

# The Chains That Bind Us

## A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Mini-Mission set in the Kingdom of Nyrond

Version 1.0

**by Gordon Smith**

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Reports of caravan raids threaten to destabilize trade in Almor. Isolated incidents or something more? Luckily, there are safe towns along the trade routes where you can ponder these and other questions. A one-round Nyrond regional adventure set in Almor for characters level 1-12 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *NYR3-01 Curse of Almor* [Troy McNemar], *NYR4-05 Onyxgate* [Keith A. McCall], *NYR4-M01 The Fate of Appolled* [Tom Kee], *Ivied the Undying* [Carl Sargent].

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## 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, 2007.

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### Players Read No Farther

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

### Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

## 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.

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional mini-mission, set in the Kingdom of Nyrond. Characters from Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, 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

Prior to CY 587, the Almorian lands were a buffer zone between Nyrond and Ivid's forces to the south and east. In CY 587, King Lynwerd advanced his forces into that region to claim it as part of Nyrond to enhance the security of the realm. During those turbulent times, villages had to fend for themselves as best they could against the humanoids and fiends that roamed throughout Almor. One such village was Tirian, which lies along the southern trade route from Mithat to Jennden.

Tirian, a small rural farming community, is a village of some 420 folk. That it had not been overrun during Ivid's invasion (CY 584) is due to a small group of Almorian men and women, remnants of the Irregulars, an elite force of mercenaries and specialists. Their leader, Bajastelle Renderan, is a priestess of Mayaheine, converted to the new faith because of a vision she experienced after the Irregulars were largely destroyed by the imperial forces on their fateful march to Chathold.

One of a very few survivors from her battalion, she believed herself an unworthy survivor and was sunk into despair when a vision of the demi-power appeared to her. The vision sternly told her to get up off her knees and do something about those a lot less able to defend themselves.

Bajastelle is a charismatic leader and she has some 25 veteran Irregulars, mostly heavy infantry. In addition to them are three ranger-scouts and a priest of Pelor. Her goal had been to get the folk of Tirian to some place of safety. Unfortunately, that never happened.

Prior to the Day of Dust in CY 584, which marked the fall of Almor, Ivid was massing forces of orcs and fiends. One minor orc leader, by the name of Karnaa, craved a position of importance within Ivid's armies and understood that importance was measured by the size of the

forces under his control. A shrewd tactician and recruiter, Karnaa attacked and enslaved other orc tribes and more than a few fiends. His horde of orcs and fiends were known as The Karnaakh and had become a very prominent part of Ivid's invasion force. Three weeks after the Day of Dust, the combined armies pushed towards Nyronnd proper and were halted at the Battle of Blazebane. Karnaa's forces didn't fare well and fearing retribution for his failure, Karnaa led his remaining followers to hide in isolation in a long forgotten ruin in the badlands southwest of Tirian. Karnaa could no longer rely on the supply lines for the combined armies and had to find a way to feed his followers or risk losing everything. Luckily, there was a farming community fairly nearby – Tirian.

Bajastelle and her followers spent the remainder of CY 584 fortifying defenses in/around Tirian. After repelling various uncoordinated raids from the Karnaakh, she feared for the worst if their enemy decided to gather forces for a decisive strike. In CY 585 with a carefully picked team of 12, she led a mission towards the Flinty Hills with the purpose of assessing the challenges involved in evacuating the entire population of Tirian. That mission ended in a near complete disaster – all but Bajastelle were slaughtered by the Karnaakh. Bajastelle was taken to a long forgotten ruin southwest of Tirian in the badlands where she was enslaved and tortured for 10 years.

The Karnaakh, having been largely decimated in CY 585 knew they needed to rebuild in secret isolation before ever attempting to reassert their power upon the region. The farming production of the folk of Tirian was needed to fuel their growth and while the raiding parties weren't successful, holding Bajastelle was. Trying to appear more numerous than they really were, they brought nearly their entire force to Tirian with the recently captured Bajastelle in chains. They didn't attack – at least not with physical force. Their emotional attack was far more effective. In a very public show, they tortured Bajastelle to the point of collapse, healed her then repeated the process. In exchange for the village's promise of silence and recurring tribute in the form of quarterly deliveries of produce, the Karnaakh agreed to keep her alive yet imprisoned.

In CY 595, after 10 years of growth, the Karnaakh grew bolder. Knowing that Tirian lay on a trade road between Jennden and points in Almor, and now needing more supplies than Tirian can supply via the tributes, they started risking their isolation by attacking trade caravans. They were successful until they targeted a caravan which had just been overthrown by a subversive

group from Jennden (Innspace). Evenly matched, the Karnaakh and the Jenndens ended up forging an alliance. Together, they would attack Nyronndese caravans and Innspace caravans along the trade road both east and west of Tirian and split the take.

CY 595 was a very successful year for the Karnaakh and Jenndens as Lynwerd was in no position to oppose well... anyone. Sewardt obviously didn't care.

During raids in CY 596, Karnaa learned that Lynwerd had regained his throne and thus they decided to force Bajastelle to help architect/build defensive walls around their compound. Unknown to Karnaa, she built defects into the design of the defenses. Now she just needed to find a way to let someone know.

Early in CY 597, wanting to repair relations with Innspace/Adri, but having to do so secretly, King Lynwerd hires the Zilchus Western Company known for their tactfulness and secrecy. Their agent Fumire Devonshank, a cleric of Zilchus, is to meet with representatives of Innspace in the border town of Jennden (the terminal point of the southern Almor trade road). While there, his job is to negotiate peaceful trade between Nyronnd and Innspace. Nyronnd is willing to lower import taxes assuming an equal lowering of import taxes from Innspace. In return, Nyronnd will take whatever measures possible to make the trade road safer. What makes this somewhat tricky are the rumors that a subversive group of Innspace citizens from Jennden are raiding caravans within Almor. Nyronnd wants Innspace to "look the other way" while Nyronnd captures those rebellious Jenndens. Innspace has reservations about letting their citizenry come to harm by Nyronndese forces, but won't miss that subversive group anyway – especially since the rumors also imply that the subversive group is targeting Innspace caravans as well as Nyronndese. Innspace can't touch the group since the attacks on Innspace citizens are only ever done in Nyronnd territory.

Fumire decides that a cover story of being a traveling merchant from Mithat to Jennden will most effectively hide his true mission. To ensure that he doesn't become victim to a raiding party, Fumire hires a group of PCs to escort him to Jennden.

Near the same time, Bajastelle finally finds a way to communicate with her supporters in Tirian. While inspecting the construction of the orc-town's defenses, she slips a coded message into one of the tribute carts heading to Tirian.

Now things unravel – let the hilarity ensue.

## ADVENTURE SUMMARY

Please read the Adventure Background. If you are the type to skip background and just “run the mod,” please at least read the last few paragraphs which introduce Fumire’s background and motivations.

Encounters:

1. The PCs are hired by Fumire for merchant escort duty from Mithat to Jennden.
2. The PCs + caravan travel past Blazebane and Millennium.
3. About 10 miles before reaching Tirian, raiders attack the caravan.
4. Upon reaching Tirian, a logical stopover point for the caravan, the PCs learn about the Karnaakh and of Bajastelle’s imprisonment.
5. Jailbreak. The PCs heroically infiltrate the enemy encampment to free Bajastelle.
6. Even though grateful for her release, Bajastelle insists on destroying some of the defenses she was forced to architect. On the way there, the PCs fight some underground denizens.
7. Having reached their destination, Bajastelle instructs the PCs how undo her work.
8. With Bajastelle rescued, the PCs return to Tirian – Conclusion.

## PREPARATION FOR PLAY

Nothing special.

## INTRODUCTION

This adventure starts in Mithat. Feel free to use any motivation you see fit for the PCs to be in town. Some suggestions are:

- The PCs were in the area anyway.
- The PCs were just completing a survey mission of a location indicated on a treasure map which turned out to be bogus.
- Mithat has some wonderful wines and ales.
- The PCs came to Mithat for a nice relaxing fishing trip – a well earned vacation.
- Etc.

Read or paraphrase the following:

*As you walk back from the docks of Mithat, laughter from a nearby tavern, “The Topsy Witch Tavern,” catches your attention. Upon entering the inn, the source of the laughter is obvious. A dozen drunken dockworkers with only a half-dozen sturdy legs between them are busy making mock toasts.*

*“Guard the road! May Fharlanghn’s feet be up your arse!”*

*“To the thief of jobssss. May no honest merchant ever use a boat again!”*

*“May the BBUUURRRPPP, ah nefffermind.”*

*Walking away from the posting board is a well-dressed man in his late thirties. Seeing you enter the inn, he says to you “Sometimes the townsfolk get angry about the profitable work available for honest adventurers. If you’re interested in the assignment I posted, I’ll be staying at the Hungry Hippogriff Inn.”*

If the PCs read the posting just left on the board, hand them *Player Handout: Help Wanted*. Otherwise, feel free to give them plenty of hints about there not being much going on in town and that the posting boards are all but empty (save this one). If they still don’t wish to take the bait, the adventure is over.

## ENCOUNTER 1: THE HUNGRY HIPPOGRIFF INN

This encounter introduces the PCs to Fumire and gives some general information about the mission. Fumire **does not** let the PCs know that he is working on behalf of King Lynwerd. As you’ll recall from the Adventure Background, Fumire is an agent of the Zilchus Western Company who is tasked with negotiating peaceful trade terms with Adri/Innspace. These negotiations must be done in secret, so King Lynwerd hired the most discrete and professional group outside of Nyrond possible. Fumire is posing as a merchant for his trip to Jennden.

