifact. Madame Sonya will not trust this person and will not deal with the character at all. However, Madame Sonya has no way of tracking the characters after they leave camp. They are welcome to do the mission with the party. They will not get Madame Sonya's pay or favor at the end of the mission, as they weren't there.

The third way things might go wrong is if someone attacks the Veth or her assistants. This includes mind control effects that are detected. In this case, the adventure is over (assume that the Rhenee get away). You should note that the character has received the Enmity of the Redplanks in the notes section of the AR and contact the triad.

If the characters wish to use transportation magic, note that Encounter 2 happens before the characters have a chance to relearn spells for the new day. Nevertheless, some parties will have these spells memorized. In that case, if the spy has noticed the characters in Encounter 1, then he will report to Ruvash. Ruvash, when they don't show up, will have the temple of Iuz cast a divination to find out where best to meet the party. Due to this divination, Ruvash and his barbarian orcs (from Encounter 2) will be waiting to ambush the characters just before they return to the Veth at the end of the adventure.

In effect, move encounter two to the end of the adventure. Should the characters find some way of getting back to the Veth that Ruvash can't track, then they simply do not get experience for that encounter. They are still hunted by Ruvash and get that on the AR.

If the characters use powerful divinations, here are some sample results:

- *Scry, greater scry.* If Xuv fails his Will save, the scryer will notice that Xuv is badly beaten and sitting

in a dark place on a filth encrusted floor. Most of the time he is unconscious. If scried long enough, the scryer may notice several ogre children move through the sensor. They may hear a female voice singing a lullaby.

- *Sending:* if they try a *sending*, then he can tell them (in Giant): ***"They destroyed our village. We have been captured. No food or drink. They beat us, but Trigo and the others are dead. Only Friga and..."***
- *Find the path:* Will point towards the Rift Canyon. As Xuv is in Gask's cave at this point, it would point towards the scene in Encounter 7 or 8.

Encounter 2: A Friend in Need

Within a half a day of leaving the relatively fertile Artonsamay river valley, you have left behind all significant greenery. Gradually the trees peter out to be replaced with scrubby cedars and sagebrush. The weather, while hot, is dry, which makes it cooler, but makes it more noticeable that you haven't seen any water for several hours.

Nonetheless, you make camp in an inviting little ravine, sheltered from any prying eyes.

Allow the characters to set watches if they wish, and prepare for the evening:

Sometime near midnight, the stillness of the night is shattered by a horrifying scream from off to the north of you.

Keep track of rounds here, as the nomads being attacked will all be dead in 10 rounds if the characters do not get there to help.

All APLs

Redfox Elderly nomads (10): Male human (flan) Com2, hp 6.

Redfox nomads (10): Female human (flan) Com 1, hp 3.

APL 4 (EL 6)

Ruvash Bloodarrow: hp 20; see Appendix 1.

Orcs (10): hp 5; see *Monster Manual* page 203.

APL 6 (EL 8)

Ruvash Bloodarrow: hp 31; see Appendix 1.

Orcs (12): hp 5; see *Monster Manual* page 203.

APL 8 (EL 10)

Ruvash Bloodarrow: hp 42; see Appendix 1.

Orc Bbn2 (12): hp 22; see Appendix 1.

APL 10 (EL 12)

Ruvash Bloodarrow: hp 53; see Appendix 1.

Orc Bbn4 (12): hp 39; see Appendix 1.

APL 12 (EL 14)

Ruvash Bloodarrow: hp 64; see Appendix 1.

Orc Bbn6 (12): hp 62; see Appendix 1.

Tactics: Ruvash will target humans preferentially, and spell casters and lightly armored foes first with his ranged attacks. Note also that he has several precasts upon himself when the battle is joined. The orcs will rage and charge, with four staying behind and chasing down nomads and killing them. Assume that the orcs left behind kill a total of two nomads per round if not stopped.

If more than seven of the orcs are down, Ruvash will flee into the darkness. He has drunk a potion of *darkvision* prior to the combat, so if that is still operative, he can move at full speed. Note his ranger abilities: if only a few of the party chase after him and Ruvash feels that he can turn and kill his pursuers, then he will.

Should Ruvash escape, the party will get Hunted by Ruvash on the AR at the conclusion of the adventure.

About a minute after the orcs are defeated, the party will hear the sounds of horses approaching the campsite. Read or paraphrase the following:

A group of nomads in colors similar to those of the campers come galloping out of the darkness, their horses lathered with hard riding. Some of the nomads have tied to their lances the severed tails of several worgs. The nomads look surprised to see you in their campsite. One man, approaching middle age, raises a hand in salute and walks his horse towards you. "You friend or you enemy?" he asks as he walks his horse towards you.

This is Furthan Redfox, leader of the clan Redfox. Characters that played BDK4-02 *Trouble at Centaur Mesa* will immediately recognize him. And he will recognize them if not in disguise. Have Furthan also make a Spot check at this point against any disguised character that is outlawed by the Rift Barrens Nomads (from BDK3-03 *Trouble at Baco Canyon*).

If any of the nomads survived, he will welcome them gratefully and thank them for saving his people. He can explain that their party was attacked earlier in the late afternoon by a party of worg riders and his men went to chase after them to make sure that word of their presence in this section of the barrens didn't make it back to the

military authorities at Wraithkeep (called The Castle of Shadows by the nomads). The guards that he left behind with the non-combatants were overwhelmed early in the assault and their dead bodies can be seen in the campsite.

If there is an outlaw in the party, he will inform the other party members that while in accordance with nomadic custom he should try to apprehend or kill the outlaw, in light of the actions of the party of saving his people, he will "forget" that he has seen the outlaw until tomorrow at noon. He will pointedly NOT talk to the outlaw. If asked, he will tell other party members how that the outlaw is convicted of looting the tomb of the founding hero of the nomadic tribes and is under a sentence of death. Proceed to Encounter 5.

Should the party descend into violence against the nomads, the warriors will each try to ride by and grab one of the commoner women and flee into the barrens. Warn them that they are preparing to slaughter helpless civilians and that this is an evil act. Should it come to combat, see the stats for the nomads as listed in Encounter 4.

Should they attack the nomads, and any nomad gets away, you should write in the play notes section that they are outlawed by the Rift Barrens Nomads and should report the action to the Triad.

If there is no outlaw in the party, then Furthan will ask what brings them out into the barrens. If the party mentions that they are going to the Rift Canyon, then he will act surprised.

"Why do the men of the city wish to go to the great canyon? Surely this is not the way to the city on the Spire."

A Knowledge (local: Iuz Border States) check, DC 10, will understand this to be Riftcrag. Furthan is a little worried that word has gotten out about the nomadic tribe's way into the canyon. If the party is up front about the map given by the Redplanks and show it to him, he will study it then say:

A small smile breaks over his face for a moment as he looks at the map. "You will never get horses down THAT trail." He hands you back the map. As you have done me a favor, so I can do you one in return. There is another way into that portion of the great canyon. We will travel that way tomorrow and I will show it to you if you will promise that this remains a secret between you and us."

Furthan Redfox: Male human, hp 39; see Appendix 1.

Rift Barrens nomad horseman (10): Male human, hp 21; see Appendix 1.

Light warhorse (11): hp 22, see *Monster Manual* page 274.

Development: If the party agrees to keep the secret, then he will show them the way down. Proceed to Encounter 5.

Encounter 3: The Bounty Hunter

Only run this encounter if you did NOT run Encounter 2.

Your second day of traveling has you getting more and more off the beaten track. The last farmhouse you saw was yesterday afternoon and the terrain is a hilly scrubby land that looks as if only sheep or goats could thrive upon.

Have the characters make Spot checks versus Ruvash's Hide check. Give Ruvash a +5 Circumstance modifier for the thick underbrush. Those who make the Spot check will notice him about to step out onto the trail about 40 feet in front of them (this 40 feet is a winding trail, so no charging without a special feat to allow changes in direction).

Depending upon the party's actions, you might not get to read the following:

You have traveled down into a steep ravine containing thick, waist high underbrush and the first water that you have seen all day, when a man steps out of the brush ahead of you, his bow strung and an arrow knocked. With a sneer he says, "Stop right there, scum, and drop your weapons." He then lets out a piercing whistle.

The whistle is the signal for his band of orcs to pour out of the cave to the left of the ambush site (see DM Map #1). They will use their first round to take up positions fanning out in a semi-circle around the party (consider this a surprise round). Three of the orcs will move to position themselves between Ruvash and the party. If the party attacks immediately, then they might be able to get to Ruvash before the orcs get in the way (such as by playing the Feign Surprise card). A Knowledge (local: Iuz Border States), DC 15, will recognize that there are a mixture of tribal symbols on the orcs, with a couple of Bonefist legion deserters, several Bluff Hills tribes and even one from a Phostwood tribe.

Ruvash will demand their surrender. He will also command his orcs to target any hero that starts to cast a spell. If the heroes do not make any aggressive moves, he

is willing to talk for a minute, as that allows his orcs more time to find the best place to pepper the heroes and then charge down upon them.

Things he is willing to tell them:

- He is Ruvash Bloodarrow, the best bounty hunter in the northern Flanaess.
- He will take them back to the authorities and collect the bounty.
- He doesn't care whether he takes them back alive or dead. Dead is actually easier to transport.

If the characters negotiate: Ruvash can be bought off for (300* APL) gp or 5 times the sum of the bounty on all the characters due to their WCI score according to the BKMG, whichever is larger. He will start at 1000 times the APL, but with a successful Diplomacy check, DC 25, he will knock that down to the lower amount. If the players refuse to roleplay the argument with Ruvash, then give them a -5 Circumstance modifier on the Diplomacy check. He will also take magic items worth that much if they are something that might be of use to a ranger (*boots of elvenkind*, a magical bastard sword, *amulet of natural armor*, etc.).

The key for Ruvash is to get the players to either surrender or pay up, as he can guess that his orcs are going to get butchered by the heroes. This gives him an incentive to accept the cash. He is not a fearful person, however, and feels that he and his orcs can take down the heroes if they have to, albeit with heavy losses. As the DM, talk it up like it is an overwhelming encounter if the table seems to be one that is a little fearful.

APL 4 (EL 6)

Ruvash Bloodarrow: hp 20; see Appendix 1.
Orcs (10): hp 5; see *Monster Manual* page 203.

APL 6 (EL 8)

Ruvash Bloodarrow: hp 31; see Appendix 1.
Orcs (12): hp 5; see *Monster Manual* page 203.

APL 8 (EL 10)

Ruvash Bloodarrow: hp 42; see Appendix 1.
Orc Bbn2 (12): hp 22; see Appendix 1.

APL 10 (EL 12)

Ruvash Bloodarrow: hp 53; see Appendix 1.
Orc Bbn4 (12): hp 39; see Appendix 1.

APL 12 (EL 14)

Ruvash Bloodarrow: hp 64; see Appendix 1.
Orc Bbn6 (12): hp 62; see Appendix 1.

Tactics: If the characters fight, Ruvash will target humans preferentially, and target those that look like spellcasters first. He will make sure that some of his orcs are standing between him and the party and will call the orcs to him if necessary to protect him against the fighters in the party. He will leave the fighters to the orcs and plug away at the lightly armored foes until he runs out of humans, elves and dwarves. Remember that Ruvash has the Improved Precise Shot feat at some APLs, allowing him to ignore cover.

The orcs' morale will break when: half of their numbers are down, or when one quarter of their numbers are down and Ruvash is defeated.

If the party is defeated, Ruvash will attempt to stabilize any of the party members that are not dead to sell to the Temple Grimacing. At this point, their gear is taken from them. Go to the section titled "Should the party surrender or are defeated in combat."

If it comes to a fight and Ruvash and his orcs are defeated, the heroes will find several parchments on his body with sketches and names of the characters. They will also find a note scrawled on a piece of paper that says "they just left camp heading away from the river".

Should the party surrender or are defeated in combat:

The PCs are stripped of their possessions, bound, manacled, gagged, and then loose garrotes are looped around their throats and they are slung over the backs of orcs. Spellcasters are then knocked out. Mention about how that they are continuously watched for any suspicious movements. You can torture them with descriptions of what is happening to their possessions if you wish. If the characters figure out a way to escape, then they either continue without possessions or they fight (see above for what to do if there is a fight).

The night of captivity was one of the worst of your life. The orcs taunted you with grisly tales of torture, you had to watch as your possessions were taken from you, and you were mercilessly beaten every time you stumbled or tried to talk. The bonds around your wrists and the gags in your mouth chafe horribly and smell worse. As morning gets ready to dawn, the orcs make camp near the Artonsamay and you gratefully drop to the ground, exhausted.

The next thing that you are aware of is the sounds of screaming orcs, as a group of about forty Rhenee men swarm up from the river, their darkhas making quick work of any orcs who stand and fight. Ruvash is nowhere in sight.

The battle is over within seconds. You see Madame Sonya walking up from the river. She motions to the men to untie you and says to you, "I

hope that it does not bode ill for my selection that you have allowed yourself to be caught. I give you your life back; now succeed at what I asked of you."

The players get their possessions back. The party will get Hunted by Ruvash Bloodarrow and Debt Owed to the Veth on the AR.

Encounter 4: The Rift Barrens Nomads

This encounter follows Encounter 3. If you ran Encounter 2 then skip to Encounter 5.

Three days of travel get you well into the Rift Barrens. The vegetation has gotten progressively sparser, and you haven't seen any water since the place where you were ambushed by the orcs. The land is as flat as a calm day on the Nyr Dyv, or at least seems so until you get to one of the innumerable gullies that seem to crisscross this landscape.

From across the plains you can see a cloud of dust approaching your party. As the cloud gets closer, you can see that they are horsemen.

Allow the characters to react here. Some members of the party could be outlawed by the nomads and might need to do something to disguise themselves. Recall that a Disguise check takes an average of 20 minutes, which they don't have. Should the characters attack the nomads, the horsemen will flee into the barrens. Proceed to Encounter 5.

A Knowledge (Local: Iuz Border States) check, DC 15, will recognize them as Rift Barrens nomads. A Knowledge (nobility and Royalty) check, DC 20, will recognize them as wearing the clan colors of the Redfox clan. You may substitute a Bardic Knowledge check at a -5 DC for these knowledge skills.

The party appears to be a group of about 10 horse archers dressed in distinctive patterns as if they were some sort of heraldry. The main group stops about 1000 feet away from you with bows out and arrows knocked, while an older man pulls out a spy glass and looks you over. He is riding what is obviously, even to someone raised in the city, an exceptionally fine spotted horse.

This is Furthan Redfox, leader of the clan Redfox. He is out in this direction because a group of orcs attacked a group of his women and old men a week ago and he is looking for vengeance. Note that this is the same Furthan

who was featured in BDK4-02 *Trouble at Centaur Mesa*. Any character that played that adventure will automatically recognize him.

Should the party make any threatening moves then the nomads will flee at top speed into the barrens.

If any member of the party is recognized by Furthan as being outlawed:

Remember that he was at there when the attack against the conclave occurred, and helped preside in the trial to convict those who defiled Tulosh's tomb (detailed in BDK3-03 *Trouble at Baco Canyon*).

If he recognizes one of the party as outlawed, Furthan will say something to one of the other nomads, who will tie a cloth to a spear and throw it in the direction of the characters, where it will stick in the ground. They will then gallop off.

When the characters advance on the spear, allow them a Bardic Knowledge, DC 12, or Knowledge (local: Iuz Border States), DC 20, to recognize the cloth as a symbol of outlawry. This cloth symbolizes the fact that the nomads recognize that outlaws are in their territory, but do not have the forces to destroy them YET. Emphasize that they have probably gone to get reinforcements and that time is of the essence.

Furthan Redfox: Male human Rgr7, hp 42, Sense Motive +10, Spot +12; see *Dungeon Masters Guide* page 121.

