

YEO5-05

Into The Scarlet Flames

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.3

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A man's associate has gone missing in a dangerous land. He is unable to go to the rescue, but he is willing to pay to have some stout-hearted Yeomen rescue his companion. A Yeomanry regional adventure for APLs 2-8.

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 beldred@midsouth.rr.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 Dungeon Master (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 two (2) points.

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 the *Appendices*.

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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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 Yeomanry. Characters native to the Yeomanry 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 adventure.

A character who 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

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

NEWICK (POP. 2,100)

Newick is a walled frontier town located near the border of the Hool Mashas. Its 2,100 residents make their living from farming, fishing, and light forestry. As one of the first sizable towns between seized lands and the relative freedom of the Yeomanry, Newick serves as the (temporary) home for dozens of refugees at any given time. Due to this large transitional population, Newick can get a bit rough at times, and the militia has a reputation for treating lawbreakers harshly. There are a number of hastily-constructed inns and taverns in town - the one patronized by adventurers is called Haranshire House, named for the region in which Newick stands. It is run by an incredibly irritating gnome named Erdenson - nicknamed "Centipede" due to his ridiculously bushy eyebrows. Rumor has it that he is tolerated because he knows secrets that lead to a huge cache of magical treasure buried somewhere in the Hool.

The town's Grosspokesman is Melinda Windomere, a strong, slim, dark-haired woman in her early 40s who enjoys wearing fine silks. Although she is a bit

unorthodox in her governance of the region, she is a woman of law and keeps her promises. As a result, she is respected locally but distrusted amongst other members of the Council. The Yeoman Dustdiggers, led by Olan Demeter, have a very strong presence in the town due to the significant archaeological discoveries that have been found in the region over the last few years.

Recently an important refugee from the Hold of the Sea Princes has taken refuge near Newick. She is Della, the 'Rogue Queen of Monmurg,' and is rumored to be a medusa. A number of local adventurers can confirm this, and as such the local residents give her a wide berth.

BACKGROUND

Shortly after the fall of the Hold of the Sea Princes to the forces of the Scarlet Brotherhood, several groups in the Yeomanry sent agents into the Hold to establish an intelligence network and/or to help those who wished to escape the tyranny of the occupation. The Yeoman Military sent several such agents. These agents were usually skilled merchants, craftsmen, and laborers with training in intelligence gathering and partisan recruitment.

In 588 CY, the militia sent a young woman of mixed heritage named Nimora Justaris to take over one of the established networks in the western portion of the hold. After several years of running the intelligence operation, she began associating with a wizard named Kevis. Kevis is a disillusioned Scarlet Brotherhood member that discovered Nimora's secret and chose to help her instead of reporting her. His activities were not exclusive to passing intelligence. He also helps slaves escape from the Hold of the Sea Princes through a network of safe houses and guides.

Over the last few years, agents of the Scarlet Brotherhood have begun to suspect that some of the citizenry of the Hold of the Sea Princes and members of the Brotherhood were helping slaves migrate to other countries across the Flanaess. They began watching places of most likely transit from the Hold of the Sea Princes to areas more friendly to slaves' plight. They even began inserting covert agents of their own as escapees to ferret out those helping escaped slaves.

Eventually, one name came up on several reports – Kevis. The Brotherhood had the wizard and his associates watched. The Brotherhood found and assigned an apprentice, Halma Varnus, to the wizard to keep a constant watch over his activities and to allow the apprentice to benefit from his instruction as a crafter of wondrous items.

With evidence from his apprentice and other Brotherhood spies, he and innkeeper Nimora Justaris were arrested with a group of slaves bound for freedom in the Sheldomar Valley. They have been charged with treason by aiding the escape and theft of slaves from their rightful owners. The shokal (highest ranking officers in

the law enforcement division of the Scarlet Brotherhood) sentenced the pair of liberators to the maximum sentence of death by slow torture.

The shokal gave all the credit for busting up the slave escape ring to his shodeen (law enforcement officials) and neglected to give any credit to any other groups and agents in the Brotherhood, such as the apprentice. Because of his arrogance, cruelty and conceit, the apprentice, Halma Varnus, has secretly made her way into the Yeomanry to inform members of the Yeomanry government of the capture of the wizard Kevis and Nimora Justaris.

Unbeknownst to even Halma, who succumbed to her true masters' magical suggestions to "right this wrong done to their faction" willingly, the Scarlet Brotherhood has already interrogated and gathered what they desired from the two captives and has dangled them close to the Yeomanry in the hopes that just such a rescue attempt will provide them a chance to counter-insert an agent of their own. Halma has been programmed (using *geas*, *suggestion*, *modify memory*, and various other magical spells and effects), and the Brotherhood only waits to see who takes the bait.

ADVENTURE SUMMARY

Introduction:

PCs that are members of the Yeomanry Militia are given orders to meet with the commander of the local militia in Newick for a covert mission. They are told that the mission will be explained further by the local commander. Other PCs find themselves at the Burly Halfling Inn in Trevorton when they are approached by a non-descript man and a hooded figure. He tells them that he has a problem that requires the skills of adventurers and asks the party if they will accompany him to a private room in the back.

Encounter 1:

In the private room the PCs learn that the man's name is Jesson and the hooded figure is a woman named Halma Varnus. Jesson details a story of an associate of his named Nimora Justaris, who has been recently taken by the authorities in the Hold of the Sea Princes. He would like his associate rescued from the outpost. Halma Varnus offers details about the outpost and the circumstances of the capture and informs the party that her master was captured at the same time.

Encounter 2:

The PCs are required to navigate the Hool Marshes. Ask the characters how they will get to the outpost. Characters with previous experience in the Hool may choose to seek out guides amongst those they know. Those who don't know anyone will have to set out on their own into the swamp. Either way, on the morning of the second day in the Hool Marshes, the PCs are attacked

by predatory animals looking for an easy meal. The animals attack as the PCs enter a marshy draw where they are forced to be in water 2½ feet deep.

Encounter 3:

The evening of the second day the party makes it through the marshes to the edge of the Hool River. No combat encounter occurs. This is an opportunity for the party to rest, heal themselves and prepare for the next stage of the journey. Prompt the party for a watch order and make the party perform Spot and Listen checks for the encounter to facilitate a degree of paranoia and danger.

Encounter 4:

The PCs have several options for making their way to the outpost. Some characters may be friends with Marceaux, the halfling, and pursue him in either Bogspur or Attakapas. Some other characters may be allies, or even members of, the orc tribe called the Broken Tooth Clan and may pursue their allies/tribe in the Hool. Finally, they party may not know anyone, in which case they are heading out into the Hool following the directions they were given.

4A: For those without guidance and heading into the Hool, the PCs cross the Hool River and proceed to the outpost. They are attacked by a pack of wild dogs (wolves, worgs, etc. depending on the APL) at twilight on the second day of their journey from the river. The animals see the PCs as a source of food for the pack.

4B: For those who seek out Marceaux, the PCs have some means of traveling down the river (a boat from Marceaux). The second day on the river they are ambushed by lizardfolk. The Brotherhood has not been dealing with the lizardfolk population on the Hool River; they are simply taking advantage of the party's presence.

4C: For allies/members of the Broken Tooth Clan, the PCs take the route provided by the Broken Tooth Clan and decide to cross closer to the outpost. They are attacked by a Scarlet Brotherhood outrider and his pack on the second day of the journey.

Encounter 5:

The outpost of Okalasna Kendeen (Ancient Suloise, translation "Forever Harsh") is located in an isolated bend of the river. From several strategic locations the PCs can observe the outpost and see the cruelty performed on captives. The PCs will be able to spy their quarry in the outpost yard over the course of the day, and prepare spells for entering the outpost.

Encounter 6:

The PCs have several options for entering the outpost: bluff, stealth, or assault. With bluff and stealth, the PCs may enter the outpost, locate the captives and attempt a rescue. If the party succeeds, they find the captives as described in Encounter 7. Failure results in

proceeding to Encounter 8. For those parties making an assault proceed to directly to Encounter 8.

Encounter 7:

The PCs make their way into the small cell block of Okalasna Kendeen. They are able to locate the wizard and the Yeomanry agent. Both are shackled and the wizard is held with *dimensional shackles* to prevent magical means of travel. Both are battered and bruised and are unable to move on their own, due to injury.

Encounter 8:

Either upon entry or exit of the outpost, the PCs might have to contend with the current garrison of the outpost. This is a straight fight. The members of the Brotherhood will fight with the intent of driving the characters away. Every other round, more of the encampment will join in the attempt. Characters who foolishly choose to stand their ground will be overwhelmed by numbers and suffer the consequences. Those who flee will hear the hounds at their heels the whole way back to the Yeomanry.

Conclusion:

Either the PCs have completely failed in their mission to rescue Nimora Justaris and have been captured or have returned to the Yeomanry with the wizard, Kevis, and/or Nimora Justaris. Captured PCs have been imprisoned by the Scarlet Brotherhood working in the mines of the Hellfurnaces. Any pure-blooded Suel characters or cohorts are curse-branded as well. Successful PCs have taken the Brotherhood's two prisoners. The mission also provides a singular source for new information about the Hool: the liberated wizard Kevis. Or so it seems ...

PREPARATION FOR PLAY

Check the PCs for the following information:

- Determine if there are any members of the party in the Yeomanry Militia or Yeomanry Army.
- Determine if any PCs participated in COR2-01 *As He Lays Dying* and purchased the *Badge of Valesh Kem*, YEO3-01 *Guard Dogs* and purchased the *Badge of Kesh Urvail*, or YEO4-05 *Whispers of Deceit* and purchased the *Badge of Nyrong Sindan*.
- Determine if any PCs participated in YEO3-07 *Squeal Like a Pig* and have earned the **Ally** status with the Broken Tooth orcs.
- Determine if any PCs participated in YEO1-06 *Cold Blooded* or YEO3-07 *Squeal Like a Pig* and might know Marceaux.
- Determine if any PCs participated have any influence/enmity, distinguishing marks, etc. with the Scarlet Brotherhood.

- Note the races of all PCs, including subraces of human PCs. PCs of mixed human stock that have the traits of Suel humans (red or blond hair with blue or green eyes) will be subject to being **Branded** a traitor if captured by the Scarlet Brotherhood.

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does not significantly involve archaeological matters, students in the Academy of Lore **MAY NOT** count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

INTRODUCTION

YEOMANRY MILITARY OR ARMY PCS

Determine if there are any members of the party in the Yeomanry Militia or Yeomanry Army. If so, take them aside and read the below to them. This section is not for all party members.

You are in the Stout Servant Inn in Newick when you are approached by a young man. The young man approaches your table and bows. Sirs (and Madams), I am from the office of the militia and your services have been requested. Will you please come with me, to the Grosspokesman's office?

If any of the PCs refuse to come with the page, the adventure is over for them. Give them their AR with no experience or gold.

You are escorted to an office you've been to several times before. Kiers, the Grosspokesman's steward, has placed you all in a room and left for a few minutes. When he returns, he sits behind a desk and says, "You have been called here on a matter of a sensitive nature. One of our operatives operating in the Hold of the Sea Princes has been captured. I have a letter here for you. Word has been sent to your contact in Trevorton and you are expected there in three days. I'm sorry M'Lady Grosspokesman and Acting Freeholder cannot meet with you personally. She's away in Loftwick at the moment and I act on her behalf in her absence." The older man looks on, hoping you understand.

Provide a copy of Player Handout #1 for all members of the Yeomanry Militia or Army; this is the letter Kiers provides. When the PCs proceed to Trevorton, continue below.

FOR ALL PCS

This section is for all PCs.

You are lounging in the Burley Halfling Inn in Trevorton. The fire is burning low in the hearth but is still managing to keep dampness of the spring rain from being uncomfortable. There are several local farmers sitting in a corner telling stories and complaining about the weather. A bard plays a somber tune in the corner. After you finish your dinner, a man comes up to your table clad in a dark brown cloak and softly says, "Greetings, I am Jesson. You look as you may be just the people I am in need of, that being the adventuring sort." He winks at you knowingly. "Would you mind coming with me to a private room I have reserved here. I have a business proposition I would like to discuss with you and some others who would meet us there."

If any of the PCs refuse to come with Jesson, the adventure is over for them. Give them their AR with no experience or gold.

☛ **Jesson (Captain Tomar Weilm):** Male Human (Flan) Rgr8; AL NG.

Description: Tomar Weilm has the look of an old campaigner or world traveler. He has a penetrating stare that develops over years of adversity. Only 5 ft. 7 in., he blends in well with the crowd. His dark brown cloak shows the wear of many a day on the road.

ENCOUNTER 1: GUYS IN SOME SERIOUS TROUBLE

You enter a private dining chamber illuminated by two oil lamps suspended from the ceiling. A large table and eight chairs are the only furnishings in the room. A young woman with long red hair in a dark cloak sits in the chair to the right of the head of the table. Jesson moves to the head of the table and gestures for you to be seated as he sits at the head.

“An associate of mine has gone missing in the Hold of the Sea Princes. My friend, Halma, saw her and another captured by agents of the Scarlet Brotherhood. I can not allow for my organization’s activities to be discovered, so I would like for you to journey to the outpost where she is being held and bust her out. I am willing to pay you for your services.”