*The directions you found to the Hungry Hippogriff Inn were perfect. Ahead of you is a three-story inn with a sign swinging in front of the door suspended by two small chains. Depicted on the sign is a large winged beast, with the body of a horse and the head of an eagle, gorging itself upon a goat.*

Once the PCs enter:

***The main room of the inn might otherwise be mistaken for a gaudy art gallery. Hanging on the walls are dozens of small to medium paintings.***

***While trying to take it all in, a gruff voice bellows from behind the bar, “Don’t be blocking the door! Go join the rest of the rabble up in room seventeen – assumin’ yer here to meet with Fusmire like all them other ‘venturers.”***

***Ignoring you, the barkeep lowers his head to continue cleaning mugs with a drenched towel.***

If the PCs stay to chat with the barkeep, they learn:

- His name is Barsto McAllister and he’s been working in various inns in Mithat for years. This particular inn is new for him.
- Fusmire the Merchant just checked into the inn a few days prior.
- Many adventurers have been filtering in for the last few hours. Some of them left while waiting for Fusmire to return. Most of them are still up there.
- Fusmire just returned a few minutes ago and went straight up to his meeting room (#17).
- Barsto has never met Fusmire before his recent stay at the inn.
- Barsto is annoyed by all of the foot-traffic, but he’s willing to put up with it given how well Fusmire has been tipping him.

Once the PCs go to room #17, read or paraphrase the following:

***Opening the double doors to room seventeen, you see a meeting room with eleven other adventurers present. Five are seated on the left side of the room while the remaining six are occupying a bench along the right. Towards the back of the room is an empty bench beneath the window. A closed door is adjacent to the bench along the right side wall, behind which you can hear a muted conversation.***

***A halfling from the group on the right looks up, smiles at you, and intones “Please be seated, we’ll be with you shortly. Please be seated, we’ll be with you shortly. Please be seated, we’ll be with you shortly. I’m sure glad they stopped coming out and saying that.” With a wave, he points to the empty bench beneath the window and says “you may as well have a seat.”***

If the PCs want to engage in small talk with the other parties, feel free to adlib. If they ask about Fusmire or the mission, they don’t have any information yet. If they don’t speak with the others, feel free to play up the uncomfortable silence you might expect while waiting with your competition for a job at an interview.

***After a few minutes, the door to the adjoining room opens and four adventures filter out. Looking at the crowded room, they simply sigh and leave. Through the door, you can see Fusmire sitting behind a rich oak desk. Standing in the doorway is a man holding a ledger wearing small framed glasses. Without ever looking up from his ledger he says “Next,” and walks back into the room.***

***Quickly, the group on the right side of the room enters the room and shuts the door behind them. The group sitting along the left side wall gets up to sit on the right side bench.***

Presumably, the PCs will get the notion to shift their party to the left side bench. There is no in-game reason to expect it, but let the players have fun staying “in line.” There is no penalty if they don’t.

***Fifteen minutes pass and then the remaining group takes their turn in the room with Fusmire. After just three minutes, the door opens letting the adventurers leave. The assistant looks up at you and says “Ah – finally, the last group. Come in.” Without waiting for confirmation, he turns and enters the room.***

Now it’s time for the PCs to go in for their “interview.”

***Upon entering the meeting room, Fusmire stands to greet you. “Thank you for being willing to wait. I’m terribly sorry to have you wait like that, but I had a much stronger response than I expected. I guess I should have only posted on a few of the boards in town. Please, introduce yourselves.***

After the PCs are done, continue:

***With a chuckle, Fusmire says “The first group that came by was understaffed – just three adventurers. That last group you saw leaving was all fighters. Not even a ranger among them***

**to use a wand of cure light wounds. HA HA HA!"**

Now, the interview begins. Fasmire asks a series of questions of the PCs. In the end, he is going to hire this group, but it at least lets the group know that Fasmire has been around the block. If you want to alter the questions, feel free. After each question, let the party elaborate.

- ***Please, tell me how your group would handle a battle?***
- ***What are your strengths?***
- ***What are your weaknesses?***
- ***Are you well prepared? How so?***
- ***Do you understand the value of consumables on a mission?***
- ***How many watches do you set up at night?***

Now Fasmire asks a few questions which should lead the PCs to thinking about the specifics of the mission.

- ***Have you ever trekked across Almor?***
- ***What dangers do you know of along the southern trade roads heading to Jennden?***
- ***Rumors abound about bandits and orcs along the way. Are you ok fighting those off? Our lives would be in your hands, so I need to know I can count on you.***

Once again, let the PCs answer the question before reading the next question.

***Well, I'm sold. I'm suitably impressed. I assume you have some questions for me as well.***

**Q: What is the mission?**

A: "Typical caravan duty – keeping my goods and personnel safe from bandits or whatever dangers we may face. This is a new route for me and I want to make sure it's not my last."

**Q: Where are we heading?**

A: "I'm taking goods from here (Mithat) to Jennden. We'll take the southern road along the coast going by Blazebane then Millennium then across the plains to Tirian then finally to Jennden."

**Q: How much are we being paid?**

A: "(50 gp \* APL) per person. Half now, half upon completion. And of course, if we lighten the purse of a few bandits, you can keep their coin as well. I just want my cargo to remain safe."

**Q: What are you transporting?**

A: "Silks, spices and ales. Odd combination, but it's what sells out there."

**Q: Where is Jennden? I've never heard of it.**

A: "It's just beyond the Nyrond border into Innspa."

**Q: Why did you choose us?**

A: "I'm not sure really. Call it divine inspiration."

**Q: When do we leave?**

A: "Tomorrow morning at the crack of dawn."

***So, what do you say? Do you want the job? Even if we face no dangers, we'll be traveling near some notable historic sights. I've wanted to see Millennium for years!***

If the PCs decline the mission, the adventure is over. If they accept, they have the rest of the day to buy gear, etc. as access allows within Mithat.

To give the **players** (not the PCs) a feel of where they're going, give them *Player Handout: Map of Almor*. It shows a map which shows the road from Mithat down the coast past Millennium then on towards Tirian and then to Jennden.

If the PCs decide to follow Fasmire to learn more about him, the only notable activity he has for the rest of the evening is going to visit the Temple of Zilchus in the northeastern corner of Mithat just north of Beachhead Park.

**Treasure:**

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – none.

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – none.

Continue to Encounter 2.

## **ENCOUNTER 2: THE SIGHTS**

The purpose of this encounter is to introduce players to some history that they may have missed

as well as give the sense of how remote parts of Almor really are from central Nyrond.

***At first light, you meet Fusmire outside of the “Almor Gate” of Mithat. The caravan consists of 5 wagons each pulled by a single horse and driver. The first wagon carries tents and provisions, the rest are weighed down with goods.***

***Seeing your approach, Fusmire beams “Ah, perfect timing. We just secured the last of the tarps and are ready to head out.”***

Allow for spot checks. The PC with the highest spot check notices that Fusmire is wearing a partially concealed holy symbol of Zilchus. If asked about his deity, he simply responds, “Zilchus is a logical choice for a merchant wouldn’t you say?”

***After the caravan has moved along for most of the day, Fusmire speaks up excitedly, “Our first sight, just ahead, will be the keep of Blazebane. I assume you know its significance right?”***

If the PCs don’t know about Blazebane, Fusmire fills in the details.

***“To teach you about the Battle of Blazebane, I would be remiss not to elaborate on the events which led to that fateful battle first. As you know, Almor used to exist as its own nation. Either in an effort to assert power or in some misguided sense of strategy, Commandant Osson of Chathold sent raids into the Great Kingdom. Doing so didn’t have quite the effect that Osson was hoping for. Instead of distracting Ivid, Osson ended up bringing about the destruction of Chathold entirely.***

***On the 17<sup>th</sup> day of Goodmonth, CY 584, Ivid’s forces, led by Duke Szeffrin and including a vast array of magical support, razed Chathold to the ground leaving the area quite unlivable. That day has become known as “The Day of Dust.”***

***With that decisive victory behind him, Duke Szeffrin marched his troops up the coast towards Rel Mord where three weeks later, they were halted in their tracks – at Blazebane. The battle raged for weeks and resulted in the deaths of thousands of Nyrondese and Szeffrin’s forces as well.***

***Mark well the sacrifices made by those at this keep. If it weren’t for their valiant efforts,***

***the Pact of Greyhawk might never have happened.”***

Fusmire stops talking and attends to some mundane duties in the caravan. Read or paraphrase the following to the players.

***Near nightfall you soon pass by the keep of Blazebane. The thirteen years that have passed since the Battle of Blazebane have mostly erased the scars upon the walls and five towers of the structure. Still an active post, you see guards walking upon the walls and squads doing drills in the inner courtyard. An honor duty attends to changing the two flags from the flagpole, the topmost being that of Nyrond hooked just inches above the smaller flag boasting the standard of Almor.***

***Fusmire smiles and says, “Just think, this used to be a border-keep back when this was the southeast border of Nyrond.”***

The next sight on the journey is Millennium, which is roughly 60 miles from Mithat along the coastline. Before the first night’s rest, have the PCs determine their watch schedule. Feel free to ask the PCs to place their minis on the battle mat to give them a false sense of “gridlines.” There is no battle here, but it can set precedence for a watch schedule in later encounters. Continue with the following:

***As you travel the road towards Millennium, the countryside changes to rolling hills and becomes more sparsely populated. The farms that you do pass by seem to have planted fresh crops and are well tended. Even though you realize that you are within the boundaries of Old Almor, you see growth and prosperity returning to the lands. Near the evening of your third day of travel, Fusmire announces that you are nearing the black stone castle of Millennium, seated atop Seawolf Point.***

***Surprisingly, there are very few buildings in the lands outside of the small town surrounding the castle. Plenty of troops and people move in and out of the castle, but very few residential or support structures have been erected in the fields near Seawolf Point. Is it the cool breezes coming off of the waters keeping people away? Oddly, you don’t notice much wild life near the castle either.***

The caravan will stop for the night just a mile or two south of Millennium.



***Stopping for the night, Fumire approaches your group. "We need to stop here, but I worry. Rumor has it that there are countless undead beneath Castle Millennium, but with all those troops there, we should be safe here, right? You know the history of this place right?"***

If the PCs need a quick history lesson, Fumire explains:

***During the invasion of Duke Szeffrin's forces, this castle was under siege for three months. It wasn't until the Pact of Greyhawk that the three hundred survivors of the castle were allowed to make it safely to Nyronnd proper.***

***Once emptied, Szeffrin's forces gladly took ownership of Millennium. The priests under Szeffrin's command did unholy experiments with the bodies of those slain defending the keep. So many corpses were animated that those that wouldn't fit in the catacomb complex underneath the castle were periodically floated upstream to Mithat in hopes of infecting its people.***

***Things were rather bleak all over Old Almor during those dreadful times."***

It is of note that the undead forces below Millennium, a seemingly endless supply of undead, were finally dealt a definitive and serious blow just over a year ago, thanks to many an adventurer. However, while the city is finally nearing the point where it can be opened to the public once more, it has not been officially done so just yet. However, that announcement is expected to occur anytime soon now.