Rift Barrens nomad horseman (10): Male human Rgr3, hp 20; see *Dungeon Masters Guide* page 122.

Light warhorse (11): hp 22, see *Monster Manual* page 274.

If Furthan is satisfied that they are not outlaws, Iuz worshippers or government troops, then he will advance to them, holding out his hand in a gesture of friendship. When he gets close to the party, he will stop and call out to them:

“Why do those from the green lands come into the barrens?”

If they give him a plausible story that does not involve going into the Rift, or if he detects them lying, then he will wish them good luck and ride back to his men. They will leave. Proceed to Encounter 5.

If the party mentions that they are going to the Rift Canyon, then he will act surprised:

“Why do the men of the city wish to go to the great canyon? Surely this is not the way to the city on the Spire.”

A Knowledge (local: Iuz Border States) check, DC 10, will understand this to be Riftcrag. Furthan is a little worried

that word has gotten out about the nomadic tribe's way into the canyon.

If the party is up front about the map given by the Redplanks and show it to him, he will study it then say:

A small smile breaks over his face for a moment as he looks at the map. “You will never get horses down THAT trail.” He hands you back the map.

While Furthan obviously knows more than he is letting on here, he is reluctant to tell them the nomadic way into the canyon. Only a Diplomacy check, DC 30, will get him to reveal this secret. Diplomacy check modifiers:

- Favor of Shining Rock: -10
- Favor of Ovek Sparrowhawk: +5
- Access to the Bridle of Resistance: -20

Furthan hates the Sparrowhawk clan, so having the favor of Ovek Sparrowhawk indicates that they saved the Sparrowhawk. If someone has access to the *Bridle of Resistance* from (BDK4-02 *Trouble at Centaur Mesa*), then it shows that they did Furthan a big favor in that adventure and he is likely to help them.

If they fail the Diplomacy check, he will regret that he cannot help the characters and wish them good luck on their journey. He will offer to look after their horses after they go into the Rift, as they cannot possibly risk the horses on so perilous a journey. He is trustworthy and will return the horses at the end of the adventure.

If they succeed in the Diplomacy check, then he will offer to lead them to a safer path if they will swear not to reveal it to anyone else.

Encounter 5: The Descent into the Rift

If the heroes do not know about the nomad trail:

The trail marked on the map given to you by Madame Sonya was apparently made by mountain goats, as you can't imagine how anyone else could manage it. It soon becomes blindingly obvious that no horse could possibly survive the journey down this trail, and having a good supply of rope wouldn't hurt too badly.

If the heroes insist on taking their horses, then it will require a Handle Animal check, DC 20, to get the horse to even try. Then each horse must make 10 Reflex saves, DC 15. Each failure results in a sliding fall dealing 3d6 pts of damage. After each fall, a new Handle Animal check must be attempted at +2 DC for each fall to get the horse to continue. Animal companions are exempt from the

Handle Animal check, but you might mention to the player that they are risking the animal's life.

The heroes can make a Survival check, DC 10, or Knowledge (dungeoneering) check, DC 15, to recognize that armor will make this climb very difficult. Each hero will have to make 5 Balance checks on the way down. The DC is 10, but add 5 to the DC for each level of encumbrance above light. Therefore the DC for a character in full plate would be 20. This represents the places where the character has to stretch to the next handhold in ways that the armor was not designed to move. A character may add half of his ranks in climb to this check. This represents the fact that there are few good places to tie off a rope and that the amount of rope needed is over a mile long.

Each failed check results in a fall of 25 feet plus an additional 5 feet for every point over 5 that they missed the balance check. They are welcome to try to reduce that using their Tumble skill. For example: a character in full plate who obtained a 4 on his Balance check would miss the DC by 16. This character would fall 25 + 11(5) or 80 feet, dealing 8d6 damage.

If the heroes know about the nomad trail:

The nomads lead you quickly and safely through the wasteland that is the Rift Barrens toward the Rift Canyon. On the second day, Furthan points to a narrow cleft in the canyon wall and smiles at you. "Your map show this gully. You never get horses down that! I show you better way, horse friendly."

Looking down the cleft, you can tell that while mountain goats might enjoy the thrill, you would have had a lot of trouble getting yourselves down there in any armor without sliding all the way to the bottom of the canyon.

About an hour later, Furthan stops at another cleft in the canyon wall and says to you, "This way looks bad, but after the first little bit it is good for horses. Now we have returned the saving, you save us from orc, we save your horses from broken legs." With that, Furthan and his warriors wheel their horses and gallop off into the wastelands.

It is a relatively easy descent to the bottom of the Rift Canyon on this trail.

No matter which trail they take, read or paraphrase the following when they get down.

The towering walls of the sides of the Rift Canyon cast the floor of the canyon into perpetual gloom. Strange outcroppings of rock in fantastic shapes protrude from the walls of the sheer cliffs on either

side of you. It looks as though it is about a mile to the other side of the Rift at this point. Far above you, a faint patch of blue indicates the location of the world. To someone not born in the depths of the Oerth, the feeling of claustrophobia is hard to avoid.

Following the map given to you by Madame Sonya, you turn to the North, which seems to be "up", if such a thing means anything in the bowels of the Oerth. After walking for about an hour, an hour spent seeing no vegetation except for fungus and moss, you see the bones of an animal up ahead.

Allow the heroes to prepare themselves how they wish. When they get up close to the bones, allow them a Knowledge (nature) check, DC 15, to recognize the bones of that of a Tyrannosaurus Rex. A Heal check, DC 20, shows that it was ripped to shreds by some clawed attacker and that it was also burned. A Survival check, DC 10, will show that the moss in the area has been singed. A search of the head of the T-rex shows a single large red gold colored dragon scale impaled on one of its teeth. It is apparent that a titanic struggle took place here. A Survival check, DC 20, estimates that it was about a week ago.

A Search check, DC 22, will find several tracks of a huge dragon that suddenly end about 100 feet from the bones. A Knowledge (local: Iuz Border States) check, DC 12, will give them the information that there is rumored to be a Red Dragon in the Rift named Morginstaler.

A quick search of the T-rex bones shows that there is the skeleton of an ogre underneath the T-rex. On the body is a holy symbol. Knowledge (religion) check, DC 20, recognizes it as a symbol to Grolantor (CE intermediate deity of ogres) and a message. Give them Player Handout 2.

Encounter Six: The Scene of Slaughter

The last several hours through the gloom of the overhanging cliffs of the great canyon have been nerve wracking, with the feeling that at any moment a huge red dragon might swoop down upon you. Your companions seem to feel the same prickles on their skin, and everyone is a little irritable. For the last ten minutes you have smelled the scent of smoke coming from up ahead. Cautiously rounding a bend in the cliff wall, you see ahead of you a large cave opening with faint tendrils of smoke spiraling upwards.

Characters that make a Spot check, DC 25, will notice that there appears to be a body lying in the mouth of the cave. Characters that make a Survival check, DC 25, will

note that the smell of the smoke is not that of a campfire, but seems to be more of a burning building type of smell. A Knowledge (architecture and engineering) check or a Stonemasonry check, DC 15, will notice that these caves are not worked stone but appear natural.

When the party approaches, they will notice that the body is that of an ogre. A Heal check, DC 15, will note that the death seemed to be from a single knife wound in the back. A Heal check, DC 18, will approximate its death as happening about three days ago. The body (and all bodies found later on) has all been stripped of anything that might have the slightest value. A Search check, DC 13, will notice many sets of footprints leading in and out of the cave, almost all large humanoid. If they make DC 18, they will notice that the last sets of footprints are those made by medium-sized humanoids. These prints lead down the canyon for about 100 yards, where they stop at a rock cairn that smells of decay. On top of the cairn is painted in blood a holy symbol of a half blood drop. A Knowledge (religion) check, DC 12, will recognize this as the symbol of Erythnul. If they disinter the bodies in the cairn, they will see that they are all humans and half-orcs (approximately a dozen) dead for about three days and all stripped. Members of the Men of the Rift meta-organization will recognize the dead as Men of the Rift.

Once the PCs head into the cave, read the following:

Inside the cave is a scene of carnage. It looks as though there was once some sort of permanent structures here, although recently burned. In the back of the cave, you disturb a murder of crows who flap upwards from a pile of dead ogre bodies, cawing angrily at you. You notice that many of the bodies are those of females and very small ogre children.

A Heal check, DC 15, will notice that many of the ogres died of a single cut, as if executed. There are about 20 bodies in the pile. A Search of the structures notices one interesting thing: in one of the huts is a partially burned shrine wreathed with scorched and wilted moss flowers. A Knowledge (religion) check, DC 20, will recognize this as a shrine to Iallanis, lesser goddess of good giants, love, mercy and beauty.

If they Track the Men of the Rift, DC 10, they will notice that their tracks continue “up” the canyon along a rushing river. About an hour into the trail they may notice, with a Survival check, DC 28, that the tracks split in two, with one set going up a side canyon and the other set disappearing into the river. If they don’t make the Track check then they won’t notice the tracks going into the river. The group in the river doesn’t leave the river for quite a while, so it will take over 8 hours to find the exit point and even at this point it is going to be difficult, as

the rangers ahead are covering their tracks (Track check DC 28). The other tracks are much easier to follow and lead to the next encounter.

The trail eventually leaves the river and heads into a side canyon. The tracks are easy to follow and wind around through side canyon after side canyon in the perpetual gloom. You have traveled for two full days, although you probably haven’t covered more than 10 miles as the ghost flies. On the third day, you can see where the group you are following stopped to camp. From the signs they stayed here for several days, and then moved out not more than three or four hours ahead of you.

A search of the campsite here reveals another cairn, probably where those who died of their wounds were buried (excavation and a DC 15 Heal check will confirm this). A Search check, DC 15, on the cairn rocks will show that one of them has drawn on it a small symbol of a winged human silhouette. A Knowledge (religion) check, DC 15, will recognize this as the symbol of Phaulkon.

Assuming that the heroes continue to follow the trail, they will eventually hear the sounds of combat from up the canyon. When they get to where they can see what is going on, read the following:

Ahead of you is a large cave set into one of the canyon walls. A wide trail leads up to the mouth of the cavern. At the bottom of the trail are a group of ogres, who are fighting against a mass of lightly armored humans and half-orcs who are pressing them on two sides. The bottom of the cliff containing the trail is littered with the bodies of humans and ogres. A tall cloaked and cowled figure and a tall half-orc are directing the humans, while the ogres are being commanded by an imposing looking ogre with a spiked greatclub.

Heroes that are member of the Men of the Rift meta-organization will immediately recognize the humans as Men of the Rift. Other PCs may make a Bardic Knowledge check, DC 25, or Knowledge (local: Iuz Border States) check, DC 30, to recognize the badges worn as those of the Men of the Rift.

A Spot check, DC 20, will notice two amulets on the ogre commander. A Spot check, DC 25, will allow the **same** PC to make a Knowledge (religion) check, DC 20, to recognize the holy symbol of Grolantor (intermediate CE deity of ogres) on one of the Ogre leaders.

A Spot check, DC 25, will allow the **same** PC to make a Knowledge (religion) check, DC 12, to recognize

the holy symbol of Erythnul on a tall half-orc leader of the humans.

Detect Evil will detect evil on both sides.

Detect good will not detect good within range of the spell. (The only good character of any significance in the whole battle is Blegor and he is not currently in range of their spells).

Detect Magic will detect some faint conjuration auras on several of the combatants on both sides, the commanders are out of range.

Detect Thoughts will only get tactical “stay alive in combat” and “kill the enemy” type thoughts.

Development: If the PCs help the humans go to Encounter 7, if they decide to help the ogres, go to Encounter 8. If they do nothing, then the humans eventually win the combat, proceed to Encounter 7, but you will have to modify the boxed text.

Encounter 7: Viva La Humanity

Gogma, the leader of the ogre tribes, attacked the Men of the Rift and then retreated past one of Xuv's encampments. The Men of the Rift, led by Etroll the priest of Erythnul, attacked and slaughtered Xuv's people. Etroll returned to the main camp of the humans with his prisoners for sacrifice and returned with Blegor, (a half-dragon ex-slave) and his men to reinforce his own troops for the attack on the larger ogre encampment, which turns out to be the village of Gogma's lieutenant, Gask the Mostly Lucky. Gask has had plenty of warning about the troops and is giving them a hard fight when the heroes arrive.

This encounter is about choices and the dangers of stereotyping. While in the burned out village the ogres were good, here they are not. Who do they help? No matter who they help, they will find Xuv.

This encounter assumes that they help the humans, if this is not the case, then proceed immediately to Encounter 8.

With the battle so evenly matched, and with the participants having suffered fairly significant casualties, any significant effort by the heroes on either side will turn the battle. Whichever side the heroes help will win the battle. If time allows, let them slaughter some random NPCs to let them feel like they are getting to determine the outcome, but the outcome is a foregone conclusion when they commit. Run two or three rounds and then have the other side break and flee. Use as many of the following as necessary to give the feel of the battle. Try to make sure that Gask is not a viable target at this point, as the heroes will encounter him later in the adventure.

Wounded Ogre: hp 20, see *Monster Manual* page 198.

The effect of your help is obvious as, with a roar, the humans charge into the broken lines of the ogres, slaying left and right. The ogre commander suddenly breaks and flees into the cavern, which breaks the morale of the ogres completely. Ogre warriors start to stream away from the cave into the twilight gloom of the side canyons, trying to escape the battle. With a joyous shout, the Men of the Rift renew their attacks and make it to the top of the trail, where the last resistance is overwhelmed. The tall half-orc commander begins a chant of “slaughter, slaughter” as he leads his men down the side canyons after the fleeing ogres.

As the troops that remain rush into the cavern, the hooded commander of the humans comes towards you with his palm out in sign of peace. “Welcome, strangers. I thank you for your timely assistance. Why are you here?” He pulls back his cowl, and you see the face of a dragon looking back at you.

This is Blegor, one of the commanders of the Men of the Rift. He is a half-dragon (brass).

Blegor: Male half-dragon (brass), hp 109; see Appendix 1.

Blegor starts as indifferent to the party. If the heroes can make a DC 15 Diplomacy check, they can adjust his attitude to friendly and he can impart any of the following information that the players ask about.

If the party asks about the battle or about the other commander, Blegor will say:

“I am here with my men to help root out the ogres who are raiding our people. The commander of this force is Etroll, who will meet you when he returns from chasing the fleeing.” He gets a look of distaste on his face, and adds in a lower voice “He has a zeal for the killing which is quite strong.”

Things Blegor can tell them:

- He is a leader of the Men of the Rift. His men are all escaped slaves from the silver mines outside of Riftcrag.
- Etroll is a powerful priest of Erythnul.
- He owed Etroll a favor and needed his support in an internal matter of no consequence to this adventure, so mustered his men and joined with some of Etroll's to attack this group of ogres. The attack is in

retaliation for a raid on their encampments a month ago.

- There are four leaders of the humans in the Rift: Etroll, Blegor, Kensin (leader of the Erythnul worshipping Reyhu bandits who fled Steelbone Meadows) and Durrand, the overall leader of the Men of the Rift.
- He just wants out of this situation. He has had no direct contact with the outside world for 15 years.
- He trades weapons and armor for protection. Some of the slaves who escaped with him were dwarves and are excellent craftsmen and are quite happy with the deposits of minerals here. "His" dwarves made the suit of adamantine plate that he is wearing.
- His father appears to have been a Brass dragon, he never met him.
- He was captured early in the Greyhawk wars and sent to the silver mines. He refused to break and led a slave revolt with the help of his friends the dwarves. They fled to here, where Durrand gave them this cave and protection from Cranzer.

