

SND5-03

A Few Bad Men

A one-Round D&D Living Greyhawk[®] Regional Adventure set in The Kingdom of Sunndi

Version 1.0

Round 1

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The blood! The violence! The shouting! And that's just chow-time. Military training will create bonds that last a lifetime, or so some say. It's just a little hard to imagine while you are neck deep in mud, trying to hang on to your buddy while an ape with two stripes yells in your ear to hustle. And you volunteered for this? Just to find a few bad men?

An adventure for APL 2 to 6, but especially well suited for beginning characters interested in a military or espionage career. Characters with a high-risk disfavor with the Iron League or Jade Mask cannot play this scenario.

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 please e-mail your triad point of contact (POC) at poc@sunndi.org, 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.

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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.

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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	

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a 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

Most people think that there is no purpose behind the bullywug invasion except plunder and slaughter. Those people forget that the hordes of bullywugs are lead by

disciplined, intelligent human officers whom are part of the cult of Wastri. Furthermore, unlike in Sunndi, their monasteries and libraries in the depths of the Vast Swamp have never been damaged or destroyed in the wars of the past centuries. They remembered Wastri's Breath and its effects on the bullywugs, and they prepared for it.

Realizing that a war was imminent, they set many plots into motion that would destabilize and reduce Sunndi's ability to defend itself. One of these plots involved infiltrating the Sunndian army and weakening it from the inside by, among other things, increasing racial tension. Subtle and patient, they remained hidden for a long time, trying to get cultists and sympathizers in positions of power, especially in the recruitment and training corps. Through patience and hard work one of their own, Captain Hortann, became the effective leader of the famous Darkwater Academy, and from that lofty position the Wastrians started their subtle work of corruption and decay.

The work of the Wastrians is subtle, and its effect small and difficult to see, but now that the war has finally started, it is time to harvest the fruit of their actions. Or so they hope. Unbeknownst to them, their presence did not remain undetected. Daergon Many-Face, friend of Hazendel, a high-ranking agent of the Jade Mask and liaison between Sunndi and the Jade Mask, noted some strange things at Darkwater Academy and suspects a lot. Suspicions alone are not enough to arrest respected officers and an open investigation would lead nowhere. He needed solid evidence, and sent in some agents to infiltrate the school. When his agents died, he quickly needed new ones and what better agents to use than young soldiers eager to prove themselves? Who would suspect them? What better able soldiers than fresh adventurers?

ADVENTURE SUMMARY

SND5-03 is an investigation adventure consisting mainly of time and action triggered events. It is a relatively free flowing adventure in which the PCs have considerable freedom and there is no correct order of events. A big part of the document consists of information that you as a DM might or might not need depending on the PCs' actions and with which you should be able to adjust the scenario on the fly based on said actions. Except for a few parts, there are no traditional clear-cut encounters hence the use of the term "part".

Introduction: While enjoying a drink in the Broken Manacles in Pitchfield, the PCs are contacted by an old human man. Using magic to keep his presence hidden, he explains the situation, and asks whether or not the PCs are willing to spend a couple of weeks in a military

academy, promising that they are free to leave the army after the mission without repercussions.

Part 1 [Welcome to Hell]: The trip to the Hollow Highlands is short and uneventful, and once at the Academy they get to meet their trainers and the traditional welcoming speech followed by a quick exercise to determine the PCs current skills.

Part 2 [An Ordinary Day in Hell]: Training in a boot camp is not exactly a holiday, and the PCs should realize this during the adventure. Included are several events for the DM to use. These have no direct connection to the actual investigation, but they are far from easy. A few consist of role-playing, while others can be quite dangerous for life and health. Depending on the time available and the fun the players have, a DM can pick up to all offered suggestions. They also paint the scene, showing a strange favoritism for non-humans that seems to create dissatisfaction among the human recruits.

Part 3 [Gathering Information]: One of the methods to find proof of any wrongdoings is by talking with the people at the camp. A Gather Information check provides the PCs with names of NPCs that might know interesting information, but they still have to talk to them to get the actual information. The PCs can make a new check every day with a cumulative bonus, but at the same time the risk of alerting the wrong people increases with each day of questioning the locals.

Part 4 [Searching for Clues]: Besides questioning people, the PCs can investigate certain areas. Some regions are more difficult to investigate than others, but if the PCs use their heads and skills they are bound to find some hard evidence against the Wastrians.

Part 5 [Looking for Sympathy]: One of the Wastrians goals is to recruit new members among the human military. Human PCs are certainly possible targets for such recruitment.

Part 6 [Accidents Can Happen]: Due to a misplaced map, a training mission of the PCs actually becomes rather dangerous when it takes them straight into the lair of a local predator. Halflings are blamed for it.

Part 7 [To Blow off Some Steam]: The gnome village of Silverweed lies relatively close to the academy, offering some opportunities for the recruits to blow off some steam in the excellent but expensive tavern. Of course, the PCs can also decide to do some investigations here as well.

Part 8 [Raiders' Camp]: Not all players like an investigative adventure, and not all are very good at it. When the players are clearly not enjoying themselves in part 3 and 4, or when they are stumped, the Burrowers ask them to assault a group of raiders allied with Wastri.

Once defeated, the PCs find some invaluable evidence at the raider's campsite.

Ending 9A [Capturing the Culprits]: Once the PCs have found enough evidence, the Jade Mask informs the Sunndian army. The army being the army, they take a rather direct approach and arrive openly at the camp to make their arrests. Obviously, those wanted are more than able to flee, but the Jade Mask is not as easy to fool and they make sure the PCs are there to block any retreat.

Ending 9B [Smoked Out]: The PCs have drawn unwanted attention without finding enough evidence to allow an arrest. During an open attack by a band of Wastrians these seem to focus on the PCs, and as a result the PC's are recalled before they get killed.

Conclusion: If the PCs were successful, they get the promised rewards, and are given the opportunity to finish their training at the camp. While doing so might cost time, people with an inclination for a military career gain some good benefits for doing so. If they do not take the chance, it will not be held against them and they are free to leave the army. In any event, they can feel satisfied for delivering a serious blow to the plots of the Wastrians. PCs that have shown an aptitude for spying, gain the favor of the Jade Mask. PCs who operated more openly, gain a favor with the military instead.

If they failed to find enough evidence, they are recalled from the mission, if they survive that is. Like with a success, they can finish their training, but they do not earn the favor of the Military or the Jade Mask. Leaving the army is obviously an option as well.

Of course, there always is a chance that PCs earned the trust of the Wastrians in Part 5. If they manage to keep their involvement with the Jade Mask secret, or otherwise manage to keep the Wastrians' trust, then their contacts with the Wastrian cult might prove useful in future scenarios.

PREPARATION FOR PLAY

SND5-03 is about an investigation into the Sunndian army by the Sunndian branch of the Jade Mask. As such it is of particular interest to (prospecting) members of the Jade Mask as well as (prospecting) members of the various Sunndian military organizations (Grey Scouts, Royal Warders and the Sunndian Army).

Note that during the play of this scenario, the PCs have to act as common soldiers. Any PC with a higher rank in the army cannot use any of the advantages of this rank during play without blowing his cover. Doing so definitely earns that PC the "High Risk" status as mentioned below and in the Conclusion. PCs who earned a medal in previous scenarios (for example during the interactive *SND5-01S Lands of Confusion*) do not have to hide this fact. It does draw special attention from the

trainers at the Academy and that is not always a good thing.

The scenario is set in the Hollow Highlands, which might result in specific benefits for members of some meta-organizations (most notably the Burrowers). More information on Meta-Organizations can be found on the Sunndi web page (<http://www.sunndi.org/>) in the download section. It is a good idea to check upon the above-mentioned organizations before play.

Due to the nature of the mission, PCs that earned a "High Risk" status in *TSS5-01 Ten Minutes* cannot play this scenario. Make sure the players are aware of this limitation (and it is mentioned in the blurb) before they start playing to allow them to select another character ahead of time.

For your convenience the text of that disfavor is reprinted below:

☛ **High Risk:** The PC is considered risky to hire, and will not be hired again by the Iron League until the PC has spent a favor with the Iron League to better his reputation.

Time: It should be noted that this scenario has the potential to run long. When you are running it in a time sensitive environment, such as at a convention, keep a close eye on the clock. Do not spend much time at the Introduction, and follow the strict time limits set down in Part 1. If the PCs haven't found a clue or a shred of evidence after 1 hour in Part 3 and 4, and there is little promise they ever will within the next hour, you should proceed to Part 8 (and drop Part 6). This probably gives you the time to tie up the loose ends of Part 8 and properly finish Part 9.

INTRODUCTION

At the start of the adventure the PCs are enjoying some leisure time in the famous tavern The Broken Manacles in the town of Pitchfield. As always, it is assumed the PCs are between jobs. Why they are in Pitchfield is up to the individual players. The PCs might be sitting at the same table, but this is not necessary for the adventure and unlikely in case the PCs do not know one another.

It is late evening, and you are enjoying a well-deserved night at the famous Broken Manacles tavern in Pitchfield. An unexpected thunderstorm has driven many people inside, and the common room is crammed with people. Luckily, you were early, and you have a good seat from where you can see most of the tavern and can enjoy your drink the way you prefer.

Suddenly you hear a voice whispering in your ears, something that surprises you greatly considering the background noise, hinting at the presence of magic.

"Don't worry friend, I mean you no harm, and this is the best way to keep our contact hidden from our enemies. So I would prefer you to answer with a whisper as well, that is, if you are interested in earning some cash while serving Sunndi in this time of war. I have contacted several other people as well, and they can hear your whispers too."

Daergon "Many-Faces" has contacted the PCs. It is highly unlikely the PCs recognize him, assuming they even know him. Daergon is disguised as an old grim veteran who seems to be dozing off in a corner after having drunk a bit more than is good for him. The spell he is using is the cantrip *message*, though for ease of gaming, it is assumed that all contacted can hear one another.

The PCs likely have many questions, below follow some likely ones and the answers they get.

Q: "Who are you?"/"Where are you?"

A: *"I have many names, but if you insist you can call me Daergon. I am a member of the Veiled Sun, the Sunndian arm of the Jade Mask, the secret service of the Iron League. Take a look at the northern side of the bar in the corner. You will see a sleeping old human man in patched clothes with a whiskey bottle and a cup in front of him."*

A quick glance in that direction indeed shows the man, who looks directly at the PCs for a short moment, almost to quick to note, before returning to his sleeping position. If you had not been specifically looking at him, you doubt you would have noted it, let alone realized that he was much more than a man sleeping in drunken stupor.

Q: "Why the secrecy?"

A: *"Because Sunndi has many enemies, some of which have much more guile than most give them credit for. And because I wanted to test how you would react." There is a chuckle of soft laughter.*

Q: "What do you want us to do?"

A: *"It is a relatively simple job, but one that is vital for Sunndi and that requires people like you: promising, but who have not yet earned fame and glory. I want you to join up for the military and apply for the Darkwater Academy, obviously if you are already part of the military, you should just apply for the academy as a private. Strange things are happening at the place, and I fear the ranking officers have been infiltrated by Wastrians. The problem is that I have no evidence, just a*

gut feeling, and I need people to acquire such evidence for me.

"Of course, you cannot just barge in and collect it. If that were the case, I would have no need for you. Tread carefully, some of the people involved have a very good reputation and I do not want to damage it if they are innocent. So try to be subtle. Just gather evidence, and contact me, or if you distrust me the military leadership, as soon as you have enough for an arrest."

Q: "So you want us to spy upon the officers at the Academy?"

A: *"If that is how you want to call it, yes. I prefer the term 'undercover investigation', since it is more accurate. I wish a more open investigation was possible, but this is much more effective and it can prevent innocent people from getting hurt."*

Q: "How do we know you are speaking the truth?"

A: *"Because if I did not have Sunndi's best interest at heart, I would not be hiring you. What other purpose can this mission have than to expose one or more dangerous spies? You lead the investigation, and you should be smart enough to avoid falling for any red herrings."*

Q: "But what if you want to lure us in a trap?"

A: *There is a chuckle of soft laughter.*

"You give yourself too much credit. I am spending an awful lot of resources here. There are easier methods to kill you, and if I was trying to maneuver you into a position as scapegoats then a simple divination spell would reveal your innocence."

Q: "So what can we expect and what are we looking for?"

A: *"I will not tell you anything about the people at the academy or the region of the training ground. Giving you that information might cloud your vision, and it might also make it much easier to blow your cover by blurting out something you are not supposed to know. Suffice to say, that you are looking for evidence that the Wastrian cultists have infiltrated the academy. Remember, there might be more than one."*

Q: "How do we contact you?"

A: *"I, or more precisely one of my associates, will contact one of you once every other day with a sending spell. It does not allow you to send me an extensive report, or to discuss tactics, but it is enough to alert me when you have enough evidence for an arrest or when you want to be pulled out. I will then arrange matters for a more personal meeting. Once in you will be on your own, and*

you must decide by yourself how to do the investigation."

Q: "Why us?"

A: *"Like I said, I need people that will not draw too much attention to themselves at a military academy. You have the skills, and hopefully you can keep the streak of independence most adventurers have under control for the couple of days or weeks you will be there. Before you ask, the academy trains units in what basically are adventuring parties on the battlefield."*

"One thing, humans might have an easier time gleaning information without drawing undue attention. If any half-elf, or even elf, amongst your group is skilled in disguises, you might prefer to pose as a human."

Q: "But some us are terrible at undercover work and investigations?"

A: *"No doubt, if you all were good at it, you would not work well as a squad in training at the academy. It is part of the cover. Besides, the job is not without danger. If you are discovered, I am sure people are going to try to kill you. If you have problems with lying, then don't lie. Just make sure that nobody asks you the wrong kind of questions. After all, you are there for training."*

Q: "How long will the mission take?"

A: *"The training officially lasts 1 month, but I suspect you will be finished before that time. Of course, once the investigation is finished you are more than welcome to finish the training."*

Q: "Do we need to join the army?"

A: *"For the duration of the mission you have to do so, yes. Of course, once finished I can make sure that if you do not like the military you get an honorable discharge without the usual punishment. You are free to remain in the army if that is what you prefer."*

Q: "What will our reward be?"

A: *"I will pay you a fee of [APL 2: 150 gp each; APL 4: 200 gp each; APL 6: 250 gp each]. Of course you also get the opportunity for some elite training which would be great for any military career. If you prove yourself worthy, I might help you when you are looking for a job at the Jade Mask. I always remember the names of the people that help me...as well as those who prove to be unreliable"*

Q: "How do we become 'unreliable'?"

A: *"By blowing your cover too early or by making so much trouble that you end up in the brig most of the time during your stay at the academy. It will not be easy,*

and I am risking my reputation by sending you to that academy in the first place. Note that blowing your cover, even when you have found enough evidence, might not be good for your social standing with the ordinary soldiers. Like all groups, people in the army tend to have some problems with undercover agents.”

Q: “Can we have some time to think?”

A: *“Take your time. You can signal me your acceptance until late this night, I can use some time off. Otherwise I will contact you tomorrow evening. Of course, some of you might not have much of a choice in the matter...”*

PCs that are members of any of the Sunndi military organizations that refuse now gain the command to do as Daergon told them early the next morning. Members of the Jade Mask also do not have much of a choice in the matter.

Development: If the PCs accept the mission, any soldier amongst them gains the order to travel to Darkwater Academy for training. PCs that have not yet joined the military have to do so the next morning, and once done are sent for training to Darkwater Academy as well. This is all done off stage and the adventure proceeds when the PCs arrive at the academy in “Part 1: Welcome to Hell”.

It is likely that the PCs want to some investigations into the old man and the academy. A Gather Information, Knowledge (local: The Splintered Suns) or Profession (soldier) reveals the following on the academy. Note that PCs that do not live within the Splintered Suns meta-region gain a -5 penalty if they use the Profession (soldier) skill. PCs that are members of the Sunndi military (including the Grey Scouts and Royal Warders) gain a +5 circumstance bonus on the Profession (soldier) check.

Check Result

- 15 The Darkwater Academy is a specialist training founded by King Hazendel in an attempt to make the army more professional. Many of the human counts doubted whether it was necessary.
- 20 It specializes in skirmishes and guerilla warfare and is located in the Hollow Highlands on a former hideout of the Burrowers near the gnome village of Silverweed. It is open to soldiers from any branch of the Sunndian military.
- 25 The leader of the academy is Karuk Firebeard, a famous dwur soldier and veteran of the Greyhawk Wars.
- 30 Karuk Firebeard has been placed at the

academy because age was damaging his wits and this was the place he could do the least harm.