If the PCs wish to stay within the city, they may do so safely, but under confinement to "barracks," as martial law is still in place. If they choose to sleep outside the city, feel free to ask the PCs for a watch order again. After hearing the "ghost stories" from Fumire, the PCs may be spooked even though nothing happens here.

***The night passes uneventfully. A very relieved Fumire informs you that you'll be taking an unpaved yet highly traveled road hugging the coastline southwards for the next eighty miles. You'll then transition to a less traveled trade road heading northeast from the coast towards Jennden, by way of Tirian, for the remaining one hundred miles. Just nine more days of travel and then you are released.***

Ask the party if they wish to stick with the same watch order at nights during the rest of the journey.

Continue to Encounter 3.

## ENCOUNTER 3: THE TROUBLES NEAR TIRIAN

The caravan is attacked during the last evening before making it to Tirian (10 miles southwest from town and directly north of the badlands near Tirian). Roll randomly to determine during which watch the attack occurs. Some sleeping PCs may not be in armor when the attack occurs depending on armor weight and feat selection.

***Ten days and two hundred miles have passed since leaving Mithat and even though the pay is decent, the meals pleasant, and the conversation surprisingly educational, you can't help but wonder why you took this cakewalk job. Luckily, you have been told that you are only two days away from your final destination – Jennden. Following the same routine as in prior days, you move a few dozen yards off of the main road and make camp for the night.***

During the randomly selected watch, the caravan is attacked.

***Battle cries and guttural bellowing shatter the serenity of the gentle winds blowing through the nearby trees. Roll Initiative!***

**Creatures:** The force attacking the caravan is a raiding group from the Karnaakh.

### APL 2 (EL 4)

**Orc, 1<sup>st</sup> level Warrior (7):** hp 5, 5, 5, 5, 5, 5, 5; *Monster Manual* 203.

### APL 4 (EL 5)

**Orc, 1<sup>st</sup> level Warrior (6):** hp 5, 5, 5, 5, 5, 5; *Monster Manual* 203.

**Ogre, Large Giant:** hp 29; *Monster Manual* 199.

### APL 6 (EL 7)

**Orc, 1<sup>st</sup> level Warrior (8):** hp 5, 5, 5, 5, 5, 5, 5, 5; *Monster Manual* 203.

**Ogre, Large Giant:** hp 29; *Monster Manual* 199.

**Barghest, Greater:** hp 67; *Monster Manual* 22.

#### APL 8 (EL 9)

**Orc, 1<sup>st</sup> level Warrior (6):** hp 5, 5, 5, 5, 5, 5; *Monster Manual* 203.

**Barghest, Greater (2):** hp 67, 67; *Monster Manual* 22.

**Hill Giant:** hp 102; *Monster Manual* 123.

#### APL 10 (EL 11)

**Orc, 1<sup>st</sup> level Warrior (6):** hp 5, 5, 5, 5, 5, 5; *Monster Manual* 203.

**Hill Giant (3):** hp 102, 102, 102; *Monster Manual* 123.

**Ogre Mage:** hp 37; *Monster Manual* 200.

**Tactics:** At APLs where greater barghests are present, their first moves are to *mass enlarge* and *mass bull strength* the regular orcs. They will also start combat with their *invisibility sphere* active with some, but not all of the orcs within the sphere. Where it makes sense, have the forces approach the party from both sides. The orcs have 2 *rings of communication* which allows them to coordinate their attacks.

#### Treasure:

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – *ring of communication* (2) (167 gp each).

**Detect Magic Results:** *Ring of Communication* (faint divination).

**Development:** If any of the force is captured, they refuse to give information about their home base. Retribution from Karnaah is far more feared than anything the PCs will do to them. The PCs can notice, however, that the armor worn by the orcs has a **red K** painted on it.

## ENCOUNTER 4: THE SLEEPY TOWN OF TIRIAN

This encounter introduces the town of Tirian and eventually their plight.

*The rest of the night passes uneventfully. The following morning, you break camp and*

*continue along the trade road towards your next stopping point – the town of Tirian.*

*As the caravan draws closer to town, you pass by fertile farmland and some minor homesteads. The folk greet you with a friendly smile and wave you towards the town.*

*With sincere gratitude apparent on his face, Fusmire stops the caravan and addresses you, “Thank you for saving the caravan last night. I had almost expected human bandits somewhere along the way – I wasn’t prepared to see those beasts. We’ve had a long journey so far and I’m getting tired of our roadside accommodations. I would like to have us all stay in town tonight – my treat.”*

*Upon entering Tirian it appears to be a typical small rural town without much to distinguish it from other small towns, except for some partially constructed low perimeter walls. In addition to a few dozen or so small homes, four buildings comprise the center of town and surround an unpaved town square.*

*The first and largest building, the only two story building in town, has a sign that reads “The Tirian Inn.” The second building appears to be a general store. The third is obviously a livery and blacksmith. The final building is a modest looking temple of Pelor, with a painting of the sun depicted over the door.*

If any PC requests to examine the walls, allow them a DC 10 Knowledge (architecture & engineering) check to know that the construction appears to be slightly aged, as if it were started years past then abandoned.

When speaking with anyone in the town, if the PCs ask them any questions that lead towards the secret of the Karnaakh, the townsfolk will be evasive and change the topic. Allow for a reasonable Sense Motive check to notice that the townsfolk are hiding something. However, these folk have kept the secret for 13 years, they aren’t about to open up to total strangers... yet.

The PCs can visit any of the locations below.

#### The General Store

This is just a typical general store carrying day-to-day supplies like cloth, local produce, grain, etc.

*The store is a 20 x 30 foot building with shelves packed with an impressive array of unimpressive items. Not only do they have “grain,” they have seven types of grain. Not only do they have cloth, they have eleven different patterns of poor quality cloth. They*

**have twelve distinct sizes of wicker baskets, seven styles of riding saddles, twenty-three varieties of spices and fifteen different farming tools such as hoes and rakes. If you ever wanted an off-color horse blanket, this may be the place to find it.**

Allow the PCs to make a DC 10 Sense Motive check. Any PC making of the check notices the following:

**After a few minutes spent browsing through the store, you notice that most customers occasionally glanced your way then left.**

Any PC succeeding on a DC 10 Wisdom check notices that even though the store is well stocked, they seem to have a very small selection of produce. If asked, the storeowner, Baro Thum, responds:

**“Ah – I saw you lookin’ through the goods. I only sell local produce; I guess the fields are comin’ up light this year. Can I interest you in a traveling cloak? Nice and warm for those long nights on the road wouldn’t ya say? I have them in brown, red, green, off-white and even yellow. I stock them all in three, four and five foot lengths.”**

Like all towns-folk, Baro is sworn to secrecy. He won’t divulge the reason for the lack of produce and doesn’t even realize that he has been compensating all these years by being obsessively compulsive with stocking other items.

Conversation with Baro:

**Q: Why aren’t there more customers at the inn?**

A: “The townsfolk are probably out harvesting the latest crop.”

**Q: Who is Dellen’s friend from the past?**

A: “I’m not sure. You’d have to ask Dellen.”

**Q: What secret are you hiding?**

A: “A secret? What secret? If you’re going to be so rude to me, please leave my store.”

**Q: What about the humanoids/etc. that attacked us outside of town?**

A: “That’s horrible! I hope you weren’t hurt.”

**Q: Why would an orc have a red K painted on their armor?**

A: “I don’t know. If you’ll excuse me, I have other customers to attend to.”

### Temple of Pelor

This is a very modest temple, which also serves as the home of the town priest.

**The Temple of Pelor is anything but grand. The 15 x 10 foot main room has a few rickety chairs and a modest altar to the sun god, near which sits a middle-aged man in worn robes busily scratching parchment with quill and ink. Looking up when you enter, he says, “Welcome to this humble temple. My name is Dellen Erellius. What can I do for you?”**

Dellen (male human cleric 4) is a priest of Pelor and can be hired for spellcasting according to NPC spellcasting rules in the DMG.

Allow PCs a DC 17 Spot check to notice a curious sight:

**Leaning at the base of the altar to Pelor is a small wooden carving of a shield crossed with a bastard sword.**

PCs succeeding on a DC 11 Knowledge (religion) check will recognize that as a symbol of Mayaheine. If anyone asks Dellen about the symbol of Mayaheine, he replies:

**“It’s a personal remembrance of a dear friend from years past, nothing more.” With the obvious weight of painful memories bearing on him, he lowers his head and continues, “If there is nothing more, I’d like to get back to my duties.”**

Conversation with Dellen:

**Q: Why aren’t there more customers at the inn?**

A: “This is an active farming community. They’re probably out trying to earn an honest wage and providing for their families.”

**Q: What secret are you hiding?**

A: “Everyone holds secrets. Few can truly keep them. I’m sorry, but I can’t divulge anything further.”

**Q: What about the humanoids/etc. that attacked us outside of town?**

A: “I hope you dispatched them with great efficiency! I’d hate to see them come here; the people of Tirian are simple farming folk.”

**Q: Why would an orc have a red K painted on their armor?**

A: "Well, that is peculiar. I'm sure it means something. With Pelor's grace, hopefully I'll come to understand what that could mean."

**Q: Who is your friend from the past?**

A: "I'd really rather not talk about that. I'm sure you understand."

### **The Tirian Inn – checking in**

When the PCs first arrive, it is mid-day and they can "check-in." Later once they've explored the town, they can settle in for the evening where events unfold.

*Opening the doors to The Tirian Inn, Fusmire bids you to follow him inside. The main room is open and sparse containing just a few tables, each with a full compliment of chairs. As Fusmire works to secure rooms for the evening, you can't help but notice that the main room is surprisingly absent of customers. The notable exception is a slovenly dressed man in the corner of the room at the end of the bar.*

*The barkeep and owner of the inn, Horace Fenalen, although busy haggling with Fusmire, still manages to keep the town-drunk satisfied by deftly sliding a full tankard of ale to the far end of the bar and into welcoming if trembling hands.*

*Returning to you with a set of keys, Fusmire mentions, "You have three rooms to share upstairs; the rest of the day is yours. I'll meet you later tonight back here to share a drink or four." With that, Fusmire heads upstairs to his room.*

The town drunk's name is Drik McGriggor.