The PCs may then question Jesson and his friend, Halma. Jesson can tell the PCs the following:

- The woman he is looking for is named Nimora Justaris. She is a small woman with light brown hair and grey eyes. When you get to the outpost you will recognize her by saying, “The sun sets slowly in the west...” This will be answered by, “...the sun shall set less slowly on the Brotherhood in the Hold.”
- He will offer to pay each of the PCs 100 gp, but can easily be bargained up to 50 x the APL in gp at APLs 4 and up (200 gp at APL 4, 300 gp at APL 6, 400 gp at APL).
- The PCs need to bring anyone rescued back to this inn in Trevorton.

Halma can tell the PCs the following:

- The outpost is named Okalasma Kendeen and is located several days into the Hool Marshes along the north shore of the Hool River
- The garrison is relatively small as most sent to the outpost don’t last long under the strict law of the Scarlet Brotherhood. If someone is sent to the outpost they are usually there to be tortured to death, and the Brotherhood doesn’t want anyone to

have any chance of contact with them, thus the remote location.

- Her master, Kevis, was the other person taken by the Brotherhood, and they were taken by force.
- If the PCs can rescue her master, she can allow wizard PCs to copy a spell from her spellbook.

PCs may become suspicious and ask questions. Any Sense Motive checks will result in the PCs being unable to detect any lies as Halma and Jesson tell the PCs only the absolute truth as they believe it. If the PCs ask Jesson or Halma where their information comes from, provide the following:

Jesson will look at Halma at this point. She will sheepishly hide her eyes as she replies. “My master, and I before this as well I guess, used to serve the Brotherhood. My master though had long since broken with them and has been helping Nimora sneak slaves to freedom here. With his capture, I realize where my true loyalties lie. I ... I care about him. Probably more than I should. This is how I know where they are being held and this is why I have escaped here, to the man that Nimora told Kevis and I to contact if we should ever have to flee.”

Be aware that Halma truly believes all this at the moment and thus this is NOT a lie or bluff. After the PCs get any or all of the information above, Halma and Jesson bid them a good evening and depart, heading out of town towards Newick.

Treasure: The payment from Jesson is the only treasure here.

ENCOUNTER 2: THINKING WITH YOUR STOMACH

Note: Prompt the party for how they plan to cross the Hool Marshes. Have them set up marching orders, discuss issues of being in waist-deep water, bugs, typical predators, etc. If none of them mention the halflings or the orcs or any indication of seeking guidance, feel free to drop a hint by asking which direction they will travel to get there and if they will be passing through any other settlements before they get there. If they still chose not to seek out aid from the residents of the area, this will have consequences in Encounter 4.

The morning dawns and you set out on your journey. The few farmers that notice you heading into the Hool Marshes on the edge of Trevorton shake their heads and return to their work.

As you journey into the Hool, you are forced to dodge bogs, quicksand, and swarms of gnats. The travel is slow, and it takes a full day to travel only nine miles.

You find a reasonably dry place to camp for the night on a small knoll, only to find yourself greeted by a rain storm in the middle of the night.

The next day the overcast clouds and lack of wind makes the sultry air nearly unbearable. Your progress is somewhat better as you find what appears to be a trail in the middle of the marsh. Occasionally you see cloven hoof prints on the ground along the trail.

Near the end of the second day you come upon a small creek. The other side of the creek is considerably higher and the trees taller and more sparse. From your position on the other side of the creek, you see the remains of a small structure off to your left, across the creek.

Anyone looking for tracks along the trail will be able to discern that the trail is littered with deer tracks with a DC 15 Survival or DC 10 Knowledge (nature) check. Anyone with the Track feat may attempt to make a DC 20 Knowledge (nature) or Survival check to recognize that there are other tracks belonging to a predatory dinosaur.

Assuming curiosity get the better of the party, they will then be crossing the creek to reach the ruins, where the dinosaurs have hidden awaiting prey. The Spot check to see a deinonychus is DC 22. The Spot check to see a megaraptor is DC 19. See DM Aid: Map of Encounter 2.

APL 2 (EL 3)

☛ **Deinonychus:** hp 36; see *Monster Manual*, page 60.

APL 4 (EL 5)

☛ **Deinonychus (2):** hp 36 each; see *Monster Manual*, page 60.

APL 6 (EL 7)

☛ **Megaraptor, Advanced:** hp 110; see *Appendix 3*.

APL 8 (EL 9)

☛ **Megaraptors (3):** hp 81 each; see *Monster Manual*, page 60.

Tactics: The dinosaurs hunt the area around the creek for deer and other animals that take advantage of the less tepid water. At all APLs the dinosaurs will strike the party as they begin to come out of the water, attacking the party member in the lead. The dinosaurs are animals looking for a meal.

At APLs 2 and 6, the dinosaur will attack until it has lost 75% of its hit points (27 for the deinonychus, 83 for the advanced megaraptor) and then flee. At APLs 4 and 8, the dinosaurs will not flee until they are the only creature left or they have been separated and are not fighting the same opponent, and then only at the 75% hp lost mark (27 for the deinonychus, 61 for the megaraptor).

If a party member is knocked unconscious by one of the dinosaurs, the dinosaur will grab the PC in its jaws and try taking them away (provoking attacks of opportunity). They will flee (double moves only as the trees and ground clutter prevent any additional movement) through the undergrowth to a place a mile away to feast on the PC.

Firing a bow or making ranged attacks on fleeing dinosaurs are subject to a 20% miss chance due to the large amount of ground clutter that provides concealment. Tracking a dinosaur is a DC 8 Survival check by anyone with the Track feat or a DC 15 Search check for anyone else. Those making search checks must make three checks or be forced to lose two rounds trying to reacquire the trail while the dinosaur gets to enjoy its meal.

Treasure: none.

The Ruins: The ruins appear to be the remains of a farm house. The stone walls are chest high. A close examination of the area will reveal a stone circular lid that covers a half-full, stagnant, slime-covered cistern. Bits of metal can be found inside the walls but nothing of any use can be gathered from the ruins.

ENCOUNTER 3: DO YOU THINK I HAD A CHOICE?

As night falls, you hear the cries of swamp birds behind you, the low rumble of crocodiles grunting and bull frogs chirping. The cloud cover that has haunted you all day is beginning to break up and the nearly full moon casts an eerie light on the swamp around you.

Tactics: Use this encounter to increase the paranoia in the party. Have them arrange their miniatures on the battle mat, set watches and perform Spot and Listen checks during each of the watches.

As the morning dawns, the sun brightly shines on the cloudless day. You determine that you are but a short way from your destination and pack up camp, eager to get on the road.

Development: If the party is without any guidance from the halflings of Attakapas or the orcs of the Broken Tooth Clan, proceed to Encounter 4A. For those getting the help of Marceaux and the halflings of Attakapas, proceed to Encounter 4B. For those with the help and guidance of the orcs of the Broken Tooth Clan, proceed with Encounter 4C.

ENCOUNTER 4: HERE'S WHERE THE FUN BEGINS

This encounter has three sub-encounters; the PCs encounter only one of these sub-encounters, depending on their actions regarding seeking help.

4A: NO HELP

For those without any guidance from the halflings of Attakapas or the orcs of the Broken Tooth clan:

The swampy bogs become sparser as you travel south along the river. Stagnant swamp stretches out as far as you can see to the south and west. Looming in the far west, you see the snow-capped peaks of the Hellfurnaces through the canopy of ancient cypress trees. Once, you see herds of antelope grazing in the distance. The other side of the river is a stark contrast. The bank rises between ten and thirty feet. Sheer, river-worn, grey granite shades the eastern side of the river from the morning sun.

Late in the afternoon of the third day you hear howls, the braying of beasts in the distance. A few minutes later, you see the approach of several large wolves with the look of blood lust.

See DM Aid: Map of Encounter 4A.

APL 2 (EL 5)

🐾 **Wolves (4):** hp 15 each; see *Monster Manual*, page 283; trained for combat riding.

🐾 **Kennel Master:** male human (Olman) Rgr1; hp 6; see *Appendix 1*.

APL 4 (EL 7)

🐾 **Worgs (4):** hp 36 each; see *Monster Manual*, page 256; trained for combat riding.

🐾 **Kennel Master:** male human (Olman) Rgr2; hp 12; see *Appendix 2*.

APL 6 (EL 9)

🐾 **Dire Wolves (6):** hp 50 each; see *Monster Manual*, page 65; trained for combat riding.

🐾 **Kennel Master:** male human (Olman) Rgr6; hp 36; see *Appendix 3*.

🐾 **Wolf, Kennel Master's Animal Companion:** hp 30; see *Appendix 3*; trained for combat riding, fetch, track.

APL 8 (EL 11)

🐾 **Fiendish Dire Wolves, Advanced (4):** hp 75 each; see *Appendix 4*; trained for combat riding.

🐾 **Kennel Master:** male human (Olman) Rgr8; hp 48; see *Appendix 4*.

🐾 **Wolf, Kennel Master's Animal Companion:** hp 30; see *Appendix 4*; trained for combat riding, fetch, track.

Tactics: The wolf pack attacking the party is a group of trained guard animals released by the Scarlet Brotherhood to discourage escaped slaves. They are trained by their master to kill any humanoids they find in the region. They approach the party with hostile intent and will not stop attacking or break off pursuit of any PCs that flee.

At APL 2, the wolves approach in a wedge formation with 5 feet separating them. At APL 4, the worgs will approach with two worgs separated by 5 feet and the second pair and Kennel Master at a distance of 25 feet from the first pair of worgs. At APL 6, the dire wolves will approach the party in an inverted wedge with the Kennel Master riding the center dire wolf with 20 feet separating each dire wolf. At APL 8, the fiendish dire wolves will approach the party in a broad line in front of the party with the Kennel Master rider on the center fiendish dire wolf at a span of 25 feet between each of the fiendish dire wolves. At APL 6 and 8, the Kennel Master's animal companion wolf will try to remain hidden outside of combat until signaled by his master to attack.

Treasure: The wolves wear silver-tooled leather collars bearing the curved cross of the Scarlet Brotherhood. This plus the possessions of the Kennel Master are the only treasure here.

After combat, allow the PCs to perform any spellcasting they want to and then proceed to Encounter 5.

4B: HELP FROM THE HALFLINGS

For those PCs who participated in YEO1-06 *Clod Blooded* or YEO3-07 *Squeal Like a Pig* but do not possess the **Ally: The Broken Tooth Clan** effect or don't wish to seek the Clan's help:

Passing through Bogspur on your way through the Hool, you can't pass the opportunity to see who's at the Frog Bog, the only tavern in this hamlet. In the corner you see a Halfling that you can't help but recognize. It is your old friend Marceaux from Attakapas, going on to another Halfling seated next to him, "Now, jus' try you one o' 'dos honey ros'ed cicadas. 'Dem's good eat'n. Umm-huh. I mak'd 'dem myself las' fall, when 'da cicadas sing their songs an' get'in ready fo' winter." The Halfling seated next to Marceaux politely declines the offer making some reference to needing get home because he has a hard day ahead of him and leaves the tavern.

As the Halfling looks over towards you, a glimmer lights into Marceaux's face. "Friends, wha' you doin' in 'de swamp again, eh? You comin' to see ol' Marceaux? Hows you doin'? You wants some

honey ros'ed cicadas? Sit a spell an' tell ol' Marceaux what you been doin'."

If the PCs tell Marceaux that they are headed into the marshes and down towards the Hool River, he will tell them that the best way to get down the river is by skiff and he will provide directions. He tells them if they want, he has a skiff hidden just around the back of his old shack. Tied to a large cypress tree they will find a skiff and some supplies – a large batch of his honey roasted cicadas.

You make your way from Bogspur to Marceaux's old shack on the edges of town. A large skiff 20-feet wide and 40-feet long rests tied to a cypress tree. As you board the craft, you see a large clay jar sealed with wax and a brown clay jug, stoppered with a cork.

The clay jar contains three pounds of Marceaux's Honey Roasted Cicadas, and the jug is full of Marceaux's White Lightning.

The path Marceaux recommended winds its way southward passing large mounds to your right and open water to your left. Occasionally, you are forced to pull your boat to one side and carry it past a section of shallows. As you proceed further down the waterway, you see sheer grey granite cliffs to your left and to your right you see the tangle of vines and trees towering, forming a corridor along the river.

See DM Aid: Map of Encounter 4B.

At mid-day, the party is assaulted by a group of Lizardfolk. The boat will be assaulted in 12-foot deep water where there is rock outcropping to scrubland some 30 feet away. The ambush at APLs 2 and 4 can be spotted on a DC 13 Spot check (as they are attempting to hide in the water along the outcropping 30 feet away). At APLs 6 and 8, the sorcerer will have pre-cast *invisibility* (3 times) on the Lizardfolk fighters assaulting the boat. The sorcerer is hidden behind a rock outcropping allowing for no chance of sight until the boat is past that point. *Invisibility purge* or some additional means to see invisible creatures will allow for the DC 13 Spot check; otherwise it's a DC 33 Spot check.

APL 2 (EL 4)

👉 **Lizardfolk** (4): hp 14 each; see *Monster Manual*, page 169.

APL 4 (EL 6)

👉 **Lizardfolk Ftr1** (4): hp 27 each; see *Appendix 2*.

APL 6 (EL 8)

👉 **Lizardfolk Ftr3** (3): hp 46 each; see *Appendix 3*.

👉 **Lizardfolk Sor4** (1): hp 38 each; see *Appendix 3*.

APL 8 (EL 10)

👉 **Lizardfolk Ftr5** (3): hp 66 each; see *Appendix 4*.