Eventually, one assumes that the conversation will revolve to Xuv and/or the Redplanks offer of trade with the Men of the Rift. If not, have Blegor bring up why they are here, as if he doesn't know it makes some of the rest of this encounter not make sense. If the heroes insist on lying about why they are here, then Blegor won't tell them about Xuv at the end of this encounter. Here is what Blegor will say about Xuv:

- He finds it hard to believe that an ogre would turn from its evil ways and embrace good, and to embrace Iallanis, the goddess of mercy and beauty just seems inconceivable.
- He has heard rumors of the ogres' silver mine, but doesn't know where it is.
- He will be glad to trade with the Redplanks, but in return, he wants a guarantee that the Redplanks will smuggle him out of the Rift if things get bad.

By this time, Etroll and his personal guard come in sight. When Blegor notices them, he looks a little nervous.

As you are talking, you see the tall half-orc returning with his personal guard. Blegor notices him also and says to you, a little nervously, "Here comes my fellow commander, Etroll. Do not antagonize him if you value your lives."

Etroll is covered in blood and gore, looking almost as if he had bathed in it. He has a look on his face of psychopathic contentment, which changes to suspicion as he spies you. He gives your equipment and persons a long look and you think you see just

the hint of envy in that look, before he breaks into a toothy smile and welcomes you.

"So, these are the heroes who helped us defeat the ogres. Well done, we must celebrate! Let us go to their lair and see what the great god of slaughter has left us." With that he turns and heads up the ramp, leaving a trail of bloody footprints.

A Knowledge (religion) check, DC12, will recognize the holy symbol on Etroll and his guard as that of Erythnul. Let the players react here. Etroll is amazingly in control, and will not rise to any but the most blatant provocation, as he has seen the heroes' battle prowess and doesn't wish to risk his guard. He covets the heroes' equipment and is jealous of their deeds on the battlefield, but will attempt to hide this so that he can act against them later on. Blegor will seem surprised by this restraint, but will mask it well and escort the heroes up into the cavern after Etroll and his troops.

Etroll: Male half-orc, hp 106; see Appendix 1

Etroll's guard (6), Male half-orc, hp 93; see Appendix 1.

Etroll, Blegor and his guards have partaken of the *heroes feast* before the combat (this is not taken into account in the stat blocks). Blegor has Empowered *vampiric touch* channeled into his spiked chain.

The ogre village was really no more than a collection of huts jammed up against the walls of the cavern. The men swarm over it, looting anything that looks valuable. There is a group of beaten ogres roped off in one section of the cave with guards around them. A lieutenant comes up to Etroll and says, "Lord, there are some ogre brats and two adults in a prison cave in the back. Should we put them with the others?"

Etroll shakes his head absentmindedly as he sizes up the ogres in the roped off area, then turns to you with a look of satisfaction on his face. "Excellent. We will stay here tonight, then return to camp and report to Durrand that we have slaughtered the enemy. You will come with us and explain what you are doing here. Let us now go see our other prisoners!"

The lieutenant leads the party to the prison cave, where they can see about 10 terrified ogre children and two badly beaten, unconscious adults. Characters that have played BDK3-03 *Trouble at Baco Canyon* will immediately recognize that one of the badly beaten ogres is Xuv. Etroll does not allow anyone to talk to the ogres and leads them back to the main cavern after leaving two of his guards at the door to the prison cave.

Etroll and his remaining guards will then go off to supervise the looting of the cavern and the division of

spoils. A Spot check, DC 20, will notice that there are guards placed at the entrance of the cavern. The PCs are free to roam about and talk with the Men of the Rift while they tend their wounds, divide their loot, prepare dinner, get bed rolls ready, etc.

Gather Information:

DC 2: Etroll just got back from killing Morginstaler, the great red dragon. Everyone is going tomorrow to his lair to loot it.

DC 5: Everyone is getting drunk tonight, because tomorrow we have to attack Cranzer's army.

DC 8: Blegor and Etroll don't normally get along and don't have much to do with one another. Blegor's men are mostly escaped slaves from the silver mines.

DC 10: The ogre commander seems to have escaped out a tunnel in the back of the cavern. They know him as Gask the Mostly Lucky, since he always seems to get away from them. A troop of men followed him and haven't returned. There must be a back way out, but they haven't found it.

DC 15: The beaten up ogres were found in a makeshift jail in the back of the cave along with some ogre children.

DC 20: The ogres will eventually be sacrificed to Erythnul.

The heroes aren't allowed to talk to the ogres on the orders of Etroll. If the heroes somehow manage to get in to see the other captive ogres, then they will find Xuv and Friga. See Encounter 9 for what they know. Talking with Blegor, the PCs can find out the following:

- He is willing to trade with the Redplanks if asked. His dwarves have access to adamantine but need other supplies to help increase production.
- He wants assurances that the Redplanks will agree to smuggle him out of the Rift if things get bad.
- His father was apparently a brass dragon, although he never met him. His mother was a Suel woman who lived by the Ritensa River before the wars.
- He was captured early in the war and sent to the Garusk'ka silver mines when he wouldn't work for Old Wicked. He led a slave revolt and escaped with the slaves into the Rift, where he lives under the protection of the Men of the Rift.

Some results of magical investigation:

Detect evil will detect faint evil on all of the ogres in the roped off area, several of the ogre children and several of the troops. Etroll's guard detect as moderate evil.

Detect good will detect good on Blegor, Xuv and Friga. Some faint good aura on some of Blegor's men.

Detect magic will detect on Blegor, Etroll and Etroll's guards. See Appendix one for details. In addition, there is

faint conjuration magic on several of the troops that is consistent with curing potions.

If the heroes try to leave, remind them that it is late and that they have been told that they will meet with the leaders of the Men of the Rift tomorrow. If they persist, they will find that they are turned back at the cave entrance by another half-dozen of Etroll's personal guards. Preparations for a feast are going on, with a squad of cooks taking the supplies looted from the village to make a huge buffet. Some of the troops have already found some liquor and are getting rowdy drunk. There are several fights going on around the cavern.

Allow the characters to plan a rescue of Xuv and his band. Characters that wander around can gather information and learn the information earlier in this encounter. A quick investigation reveals that these back passages are guarded by a couple of rather in-attentive soldiers. If the players do not come up with their own creative way of escaping, then continue on to the meeting with Blegor.

Troubleshooting: Some parties will try to escape from the cavern in this interim, thinking that they need to find Xuv. In this case, have them run across Tikla, a wounded ogre of Xuv's tribe, outside in the Rift who is keeping watch on the cavern. This ogre does not care that the heroes helped to slaughter Gask's tribe (they were his enemy too), and will tell them that he is watching out to see whether he can find out what happened to Xuv, as he saw them captured by Gask and taken into the cavern, but never taken out. This should alert the players that they have missed Xuv and that he is still in the cave. This ogre can show them the back way in to the cavern that Gask used to escape without alerting Etroll's guards.

Tikla: Male ogre, hp 16, Chaotic Neutral; see *Monster Manual* page 198.

Timeline:

10 pm: The majority of the troops are passed out drunk in the encampment. The guards are still alert at the entrance.

11 pm: Blegor will come to warn the party about the assassination attempt by Etroll. Warn them to escape.

2 am: Etroll will show up with his men to kill the party.

If the party has not left by 11 pm, or looks like they are going to spend the night here, read the following:

Most of the camp is passed out drunk by the time that you are settling down for the night. With a slight popping sound, Blegor suddenly appears in the room next to you, hidden from view of the sentries that are

outside your camp. He motions for you to come closer and then whispers, "You are in great danger. I overheard Etroll discussing with his men how they plan to kill you tonight while you sleep because you are too attractive and rich. You must escape." He takes a quick look out the doorway and then adds, "The one you are looking for, this Xuv, is one of the prisoners. Do you wish to free him also?"

Blegor is willing to take some small risk for the heroes if they will promise him that they will try to arrange with the Redplanks for an escape route if he needs it.

- He can arrange for a distraction at the entrance on the heroes' signal. He will make it appear that there is an attack on the camp coming from down the canyon (if the heroes have some other plan, go with that).
- He assumes that the ogres know the back way out, the way that Gask used to escape.

When the signal is given:

There are suddenly alarms ringing in the front of the cavern, as it appears that an attack on the encampment has begun. Those troops who are not too drunk to stand, rush to the front of the cavern and start forming lines of battle. Now is your chance!

When they arrive at the prison cave, the PCs discover that Xuv and Friga are quite happy to escape and Xuv is gratified that the heroes really did respond to his plea (assuming of course they give him a quick healing to get him conscious). If Xuv is not conscious, someone is going to have to carry him, he weighs 625 pounds.

- He insists that the children go with them, since otherwise they will be killed.
- He quietly talks with one of the children who knows the back way out.

Xuv: Male ogre, hp 139 (currently -5); see Appendix 1.

Friga: Female ogre, hp 62; see Appendix 1.

Ogre child (15): Medium giant, HD 2d8+5, hp 14 (currently 7); see *Monster Manual* page 198 modified as follows: -8 Str, +2 Dex, -4 Con, -2 Natural armor, +1 size modifier to AC, does not have the Weapon Focus (club) feat.

Development: Gask fled the combat out the same back door, but has hung around trying to figure out how to get in and re-capture Xuv, who he figures to use to restore his position with either Gogma or Cranzer. In the cave about a minute away from the exit is an *alarm* spell tied to Gask, which silently tells him that someone is coming. He

therefore starts prepping himself by casting his long duration buff spells including his potions of *barkskin* or *owl's wisdom*.

There is a second *alarm* in the cavern about 50 ft. from the entrance. When that goes off, he will cast *invisibility purge* and hide behind some rocks to the side of the entrance ready to ambush the characters. Gask has just finished praying to Grolantor for new spells and so has a full complement of spells for this encounter.

APL 4: (EL 7)

Gask the Mostly Lucky: hp 80; see Appendix 1.

APL 6 (EL 9)

Gask the Mostly Lucky: hp 107; see Appendix 1.

APL 8 (EL 11)

Gask the Mostly Lucky: hp 124; see Appendix 1.

APL 10 (EL 13)

Gask the Mostly Lucky: hp 141; see Appendix 1.

APL 12 (EL 15)

Gask the Mostly Lucky: hp 158; see Appendix 1.

Note: Be sure to familiarize yourself with Gask's amulet before the combat starts, as it may have a dramatic effect upon the outcome of the battle.

Tactics: Gask fights mean and dirty to kill the PCs and to re-capture Xuv. He knows his life is worth little now that his tribe has been decimated, unless he can bring Xuv before Gogma or Cranzer, so he fights to the death. He targets the PCs before targeting anyone else.

Getting the Ogres Involved: Xuv and Friga want to protect the ogre children, above all else. However, Xuv knows that this might be their only chance to get away. If 4 of the PCs are unconscious, immobilized, helpless, or dead at the same time, Xuv (if conscious) will attack Gask (probably using a downed PC's weapon with the standard -2 to hit weapon size-difference penalty), regardless of how many hit points he has. If 5 PCs are out of the fight then Friga enters the fray, attempting to heal/stabilize PCs. If all six PCs are down, then the ogre children join in the fight (after all, they are ogres). If all of the PCs are down and the ogres win the fight, the PCs receive half experience for this encounter, but the ogres carry them to safety.

Encounter 8: The Prevention of Ogrescide

Gogma, the leader of the ogre tribes, attacked the Men of the Rift and then retreated past one of Xuv's encampments. The Men of the Rift, led by Etroll the priest of Erythnul, attacked and slaughtered Xuv's people. Etroll returned to the main camp of the humans with his prisoners for sacrifice and returned with Blegor (a half-dragon ex-slave) and his men to reinforce his own troops for the attack on the larger ogre encampment, which turns out to be the village of Gogma's lieutenant, Gask the Mostly Lucky. Gask has had plenty of warning about the troops and is giving them a hard fight when the heroes arrive.

This encounter is about choices and the dangers of stereotyping. While in the burned out village the ogres were good, here they are not. Who do they help? No matter who they help, they will find Xuv.

This encounter assumes that they help the ogres, if this is not the case, then proceed immediately to Encounter 7.

With the battle so evenly matched, and with the participants having suffered fairly significant casualties, any significant effort by the heroes on either side will turn the battle. Whichever side the heroes help will win the battle. If time allows, let them slaughter some random NPCs to let them feel like they are getting to determine the outcome, but the outcome is a foregone conclusion when they commit. Run two or three rounds and then have the other side break and flee. Use as many of the following as necessary to give the feel of the battle. **Try to make sure that Blegor or Etroll are not viable targets at this point.**

Wounded Half-orc Bbn5: Male half-orc, hp 30; see *Dungeon Master's Guide* page 112.

Etroll: Male half-orc, hp 106; see Appendix 1.

Etroll's guard (6): Male half-orc, hp 93; see Appendix 1.

Blegor: Male half-dragon (brass), hp 109; see Appendix 1.

Etroll, Blegor and his guards have partaken of the *heroes feast* before the combat (this is not taken into account in the stat blocks). Blegor has an Empowered *vampiric touch* channeled into his spiked chain.

Note: If any of the PCs are Men of the Rift, they will be recognized by their brethren (assume a collective total of +15 to their Spot checks, roll once against the PCs Disguise check). If recognized, the gain Enmity of the Men of the Rift.

The effect of your help is obvious as, with a roar, the ogres charge into the broken lines of the humans and half-orcs, slaying left and right. The tall half-orc commander suddenly breaks and flees away from the combat leaving his cowed sub commander to be overwhelmed by the forces against him. Their morale broken, the humans and half-orcs start to stream away from the cave into the twilight gloom of the side canyons, trying to escape the battle. With a joyous shout the ogres renew their attacks, and make it to the bottom of the trail, where the last resistance is overwhelmed. The humans fleeing down the side canyon are being chased by the jubilant ogres.

The commander of the ogre band, with about twenty of his guards, advances towards you, a look of psychopathic contentment on his face, which changes to suspicion as he spies you. He gives your equipment a long look, and you think you see just the hint of envy in his eyes, before he breaks into a toothy smile and welcomes you.

"You help us. We not know why, but it is good, otherwise we would kill you also. I am Gask the Lucky, invincible warrior of great god. As payback, we let you have all the human you want for food. Have you come from Cranzer for the weak one? You not worry, we have him for you! Let us see what the great god has given us on the battlefield. We must celebrate!" He motions for you to follow him and heads up the ramp, leaving a trail of bloody footprints.

A Spot check, DC 15, will notice a holy symbol on Gask. A Knowledge (religion) check, DC 20, will recognize it as the symbol of Grolantor (intermediate CE deity of ogres). There is another amulet also around his neck that does not appear to be a holy symbol.

It is possible that the heroes will realize that they have made a mistake at this point but, even if they don't, make it clear that this is probably an overpowering force that they are facing and that it might be unwise to provoke them. Should they insist:

All APLs (EL 17+)

Gask the Mostly Lucky: by APL, see Appendix 1.

Ogre Bbn4 (21): hp 79; see *Monster Manual* p.199.

Assuming that they follow Gask and his minions, read the following. If they flee at this point, see **Troubleshooting** at the bottom of this encounter:

The ogre village is really no more than a collection of huts jammed up against the walls of the cavern. The ogres are busy piling up loot from the battle in a large pile in the center of the cavern. You see several ogre

females who are preparing the dead for burial rites. There are two groups of prisoners in a small room in the back of the cave, both heavily guarded. One is a group of ogres, two badly beaten adults and about fifteen children. The second is a small group of warriors from the combat. Most of the warriors are roughly tied up and gagged, with several of the prisoners unconscious. As you watch, the ogres start stripping the Men of the Rift of their gear. There is a gasp that goes up from the crowd as the last of the warriors is revealed to look like a dragon! Gask sizes up the prisoners with a look of satisfaction then turns to you.

If the players have gone along with Gask's suggestion that they are from Riftcrag then he will say (even if he made his Sense Motive check and thinks they are lying):

"We have done well today. You can tell your master in Riftcrag that Gask is smart ogre. We first get Riftmen to kill Xuv's people, then we fool them to attack us so we can kill them too. Now we also capture Blegor. We collect big ransom this time!" At this point he does something that can only be called an "Ogre Victory Dance", and it's something you hope you never have to witness again.