If any PCs feel obliged to stay with Fusmire to protect him, Fusmire says he has some boring ledger work to attend to and would like some privacy. In reality, he's simply preparing himself mentally for the upcoming negotiations with Jennden and would like to think in private.

### **Conversation with Horace**

**Q: Why aren't there more customers?**

A: "Most days are busier than this, but every business owner knows to ride the wave. They'll be back tomorrow."

**Q: What secret are you hiding?**

A: "Secret? Well, don't spread this around, but trust me, we make the best stew for miles around. It's all in the spices and how long you let the beef cook."

**Q: What's up with Drik?**

A: "He's in here most days. He used to drive carts to nearby towns, but he gave that up for the bottle years ago. Beats me why."

**Q: What about the humanoids/etc. that attacked us outside of town?**

A: "Egads! Maybe that's why I don't have many customers today. Don't know about 'em. Sorry."

**Q: Why would an orc have a red K painted on their armor?**

A: "Is that some sort of trick question? How would I know? I'm just a simple barkeep."

### **Conversation with Drik:**

**Q: Why aren't there more customers?**

A: "They don't want me hangin' round. Says I'm just gonna mess myself, or them. Not that I'm itchin' to go, don't get me wrong. Simple drivin' ain't so simple as sitting here with my good friend Horace! HORACE!!! YOU'RE MY BESSS FRIENN!"

**Q: What secret are you hiding?**

A: "Nuffin – an' it aint none of yer damn business anyways."

**Q: What about the humanoids/etc. that attacked us outside of town?**

A: He goes completely silent and refuses to talk anymore. He communicates that by the stereotypical finger-to-the-mouth-shush sign.

**Q: Why would an orc have a red K painted on their armor?**

A: He goes completely silent and refuses to talk anymore. He communicates that by the stereotypical finger-to-the-mouth-shush sign.

Feel free to adlib any other incoherent babbling from Drik, but he doesn't give up the town's secret.

### **The Tirian Inn – later that evening**

This is where the story finally unfolds.

The real reason there were few customers in the inn earlier in the day is that many of the regulars are busy delivering the quarterly tribute of produce to the Karnaakh. They have now arrived back in town and have come to the inn to drink away their collective sense of guilt.

Meanwhile, the carts have been taken to the blacksmith to fix a bent rear wheel. While working on the wheel, he discovers Bajastelle's note and runs with excitement to the inn to break the news.

*When you meet up with Fusmire later that evening you see him pacing back and forth talking to himself as if practicing a speech. Seeing you he instantly perks up and joins you at one of the tables in the main room. "Horace, bring whatever drink my friends here want and keep it coming! Put it on my tab."*

Over the course of the next few hours, several townsfolk filter in and order drinks as well. They have a downtrodden look about them and seem to be trying to drown their misery in ale yet refuse to elaborate. Even Fusmire's normally cheerful attitude seems to diminish in the presence of these gloomy townsfolk.

Suddenly, the entry doors of the inn burst open followed by a man wearing a blacksmith's vest and covered in grime. Before noticing your crew, he bursts out "Bajastelle is alive! She slipped a note into the spoke of the tribute cart's rear wheel. Carl asked me to fix the wheel and I found it. I FOUND IT!"

What had been a room filled with palpable despair has now changed into an impromptu celebration.

Dellen Erellius, the town's priest, quiets the crowd with a simple wave of his hand and takes the note from the blacksmith. After reading the note, he carefully looks into the eyes of his fellow Tirians and pauses. After an uncomfortably long wait, he turns to your group and speaks:

*"There is a secret that we've borne for nearly thirteen years. It's a secret that we have kept out of loyalty, love, and ultimately shame. We've seen travelers such as you come through town many times and we have never breached that sacred promise we made all those years ago. I need your assurance that what I'm about to share with you will be acted upon as if the King's life were at stake, for that is how dearly we hold poor Bajastelle. What say you?"*

Dellen waits for an answer from each PC.

If the PCs refuse, Fusmire fires the PCs out of contempt and the adventure is over. Proceed to the conclusion.

Assuming the PCs agree, continue:

*Dellen continues, "Where to start? The note or the promise. I'll start at the beginning."*

*"Many years ago Almor was a land in turmoil. Humanoids, bandits, fiends and worse roamed the lands. Almor's leadership had failed us and Ivid's forces invaded. I was part of an independent militia group led by Bajastelle Renderan called the Irregulars."*

*"We were marching across Almor to gather able bodied men when we came upon Tirian under attack. The battle was brutal, but under the skilled leadership of Bajastelle we prevailed and saved these people from utter destruction; our losses were great."*

*"Bajastelle was well versed in building town defenses and started a project to build a defensible perimeter around the town intent to make Tirian a stronghold within Almor. A few short days later Bajastelle, blessed with divine inspiration from Mayaheine herself, decided that the best course of action was to get these people to safety."*

*"Moving over four hundred people through treacherous lands is no easy task, so we assembled a scouting team to determine the best route to the Flinty Hills. That mission ended in disaster."*

*"What we didn't know was that a portion of Ivid's armies had settled an encampment in the badlands southwest of town. They call themselves 'The Karnaakh', named after their leader Karnaa. After decimating the scouting team, dozens of them brought Bajastelle here in chains. Forcing all of the townsfolk to watch, including the women and children, Karnaa's lieutenants repeatedly tortured and healed her. I can still hear her tormented screams to this day. Our spirits broken, we had no option left but to agree to their demands. In addition to our silence, we were to deliver the majority of our harvest bounty to them four times a year. They keep Bajastelle with them as a prisoner to ensure our compliance."*

*"Surely we have bought Bajastelle's life, but possibly sold our souls in the process. Today however, things have changed. On this fateful day, Pelor has brought both you and a note scribed by Bajastelle's own hand to our door. Will you heed Pelor's call and come to our aid when our need is greatest?"*

Once again, if the PCs turn down the Tirians, Fusmire will release them from their duty and the

adventure is over. Assuming the PCs accept, give them *Player Handout: Bajastelle's Note*.

If the PCs ask, the creatures present were orcs, goblins, giants and other creatures they didn't recognize.

***With relief clearly on his face, Dellen speaks a blessing to Pelor and thanks each of you. "I would like you to infiltrate the Karnaakh encampment and rescue Bajastelle. Once recovered, we can confer how to handle their upcoming offensive. For now, we must free Bajastelle from their clutches! Their encampment is roughly a day's march southwest of here. I suggest leaving first thing in the morning and entering the camp at night. I will sketch a map of what their encampment looks like and have it ready by morning."***

***Fusmire stands and with an introspective look says, "I hereby consider your services fully rendered. Your efforts in saving Bajastelle Renderan are far more important to the realm than continuing to escort me to Jennden."***

Hearing about the Karnaakh having human friends makes Fusmire wonder if there is a connection with the rumors of Jennden raids on caravans in the area. He's hoping that the PCs help thwart any connection between the two groups if it indeed exists. For that, he's willing to release the PCs and hope they end up doing the right thing as he assumes King Lynwerd would have them do. He keeps this theory to himself. Clever/perceptive PCs may start to wonder about Fusmire's real mission. Why would a merchant be so knowledgeable about Almorian history and worry more about some prisoner than his own goods? Let them wonder.

After the PCs get a good night's sleep, read or paraphrase the following:

***Dellen Erellius greets you in the morning and hands over a rough map.***

Give the PCs *Player Handout: Dellen's Sketch*.

***Explaining the map, he says, "The central buildings have stone foundations that look like they've been there for hundreds of years, probably some ancient ruin that was there before the Karnaakh claimed it. They've completed the buildings out of wood. The wall that surrounds the town is also something they added to the place. It's been under construction for just the last year. As you can***

***see, the encampment butts up against a cliff face rising a few hundred feet with two cave entrances easily visible. There may be more, we are never allowed a close look as you might imagine. During last season's tribute, we overheard some of the guards talk about the 'Slave Cave.' We assume that is where they would be holding Bajastelle. We know where the tribute carts are unloaded, but as to the purpose of the rest of the buildings, I'd only be guessing."***

***Tapping his chin thoughtfully, he continues, "We don't know what kind of guard watch they keep. If I were to try to break in, I'd probably choose the most unforeseen route – wading in through their waste system. I know it's a dirty business, but it would leave you closest to the entrance to the slave cave. The choice is yours of course. May Pelor's blessings be upon you."***

Continue to Encounter 5.

## ENCOUNTER 5: JAILBREAK

This encounter is exactly what the title implies – a jailbreak. The PCs need to sneak into the Karnaakh's encampment to rescue Bajastelle. Let the PCs strategize, but reward any reasonable sounding plan. Possible strategies include:

- Disguise as a tribute cart team.
- Disguise as a humanoid raiding squad returning to camp.
- Invisibility.
- Flight.
- Dimension Door.
- Wading in through the waste stream heading under the walls.
- <anything plausible>

Whatever route they choose, the PCs eventually slip unnoticed into the encampment and into the slave caves. Read or paraphrase (to align with the PCs entrance strategy) the following:

***Having slipped past the guards unnoticed, you make your way to the southern most cave entrance – the Slave Cave. Foul smelling green smoke is billowing from the building directly north of you; luckily the wind is carrying the bulk of the smoke towards the northwest. The Karnaakh must be over confident in the protection offered by their new walls since they have no guards at the entrance to this cave. In stark contrast to the silence of the rest***

***of the encampment, the sounds coming from the cave attests to the work being done within. The obvious sounds of mining, of pick hitting stone and wheel screeching on track fill your ears.***

***After exploring the cave complex, you find many interconnecting passages, which all eventually lead to a fork. To the left, you see the sputtering of what must be torch light flickering on the walls, accompanied by the sounds of guttural voices. To the right, you see only darkness leading down towards the source of the mining sounds.***

Let the PCs choose their path. If they go towards the mining sounds, they'll encounter what becomes obvious as the wrong path. They need to go left here.