👉 **Lizardfolk Sor6** (1): hp 48 each; see *Appendix 4*.

Tactics: The lizardfolk are arranged in ambush. When the party's boat is close to the ambush site the lizardfolk will attempt to board. At APL 8, the attack will begin with the sorcerer casting *glitterdust* on the boat and then the lizardfolk storming the boat. The lizardfolk are armed with clubs and will initially power attack for full in an attempt to end the fight quickly. After the first round any lizardfolk that have missed, will use their full attack bonus to hit, otherwise they will continue to power attack for full. If the lizardfolk detect any spellcasters, they will target them with their thunderstones to try to make them miscast spells (20% spell failure chance for any spell with a verbal component if they fail the DC 15 Fort save).

Treasure: The possessions of the lizardfolk are the only treasure here.

After combat, allow the PCs to perform any spellcasting they want to and then proceed to Encounter 5.

4C: HELP FROM THE ORCS

For those PCs who participated in YEO3-07 *Squeal Like a Pig* and possess the **Ally: The Broken Tooth Clan** effect:

Passing through Bogspur on your way through the Hool, you can't pass the opportunity to see who's at the Frog Bog, the only tavern in this hamlet. As you leave the tavern, after one of the vilest ales you've ever tasted, you are greeted by a burly half-orc. "Broken Tooth Brother, what you doing so near clan and no come see us? Me think you no like Forg no more. So, why you here? You go hunting in swamp? You go to look for friends? Forg can help. Him great hunter," as he taps his chest with his fist.

If the PCs talk to Forg and tell him something of their mission into the swamp, Forg will tell them to head due south from Bogspur, keep going south, cross the Hool River at the nearest ford. He will tell them to beware of those on the other side of the river, saying that they are cruel and enslave any that they find.

You follow Forg's directions and ford the Hool River with a small amount of difficulty. The terrain on this side of the river is dramatically different from the swamp that you left. Rocky outcroppings dot the plains. You see the remnants of fields and farms. Occasionally, you see the ruins of huge buildings and stone fences that must have been plantations just a few years ago. The further from the river, the tamer the area seems to be. On the second day, you spend an hour hiding and watching slaves working in a field until they are moved on by

their overseer allowing you to pass undetected. At the end of the second day you see vultures ahead of you to the south. As you get closer to the site, you see the remains of a pair of humans. They look to have been mauled by an animal.

A DC 15 Heal check determines that the humans were killed by some form of dog or wolf, while a DC 20 Heal check determines that they were killed only 3 days ago.

As you continue on, you see additional skeletons bleached white with age, some wearing rusted manacles. Late in the afternoon of the third day you hear howls in the distance. A few minutes later, you see the approach of several large wolves with the look of bloodlust.

See DM Aid: Map of Encounter 4C.

APL 2 (EL 4)

➤ **Wolves (3):** hp 15 each; see *Monster Manual*, page 283; trained for combat riding.

➤ **Kennel Master:** male human (Olman) Rgr1; hp 6; see *Appendix 1*.

APL 4 (EL 6)

➤ **Worgs (3):** hp 36 each; see *Monster Manual*, page 256; trained for combat riding.

➤ **Kennel Master:** male human (Olman) Rgr2; hp 12; see *Appendix 2*.

APL 6 (EL 8)

➤ **Dire Wolves (3):** hp 50 each; see *Monster Manual*, page 65; trained for combat riding.

➤ **Kennel Master:** male human (Olman) Rgr6; hp 36; see *Appendix 3*.

➤ **Wolf, Kennel Master's Animal Companion:** hp 30; see *Appendix 3*; trained for combat riding, fetch, track.

APL 8 (EL 10)

➤ **Fiendish Dire Wolves, Advanced (2):** hp 75 each; see *Appendix 4*; trained for combat riding.

➤ **Kennel Master:** male human (Olman) Rgr8; hp 48; see *Appendix 4*.

➤ **Wolf, Kennel Master's Animal Companion:** hp 30; see *Appendix 4*; trained for combat riding, fetch, track.

Tactics: The wolf pack attacking the party is a group of trained guard animals released by the Scarlet Brotherhood to discourage escaped slaves. They are trained by their master to kill any humanoids they find in the region. They approach the party with hostile intent

and will not stop attacking or break off pursuit of any PCs that flee.

At APL 2, the wolves approach in a wedge formation with 5 feet separating them. At APL 4, the worgs will approach with two worgs separated by 5 feet and the third worg and Kennel Master at a distance of 25 feet from the first pair of worgs. At APL 6, the dire wolves will approach the party in an inverted wedge with the Kennel Master riding the center dire wolf with 20 feet separating each dire wolf. At APL 8, the fiendish dire wolves will approach the party in a broad line in front of the party with the Kennel Master rider on one of the fiendish dire wolves at a span of 25 feet between the fiendish dire wolves. At APL 6 and 8, the Kennel Master's animal companion wolf will try to remain hidden outside of combat until signaled by his master to attack.

Treasure: The wolves wear silver-tooled leather collars (10 gp each) bearing the curved cross of the Scarlet Brotherhood. This plus the possessions of the Kennel Master are the only treasure here.

After combat, allow the PCs to perform any spellcasting they want to and then proceed to Encounter 5.

ENCOUNTER 5: GOT A VERY BAD FEELING ABOUT THIS

After another day or two of uneventful travel you arrive at the outpost of Okalasma Kendeen, located in a secluded area of the river. Cane breaks and cattails litter the area, but from one of the granite ledges, you are able to get a fairly good view of the outpost. A bamboo wall rings the encampment and a pair of wood and bamboo towers allows guards to keep watch. A pair of shaggy ponies is tied to a large post next to a water trough. Hay litters the ground around the ponies. A canvas tarp provides shade for the animals. In the southwest corner there is a large bamboo building 2-feet off of the ground on posts. In the center of the encampment, there is a squat wooden structure with bamboo bars along apparent windows. Along the north side of the outpost camp there are six pits covered with bamboo lattices.

Throughout the day, you see several guards dressed in robes and one man dressed in armor. At midday, you see two guards pull a man from one of the pits. They lean over the man for a few minutes, throw him on a litter and begin carrying him toward the gates. As the guards exit the compound and get closer to your position you see that the litter has a mangled human body on it. They take the body past the southeast corner of the wall and dump the litter. Carrion birds begin to circle in the air, awaiting a new meal, as the guards arrange the now-dead body

on a wooden prop, displaying it as some kind of threat or warning.

Refer to DM Aids: Map of Okalasma Kendeen (Large Scale) and Map of Okalasma Kendeen (Detailed) for Encounters 5 to 8.

Provide Player Handout #2 so the PCs can make their plans based on the general layout of the facility as they can observe it from a distance. The party is allowed to observe the facility and formulate some means of entry. If they make some move towards the outpost with the intent of bluffing their way inside, proceed to Encounter 6. If the party decides to enter the fortress by stealth, the PCs will be making Move Silently and Hide checks opposed by Listen and Spot checks by any guards present; proceed to Encounter 6 for details. There are bells in the guard towers of the outpost and the monks will ring the bell if someone is sighted. If the party chooses to attack directly, proceed to Encounter 6 until the fighting starts, then head directly to Encounter 8.

ENCOUNTER 6: NEVER TELL ME THE ODDS

As the sun slips down on the horizon, you make your way toward the Okalasma Kendeen. Guards in dark robes stand in the towers along the wall. They stop every few minutes and look about in the moonlight. The quarry has a quiet stillness about it, and the only sound, the gentle bubbling of the lazy river, is magnified.

ENTRY BY GUILF

You continue forward. A guard calls out to you in Ancient Suloise, "stand and be recognized."

If the PCs do not know Ancient Suloise, the guard will watch them approach and call for them to "Stand and be recognized," in a heavily accented Common.

After a few minutes, another man in armor can be seen on the opposite side of the doors on the wall. He calls to you, "I am Yasron Thranx, master of this outpost, what business have you at the Okalasma Kendeen?"

Allow the PCs to interact with Yasron Thranx for a few minutes. Modify their Bluff, Diplomacy, or Intimidate checks based on the quality of their interaction with Yasron, to a maximum of +/- 5. Yasron Thranx is very arrogant and can be condescending to any person that is less than pure blooded Suel. If speaking to a pure blooded Suel, he will be aloof, but polite. To all others, he will be arrogant to just shy of rude. Apply the following circumstance modifiers to the PCs' checks:

- +2 for each Suel human party member (or those with the physical appearance of a Suel human).

- +5 for each member of the party bearing any one of the Scarlet Brotherhood badges: Badge of Valesh Kem, Badge of Kesh Urvail, or Badge of Nyrong Sindan.
- +2 for any additional marks, tattoos, etc. marking membership or influence with the Scarlet Brotherhood.
- +5 if the PC making the Bluff, Diplomacy, or Intimidate check speaks in Ancient Suloise.
- -5 (or worse if specifically noted on the AR) for each party member bearing marks denoting enmity of the Scarlet Brotherhood.
- -2 for each party member not of Suel descent (include PCs of non-human descent here also).
- -3 (in addition to the previous -2) for any party members of Baklunish descent.

The PCs' checks are opposed by Yasron Thranx's Sense Motive check. A check that exceeds his Sense Motive check will allow the party to remove the captives without any kind of fight (but receive full experience as if they had defeated the occupants). If the PCs' fail their checks by 5 or more, Yasron allows the PCs into the outpost and then has his guards ambush them immediately; proceed to Encounter 8. If the PCs' fail their checks by 4 or less, he allows the party to enter the outpost but is suspicious; Yasron Thranx will retire to his quarters and perform an *augury* to determine the danger to himself and the garrison. He will get a result that allowing the party into the garrison is "bad" and will array the garrison in the most advantageous means to ambush the party and capture them. The PCs may roam the outpost and try to complete their task before Yasron has finished the *augury* and set up the ambush; proceed to Encounter 7.

ENTRY BY STEALTH

If the PCs attempt a stealthy entry into the outpost, make opposed Listen and Spot checks by any guards present (use the appropriate APL's version of the guards as in Encounter 8). It's a DC 15 Climb check to climb over the walls of the camp, which are 15 feet high.

ENTRY BY ATTACK

If someone fires on the guards in the towers, they will crouch behind the 3-foot tall walls (+4 to AC for cover), sound the alarm bells, and return fire upon the attackers, if they can. If the PCs rush the gate, the tower guards will catch the PCs in a crossfire, concentrating fire on arcane casters, healers, then archers (in that order) and provide Yasron Thranx direction as to where the PCs are for his area of effect spells.

ENCOUNTER 7: WHY DON'T YOU COME WITH US?

You enter the cell block of Okalasma Kendeen. Just beside the six pit cells, there is a single stone cellblock. Inside, a corridor runs between stalls, each of which has manacles hanging from the walls and a chain with a great hook hanging from the ceiling. In one of these is a chained woman, conscious but barely able to hold herself up. Further on in another is a man suspended from one of the great hooks by his manacles.

If the PCs approach the woman and use the code phrase for recognition she will respond with the counter phrase, "...the sun shall set less slowly on the Brotherhood in the Hold."

🔮 **Kevis:** Male Human (Suel) Wiz10; hp 41 (currently 2); AL NG.

Description: Standing a mere 4 ft. 10 in., Kevis is a slight man with shoulder length blond hair, pale skin, and piercing blue eyes. His once fine robes are torn with whip slashes and knife cuts. His forehead is covered with a scarred, red brand of "traitor" flanked by the curved crosses of the Scarlet Sign. He has the following spells remaining that could be of use to the PCs during the escape: *read magic* x2, *detect magic*, *prestidigitation*, *unseen servant*, *Tenser's floating disk*, *mage armor*, *invisibility*, *web*, *glitterdust*, *spider climb*, *clairaudience*, *dimension door*, *Leomund's secret chest*.

🔮 **Nimora Justaris:** Female Human Rog6; hp 32 (currently 2); AL NG.

Description: Nimora has short, curly, light brown hair, gray eyes, and darkly tanned skin. She is about 5 ft. 1 in. tall with a round face. A once bright, yellow dress hangs in tatters around her. Her face is bruised, eyes swollen shut, and her nose appears to be broken. Through the tatters of her dress, welts and bruises give evidence of extended torture.

The cell doors are locked. If the PCs have persuaded Yasron Thranx to allow them to take the captives, he will have provided them with the key to the doors.

🔪 **Bamboo Lattice Doors:** 1.5 in. thick; hardness 5; hp 15; Break DC 18; lock (Open Lock DC 25, hardness 15, hp 30).

Treasure: Kevis is bound in *dimensional shackles*.

ENCOUNTER 8: BORING CONVERSATION ANYWAY

If the PCs manage to recover the prisoners via stealth or guile, they can avoid the combat in this encounter entirely. If they are discovered or mount a frontal assault:

As you move through the compound, you see several guards armed with light crossbows and an armored man carrying a heavy crossbow. The man in armor says, "It's nice of you to join us. We were getting bored with just two charges. It is fortunate that you all chose to join us, but I don't know that you will enjoy your stay. Disarm yourselves and place your arms and armor in-front of you and take three steps back."

Allow the players about 30 seconds to let the situation sink in, and then prompt each of them for an answer for the request. If the PCs choose to surrender proceed immediately to the Conclusion, Captured section. Otherwise, any offensive action or any spell casting prompts an attack; consider it a surprise round with no one surprised and order initiative normally. After this response round, proceed with combat normally. All of the guards will be prepared to fire their crossbows then proceed into close combat. Yasron Thranx is prepared to cast *bane* (at APL 2), *prayer* (at APL 4), and *unholy blight* (at APL 6 and 8).