If the players gave some other excuse, then Gask says:

"We have done well today. We feast tonight over the victory. You stay here as guest of Gask. You can tell us why you help us instead of humans after meal. Then we see if we kill you also. Maybe you become dessert!" With that, Gask starts laughing, and his men laugh so hard that tears stream down their eyes.

Characters that have played BDK3-03 *Trouble at Baco Canyon* will immediately recognize the beaten male ogre as Xuv.

Characters that are members of the Men of the Rift meta-organization will recognize the dragon as Blegor, a leader of the Men of the Rift.

Gask and most of his guards will then go off to supervise the division of spoils. A Spot check, DC 20, will notice that there are guards placed at the entrance of the cavern. The prisoners are then herded off into another side cavern and a guard is placed there.

The heroes aren't allowed to talk to the prisoners on the orders of Gask. If the heroes somehow manage to get in to see the other captive ogres, then they will find Xuv and Friga. See Encounter 9 for what they know.

Some results of magical investigation:

Detect Evil will detect faint evil on several of the ogre children, as well as several of the Men of the Rift troops. Gask's guard detect as moderate evil.

Detect Good will detect good on Blegor, Xuv and Friga.

Detect Magic will detect on Gask and Gask's guards. See Appendix one for details. In addition, there is faint conjuration magic on several of the troops that is consistent with curing potions.

If the heroes try to leave, they are turned back at the cave entrance by some of Gask's personal guard. There indeed, preparations for a feast going on, with a squad of cooks taking the supplies looted from the battlefield to make a huge feast. Some of the ogres have already found some liquor and are getting rowdy drunk. There are several "friendly" fights going on around the cavern.

Troubleshooting: Some parties will try to escape from the cavern in this interim, thinking that they need to find Xuv. In this case, have them run across Tikla, a lone wounded ogre who is keeping watch on the cavern. This ogre will tell them that he is watching out to see whether he can find out what happened to Xuv, as he saw them captured by Gask and taken into the cavern, but never taken out. This should alert the players that they have missed Xuv and that he is still in the cave. This ogre can show them the back way in to the cavern. Start with the boxed text below at the sentence that begins "Tikla leads you...".

Tikla: Male ogre, hp 16, Chaotic Neutral; see *Monster Manual* page 198.

Timeline:

10 pm: The majority of the troops are passed out drunk in the encampment. The guards are still alert at the entrance.

12 am: Tikla will come to warn the party about the assassination attempt by Gask. Warn them to escape with Xuv.

2 am: Gask will show up with his men to kill the party.

The feast was long and vulgar. Ogre humor is crude, even by half-orc barbarian standards, and not very funny to your more refined tastes. While the bread is edible, you aren't sure as to what type of animal or humanoid the meat comes from. You also learn that there is no word for vegetable in the ogre language.

As the night goes on, more and more of the ogres pass out from excessive drinking, usually to be dragged off by the ogresses in attendance. Gask regales you with long stories of how he arranged for the Men of the Rift to attack Xuv's village. Several

times during the meal he asks you for trinkets and shiny items that you have on your persons.

If the party refuses to give him the trinkets (have him ask for things like amulets, circlets, brooches, jewelry, headbands, etc.) then he will get more and more morose as the night goes on. He will try to hide this (his Bluff versus their Spot).

Most of the camp is passed out drunk by the time that you are settling down for the night. A few minutes after you arrive at your assigned sleeping chamber, there is a scratching sound from the back wall of the room. A faint voice says, "I am friend. Do not hurt and I will help you." With a slight scraping sound, a slightly hunchbacked ogre opens a panel in the wall and enters the room, hidden from the view of the sentries that are outside your camp.

He motions for you to come closer, then whispers "You are the ones here to save the great Xuv? You are in great danger. I hear Gask talking about how they kill you tonight. If I get you to Xuv, will you save him and his people?"

If they agree to rescue Xuv, he will tell them how to escape out the secret back door after getting Xuv. He can tell them that the back way isn't guarded tonight, as the guard is passed out drunk.

Tikla leads you through a series of dark passages until you see a dim light up front. He points towards the light. "Xuv and Friga are through there. The guard should be drunk and sleeping if what I gave him worked." He looks at you earnestly, "You help them and make them safe or Tikla find you and kill you all." He points at his deformed shoulder, then adds "People like me need to know that there is place for us where we not spit on." With that he squeezes past you and goes down a side passage in the rock.

When the heroes advance, read the following:

Looking through the crack, you can see a sleeping ogre in front of a door. A ring of keys are on the guard's belt.

When they get the keys, they have no trouble opening the door. If, for some reason, they think it's a trap, and they just want to pick the lock, the DC is 30.

Even from the doorway, the stench of unwashed bodies is almost overpowering. Looking in, you can see in the dim light almost twenty emaciated and badly beaten ogres lying in their own filth. Most of

them are children. One of them, a female, is chanting what sounds like a lullaby to the others in the Giant language. On the other side of the room are three dejected looking humans sitting next to what looks like a cross between a dragon and a human.

Characters that understand Giant will recognize it as a song about the beauty of the sunrise in the hills. This is Friga, priestess of Iallanis. Xuv is one of the other captured ogres and is currently unconscious from a severe beating that he took trying to lead an escape attempt as the battle started. He is currently at -5 hp (non-lethal), with 65 pts of real damage. Blegor volunteers to carry Xuv if the PCs do not wish to heal the ogre at this time.

Any character that has played BDK3-03 *Trouble at Baco Canyon* will recognize Xuv as one of the unconscious ogres on the floor.

Xuv: Male ogre, hp 145 (currently -5); see Appendix 1.

Friga: Female ogre, hp 57; see Appendix 1.

Blegor: Male half-dragon (brass), hp 115 (currently 3); see Appendix 1 (Blegor has no equipment if found here).

Men of the Rift (3): Male human Bbn3, hp 28 (currently 14); see *Dungeon Masters Guide* page 112.

Ogre child (15): Medium giant, HD 2d8+5, hp 14 (currently 7); see *Monster Manual* page 198 modified as follows: -8 Str, +2 Dex, -4 Con, -2 Natural armor, +1 size modifier to AC, does not have the Weapon Focus (club) feat.

Characters with Knowledge (religion) will have never heard of an ogre who was a cleric of a good god, especially a peaceful one like Iallanis.

Let the characters make some preliminary introductions, but save any serious conversation for later. Make it known that they are under time pressures. After a moment or two, Tikla will show back up and tell them that time is running out. There should be no difficulty in gathering up the ogres and humans and fleeing down the back passageway as directed by Tikla.

Once in the passage, Blegor tells the PCs that he will be right back and *dimension doors* to the cave containing his gear. Luckily for him, none of the drunk/passed out ogres see or hear him, and he quickly *dimension doors* back to the party with all of his stuff in a sack. He will accept healing, but no more than 10*APL in hit points worth of curing (he does not want the party to waste all of their resources on him). He does not don his armor (and if encouraged to do so he tells the party 'Don't be silly, we have to get out of here!').

See DM Map 2 for the layout of the cavern.

Development: Gask thought to murder the heroes in their sleep so that he could take their equipment. He is not entirely certain that they aren't here from Riftcrag, and therefore doesn't trust any of his men with the job of killing the heroes (since he knows that his men would betray him if they saw gain in it).

Gask gets to the heroes' sleeping chambers about 5 minutes after they have left and finds it empty. Presuming that the characters couldn't have escaped out the front, he assumes that they know of the back way, he heads to the exit of the back door.

Keep track of how long the heroes spend talking to Xuv, Friga and Blegor in the prison, as this will influence how long Gask has to prepare. At a minimum, he will arrive 10 rounds (a minute) before the heroes, who are encumbered with children and wounded. Add an extra round for each spell cast in the prison by the heroes. He will cast three rounds of buff spells and then drink a potion of *invisibility*. Gask has just finished praying to Grolantor for new spells and so has a full complement of spells for this encounter.

APL 4: (EL 7)

Gask the Mostly Lucky: hp 80; see Appendix 1.

APL 6 (EL 9)

Gask the Mostly Lucky: hp 107; see Appendix 1.

APL 8 (EL 11)

Gask the Mostly Lucky: hp 124; see Appendix 1.

APL 10 (EL 13)

Gask the Mostly Lucky: hp 141; see Appendix 1.

APL 12 (EL 15)

Gask the Mostly Lucky: hp 158; see Appendix 1.

Note: Be sure and familiarize yourself with Gask's amulet before the combat starts, as it may have a dramatic effect upon the outcome of the battle.

Tactics: Gask fights mean and dirty to kill the PCs and to re-capture Xuv. He does not want Xuv and Friga escape as that would be intolerable, so he fights to the death. He targets the PCs before targeting anyone else.

Getting the Ogres, Blegor, and humans Involved: Xuv and Friga want to protect the ogre children, above all else. However, Xuv knows that this might be their only chance to get away. If 4 of the PCs are unconscious, immobilized, helpless, or dead at the same time, Xuv (if conscious) will attack Gask (probably using a downed

PC's weapon with the standard -2 to hit weapon size-difference penalty), regardless of how many hit points he has. If 5 PCs are out of the fight then Friga enters the fray, attempting to heal/stabilize PCs. If all six PCs are down, then the ogre children join in the fight (after all, they are ogres). If all of the PCs are down and the ogres win the fight, the PCs receive half experience for this encounter, but the ogres carry them to safety.

Depending upon how the party healed and equipped the captives, they might try to help. Blegor has used his breath weapon today and has not tuned his sword to channel a spell. Blegor's spells remaining at this point are 4/1/1/1/0.

Blegor is not certain of the party at this point, and won't risk his own life or those of his men for the heroes unless it looks obvious that Gask is going to win the combat. After all, they attacked him earlier in the day. Thus, Blegor and his men only join in the combat if 5 PCs are down or out of the fight.

Development: When the party has defeated Gask, gets out of the vicinity of the ogre village and back into the canyons:

Blegor approaches you, limping slightly from his wounds. With a look of consternation on his face, he says, "I thank you for saving us from Gask. I know that he would have killed us. I do not understand why you help us now after fighting us this afternoon. Many men died because of what you did."

Allow the party to explain their actions. The author assumes that the party would explain their connection with the Redplanks and why they are here at all. If this is the case, then Blegor can make the following assurances:

- Under no circumstances should the party ever go close to the Men of the Rift. Etroll has been humiliated by this combat and will kill them if they show up in camp. (The party will get "Outlawed by the Men of the Rift" on the AR)
- Blegor feels that he owes them his life and is willing to trade with the Redplanks. His condition is that the Redplanks must guarantee him that they will smuggle him out if things get bad here.
- Blegor needs to get back to his men before the rumors that he is dead lead one of the other leaders to take over his faction.

As the men start down the trail, Blegor turns and calls back, "I would never have thought to see the day when I wish good luck to an ogre, but I hope that you prosper, my new friends. I will do my best to keep the Men of the Rift away from you."

Nonetheless, the characters will receive the Enmity of the Men of the Rift for taking the ogre's part in this combat.

Encounter 9: The Rift of the Dragon

As you stop for a minute to allow the children to rest, Xuv comes up to you with a worried look on his face.

"I do not think that we can outrun Gogma and his men once they decide to follow us. We need a place to recover from our troubles and try to recruit new people to our cause." He looks at Friga, who gives him a slight nod. "Friga learned a tale when she was a child from her grandmother of a magical place where everyone was nice and the walls were paved with diamonds. If what Friga's grandmother told her is true, then there may be a place of refuge for us. If we could find this place, we could live there while we recover our strength." The concern for the children clear in his eyes, you can hardly believe you are hearing this from an ogre, even if it is Xuv.

If asked about this place, Friga can tell them:

- The place is called the Cavern of Lights and was sacred to her goddess.
- It is in the canyon known as Dragon Rift. Both She and Xuv know where that is located.
- She was told that it lay "between the twin dragons, under the moon."

She can also tell them some history about her family.

- Friga's ancestor, Zuf, was captured by the stone giants while trying to rob one of their caravans.
- One of the stone giants was a priestess of Iallanis, who showed mercy on Zuf and would not let the other giants kill her. The priestess took her in as her housekeeper.
- There was a great war between the giants, and the cavern was abandoned by all except the priestess and her ogre housekeeper.
- The ogre was so taken with the kindness of the priestess that she became an acolyte of the temple. When the giantess died, Friga's ancestor took over and their family maintained the shrine.
- For several generations, Friga's grandmothers would only leave the cavern to find an abandoned girl child to rear as the next priestess.
- Her grandmother left the secret caverns to look for a child and was captured by the ogres. She was never able to return, for the ogres blinded her.
- Friga learned about her goddess Iallanis in secret from her grandmother.

- Xuv arrived and gave her hope. She helped Xuv gather together his band of misfits, the lame and the unfit. They thought they had even managed to keep secret from Gogma.
- Last month, Gogma and his band showed up at the edge of the village, but didn't attack. Behind the ogres were some Men of the Rift, who fell upon her people and killed them mercilessly. Blegor can confirm that this was in retaliation for an ogre attack on one of their encampments.
- Gogma then started harassing Xuv's people, and they were reduced to one little cavern where they hid out until last week, when the humans attacked them and killed all but these few. Friga escaped with the children, but they were captured by Gask. For some reason, they didn't kill Xuv, but just knocked him out. They obviously wanted him alive, but she doesn't know why.

If the heroes agree to accompany the ogres, then read the following:

Your travel through the canyons to the north of the ogre encampment has been slow and arduous. Giant boulder fields litter the floor of the canyon and the river appears and disappears at the most inopportune times in your trek. Friga's directions seemed scanty at the time, but you can now see how hard it would be to miss the entrance to Dragon Rift. The entrance to the canyon is framed by an archway in the shape of a dragon's maw, so that it looks as though you are walking straight into the dragon's mouth.

A Spellcraft check, DC 22, will recognize this as the work of magic, some sort of *stone shape* spell(s).

Describe the feeling of being watched that comes over them and generally heighten the feeling of foreboding of perhaps traveling straight into a dragon's lair.

Detecting magic on the arch will allow them a chance to detect the glyph of warding on the arch. This will cast *doom* on anyone who does not have the blood of the red dragon in them. The archway is 50 feet tall and the ward is in the top of the archway.

Glyph of Doom Trap: CR 2; magic device; proximity trigger (alarm, locate object(red dragon blood)); automatic reset; spell effect, as the *doom* spell (12th level caster); Will save resists (DC 17); Search (DC 27); Disable Device (DC 27).

Just beyond the archway is the lair of some of Morginstaler's offspring. These abominations are the

results of his amorous relationships with some of the less savory monsters in the Rift. Just past the Dragon arch is a turn in the canyon. When the party has advanced around the corner, Morginstaler's brood will try to sneak up on the party from underground.

APL 4: (EL 5)

Half Red Dragon Ankhveg: hp 41; see Appendix 1.

APL 6 (EL 7)

Half Red Dragon Ankhveg (2): hp 41; see Appendix 1.

APL 8 (EL 9)

Half Red Dragon Bulette: hp 122; see Appendix 1.

APL 10 (EL 11)

Half Red Dragon Bulette (2): hp 122; see Appendix 1.

APL 12 (EL 13)

Advanced Half Red Dragon Delver: hp 246; see Appendix 1.

Tactics: At lower APLs, the ankhveg and bulettes will charge up out of the ground in the surprise round. At APL 12, the Delver has set a trap for the party and will sit underground and dissolve the floor of the canyon under the second person to pass over the trap. Note that the Delver is quite intelligent and has ranks in Spellcraft. It prefers to fight in its tunnel, but it can fly and will aggressively disrupt spellcasting if possible. Be sure the PCs keep track of the damage their armor takes.