A Gather Information check on Daergon reveals the following:

Check Result

- 10 Daergon is a veteran of the Greyhawk Wars. He frequents the Broken Manacles often, and usually he has to be carried away when the business closes.
- 15 Daergon is good friends with Vella Ironbeard (the owner of the Broken Manacles) and he never has to pay for his drinks.
- 20 Daergon is much more than he appears to be. He is not nearly as drunk as he looks to be and he seems to be keeping a close eye on people in the tavern.
- 25 Nobody knows where he lives, and it is doubtful he even exists. It is just an alter ego for a member of some spying organization or another.
- 30 The leader of Sunndi’s spy network is named Daergon Many-Face. He has many alter egos. It is unlikely, but perhaps he and the drunken veteran are the same?

Troubleshooting: Daergon is looking for people who can deal with the unexpected and who are not blatantly unsuited for some undercover work. While the *message* spell is not strictly necessary, it is a test of sorts, and a PC who jumps up and who start screaming is clearly unsuited for the job. The PC gets one warning to stop drawing attention. If the PC does not listen, contact is broken and the adventure is over for that particular PC. Of course, his friends can also try to calm him down. Only when another PC vouches for the PC, and succeeds in a DC 15 Diplomacy check will he be accepted again. The PC vouching for the other is considered responsible, and if the irresponsible PC earns the High Risk status later on so will the vouching PC.

Note that a table only has to consist of 4 players at the start of the event, and that if only 3 or less players remain, they could theoretically proceed with the adventure. Whether or not they dare to is up to the players.

It is unlikely, but possible that a member of the Sunndi military or the Jade Mask refuse to aid Daergon. In that case they gain a direct order to help this man with whatever he wants them to do. Soldiers that refuse are sent of to the front for 1 month (PC pays 4 TU). Refusal to do so is considered desertion, which is punishable by

death in times of war. Members of the Jade Mask are simply kicked out and never allowed to join again.

PART 1: WELCOME TO HELL

The trip from Pitchfield to Darkwater Academy takes several days, and offers ample of opportunity for the PCs to get to know one another. Now is a good time for the players to introduce their characters to each other, including a few bits and pieces on personality based on what they could have learned during a trip of several days.

Once introductions have been made, read aloud or paraphrase the text below:

The stark uninviting landscape of the Hollow Highlands has been your companion for the last few days. Travel has been monotonous and interesting sights have been few and far between. Coming upon the small gnome village of Silverweed was a welcome diversion for it told you that finally your destination was near. Plodding onwards along the trail beside Darkwater River, you are greeted by the sight of a wooden watchtower rising up on the next hill. Moving your gaze down you note an earthen wall with a set of large gates providing an entrance into what must be Darkwater Academy.

As you step up to the gates, one of the two uniformed guards steps forwards, looking you up and down with a certain amount of disdain in his eyes.

"Let me guess, the new recruits? Where do they keep finding them?" Turning to his companion he remarks "I tell you, they will be sending us babies next."

The other man just snickers and replies: "I think these are Chimak's bunch, so don't tease them. They will have it hard enough."

The guard turns back to you with a grin, "Ah Chimak's little kittens are ya? Good luck to ya." Holding out his hand he adds, "Well, let's have your billets then?"

Giving the guard your papers, he gives them but a cursory glance before handing them back, ushering you through the gates. Making your way between the unfamiliar buildings, you arrive at a small square in front of a smithy. Two groups have formed on the grounds. To the left are 9 people who look your way shortly before resuming their private conversations. To the right you spot a smaller group. A human female waves you over to join them.

Allow the PCs to settle on the square, and ask some questions related to the description given above. This might be a goof time to introduce the PC's to their future NPC squad members. Quickly proceed with the section "Welcome" below when in a time sensitive setting,

otherwise do so when things start to drift away from the adventure.

WELCOME

Once the PCs have settled together with the other new recruits, the drill sergeants try to bring some order to the group, introductions are made, the rules pointed out and classes formed.

Just as you start to wonder what is going to happen the door to one of the buildings you passed opens. Out step a broad shouldered half-orc and a stocky dwur. Their uniforms immaculate and their shoulders displaying the symbols that clearly identify them as sergeants. A steady marching pace brings them to the square in perfect step with each other. Both men look at the people gathered on the square, giving everyone including you a quick once over. The half-orc clears his throat softly, almost delicately, before bellowing

"Riiiiiight you maggots! Stand straight! You sorry excuses for soldiers. At attention! NOW!"

Allow people some time to react and form up, take note of everyone's dress, symbols they may be displaying and/or medals. The group to the left of the PC's snaps to attention fairly quickly. As everyone settles, Chimak, the half-orc, resumes in a loud and clear voice.

"My name is Sergeant Chimak, and this", indicating the dwur, "is Sergeant Aerim. We welcome you to Darkwater Academy. Although, just how welcome you sorry lot are remains to be seen."

"As for our names... you can forget them right now cause you miserable maggots will address us as SIR, am I making myself clear?"

Chimak leans back to allow the recruits, including the PC's, to respond. Cries of "Yes, SIR" abound. Should any of the PC's decide to leave off the sir, or otherwise not follow the "script", he or she will be on the receiving end of a baleful stare from both sergeants. Mark this person down for special attention later.

"OKAY, you there", Sergeant Chimak makes a broad gesture encompassing the group of 9 to your left, "you will belong to Sergeant Aerim. And when I say belong I mean he OWNS your respective asses. He will be your father, your mother, your one reason for living. What he says goes. No matter whether it's counting the grains of sand on this square or the drops of rain in a spring shower. You will HOP to it without question, do I make myself clear?"

Quick shouts of "Yes, SIR" follow from the group, but their faces clearly show some apprehension.

"Right sarge, they are all yours."

"Thank you sergeant" Aerim answers and moves towards his squad "Alright you kobolds, get a move on, follow me to the barracks where we can get better ... acquainted"

Grabbing their gear, they quickly follow Aerim as he walks off towards an entrance into the hill.

"Now you, you are the lucky ones" Chimak grins as he turns to the remaining group including you "You get to be MINE."

Chimak inspects all the soldiers in his squad including the PC's, he has some derogatory comments for all, and special ones for some. Feel free to make up your own general comment and/or paraphrase. Otherwise use the ones listed below where applicable. Chimak starts with the NPC members of the squad:

Stepping almost uncomfortably close, Chimak stares down at the lithe form of Corporal Aragheen.

"Ah what do I see there? Your mommy gave you a uniform with a stripe already on it. How wonderful. Isn't it great when parents have ambitions for you?"

Chimak grins, clearly exposing his tusks as the uniformed elf starts to protest.

"Yes, yes, shaddup already. We know you're a corporal. I have half a mind to rip that stripe right off your uniform as you have obviously not learned to keep your mouth shut yet, but for now...you have the benefit of the doubt, But hear me well elf boy, that is a lot of doubt and very little benefit."

Cutting off any further protest with a glare, the sergeant moves on towards Cyrrbran. Looking at the halfling, Chimak turns back to the elf. "

"What do I see here, there may be hope for you yet. You've brought me a snack! And it's perfectly bite-sized too." Sighing dramatically Chimac continues. "Too bad the commander frowns on me eating the recruits, so I guess I will have see what we can make out of you. Never know ya might come in handy....if we need to assault a ferret hole."

Stepping sideways Chimak focuses his likely unwelcome attention on Lasara.

"Awww, how cute. Are you here to play dress up little lady? Our uniforms don't have frilly lace I'm afraid. No worries though, even though you are doubly cursed, being a human and a female, we will soon turn you into the best soldier you can be. Although how good that will be I don't know."

Lasara does not respond to Chimak's baiting, but her face shows clear signs of her restraint. Moving on and looking at Urtosh, Chimak seems taken aback for a moment.

"What's this? Are they sending us hairdressers now? They did tell you there will probably be mud involved, right? And blood and...well lets say less pleasant things that will really mess up that fine ensemble you are wearing. If I were you I'd go home. Don't see you doing too well with real work."

Chimak confronts the PC's and any NPC's left using one of the statements listed below. Pick the most appropriate one considering the character or the development up to this point.

For smartasses, either singly or as a group:

"So you think you're pretty clever then, do ya? Not giving in to the pressure, not saying sir when you obviously should...Somewhat of an independent spirit? This army has lots of uses for those, lots of them" Chimak reaches into a pocket of his uniform and brings out a miniature shovel. Here, this is what I have for you."

Small sized characters.

"Ow lookie lookie." Addressing Lasara he says: "They let you bring your dolls?" Turning back he continues: "Well at least we won't have any shortage of bunk space, I think we can fit four of you to a bed."

Or

"You know soldier, I am usually a good judge of character. All I need to do is to look someone in the eye and I know their character. Now if you could go and get a stepladder so I can get some clue about you?"

People with medals or other displays of "heroism"

"Kord be praised! We got ourselves a regular hero. Wait till I tell Aerim. This will be like a vacation for us. I mean what could we possibly teach a hero?"

Or

"Lemme ask you something soldier? Did your momma wear combat boots? Cause I am sure that thing you're displaying can't possibly be something you earned. You better put it away so momma doesn't come to spank ya for breaking it."

General comments (pick one):

“So, you think you’ll make a good soldier then, do ya? Well?” as whoever is addressed is about answer Chimak interrupts them *“Well I don’t. But you can be damn sure you will die trying if need be.”*

“So private? What do you think is your purpose in this army?” Regardless of what is answered the reply is, *“Wrong! Your purpose in this army is to do what I tell you to do!”*

“You! Yes You! Wipe that opinion of your face soldier! When you want an opinion you will report to me and I will give you an opinion!”

“I can just see it in your eyes. You’re a screw-up! Don’t bother denying it, you will screw something up. And because of that I have the following advice for you: To err is human, to forgive is divine, but neither of those are Sunndian army policy. Keep that in mind as you blunder through my training.”

“Who are you looking at soldier? I will tell you who you are looking at! You are looking at the face you will learn to hate. Listening to the voice that will make you shake in your boots and smelling the breath that will make your eyes water for the next month. And let me tell you something else. I don’t care if you hate me. But you WILL obey me!”

After having addressed all the soldiers in the PC’s squad Chimak continues:

“Like everywhere else in the military there are rules here. Simple rules. Rules you will obey! Let me break them down for you in the simplest way.

“If you disobey an order, it will be the brig. If you disobey an order again, it will be the road. If you go somewhere without permission, it will be the brig. If you endanger a fellow soldier, it will be the brig. If you look at me cross-eyed, it will be the brig.

“Are we getting the gist of things yet? If you think something will get you in trouble, just don’t do it. At best you will be cleaning the latrines, at worst you will be heading home. Heading home knowing you could not cut it in the army, less than a civilian.”

Chimak keeps silent for a moment to let his words sink in.

“Right, before I let you go to get settled, one more thing. The most important thing! You are a team. You can stop thinking of yourselves as Jak, Jilla or Jozan. All you are is one of Chimak’s kittens. And you will take care of the team. Your unity is the most important thing.

If one of you fails, all fail. If one of you messes up, you all mess up. Squad, Army, God, Sunndi, that’s the rule. RAH! Now get out of my sight!”

In the Sunndi military the smallest organized group is a squad, which in optimal conditions consists of 9 privates and a corporal or sergeant leading it. At the academy this standard is followed and one class consists of one squad of soldiers. While the PCs are all assigned to the same squad they are still missing 4 to 6 NPCs. Four of these NPCs fulfill a specific role during the scenario, and the remaining two are fillers. None of these NPCs are important in an actual fight. In general they are weaker than the PCs and when necessary it should not be too hard to decide upon abilities and skills on the fly during the game. These characters should never overshadow the PCs during the scenario, even not during simple training exercises. All six are detailed in Appendix 4, but in short they are:

☛ **Corporal Aragheen Silverthorn:** The arrogant grey olve squad leader.

☛ **Private Cyrrbran Greenwood:** The outgoing, outspoken, opinioned hobniz scout.

☛ **Private Lasara:** The silent, withdrawn, hardworking human soldier that stirs up resentment and is desperately looking for acceptance. She sympathizes with the Wastrians.

☛ **Private Urtosh:** The rich human dandy, who is likable, but not particularly well suited to the military life and hence needs a lot of help from his fellow soldiers.

☛ **Optional – Private Norad:** Strong, silent male human soldier with a foul temper.

☛ **Optional – Private Mishzia:** Talkative, but obedient human female soldier.

Development: Once introductions have been made, and the PCs (and players) are fully aware of the rules of the academy, they are assigned to their quarters (see DM’s Aid 1: The Academy). The PCs have half an hour to settle down, before lunch starts. You can give the players a quick descriptions of their quarters (Spartan, 5 bunks in a room with a chest for each soldier, 1 door that leads to a bathroom and another to the corridor, doors cannot be locked), and show them the DM’s Aid 1, but do not yet spend too much time on it. It is better to do so after their first lesson. Feel free to select one of the number 2 rooms as theirs. The other unit of trainees uses one other room, and the other 4 are empty.

After the lunch they are expected to go to the square ready for their first lessons that are detailed below in "The First Test".

THE FIRST TEST

Once the players have no questions for the moment, read or paraphrase the following:

As could be expected, food in the army leaves a lot to be desired. There is certainly enough, and you are sure it is nutritious, but the taste and composition reminds you of particularly tasteless gruel. Once the meal is finished, you and your fellow trainees –including the other squad are ushered outside, across the river onto what looks like the training area and to your final destination: a part of the fields filled with all kinds of obstacles, differing from ruined houses to wooden walls and from muddy fields to waterholes.

"Right maggots," Chimak starts with a smirk on his face, "I am sure even you know what you are looking at?"

He pauses for a few seconds, as if awaiting an answer, but if anybody interrupts him, he reacts rather angrily. After all, he had not given permission to speak, now had he? If a character protests, that person is scolded into silence, or when acting like a true smart ass, ordered to do 20 push ups in the mud field (laughing is not allowed for the observers – if they do, then they must also do the push ups).

"No?! You lot are worse than I though. Since my expectations are never high that is saying something. That," he says, pointing at the obstacle course, "is an assault course. You will be seeing it a lot the coming weeks. It will become your second home at this camp. Today we are going to limit us to a small part of the fields and I doubt you sissies would even survive that, but this academy is not for the weak."

"As you can see," the dwur Aerim takes over, "the closest part of the field contains two flags, a red and a blue one. In between those flags there are walls, a piece of swamp, a steep slope, and in that pool a platform. You sorry lot are going to conquer the platform in the middle. The squad with the most warriors on that platform after roughly 2 minutes is the winner. Anybody that has not set foot on that platform at all is up for latrine duty.

"The rules are simple. Anybody that leaves the course is out, that includes walking around the walls instead of going over them! Anybody that falls into the pool is out of the game as well. Anybody that is knocked unconscious is out too. To help with that, you can collect

a sap from us. Do NOT use lethal force, it is a training match, and while it would save us the trouble training you, the paperwork that comes with it by far offsets that benefit.

"There have been some smart asses in the past that thought that hacking one's way through the wooden walls was a good idea. They thought differently after being made to redesign and rebuild the whole assault course, all expenses out of their own pockets. Some of you might have magic available. Feel free to use it, but remember that the assault course ends when you get out of reach of anybody on the ground. We thought about installing a few archers, but the paperwork...In any event, act like soldiers, and since I doubt you know what that is: do not fear pain and get on that damned island. Any questions?"

Show the PCs DM's Aid 2, describe the terrain and explain the skills involved while traversing the assault course. Allow them to ask the sergeants a few questions. The sergeants, will answer mockingly, and can get especially vicious when dealing with smart asses.

Once all questions are asked, allow the players a **maximum** of 15 minutes ***real time*** to discuss tactics. Otherwise you run the risk of spending too much time on this encounter. It is mainly for fun and all the PCs can lose here is a bit of their pride. Use these 15 minutes to highlight Aragheen's arrogance, but unless the PCs are particularly obnoxious, they can convince Aragheen that their plan is the best. During the actual match, highlight the fact how unskilled Urtosh is for example by letting him bungle on the walls or slipping in the mud field, taking one or more characters down with him.