APL 2 (EL 5)

🔪 **Yasron Thranx:** male human (Suel) Clr3 of Pyremius; hp 21; see *Appendix 1*.

🔪 **Guards (3):** male human (Suel) Mnk1; hp 6 each; see *Appendix 1*.

APL 4 (EL 7)

🔪 **Yasron Thranx:** male human (Suel) Clr5 of Pyremius; hp 34; see *Appendix 2*.

🔪 **Guards (2):** male human (Suel) Mnk3; hp 18 each; see *Appendix 2*.

APL 6 (EL 9)

🔪 **Yasron Thranx:** male human (Suel) Clr7 of Pyremius; hp 48; see *Appendix 3*.

🔪 **Guards (4):** male human (Suel) Mnk3; hp 18 each; see *Appendix 3*.

APL 8 (EL 11)

🔪 **Yasron Thranx:** male human (Suel) Clr9 of Pyremius; hp 61; see *Appendix 4*.

🔪 **Guards (4):** male human (Suel) Mnk5; hp 30 each; see *Appendix 4*.

Tactics: The objective of the guards and Yasron Thranx is to subdue the party, take them captive, interrogate them, and then assign them to a slave farming project in the Hold of the Sea Princes. They will be very vocal about what the future holds for the PCs should they indeed be captured.

Note: Their true objective, of course, is to let the party escape. They will try to leave the party an avenue of withdrawal, if possible.

The monks will use nonlethal damage to attack the PCs, moving on after any PC is knocked unconscious. Yasron Thranx will use his spells in support of the other guards, but when assaulted directly will spontaneously convert spells to *inflict wounds* or use those spells memorized to inflict the maximum damage on the PCs. He will not target to kill immediately and will stabilize all downed PCs after all of the other PCs have been subdued, fled, or surrendered.

In rounds 3, 5, 7, and 9, more monk guards will join the fight (in the same numbers as the PCs first encounters). The first two groups to arrive will be the other guards on duty, while the last two will be the off-duty guards. If the PCs choose to “see what happens”, the monks will try to subdue them all. If more than half of the monks are killed and the party has taken no casualties, Yasron Thranx gives the order, “Kill them all” and the attempts to subdue stop. If the party falls to the monks, proceed to the Conclusion, Captured section. If the party succeeds in escaping the encampment itself, proceed to the Conclusion, Free section.

Treasure: The possessions of Yasron Thranx and the guards are the only treasure here. PCs may not manage to gather all of these possessions before departing, depending on how the combat proceeds and how many additional groups of guards have time to arrive.

CONCLUSION

CAPTURED

You awaken to find yourselves in the custody of the garrison of Okalasna Kendeen. After a few weeks of torture, you are sent in chains to labor in the wheat fields of the Scarlet Brotherhood in the Hold of the Sea Princes. After several months of labor, you discover a means of escape towards the safety of the Yeomanry. Eventually, you are found by the Servants of Trithereon and led to safety.

Prompt any Army or Militia members for their report, if they have not already expressed the desire to make a report.

All PCs captured by the Scarlet Brotherhood receive the **Imprisoned** effect on the AR. Any Suel humans or human PCs with the characteristics of Suel humans (red or blond hair with blue or green eyes), not only receive the **Imprisoned** effect on the AR, but also receive the **Branded** effect on the AR.

FREE

If the PCs return with either of the captives:

Night begins to fade and the light of the false dawn begins to make it easier to see. To the south you hear the sounds of several packs of hounds trying to pick up your trail. Your journey north

from the outpost is filled with their howls and ceaseless pursuit. As you make your way back across the Hool Marsh, your charges show small signs of recovery. They are noticeably paranoid and those on watch notice that they don't sleep. Several times each night, they rise or sit and gaze to the south in a vacant stare as if recalling unforgettable horror. The travel is slow, but eventually you make it back to the Burly Halfling in Trevorton. As you enter the Inn, you see Jesson.

He leads you all to a private room and says, “Thank you. I have your payment here.” He pulls out several bags of coin and tosses them to you. “Your services will be remembered, and you may find help in the future for your deeds done here.”

Halma, who has taken Kevis in her arms and is rocking him gently, says, “Thank you for freeing my master. As I promised, you may copy any spells that I have in my spellbook for your efforts.”

The spells available to the PCs are listed as **Halma's Spells** in the Treasure Summary.

If any of the PCs are members of the Yeomanry Militia or Army, take them aside and read:

Jesson takes you aside and says, “You have done a service to the Yeomanry. I, Captain Tomar Weilm, could not tell you until now, but you have rescued an operative we had in the Hold of the Sea Princes. For this, you have my personal gratitude and that of the members of my unit. We have resources that can be made available to you.”

These PCs receive the **Influence with Captain Tomar Weilm** effect on the AR. Prompt any Army or Militia members for their report, if they have not already expressed the desire to make a report.

If the PCs have rescued the Wizard Kevis,

As you begin to leave the table the Wizard Kevis rises and says, “In addition to anything else you may be receiving, I wish to add my thanks to you. I was a crafter of items for the Scarlet Brotherhood, now I shall craft something for each of you. You need but reimburse me for the costs of the item.”

The PCs receive the **Favor of the Wizard Kevis** effect on the AR.

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 2

Defeat the predators

- APL 2: 90 xp.
- APL 4: 150 xp.
- APL 6: 210 xp.
- APL 8: 270 xp.

Encounter 4

Defeat the wolf pack or lizardfolk

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.

Encounter 8

Defeat the guards by means of combat or avoid them via stealth or guile

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.

Story Award

Rescue both captives

- APL 2: 40 xp.
- APL 4: 60 xp.
- APL 6: 80 xp.
- APL 8: 100 xp.

Discretionary Roleplaying Award

- APL 2: 50 xp.
- APL 4: 75 xp.
- APL 6: 100 xp.
- APL 8: 125 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 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 adventure, 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 1:

- APL 2: L: 0 gp, C: 100 gp, M: 0 gp.
- APL 4: L: 0 gp, C: 200 gp, M: 0 gp.
- APL 6: L: 0 gp, C: 300 gp, M: 0 gp.
- APL 8: L: 0 gp, C: 400 gp, M: 0 gp.

Encounter 4A or 4C:

- APL 2: L: 75 gp, C: 0 gp, M: 0 gp.
- APL 4: L: 120 gp, C: 0 gp, M: *potion of barkskin* +3 (50 gp).
- APL 6: L: 108 gp, C: 0 gp, M: *potion of barkskin* +3 (50 gp), *potion of cat’s grace* (25 gp), *potion of bull’s strength*

(25 gp), ring of protection +1 (167 gp), +1 studded leather (98 gp).

APL 8: L: 30 gp, C: 0 gp, M: potion of barkskin +3 (50 gp), potion of cat's grace (25 gp), potion of bull's strength (25 gp), ring of protection +1 (167 gp), +1 studded leather (98 gp), +1 composite longbow (+2 Str bonus) (217 gp), +1 scimitar (193 gp).

Encounter 4B:

APL 2: L: 3 gp, C: 0 gp, M: 0 gp.

APL 4: L: 222 gp, C: 0 gp, M: 8 potions of cure light wounds (4 gp each), 4 oils of shillelagh (4 gp each), 4 potions of pass without trace (4 gp each).

APL 6: L: 280 gp, C: 0 gp, M: 8 potions of cure light wounds (4 gp each), 3 oils of shillelagh (4 gp each), 4 potions of pass without trace (4 gp each), potion of sanctuary (4 gp), ring of protection +1 (167 gp), cloak of resistance +1 (83 gp), 3 +1 heavy wooden shields (96 gp each).

APL 8: L: 236 gp, C: 0 gp, M: 2 potions of cure light wounds (4 gp each), 3 oils of shillelagh (4 gp each), 4 potions of pass without trace (4 gp each), potion of sanctuary (4 gp), gloves of dexterity +2 (333 gp), cloak of resistance +1 (83 gp), 3 +1 heavy wooden shields (96 gp each), 3 potions of cure serious wounds (63 gp each), 3 potions of enlarge person (21 gp each), 3 +1 studded leather (98 gp each).

Encounter 8:

APL 2: L: 148 gp, C: 0 gp, M: 3 screaming bolts (22 gp each), 3 pinches of dust of tracelessness (21 gp each), wand of cure light wounds – CL 1st (63 gp), vest of resistance +1 (83 gp).

APL 4: L: 228 gp, C: 0 gp, M: 2 screaming bolts (22 gp each), 2 pinches of dust of tracelessness (21 gp each), 2 javelins of lightning (125 gp each), 3 potions of owl's wisdom (25 gp each), wand of cure light wounds – CL 1st (63 gp), vest of resistance +1 (83 gp).

APL 6: L: 285 gp, C: 0 gp, M: 4 screaming bolts (22 gp each), 4 pinches of dust of tracelessness (21 gp each), 4 javelins of lightning (125 gp each), 5 potions of owl's wisdom (25 gp each), wand of cure light wounds – CL 1st (63 gp), vest of resistance +2 (333 gp), potion of pass without trace (4 gp), potion of shield of faith +2 (4 gp).

APL 8: L: 147 gp, C: 0 gp, M: 4 screaming bolts (22 gp each), 4 pinches of dust of tracelessness (21 gp each), 4 javelins of lightning (125 gp each), 5 potions of owl's wisdom (25 gp each), 4 potions of greater magic fang +3 (150 gp each), wand of cure light wounds – CL 1st (63 gp), vest of resistance +2 (333 gp), potion of pass without trace (4 gp), potion of shield of faith +2 (4 gp), potion of blur (25 gp), +1 full plate (221 gp), brooch of shielding (125 gp), Heward's handy haversack (167 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 223 gp, C: 100 gp, M: 275 gp – Total: 598 gp (450 gp).

APL 4: L: 450 gp, C: 200 gp, M: 621 gp – Total: 1,271 gp (650 gp).

APL 6: L: 565 gp, C: 300 gp, M: 1,803 gp – Total: 2,668 gp (900 gp).

APL 8: L: 383 gp, C: 400 gp, M: 3,629 gp – Total: 4,412 gp (1,125 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Spells from Halma:** This PC gains access (Frequency: Adventure) to copy any of the following spells from Halma's spellbook, at normal costs for scribing them into the PC's spellbook: 1st – *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*, *Tenser's floating disk*, *unseen servant*; 2nd – *invisibility*, *spider climb*, *web*.

☛ **Favor of the Wizard Kevis:** For rescuing the wizard Kevis from the Scarlet Brotherhood, he will craft an item for you. You gain access (Frequency: Regional) to purchase one of the following items (circle the one selected): *cape of the mountebank*, *cloak of arachnida*, *eyes of the eagle*, *Heward's handy haversack*, *quiver of Ehlonna*. Mark this favor as USED when it is redeemed.

☛ **Influence with Captain Tomar Weilm:** This Yeomanry military PC gains one Influence Point with the Yeoman Militia or Army. You can exchange this Influence Point to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle the one selected): *light fortification* armor/shield special ability or *bane* (giant) weapon special ability. Mark this favor as USED when it is redeemed.

☛ **Imprisoned:** You have been taken prisoner by agents of the Scarlet Brotherhood in the Hold of the Sea Princes. You spend 16 additional TUs planning and executing your escape from their clutches. Any favors with the Scarlet Brotherhood can be spent to reduce this cost to a minimum of 8 TUs (each favor reduces the cost by 1 TU). Your imprisonment and torture grants you access to acquire the Badge of Bondage feat (*Dragon #315*).

☛ **Branded:** Because of your apparent pure Suel heritage and your betrayal of your "brothers" in the Scarlet Brotherhood, you have been cursed with the brand of the traitor – the word "traitor" in Ancient Suloise flanked on both sides with the curved cross of the Scarlet Sign. If not removed, the brand provides a -6 profane penalty to Cha (minimum of 1) and a further -4 circumstance penalty to all Cha-based checks involving the Scarlet

Brotherhood. This brand can be removed with a *remove curse* by a 9th level caster.

Item Access

APL 2:

- *Dimensional Shackles* (*Adventure; Dungeon Master's Guide*)
- *Dust of Tracelessness* (*Adventure; Dungeon Master's Guide*)
- *Screaming Bolt* (*Adventure; Dungeon Master's Guide*)
- *Vest of Resistance +1* (*Adventure; Complete Arcane*)
- *Wand of Cure Light Wounds* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- *Javelin of Lightning* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

- *Vest of Resistance +2* (*Adventure; Complete Arcane*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Brooch of Shielding* (*Adventure; Dungeon Master's Guide*)
- *Heward's Handy Haversack* (*Adventure; Dungeon Master's Guide*)
- *Potion of Greater Magic Fang +3* (*Adventure; Dungeon Master's Guide*)

ENCOUNTER 4A OR 4C

Kennel Master: Male Human (Olman) Rgr1; CR 1; Medium Humanoid (Human); HD 1d8; hp 6; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BA/Grp +1/+3; Atk +4 melee (1d6+3/18-20, masterwork scimitar) or +4 ranged (1d8/x3, masterwork composite longbow); Full Atk +4 melee (1d6+3/18-20, masterwork scimitar) or +4 ranged (1d8/x3, masterwork composite longbow); SA favored enemy (human +2); SQ wild empathy +3; AL NE; SV Fort +2, Ref +4, Will +0; Str 14, Dex 14, Con 10, Int 10, Wis 11, Cha 14.