#### Right

***The downward passage eventually opens to a ledge overlooking a vast underground cavern. Smelting pots, torches and occasional cook fires reveal a foreboding sight. At the bottom of a steep staircase, one hundred feet below, you see dozens of humans in chains breaking rock with crude mining tools. Surrounding them you see literally hundreds of orcs, ogres and other monstrosities forcing the flow of work and production of weapons and armor. Steam rises as water is poured on molten steel molds, hammers clang as orc blacksmiths bend metal to their desires, and the occasional snap of whips can be heard stripping flesh from the backs of slave workers below. The Karnaakh are preparing for war.***

***You have yet to be spotted, but with so many unfriendly eyes about, how long will that last? Perhaps you took the wrong passage above?***

This is meant to be an obvious deterrent from continuing down this path. The danger below is intended to be solved in an upcoming battle interactive *NYR7-I01 The Karnaakh Strike Back*.

If the PCs insist on fighting against overwhelming odds, feel free to overwhelm them. Their adventure would end here in failure.

#### Left

***The passage bends around to the right and opens to a hallway containing six empty 10 x 5 foot jail cells. The hallway continues into a larger room beyond.***

The Karnaakh, fearing reprisal from the newly restored King Lynwerd, forced Bajastelle to help architect and construct defenses for their encampment. They have afforded her a larger cell and have suspended her mining duties. However, they're very mindful that with her added freedoms, there is a higher likelihood that she'll attempt to escape. The guards keeping watch on Bajastelle are no ordinary thugs. They were bred to be bigger and meaner than their base counterparts. Resolution of the breeding pens will have to wait for the follow-on battle interactive. The PCs will need to take out the guards to free Bajastelle. If they try to teleport her out, she will complain and will resist the spell. She has intentionally sabotaged some of the construction and refuses to leave without collapsing a good portion of the defenses first. Of course, she'll need the PCs help.

Bajastelle is in the 15 x 15 foot jail cell in the upper left corner of the *DM's Map #1*. There is a *continual light* in the corner of the cell as implied by the map. Also cast on the upper left corner of the cell is a *permanent silence* spell. The radius of that spell is also superimposed on the map (note the dotted lines) covering the entire cell plus 2 individual squares beyond the bars of the cell. Karnaakh knows that Bajastelle is a divine spellcaster and wants to avoid her doing something tricky. Her holy symbol was taken and destroyed during her initial capture

**Iron Bar Door:** 2 in. thick, hardness 10; hp 60; AC 5; Break DC 25; Open Lock DC 25.

#### **Creatures:**

##### **APL 2 (EL 4)**

**Fiendish Bugbear (2):** hp 21, 21; Appendix 1.

##### **APL 4 (EL 6)**

**Half-Fiend Ogre (2):** hp 39, 39; Appendix 1.

##### **APL 6 (EL 8)**

**Half-Fiend Skullcrusher Ogre:** hp 80; Appendix 1.

**Skullcrusher Ogre:** hp 72; Appendix 1.

##### **APL 8 (EL 10)**

**Half-Fiend Skullcrusher Ogre Barbarian (2):** hp 93, 93; Appendix 1.

##### **APL 10 (EL 12)**

**Half-Fiend Skullcrusher Ogre Barbarian (3):** hp 93, 93, 93; Appendix 1.

**Clay Golem:** hp 90; *Monster Manual* 134.

**Treasure:**

**APL 2:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 0 gp, Magic – +1 large maiming morningstar (693 gp each) gp.

**APL 10:** Loot – 0 gp, Coin – 0 gp, Magic – +1 large maiming morningstar (693 gp each) gp.

**Detect Magic Results:** +1 large maiming morningstar (faint transmutation).

**Development:** The keys to the jail cell and manacles are on one of the guards. Once they get Bajastelle out of her cell, proceed to Encounter 6.

## ENCOUNTER 6: BAJASTELLE'S HONOR QUEST

Once saved and outside of the radius of the silence spell, Bajastelle does what comes naturally – takes command. She thanks the PCs for her rescue and implores them to perform an “exit mission.” She intentionally sabotaged some of the defenses she constructed, but needs to destroy them “from the inside.” Once outside of the encampment, she wouldn’t be able to trigger the collapse. Read or paraphrase the following:

***Before you lies the battered form of Bajastelle Renderan. Poorly healed scars mar her face yet she wears it proudly. There is still a fire visible behind her eyes that speaks of a determination unhindered by over a decade of torture and servitude. Her arms are manacled behind her back and chained to the wall. Her feet are similarly manacled and chained taut to the opposite wall leaving her little room to shift to seek comfort on the cold stone floor.***

Presumably, the PCs will unbind her. Once they’ve done so, continue.

If the PCs ever ask Bajastelle to expand on the “Have human friends” reference in her note, she explains that ever since she was given more freedom in the camp (the last year), she has occasionally seen human bandits working with the Karnaakh. She thinks she heard them mention “going home to Jennden,” but isn’t 100% positive.

***Getting back on her feet and now out of the area of silence covering her cell, she swings her arms in circles to stretch out the cold induced cramps. Looking at you she says, “I can’t believe it – the day has come. I had hoped Karnaah wouldn’t discover the note I managed to conceal in the wheel. Time is short and I need you to do one more thing before we leave this place. I sincerely appreciate you rescuing me, but I am but one life; the Karnaakh are preparing to destroy many.”***

Pausing for dramatic effect, the charismatic leader continues:

***“I’ve been blessed with an uncanny knack for defensive construction. I’m not sure why, but roughly a year ago, Karnaah decided that the camp urgently needed perimeter defenses. He forced me to help construct the northern walls and towers. I did so only because I knew I could incorporate flaws without detection. The foundation for the towers and northern wall sit atop an elaborate matrix of crisscrossed stone support beams. I alone know where I placed a keystone critical to collapse the entire matrix. We should be able to navigate these tunnels northward to find the underbelly of the beast! Once there, we simply attach a rope to a hook, stand out of harms way and pull with all our might. Let’s go!”***

She isn’t giving orders per se, but does expect the “heroes” to want to do the right thing. If the PCs object, she’ll try to coerce them to comply. If ultimately they won’t, she’ll go back to town with them and the PCs will forgo any GP/XP for the skipped encounter. They’ll also forgo Bajastelle’s favor.

***With Bajastelle’s help, you find passageways that lead you northward. She confides in you, “I haven’t traveled underground to the northern walls, but I can tell we’re headed in the right direction.” After backtracking from more than a few dead ends, you continue into a large eighty foot diameter circular cavern with a thirty foot ceiling. A tunnel can be seen exiting the cavern on its northern side.***

The PCs have ventured into an area not often visited by the Karnaakh. This particular area is infested with ankhegs and bulettes. This is the module’s “tough fight.” Going underground can be painful – even when for a good cause. The fight is



triggered when the PCs reach the midpoint of the room.

***As you reach the center of the cavern, the ground beneath you starts to rumble. The cavern floor bursts open in front of you to reveal a monstrous sight. Roll Initiative!***

Please refer to *DM's Map #2*. The positions labeled #1 and #2 are where the monsters should make their appearance. Since the different APLs have different sized creatures, the particular squares detailed represent the square closest to the center of the chamber in which they appear. For APLs 2 and 4, just use #1 for the single monster.

**Creatures:**

**APL 2 (EL 4)**

Ankheg, Advanced: hp 49; Appendix 1.

**APL 4 (EL 7)**

Bulette: hp 94; *Monster Manual* 30.

**APL 6 (EL 9)**

Bulette (2): hp 94, 94; *Monster Manual* 30.

**APL 8 (EL 11)**

Bulette, Advanced (2): hp 200, 200; Appendix 1.

**APL 10 (EL 13)**

Bulette, Advanced (2): hp 261, 261; Appendix 1.

**Tactics:** Although the ELs are calculated correctly above, the fights can be overly tough. To mitigate this, have the first creature appear in the first round (which takes a double move to surface) and start attacking in the next round. At APLs where there is a second creature, it will appear in the 3<sup>rd</sup> round (which takes a double move to surface).

Clever PCs can also realize that they can use terrain to their advantage. Although the fight starts in the middle of the cavern, they can retreat to a narrower hallway with a low ceiling which would effectively remove the Bulette's Leap attack.

**Treasure:**

**APL 2-10:** Loot – 0 gp, Coin – 0 gp, Magic – none.

Continue to Encounter 7.

## ENCOUNTER 7: THE MATRIX UNRAVELED

This encounter assumes success. One PC taking twenty, with the other PCs aiding, should be easily make the Strength check. If the PCs are stuck in a cycle of an individual failing the DC, give them the “take twenty and aid” hint.

***Continuing to take a generally northern route, you shortly find an area Bajastelle recognizes. Pointing at the ceiling she explains, “See here... and there... and again over there. Those seams are junction points of stone beams held together by the extreme pressure of their neighboring blocks cut at precise angles to support each other. I won't bore you with all of the details. We'll find the trigger point directly south of a now useless stone shaping shop used during construction. What Karnaa doesn't realize is that the shaping shop will now serve as our safety room. Assuming the foundation drops as I expect, we should be safe, and in fact, we should be able to crawl out of the mess and disappear under the cover of the dust cloud created by the collapse.”***

The PCs find a tunnel like the one drawn in *DM's Map #3*. There is no combat here so “gridlines” aren't necessary, but drawing it on a battle mat and placing minis may help to heighten the suspense.

***After finding the stone shaping shop, it is easy to locate the hook embedded in the trigger keystone in the ceiling of the passageway. After attaching a spare rope left in the stone shaping shop, Bajastelle hands you the rope and says, “I had to construct it so it wouldn't idly fall out. You all are going to have to heave hard! I don't know about you, but I'm going to stay in the shop. I don't want to get crushed and Mayaheine willing, that won't happen in there.”***

If any PCs stay out in the passageway, Bajastelle reminds them that the shop is “probably” safe; the passageway won't be. When the party succeeds on a DC 25 Strength check, read or paraphrase the following:

***With a loud pop, the rope finally pulls the keystone free, which unceremoniously bounces, across the floor. Seconds pass and nothing happens. With an over-exaggerated***

*shrug, Bajastelle looks at you with surprise. Suddenly all heads turn to the south as you hear:*

*Creak...*

*Screeeeeeech...*

*POP POP POP...*

*And then all hell breaks loose as dust and debris fall from the ceiling filling the passageway. After the dust settles you notice that multiple stone blocks fell forming a makeshift staircase heading upwards to view a starry sky partially obscured by the dust cloud. Climbing out of the rubble Bajastelle urges you to run!*

Continue to the Conclusion.