Terrain: The mock battle is going to be fought on a part of the assault course. As the sergeant said, the goal is to conquer the wooden platform in the middle. Each side starts on a different side of the course. In between there are several obstacles that prevent the PCs and their squad from simply marching to their target. There are four types of barriers: the walls, the marsh, the slope and the pool. Damaging the obstacles is not part of the test, and results in a disqualification of the PCs as well as toilet scrubbing duty.

The **walls** are made out of sturdy wood, and are 10 feet high and about 1 foot thick. The PCs can climb them with a DC 15 Climb check, or a DC 8 Jump check for Medium sized characters and DC 24 for Small sized characters followed by a DC 10 Climb check to pull oneself up. The Jump DCs assume a running start of 20 feet, and are twice as high without such a start. Of course, the characters can give one another a boost (or a pull) in which case crossing the wall is automatic, but costs one

full round action for one character to cross a wall. A character on top of the wall can choose to jump to the wall one step further. It is a 10 feet jump, and without a running start it is a DC 20 Jump check to cross this distance. A failed check results in the character falling and taking 1d6 damage unless a DC 15 Tumble check is made.

The **marsh** is nothing more than a large field of mud. Movement cost is doubled in the area, and the DCs of Tumble checks are increased by 2. Running or charging is possible, but only if the character succeeds in a DC 15 Balance check. If it fails by 4 or less means the character cannot move for that round. If the check fails by 5 or more the character falls prone.

The **slopes** are made out of wood and are steep, but do not require a skill check to traverse. Moving upward cost double movement, and running or charging down requires a DC 10 Balance check. The slopes lead to a 10 feet high wooden platform from where three ropes dangle across a pool to the platform in the middle (10 feet high as well). A PC could walk across over the rope, but that requires a DC 20 Balance check. It is easier to pull oneself over the rope, which requires a simple DC 5 Climb check. The gap towards the platform is 15 feet wide. In theory, a character could jump it with a DC 15 (or 30 without a running start) Jump check. A character that falls in the pool is out of the game and that is what the opposition is going to aim at.

Special note: By the official D&D rules it is possible to take 10 when there is no ongoing threat. In this case, it is possible when there is nobody of the opposition within the same general area. Where possible, let the PC's take 10! It greatly simplifies matters, and makes the fight faster to run. Only ask for a skill checks when a particular character is directly fighting another. It is a training match, and as long as the characters ignore each other on purpose there is no inherent threat involved.

Creatures: The PCs and their squad are facing the other training squad, which consists mainly of humans, except their corporal who is a halfling. They are eager to prove themselves, but they follow the rules and do not cheat. There are also a couple of soldiers present alongside the pool to get unconscious characters out. They do not involve themselves in the fight, but they do make loud remarks at the trainees' expense, and cheer loudly when a character makes a risky maneuver and succeeds at it.

While the real EL is higher than presented in this encounter, the goal is to challenge the PCs. There is no chance any PC gets killed and the PCs are aided somewhat by their fellow squad members.

APL 2 (EL 4)

♣ **Squad Leader:** Female halfling Rog2; hp 14; See *Appendix One*.

♣ **Squad Medic:** Male human Clr2; hp 17; See *Appendix One*.

♣ **Soldiers (8):** Male/Female human War1; hp 9; See *Appendix One*.

APL 4 (EL 6)

♣ **Squad Leader:** Female halfling Rog4; hp 26; See *Appendix Two*.

♣ **Squad Medic:** Male human Clr3; hp 24; See *Appendix Two*.

♣ **Soldiers (8):** Male/Female human Ftr2; hp 18; See *Appendix Two*.

APL 6 (EL 8)

♣ **Squad Leader:** Female halfling Rog6; hp 38; See *Appendix Three*.

♣ **Squad Medic:** Male human Clr5; hp 38; See *Appendix Three*.

♣ **Soldiers (8):** Male/Female human Ftr4; hp 32; See *Appendix Three*.

Tactics: While the stat blocks in the appendices include lethal weapons as well as charged magical items, they do not use these. It is a game, and they limit themselves to nonlethal attacks that do not cost the army too much gold either. It is expected that the PCs do the same – though if they want to waste their own gold that is their own prerogative.

Due to the nature of the assault course, the opponents of the PCs quickly decide that their best bet is to rush up to the island to be the first to arrive. Once there they are going to do their best to keep on the island, and they are willing to take risks to do so. Remember that they have had some training as regular soldiers, but not together. Don't make them a well-oiled unit, and let them stay together even if it does not make much sense.

They do avoid maneuvers that are potentially lethal, like tackling somebody standing on top of the wooden walls. The medic remains at the back, together with one bodyguard and he is the last to approach the 'island'. He casts a *sanctuary* on himself when crossing the pool on the rope when the PCs are obviously targeting those using the ropes, hoping that he can reach the platform and stay there without the need for violence. He does use *command* to lure an opponent into taking unnecessary risks. At APL 4 and above *hold person* is also a favorite spell, especially if it allows an easy push into the pool. The *dispel magic* is saved for flying or other obvious buffed opponents or when there is no such opponent a counter spell.

Treasure: None. It is just a game, and taking the equipment of the soldiers is theft. If a PC is caught stealing he is imprisoned for 2 TU (in addition for the standard TU cost for the scenario) and kicked out of the academy. The adventure is effectively over, and that PC acquires the High Risk note on the AR.

Development: Like in most matches only one side can win, though a draw is possible. In reality both drill sergeants are not very interested in who wins, they want to get an idea of the skills of their pupils and more importantly their team spirit. Characters that take calculated risks, don't show fear for pain and use some innovative tactic earn their respect. Of course, the two do not show it, still belittling the PCs at any opportunity. The best compliment a PC can get is that there is some hope for that character yet. Characters on the other hand that leave the assault course by stepping outside or who showed to be especially clumsy are going to be the prime target of the sergeants' attentions.

In any event, the sergeants stop the match after 20 rounds or 1 hour of gaming time, whichever comes first. Whoever has most men on the platform in the middle has won. Once the match is over, the PCs are free for the day to settle in. Real training starts the next day before dawn. The PCs can use this time to explore the camp, and start their inquiries as discussed in Part 3 and 4 below.

PCs that made one or more risky maneuvers and succeeded, whether they were victorious or not, gain a favorable impression. PCs that acted as cowards and avoided any risks make a bad impression. This is important when gathering information, since most soldiers are more willing to say something worthwhile to people they respect than to people they disrespect.

Troubleshooting: While the rules of the match are clear, there always is the possibility the PCs might try to cheat. Minor cheating, such as running past a wall instead of climbing over it can be done without repercussions if the PC succeed in a DC 10 Bluff or Hide check, effectively trying to remain out of sight of the observing sergeant.

Any action that recklessly endangers another character with lethal damage leads to an immediate removal from the game and a couple of days in the brig. Tackling somebody standing on the wall, or bull rushing somebody off the platform in any direction other than the pool count as such an act. These relative minor acts lead to a warning first. If a PC actually uses lethal force by using a real weapon or spell, there is no warning.

While magic is allowed, Chimak and Aerim never considered mentioning that using *charm* and *dominate* spells is mostly illegal in Sunndi. Using them during a game definitely is a breach of the law, and generates the

same reaction as using lethal magic. Enchantment spells with a short duration that do not enslave a creature, such as *command* or a short-term *suggestion* are fine. A PC casting the long term mental dominating spells can hide the effect by succeeding at a DC 10 Bluff check during the game modified by the changed behavior of the victim – the bigger the change, the easier it is to detect. Note that **neither** sergeant have Spellcraft. The medic of the opposition does have the skill, and if he notes the spell casting and recognizes the spell, he certainly complains. After the game, chances of being discovered are much higher, though not necessarily automatic. Use your judgment when the situation arises.

PART 2: AN ORDINARY DAY IN HELL

Presented in this chapter is a collection of information, example situations and descriptions, meant for role-play and to flesh out time passing at the camp. As a DM feel free to improvise, as long as it makes players realize this is no picnic. These events are here to allow you to fill time, or to push the PCs into action when they are not enjoying themselves. When the PCs are active, or you are running the event in a time sensitive environment it is best to only quickly summarize these events to give the players an impression of the time passing.

There are also some situations described and labeled as plot support, please try to use those.

SCHEDULE OF A TYPICAL DAY

04:45 Wake up call

05:25 Inspection by drill sergeant

05:30 General muster on the parade grounds

05:45 Breakfast

06:15 Physical training

07:45 Liberty

08:15 Classroom / training

12:30 Lunch

13:00 Liberty

13:30 Classroom / training

16:30 Liberty

17:00 Dinner

18:00 Chores

18:30 Liberty

19:00 Classroom / training

21:00 Liberty

22:00 Lights out

All recruits have a duty shift once every 5 days. On a duty day, they will be assigned to one of the night watch crews. The quartermaster keeps the duty schedule, and

trading of duty shifts and the like is done at her leisure/pleasure.

Physical training or PT forms the start of every day. This includes many conditioning exercises. While being watched by the drill sergeant everyone is put through grueling physical exercises. The sergeant also uses this time to pick on people and generally wear them down. Due to conditioning, this gets easier for the recruits. Everyone is expected to make a Fortitude save daily or be fatigued, the DC starts at 10 + APL and decreases by 1 every three days the players are in training.

What the recruits do with their liberty time is up to them, although not washing after PT is frowned and commented upon.

In the classroom and on the training grounds the recruits will be educated in tactics, general knowledge of magic, scouting technique, ballistics and other theory as well as more physical activities promoting team spirit and responsibility. Combat exercise is also a large part of the program, though they are not included in the examples. Make sure they PC's are aware there is a lot of team combat training, self-defense and endurance training.

Note on punishments: Also listed below are a few punishments. Punishment is remarkably easy to incur. One squad member talking back to the sergeant can be more than enough to earn the entire squad 10, 20 or more pushups or even worse.

EXAMPLES/OPTIONS:

Communication 101: The squad is gathered in the classroom, placed around a table. The sergeant starts with one of the PC's and whispers a phrase in their ear. This phrase is then repeated by whisper from player to player and back to the DM in the role of one of the NPCs. The PCs pick the NPC that is to be the final link in the chain. Aragheen, Lasara and Urtosh will try to repeat as verbatim as possible while Cyrrbran will attempt to alter the message in a humorous way.

Example phrases could be: "There is an enemy scout in the woods, half a click to your left, at an elevation of 20 feet" (Cyrrbran would change scout to goat).

Trust 101: This takes the form of a well-known team building ploy. One by one the PC's are asked to let themselves fall backwards into the waiting arms of their squad members (it is quite possible people will not want to do this, this is perfectly acceptable and substituting role-play for actual action is fine in that case)

Hike: As soon as the wake up call is sounded, the entire squad is ordered to report to the square in full gear, backpack, tent and all. Chimak will lead them on a 5 mile run.

"Right ya sorry lot! Its time for some real work to get your appetites up. Meet me outside in full gear, and that means everything and the kitchen sink! You have 5 minutes."

As the players arrive at the square, Chimak will check their gear to make sure they have their armor, weapon(s), backpack, regulation issue gear (tent, blanket, shield, spare sword, shortbow and ammunition) If anything is missing, people will be sent back to get it.

"Alright now that everyone is ready, I have a little surprise for you all. We're going to do a little hike." Chimak grins and removes a tarpaulin from a heap in corner of the square, revealing smooth pebbles. "You will be taking this with you. Its going to be a 5 mile hike, and everyone better make it. Now hurry up and load those stones"

It is up to the PC's to decide how they distribute the extra load. There are 500 lbs of pebbles that have to be carried. While Chimak does not directly say it, the object is not for one of the squad to arrive first or to still be fresh. The object is to act as a team and make sure everyone makes it in the best condition possible. The NPCs will carry 50 lbs (their equal share) unless other suggestions are made. Lasara will carry up to 100lbs if requested to do so, Urtosh will whine at any load over 25lbs.

Mechanics: A Fortitude check for every mile of the 5 mile hike.

- People traveling below their maximum speed get a +2 circumstance bonus (remember to check for penalties caused by the extra load of pebbles). They will however be harried by a bellowing Chimak telling them to hurry up already.
- Recruits can assist each other, but do not explain the rules for this unless the PC's ask.
- Recruits that make their check can assist 1 other recruit for every 2 points over the original check. They can't help more than 2 recruits.
- If someone fails a check they incur a -2 penalty on any further checks. Failing twice means the character is too tired to move on. They can of course be carried.
- The DC of the check increases by 2 for every mile of the hike, starting at a DC of 10+APL
- Creative use of their gear or natural resources should be rewarded, if for instance they decide to build a makeshift stretcher out of their tents, or with branches they could share the load of a tired comrade between two or even 4 people. Apply circumstance modifiers as you see fit.

Upon their return to base they are debriefed by sergeant Chimak, either all made it:

Chimak stands before you, smiling and looking somewhat bemused.

"Well I'll be damned. It looks like I might make a regular squad out of you yet. Of course your time was pitiful, but at least you all got here. Right, go dump out those rocks and hit the baths, there's porridge going cold in the mess hall"

Or they didn't

Shaking his head in obvious disgust Chimak addresses you

"You miserable bags of puke. You sad and sorry excuses for soldiers! Did you not hear a word of what I have been telling you the last couple of days? You are meant to be a squad, a team! If one fails, you all fail. Get out of my sight I can't stand to look at you lot right now. You will hear more about this!"

Should this exercise fail and the squad has not otherwise gotten in trouble they might be given latrine duty.

Sleep? Who needs Sleep?: During the course of a night the entire squad will be woken up time and time again by Chimak. Nobody will be able to get more than about 1.5 hours of sleep.

For example:

"Get up, get up! The enemy never sleeps. Up and about, at the square in 5 and ya better be dressed!"

"Rise and shine sunny boys. Cakes at the square.....And a bloodbath in this here barracks if you don't MOVE IT! Get into formation!"

The loud banging of pots and pans rouses you from your restless slumber. As you look up, bleary eyed and dead tired you see the grinning face of Sergeant Chimak standing at the door to the barracks, banging a ladle on a huge kettle while gesturing in the direction of the square.

"Lads and lasses? I have good news and bad news. The good news is...I won't be waking you again for the night. The bad news is, I LIED! NOW HUT HUT HUT, MOVE!"

Inform PC's they will be fatigued for the coming day, and can any arcane caster is unable to prepare new spells.

Warning: Do not use this if a combat encounter seems likely for the following day, and make sure none of the PC's have guard duty.

Sing a song: Chimak has the team create a squad cadence, i.e. marching tune. Have the PC's make their own lyrics to the classic as performed by Chimak himself

*"I don't know but I've been told,
Human flesh tastes better cold.
Olves are also pretty nice,
But they lack a bit in spice."*

If you do not know the tune, you unfortunately cannot use this option unless of course one of the PC's knows it.

Plot support: Leave passes: After a few days at the camp general muster is interrupted by the appearance of the camp commander. He will give a little speech and present evening leave passes to the "most promising" recruits. The commander will read these names from a list handed to him by Hortann. They will all be non-humans.

"Good morning recruits. By now you will know me to be Colonel Faruk Firebeard, and I run this camp. Don't have much to tell you right now except to keep listening to your instructors. My officers have of course been watching you, and they tell me that it would be good for morale to reward some of you for showing promise. In my time of course we had none of this sissy stuff, but at their urging I have evenings leave passes for the following recruits..."

As you listen to the names you note that Aragheen and Cyrrbran are the lucky members from your squad. Behind you, Lasara mumbles something about humans.

A DC 15 Listen check will reveal that Lasara in fact mumbled: *"And of course, no humans show promise, typical."*

Plot support: To salute or not to salute: This situation in two parts takes place on different days.

The squad of the PC's is marching across the square (possibly singing their marching song) when they pass Colonel Firebeard and Captain Hortann. Chimak snaps to attention and salutes them. Regardless of whether the PC's salute or not, Lasara will be slow in reacting and Hortann will react:

"What is the meaning of this? Do we not longer salute a superior officer?" Captain Hortann glares at Lasara and with venom in his voice continues: "Sergeant, I expect you to punish this squad!"

Swallowing a curse, Chimak answers: "Sir, yes SIR!" Turning back to the squad he continues "If you girls wanted extra pushups you could have just asked. Now drop and give me 20, all of you!"

On another occasion during general muster, a dwur recruit from the other squad will be busy with his bootlaces as Firebeard and Hortann approach. In this case, it's Aerim who reacts and steps up to the offending soldier.