Skills and Feats: Handle Animal +6, Knowledge (geography) +4, Listen +4, Move Silently +6, Ride +6, Spot +4, Survival +4; Mounted Combat, Ride-by-Attack, Track^B.

Languages: Olman.

Possessions: masterwork composite longbow, 20 arrows, masterwork scimitar, masterwork studded leather, traveler's outfit.

Description: The Kennel Master is a short Olman man standing only 4 ft. 11 in. He is dark tanned and dirty with long unkempt hair and a scruffy beard.

ENCOUNTER 8

Guard: Male Human (Suel) Mnk1; CR 1; Medium Humanoid (Human); HD 1d8; hp 6; Init +2; Spd 30 ft.; AC 15, touch 15, flat-footed 13 (+2 Dex, +3 Wis); BA/Grp +0/+6; Atk +2 melee (1d6+2, unarmed strike) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, flurry of blows) or +3 ranged (1d8/19-20, masterwork light crossbow); SA unarmed strike, flurry of blows; SQ AC bonus, +1 to saves vs. spells and spell-like effects; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +6, Climb +4, Intimidate +0, Jump +4, Listen +7, Sense Motive +7, Spot +7, Tumble +6; Improved Grapple, Improved Unarmed Strike^B, Pure-Blooded Suel*, Stunning Fist^B (1/day, Fort DC 13). *Dragon #319.

Languages: Common, Ancient Suloise.

Possessions: monk's outfit, masterwork light crossbow, 20 bolts, 1 screaming bolt, dust of tracelessness.

Description: Clad in simple, tight, fitted, dark brown robes, the monks stand 5 ft. 8 in. tall with close cropped blond hair and blue eyes.

Yasron Thrax: Male Human (Suel) Clr3 of Pyremius; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+2 shield, +5 armor); BA/Grp +2/+4; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d10/19-20, heavy crossbow); Full Atk +5 melee

(1d8+2/19-20, masterwork longsword) or +2 ranged (1d10/19-20, heavy crossbow); SA spells, rebuke undead, spontaneous casting; SQ aura; AL LE; SV Fort +4 (+5), Ref +1 (+2), Will +6 (+7); Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Intimidate +2, Knowledge (religion) +4, Sense Motive +6; Martial Weapon Proficiency (longsword), Necropolis Born*, Pure-Blooded Suel*. *Complete Arcane; **Dragon #319.

Cleric Spells Prepared (4/3+1/2+1; save DC 13 + spell level): 0 – cure minor wounds x3, flare; 1st – bane, command, cure light wounds, protection from good^D; 2nd – augury, cure moderate wounds, shatter^D.

^DDomain Spell. *Domains:* Evil (evil spells are cast at +1 caster level); Destruction (smite (Su) 1/day – single melee attack with a +4 bonus on attack and a bonus on damage equal to your Clr level (if you hit); must declare the smite before making the attack.).

Languages: Common, Ancient Suloise.

Possessions: silver holy symbol of Pyremius, heavy crossbow, 20 bolts, masterwork longsword, heavy wooden shield, masterwork breastplate, wand of cure light wounds (CL 1st), vest of resistance +1*. *Complete Arcane.

Description: Yasron Thrax is a tall man with white-blond hair and green eyes. He stands 6-feet tall and has the bearing of a warrior. He is clad in armor and wears a surcoat of pure white with an undercoat of a bright orange-red. He displays the holy symbol of Pyremius prominently around his neck.

ENCOUNTER 4A OR 4C

Kennel Master: Male Human (Olman) Rgr2; CR 2; Medium Humanoid (Human); HD 2d8; hp 12; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BA/Grp +2/+4; Atk +5 melee (1d6+2/18-20, masterwork scimitar) or +5 melee (1d6+2/19-20, masterwork short sword) or +5 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +3 melee (1d6+2/18-20, masterwork scimitar) and +3 melee (1d6+1/19-20, masterwork short sword) or +5 ranged (1d8+2/x3, masterwork composite longbow); SA favored enemy (human +2); SQ wild empathy +6; AL NE; SV Fort +3, Ref +5, Will +0; Str 14, Dex 14, Con 10, Int 10, Wis 11, Cha 14.

Skills and Feats: Handle Animal +7, Knowledge (geography) +5, Listen +5, Move Silently +7, Ride +9, Spot +5, Survival +5 (+7 to avoid lost/hazards); Mounted Combat, Ride-by-Attack, Track^B, Two-Weapon Fighting^B.

Languages: Olman.

Possessions: masterwork composite longbow (+2 Str bonus), 20 arrows, masterwork scimitar, masterwork short sword, masterwork studded leather, traveler's outfit, *potion of barkskin* +3.

Description: The Kennel Master is a short Olman man standing only 4 ft. 11 in. He is dark tanned and dirty with long unkempt hair and a scruffy beard.

ENCOUNTER 4B

Lizardfolk Ftr1: CR 2; Medium Humanoid (Reptilian); HD 2d8+1d10+9; hp 27; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20 (+5 natural, +2 shield, +3 armor); BA/Grp +2/+5; Atk +5 melee (1d4+3, claw) or +6 melee (1d6+3, masterwork club) or +2 ranged (1d6+3, javelin); Full Atk +5 melee (1d4+3, 2 claws) and +3 melee (1d4+1, bite) or +6 melee (1d6+3, masterwork club) and +3 melee (1d4+1, bite) or +2 ranged (1d6+3, javelin); SA –; SQ hold breath; AL N; SV Fort +5, Ref +3, Will +1; Str 17, Dex 10, Con 17, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +7, Climb +4, Jump +9, Swim +8; Blind-Fight^B, Multiattack, Power Attack.

Skills: A lizardfolk has a +4 racial bonus to Balance, Jump, and Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Con score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Languages: Draconic.

Possessions: masterwork club, 3 javelins, masterwork heavy wooden shield, masterwork studded leather, thunderstone, 2 *potions of cure light wounds*, *oil of shillelagh*, *potion of pass without trace*.

ENCOUNTER 8

Guard: Male Human (Suel) Mnk3; CR 3; Medium Humanoid (Human); HD 3d8; hp 18; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13 (+2 Dex, +3 Wis); BA/Grp +2/+8; Atk +4 melee (1d6+2, unarmed strike) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d6+2, unarmed strike) or +2/+2 melee (1d6+2, flurry of blows) or +5 ranged (1d8/19-20, masterwork light crossbow); SA unarmed strike, flurry of blows; SQ AC bonus, +1 to saves vs. spells and spell-like effects, evasion, still mind; AL LE; SV Fort +3, Ref +5, Will +6; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +10, Climb +4, Diplomacy +1, Intimidate +0, Jump +9, Listen +9, Sense Motive +8, Spot +9, Tumble +10; Deflect Arrows^B, Extra Stunning^{**}, Improved Grapple, Improved Unarmed Strike^B, Pure-Blooded Suel^{*}, Stunning Fist^B (6/day, Fort DC 14). ^{*}Dragon #319; ^{**}Complete Warrior.

Languages: Common, Ancient Suloise.

Possessions: monk's outfit, masterwork light crossbow, 20 bolts, 1 *screaming bolt*, *dust of tracelessness*, *javelin of lightning*, *potion of owl's wisdom*.

Description: Clad in simple, tight, fitted, dark brown robes, the monks stand 5 ft. 8 in. tall with close cropped blond hair and blue eyes.

Yasron Thranx: Male Human (Suel) Clr5 of Pyremius; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 34; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+2 shield, +8 armor); BA/Grp +3/+5; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d10/19-20, heavy crossbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d10/19-20, heavy crossbow); SA spells, rebuke undead (+2 synergy bonus), spontaneous casting; SQ aura; AL LE; SV Fort +5 (+6), Ref +1 (+2), Will +7 (+8); Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +9, Intimidate +2, Knowledge (religion) +6, Sense Motive +7; Martial Weapon Proficiency (longsword), Necropolis Born^{*}, Pure-Blooded Suel^{**}. ^{*}Complete Arcane; ^{**}Dragon #319.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0 – *cure minor wounds* x3, *detect magic*, *flare*; 1st – *bane*, *command*, *doom*, *protection from good*^D, *sanctuary*; 2nd – *augury*, *cure moderate wounds* x2, *shatter*^D; 3rd – *contagion*^D, *cure serious wounds*, *prayer*.

^DDomain Spell. *Domains:* Evil (evil spells are cast at +1 caster level); Destruction (smite (Su) 1/day – single melee attack with a +4 bonus on attack and a bonus on damage equal to your Clr level (if you hit); must declare the smite before making the attack.).

Languages: Common, Ancient Suloise.

Possessions: silver holy symbol of Pyremius, heavy crossbow, 20 bolts, masterwork longsword, heavy

wooden shield, masterwork full plate, *wand of cure light wounds* (CL 1st), *vest of resistance +1**, *potion of owl's wisdom*.
*Complete Arcane.

Description: Yasron Thranx is a tall man with white-blond hair and green eyes. He stands 6-feet tall and has the bearing of a warrior. He is clad in armor and wears a surcoat of pure white with an undercoat of a bright orange-red. He displays the holy symbol of Pyremius prominently around his neck.

ENCOUNTER 2

Megaraptor, Advanced: CR 7; Large Animal; HD 11d8+58; hp 110; Init +2; Spd 60 ft.; AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); BA/Grp +8/+17; Atk +12 melee (2d6+5, talons); Full Atk +12 melee (2d6+5, talons) and +7 melee (1d4+2, 2 foreclaws) and +7 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA pounce; SQ low-light vision, scent; AL N; SV Fort +11, Ref +9, Will +5; Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +9, Jump +27, Listen +13, Spot +14, Survival +12; Improved Natural Armor, Run, Toughness, Track.

Skills: A megaraptor has a +8 racial bonus to Hide, Jump, Listen, Spot, and Survival checks.

Pounce (Ex): If a megaraptor charges a foe, it can make a full attack.

ENCOUNTER 4A OR 4C

Kennel Master: Male Human (Olman) Rgr6; CR 6; Medium Humanoid (Human); HD 6d8; hp 36; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 deflection); BA/Grp +6/+8; Atk +9 melee (1d6+2/18-20, masterwork scimitar) or +9 melee (1d6+2/19-20, masterwork short sword) or +9 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +7/+2 melee (1d6+2/18-20, masterwork scimitar) and +7/+2 melee (1d6+1/19-20, masterwork short sword) or +9/+4 ranged (1d8+2/x3, masterwork composite longbow); SA favored enemy (human +4, magical beast +2), spells; SQ wild empathy +10, animal companion; AL NE; SV Fort +5, Ref +7, Will +3; Str 14, Dex 14, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +11, Knowledge (geography) +9, Listen +10, Move Silently +11, Ride +13, Spot +10, Survival +10 (+12 to avoid lost/hazards); Endurance^B, Improved Two-Weapon Fighting^B, Mounted Combat, Power Attack, Ride-by-Attack, Spirited Charge, Track^B, Two-Weapon Fighting^B.

Ranger Spells Prepared (2; save DC 11 + spell level): 1st – entangle, longstrider.

Languages: Olman.

Possessions: masterwork composite longbow (+2 Str bonus), 20 arrows, masterwork scimitar, masterwork short sword, +1 studded leather, traveler's outfit, *potion of barkskin* +3, *ring of protection* +1, *potion of cat's grace*, *potion of bull's strength*.

Description: The Kennel Master is a short Olman man standing only 4 ft. 11 in. He is dark tanned and dirty with long unkempt hair and a scruffy beard.

Wolf, Kennel Master's Animal Companion: Medium Animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp

+3/+5; Atk/Full Atk +7 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2 (+7 tracking by scent); Track^B, Weapon Finesse, Weapon Focus (bite).

Skills: Wolves have a +4 racial bonus to Survival checks when tracking by scent.

Tricks: Combat Riding, Fetch, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4B

Lizardfolk Ftr3: CR 4; Medium Humanoid (Reptilian); HD 2d8+3d10+15; hp 46; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21 (+5 natural, +3 shield, +3 armor); BA/Grp +4/+8; Atk +8 melee (1d4+4, claw) or +9 melee (1d6+4, masterwork club) or +5 ranged (1d6+4, masterwork javelin); Full Atk +8 melee (1d4+4, 2 claws) and +6 melee (1d4+2, bite) or +9 melee (1d6+4, masterwork club) and +6 melee (1d4+2, bite) or +5 ranged (1d6+4, masterwork javelin); SA –; SQ hold breath; AL N; SV Fort +6, Ref +4, Will +2; Str 18, Dex 10, Con 17, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +8, Jump +10, Swim +9; Blind-Fight^B, Cleave^B, Multiattack, Power Attack.

Skills: A lizardfolk has a +4 racial bonus to Balance, Jump, and Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Con score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Languages: Draconic.

Possessions: masterwork club, 2 masterwork javelins, +1 heavy wooden shield, masterwork studded leather, thunderstone, 2 *potions of cure light wounds*, *oil of shillelagh*, *potion of pass without trace*.

Lizardfolk Sor4: CR 4; Medium Humanoid (Reptilian); HD 2d8+4d4+18; hp 38; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 deflection); BA/Grp +3/+3; Atk +3 melee (1d4, claw) or +5 ranged (1d6, javelin); Full Atk +3 melee (1d4, 2 claws) and +1 melee (1d4, bite) or +5 ranged (1d6, javelin); SA spells; SQ hold breath, summon familiar; AL N; SV Fort +4 (+5), Ref +6 (+7), Will +4 (+5); Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 16.