Note: Xuv and Friga will, as much as possible, stay with the children and protect them. Unless the party looks to be overwhelmed, i.e. if 5 PCs are down, Xuv will not enter the combat. Even then, he is unarmed unless someone gave him weapons and armor.

When the monster(s) are defeated, Friga will urge them to hurry "Before their father returns". Play up the tension here, with the occasional glimpse of something big and red flying high overhead.

You see in front of you two stone spires that look like weathered lizards of some sort which are carved against the wall of the canyon. Between the statues on the canyon wall is a circular carving in bas relief showing a rugged mountain landscape.

The entrance to the cavern of lights is behind an illusory wall directly under the bas relief. A Search check, DC 30, will find it. A *detect magic* will detect a moderate illusion

aura where the illusory wall is located and will reduce the Search check to DC 15. When they understand the wall, they may make a Will save, DC 19, to disbelieve. When they have found the wall and are ready to go through, read the following:

From down the canyon, you hear a roar of outrage and a terrifying, booming voice that says in draconic "Vuthic, na havassin russask ska nik". There is then a trumpeting roar that is echoed by others off in the distance.

Those who understand draconic will understand this to roughly translate into common as "Murderers, I will find you and eat your hearts." Hopefully, they will now escape into the cavern, but if not, describe the appearance (flying at an altitude of about 200 ft above the floor of the canyon) of a group of 8 flying half-dragon Delvers. Should the party wish to fight them, then have no compunctions about killing them all. The party will be able to hear Morginstaler's voice echoing down the canyon in the distance, but he will not ever come into sight.

If the party somehow missed Gask in Encounter 7 or 8, then at this point, Gask will encounter the enraged Morginstaler. Morginstaler will offer Gask the location of the party in exchange for a promise to kill the heroes and bring their heads to him. Gask will then show up and attack the party in the cave at some point in this encounter. Note that he knows they are there and he will come in completely buffed up.

If Gask is fought here, then that means that he has talked with Morginstaler and the dragon now knows who they are. The heroes have earned the Enmity of Morginstaler on the AR.

Conclusion

When the heroes get into the cavern, read the following:

After a short while the cleft opens into a magnificent chamber over 500 feet in diameter. The chamber is lit by an ingenious series of shafts that allow the natural sunlight to penetrate to the cavern. The sunlight streaming in reflects off thousands of crystal surfaces in the wall of the cave to give the impression of being on the inside of a chandelier. At the very center of the floor of the cavern is a crystal grotto sparkling in the sunlight. Getting closer to the grotto, you can see a large shrine with a flower motif on the dais. Friga turns to you with a look of rapture on her face and then walks into the grotto.

A Knowledge (architecture and engineering) check, DC 25, will recognize the craftsmanship of the cavern as that of the stone giants (dwarves would get their Stonecunning bonus to this roll). It looks as though it is several hundred years old at least. A Knowledge (religion) check, DC 20, will recognize this as the holy symbol of Iallanis on the shrine.

As Friga kneels at the altar, a ghostly form of a stone giantess appears in front of Friga. With a benevolent smile upon her face, the apparition wraps Friga in her arms. There is a sudden flash of dazzling light. When you can see again moments later, Friga stands before you in clean white robes and wearing a crystal holy symbol of Iallanis. She smiles at you and says “The Goddess thanks you for bringing us home. We will be safe here, as long as you do not reveal this location to any who would wish us harm. If you leave by the secret passage that I will show you, the Goddess tells me that your journey back to your cities will be uneventful. For your help, the Goddess has blessed you. Try to be worthy of it.”

Let the players make whatever arrangements they wish, then lead them out the back entrance. From there it is an easy trek back to civilization.

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 Two

Defeating Ruvash and the orcs:
APL 4 180 xp; APL 6 240 xp; APL 8 300 xp;
APL 10 360 xp; APL 12 420 xp.

Obtaining the nomadic way into the canyon
All APLs 60 xp.

Encounter Three (only if no encounter 2)

Defeating or Bribing Ruvash and the orcs
APL 4 180 xp; APL 6 240 xp; APL 8 300 xp;
APL 10 360 xp; APL 12 420 xp.

Encounter Four (only if no encounter 2)

Obtaining the nomadic way into the canyon
All APLs 60 xp.

Encounter Seven or Eight

Defeating the Gask the Mostly Lucky and freeing the ogre slaves
APL 4 210 xp; APL 6 270 xp; APL 8 330 xp;
APL 10 420 xp; APL 12 450 xp.

Encounter Nine

Defeating the Half-dragon offspring of Morginstaler
APL 4 150 xp; APL 6 210 xp; APL 8 270 xp;
APL 10 330 xp; APL 12 390 xp.

Defeating the *glyph of doom* trap.
All APLs 660 xp.

Discretionary roleplaying award

APL 4 25 xp; APL 6 60 xp; APL 8 105 xp;
APL 10 150 xp; APL 12 195 xp.

Total possible experience:

APL 4 675 xp; APL 6 900 xp; APL 8 1125 xp;
APL 10 1350 xp; APL 12 1575 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 Two: A friend in need.

APL 4: L: 115 gp; C: 34 gp; M: 4 gp
APL 6: L: 100 gp; C: 34 gp; M: 285 gp
APL 8: L: 290 gp; C: 34 gp; M: 285 gp
APL 10: L: 62 gp; C: 0 gp; M: 1195 gp
APL 12: L: 100 gp; C: 0 gp; M: 1669 gp

-OR-

Encounter Three: Ambush

APL 4: L: 115 gp; C: 34 gp; M: 4 gp
APL 6: L: 100 gp; C: 34 gp; M: 285 gp
APL 8: L: 290 gp; C: 34 gp; M: 285 gp
APL 10: L: 62 gp; C: 0 gp; M: 1195 gp
APL 12: L: 100 gp; C: 0 gp; M: 1669 gp

Encounter Seven or Eight: The fight with Gask the Mostly Lucky

APL 4: L: 124 gp; C: 0 gp; M: 469 gp
APL 6: L: 121 gp; C: 0 gp; M: 975 gp
APL 8: L: 25 gp; C: 0 gp; M: 1195 gp
APL 10: L: 25 gp; C: 0 gp; M: 2420 gp
APL 12: L: 25 gp; C: 0 gp; M: 4054 gp

The Veth's Reward

APL 4: L: 0 gp; C: 100 gp; M: 0 gp
APL 8: L: 0 gp; C: 100 gp; M: 0 gp
APL 10: L: 0 gp; C: 100 gp; M: 0 gp
APL 12: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL 4: 746 gp (650 gp max)
APL 6: 1515 gp (900 gp max)
APL 8: 1929 gp (1300 max)
APL 10: 3702 gp (2300 max)
APL 12: 5948 gp (3300 max)

Special

The Amulet of Gask the Mostly Lucky. When activated, this amulet grants the wearer the benefits of *death ward* for 1d6 rounds. This amulet can be activated once per day as an immediate action. A wearer who is not a worshipper of Grolantor is shaken for 1d6 minutes after the amulet is activated.

Faint necromancy; CL 7th Craft Wondrous Item, *death ward*, Creator must be a worshipper of Grolantor. Price: 10,000 gp.

Gratitude of Blegor: Regional access to one adamantine weapon of the player's choice. The PC must already have access to the type of weapon to be made. Write the name of the weapon chosen here: _____.

Gratitude of the Veth: The Veth arranges for you to have access to the following scrolls: *greater restoration*, *resurrection*, or *raise dead*. Cross off when used.

Debt Owed to the Veth: If in the future this character refuses to honor this debt, the Redplanks spread rumors in the right places, giving the character a Malcontent-level WCI point.

Whip Scars: This character spent 6 TUs in the mines and bears the scars to prove it.

Hunted by Ruvash Bloodarrow: The lifestyle costs of all scenarios set in the Bandit Kingdoms are raised by 12 gp per TU. The character gains a Dissenter-level WCI point.

Enmity of the Men of the Rift: You cannot join or be a member of the Men of the Rift while in possession of this enmity. The cost of the adamantine weapon in the items section is increased by 50%.

Enmity of Morginstaler. It's never good to be on a dragon's short list of enemies.

Boon of Iallanis: As an immediate action, you may call out "Have mercy upon me, Iallanis" and she will grant you a +4 sacred bonus on a saving throw. This favor may be used after you roll the die, but must be used before you know the results of the roll. Cross out this boon when used.

Item Access

APL 4:
Amulet of Gask the mostly lucky (Adventure, see above)
Large-sized cold iron masterwork short sword (Adventure, 340 gp, DMG)

Universal solvent (Adventure, DMG)

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

Stone salve (Regional, DMG)

Vest of resistance +2 (Adventure, CA)

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

Gloves of Dexterity +4 (Adventure, DMG)

Potion of good hope (Regional, DMG)

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

+1 frost composite longbow (Adventure, 8,400 gp, DMG)

+2 large-sized full plate (Adventure, 5,650 gp, DMG)

APL 12: (All of APLs 4-10 plus the following)

+1 animated large-sized heavy steel shield (Adventure, 5,170 gp, DMG)

+1 frost large-sized club (Adventure, 8,300 gp, DMG)

Bowstaff (Adventure, CV)

Belt of giant strength +4 (Adventure, DMG)

Appendix 1: NPCs

All APLs

Encounter 1

Sonya Luboschenko: Female Human (Rhe) Brd6/Veth 2; CR 8; Medium Humanoid (Human); HD 2d4+6d6+8; hp 36; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+3 armor, +1 Dex, +1 deflection]; BA/G 5/+4; Atk +5 melee (1d6-1/18-20x2, rapier); Full Atk +5 melee (1d6-1/18-20x2, rapier); Face/Reach 5 ft./5 ft.; SA Bardic music; SQ Hex mastery, improved caster level, reading the lake; SR -; AL CG; SV Fort +8, Ref +8, Will +9; Str 8, Dex 12, Con 12, Int 12, Wis 8, Cha 20.

Skills and Feats: Bluff +11, Diplomacy +15, Heal +3, Knowledge (arcana) +10, Knowledge (geography) +12, Knowledge (nature) +4, Perform (Oratory) +14, Perform (Singing) +6, Sense Motive +10, Sleight of Hand +12, Spellcraft +14; Silent spell, Spell Focus (Enchantment), Still Spell, Craft Wondrous Item.

Hex Mastery (Su): For the spells bestow curse, cause fear, charm person, charm monster, confusion, contagion, hypnotism and scare, add 2 to your caster level.

Improved Caster Level (Su): When determining the caster level for a Vetha spell, you add your Veth levels to your levels in your highest-level other spellcasting class.

Reading the Lake (Su): Each evening under a clear sky, once per night, you can make a limited prediction on the future of one passenger on your barge. You can foresee a general event of the next 10 days; the prediction only indicates the potential outcome and does not guarantee the result. The chance of success is 70% + 1% per caster level, to a maximum of 90%.

Bard Spells Known (3/5/3, base DC = 15 + spell level (+1 for Enchantments): 0 – *detect magic, light, lullaby, prestidigitation, read magic, summon instrument*; 1st – *cause fear (CL 10th), charm person (CL 10th), cure light wounds, Tasha's hideous laughter*; 2nd – *calm emotions, enthrall, suggestion*.

Vetha Spells Known: (4, base DC = 16 + spell level [+1 for Enchantments], CL 8th): 1 – *cause fear (CL 10th), identify, obscuring mist*.

Possessions: +1 leather armor, +1 ring of protection, masterwork rapier, vest of resistance +2, cloak of charisma +2, ring of office of the Veth.

Rhenee Guard: Male human (Rhe) Ftr3; CR 3; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+8 armor, +1 Dex]; BA/G +3/+6; Atk +8 melee (1d8+4/x3, masterwork darkha) or +6 ranged (1d8+3/x3, masterwork darkha); AL CG; SV Fort +5,

Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 8, Wis 9, Cha 12.

Skills and Feats: Intimidate +7, Jump +9; Exotic Weapon Proficiency (darkha), Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (darkha).

Possessions: masterwork full plate, masterwork darkha (see below).

The Darkha: The darkha is considered a two-handed exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs; Type Piercing. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

Slavos Northwind: Male Human (Oer) Rog7/Shadowdancer 3; CR 10; Medium Humanoid (Human); HD 7d6+3d8; hp 40; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [+3 armor, +4 Dex]; BA/G 7/+6; Atk +7 melee (1d6-1/18-20x2, rapier); Full Atk +7/+2 melee (1d6-1/18-20x2, rapier); Face/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Darkvision 60 ft., hide in plain sight, improved uncanny dodge, shadow illusion, summon shadow, trapsense +1, uncanny dodge; SR -; AL CN; SV Fort +3, Ref +12, Will +6; Str 8, Dex 18, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +14, Hide +22, Listen +14, Move Silently +18, Open Lock +18, Perform (dance) +10, Search +15, Sense Motive +15, Sleight of Hand +18, Spot +14, Tumble +18; Combat Reflexes, Dodge, Elusive Target, Hamstring, Mobility.

Possessions: cloak of elvenkind, leather armor +1, masterwork rapier, dagger x3, 120gp.

Shadow Familiar: Medium Undead (Incorporeal); HD 2d12; hp 12; see Monster Manual.

Encounters 7 and 8

Xuv: Male Ogre Bbn6/Holy Liberator of Iallanis 4; CR 13; Large Giant; HD 4d8+6d12+4d10+56; hp 139; Init +4; Spd 35 ft.; AC 14 (touch 9, flat-footed 14) [-1 size, +5 natural]; BA/G 13/+26; Atk +17 melee (1d4+9, unarmed); Full Atk +17/12/7 melee (1d4+9, unarmed); Face/Reach 10 ft./10 ft.; SA None; SQ Aura of resolve, break enchantment, darkvision 60 ft., detect evil, improved uncanny dodge, low-light vision, rage 2/day, remove fatigue, smite evil 2/day, trap sense +2, uncanny dodge; SR -; AL CG; SV Fort +17, Ref +5, Will +8; Str 28, Dex 10, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +12, Diplomacy +10, Jump +10, Listen +4, Sense Motive +10, Spot +3, Survival +4; Improved Critical (Longspear), Improved Initiative, Improved Toughness, Iron Will, Power Attack.

Aura of Resolve(Ex): You are immune to all charm and compulsion effects.

Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm or compulsion effects.

Break Enchantment(Sp): Once per week you can use break enchantment.

Code of Conduct: You must be of chaotic good alignment and lose all special class abilities if you ever willingly commit an act of evil.

Remove Fatigue(Su): You can eliminate fatigue in any creature you touch. Using this ability is a standard action; you may use this ability 3 times per day.

Smite Evil(Su): 2 times per day, you can add +0 to your attack roll; if the creature you strike is evil, you inflict an extra 4 points of damage.

Spells Prepared (2/1 base DC = 11 + spell level): 1st – *bless, bless weapon*; 2nd – *zone of truth*.

Possessions: None

Friga: Female Clr5 of Iallanis 3; CR 6; Large Giant; HD 4d8+5d8+18; hp 62; Init +0; Spd 40 ft.; AC 14 (touch 9, flat-footed 14) [-1 size, +5 natural]; BA/G 6/+13; Atk +6 melee (1d4+5, unarmed); Full Atk +6/1 melee (1d4+5, unarmed); Face/Reach 10 ft./10 ft.; SA Turn undead 3/day; SQ Darkvision 60 ft., low-light vision, restricted spells; SR -; AL NG; SV Fort +10, Ref +2, Will +10; Str 20, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Heal +8, Diplomacy +4, Knowledge (religion) +6, Listen +6, Sense Motive +5, Spot +6; Diehard, Endurance, Iron Will, Negotiator.