"Up on your feet soldier! In my army we salute our officers"

As Aerim is about to deliver more verbal punishment Hortann speaks up.

"At ease, sergeant. It was an honest mistake we would not want the sturdy dwur tripping over his laces, let it be this time."

With barely a frown, Hortann and Firebeard continue their walk to the offices.

Punishment: 1 pebble, 2 pebbles, many: The PC's are ordered to stand in the river, gathering buckets full of rock pebbles which are then to be dumped in a corner of the square. This is meant to be a cold, wet and miserable affair.

Punishment: Latrine Duty: The Squad is ordered to dig new latrines, after first filling in the old ones. They might or might not get shovels to do so.

PART 3: GATHERING INFORMATION

There are two types of evidence when trying to prove somebody's guilt: physical evidence and witness accounts. The search for physical evidence in and around the academy is detailed in Part 4 below. This section focuses on the PCs finding the right witnesses, the type of information they can glean from these people and the risks of alerting the Wastrians about the PCs interest in their affairs.

GAME MECHANICS

The first step when gathering information is to find the people with the right kind of knowledge. To do so the PCs have to talk with all kind of people, some of which know little more then the name of somebody else who might have more information. Playing this out in the finest details costs precious gaming time, it can be quite tedious, and it does not take the actual skill of the PCs into account. Instead of role playing it out, ask the PCs involved in this part of the investigation to roll one (or

more) Gather Information checks and with each such check a Bluff check as well. The Bluff check is needed to make sure that the Wastrians are not alerted about the ongoing investigations.

Each Gather Information check represents one week of work instead of the usual 1d4+1 hour. Make sure the PCs realize this is the case by adding the necessary fluff from part 2. Do not just give the PCs the list of names, but pick a day during that week they gain it, and mention at what day and time they manage to speak with a particular NPC and provide the name in the form of a rumor as described below. Eventually the week passes and the PCs can make a new check.

If they are skilled enough, and somewhat lucky, one check is enough, else more might be needed. Note that "taking 20" is not allowed due to the time constraints, but the PC can "take 10" on these checks as normal. For added dramatics, you can roll both checks in secret.

Since the DCs are relatively high, and the chance of alerting the Wastrians increases with each Gather Information check, it is advised that only one PC makes the check while the rest try to aid that particular PC through the "aid another" mechanism. A PC assisting somebody on the Gather Information check also needs to make a Bluff check which functions as an "aid another" check for the Bluff check of the primary information broker (and hence the consequences of a failed check are much less severe). Of course, the rules do not allow people to "take 10" while aiding another. Explain these game mechanics before any actual dice rolls so that they can elect which PC should make what check based on the skills of their PCs.

Gather Information check modifiers:

- For each check after the first (cumulative): +4
- PC made a favorable impression in Part 1: +2
- PC made a bad impression in Part 1: -2
- PC is a human, or successfully disguised as one (see the Disguise skill description in the *Players Handbook*): +2
- PC is a gnome: -2
- PC is seen as a spy (see Bluff check results below): -4
- Any modifiers the PC might gain on social skill checks involving the military due to being a member of a specific Meta-Organization or as noted on an AR.

Bluff check modifiers:

- For each person assisting: -2
- For each check after the first (cumulative): -2
- PC is a human, or successfully disguised as one (see the Disguise skill description in the *Players Handbook*): +2

- PCs have caused the Wastrians to suspect that a secret investigation is going on, e.g. by a rise in complaints about Will saving throws: -2 to -4
- PC is under close scrutiny (see Bluff check results below): -2
- PC is seen as a spy (see Bluff check results below – does not stack with the penalty for being under close scrutiny): -4
- Any modifiers the PC might gain on social skill checks involving the military due to being a member of a specific Meta-Organization or as noted on an AR.

Bluff check results: Note that the Bluff check does not take specific actions into account that might arise during the game. For example, a PC might let slip more than would be prudent during a conversation with one of the NPCs. When the Bluff check was high, you should definitely warn the PCs before they make a blunder and allow them to reformulate what they were saying. Use your judgment when the PCs do something particular stupid or brilliant and decide whether or not it results in a change in suspicion level.

Check Results

- <5 During the week the Wastrians become convinced the PC and his friends are spies. Things are set in motion that ultimately lead to the events described in part 9B. This costs an additional week, so the PCs have one more week to gather more evidence. This cannot be reversed. Note that you should take care to at least run Part 6 in between.
- 5 The PC draws some attention to himself and is marked as too curious for his own good. He is placed under close scrutiny. If it happens a second time, without lowering suspicion in between, action is undertaken as described above a result of less than 5.
- 10 The PC hides his interest well, and nobody suspects a thing.
- 15 If the PCs were under close scrutiny they managed to convince the Wastrians that there was no reason to worry.

Gather Information check results:

The Gather Information check gives the PCs a list of names as described below. The non-standard names are provided as a rumor that draws the attention to that particular NPC. Give it together with one or two of the Local and Generic rumors (see below). Do not mention to the players which name belongs to what number so that

the players are less tempted to meta-game. The actual information the PCs can gain from these NPCs is detailed in the section “Speaking With” below. You should play this out as described in that same section, but when running the game under time constraints some conversations can be quickly summarize. Names marked with a * should preferably be played out.

Note that the Players can always decide not to talk with a particular person. Of course there are a lot more people present in the academy, but they know little to nothing.

Check NPC names

<15 NPCs that are obvious choices for questioning, but they are mostly difficult to approach, know nothing and/or are not about to talk to the PCs (give the players Players Handout 1):

- Colonel Karuk Firebeard, commander of the academy.
- Captain Hortann, second in command.
- Lieutenant Fenka, quartermaster.
- Lieutenant Yartosh, chaplain of the academy.
- Lieutenant Gwynbhe, liaison officer.
- Lieutenant Lorana, officer of the watch.
- Lieutenant Ghanin, officer of the trainees.
- Lieutenant Kelena, arcane officer
- Sergeant Chimak, drill sergeant PCs.
- Sergeant Aerim, drill sergeant of the other group.

15 - Chanisa*, cook.
“The cook Chanisa is a bitch, and she drinks too much to boot. She blames the low quality of her meals on inferior quality food delivered by the local gnomes. The non-humans present at the camp consider this highly unlikely, why would the gnomes deliver inferior products?”

20 - Arnard*, smith.
“The smith Arnard used to be a talkative and merry man, but recently he has become sad and withdrawn. Some think he lost a relative or friend in the war in the south, but others doubt it since he never talked about relatives in the first place. They speculate he courted somebody (perhaps Lieutenant Fenka) and was rejected.”

- Denam*, halfling guard.
“Denam acts like a fool, but that is just a

disguise. A few whisper that he is a wanted criminal fleeing some enemies he made in Pitchfield. He certainly is skilled enough to avoid guards when he wants to, and if these whispers are correct, he knows how to get past a lock without a key.”

25 - Orkas Gregann *, scribe and aide of Lieutenant Fenka.

“Orkas Gregann seems to have a real big interest in the people and events taking place at the Academy. He is also incredibly skilled in hiding this interest, and only by chance, skill and by comparing notes do you realize there probably is not a thing that takes place at the Academy that he does not know. Weird for an ordinary scribe...”

If the result of the Gather Information check was 10 or higher, the PCs also collect some generic rumors. Select a few for each name, taking a few from both the generic list and the local list. Unless stated otherwise in the descriptions of the NPCs below, they also all know these rumors and when possible you should let the PCs learn them through those people.

Local

- Lieutenant Yartosh is a Scarlet Brotherhood agent and a cleric of Syrul (False).
- Colonel Karuk Firebeard considers humans to be weak, undisciplined and impatient. He has little to no respect for them and if it were not for Captain Hortann things would be a hell for humans here (Not entirely true, Karuk does think humans have potential, but in general just waste it).
- Lieutenant Kalena comes from Stalward, and worships Hextor (she hails from Stalward, but does not worship Hextor, though she certainly does not try to squash this rumor).
- Lieutenant Gwynbhie and Captain Hortann are in love with one another, but duty and the rules of the military keep the two apart (False).
- The gnomes of Silverweed, just as all gnomes, are greedy to the extreme, using their monopoly position to squeeze the last penny out of simple soldiers (False).
- Private Denam is a worse practical jokester and kleptomaniac than normal halflings and that is saying something. He is stupid, unreliable and a coward (True in case of Denam, but most halflings are neither).

Generic

- King Hazendel is personally involved in trying to pacify relations between the Hollow Highland clans

and Ahlissa. A small group of fanatics refuses to listen and is willing to cause a war between Ahlissa and Sunndi even though Sunndi would lose that war (Unknown).

- The humans in the army are treated as inferior to the non-humans, according to the non-human leaders humans are only good for canon fodder. They certainly get bad quality equipment, and they rarely get the promotions they deserve (Unknown).
- The War in the south is going badly. Perhaps it is time to replace the leaders of the army and Sunndi? Hazendel has proven to be skilled leader, so perhaps he does not care as much about the humans as he says he does. After all, to the olve this is good way to reduce the human population a bit (Unknown).
- The Wastrians have bred stronger and faster bullywugs and are keeping them in reserve to give the army a nasty surprise (Unknown).
- Columns of Ahlissan foot and cavalry under Magister Vlent of Nulbish are advancing into the floodplains south of the Thelly River (north of the Hestmark Highlands). Several skirmishes have been reported between the Ahlissans and local groups (Unknown).
- Pomarj Troops have left Onnwal, killing any scarlet scum who tried to stand in their way. Many speculate why this has happened, but no one knows where the orcs have gone. Apparently the war against the Scarlet Brotherhood in Onnwal is going well. Sunndi can sure use their aid against the bullywugs, and at least the Sunndian volunteers can go home soon (Unknown).

SPEAKING WITH

The following list is in alphabetical order of the NPCs' first names. Where, when and how the PCs talk with these NPCs is up to you (and them). Use the day schedules provided in Part 2 as a guideline. The Bluff check hides intentions while gathering information amongst all the people at the academy, more such checks might be needed while talking with these NPCs (do not forget to apply circumstantial modifiers). Also keep in mind that others can overhear conversations, and if PCs want to hide their interest they might need to arrange secret meetings or at least meetings out of earshot of undesirables.

♣ **Aerim, sergeant:** Male dwur War3 (AL N; Intimidate +9)

Quote: “DID I TELL YOU MAGGOT THAT YOU COULD SPEAK? 20 PUSH UPS ON THE DOUBLE!”

Appearance: Aerim is a short stocky dwur with a lustrous black beard and a grey brown skin. His face and

hands are weather worn and his broad flat nose has been broken several times. He has a foul smelling breath.

Personality: Persistent, stubborn, and competitive.

What he knows: While speaking with Aerim is easy, the actual conversation is not. As the drill sergeant of the other team, he treats the PCs with even more contempt than can be expected from a drill sergeant. He ridicules them if they were on the losing team in Part 1, or else he assures them that by the end of the training his team shall be much better than the PCs'. He thinks dwur are much better soldiers than humans (let alone olve and the small races), but with proper training he can make something reasonable out of them. It is not as if Sunndi can keep relying on the dwur to defend their nation.

He absolutely detests Sergeant Chimak and has great respect for Karuk Firebeard, blaming all the things that go wrong around the academy on Captain Hortann. Of course, he hardly admits this in front of those below or above him in the military hierarchy. Aerim knows better than to insult an officer in front of a superior, and he has to give the good example to his inferiors. The PCs might overhear it when Aerim speaks with another sergeant in the Academy. Any PC acting with disrespect to any officer, whether in word or deed, is immediately punished appropriately.

As for events transpiring around him, he is totally oblivious of them. He is a drill sergeant and that is what he is good at. The rest is politics and he stays as far away from these as possible. He is not known for his intellect.

☛ **Arnard, private:** Male human (Oeridian) Exp3 (AL NG)

Quote: "Don't you see I am working? Leave me alone!"

Appearance: Arnard is a muscular human of average height with short brown hair, brown eyes and bronze skin. He has an angular face with square jaws and thick eyebrows. Arnard usually wears his work clothes.

Personality: Arnard is quiet, withdrawn, hard-working man. He is a bit shy, and certainly not the person to approach somebody unless absolutely necessary. Lately people have noted that Arnard is even more withdrawn as usual, it is almost as if he troubled by something; it is this fact that puts the PCs on his tracks.

What he knows: Arnard is a bit of a dreamer, and he likes to take long hikes outside at dawn and dusk. During one of these walks he overheard a conversation between Lieutenant Gwynbheie and Lieutenant Kelena. He is quiet sure the two did not notice him, and he is torn about the incident. On the one hand he knows he should reveal it to a superior officer, but on the other he is afraid what it will do to his career in the military (accusing people

without any real proof is never a good idea) or to his health for that matter.

Before he speaks with the PCs, he needs some reassurance that they can protect him and that they are working for the best interest of Sunndi. He is willing to testify in court under those conditions as well. Once those assurances have been given, and Arnard is certain nobody is spying upon them, he gladly tells the PCs about what he overheard. Doing so is a visible relief.

Gwynbheie seemed to be rather angry about something that involved Kelena or Kelena's friends. Apparently they had drawn attention from the locals, and she warned Kelena that it would be hard for her to keep their presence secret from the colonel and Lieutenant Lorana. An offhand remark about the stupidity and clumsiness of humans, and humans that worship a toad at that, seemed to really anger Kelena. A loud argument followed about why they even worked together, which was interrupted by a soldier that happened to pass by chance. Even a fool can add 1 and 1 together, and conclude that Kelena apparently is in league with or a member of the Wastrian cult and that for some reason Gwynbheie uses her position to keep the presence of Wastrian spies and assassins hidden from the Academy. Arnard has no idea why an Olve would work with Wastrians, but he is sure it is but an alliance of convenience. Still, such an alliance does not bode well.

The soldier who interrupted the conversation died shortly after in an accident. He was ill, but Sergeant Barr apparently forced him to working at the supplies. At some point he lost his balance because of dizziness and he got crushed under a barrel. Barr was transferred quickly afterward, preventing an inquiry of any kind. If asked, he can tell the PCs that the soldier was an Oeridian and that his name was Padrenn. While Padrenn's friends do not know anything, he did write a journal as the PCs learn soon afterwards (it falls under the same Gather Information check as that which delivered Arnard's name). The journal disappeared after his death. Padrenn hid it in the drainage pipe in his quarters (pick one of the barracks of the guards – room #17 on DM's Aid 1). More information on this can be found in Part 4. Note that his friends blame their sergeant at the time, now transferred, the dwur Barr. If the PCs do earn their trust, their anger is also directed at the colonel, who clearly is favoring dwur.

☛ **Chanisa, private:** Female human (Oeridian) Exp1 (AL NG).

Quote: "What do you mean my cooking sucks? You try to work with these as ingredients!"

Appearance: Chanisa is a cook, and she rarely wears a uniform. Instead she wears simple clothing and a skirt. She has a drinking problem, and has a red round face and brown bloodshot eyes.

Personality: Chanisa is a motherly type, who tends to give trainees some extra food as long as the trainee in question is polite. Towards rude and arrogant people, she can be very strict if not downright rude, especially when people complain about her cooking. She rarely is roaring drunk, but she does tend to be tipsy for the better part of the day.

What she knows: Chanisa is not a gossip, unless she is among friends, but when drunk everybody offering her a drink is a friend. During such a conversation, she constantly complains about quality of the food supplies and how she has to endure her fellow soldiers' complaints. Like it is her fault that she has to work with such low grade material? She always knew food was bad in the army, but this is ridiculous. It all is the fault of Lieutenant Fenka. She accepts bribes from the merchants to overlook the quality of the food that is obviously sold as prime quality and then spreads the rumors the gnomes of Silverweed are responsible by subtle off-hand remarks.

When asked whether these accusations are based on the truth, Chanisa informs them that she personally witnessed how Fenka took a money pouch and some kind of documents from a merchant while she was... ehm... taking a nap in one of the supply rooms [actually recovering from drunken stupor]. It was not even one of the regular merchants, and all the goods were marked by the mark of the Silverweed clan. It was a good-looking Oeridian man who looked more like a mercenary than a merchant. Fenka called him Enstrenn and if confronted by Enstrenn (see Part 8 and 9B), she can identify him. They should also complain about the quality of the food around her and watch her reaction.