Skills and Feats: Balance +11, Bluff +7, Concentration +7, Jump +9, Spellcraft +5, Swim +9; Combat Casting, Eschew Materials, Multiattack.

Skills: A lizardfolk has a +4 racial bonus to Balance, Jump, and Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Con score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Sorcerer Spells Known (6/7/4/1; save DC 13 + spell level): 0 – acid splash, detect magic, light, ray of frost, read magic, resistance; 1st – mage armor, magic missile, ray of enfeeblement; 2nd – invisibility.

Languages: Draconic, Common.

Possessions: 3 javelins, thunderstone, ring of protection +1, cloak of resistance +1, 2 potions of cure light wounds, potion of pass without trace, potion of sanctuary.

ENCOUNTER 8

Guard: Male Human (Suel) Mnk3; CR 3; Medium Humanoid (Human); HD 3d8; hp 18; Init +2; Spd 40 ft.; AC 15, touch 15, flat-footed 13 (+2 Dex, +3 Wis); BA/Grp +2/+8; Atk +4 melee (1d6+2, unarmed strike) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d6+2, unarmed strike) or +2/+2 melee (1d6+2, flurry of blows) or +5 ranged (1d8/19-20, masterwork light crossbow); SA unarmed strike, flurry of blows; SQ AC bonus, +1 to saves vs. spells and spell-like effects, evasion, still mind; AL LE; SV Fort +3, Ref +5, Will +6; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +10, Climb +4, Diplomacy +1, Intimidate +0, Jump +9, Listen +9, Sense Motive +8, Spot +9, Tumble +10; Deflect Arrows^B, Extra Stunning^{**}, Improved Grapple, Improved Unarmed Strike^B, Pure-Blooded Suel^{*}, Stunning Fist^B (6/day, Fort DC 14).
^{*}Dragon #319; ^{**}Complete Warrior.

Languages: Common, Ancient Suloise.

Possessions: monk's outfit, masterwork light crossbow, 20 bolts, 1 screaming bolt, dust of tracelessness, javelin of lightning, potion of owl's wisdom.

Description: Clad in simple, tight, fitted, dark brown robes, the monks stand 5 ft. 8 in. tall with close cropped blond hair and blue eyes.

Yasron Thranx: Male Human (Suel) Clr7 of Pyremius; CR 7; Medium Humanoid (Human); HD 7d8+7; hp 48; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+2 shield, +8 armor); BA/Grp +5/+7; Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d10/19-20, heavy crossbow); Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d10/19-20, heavy crossbow); SA spells, rebuke undead (+2 synergy bonus), spontaneous casting; SQ aura; AL LE; SV Fort +6 (+8), Ref +4 (+6), Will +8 (+10); Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +11, Diplomacy +3, Intimidate +2, Knowledge (religion) +8, Sense Motive +9; Lightning Reflexes, Martial Weapon Proficiency (longsword), Necropolis Born^{*}, Pure-Blooded Suel^{**}.
^{*}Complete Arcane; ^{**}Dragon #319.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; save DC 13 + spell level): 0 – cure minor wounds x4, detect magic, flare; 1st

– bane, command, divine favor, doom, protection from good^D, sanctuary; 2nd – augury, cure moderate wounds x2, shatter^D, spiritual weapon; 3rd – contagion^D, cure serious wounds x2, prayer; 4th – cure critical wounds, unholy blight^D.

^DDomain Spell. **Domains:** Evil (evil spells are cast at +1 caster level); Destruction (smite (Su) 1/day – single melee attack with a +4 bonus on attack and a bonus on damage equal to your Clr level (if you hit); must declare the smite before making the attack.).

Languages: Common, Ancient Suloise.

Possessions: silver holy symbol of Pyremius, heavy crossbow, 20 bolts, masterwork longsword, heavy wooden shield, masterwork full plate, wand of cure light wounds (CL 1st), vest of resistance +2^{*}, potion of owl's wisdom, potion of shield of faith +2, potion of pass without trace.
^{*}Complete Arcane.

Description: Yasron Thranx is a tall man with white-blond hair and green eyes. He stands 6-feet tall and has the bearing of a warrior. He is clad in armor and wears a surcoat of pure white with an undercoat of a bright orange-red. He displays the holy symbol of Pyremius prominently around his neck.

APPENDIX 4 – APL 8

ENCOUNTER 4A OR 4C

Kennel Master: Male Human (Olman) Rgr8; CR 8; Medium Humanoid (Human); HD 8d8; hp 48; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 deflection); BA/Grp +8/+10; Atk +11 melee (1d6+3/18-20, +1 scimitar) or +11 melee (1d6+2/19-20, masterwork short sword) or +11 ranged (1d8+3/x3, +1 composite longbow); Full Atk +9/+4 melee (1d6+3/18-20, +1 scimitar) and +9/+4 melee (1d6+1/19-20, masterwork short sword) or +11/+6 ranged (1d8+3/x3, +1 composite longbow); SA favored enemy (human +4, magical beast +2), spells; SQ wild empathy +12, animal companion, woodland stride, swift tracker; AL NE; SV Fort +6, Ref +8, Will +3; Str 14, Dex 14, Con 11, Int 10, Wis 12, Cha 14.

Skills and Feats: Handle Animal +13, Knowledge (geography) +11, Listen +12, Move Silently +13, Ride +15, Spot +12, Survival +12 (+14 to avoid lost/hazards); Endurance^B, Improved Two-Weapon Fighting^B, Mounted Combat, Power Attack, Ride-by-Attack, Spirited Charge, Track^B, Two-Weapon Fighting^B.

Ranger Spells Prepared (2; save DC 11 + spell level): 1st – entangle, longstrider.

Languages: Olman.

Possessions: +1 composite longbow (+2 Str bonus), 20 arrows, +1 scimitar, masterwork short sword, +1 studded leather, traveler's outfit, *potion of barkskin* +3, *ring of protection* +1, *potion of cat's grace*, *potion of bull's strength*.

Description: The Kennel Master is a short Olman man standing only 4 ft. 11 in. He is dark tanned and dirty with long unkempt hair and a scruffy beard.

Wolf, Kennel Master's Animal Companion: Medium Animal; HD 4d8+8; hp 30; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BA/Grp +3/+5; Atk/Full Atk +7 melee (1d6+3, bite); SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +3, Move Silently +4, Spot +3, Survival +2 (+7 tracking by scent); Track^B, Weapon Finesse, Weapon Focus (bite).

Skills: Wolves have a +4 racial bonus to Survival checks when tracking by scent.

Tricks: Combat Riding, Fetch, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Fiendish Dire Wolf, Advanced: CR 6; Large Magical Beast (Extraplanar); HD 9d8+27; hp 75; Init +2; Spd 50 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +4 natural); BA/Grp +6/+18; Atk/Full Atk +14 melee (1d8+12, bite); Space/Reach 10 ft./5 ft.; SA trip, smite

good, bite treated as magic weapon for the purpose of overcoming DR; SQ low-light vision, scent, darkvision 60 ft., DR 5/magic, cold and fire resistance 10, SR 14 (HD +5); AL NE; SV Fort +9, Ref +8, Will +7; Str 26, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +8, Move Silently +4, Spot +8, Survival +3 (+7 tracking by scent); Alertness, Improved Natural Armor, Run, Track^B, Weapon Focus (bite).

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus to Survival checks when tracking by scent.

Tricks: Combat Riding.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against a good foe.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

ENCOUNTER 4B

Lizardfolk Ftr5: CR 6; Medium Humanoid (Reptilian); HD 2d8+5d10+21; hp 66; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22 (+5 natural, +3 shield, +4 armor); BA/Grp +6/+10; Atk +10 melee (1d4+4, claw) or +12 melee (1d6+6, masterwork club) or +7 ranged (1d6+4, masterwork javelin); Full Atk +10 melee (1d4+4, 2 claws) and +8 melee (1d4+2, bite) or +12/+7 melee (1d6+6, masterwork club) and +8 melee (1d4+2, bite) or +7 ranged (1d6+4, masterwork javelin); SA –; SQ hold breath; AL N; SV Fort +7, Ref +4, Will +2; Str 18, Dex 10, Con 17, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +9, Climb +10, Jump +10, Swim +10; Blind-Fight^B, Cleave^B, Multiattack, Power Attack, Weapon Focus (club), Weapon Specialization (club)^B.

Skills: A lizardfolk has a +4 racial bonus to Balance, Jump, and Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Con score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Languages: Draconic.

Possessions: masterwork club, 2 masterwork javelins, +1 heavy wooden shield, +1 studded leather, thunderstone, *oil of shillelagh*, *potion of pass without trace*, *potion of cure serious wounds*, *potion of enlarge person*.

Lizardfolk Sor6: CR 6; Medium Humanoid (Reptilian); HD 2d8+6d4+24; hp 48; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural); BA/Grp +4/+4; Atk +4 melee (1d4, claw) or +7 ranged (1d6, javelin); Full Atk +4 melee (1d4, 2 claws) and +2 melee (1d4, bite) or +7

ranged (1d6, javelin); SA spells; SQ hold breath, summon familiar; AL N; SV Fort +5 (+6), Ref +8 (+9), Will +5 (+6); Str 10, Dex 14 (16), Con 16, Int 12, Wis 10, Cha 17.

Skills and Feats: Balance +12, Bluff +9, Concentration +9, Diplomacy +5, Disguise +3 (+5 acting), Intimidate +5, Jump +9, Spellcraft +7, Swim +9; Combat Casting, Eschew Materials, Multiattack.

Skills: A lizardfolk has a +4 racial bonus to Balance, Jump, and Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Con score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Sorcerer Spells Known (6/7/63/4; save DC 13 + spell level): 0 – acid splash, detect magic, disrupt undead, light, ray of frost, read magic, resistance; 1st – mage armor, magic missile, ray of enfeeblement, shield; 2nd – glitterdust, invisibility; 3rd – summon monster III.

Languages: Draconic, Common.

Possessions: 3 javelins, thunderstone, cloak of resistance +1, 2 potions of cure light wounds, potion of pass without trace, potion of sanctuary, gloves of dexterity +2.

ENCOUNTER 8

Guard: Male Human (Suel) Mnk5; CR 5; Medium Humanoid (Human); HD 5d8; hp 30; Init +2; Spd 40 ft.; AC 16, touch 16, flat-footed 14 (+2 Dex, +3 Wis, +1 Monk); BA/Grp +3/+9; Atk +5 melee (1d8+2, unarmed strike) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d8+2, unarmed strike) or +4/+4 melee (1d8+2, flurry of blows) or +6 ranged (1d8/19-20, masterwork light crossbow); SA unarmed strike, flurry of blows, ki strike (magic); SQ AC bonus, +1 to saves vs. spells and spell-like effects, evasion, still mind, slow fall 20 ft., purity of body; AL LE; SV Fort +4, Ref +6, Will +7; Str 14, Dex 14, Con 10, Int 12, Wis 17, Cha 8.

Skills and Feats: Balance +10, Climb +7, Diplomacy +1, Intimidate +0, Jump +10, Listen +11, Sense Motive +10, Spot +11, Tumble +12; Deflect Arrows^B, Extra Stunning^{**}, Improved Grapple, Improved Unarmed Strike^B, Pure-Blooded Suel*, Stunning Fist^B (6/day, Fort DC 14). *Dragon #319; **Complete Warrior.

Languages: Common, Ancient Suloise.

Possessions: monk's outfit, masterwork light crossbow, 20 bolts, 1 screaming bolt, dust of tracelessness, javelin of lightning, potion of owl's wisdom, potion of greater magic fang +3.

Description: Clad in simple, tight, fitted, dark brown robes, the monks stand 5 ft. 8 in. tall with close cropped blond hair and blue eyes.

Yasron Thranx: Male Human (Suel) Clr9 of Pyremius; CR 9; Medium Humanoid (Human); HD 9d8+9; hp 61; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21 (+2 shield, +9 armor); BA/Grp +6/+8; Atk +9 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d10/19-20, heavy crossbow); Full Atk +9/+4 melee (1d8+2/19-20, masterwork longsword) or +6 ranged

(1d10/19-20, heavy crossbow); SA spells, rebuke undead (+2 synergy bonus), spontaneous casting; SQ aura; AL LE; SV Fort +7 (+9), Ref +5 (+7), Will +10 (+12); Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +3, Intimidate +2, Knowledge (religion) +10, Sense Motive +11; Heighten Spell, Lightning Reflexes, Martial Weapon Proficiency (longsword), Necropolis Born*, Pure-Blooded Suel**. *Complete Arcane; **Dragon #319.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level): 0 – cure minor wounds x4, detect magic, flare; 1st – bane, command, divine favor, doom, protection from good^D, sanctuary; 2nd – augury, cure moderate wounds x2, shatter^D, spiritual weapon x2; 3rd – contagion^D, cure serious wounds x2, magic circle against chaos, prayer; 4th – cure critical wounds, divine power, freedom of movement, unholy blight^D; 5th – mass inflict light wounds^D, heightened unholy blight.