Spells Prepared (5/4/3/2 base DC = 13 + spell level): 0 – *create water, detect poison, light, mending, purify food and drink*; 1st – *sanctuary**, *bless, command, lesser vigor, resurgence*; 2nd – *status**, *aid, calm emotions, deific vengeance*; 3rd – *prayer**, *create food and water, remove disease*.

Possessions: None

Blegor: Male Half-Dragon (Brass) Human (Suel) Ftr2/Sor4/Spellsword 7; CR 15; Medium Dragon (Augmented Human); HD 4d4+7d8+2d10+52; hp 109; Init +1; Spd 20 ft.; AC 30 (touch 13, flat-footed 29) [+10 armor, +1 Dex, +7 natural, +2 deflection]; BA/G 11/+18; Atk +19 melee (2d4+13/19-20, spiked chain); Full Atk +19/14/9 melee (2d4+13/19-20, spiked chain); Face/Reach 5 ft./5 ft.; SA Breath weapon, bite attack; SQ Channel spell, darkvision 60 ft., ignore spell failure, immune to sleep, paralysis, and fire, low-light vision, restricted spells; SR -; AL CG; SV Fort +16, Ref +6, Will +18; Str 26, Dex 12, Con 16, Int 16, Wis 8, Cha 22.

Skills and Feats: Bluff +15, Climb +14, Concentration +11, Craft (weaponsmith) +8,

Intimidate +13, Jump +1, Knowledge (arcana) +16, Knowledge (architecture & engineering) +7, Knowledge (planes) +6, Spellcraft +16, Swim +2. Combat Expertise, Improved Trip, Exotic Weapon Proficiency (Spiked Chain), Improved Critical (Spiked Chain), Power Attack, Empower Spell, Arcane Strike, Improved Toughness, Force of Personality.

Bite Attack (Ex): Blegor can bite at his normal melee attack bonuses for 1d4+8 damage.

Breath Weapon (Su): 1 time per day, Blegor may breath a 60 foot line of fire that deals 6d8 damage. Reflex save DC 20 reduces the damage by half.

Channel Spell (Su): 4 times per day as a move action, you can channel a spell into your melee weapon. The channeled spell affects the next target you successfully attack with this weapon (saving throws and spell resistance still apply). Channeling the spell uses up the spell slot. If the spell normally affects an area or is a ray, it affects only the target. When the spell is discharged from your weapon, it can then hold another spell. You can channel spells into only one weapon at a time. Spells not used in 8 hours are lost.

Ignore Spell Failure (Ex): You can subtract 25% from your total spell failure chance, if any. Blegor has a 0% spell failure chance.

Spells Known (6/8/8/6/4 base DC = 16 + spell level, CL 8th): 0 – *acid splash, daze, detect magic, light, open/close, prestidigitation, read magic, ventriloquism*; 1st – *cause fear, enlarge person, magic missile, obscuring mist, shield*; 2nd – *blindness/deafness, ghoul touch, glitterdust*; 3rd – *major image, vampiric touch*; 4th – *dimension door*.

Possessions: +2 adamantine full plate, +2 vest of resistance, +4 cloak of charisma, +4 belt of giant strength, +1 adamantine spiked chain.

Etroll: Male Half-Orc Clr8/Warpriest 6 of Erythnul; CR 14; Medium Humanoid (Orc); HD 8d8+6d10+42; hp 106; Init +4; Spd 20 ft.; AC 25 (touch 12, flat-footed 25) [+9 armor, +4 shield, +2 deflection]; BA/G 12/+18; Atk +20 melee (1d8+7/19-20, morningstar); Full Atk +20/15/10 melee (1d8+7/19-20, morningstar); Face/Reach 5 ft./5 ft.; SA Fear aura; SQ Darkvision 60 ft., *heroes' feast*, inflame, *mass cure light wounds*, rally, rebuke undead; SR -; AL CN; SV Fort +15, Ref +6, Will +14; Str 22, Dex 10, Con 14, Int 11, Wis 18, Cha 8.

Skills and Feats: Concentration +10, Diplomacy +11, Sense Motive +14, Spellcraft +1; Combat Casting, Improved Critical(Morningstar), Improved Initiative, Improved Toughness, Power Attack.

Heroes' Feast (Sp): As the spell, you can use this ability once per day.

Fear Aura (Su): Once per day you can project a fear aura to a radius of 20 feet for 6 rounds. Foes must

make a Will save (DC 15) or be affected as if by a fear spell.

Inflame (Ex): As a full-round action, you can inflame the passions of your allies. You provide those who hear a +6 morale bonus on saving throws against any charm or fear effect. This effect lasts for 11 minutes after the speech ends, and you gain the bonus as well.

Mass Cure Light Wounds (Sp): Once per day, as the spell as cast by a level 11 cleric.

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +6 morale bonus.

Spells Prepared (6/6/5/4/4/2/1 base DC = 14 + spell level [+1 for enchantments], CL 11): 0 – *create water, cure minor wounds, detect magic, detect poison, purify food and drink, read magic, 1st – doom**; *bane, bless, cure light wounds, divine favor, obscuring mist, resurgence, 2nd – spiritual weapon**; *align weapon, bear's endurance, death knell, hold person, resist energy, 3rd – contagion**; *bestow curse, cure serious wounds, mass lesser vigor, visage of the deity, 4th – dominate person**; *castigate, death ward, freedom of movement, repel vermin; 5th – flame strike**; *slay living spell resistance, 6th – geas**; *word of recall.*

*Domain spell. **Domains:** War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.); Pestilence (Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases), Domination (You gain the Spell Focus (Enchantment) feat.).

Possessions: *Periap of wisdom +4, gauntlets of ogre power, cloak of resistance +2, ring of protection +2, +1 cold iron morningstar, +1 adamantite dagger, holy symbol of Erythnul.*

Etroll's Guards: Male Half-Orc Bbn5/Ravager 6; CR 11; Medium Humanoid (Orc); HD 5d12+6d10+22; hp 93; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 18) [+6 armor, +2 Dex]; BA/G 11/+15; Atk +17 melee (1d8+5/19-20x3, battleaxe); Full Atk +17/12/7 melee (1d8+5/19-20x3, battleaxe); Face/Reach 5 ft./5 ft.; SA Cruellest cut 2/day, pain touch 2/day; SQ Aura of fear 2/day, Darkvision 60 ft., fast movement, improved uncanny dodge, rage 2/day, trap sense +1, uncanny dodge; SR -; AL CE; SV Fort +11, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +14, Jump +13, Knowledge (Religion) +4, Ride +8, Survival +8; Improved Critical (battleaxe), Power Attack, Two weapon Fighting, Weapon Focus (battleaxe).

Aura of Fear (Su): Enemies within 20 feet of him take a -2 moral penalty on saving throws as long as they remain within range. The effect lasts for 3 rounds each time he uses this ability.

Cruellest Cut (Ex): if he declares he is using cruellest cut before making an attack, and the attack strikes successfully, he deals an extra 1d4 points of temporary constitution damage.

Improved Uncanny Dodge (Ex): He cannot be flanked except by a rogue of at least 9th level

Pain Touch (Su): His melee touch attack deals 1d8+6 points of damage. He can also use pain touch through a melee weapon, dealing 1d4+6 points of damage.

Rage (Ex): +4 to Str, +4 to con, +2 on will saves, -2 AC for up to seven rounds.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class

Uncanny Dodge (Ex): He can react to danger before his senses would normally allow him to do so. He retains his dexterity bonus to AC even when caught flat-footed.

Spells Prepared (6/6/5/4/4/2/1 base DC = 14 + spell level [+1 for enchantments], CL 11): 0 – *create water, cure minor wounds, detect magic, detect poison, purify food and drink, read magic, 1st – doom**; *bane, bless, cure light wounds, divine favor, obscuring mist, resurgence, 2nd – spiritual weapon**; *align weapon, bear's endurance, death knell, hold person, resist energy, 3rd – contagion**; *bestow curse, cure serious wounds, mass lesser vigor, visage of the deity, 4th – dominate person**; *castigate, death ward, freedom of movement, repel vermin; 5th – flame strike**; *slay living spell resistance, 6th – geas**; *word of recall.*

*Domain spell. **Domains:** War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.); Pestilence (Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases), Domination (You gain the Spell Focus (Enchantment) feat.).

Possessions: *+1 battleaxe (2), +1 breastplate, gem of brightness, cloak of resistance +1, masterwork composite longbow (+4 Str), 20 arrows, heavy warhorse.*

APL 4

Encounter 2 or 3

Ruvash Bloodarrow: Male Human (Oeridian) Rgr3; CR 3; Medium Humanoid; HD 3d8+3; hp 20; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+4 armor, +3 Dex]; BA/G +3/+3; Atk +7 ranged (1d8/20x3, composite longbow) or +4 melee (1d10/19-20, bastard sword); Full Atk +5/5 ranged (1d8/20x3, composite longbow) or +4 melee (1d10/19-20, bastard sword); Face/Reach 5 ft./5 ft.; SA – ; SQ Favored enemy (human +2); SR – ; AL NE; SV Fort +5, Ref +7, Will +3; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +5, Hide +7, Knowledge (nature) +8, Move Silently +7, Search +6, Spot +7, Survival +7; Improved Initiative, Point Blank Shot, Precise Shot, Track, Endurance, Rapid Shot.

Possessions: Masterwork composite longbow, masterwork bastard sword, dagger, chain shirt, *potion of cure light wounds*, 34 gp.

Encounter 7

Gask the Mostly Lucky: Male Ogre Bbn1/Clr5 of Grolantor; CR 7; Large Giant; HD 9d8+1d12+30; hp 80; Init +3; Spd 30 ft.; AC 20 (touch 7, flat-footed 20) [-1 size, +8 armor, -2 Dex, +5 natural, +1 deflection]; BA/G +7/+18; Atk +14 melee (2d8+10, greatclub); Full Atk +14/+9 melee (2d8+10, greatclub); Face/Reach 10 ft./10 ft.; SA – ; SQ Darkvision 60 ft., rage 1/day, rebuke undead; SR – ; AL CE; SV Fort +14, Ref +1, Will +9; Str 24, Dex 6, Con 17, Int 6, Wis 16, Cha 8.

Skills and Feats: Concentration +11, Listen +6, Spot +9; Skill Focus (Concentration), Improved Initiative, Power Attack, Silent Spell.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to eight rounds.

Spells Prepared (5/4+1/3+1/2+1 base DC = 13 + spell level): 0 – *create water, purify food and drink, detect magic, detect poison, cure minor wounds*; 1st – *cure light wounds, bane, resurgence, shield of faith*; 2nd – *death knell**; *bull strength, resist energy, silence*; 3rd – *lesser visage of the deity**; *dispel magic*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. With a touch attack, you roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies.); Mysticism (Once per day, as a free action, you may gain a luck bonus on your saving throws equal to your Charisma modifier, minimum of +1. This is a supernatural ability that lasts 1 round per cleric level.)

Possessions: *Amulet of Gask the Mostly Lucky*, masterwork large full plate, masterwork large greatsword, large greatclub, large cold iron short

sword, *cloak of resistance +1, ring of deflection +1, potion of cure light wounds, potion of owl's wisdom.*

Encounter 9

Half Red Dragon Ankheg: CR 5; Large Dragon (Augmented Magical Beast); HD 3d12+15; hp 41; Init +0; Spd 30 ft., burrow 20 ft., fly 60 ft. (average); AC 22 (touch 9, flat-footed 21) [-1 size, +13 natural]; BA/G +3/+16; Atk +11 melee (1d6+9, claw); Full Atk +11 melee (1d6+9, 2 claws) and +6 melee (2d6+4 plus 1d4 acid, bite); Face/Reach 10 ft./5 ft.; SA Breath weapon, improved grab, spit acid; SQ Darkvision 60 ft., immunity to acid, fire, sleep, and paralysis effects, low-light vision, tremorsense 60 ft.; SR – ; AL CE; SV Fort +7, Ref +3, Will +2; Str 29, Dex 10, Con 19, Int 3, Wis 13, Cha 8.

Skills and Feats: Climb +10, Listen +8, Spot +5; Alertness, Toughness.

Breath Weapon (Su): A half-dragon Ankheg can breath a 30 ft. cone of fire once per day dealing 6d8 damage. A Reflex save (DC 15) will reduce this damage by half.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 15 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

APL 6

Encounter 2 or 3

Ruvash Bloodarrow: Male Human (Oeridian) Rgr5; CR 5; Medium Humanoid; HD 5d8+5; hp 31; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+4 armor, +3 Dex]; BA/G +5/+5; Atk +9 ranged (1d8+1/20x3, composite longbow) or +6 melee (1d10/19-20, bastard sword); Full Atk +7/7 ranged (1d8+1/20x3, composite longbow) or +6 melee (1d10/19-20, bastard sword); Face/Reach 5 ft./5 ft.; SA – ; SQ Favored enemy (human +4, elf +2); SR – ; AL NE; SV Fort +5, Ref +7, Will +3; Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +7, Hide +9, Knowledge (nature) +10, Move Silently +9, Profession (Bounty Hunter) +6, Search +8, Spot +9, Survival +9; Improved Initiative, Point Blank Shot, Precise Shot, Track, Endurance, Rapid Shot.

Spells Prepared (1 base DC = 11 + spell level): 1st – *exacting shot* (precast).

Possessions: +1 composite longbow, masterwork bastard sword, dagger, chain shirt, *potion of cure moderate wounds*, *potion of darkvision*.

Encounter 7

Gask the Mostly Lucky: Male Ogre Bbn1/Clr7 of Grolantor; CR 9; Large Giant; HD 11d8+1d12+48; hp 107; Init +3; Spd 30 ft.; AC 20 (touch 7, flat-footed 20) [-1 size, +8 armor, -2 Dex, +5 natural, +1 deflection]; BA/G +9/+20; Atk +16 melee (2d8+10, greatclub); Full Atk +16/+11 melee (2d8+10, greatclub); Face/Reach 10 ft./10 ft.; SA – ; SQ Darkvision 60 ft., rage 1/day, rebuke undead; SR – ; AL CE; SV Fort +16, Ref +3, Will +11; Str 24, Dex 6, Con 17, Int 6, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Listen +7, Spot +10; Skill Focus (Concentration), Improved Initiative, Improved Toughness, Power Attack, Silent Spell.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to eight rounds.

Spells Prepared (6/5+1/4+1/3+1/2+1 base DC = 13 + spell level): 0 – *create water*, *purify food and drink*, *detect magic*, *detect poison*, *cure minor wounds* (2), 1st – *bane*, *cure light wounds*, *lesser vigor*, *resurgence*, *shield of faith*; 2nd – *death knell**, *deific vengeance*, *owl's wisdom*, *resist energy*, *silence*; 3rd – *lesser visage of the deity**, *invisibility purge*, *vigor*; 4th – *death ward**, *freedom of movement*, *silent dispel magic*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. With a touch attack, you roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies.); Mysticism (Once per day, as a free action, you may gain a luck bonus on your saving throws equal to your

Charisma modifier, minimum of +1. This is a supernatural ability that lasts 1 round per cleric level.)

Possessions: *Amulet of Gask the Mostly Lucky*, masterwork large full plate, masterwork large greatsword, +1 large greatclub, large cold iron short sword, *cloak of resistance* +2, *ring of deflection* +1, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of invisibility*.

Encounter 9

Half Red Dragon Ankheg: CR 5; Large Dragon (Augmented Magical Beast); HD 3d12+15; hp 41; Init +0; Spd 30 ft., burrow 20 ft., fly 60 ft. (average); AC 22 (touch 9, flat-footed 21) [-1 size, +13 natural]; BA/G +3/+16; Atk +11 melee (1d6+9, claw); Full Atk +11 melee (1d6+9, 2 claws) and +6 melee (2d6+4 plus 1d4 acid, bite); Face/Reach 10 ft./5 ft.; SA Breath weapon, improved grab, spit acid; SQ Darkvision 60 ft., immunity to acid, fire, sleep, and paralysis effects, low-light vision, tremorsense 60 ft.; SR – ; AL CE; SV Fort +7, Ref +3, Will +2; Str 29, Dex 10, Con 19, Int 3, Wis 13, Cha 8.