Of course, Chanisa has no proof and she is fully aware that her drinking problem does not help at a trial. It is her word against Fenka's. She is certain proof can be found in the ledgers, or even in Fenka's personal quarters. Fenka is the type of person that cannot throw anything away and meticulously writes everything down. The ledgers are kept behind locks in the office and she is but a simple cook. She does not feel like risking her job over something as simple as a bit of corruption. If there is going to be a trial, she is willing to testify.

♣ **Chimak, sergeant:** Male half-orc War3 (AL N; Intimidate +8).

Quote: "You have something to say? Toys don't speak. Oh, alright, it better be good!"

Appearance: Chimak is a big man, not because of his height, which is only slightly above average, but because of his broad-shoulders and muscles. He stoops forward a bit, and looks somewhat like a gorilla. He certainly has the amount of hair of a gorilla, though his is brown and coarse. He always speaks loudly.

Personality: Obedient, strict, but supportive and fair.

What he knows: Chimak is a strict man while drilling his pupils, but he is much more approachable than Sergeant Aerim. He gives compliments to those that deserve it, and tries to make sure that those that don't improve until they do deserve one. If a pupil approaches him with a question he takes his time to listen and to answer.

When told about corruption within the ranks, he refuses to believe it. If the PCs press their point he advises them that, whether it is true or not, they should keep their noses out of the affairs of officers. Such investigations are bad for their career, even if the accusations are true, and these crimes are incredibly difficult to prove. The high-ups protect one another. He finishes the conversation by stating it never took place for the PCs own good. No matter of cajoling can get him to accuse his superiors of anything – not that he knows anything substantial, but the PCs might believe otherwise.

Note that when he learns about the switch of the maps (see Part 6 below), he is furious at Gwynbhe. Whether or not Denam switched the map is of no concern, she gave the map to Ghanin and she should have verified it. Gwynbhe states she did check the night before, and leaves it at that. A few hours later Chimak has calmed enough to give it a rest.

♣ **Denam, private:** Male halfling Rog2 (AL CN; Disable Device +7, Open Lock +9, Search +7).

Quote: "I wonder what happens if you put grease on the ropes in the assault course..."

Appearance: Denam is of average height and weight with curly brown hair and speckles. He always seems to be in a good mood, and loves to laugh and smile. He can be heard singing very often as well.

Personality: Denam is a good natured practical joker with a strong distaste for seriousness and grimness. The reason he joined the army is not because of his love of authority, or a need to prove himself, but because of a lost bet (or so he says). Some say he is a coward, but that is a bit simplistic. He is just not willing to risk his life for somebody else. Since the Wastrians

would kill him without a doubt, he would risk his life to get them out of the military.

What he knows: As the resident jokester, Denam tends to sneak around a lot. He is not very concerned about the rules, but since he acts more like a fool than anything, the Wastrians consider him harmless. After all, he is just a halfling. In reality he knows much more than he is letting on. Getting him to trust the PCs is not particularly easy and impossible when a character is a human. The easiest way is to show a similar love for practical jokes and a willingness to risk punishment for them. Committing such acts together breeds a form of comradeship and eventually gets him to take the PCs into confidence. Gnomes and halflings have a particular easy time earning his trust.

He more or less knows the same things as Chanisa when it comes to Fenka's so-called corruption. Unlike Chanisa though, he is sure there is more to it than meets the eye. Corrupt people are rarely as meticulously as Fenka. He also knows that Fenka started the rumors against non-humans and keeps them alive by the offhand remarks she makes towards human soldiers collecting some new piece of equipment or asking permission for a repair (a fact human PCs can confirm – see Fenka's entry below). In fact, he is certain she is a Wastrian saboteur. He even found the burned remnants of some kind of letter in her office. The letter is written by somebody worried about some rumors he heard about her using fake seals to mark the merchandise. Warning her of the dangers involved to the business if true, especially since they are totally unnecessary. It is unsigned, though there are some remnants of a waxed seal on it. It also contains a footnote written in a different handwriting that F. should not worry about it. For the amount of gold she is paying, he is going to deal with the problem for free.

Recently he learned of Captain Hortann's involvement, something that surprised him greatly. By chance he overheard Kelena asking Hortann what to do about Private Padrenn since that man was too curious for his own good, noting that Fenka was too smitten with him to see so for herself. Hortann had answered angrily that he did not want to be bothered about such trivia, he trusted her to do what was necessary. He also warned her that if she ever approached him again, he would make sure that a curious private would be the least of her concerns. A couple of days later Padrenn died in a suspicious accident that somehow seemed to be the fault of his sergeant, a dwur by the name of Barr. See in Arnard's section (above) for more information on these events.

Special note: To properly collect some of the more condemning evidence in Part 4 the PCs need a rogue

skilled in opening locks and avoiding traps. If the PCs lack such a rogue, they can manipulate Denam into helping them by coming up with a practical joke of one kind or another. They can also tell him the truth, but in that case he wants part of the reward the PCs get. At first he asks 100 gp, but a DC 15 Diplomacy check reduces it to 50 gp and a result of 30 or higher reduces it to 0 gp. Using Intimidate is a bad idea, since in that case the Wastrians somehow learn about the PCs interest, automatically resulting in a failed Bluff check (see above).

If the PCs lack a rogue and do not think of it, hint in this direction. If the PCs have not gotten his name yet through the Gather Information check, he is certainly going to help in this regard, but only reveal the information when they do roll high enough. In that case, he wants to be sure of the PCs goals.

☛ **Fenka, lieutenant:** Female human (Oeridian) Rog [APL dependent] (AL N).

Quote: “***Your need new boots? Gnomish handiwork is not very good, but I have some prime boots from Pitchfield. They are for one of the officers, but I am sure you need them more, and I can always tell they were misplaced.***”

Appearance: Fenka is a small plump woman with long curly brown hair, brown eyes and a tanned skin. She has a dimple in her chin and a ready smile on her face. She usually wears her uniform, but when off-duty she prefers pretty dresses of the most up-to-date human fashion. You will not find her wearing Olven dresses and jewelry, even though that is all the rage in Pitchfield. So she looks a bit out-dated for those who know and care about fashion.

Personality: Fenka is a merry motherly woman who appears to be caring and helpful. When she cannot help somebody because of army regulations or the lack of resources she tends to be very apologetic. In her heart she really dislikes non-humans, honestly believing that they are at the heart of all problems. She wants Sunndi to join Ahlissa and thinks the Cult of Wastri is the way to achieve this. She loves luxury.

What she knows: In her kind motherly way Fenka is always willing to help people, but at the same time she skillfully spreads vicious rumors about non-humans. If the PCs request something outside the army regulations, she can arrange it to be delivered if the PCs pay for it of course.

Obviously, she is not about to admit she is a Wastrian, and she even manages to hide her distaste for non-humans quite skillfully. A non-human PC that talks with her, gets a Sense Motive check opposed by her Bluff skill (for simplicity sake assumes she takes 10) to realize

she keeps her distance from non-humans and that there is a certain coldness in her eyes. A similar check also makes the PCs realize it when she makes one of her off-hand remarks at the cost of non-humans.

If the PCs directly confront her, she denies anything and she immediately alerts her superiors, quickly resulting in the events described in Part 9B (though Part 6 should be used before). She also tries to ascertain how much the PCs know exactly, what kind of proof they have and whether or not there are any soldiers in camp that might have betrayed her. Use her Bluff skill opposed by the PCs' Sense Motive, but remember that Sense Motive is about moods and not about facts.

When she talks about Private Padrenn there is a certain sadness and guilt in her voice. She suspects Kelena murdered him despite her wishes and reassurances. She loved him, and hates Kelena for murdering him. The PCs can use this against the Wastrians during the fight in Part 9B, but not before that time.

She is the one that will approach any human PC that seems to favor the Wastrian ideals. More information on this can be found in Part 5.

☛ **Ghanin, lieutenant:** Male human (Suel) Rgr3 (AL LN).

Quote: ***"The Homo Rana, known to the common man as the bullywug, has an average height of 6 feet..."***

Appearance: Ghanin is a man of average height and weight with short reddish blond hair, a pale skin and freckles. He is a bit of an unassuming man who seems to be rather emotionless.

Personality: Ghanin does his duty, and he neither shows enthusiasm nor dislike for it. His classes are monotonous affairs, and his subjects of conversations are not much better.

What he knows: Ghanin knows nothing about events transpiring in the academy. In fact, he does not seem to know what is happening outside the Vast Swamp and the battles in southern Sunndi at all. What is more, he seems to have very little interest for it. When the PCs talk with him, he politely listens, promises to do something about it and promptly forgets it. The upside is that he also never mentions it to his superiors and colleagues, so there is no risk he betrays the PCs by accident.

☛ **Gwynbhie, lieutenant:** Female gray olve Rgr [APL dependent] (AL NE).

Appearance: Gwynbhie is a typical gray olve, with angular features, blue eyes, almost white lank straight hair and a pale skin. She is lithe, and always seems to be alert much like a predator.

Personality: Gwynbhie is an arrogant woman who vainly tries to hide her distaste for humans and dwur. She does not even try to hide her distaste for half-olve and half-orcs. She is highly intelligent, and she can be at least somewhat diplomatic when she has to. Some people might consider her a sociopath because she seems to hardly care much about the races she dislikes and kills them as easily as most kill a fly. She is not cruel though, and neither does it give her pleasure.

She is helping the Wastrians because she thinks that (a) the war is good way to kill some of the surplus human population and (b) get the olve of Rieuwood to withdraw back into the woods. The Wastrians have promised they are not interested in Rieuwood, but she doubts that promise means anything. She thinks the olve are strong enough to keep the Wastrians out. Gray olve are intelligent, they are not particularly known for their wisdom...

What she knows: Unless there is actually an olve amongst the PCs, chances are slim she even deems them worthy enough for a conversation. Assuming she even can be found at the Academy, she tries to get away as quickly as possible. She is much too busy to waste her time on mere trainees. Besides, there is little reason for her to talk with the PCs, unless they happen to have angered the Hollow Highlanders enough to warrant an official complaint. In that case she is the one that wants to hear the PCs side of the story and then decides upon proper punishment.

A gray or high olve might draw her into a heated debate about humans and the war in the south either by expressing support of her view or a view opposite of hers. It requires a DC 25 Bluff or Diplomacy check to do so. In such a discussion she might actually express her opinion on the Wastrians, but it proves little. Her reaction to a confrontation is not too dissimilar from Fenka's, unlike her she does not talk with anybody. She simply arranges the raiders to ambush the PCs on their way to Silverweed as described in Part 9B.

☛ **Hortann, captain:** Male human (Oeridian) Ftr/Marshal [APL dependent] (AL LN).

Appearance: Hortann is a tall, slim man with a proud bearing. Even without a uniform he looks and acts like a soldier. He has short brown hair, is clean-shaven and has brown eyes.

Personality: Hortann is a "no nonsense" kind of man with little love for frivolities and a strong sense of discipline and loyalty. In fact, it was the lack of discipline he sees among the humans of Sunndi that converted him to Wastri's cause. He blames the olve for it, and he is convinced it makes humanity weak and easy controlled

by those same olve. All they have become is sword fodder. The ironic thing is that he does not consider his actions as betrayal to Sunndi. It is not as if he is risking the lives of his fellow soldiers anymore than they are already risked...

What he knows: Hortann is the leader of the Wastrians at the Academy, and the only one that knows he is not the highest-ranking Wastrian in the army. His style of leadership towards the Wastrians is rather hands-off, and there is actually very little evidence that points at him or so he thinks. He does not realize Fenka's dedication to the cause is not big enough to take the blame for everything, and when she falls she plans to take everybody along to save her own ass.

Note that he does not really know the Wastrians work with local bandits. Neither does he really know Kelena murdered Private Padrenn. He suspects of course, but made very sure he should be able to talk himself out of it while under the effect of spells like *discern lies* or *zone of truth*. He does know that he manipulated personnel records so that the wrong person would be promoted at the expense of humans. Obviously, he is not going to admit any of these crimes either, it is just more difficult to talk his way out of it.

As the second in command of the Academy he is easy to approach. For example, if the PCs have official complaints about others he is the one to talk to. When confronted with evidence of wrongdoing from another Wastrian, he shows interest, and cautions the PCs to be very careful or risk alerting that NPC. He cannot intervene unless they have hard evidence of course. If they have hard evidence, he wants to see it and he says that that person is arrested when the time is right. In the mean time he makes sure the PCs are dealt with as discussed in Part 9B and any evidence is destroyed.

☛ **Karuk Firebeard, colonel:** Male dwur Ftr8 (AL CG).

Appearance: Karuk is a short, broad-shouldered dwur with braided hair and a huge beard. His hair once was fiery red, but it is now almost completely gray. He is fat, and his uniform is stained with ale and food stains and even his beard is not particular clean.

Personality: Boastful, lazy, and dedicated to the ideals of Sunndi.

What he knows: Approaching Karuk is difficult since they require an official appointment. Such an appointment needs to be made by talking with Captain Hortann and he needs a good reason. Of course, distracting Hortann and sneaking into Karuk's quarters is easily enough (though at the risk of future punishment if Hortann learns about it).

Speaking with Karuk is tiring. The man loves to boast about his past achievements during the many wars and skirmishes he has fought in his life and he hardly listens to others. He completely trusts Hortann, and flatly refuses to believe any evidence that Hortann might be a betrayer. Instead he assumes that resentful soldiers framed the poor man. In fact, informing him about any suspicions of Wastrian infiltrations is dangerous, because he tells everything to Captain Hortann, leading to the same results as a Bluff check lower than 5 (see above).

☛ **Kelena, lieutenant:** Female human (Oeridian) Wiz [APL dependent] (AL LE).

Appearance: Kelena is a tall regal woman with long dark brown, a bronze skin, emerald green eyes and fine features. She always looks a person in the eyes with whom she speaks, and there is something about it that tends to make people nervous. She does wear the holy symbol of Hextor rather openly, avoiding awkward questions when people might try to detect her alignment.

Personality: Proud, strict and unforgiving. Some call her cold and uncaring, but that is just a façade. She does care, and she does feel emotions, she is just good at hiding them. This is a good thing, because hatred and anger certainly dominate. She has little compunctions about killing people for the cause.

Kelena honestly believes humans are superior, and that the dwur of Glorvardum and the olve of Rieuwood are relics of bygone days. They are dead, they just do not realize it yet. What better proof about humans' superiority than the apparent decline of both races? The humans of Sunndi have been relying too much upon the olve and dwur, and without their presence a lot less people would have died, simply because Sunndi would never have rebelled against the Great Kingdom.

What she knows: Like with Gwynbhie it is unlikely that the PCs get to speak with her outside classes. As a teacher she is not as good in avoiding conversation, and it should be relatively easy for a PC to come up with an excuse for an appointment. Not that she takes confidence in her pupils or that she is about to talk about anything besides the use of magic on the battlefield. At best, the PCs can draw offhand remarks from her about the weakness in olven magic due to their distaste for evocation and the dwur's silly fear for arcane magic. She does not go into discussion about these subjects. If a PC confronts her with such a remark, she just shrugs and states that she is sure their magic has its own strengths. A PC that beats her Bluff check with a Sense Motive check realizes she does not believe herself.

She actually killed Private Padrenn by poisoning his food. While the poison did not kill the man directly, it

did cause the accident that did kill him. The poison she used can be found in her laboratory (see Part 4 below), and a DC 20 Gather Information check specifically aimed at making a relation between her and Padrenn's death shows that she did have the opportunity. One of his friends remembers bumping into her in the corridor before their barracks the night before Padrenn's death. When pressed he realizes she actually came from the barracks, though he did not thought so at the time.

If the PCs are stupid enough to confront her openly, she has them arrested for slander. If they confront her more subtly she gives them one warning before resorting to the same. In the brig Fenka or Captain Hortann, in the guise of a helping hand, try to learn how much the PCs know. They hope to remove any evidence the PCs might have. In any event, proper apologies can get them out the brig, but they cannot get out of the loop. She immediately puts things into motion that lead up to Part 9B which takes one week as described under a failed Bluff check above. If they actually refuse to make apologies, they are eventually transported to Pitchfield where they are released after some time.

☛ **Lorana, lieutenant:** Female half-olive Rgr5 (AL NG).

Appearance: Short and stocky, Lorana took more to her human ancestry than her olven. She has short blond hair and a ruddy complexion. She is always ready with a smile.