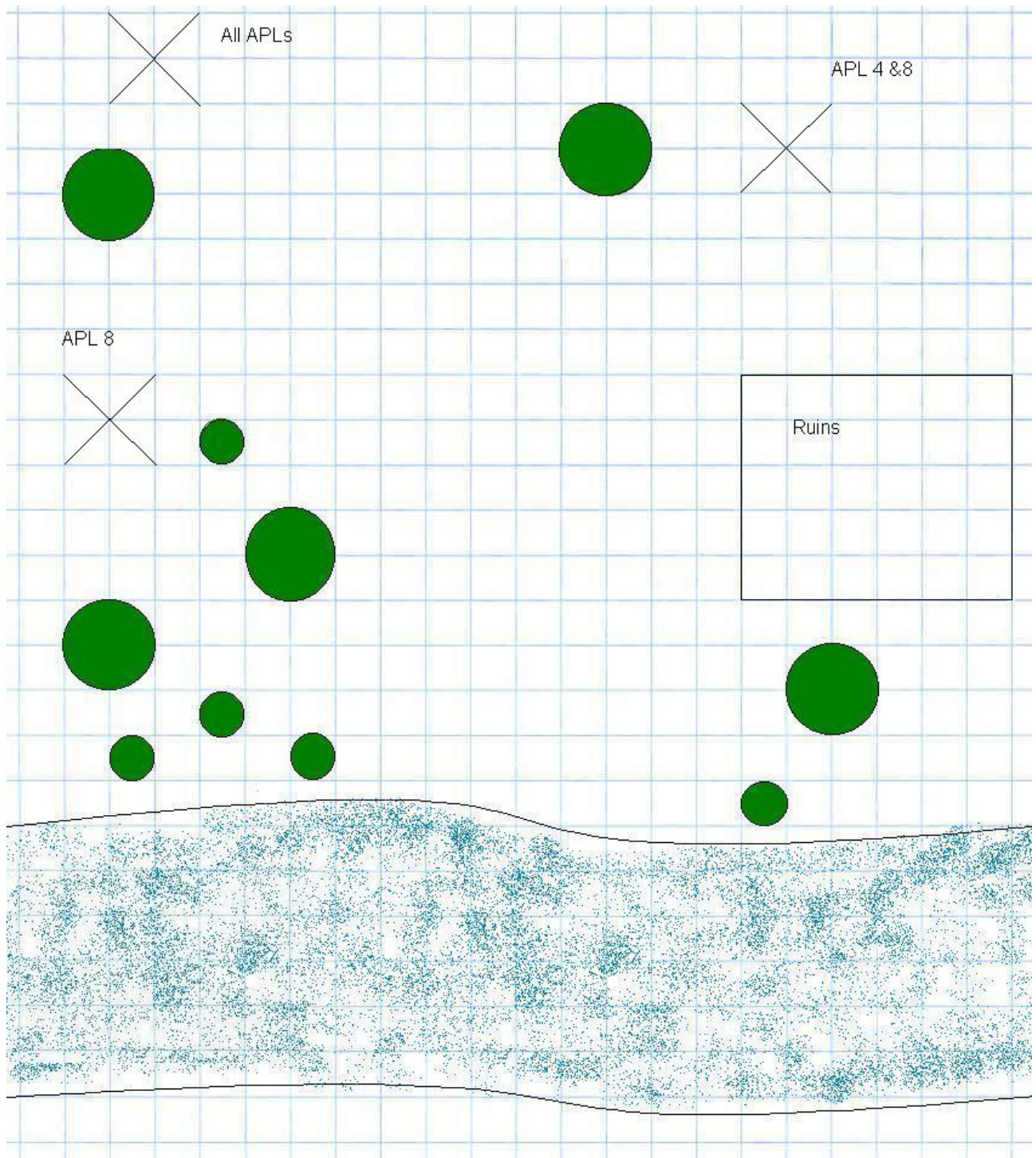
^DDomain Spell. **Domains:** Evil (evil spells are cast at +1 caster level); Destruction (smite (Su) 1/day – single melee attack with a +4 bonus on attack and a bonus on damage equal to your Clr level (if you hit); must declare the smite before making the attack.).

Languages: Common, Ancient Suloise.

Possessions: silver holy symbol of Pyremius, heavy crossbow, 20 bolts, masterwork longsword, heavy wooden shield, +1 full plate, wand of cure light wounds (CL 1st), vest of resistance +2*, potion of owl's wisdom, potion of shield of faith +2, potion of pass without trace, brooch of shielding, Heward's handy haversack, potion of blur. *Complete Arcane.

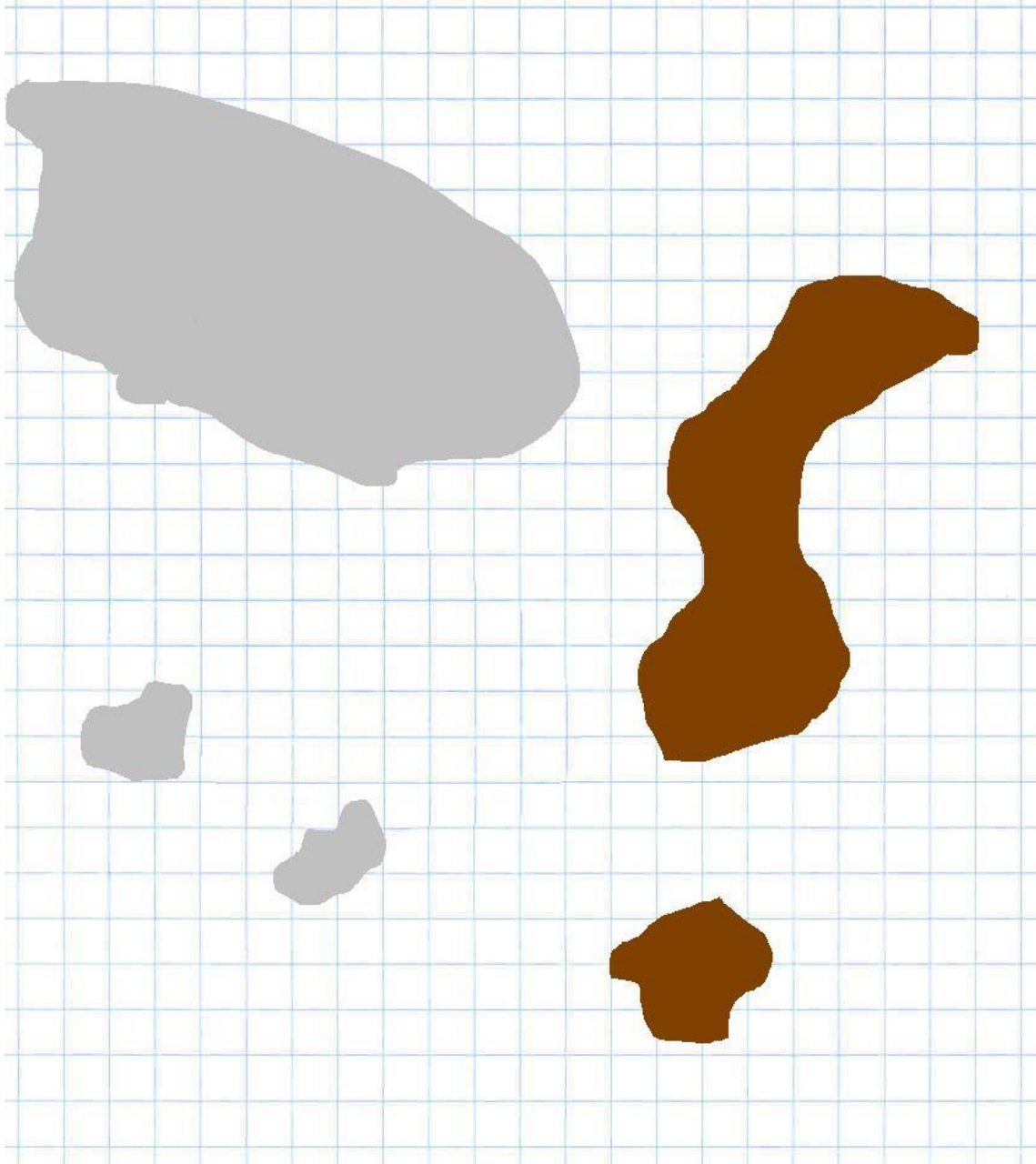
Description: Yasron Thranx is a tall man with white-blond hair and green eyes. He stands 6-feet tall and has the bearing of a warrior. He is clad in armor and wears a surcoat of pure white with an undercoat of a bright orange-red. He displays the holy symbol of Pyremius prominently around his neck.

DM AID: MAP OF ENCOUNTER 2



DM AID: MAP OF ENCOUNTER 4A

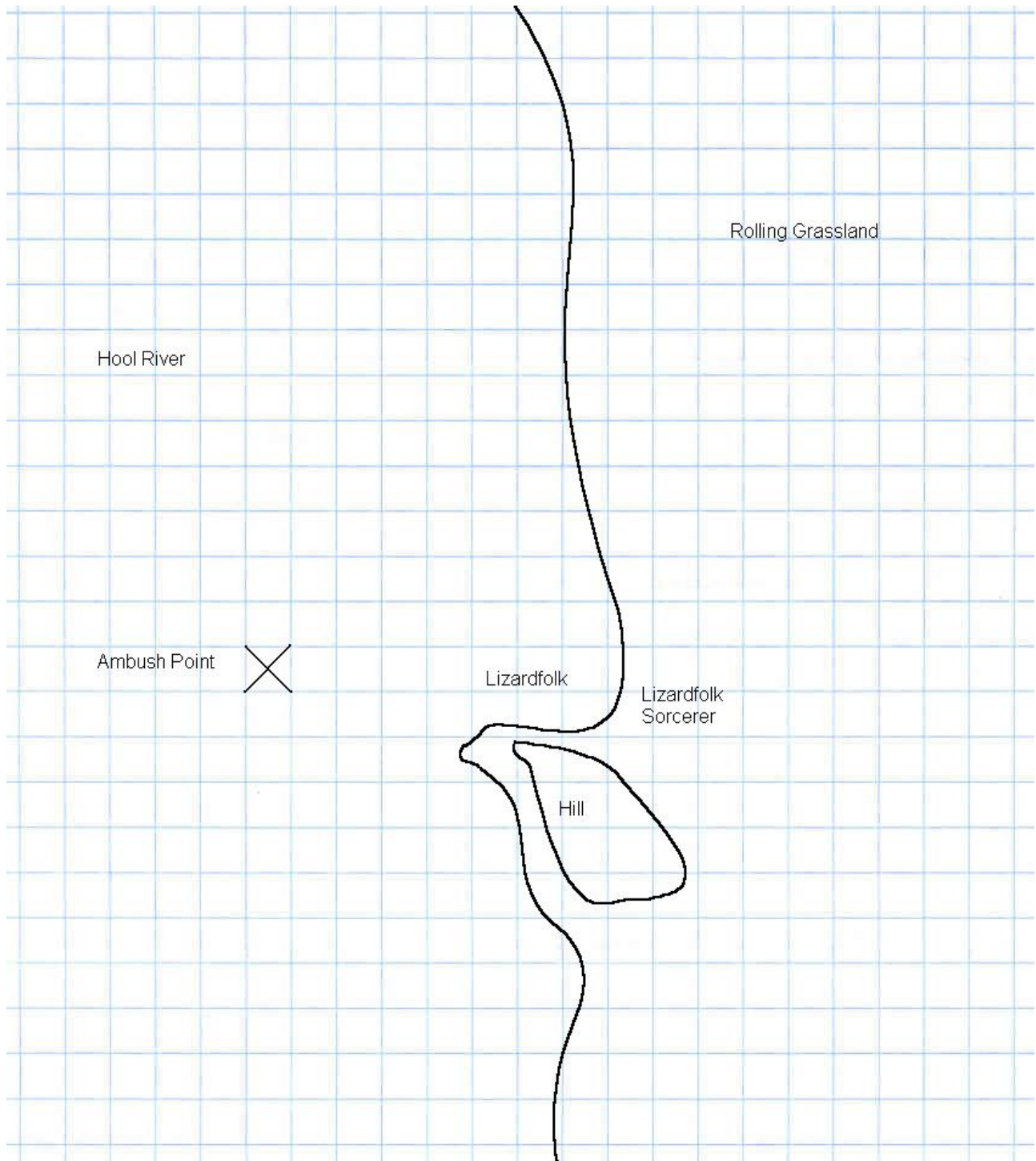
Attackers begin at this edge of the map.



The PCs are on this edge when the encounter begins.