## CONCLUSION

Read the appropriate conclusion below:

### Failure

*A few weeks later, you find yourself resting comfortably at a bar in Rel Mord. The troubles of your failed journey are but a fading memory as you overhear a conversation at a table in the center of the room.*

*“Damn shame what happened to those people. Where was that again? Tirian? Yeah, that’s it. I heard they were overrun by orcs, giants and worse. A merchant caravan passed through town only to find them slaughtered, every last one of them.”*

*“Yeah, it’s a shame none of them ‘HEROES’ were there to help out.”*

No favors gained.

### Success

*Returning to Tirian with Bajastelle rescued, you are greeted as heroes. Anticipating your return, Dellen had the town’s craftsmen erect a stage in the center of town to more ably allow for easy viewing of their returning leader.*

*Working her way through the crowd, Bajastelle brings you to accompany Dellen on the stage and addresses the crowd:*

*“Friends, neighbors, citizens, your words of welcome heal my wounds as no divine magic ever could. For that and for my rescue, I am eternally grateful.*

*I realize that these past thirteen years have likely been harder on you than for me and for that I am truly sorry. You have my solemn vow: BAJASTELLE RENDERAN SHALL NEVER BE TAKEN AGAIN!*

For rescuing Bajastelle, the PCs earn the favor: *Honored Citizen of Tirian.*

For aiding Bajastelle in destroying her camp defenses, the PCs earn the favor: *Bajastelle Renderan’s Boon.*

For escorting Fasmire safely through the perils of Almor, the PCs earn the favor: *Zilchus Western Company Favored Customer.*

### **Treasure:**

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – none.

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – none.

### **A note for Judges to help with curious PCs:**

When premiered, the interactive NYR7-I01 The Karnaakh Strike Back followed immediately afterwards to resolve the retribution that followed the jailbreak. If the PCs ask, tell them Bajastelle send out a call for help and did what she could to build up Tirian’s defenses before the Karnaakh struck. Just in time, a gathering of heroes, themselves included if they wish, helped to defend Tirian from the Karnaakh and drove off the attackers. Eventually, the battle was taken to the Karnaakh camp, where they were decimated and driven from the area. For now at least, Tirian and the trade route have been secured.

## 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 3

Defeat the Orcs:

APL 2	60 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP
APL 10	165 XP

### Encounter 5

Defeat the Karnaakh guards:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP

### Encounter 6

Defeat the ankheg/bulettes:

APL 2	60 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP

### Story Award

Rescue Bajastelle:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP

### Discretionary roleplaying award

APL 2	15 XP
APL 4	23 XP
APL 6	30 XP
APL 8	38 XP
APL 10	45 XP

### Total possible experience:

APL 2	225 XP
APL 4	338 XP
APL 6	450 XP
APL 8	563 XP
APL 10	675 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### Encounter 1: Hungry Hippogriff Inn

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – none.

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – none.

### Encounter 3: The Troubles Near Tirian

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – *ring of communication* (2) (167 gp each).

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – *ring of communication* (2) (167 gp each).

### Encounter 5: Jailbreak

**APL 2:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 0 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 0 gp, Magic – +1 *large maiming morningstar* (693 gp each) gp.

**APL 10:** Loot – 0 gp, Coin – 0 gp, Magic – +1 *large maiming morningstar* (693 gp each) gp.

### Conclusion:

**APL 2:** Loot – 0 gp, Coin – 50 gp, Magic – none.

**APL 4:** Loot – 0 gp, Coin – 100 gp, Magic – none.

**APL 6:** Loot – 0 gp, Coin – 150 gp, Magic – none.

**APL 8:** Loot – 0 gp, Coin – 200 gp, Magic – none.

**APL 10:** Loot – 0 gp, Coin – 250 gp, Magic – none.

### Total Possible Treasure

**APL 2:** Loot: 0 gp; Coin: 150 gp; Magic: 334 gp; Total: 484 gp

**APL 4:** Loot: 0 gp; Coin: 300 gp; Magic: 334 gp; Total: 634 gp

**APL 6:** Loot: 0 gp; Coin: 450 gp; Magic: 334 gp; Total: 784 gp

**APL 8:** Loot: 0 gp; Coin: 600 gp; Magic: 1,027 gp; Total: 1,627 gp

**APL 10:** Loot: 0 gp; Coin: 750 gp; Magic: 1,027 gp; Total: 1,777 gp

## Special

### Honored Citizen of Tirian:

For rescuing Tirian's imprisoned leader, Bajastelle Renderan, the PC may purchase land and have a modest home built in Tirian. The PC need only be 2<sup>nd</sup> level at the beginning of this adventure, but still must meet the other requirements of the Nyrond Property Owners meta-org. The PC must spend 4 TUs helping the town build defenses and pay 750gp (on this AR or on this first AR upon reaching 4<sup>th</sup> level). The PC then must pay the normal Modest Property upkeep in subsequent years. This favor must be used on this AR, or upon first reaching 4<sup>th</sup> level, or it is considered void.

### Bajastelle Renderan's Boon:

For helping Bajastelle fulfill her honor bound duty of destroying the Karnaakh wall and tower, she agrees to teach you one of the following feats: Distracting Attack (MH), Mounted Casting (MH), Shieldmate (MH).

### Zilchus Western Company Favored Customer:

You have unknowingly aided an agent of the Zilchus Western Company perform a vital service for the throne of Nyrond. At Fusmire Devonshank's behest, the Zilchus Western Company will help this PC purchase one, and only one, of the following items at a 10% discount. Cross through when used.

- Bag of Holding Type I
- Cloak of Elvenkind
- Lens of Detection
- Rope of Climbing
- Stone Salve

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 2:

- *Ring of communication* (Adventure; MH)

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

- Large greatclub (Adventure; PHB)
- Large javelin (Adventure; PHB)

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

- Large morningstar (Adventure; PHB)

APL 8 & 10 (all of APL 2-6 plus the following):

- +1 *large maiming morningstar* (Adventure; MH; 8,316 gp)

## APPENDIX 1: APL 2

### ENCOUNTER 5: JAILBREAK

#### FIENDISH BUGBEAR

CR 2

CE Medium humanoid (extraplanar, goblinoid)

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

**Languages** Common, Goblin

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +2 leather armor, +1 light wooden shield, +3 natural)

**hp** 21 (3 HD)

**Resist** cold 5, fire 5; **SR** 8

**Fort** +2, **Ref** +4, **Will** +1

**Speed** 30 ft.

**Melee** morningstar +5 (1d8+2) or

**Ranged** javelin +3 (1d6+2)

**Base Atk** +2; **Grp** +4

**Atk Options** Smite Good (Su) 1/day

**Abilities** Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

**SQ** Darkvision 60 ft., scent

**Feats** Alertness, Weapon Focus (morningstar)

**Skills** Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4

**Possessions** combat gear

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

### ENCOUNTER 6: HONOR QUEST

#### ANKHEG, ADVANCED

CR 4

N Large Magical Beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +6, Spot +3

**AC** 18, touch 9, flat-footed 18

(-1 size, +9 natural)

**hp** 49 (4 HD)

**Fort** +8, **Ref** +4, **Will** +2

**Speed** 30 ft. (6 squares), burrow 20 ft.

**Melee** bite +8 (2d6+7 plus 1d4 acid)

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

**Base Atk** +4; **Grp** +13

**Atk Options** improved grab

**Special Actions** spit acid

**Abilities** Str 21, Dex 10, Con 18, Int 1, Wis 13, Cha 6

**SQ** Darkvision 60 ft., low-light vision, tremorsense 60 ft.

**Feats** Alertness, Toughness

**Skills** Climb +9, Listen +6, Spot +3

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

**Spit Acid (Ex)** 30 ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 16 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

## **ENCOUNTER 5: JAILBREAK**

**HALF-FIEND OGRE**

**CR 4**

CE Large outsider (augmented giant, native)

**Init** +1; **Senses** darkvision 60 ft., low-light vision;  
Listen +7, Spot +7

**Languages** Common, Giant, Infernal

**AC** 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +3 studded leather armor, +6 natural)

**hp** 39 (4 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +7, **Ref** +2, **Will** +1

**Speed** 40 ft. (8 squares), fly 40 ft. (average)

**Melee** greatclub +10 (2d8+10) and

bite +4 (1d8+3) or

**Melee** 2 claws +9 (1d6+7) and

bite +4 (1d8+3) or

**Ranged** javelin +3 (1d8+7)

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

**Base Atk** +3; **Grp** +14

**Atk Options** Smite Good (Su) 1/day

**Combat Gear** studded leather armor, greatclub

**Spell-Like Abilities** (CL 4th):

2nd— *darkness* 3/day, *desecrate* 1/day

**Abilities** Str 25, Dex 12, Con 17, Int 10, Wis 10, Cha 9

**SQ** Darkvision 60 ft., low-light vision

**Feats** Toughness, Weapon Focus (greatclub)

**Skills** Balance +3, Climb +13, Jump +9, Listen +7,  
Spot +7, Survival +3, Swim +8, Tumble +3

**Possessions** combat gear

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

## ENCOUNTER 5: JAILBREAK

### SKULLCRUSHER OGRE

CR 5

NE Large giant

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0

**Languages** Common, Giant

**AC** 20, touch 9, flat-footed 20

(-1 size, +7 spiked half-plate, +2 spiked heavy shield, +2 natural)

**hp** 72 (8 HD)

**Fort** +9, **Ref** +2, **Will** +2

**Speed** 30 ft. in spiked half-plate (6 squares), base movement 40 ft.

**Melee** morningstar +12/+7 (2d6+7) or

**Melee** morningstar +8/+3 (2d6+7) and shield spike +8 (1d8+3) or

**Ranged** rock +6 (2d6+7)

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

**Base Atk** +6; **Grp** +21

**Special Actions** rock throwing

**Combat Gear** spiked half-plate, spiked heavy shield

**Abilities** Str 25, Dex 11, Con 17, Int 10, Wis 10, Cha 9

**SQ** Darkvision 60 ft., low-light vision

**Feats** Improved Grapple<sup>B</sup>, Improved Shield Bash, Improved Initiative, Power Attack, Two-Weapon Fighting<sup>B</sup>

**Skills** Craft (armorsmithing) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 secret doors)

**Possessions** combat gear

**Grapple:** A successful grapple check to deal damage against the spiked armor causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.