Personality: Lorana appears to be a merry carefree woman who seems to have a dislike for the military hierarchy and discipline. She is honest, hard-working and caring and while her leadership might not inspire discipline it does inspire trust. Her presence is a bit of a miscalculation from Captain Hortann.

What she knows: Lorana's job is to watch for outside threats, and that is what she is looking for. Since she is one of the few real scouts at the academy, and her job does not allow her to go out much, she relies heavily upon the information provided by Gwynbhië (who gains it from the Burrowers). Hence she knows much less than she should. She is also a bit naïve, and not very willing to speak badly about others. She does suspect Fenka is corrupt, but not in a way that threatens the camp and hence she has not paid much attention to it.

Of all the officers at the Academy, she is actually the only one that might aid the PCs in their quest. Obviously, the PCs need at least some pieces of hard evidence and a successful DC 15 Diplomacy or Bluff check to convince her they are speaking the truth. If the check fails, she makes clear the conversation never took place, but she does not warn Captain Hortann either.

Once convinced, she offers them pieces of advice. If the PCs have one or more good ideas to gather further evidence that acquire her assistance to succeed, she helps. If her help actively risks her, they must succeed in a second DC 15 Diplomacy check before she provides it. The more help the ***players*** need, the more helpful she is going to be. She could be the one to hint at using Denam as a rogue, or to look at a particular place for evidence. She might even provide a name or two, for example pointing out the suspicious death of private Padrenn or the sudden change in behavior of private Arnard. Do not allow her to solve the mystery for the PCs and when the players are doing fine without her aid she merely confirms that the PCs are doing alright.

☛ **Orkas Gregan, private:** Male human (Oeridian) Exp3 (AL LN; Bluff +13, Diplomacy +14, Sense Motive +9; Speaks: Ancient Sueloise, Common, Elven, and Old Oeridian).

Appearance: Orkas is an Oeridian male of average build and size with short brown curly hair, brown eyes and a bronze colored skin. He is clean-shaven and his uniform tends to be clean and correctly worn.

Personality: His current personality is that of a silent, helpful, obedient young man with a good sense of humor. He is shrewd and manipulative, but he manages to hide this side of himself well. He is very loyal to Overking Xavener and Ahlissa, and he hopes to restore the Great Kingdom and the stability that comes with it. He knows better than revealing this in Sunndi. He is rather confident, which some might see as arrogance.

What he knows: Orkas is a spy for Ahlissa, though if caught, Ahlissa denies having anything to do with him. In his role as a scribe he sees a lot, and it is possible the PCs confront him without a high enough Gather Information roll. In that case he knows nothing, and he has seen nothing. When the roll was high enough, the PCs learn that Orkas seems to be keeping a much closer eye on events in the academy than is necessary, but whether he has an extremely curious nature or is a spy remains a question for the PCs. In that case, they can confront Orkas, forcing him to talk with the PCs. Obviously, any sensitive conversation is held in a private and secure area, whether this is in Silverweed or an area in the Academy is up to you. Orkas will under no circumstances admit he is spying for Ahlissa, instead trying to sell the story that he is just an observant soldier. Failing that, he'll admit he's noticed some strange goings on and has begun to take note of them, concerned (and loyal) soldier that he is. Before he goes any further, though, he'll try to discover who the PCs are working for

– the Wastrians or the Sunndians – to ensure he can adapt what he says accordingly.

Orkas knows much, and suspects more. He has little hard evidence and up until the PCs confront him, he is not sure what to do with what he has. On the one hand, Ahlissa is well served by chaos within Sunndi's army, but on the other hand, he does not particularly like the Wastrians and their philosophy. Furthermore, if the PCs reveal that they are working for the Veiled Sun, he realizes he has a chance to gain the trust of agents of the Jade Mask by discomfiting the Wastrians without destroying their plot in Sunndi entirely. In this case, he'll decide that helping the PCs is best way to further his goals.

If the PCs guess that he's an Ahlissan spy, they may confront him to get him to tell what he knows. He'll deny the charge vehemently, but will reveal what he knows to get the PCs off his back. In this case, he'll talk, but will also make sure that the Wastrians realize the PCs are a threat (treat as if the Bluff check was lower than 5 – see above), unless the PCs make a DC 15 Intimidate check to “persuade” him to keep his mouth shut. If intimidated in this manner, he never freely offers information, only answering questions, and if the check failed, he flatly refuses to aid the PC gather physical evidence. If the PCs have not discovered his secret, he won't inform the Wastrians about the PCs and is willing to risk himself while helping the PCs gather hard evidence.

Orkas knows for certain that Wastrian cultists have infiltrated the Academy, and very likely the upper reaches of the army as well. He also knows that the likely goal of the Wastrians at the Academy is to heighten racial tensions by making it look the military leaders favors non-humans. They use subtle techniques such as spreading rumors about the greed of the gnomes of Silverweed, appointing unqualified non-humans as officers and by assigning bad equipment and shifting the blame to non-humans. The incidental accidents that hurt humans and seem to have been caused by a non-human also agitate the humans against the non-humans.

The result of these tactics is that most humans dislike non-humans, which make it look that there are more Wastrians among the academy then there are in reality. He knows everything that Chanisa, Denam and Arnard know, or at least know they know. Obviously, he cannot hand over the document in Denam's possession. He does have copies of the ledgers, and the personnel records, which he can freely give to the PCs (see Part 4 for more information). He is also willing to make sure the originals are going to be safe on the day that the Sunndi army arrests the Wastrians. He is also aware of Padrenn's

murder by poison, poison that Kelena possesses. He has no proof, but mentions that if Padrenn's body is exhumed, a simple *detect poison* spell should do the trick and *speak with dead* might also provide some unexpected answers.

Note that Orkas respects colonel Karuk as a soldier, but absolutely not as a leader. He suspects Karuk probably refuses to retire, and that the army leaders think he cannot do much damage while stationed at the academy. This would have been true if his second in command had been more trustworthy. He thinks Yartosh is a naïve fool, and he doubts he is involved in anyway unless Yartosh happens to be a superb actor and few people are able to fool him that much.

Special note: Orkas is trained to control his surface thoughts, and he can easily hide his allegiance when examined by a *detect thoughts* spell. Higher level divinations would be needed to learn his secrets.

☛ **Yartosh, lieutenant:** Male human (Suel) Clr5 (AL LG).

Appearance: Yartosh is a tall gaunt man with thin blond hair, a goatee, light blue eyes, a pale skin and a large sharply pointed nose. Unlike most people in the Academy he does not wear uniforms, preferring snow white robes trimmed with yellow and orange colors and sandals. He is always ready with a smile, but has an ugly sounding cough.

Personality: Cheerful, naïve (always thinking the best of people) and positive.

What he knows: Yartosh is easy to approach since people are expected to talk with him about their private problems. He is the spiritual adviser of the Academy after all. Of course, these conversations are confidential and under no circumstances does he reveal what was spoken about. He is aware of the racial tension, though he greatly underestimates it, thinking it is going to pass in due time. As far as he is concerned all officers are able, but they do make mistakes once in a while like all people. When the PCs confront him with any of their findings, he tries to persuade the PCs into believing they are wrong. Sow doubt by pointing out any flaws there might be in the PCs arguments and evidence, and only when the evidence is undeniable does he belief them. Of course, when that happens he is all for warning the authorities and there is no way he ever considers using a more subtle approach. The PCs might distrust him because it, but Yartosh is really innocent.

The use of magic: During the investigations the PCs might decide to use magic to aid them. Alignment detecting spells are not particular useful, since some of the soldiers in the Academy are evil without belonging

to the cult (these mostly hail from Stalward) and some of the cultists are not evil. For ease of use, alignments are given with each important NPC above.

Enchantment (charm), such as *charm person*, and Enchantment (compulsion) spells, such as *suggestion*, might look like an easy way to get people to talk, but there are some downsides to this tactic. First of all, they don't work very well. *Suggestion* might seem a good idea, but remember that the spell automatically fails when the activities are obviously harmful to the recipient of the spell and betraying one is a Wastrian in Sunndi is definitely harmful. Note that the same thing applies to *charm person*. A Wastrian is not going to outright admit being one even to their best friends. They might try to recruit that best friend unless the caster is not a human, and they might be more candid than normal (complaining openly about non-human officers for example), but that is not the same thing.

Secondly, using these spells is risky since using them is illegal in Sunndi. If any officer learns that a PC has used it (and no soldier is going to keep it to himself), that PC is at the very least going to be kicked out of the Academy. The adventure is effectively over for that character, and he is lucky it stays with that. Since a creature always know when he made a Will saving throw if he succeeded at it, and if they failed, they can conclude they acted out of line once a *charm* spell stops working, using the spell often results into an official enquiry eventually. When there is no hard evidence pointing at the PCs, the Wastrians might activate their counter measures as long as there is even a minor indication towards the PCs' guilt, resulting in the same effects as described above under a failed Bluff check. The Wastrians after all do not care about solid proof and they do anything to keep their operation save.

By far the most useful low-level spell is *detect thoughts*. Using it inconspicuously is not easy since it requires three rounds of uninterrupted use, and has a duration of Concentration, which unless well hidden, is bound to draw attention. Still a character can cast the spell out of sight, carefully walk back in, and start playing with a copper coin in a corner. The spell only detects surface thoughts, and the cultists do not constantly think about their treachery or even their religion. As such it is not very useful in a quick scan when looking for likely suspects. It is also not worth the risk of people making their Will save and then sounding the alarm. In a private conversation it is more difficult to hide the fact that the spell is cast, but at least the PC is going to be aware when a NPC is lying or not. Allow the PCs the use of this spell, especially when they use it to confirm suspicions, the "What (s)he knows" sections above include enough

information for you to deal with this spell. Just realize that even though casting the spell might take only 1 round, and one conversation only a few minutes, the investigation still takes at least one week. The PCs do not have that many free moments during their training.

One thing you should keep in mind when the PCs resort to magic is that under most circumstances casting spells draws a lot of attention. Casting high-level spells in front of people that can recognize them is certainly going to raise suspicion. The PCs are supposed to be soldiers after all and not powerful heroes. Remember that some spells, most notably *clairaudience/clairvoyance*, have long casting times and finding a private spot might not be particular easy at the Academy. Some spells also require awkward material components (such as the need of a scrying mirror for an arcane caster using the *scrying* spell) that also draw unwanted attention (after all there is little need to lumber around with a 1000 gp mirror).

Skulking around: Instead of talking with people, the PCs might also decide to either disguise themselves (with or without the aide of magic) as specific NPCs or to sneak around hoping to overhear snippets of important information (or using spells such as *clairaudience* or *scrying* to get the same result). The chance of learning something useful by randomly listening in on conversations is rather minimal. Use the generic rumor list for topics people might be talking about. They could lure the Wastrians into a trap of sorts, but this is risky. If they mention, seemingly by accident, that they know something, and then use magic (assuming the Wastrians have no reason to believe they are being spied upon magically) to spy upon a conversation between two Wastrians they can learn the guilt of at least two officers. For example, Fenka lacks a bit of self-confidence, and when confronted by a character knowing more than that character should, she is prone to ask Kelena for help. Captain Hortann is never ever mentioned in such conversations. Obviously, the PCs draw the ire of the Wastrians, resulting in the ending of Part 9B unless they contact Daergon with enough real proof within a week.

They might try to take on the disguise of somebody else while gathering information to shift the blame to that person, but doing so is definitely an evil act (however minor it might be). They are after all risking the life of somebody innocent to protect themselves and the mission. Obviously, disguising oneself as a random stranger is impossible within the academy, because everybody knows everybody, but it can work in Silverweed. It might be an idea to reread the description of the Disguise skill in the *Players Handbook* just in case.

If successful, the result of the Bluff check becomes much less important since the effects pertain to somebody else.

In any event, this section and Part 4 should contain enough information to make the necessary adjustments in case the PCs do something unexpected. Part 4 contains information on PCs trying to sneak into the quarters of the officers or the offices.

PART 4: SEARCHING FOR CLUES

While Part 3 deals with gathering information amongst the inhabitants of the Academy, this chapter deals with the search for physical evidence. Unlike the first part, where a skill check determines whom to talk with, the PCs have to decide for themselves what would be the right spot to check. Witness accounts and rumors do point in the right direction. Any mentioned numbers refer to the corresponding room on the map of the Academy in DM's Aid 1 with the "I" standing for inside and the "O" for outside.

One method of gathering some of the evidence mentioned in this section is by sneaking around and breaking into various chambers and offices. If the PCs lack a rogue, they can certainly manipulate Private Denam into doing the roguish stuff for them (see Part 3 for more information). Besides getting past locked and possibly trapped doors, there is the other problem of remaining unseen by the guards that patrol the area (or at least in those areas the PCs are not supposed to be). It should not be too difficult to avoid these patrols, since they are not particularly alert. Sneaking by the permanent guards stationed at the gates (I16/O2 and O3) takes more skill or another path.

The outside gates can be avoided by sneaking over the earthen walls (DC 15 Climb check) or swimming through the river and climbing up the steep riverbank (DC 10 Swim check, followed by a DC 10 Climb check). The gate into the underground area is incredibly difficult to pass unseen. The PCs could opt to swim in by the river and climb up into their washing room (I4), but doing so is difficult. Swimming directly against the flow requires several DC 15 Swim checks, but the PC also has to pass a locked steel portcullis at the cave entrance and a grate in the washing room. The first can be passed by small sized characters that succeed in a DC 30 Escape Artist check, by breaking one of the bars or by raising the portcullis slightly (which makes so much noise that the whole Academy knows when it happens). The second needs to be removed entirely, which is certainly possible but takes time (especially if the PCs do not want it to be noted at the first inspection) and even then only a small sized

character can get through it after a successful DC 30 Escape Artist check. It would be easier to convince the guards to look another way (which requires a DC 25 Diplomacy check), which is risky since if it fails the PC is arrested and faces disciplinary punishment. The PCs could also use the emergency exits, whose doors are very well hidden (DC 25 Search check), cannot be opened from the outside without the aid of magic and warded by a permanent loud *alarm* spell that is triggered by anybody opening the door.

☛ **Watergate:** iron portcullis; 2 in. thick; Hardness 10; hp 60; Break DC 28 (breaks one bar); Impossible to lift.

☛ **Washing room grate:** iron grate; 2 in. thick; Hardness 10; hp 60; Break DC 28.

☛ **Emergency exit doors:** Stone door; 4 in. thick; Hardness 8; hp 60; Open Lock DC 30; Break DC 28.

☛ **Alarm spell trap:** CR 4; magic device; location trigger (opening emergency exit); automatic reset; spell effect (*alarm*, 3rd -level wizard, audible alarm); Search DC 27; Disable Device DC 27. *Note:* temporarily disabling the trap either requires a *dispel magic* or a DC 32 Disable Device check.

It is possible the players wonder whether or not they (can) get guard duty. They are students, and there are regular soldiers stationed at the academy for that duty. So guard duty certainly is not part of their regular duties. It would intervene with their regular night-time trainings. It certainly is possible they get assigned guard duty at night as punishment, but in that case the regular guards (2 soldiers) are always with them. Such a PC would be unable to break in by himself, but he could certainly distract the regular guards to allow other PCs to remain unseen. Deal with it as you see fit. While it should be not too easy to acquire the evidence, it also should not be impossible, why else play the adventure in the first place?

Personnel Records: Alert PCs might note that non-humans fill many of the NCO positions, even though the majority of the soldiers are humans. Astute characters also realize that virtually none of the non-human NCOs is well-suited for the job. The drill sergeants might be the exception as far as skill is concerned, but their job description is to make life miserable for the trainees and as such their presence might actually confirm human prejudices just as much. When they do realize this, the PCs might want to check the officer and student records.

No skill check is necessary to learn that officially Colonel Karuk Firebeard is responsible for promotions. Any of the commissioned officers, with the exception of

Lieutenant Lorana, points it out. Lieutenant Fenka uses such questions to ferment some more distrust towards non-humans (especially when the curious person is a human). A simple experiment, namely trying to get one of the PCs promoted to replace their own inapt corporal shows that in reality Karuk's signature is a mere formality. In reality his second in command, Captain Hortann, is in full charge of promotions, complaints and transfers.