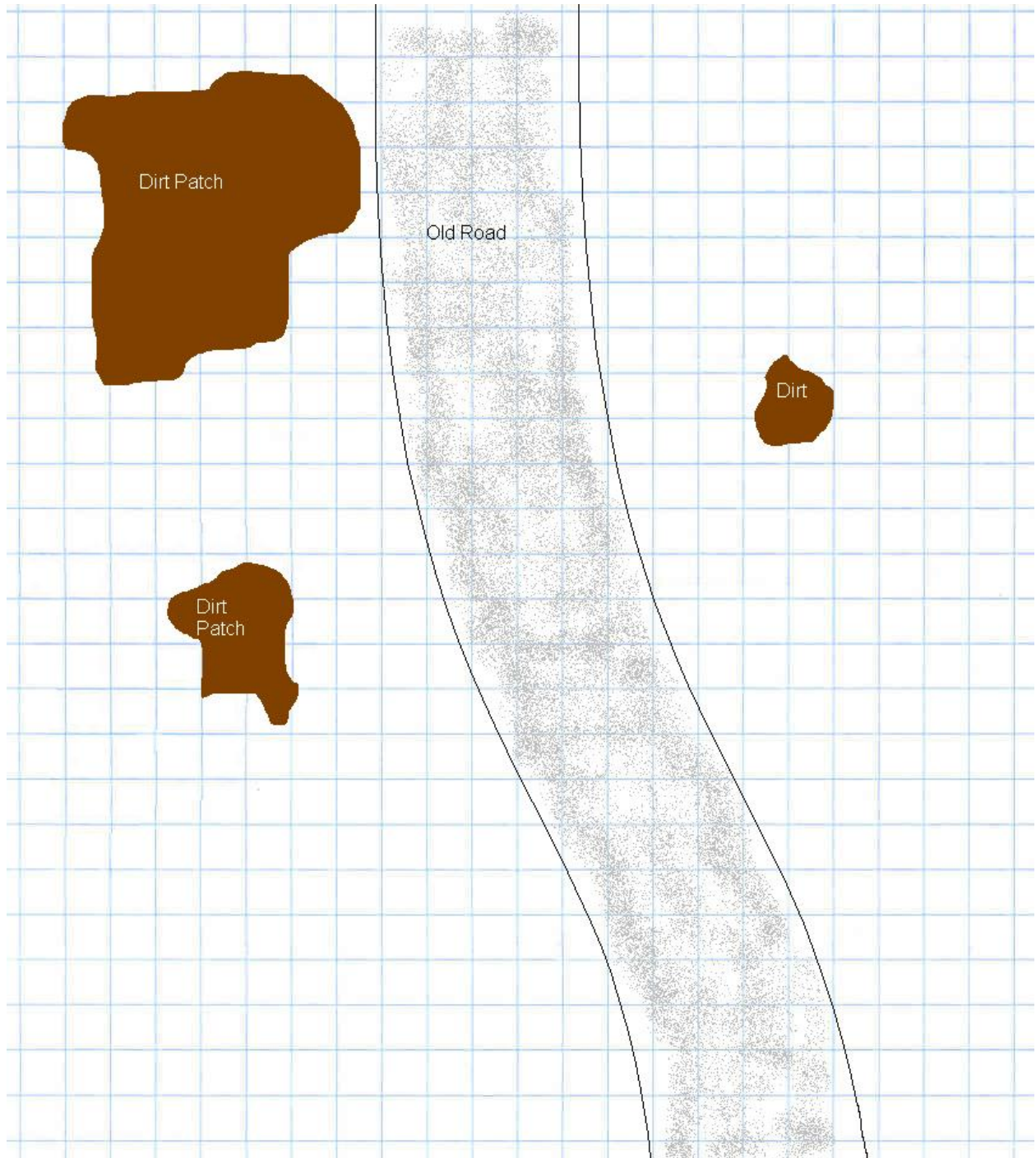
All grey areas are stone outcroppings and assumed to be difficult terrain prohibiting charging but providing no other modifiers. The brown areas are dirt patches where the grass has died from grazing animals eating it too close to the ground. All ground not designated as dirt or stone is assumed to be covered with grass and plant growth.

DM AID: MAP OF ENCOUNTER 4B



DM AID: MAP OF ENCOUNTER 4C

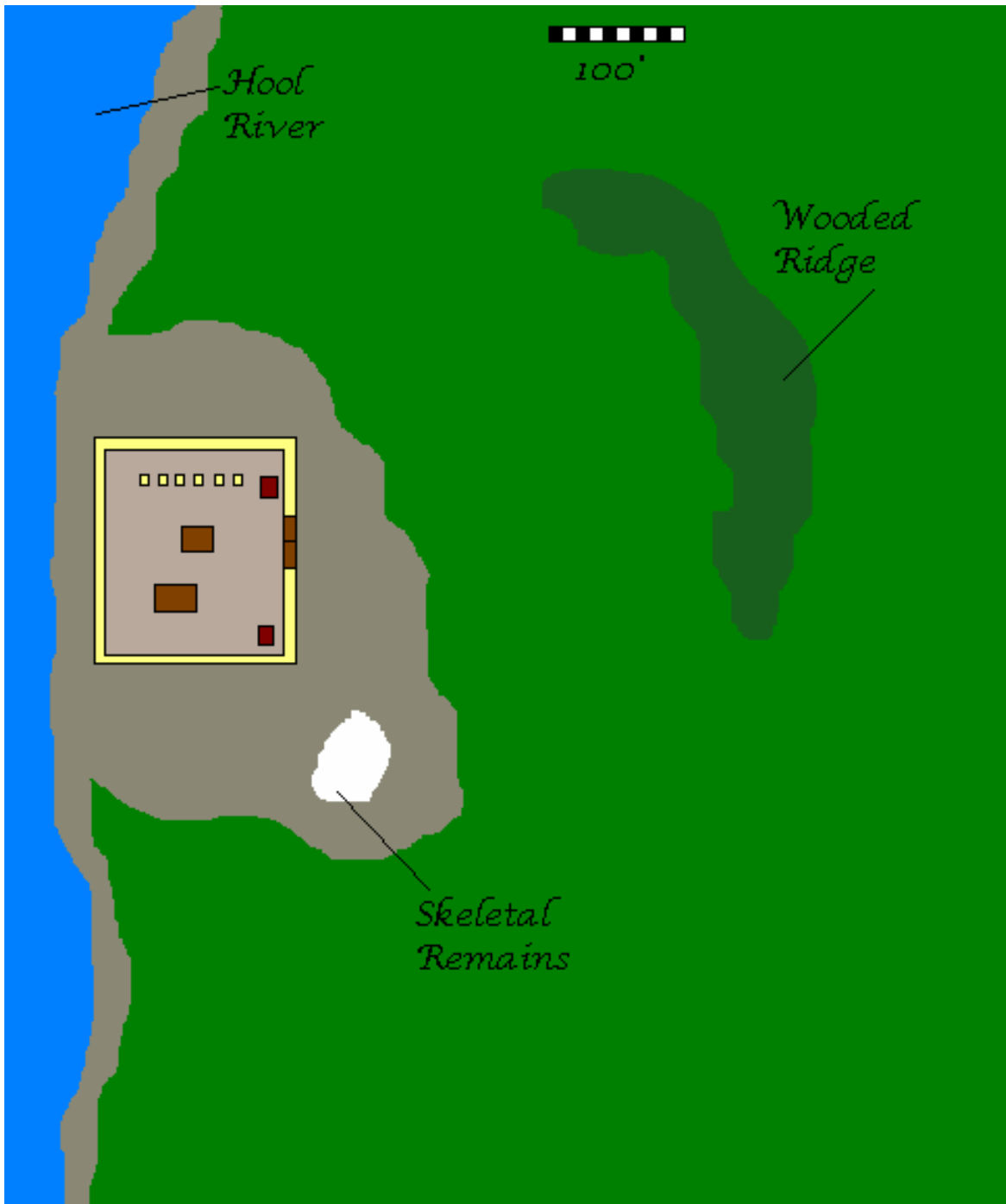
Attackers begin at this edge of the map.



The PCs are on this edge when the encounter begins.

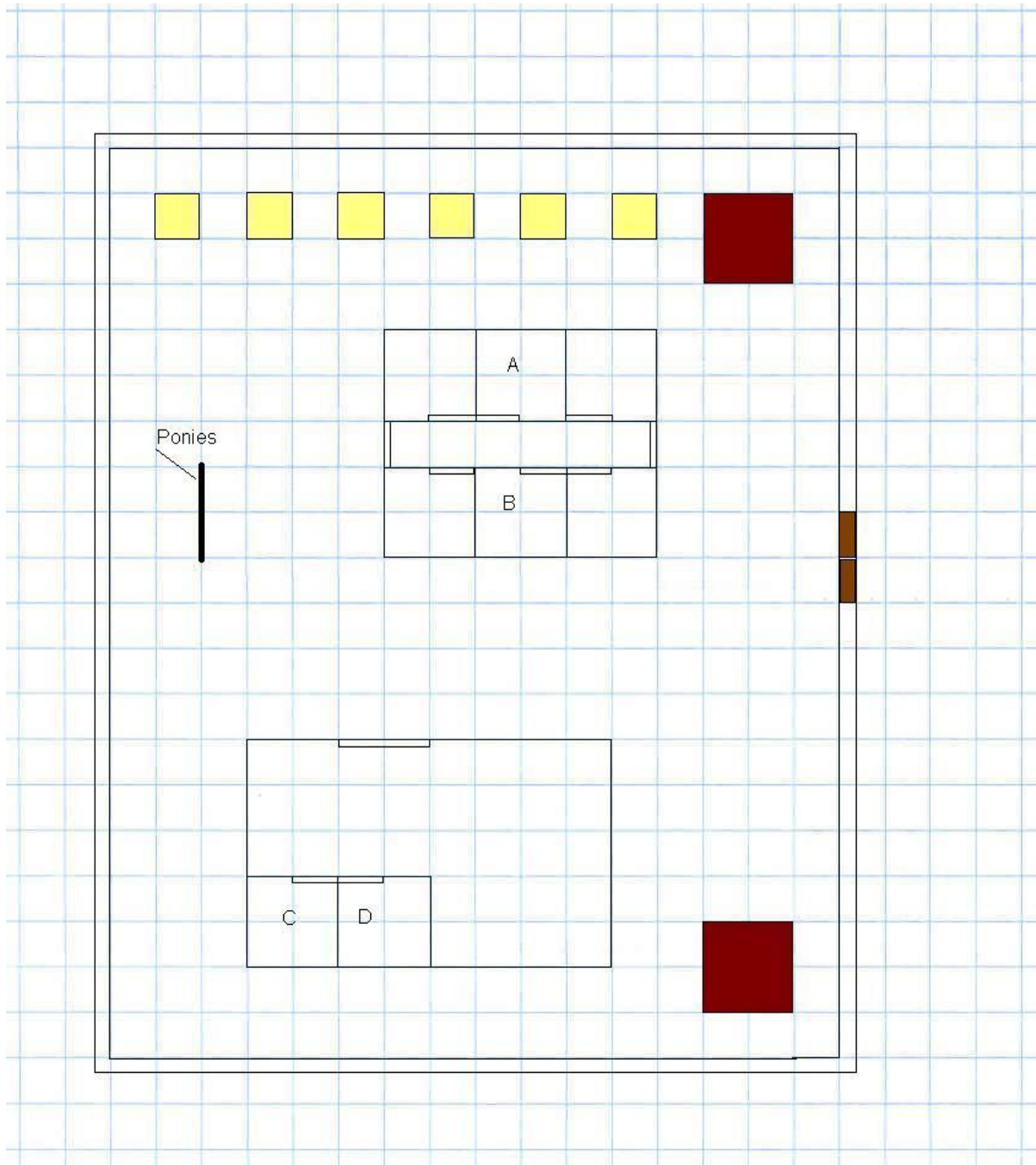
All ground not noted as dirt or road is assumed to be covered with grass and plant growth.

DM AID: MAP OF OKALASNA KENDEEN (LARGE SCALE)



The brown region around and in the outpost is dirt and sand. No plants grow in the sandy dirt.

DM AID: MAP OF OKALASNA KENDEEN (DETAILED)



The 5-foot squares (yellow) are solitary confinement holes (empty). The 10-foot squares (maroon) on either side of the gate are guard towers. A – Kevis' Cell; B – Nimora Justaris' Cell; C – Yason Thranx's Quarters (empty with the exception of average living materials); D – Food Storage and Supplies (food and supplies, too bulky for any real value, but safe for replenishment of expended supplies).

DM AID: NEW RULES

NEW FEATS

Badge of Bondage (*Dragon #315*)

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage – whip scars on your back, an owner's brand on the neck, or the like.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Extra Stunning (*Complete Warrior*)

You gain extra stunning attacks.

Prerequisites: Stunning fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Necropolis Born (*Complete Arcane*)

You possess a magical understanding of the essence of mortal dread.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day—*cause fear*, *ghost sound*, *touch of fatigue*. Save DC 10 + spell level + your Cha modifier.

Pure-Blooded Suel (*Dragon #319*)

Undiluted Suloise blood flows through your veins, harkening back to ancient empires and making you an attractive potential associate to pro-Suel Scarlet Brotherhood racists.

Region: Suel.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also receive a +2 bonus on all Charisma-based skill checks made against members of the Scarlet Brotherhood.

Special: You may select this feat only at 1st level.

NEW ITEMS

Vest of Resistance (*Complete Arcane*)

These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; **Market Price:** 1,000 gp (+1), 4,000 gp (+2); **Weight:** 1 lb.

Faithful Yeoman,

It is with heavy heart that I ask you to undertake this journey. An operative of ours has been captured in the Hold of the Sea Princes, and she has information vital to the continued success of our efforts. She knows of others working on our behalf and things could go poorly if the Scarlet Brotherhood made her reveal certain names.

Go to the Burley Halfling in Trevorton. There you will meet a man named Jesson. He is an agent working for us and can provide you with some further information. Beware! He will be recruiting others to help you on this mission. Do not discuss your real reasons for going with them. As you will be going in an unofficial capacity, do not wear anything that distinguishes you as a member of the Yeomanry Militia or Army.

Report back on your success when you return.

May fortune favor you,

M.W.

PLAYER HANDOUT #2

This map is a large scale map of the Okalasna Kendeen.



The brown region around and in the outpost is dirt and sand. No plants grow in the sandy dirt.