Skills and Feats: Climb +10, Listen +8, Spot +5; Alertness, Toughness.

Breath Weapon (Su): A half-dragon Ankheg can breath a 30 ft. cone of fire once per day dealing 6d8 damage. A Reflex save (DC 15) will reduce this damage by half.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 15 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

APL 8

Encounter 2 or 3

Ruvash Bloodarrow: Male Human (Oeridian) Rgr7; CR 7; Medium Humanoid; HD 7d8+7; hp 42; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 armor, +4 Dex]; BA/G +7/+7; Atk +12 ranged (1d8+1/20x3, composite longbow) or +8 melee (1d10/19-20, bastard sword); Full Atk +12/12/7 ranged (1d8+1/20x3, composite longbow) or +8/3 melee (1d10/19-20, bastard sword); Face/Reach 5 ft./5 ft.; SA - ; SQ Favored enemy (human +4, elf +2), wild empathy, woodland stride; SR - ; AL NE; SV Fort +7, Ref +10, Will +4; Str 11, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +9, Hide +12, Knowledge (nature) +12, Move Silently +12, Profession (Bounty Hunter) +8, Search +10, Spot +11, Survival +11; Improved Initiative, Point Blank Shot, Precise Shot, Improved Rapid Shot, Track, Endurance, Manyshot, Rapid Shot.

Spells Prepared (2 base DC = 11 + spell level): 1st – *exacting shot*, *resist energy (fire)*.

Possessions: +1 composite longbow, masterwork bastard sword, dagger, chain shirt, *potion of cure moderate wounds*, *potion of darkvision*, *gloves of dexterity* +2.

Orc Barbarian: Male Orc Bbn2; CR 2; Medium Humanoid (Orc); HD 2d12+4; hp 22; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 14) [+3 armor, +1 Dex]; BA/G +2/+6; Atk +7 melee (2d4+6/18-20, falchion); Full Atk +7 melee (2d4+6/18-20, falchion); Face/Reach 5 ft./5 ft.; SA - ; SQ Fast movement, rage 1/day, uncanny dodge; SR - ; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Jump +6, Listen +4, Survival +4; Combat Reflexes.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to seven rounds.

Possessions: Hide armor, masterwork falchion, dagger, handaxe.

Encounter 7

Gask the Mostly Lucky: Male Ogre Bbn1/Clr9 of Grolantor; CR 11; Large Giant; HD 13d8+1d12+56; hp 124; Init +3; Spd 30 ft.; AC 21 (touch 7, flat-footed 21) [-1 size, +9 armor, -2 Dex, +5 natural, +1 deflection]; BA/G +10/+21; Atk +19 melee (2d8+20/19-20, greatclub); Full Atk +19/+14 melee (2d8+20/19-20, greatclub); Face/Reach 10 ft./10 ft.; SA - ; SQ Darkvision 60 ft., rage 1/day, rebuke undead; SR - ; AL CE; SV Fort +17, Ref +4, Will +12; Str 24, Dex 6, Con 17, Int 6, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Listen +7, Spot +10; Skill Focus (Concentration), Improved Initiative, Improved Toughness, Power Attack, Silent Spell.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to eight rounds.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1 base DC = 13 + spell level): 0 – *create water*, *purify food and drink*, *detect magic*, *detect poison*, *cure minor wounds* (2), 1st – *bane*, *cure light wounds*, *lesser vigor*, *resurgence*, *shield of faith*; 2nd – *death knell**, *calm emotions*, *deific vengeance*, *owl's wisdom*, *resist energy*, *silence*; 3rd – *lesser visage of the deity**, *cure serious wounds*, *invisibility purge*, *spikes*, *vigor*; 4th – *death ward**, *freedom of movement*, *silent dispel magic*; 5th – *slay living**.

*Domain spell. *Domains:* Death (You may use a death touch once per day. With a touch attack, you roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies.); Mysticism (Once per day, as a free action, you may gain a luck bonus on your saving throws equal to your Charisma modifier, minimum of +1. This is a supernatural ability that lasts 1 round per cleric level.)

Possessions: *Amulet of Gask the Mostly Lucky*, +1 large full plate, masterwork large greatsword, +1 large greatclub, large cold iron short sword, *cloak of resistance* +2, *ring of deflection* +1, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of invisibility*.

Encounter 9

Half Red Dragon Bulette: CR 9; Huge Dragon (Augmented Magical Beast); HD 9d12+54; hp 122; Init +2; Spd 40 ft., burrow 10 ft., fly 80 ft. (average); AC 26 (touch 10, flat-footed 24) [-2 size, +2 Dex, +16 natural]; BA/G +9/+29; Atk +19 melee (2d6+12, claw); Full Atk +19 melee (2d6+12, 2 claws) and +14 melee (2d8+6, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, leap; SQ Darkvision 60 ft., immunity to fire, sleep, and paralysis effects, low-light vision, scent, tremorsense 60 ft.; SR - ; AL CE; SV Fort +12, Ref +8, Will +6; Str 35, Dex 15, Con 22, Int 4, Wis 13, Cha 8.

Skills and Feats: Jump +19, Listen +11, Spot +6; Alertness, Iron Will, Track, Weapon Focus (bite).

Breath Weapon (Su): A half-dragon bulette can breath a 30 ft. cone of fire once per day dealing 6d8 damage. A Reflex save (DC 20) will reduce this damage by half.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +16 attack bonus, but it cannot bite.

APL 10

Encounter 2 or 3

Ruvash Bloodarrow: Male Human (Oeridian) Rgr9; CR 9; Medium Humanoid; HD 9d8+9; hp 53; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 armor, +4 Dex]; BA/G +9/+10; Atk +14 ranged (1d8+2 plus 1d6 cold/20x3, composite longbow) or +11 melee (1d10+1/19-20, bastard sword); Full Atk +14/14/9 ranged (1d8+2 plus 1d6 cold/20x3, composite longbow) or +11/6 melee (1d10+1/19-20, bastard sword); Face/Reach 5 ft./5 ft.; SA - ; SQ Evasion, favored enemy (human +7, elf +5), swift tracker, wild empathy, woodland stride; SR - ; AL NE; SV Fort +9, Ref +12, Will +6; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (nature) +14, Move Silently +14, Profession (Bounty Hunter) +10, Search +12, Spot +13, Survival +13; Improved Critical, Improved Initiative, Point Blank Shot, Precise Shot, Improved Favored Enemy, Improved Rapid Shot, Track, Manyshot, Rapid Shot.

Spells Prepared (2 base DC = 11 + spell level): 1st – *exacting shot*, *resist energy (fire)*.

Possessions: +1 frost mighty composite longbow (+1 Str), masterwork bastard sword, dagger, chain shirt, *potion of cure serious wounds*, *potion of darkvision*, *gloves of dexterity +2*, *cloak of resistance +1*.

Orc Barbarian: Male Orc Bbn4; CR 4; Medium Humanoid (Orc); HD 4d12+8; hp 39; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 16) [+5 armor, +1 Dex]; BA/G +4/+8; Atk +9 melee (2d4+6/18-20, falchion); Full Atk +9 melee (2d4+6/18-20, falchion); Face/Reach 5 ft./5 ft.; SA - ; SQ Fast movement, rage 2/day, trap sense +1, uncanny dodge; SR - ; AL NE; SV Fort +6, Ref +2, Will 0; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Jump +8, Listen +6, Survival +6; Combat Reflexes, Power Attack.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to seven rounds.

Possessions: Breastplate, masterwork falchion, dagger, handaxe.

Encounter 7

Gask the Mostly Lucky: Male Ogre Bbn1/Clr11 of Grolantor; CR 13; Large Giant; HD 15d8+1d12+64; hp 141; Init +3; Spd 30 ft.; AC 22 (touch 7, flat-footed 22) [-1 size, +10 armor, -2 Dex, +5 natural, +1 deflection]; BA/G +12/+23; Atk +21 melee (2d8+20 plus 1d6 cold/19-20, greatclub); Full Atk +21/+16/+11 melee (2d8+23 plus 1d6 cold/19-20, greatclub); Face/Reach 10 ft./10 ft.; SA - ; SQ Darkvision 60 ft., rage 1/day,

rebuke undead; SR - ; AL CE; SV Fort +18, Ref +4, Will +14; Str 27, Dex 6, Con 17, Int 6, Wis 18, Cha 8.

Skills and Feats: Concentration +15, Listen +7, Spot +10; Skill Focus (Concentration), Divine Vigor, Improved Initiative, Improved Toughness, Power Attack, Silent Spell.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to eight rounds.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1 base DC = 14 + spell level): 0 – *create water*, *purify food and drink*, *detect magic*, *detect poison*, *cure minor wounds* (2); 1st – *bane*, *cure light wounds*, *doom*, *lesser vigor*, *resurgence*, *shield of faith*; 2nd – *death knell**, *calm emotions*, *deific vengeance*, *owl's wisdom*, *resist energy*, *silence*; 3rd – *lesser visage of the deity**, *cure serious wounds*, *silent cure moderate wounds*, *silent death knell*, *spikes*, *vigor*; 4th – *death ward**, *freedom of movement*, *silent dispel magic*, *silent invisibility purge*; 5th – *slay living**, *spell resistance*; 6th – *visage of the deity**, *antife shell*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. With a touch attack, you roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies.); Mysticism (Once per day, as a free action, you may gain a luck bonus on your saving throws equal to your Charisma modifier, minimum of +1. This is a supernatural ability that lasts 1 round per cleric level.)

Possessions: *Amulet of Gask the Mostly Lucky*, +2 large full plate, +1 large greatsword, +1 large frost greatclub, masterwork large cold iron short sword, *cloak of resistance +2*, *ring of deflection +1*, *gauntlets of ogre power*, *potion of cure serious wounds*, *potion of bull's strength*, *potion of invisibility*, *potion of barkskin* (+3).

Encounter 9

Half Red Dragon Bulette: CR 9; Huge Dragon (Augmented Magical Beast); HD 9d12+54; hp 122; Init +2; Spd 40 ft., burrow 10 ft., fly 80 ft. (average); AC 26 (touch 10, flat-footed 24) [-2 size, +2 Dex, +16 natural]; BA/G +9/+29; Atk +19 melee (2d6+12, claw); Full Atk +19 melee (2d6+12, 2 claws) and +14 melee (2d8+6, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, leap; SQ Darkvision 60 ft., immunity to fire, sleep, and paralysis effects, low-light vision, scent, tremorsense 60 ft.; SR - ; AL CE; SV Fort +12, Ref +8, Will +6; Str 35, Dex 15, Con 22, Int 4, Wis 13, Cha 8.

Skills and Feats: Jump +19, Listen +11, Spot +6; Alertness, Iron Will, Track, Weapon Focus (bite).

Breath Weapon (Su): A half-dragon bulette can breath a 30 ft. cone of fire once per day dealing 6d8

damage. A Reflex save (DC 20) will reduce this damage by half.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +16 attack bonus, but it cannot bite.

APL 12

Encounter 2 or 3

Ruvash Bloodarrow: Male Human (Oeridian) Rgr11; CR 11; Medium Humanoid; HD 11d8+11; hp 64; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 armor, +4 Dex]; BA/G +11/+12; Atk +17 ranged (1d8+2/19-20x3, *bowstaff*) or +14 melee (1d6+3, *bowstaff*); Full Atk +17/17/12/7 ranged (1d8+2/19-20x3, *bowstaff*) or +14/9/4 melee (1d6+3, *bowstaff*); Face/Reach 5 ft./5 ft.; SA – ; SQ Evasion, favored enemy (human +9, elf +5, dwarf +5), swift tracker, wild empathy, woodland stride; SR – ; AL NE; SV Fort +10, Ref +13, Will +6; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +13, Hide +16, Knowledge (nature) +16, Move Silently +16, Profession (Bounty Hunter) +12, Search +14, Spot +15, Survival +15; Improved Critical (longbow), Improved Initiative, Point Blank Shot, Precise Shot, Improved Favored Enemy, Improved Rapid Shot, Track, Manyshot, Rapid Shot.

Spells Prepared (2/1 base DC = 11 + spell level): 1st – *arrow mind*, ~~*exacting shot*~~; 2nd – ~~*protection from energy (fire)*~~.

Possessions: *Bowstaff* (acts as a +2 longbow and +2 quarterstaff), masterwork dagger, masterwork chain shirt, *potion of cure serious wounds*, *potion of darkvision*, *gloves of dexterity +2*, *cloak of resistance +2*, riding horse, 287 gp.

Orc Barbarian: Male Orc Bbn6; CR 6; Medium Humanoid (Orc); HD 6d12+18; hp 62; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 16) [+5 armor, +1 Dex]; BA/G +6/+10; Atk +11 melee (2d4+6/18-20, falchion); Full Atk +11/6 melee (2d4+6/18-20, falchion); Face/Reach 5 ft./5 ft.; SA – ; SQ Fast movement, improved uncanny dodge, rage 2/day, trap sense +2, uncanny dodge; SR – ; AL NE; SV Fort +8, Ref +4, Will +2; Str 18, Dex 12, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Jump +10, Listen +8, Survival +8; Combat Reflexes, Improved Toughness, Power Attack.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to seven rounds.

Possessions: Masterwork breastplate, masterwork falchion, dagger, handaxe, *cloak of resistance +1*.

Encounter 7

Gask the Mostly Lucky: Male Ogre Bbn1/Clr13 of Grolantor; CR 15; Large Giant; HD 17d8+1d12+72; hp 158; Init +3; Spd 30 ft.; AC 27 (touch 7, flat-footed 27) [-1 size, +10 armor, +5 shield, -2 Dex, +5 natural, +1 deflection]; BA/G +13/+25; Atk +24 melee (2d8+24 plus 1d6 cold/19-20, greatclub); Full Atk +24/+19/+14

melee (2d8+24 plus 1d6 cold/19-20, greatclub); Face/Reach 10 ft./10 ft.; SA – ; SQ Darkvision 60 ft., rage 1/day, rebuke undead; SR – ; AL CE; SV Fort +19, Ref +5, Will +17; Str 28, Dex 6, Con 17, Int 6, Wis 18, Cha 8.

Skills and Feats: Concentration +18, Listen +8, Spellcraft +0, Spot +10; Skill Focus (Concentration), Divine Vigor, Improved Initiative, Improved Toughness, Power Attack, Rapid Spell, Silent Spell.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 AC for up to eight rounds.

Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1 base DC = 14 + spell level): 0 – *create water*, *purify food and drink*, *detect magic*, *detect poison*, *cure minor wounds* (2), 1st – *divine favor**, *bane*, *cure light wounds*, *doom*, *lesser vigor*, *resurgence*, *shield of faith*; 2nd – *death knell**, *calm emotions*, *deific vengeance*, *owl's wisdom*, *resist energy* (2), *silence*; 3rd – *lesser visage of the deity**, *cure serious wounds*, ~~*magic vestment*~~, *silent cure moderate wounds*, ~~*spikes*~~, *vigor*; 4th – *death ward**, *cure critical wounds*, *divine power*, ~~*greater magic weapon*~~, *silent dispel magic*, *silent invisibility purge*; 5th – *slay living**, *righteous might*, *silent freedom of movement*, *spell resistance*; 6th – *visage of the deity**, *antilife shell*, *rapid summon monster V*; 7th – *finger of death**, *repulsion*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. With a touch attack, you roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies.); Mysticism (Once per day, as a free action, you may gain a luck bonus on your saving throws equal to your Charisma modifier, minimum of +1. This is a supernatural ability that lasts 1 round per cleric level.)