Curious PCs might decide to get access to the personnel records. Doing so legally is impossible except with the express permission from Captain Hortann or Colonel Karuk. A DC 25 Diplomacy check and a good excuse (for example thinking it might contain an error) allows a PC to look at the personal part of his own records under supervision of Captain Hortann. The PC cannot look at any recommendations that might have been attached with his or her application form.

If the PCs want a more thorough search of these records they need to do so in secret. The records can be found in one of the offices (O6). The outside doors of these offices are sturdy wooden doors with good locks. The inside doors are simple wooden doors with average locks. The windows are closed with shutters that can only be opened from the outside by breaking them (and leaving obvious signs of forced entry). The cabinet with the records is locked as well, and besides Captain Hortann and the Colonel nobody has the keys. All COs and Fenka's scribe have the keys to all doors inside and outside the offices. Guards on duty have a set of keys for the outside doors. A person could theoretically temporarily "borrow" a key with Sleight of Hand, make a copy in wax and commission the crafting of a new key in Silverweed (which costs 8 gp, including a no questions asked insurance). There is nothing of any real value inside and there are no traps to be found.

☛ **Outside door:** strong wooden door; 2 in. thick; Hardness 5; hp 20; Open Lock DC 30; Break DC 25.

☛ **Inside door:** simple wooden door; 1 in. thick; hp 10; Open Lock DC 20; Break DC 15.

☛ **Shutters:** good wooden doors; 1-1/2 in. thick; hardness 5; hp 15; Break DC 18; cannot be unlocked from the outside.

Besides breaking and entering, the PCs could try to get into the office at daytime. Finding an excuse to get inside the office should not be too difficult, and you should go with any reasonable plan. Getting at the proper cabinet is more difficult. They are located in the offices of Captain Hortann and Colonel Karuk and as long as they are present getting into the cabinet requires some extra-

ordinary skill. If they are not in their office (and you as a DM are free to decide whether or not they are), then the PCs have to watch for other people working at the offices (luckily not too many) and they also do not have as much time as when using the cover of the night. Then again, they only need to look at a few key records to find the evidence they are looking for. If they have an alliance with Orkas, this should be particular easy.

In the personnel records, among other things, they can find advice on rankings, and they have been tampered with. A DC 18 Forgery check recognizes the tampering, and if they know Captain Hortann's handwriting they recognize it as his work. The signatures of Colonel Karuk are genuine though. Of course, a simple comparison between what the PCs know of a particular NPC and what is written down in the document also immediately shows that either the document describes somebody else or that there has been tampered with.

Taking the records with them is certainly possible. The chance of the theft to be detected is slim, certainly when the PCs only take parts of the documents. Just assume their theft is not going to be noted unless the PCs take everything, especially when it concerns trainee records (who are regularly updated). Even that remains undetected if they have Orkas on their side.

The Ledgers: The ledgers of the academy are another source of evidence. Getting a decent look at them requires the same amount of work as getting a good look at the personnel records discussed above. Though unlike the personnel records it is much more difficult to actually steal them, and examining them takes a lot more time.

A thorough comparison of all the numbers in the ledgers definitely proves Fenka's "corruption". The quality and pricing of the items mentioned in the ledgers are definitely not the same as those located in the storage rooms. The saved gold disappears, or at least it is not used in one way or another to buy personal items for herself or any of the other officers. If the PCs check, such items also have not been bought in Silverweed and if they do manage to take a peek in the personal quarters of each officer it is not there either (see below in the section on searching the personal quarters for more information) – there are no unaccounted items to be found.

The ledgers also prove that none of the equipment is bought in Silverweed or other areas in the Hollow Highlands, which should raise at least some questions since most of the equipment has definitely been marked with various Hollow Highland clan symbols. They apparently all come from regular army depots in Pitchfield. This is only possible if at least some of the

people in Pitchfield are involved as well, which is correct, though in their case it is just ordinary corruption of the greedy type and not of the moral type.

When a PC carefully examines the clan markings on the supplies in the Academy and succeeds on a DC 25 Search check they realize that regular army symbols have been erased and replaced with clan symbols. A DC 15 Forgery check notes some inconsistencies in the marks, members of the Burrowers or PCs hailing from the Hollow Highlands gain a +2 circumstance modifier on this check as do characters with 5 or more ranks in Knowledge (Nobility and Royalty).

The ledgers do not contain evidence of Wastrian involvement. The motive for replacing the marks does point to the fact that a Wastrian might be behind it.

Private Pardrenn: During their investigations the PCs are likely to learn about Private Pardrenn and how he supposedly died in an accident. Only after talking with the right persons the PCs might realize his death was more than just an accident. Besides the information the PCs learn by talking with the right people, which is discussed in Part 3, the PCs can also decide to collect some evidence concerning this murder.

One of the options is to exhume the body of Pardrenn, who died roughly one week before the PCs arrival. Pardrenn is buried in a grave behind the shrine. Digging in the cemetery is of course going to draw attention, and is illegal without special permission. The only way to get this permission is by lying, for example, one of the PCs could disguise himself as a relative of Pardrenn and ask for the body to be transported to Pitchfield (Pardrenn's birthplace) for a burial in the family crypt. It requires a successful Disguise check, a good Bluff check and forged documents to prove the person requesting Pardrenn's body to be transported is speaking for the family. Without Pardrenn's personal records and forged documents pulling this off is virtually impossible, and people trying to see through the lie gain a +10 circumstance bonus on the Sense Motive check. When missing one of the two, it is reduced to a +5 circumstance bonus on the Sense Motive check. Since the documents are generic, the character making the attempt gains a +8 circumstance bonus on the Forgery check. Luckily for the PCs, they have to ask Yartosh for permission, and he just sends anybody away that fails in the above lie, warning them not to try it again. If they succeed they can examine the body in piece. What they do with it afterwards might be more problematic.

Another option would be to sneak to the grave at night and exhume it in secret. Luckily for the PCs nobody lives in or around the shrine, and it falls outside

the regular patrols. All the PCs have to do is to sneak in and out of the academy, and dig quickly and silently without a light source. Pardrenn's body is in reasonably fresh shape and a DC 10 Heal check shows that many of his bones are broken as if he was crushed by something heavy. Due to the decomposed state of the body a DC 30 Heal check is required to note some minor signs of poisoning. Since some minute traces of the poison still are in the body a *detect poison* spell detects some faint traces. A DC 20 Wisdom and/or Craft (alchemy) check identifies the poison as lich dust. The poison in itself is not lethal, but the weakness the poison induces would explain why the accident happened with an otherwise healthy strong young man.

Besides for finding proof that Pardrenn was murdered, the PCs can also try to speak with him. If the PCs are not high enough level to cast *speak with dead*, they can buy a scroll at Silverweed from the clergy of Garl Glittergold. It is an odd request though, and the clergy does want to know why the PCs need such a scroll. If the PCs tell the truth, they can get the scroll without much trouble. An excuse requires a DC 18 Bluff check. Note that his alignment was NG and that he has a +1 on his Will saving throw.

A few likely questions plus their answers follow below:

Who murdered you? ***"Lieutenant Kelena."***

How did she murder you? ***"She cursed me with a spell which caused me to fumble while lifting those heavy barrels."***

Who serve Wastri's cause at the academy? ***"Lieutenant Fenka, Lieutenant Gwynbhié and Lieutenant Kelena."***

Does anybody of the regular soldiers serve Wastri? ***"Not that I know of, but it is unlikely that there are more than sympathizers amongst them."***

Where can we find your journal? ***"I hid it in a drainage pipe in my room. There is a loose bit of rock under Henna's chest."***

Did you serve Wastri? ***"Never."***

Why did you join the Wastrians? ***"I had a crush on Lieutenant Fenka, and when I realized what she was in, I tried to talk her out of it, while collecting evidence to arrest the rest."***

The existence of Pardrenn's journal is not exactly a secret and if the PCs show any interest in his death they learn about it. Most people think it is missing, and the Wastrians did look for it, they just never found it. It is well-hidden in Pardrenn's room, and finding it either requires a DC 25 Search check unless the PCs know where it is hidden. Getting into Pardrenn's barrack

unseen should not be too hard. It is just a matter of waiting till their squad is on duty and sneaking in.

Once the journal is found and studied, read out aloud or paraphrase the following to the PCs:

The author of the journal apparently is clearly was not used to writing. His spelling is abysmal, the sentences short and the words used simple. It certainly took some time to decipher the text.

Apparently he started his journal as some kind of insurance. He knew he was likely to die, and he wanted to make sure his death would not be in vain. He expresses a great concern of the journal falling in the wrong hands if he should die, but he does not know how to prevent it. He must not have been very bright, and you wonder how he even got as far as he did. Then again, perhaps it was his intellect that made him a prime target for Wastrian recruitment.

It looks like Lieutenant Fenka recruited Padrenn, who fell primarily for her charm and not for her words. Fenka misinterpreted his attentions as loyalty to the cause and eventually told him things that even lovesick Padrenn could not ignore. Padrenn might have been simple, he was a good man who lost his brother to the bullywugs and who had a deep respect for the olve. He was not Wastrian and never would become one either.

Deeply pained, he started to note down conversations he had with her and conversations he overheard between her and others. If true, and you have few reasons to believe this not so, then it contains some pretty condemning evidence towards Lieutenant Fenka, Lieutenant Kelena and Lieutenant Gwynbhi. Apparently the goal of the three was to ferment tension between the humans and non-humans in the army by spreading vicious rumors and by making non-humans appear to be inapt and foolish.

The document ends shortly after Padrenn once again expressed his fear for Kelena and the fact that he fears he is going to kill her. The next morning the last sentence he writes, with a wobbly hand, talks about how ill he is and that he fears Kelena put some curse on him. He has to work, but he fears he shall not return. How right his fears were...

What the PCs do with the journal is up to them. It does not contain any hard evidence, and could all be lies and in itself it would not hold in court. It can be used while questioning any imprisoned Wastrian though, and it points to three likely suspects that might aid the PCs in their investigation.

Searching the Officers' Quarters: The real evidence of Wastri involvement is to be found in the personal quarters of the 4 traitors. As with the offices (see above), outside doors leading into the corridors are sturdy wooden doors with good locks. None of the Wastrians has the resources to get a magical trap on the doors. Inside doors do not contain locks. By daytime the officers tend to be working in the offices, and at night they sleep in their apartments. An enterprising thief can certainly sneak in when any of the officers is present, but it does require Move Silently checks opposed by the NPC's Listen check (do not forget to give the NPC a -10 circumstance modifier due to being asleep). Otherwise they can try to sneak in when the officer is out. Gwynbhi is gone 50% of the nights, Fenka and Hortann about 10% of the time and Kelena never (she is not the type that likes to party in Silverweed).

Note that the PCs are NOT allowed in this part of the Academy, so any meeting with an officer is going to result in disciplinary punishment.

- **Fenka:** An expert rogue, Fenka has taken some measures to at least note when somebody sneaked into her quarters.

A PC that searches her door and succeeds at a DC 20 Search check finds a small thread or hair on the outside that inevitably snaps when the door is opened. There are several more of these threads inside. Unless the PCs replace these after having sneaked in, Fenka knows somebody broke into her quarters. This immediately alerts the Wastrians, and leads to a general alertness comparable to when the PCs come under close scrutiny (see the Bluff check in part 3). She also immediately checks whether or not anything is missing, and if the PCs stole any evidence, she does anything to find out who broke into her room. Assume that she succeeds eventually, resulting in an automatically failed Bluff check the next time when the PCs gather information (see Part 3).

Fenka's quarters are relatively luxurious with soft carpets, several beautiful wall tapestries and a large comfortable bed. The tapestries depict Pitchfield, a battlefield of some sort (DC 15 Knowledge (history) to recognize the Battle of a Thousand Banners between the Iron League and the Great Kingdom) and a hunting scene. The room also contains a small wooden desk with a chair and a large wardrobe. The wardrobe contains several uniforms amongst which one beautiful parade uniform and a ballroom dress. The room is lit by two *everburning torches* inside wooden boxes, which can be closed to put out the light. One stands next to the bed,

and the other at the desk. Note that they are open when nobody is in the room.

The desk contains a set of writing gear and a stack of empty paper sheets. The drawers in the desk are locked, and protected by a hair like the door described above. It is a poor lock (DC 25 Open Lock). Inside one finds a couple of private letters and a private ledger. The private letters are in Old Oeridian and it seems to be a correspondence between Fenka and her brother, Kallarn, stationed in Stalward. On the desk there is half finished reply, describing the death of Pardrenn and how sad she feels about it. The messages describe everyday events, but they do contain some encoded messages as well. A DC 25 Decipher Script (which takes roughly 10 minutes in game time) reveals that apparently Kalarn is not part of the Sunndi army, but that he is an officer in the Wastrian army, likely a monk or cleric. Further then that the letters seem to be genuine. The half finished letter is not encoded at all. The ledger is written in Old Oeridian as well, and it looks fine, and even the luxurious items seem to be paid from regular pay. Apparently she made some sweet deals from second hand material. Most of it was bought from the same antique dealer in Pitchfield.

In the off chance the PCs want to have verification about Kalarn or the antique dealer, they can learn that Daergon is not aware Fenka has a brother. The antique deal does exist, but he has a bit of a bad reputation. Apparently he is a broker, and due to war in the south he is doing great business. Note that Fenka would not miss one or two of the older letters and the PCs examining realizes they have not been read that often. If they do not take the whole stack, there should be no problem.

- **Gwynbhie:** Gwynbhie's quarters are simple and spartan. They contain a comfortable looking bed, a wardrobe and a desk. The walls and floor have been covered with wood to give it a more homely feel. The wardrobe contains a few sets of uniforms and forester clothes. The desk is empty. Next to the bed lies a book in olven titled "*The Eye and the Hand, a history on corruption of olven magic by human hand*". It describes the history of relations between olven and human wizards, focusing on a few pivotal events in which humans used the olven teachings for evil ends. The Whispered One, Vecna, seems to take a central role in the book. The book is not very flattering to both humans and the olve foolish enough to teach humans their secrets.

A DC 20 Search check, or when they look under the mattress, reveals a report by the Burrowers. It is written in Common, and it describes how scouts learned of the existence of a band of raiders camping nearby. The raiders seem to have a lot of interest in the Academy, and

they are suspected Wastri spies. The report is 2 weeks old, and none of the soldiers at the Academy ever learned about it. The report contains notes in Olven (and written by Gwynbhie) as if somebody was contemplating how to prevent these thugs from being seen and how to keep their presence hidden from the people at the Academy. She was planning to hand it over to Kalena so that she could use it to keep those raiders out of sight, but she forgot it due to the problems with Pardrenn. The report in itself is not odd, but the notes and the fact that it never was distributed definitely make it odd. Since Gwynbhie has forgotten about its presence the PCs can safely take it with them. The dates on the report and the fact that there are no other papers in the room should point this out to the PCs.

- **Hortann:** As the second in command, Hortann's quarters consist of two rooms. There is a small living room in the front in which Hortann can receive guests and a sleeping room in the back. Like all virtually all rooms in the complex the walls have been plastered white, but unlike the other officers Hortann did not place tapestries on the walls. His quarters are extremely spartan. A monk would be proud about them.

The front room contains a sturdy looking table and chairs with a small counter containing a crystal bottle with cognac and several crystal glasses. A cabinet is filled with tin miniature soldiers, which he uses during classes and a couple of books discussing battles from the past as well as more modern works on weapons and armor. There is nothing special to be found in this room.

The backroom contains a bed and what appears to be a corner for meditation and prayer or at least that is what a small brass brazier with incense, a small bowl for ritual cleansing and a small statue of Heironeous suggest. There is also a desk, which contains notes in Common on his lessons and a cabinet containing even more notes as well as tests and essays made by trainees. A wardrobe contains several uniforms and civilian clothes.

If the PCs succeed in a DC 20 Search check they find a double bottom in the wardrobe, which contains a small chest. The chest is locked with a good lock (DC 30 Open Lock). At APL 4 and 6 it is trapped with a *fire trap* spell cast at 7th level. In it is a small wooden statue of a frog-like monk (DC 10 Knowledge (religion) to recognize as Wastri) and a small religious book dedicated to Wastri. At APL 6, the book is trapped with an *explosive rune*. Which when triggered does destroy the book and possible the simple wooden statue. These explosions make a lot of noise and certainly draw a lot of attention. The PCs cannot take these items with them since it would

immediately alert Captain Hortann, but Hortann has it with him if he is forced to flee from the Academy.