**Rock Throwing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

### HALF-FIEND SKULLCRUSHER OGRE

CR 7

NE Large outsider (augmented giant, native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Listen +5, Spot +5

**Languages** Common, Giant, Infernal

**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +7 spiked half-plate, +2 spiked heavy shield, +3 natural)

**hp** 80 (8 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 18

**Fort** +10, **Ref** +4, **Will** +2

**Speed** 30 ft. in spiked half-plate (6 squares), base movement 40 ft., fly 40 ft. (average)

**Melee** morningstar +14/+9 (2d6+9) and bite +9 (1d8+4) or

**Melee** morningstar +10/+5 (2d6+9) and shield spike +10 (1d8+4) and bite +9 (1d8+4) or

**Melee** 2 claws +14 (1d6+9) and bite +9 (1d8+4) or

**Ranged** rock +8 (2d6+9)

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

**Base Atk** +6; **Grp** +21

**Atk Options** Smite Good (Su) 1/day

**Special Actions** rock throwing

**Combat Gear** spiked half-plate, spiked heavy shield

**Spell-Like Abilities** (CL 8th):

4th—*poison* 3/day (DC 14), *unholy blight* 1/day (DC 14)

2nd—*darkness* 3/day, *desecrate* 1/day

**Abilities** Str 29, Dex 15, Con 19, Int 14, Wis 10, Cha 11

**SQ** Darkvision 60 ft., low-light vision

**Feats** Improved Grapple<sup>B</sup>, Improved Shield Bash, Improved Initiative, Power Attack, Two-Weapon Fighting<sup>B</sup>

**Skills** Balance +0, Craft (armorsmithing) +13, Handle Animal +11, Intimidate +11, Jump +7, Knowledge (architecture and engineering) +13, Listen +5, Ride +13, Search +13 (+15 secret doors), Spot +5

**Possessions** combat gear

**Grapple:** A successful grapple check to deal damage against the spiked armor causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.

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

**Rock Throwing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

## APL 8

### ENCOUNTER 5: JAILBREAK

#### HALF-FIEND SKULLCRUSHER OGRE CR 8

Male half-fiend skullcrusher ogre barbarian 1

NE Large outsider (augmented giant, native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Listen +11, Spot +5

**Languages** Common, Giant, Infernal

**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +7 spiked half-plate, +2 spiked heavy shield, +3 natural)

**hp** 93 (9 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

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

**Speed** 30 ft. in spiked half-plate (6 squares), base movement 50 ft., fly 50 ft. (average)

**Melee** +1 *maiming morningstar* +16/+11 (2d6+10) and bite +10 (1d8+4) or

**Melee** +1 *maiming morningstar* +12/+7 (2d6+10) and shield spike +11 (1d8+4) and bite +10 (1d8+4) or

**Melee** 2 claws +15 (1d6+9) and bite +10 (1d8+4) or

**Ranged** rock +9 (2d6+9)

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

**Base Atk** +7; **Grp** +22

**Atk Options** Rage 1/day, Smite Good (Su) 1/day

**Special Actions** rock throwing

**Combat Gear** +1 *maiming morningstar*, spiked half-plate, spiked heavy shield

**Spell-Like Abilities** (CL 9th):

4th—*contagion* 1/day (DC 14), *poison* 3/day (DC 14), *unholy blight* 1/day (DC 14)

2nd—*darkness* 3/day, *desecrate* 1/day

**Abilities** Str 29, Dex 15, Con 19, Int 14, Wis 10, Cha 11

**SQ** Darkvision 60 ft., fast movement, low-light vision

**Feats** Combat Expertise, Improved Grapple<sup>B</sup>, Improved Shield Bash, Improved Initiative, Power Attack, Two-Weapon Fighting<sup>B</sup>

**Skills** Balance +0, Craft (armorsmithing) +13, Handle Animal +11, Intimidate +11, Jump +7, Knowledge (architecture and engineering) +13, Listen +11, Ride +13, Search +13 (+15 secret doors), Spot +5

**Possessions** combat gear

**Grapple:** A successful grapple check to deal damage against the spiked armor causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.

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

**Rock Throwing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The

range increment is 100 feet for a skullcrusher ogre's rocks.

### ENCOUNTER 6: HONOR QUEST

#### BULETTE, ADVANCED

CR 9

N Huge Magical Beast

**Init** +3; **Senses** Listen +9, Spot +3

**AC** 23, touch 11, flat-footed 20

(-2 size, +3 Dex, +12 natural)

**hp** 200 (16 HD)

**Fort** +15, **Ref** +13, **Will** +8

**Speed** base movement 40 ft., burrow 10 ft.

**Melee** bite +24 (3d8+9) and 2 claws +18 (3d6+4)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +16; **Grp** +33

**Special Actions** Leap

**Abilities** Str 28, Dex 16, Con 20, Int 2, Wis 13, Cha 6

**SQ** Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.

**Feats** Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Track, Weapon Focus (bite)

**Skills** Jump +19, Listen +9, Spot +10

**Leap (Ex):** A Bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +23 attack bonus, but it cannot bite.



## ENCOUNTER 5: JAILBREAK

### HALF-FIEND SKULLCRUSHER OGRE CR 8

Male half-fiend skullcrusher ogre barbarian 1

NE Large outsider (augmented giant, native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Listen +11, Spot +5

**Languages** Common, Giant, Infernal

**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +7 spiked half-plate, +2 spiked heavy shield, +3 natural)

**hp** 93 (9 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

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

**Speed** 30 ft. in spiked half-plate (6 squares), base movement 50 ft., fly 50 ft. (average)

**Melee** +1 *maiming morningstar* +16/+11 (2d6+10) and bite +10 (1d8+4) or

**Melee** +1 *maiming morningstar* +12/+7 (2d6+10) and shield spike +11 (1d8+4) and bite +10 (1d8+4) or

**Melee** 2 claws +15 (1d6+9) and bite +10 (1d8+4) or

**Ranged** rock +9 (2d6+9)

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

**Base Atk** +7; **Grp** +22

**Atk Options** Rage 1/day, Smite Good (Su) 1/day

**Special Actions** rock throwing

**Combat Gear** +1 *maiming morningstar*, spiked half-plate, spiked heavy shield

**Spell-Like Abilities** (CL 9th):

4th—*contagion* 1/day (DC 14), *poison* 3/day (DC 14), *unholy blight* 1/day (DC 14)

2nd—*darkness* 3/day, *desecrate* 1/day

**Abilities** Str 29, Dex 15, Con 19, Int 14, Wis 10, Cha 11

**SQ** Darkvision 60 ft., fast movement, low-light vision

**Feats** Combat Expertise, Improved Grapple<sup>B</sup>, Improved Shield Bash, Improved Initiative, Power Attack, Two-Weapon Fighting<sup>B</sup>

**Skills** Balance +0, Craft (armorsmithing) +13, Handle Animal +11, Intimidate +11, Jump +7, Knowledge (architecture and engineering) +13, Listen +11, Ride +13, Search +13 (+15 secret doors), Spot +5

**Possessions** combat gear

**Grapple:** A successful grapple check to deal damage against the spiked armor causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.

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

**Rock Throwing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The

range increment is 100 feet for a skullcrusher ogre's rocks.

## ENCOUNTER 6: HONOR QUEST

### BULETTE, ADVANCED CR 11

N Gargantuan Magical Beast

**Init** +7; **Senses** Listen +9, Spot +3

**AC** 25, touch 9, flat-footed 22

(-4 size, +3 Dex, +16 natural)