Possessions: *Amulet of Gask the Mostly Lucky*, +2 *large full plate*, +1 *animated large heavy steel shield*, +1 *large greatsword*, +1 *large frost greatclub*, masterwork large cold iron short sword, *cloak of resistance +2*, *ring of deflection +1*, *belt of giant strength +4*, *potion of cure critical wounds*, *potion of bull's strength*, *potion of invisibility*, *potion of barkskin* (+3).

Encounter 9

Advanced Half Red Dragon Delver: CR 13; Huge Dragon (Augmented Aberration); HD 19d12+117; hp 246; Init +5; Spd 30 ft., burrow 10 ft., fly 60 ft. (average); AC 28 (touch 9, flat-footed 27) [-2 size, +1 Dex, +19 natural]; BA/G +14/+35; Atk +25 melee (1d8+13, claw); Full Atk +25 melee (1d8+13 plus 2d6 acid, 2 claws) and +20 melee (1d6+6 plus 2d6 acid, 2 slams) and +20 melee (2d6+6 plus 2d6 acid, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, corrosive slime; SQ Darkvision 60 ft., immunity to acid, fire, sleep, and paralysis effects, low-

light vision, scent, stone shape, tremorsense 60 ft.; SR –; AL CE; SV Fort +14, Ref +7, Will +15; Str 36, Dex 13, Con 23, Int 16, Wis 14, Cha 14.

Skills and Feats: Knowledge (Arcana) +25, Knowledge (Architecture and Engineering) +25, Knowledge (Dungeoneering) +25, Knowledge (Nature) +25, Listen +26, Move Silently +23, Spellcraft +25, Spot +26, Survival +24 (+26 underground); Alertness, Blind-Fight, Great Fortitude, Iron Will, Power Attack, Improved Initiative, Toughness.

Languages: This delver speaks Draconic, Terran, and Undercommon.

Breath Weapon (Su): A half-dragon delver can breath a 30 ft. cone of fire once per day dealing 6d8 damage. A Reflex save (DC 25) will reduce this damage by half.

Corrosive Slime (Ex): A delver produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 25 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 25 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 25 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 19th).

Appendix 2: New Rules Items

Exacting Shot (From Complete Adventurer)

Transmutation

Level: ranger 1

Components: V, S

Casting time: 1 standard action

Range: touch

Target: ranged weapon touched

Duration: 1 minute/level

Saving throw: Will negates (harmless, object)

Spell resistance: yes (harmless, object)

This transmutation makes a ranged weapon strike true against your favored enemies. All rolls made to confirm critical hits by the weapon against favored enemies automatically succeed, so every threat is a critical hit. The affected weapon also ignores any miss chance due to concealment whenever you fire at a favored enemy (unless the target has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile is fired has any magical effect or property related to critical hits, this spell has no effect on it.

Complete Adventurer.

Arrow Mind (From Complete Adventurer)

Divination

Level: ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: personal

Target: you

Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow*, composite greatbow*, or composite longbow, you threaten all squares within your normal melee reach (5 feet if small or medium, 10 feet if large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material component: A flint arrowhead.

Complete Adventurer.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

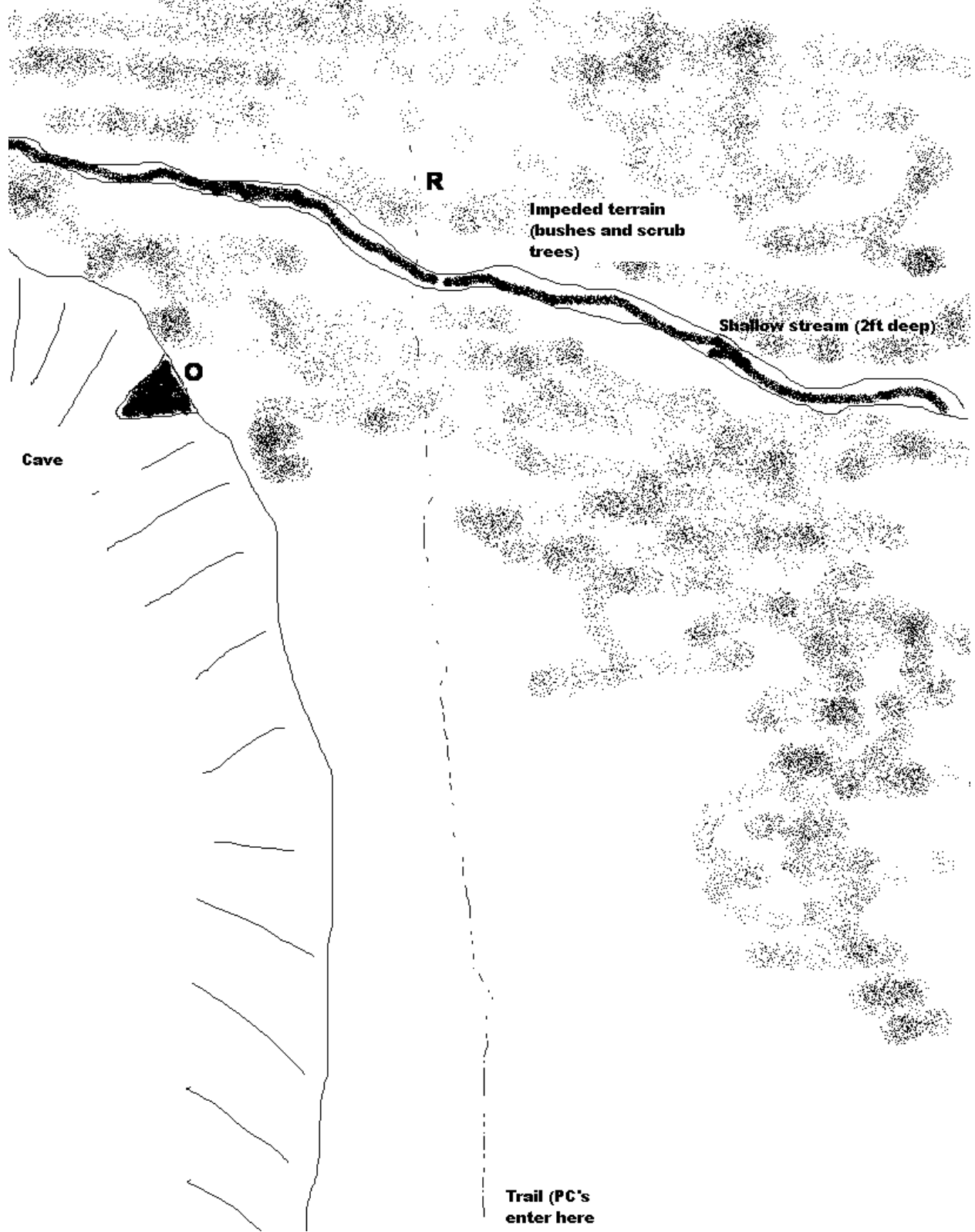
Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If

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

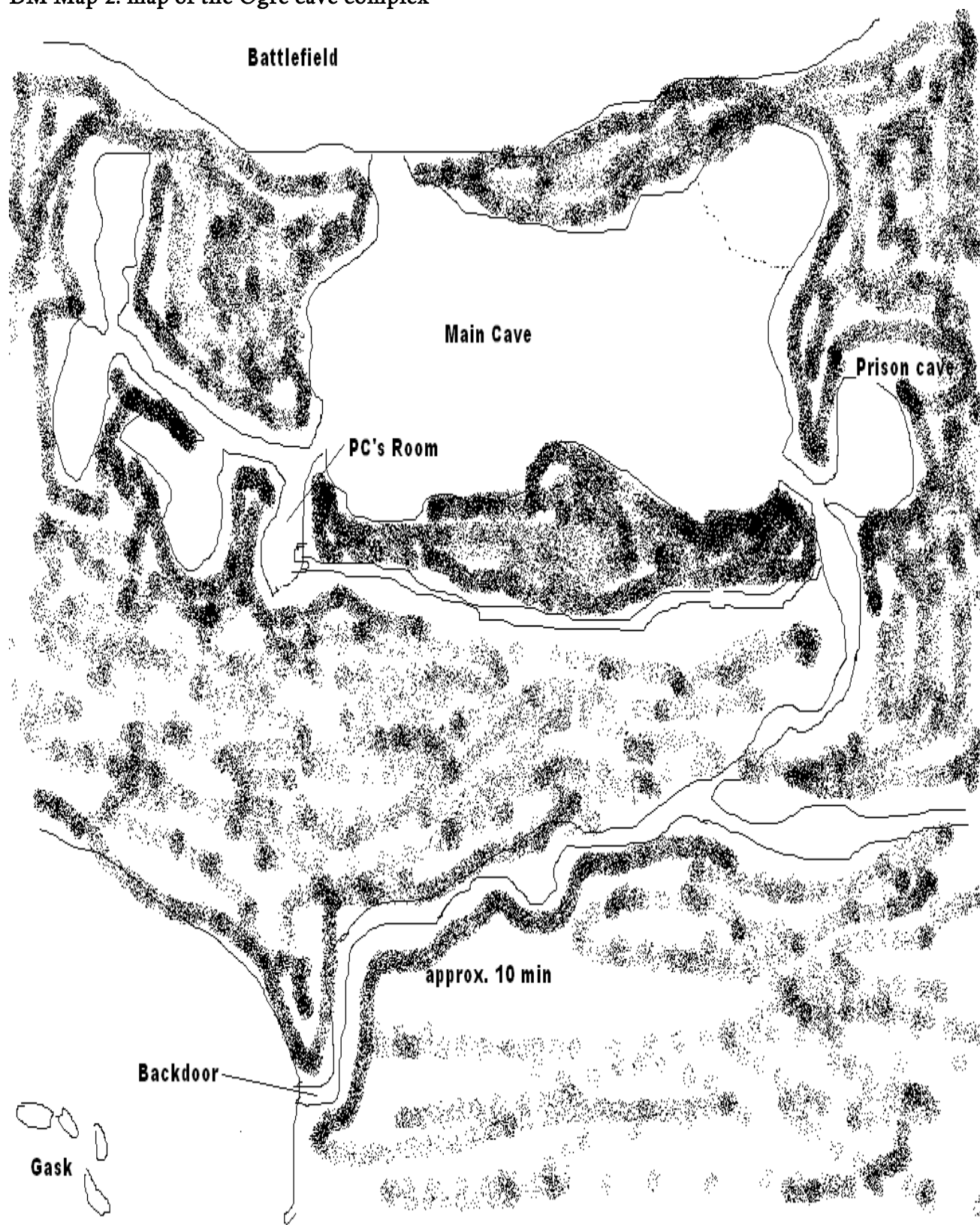
Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Complete Warrior, page 101.

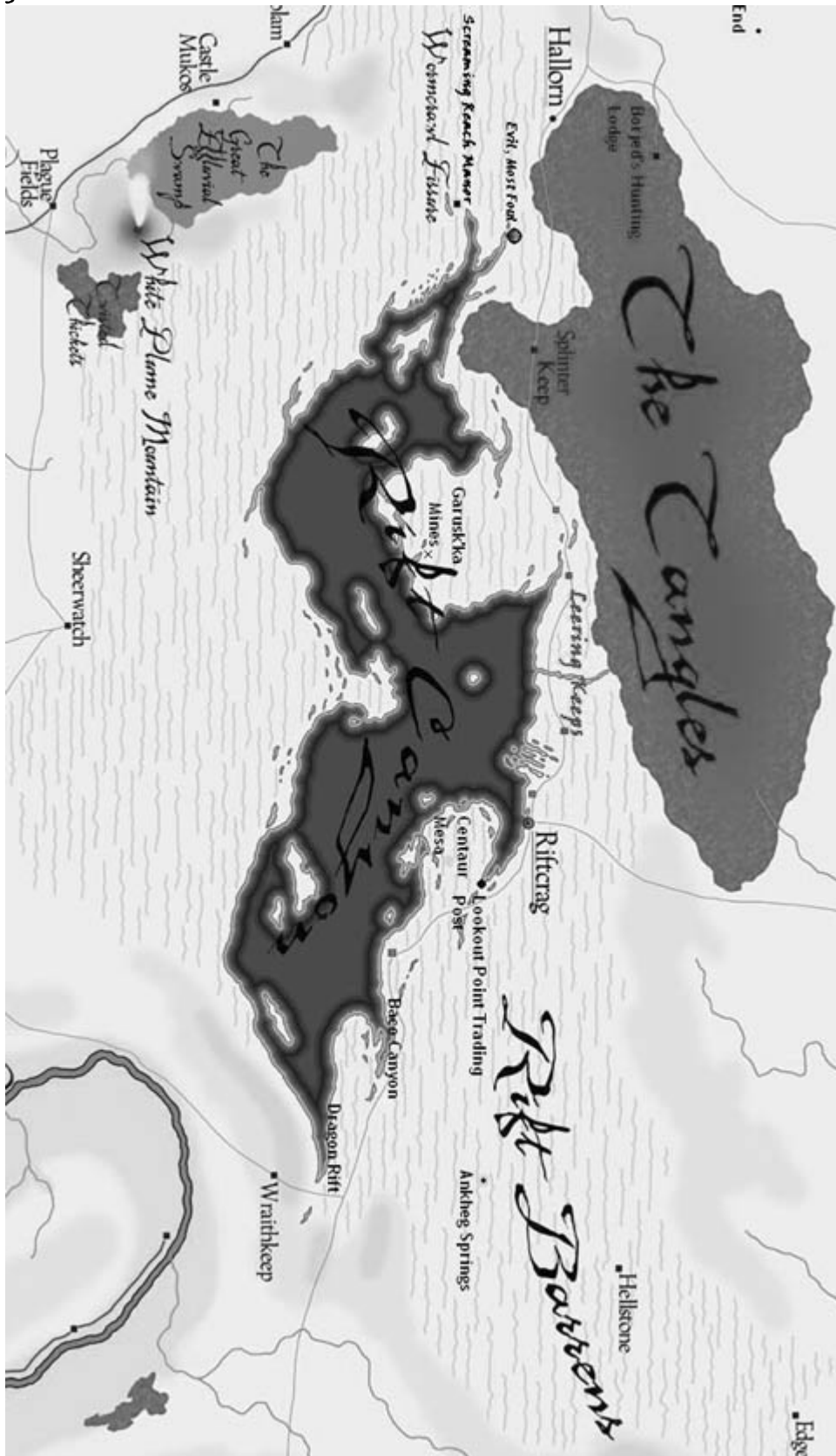
DM Map 1: map of Ruvash's ambush site.



DM Map 2: map of the Ogre cave complex



DM Map #3: The Rift and its environs



Player Handout #1: Redplanks Contact

You are approached by an elderly Rhenee woman who asks if you want to purchase a Lakshrika (a pastry made from minced suckerfish spiced with paprika). Recognizing a Redplanks recognition sign in the question, you give the proper response and she hands you the pastry. Inside the pastry is a small piece of parchment that reads:

Madame Sonya requests your presence with those you trust before the rising of Luna.

The Lakshrika tastes wonderful.

Player Handout #2: Note on the dead body

Gogma,

I am hearing rumors of an insurgency inside your tribe. Who is this Xuv anyway and what is this I hear about some god of the stone giants being worshipped by your people? I expect to get this Xuv of yours delivered to me within the month so that I can experiment. If you are not able to control your people, then perhaps one of your sub chiefs can do a better job. Maybe Gask?

We were very disappointed in the last group you sent here. They were pathetic. There were two who refused to follow a simple order to execute some slaves at the Gintaska mine, so we executed half of your troop to show them that we will not accept this. There is another shipment going out and your next group better be here for it or I will send something your way that will make your teeth fall out and your eyes rot in their sockets.

I better see this Xuv in my dungeon before the month is out, or your people will be looking for a new leader.

Hulian Braineater

Secretary to his Lordship, Lord Cranzer

(The note is undated)