**hp** 261 (18 HD)

**Fort** +18, **Ref** +14, **Will** +9

**Speed** base movement 40 ft., burrow 10 ft.

**Melee** bite +28 (4d8+13) and 2 claws +22 (4d6+6)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +43

**Special Actions** Leap

**Abilities** Str 36, Dex 16, Con 24, Int 2, Wis 13, Cha 6

**SQ** Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.

**Feats** Alertness, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Track, Weapon Focus (bite)

**Skills** Jump +23, Listen +10, Spot +13

**Leap (Ex):** A Bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +27 attack bonus, but it cannot bite.

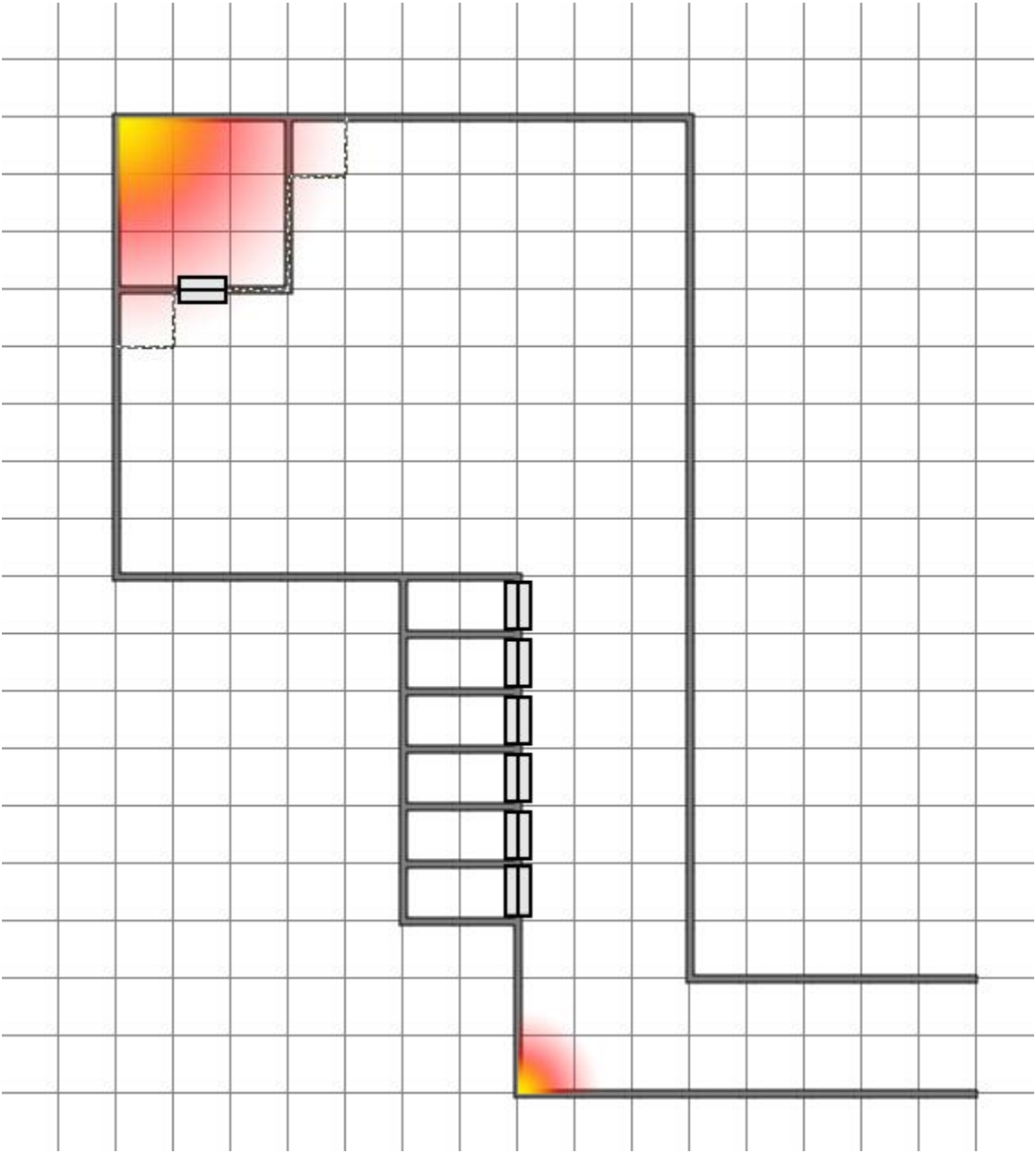
## APPENDIX 2: NEW RULES ITEMS

### **MAIMING WEAPON ENHANCEMENT – MINIATURES HANDBOOK, PG 40**

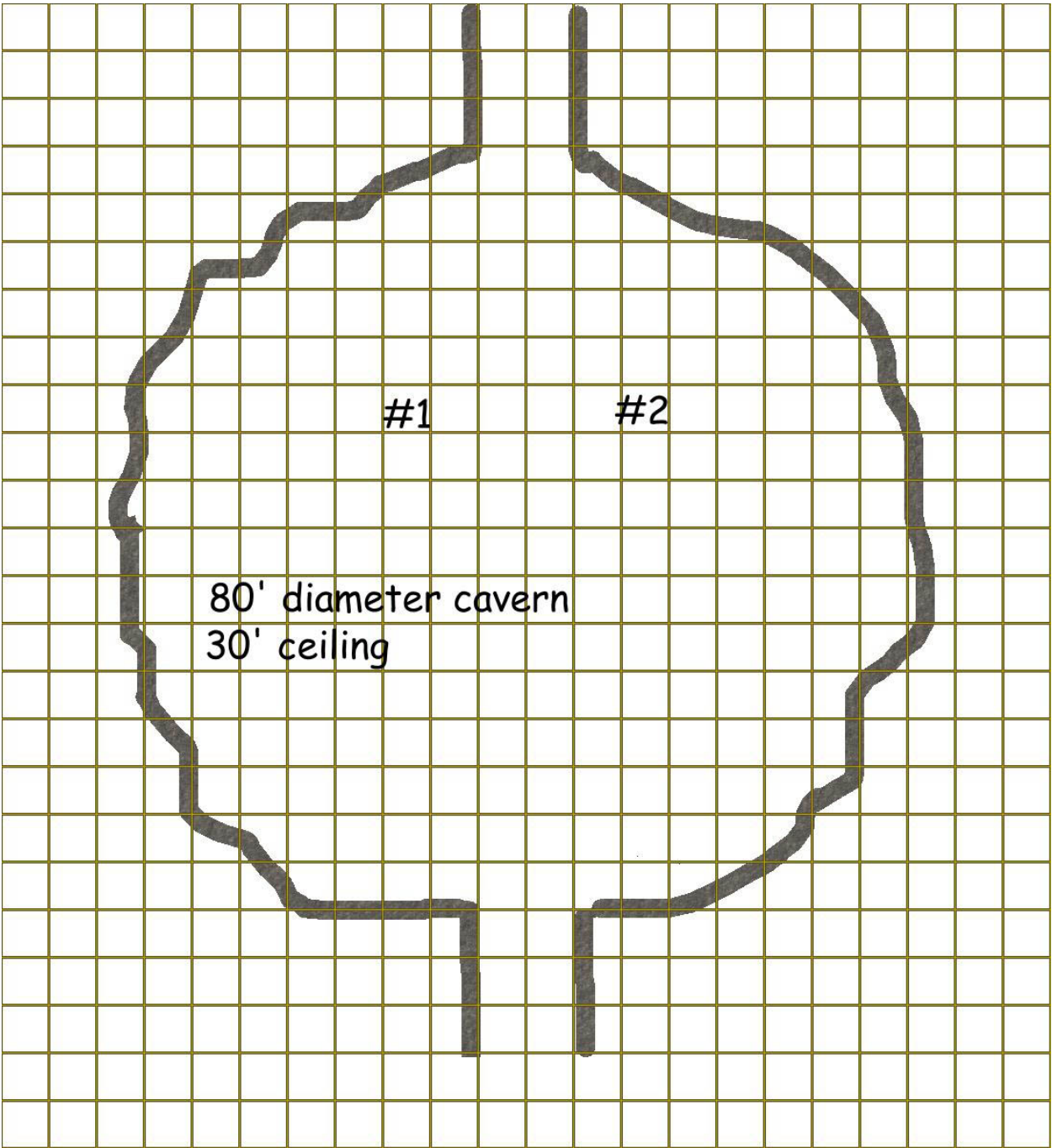
A weapon with this special ability twists and digs into the flesh of the creatures it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical modifier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a x3 multiplier, roll 1d6 to determine the new multiplier. For a x4 multiplier, roll 1d8.

Faint transmutation; CL 5<sup>th</sup>; Craft Magic Arms and Armor, *keen edge*, Price +1 bonus.

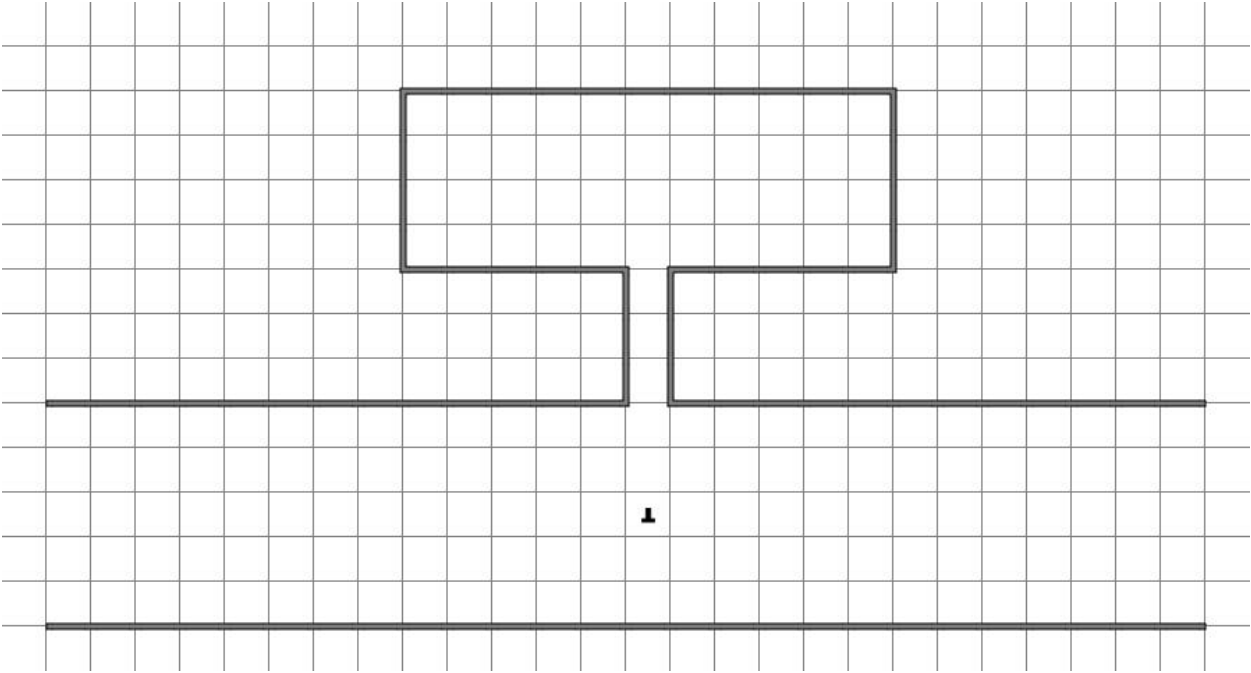
DM'S MAP #1



DM'S MAP #2



**DM'S MAP #3**



# PLAYER HANDOUT: HELP WANTED

## Help Wanted: Caravan Guard Duty

Seeking able-bodied adventures to safeguard a trading caravan. Eat good food, see some sights, breath fresh air and if necessary defend the caravan with your life.

Guard Duty – it's not just a job, it's an adventure!

--Fusmire Devonshank

--Hungry Hippogriff Inn, Room 17

# PLAYER HANDOUT: MAP OF ALMOR

Reference Map: The Duchy of Almor



## PLAYER HANDOUT: BAJASTELLE'S NOTE

### Bajastelle's Note:

(The "ink" appears to be dried human blood. The scratch marks indicate that the "pen" was a nail or shard of wood.)

They grow bold. Have human friends. Building defenses around camp. War looms. Act now!

--B R



## PLAYER HANDOUT: DELLEN'S SKETCH

Dellen Erelius' sketched map of the Karnaakh encampment.