Of more interest to the PCs is a letter that also lies in the chest. It contains high praise at the address of Hortann, suggesting a possible promotion if Hortann keeps up the good work. While the letter does not contain any direct orders, it does hint that Hortann's job is to disrupt the unholy alliance between humans on one side and the fiendish corrupt olve and dwur on the other. It is signed by somebody called "the Eyes". As long as the PCs leave the envelope, they can take the letter. The reason Hortann kept the letter was because of pride, but it has been week since he looked at it. He thinks it is safely tucked away, and hence does not bother to destroy it.

APL 4 and 6

✈ **Trapped chest:** CR 2; spell; touch trigger (open the chest); recast reset; DC 13 Reflex for ½ (*fire trap*, CL 3rd, dmg 1d4+3 in 5 ft. radius); Search DC 27; Disable Device DC 27.

APL 6

✈ **Trapped Book:** CR 4; spell; touch trigger (read the book); recast reset; DC 14 for ½ (*explosive runes*, CL 5th, dmg 6d6 in 10 ft. radius); Search DC 28; Disable Device 28.

• **Kelena:** Intelligent, and slightly paranoid, Kelena has taken the same kind of protective measurements as Fenka. When she notes somebody broke into her apartment, her reactions are the same as well.

Kelena's quarters are specifically for the Academy's wizard and they are much bigger than even the colonel's quarters. The front room is a laboratory, and the side-room is a small library and study with a sleeping room at the back. All three are furnished in a typical way. The library contains books concerning military applications of magic and some works on military history, and weaponry. These books are used by the other officers and teachers of the Academy, but they can only be borrowed with Kelena's permission.

Kelena is much too intelligent, wise and paranoid to leave any smoking guns in her quarters. The laboratory contains the poison that was used to kill Pardrenn, which certainly has no other use than killing people. It is not clearly marked as such though, and finding it does take some time and requires a DC 15 Craft (alchemy) check.

• **Others:** There is nothing of interest to be found in the quarters of the other officers. Feel free to come up with

your own descriptions based on their personalities and your own imagination.

Troubleshooting: It is certainly possible that players of lawful characters might balk against searching the apartments without a search warrant. Point out to these players that this is not a modern setting and suspects do not nearly have the same protections as in real life, and nor are they expected to have these. In Sunndi there is even less protection. Sure, if there is no evidence to be found, you risk being punished for burglary, but if you do find the evidence, then you had every reason to enter the place. As long as a person has reasonable suspicions against a NPC, a lawful character, especially one sent in by the Sunndian authorities (sort of anyway), can break in and enter any of the apartments. They just should not steal anything that is not evidence.

PART 5: LOOKING FOR SYMPATHY

Since the Wastrians are looking for sympathizers, they can try to lure them out of hiding by posing as possible converts. The tactic only works for humans, or olve and half-olve that have disguises that hold even under close scrutiny by the Wastrian infiltrators (assume they "take 10" on their Spot checks – their skills can be found in Appendix One to Three). They also have to act like they despise non-humans, or at the very least are susceptible to Wastrian influences in this regard.

The PCs attempting to do so has to keep up that charade in public, and the character should not show any friendship to any non-human. Since it requires several DC 14 Bluff checks, assume for simplicity sake that a PC always 'takes 10' on this check. So a character attempting this requires at least a total +4 skill modifier on his Bluff skill. When a PC indeed tries to pull it off, and has the Bluff skill to support it, point out when that character is about to act contrary to the act and leave it up to the players whether or not they proceed with said action. If they proceed, their ploy might fail. Use your judgment, but remember that reports about such incidents not directly observed by a Wastrian might never reach a Wastrian and that the PC in question might have a ready excuse. Wastrians are not stupid, and they realize that acting like the Romans when in Rome (or whatever similar statement the people in the Flaneass use) is not necessarily always bad.

Assuming one or more of the PCs are successful in convincing the Wastrians that they are open to conversion, Lieutenant Fenka carefully approaches that character once one week has passed. She directly tests the character's dedication in conversation, forcing the PC to

make a Bluff check opposed by her Sense Motive check (see Appendix one to three). A PC that succeeds in his Sense Motive check opposed by her Bluff realizes that she is testing them and the conversation is more than just small-talk. If the conversation does not go as planned, she backs off and leaves it at that.

If the PC convinces her that he is ready, she starts talking about Wastri. She is not a cleric, so her sermons and explanations are limited. More information on her personality can be found in Part 3 above. She appears to be acting on her own, though she does let slip that she is not alone in her faith in the army and that she has powerful friends. Under no condition does she betray the other three Wastrian cultists, or even involve the new potential recruit in the intrigues going on at the Academy. If the PC keeps the act up, and wants to talk with somebody with more skill in theology she provides that PC with a method to contact the Wastrians in Pitchfield. The character has to visit the tavern *"The Roasted Frog"* during Godsdays at noon, and order the roasted frog special. During the meal somebody mentioning that frogs should not be eaten then approaches the character. If you react by throwing away the frog legs, that person then mentions how to proceed further.

This knowledge has no bearing on the current adventure. The fact that Fenka did inform her contacts about the character as a potential recruit might be even more helpful in future scenarios. As long as the world at large is unaware the character was involved in the arrest of the Wastrian infiltrators (point out the option of a disguise if needed in Part 9) they gain

☛ **Potential Wastrian Recruit:** The character, or a particular disguise of the character, is marked as a potential Wastrian recruit. This might be of use in future scenarios.

Development: If a PC does earn the trust of the Wastrians, and Part 6 has not yet happened, then Fenka does warn that PC about not entering any caves during that mission.

It also allows the PCs to collect enough evidence to at least arrest Fenka for the worship of Wastri, which is considered treason at the moment as well.

PART 6: ACCIDENTS CAN HAPPEN

Note: When running the game in a time sensitive environment, you need to choose between this encounter and the encounter described in Part 8. Choose this encounter when the majority of the players are

enjoying themselves with the investigations, and you think they do not need some help finishing the investigations successfully. Use the encounter in Part 8 when the PCs seem to be stuck in the investigation, or the majority seems to dislike the investigative part strongly. When there are no time restrictions, you can run both encounters, but the PCs only receive xp for one of the encounters. In that case you should use Encounter 8 only after the PCs have enough clues already, so that the findings in that encounter only confirms what they already know.

At some point during the investigation, the PCs are woken early in the morning for some training in the field. You decide for yourself when to run the encounter, but it is advised to run somewhere during the investigation for a break away from the talking.

***"Rise and Shine! You lousy maggots! Move it! Get dressed on the double! You are expected at the mess hall in FIVE minutes."** echoes loudly through your room.*

You have no idea what the time is, but you got the feeling you only went to bed a few minutes ago. In the door opening stands Sergeant Chimak, grinning at the lot of you with a sadistic smirk on his face.

When you arrive at the mess hall, you realize it is still dark outside. In the corner of the hall lies a heap of backpacks, each of which look rather heavy. Lieutenant Ghanin stands next to them, and he looks way too awake and happy for this time of the day.

"Good morning lads and lasses. Breakfast is ready. Eat quickly, because in 30 minutes you are expected to grab one of these backpacks. Each is labeled with your name, and weighted in such a fashion that you should be able to lift it. If I learn that you have been carrying the wrong backpack, or more than one, then you will be punished!"

"Enemy scouts have been spotted nearby, and we suspect they have a camp a couple of hours of walking away. It is your mission to find the camp, scout it out and if possible capture the enemies. Hurry or else they will be gone. I have a map here with the likely location of the camp. Just one thing, it is training, so please keep my men alive. Best of luck! It is going to be a hot day, so you are going to need it."

He salutes you, hands over a scroll case to Corporal Aragheen and marches of back into the academy leaving you alone and any questions you might have unanswered.

Like Lieutenant Ghanin said, it is a hot, dusty day and it is not the kind of weather in which one would like to hike long distances, let alone fight at the end of one. Still, that

is what is required of the PCs and their fellow trainees. The backpacks contain food, water and some basic equipment for a long hike as well as rocks (or when some of the PCs are particularly weak, some of their stuff). Each is about heavy enough to make sure that every PC with their standard equipment ends up in a medium load. Even characters that travel lightly under normal circumstances have to carry it. Removing the backpack during a fight is a move equivalent action. The backpack is more a role-playing thing, and it has little impact on how the encounter proceeds. The exact appearance of the map also has little bearing on the game. It is a charcoal sketch, and seems to be reasonably accurate and easy to read.

After the PCs are aware of the missing, the first order of business is to make sure that you are aware what the marching order is going to be and if there are any additional tactics you should be aware of (such as scouts and which long duration spells are active at what time).

Corporal Aragheen is an arrogant man, and he tries to take lead when determining marching order and he might even order spell casting PCs to cast specific spells at specific times. His first suggestions should not be too bright, and the players should feel the urge to change his orders. He is not a fool, and as long as the PCs are diplomatic or convincing they can make any changes to his plans. Of course, if they are rude, he can become very stubborn and he is in a position to punish anybody that disobeys him as is discussed in Part 2 above. One of his plans is to send a scout out ahead about 100 feet when approaching obstacles that block a clear view. He always appoints Cyrrbran unless the PCs object again. If there is a good scout amongst the PCs, Cyrrbran is certainly going to object at some point.

Once these issues have been solved, read out aloud or paraphrase the following:

The hills in the Hollow Highlands are not particularly steep, but they can be treacherous. Small rivers have worn their way through the soft ground and the region is riddled with natural and not so natural caverns, crevices and sinkholes. In general the ground is rocky and unfertile, and few trees grow in the region. There are batches of bushes in the wetter valleys, and grass and heather does grow everywhere. At this time of the year most of the plant life is yellow and withered, leaving large patches of ground bare. It is a dusty region with little water and shade above ground, and it is difficult terrain to walk through, but there are definitely worse places to be.

Give the PCs some time to ask questions or make any changes to their marching order or standard tactics before proceeding.

It is past noon, and there is little shade to seek cover against Pelor's merciless gaze. It is hot and dusty, and after a couple of hours walking you are drenched in sweat and desperate for some coolness. Only a few thorny bushes and once in a while a large rock provides some relief against the basking sun. The animal trail takes you over a low ridge into a steep and well-hidden valley that are so typical of the Hollow Highlands. Only a small trickle of water runs through the rocky riverbed in the middle and a dense growth of bushes make walking through the valley somewhat difficult. It is a perfect hiding spot though, and you understand why any enemy scouts would be camping somewhere down there. So how are you going to enter the valley and approach the camp?

Allow the PCs to come up with some tactic, though as usual Aragheen gives his own opinion that involves the heavy use of scouts (mainly Cyrrbran). If one of the PCs volunteers, ask them to make a few Move Silently and Hide checks and roll some dice behind the screen to give the players the impression somebody is trying to oppose their sneaking. In reality there is nobody in it, because they are at the wrong valley. Somebody tampered with the maps, though the PCs have no way of knowing or realizing it.

Eventually the group runs across some natural caverns on the other side of the valley. These are perfect hiding spots, and Aragheen assumes the enemy scouts are hiding in there. So he orders the squad to move closer before once again sending a scout, up into the caves. In this case it is going to Cyrrbran, especially if the PCs did Cyrrbran's task in the first parts of the day. Aragheen is going to be very difficult to convince otherwise.

Alert PCs are bound to see the small path leading from the caverns toward the river and the air is strong with a musky strong odor that a character recognizes as bear-like with a DC 13 Knowledge (nature). If they examine the area for tracks, it should be clear with a DC 10 Survival or Search check that one or more large animals seem to be using the caverns regularly. They even find some light brown feathers and bits of fur around the trail. If they succeed at a DC 14 (or 13 at APL 6) Survival check and have the Track feat they recognize the animal as a bear-like creature which considering the age of the youngest tracks is very likely to lair in the caverns. A DC 15 Knowledge (arcane) check is required to remember that feathers and bear tracks at the same

place hints at the presence of owlbears, vicious bear-like creatures with a temper and aggressiveness that would make a barbarian proud.

If they point these things out to Aragheen, he assumes that these are all clever decoys placed by the enemy scouts. If the PCs press their point, he states that the academy would never send them off into the caves of a dangerous wild animal without any warning, and the map does point this to be the place. Any PC asking to reexamine the map can only agree with that fact. So Aragheen still orders somebody, once again preferably Cyrrbran, to enter the caverns and scout the place. He does allow the PCs to make any special preparations.

Creatures: As the tracks indicated, the cave is the home of one or two owlbears. The beasts look like a cross between a brown bear and an owl, with a light brown coat (consisting of both feathers and fur) and ivory white beaks. All they want is to be left alone. They are tired, and not particularly hungry.

If a PC is the scout, ask that PC to make a Move Silently check apposed by the owlbears Listen check. Since the owlbears are asleep, they have a -10 penalty on the check. Since they take 10, their result is 8 on APL 2 and 4 and 10 on APL 6 If one of the owlbears beats the Move Silently check, it rises the next round and storm out the cavern loudly screeching in anger. If the PC managed to approach the cavern, allow that PC at the entrance of the cave to make a DC 10 Listen check to hear the owlbears growling and moving in their sleep. The sleeping area cannot be seen from the entrance, and to actually see the bears one need to enter the cave. Due to the strong sense of smell of the owlbears, they immediately awaken when somebody enters the cave. They growl a loud warning, giving the PCs one round to leave before rising and charging out, viciously attacking everything within sight of the cavern. Roll initiative as normal, but give the PCs one round before the owlbear is going to act.

If Cyrrbran is the scout, he safely reaches the cavern mouth and enters it. If a *message* spell is running, he can discuss his option, pointing out he does hear something in the cavern, but that he has no idea what he hears. A few seconds after having disappeared in the cavern, they hear a loud screech coming from the cavern followed by a shout of alarm clearly recognizable as coming from Cyrrbran. Seconds later, Cyrrbran rushes out of the cavern with an owlbear on his heels. On his way down the slope he trips and is overrun by the owlbear. Unless the PCs act quickly, Cyrrbran is dead. A good tactic to save Cyrrbran for example would be to cast *web* at the cavern's entrance or rushing forward taunting the beast loudly. In any event, there is no surprise round, roll

initiative as normal and start the fight with Cyrrbran 10 feet away from the entrance and the owlbear directly in the entrance.

Terrain: DM's Aid 3 contains the map of the cavern and surrounding area. The slope towards the caverns is steep, and moving up costs double movement. Characters running or charging down the slope need to make a DC 10 Balance check. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail this check by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

As indicated on the map, parts of the slope are overgrown with light undergrowth. Movement is doubled in light undergrowth, it provides concealment and increases the DC of Tumble and Move Silently checks by (an additional) 2.

APL 2 (EL 4)

🐾 **Owlbear (1):** hp 52; See *Monster Manual* page 206 and *Appendix One*.

APL 4 (EL 6)

🐾 **Owlbears (2):** hp 52 each; See *Monster Manual* page 206 and *Appendix Two*.

APL 6 (EL 8)

🐾 **Owlbear, advanced 9 HD (2):** hp 110 each; See *Appendix Three*.

Tactics: Owlbears are slightly more vicious, but certainly not more intelligent than a typical bear. Their goal is to chase away the PCs from the immediate surroundings of their lair so they return to sleep. They are easy to provoke, and they attack whatever is in front of them and makes the most noise. Remember, they do not want to capture prey for food, and they will not use their Improved Grab ability in the hope that heavily wounded opponents flee instead of making their life more difficult.

The goal of the encounter is not to kill the PCs, though Cyrrbran is fair game. Be especially careful at APL 2 where a first level character can easily be killed in 1 round by these beasts. Do not attack characters that are down, or who are obviously running away. Use the NPC present to point out that they attack the loudest screaming opponent by trying to lure them away from any heavily wounded characters by shouting at the beasts. Also use the NPCs to suggest just fleeing if the PCs do not consider doing so themselves.

Treasure: None.

Development: After the PCs have dealt with the owlbears, they probably want to return to the academy.

The map is clearly incorrect, and without it there is no way that they can find the camp of the 'enemy' scouts. They are certainly free to spend some time searching the area, but to no avail. If one of their comrades died, or some are seriously hurt with no healing available, Aragheen actually orders to return to the academy. If somebody died, the NPCs are downcast and depressed, grumbling about Aragheen's leadership (out of earshot). Aragheen on the other hand is furious about the error on the map, blaming whoever gave it to him.

When the PCs return, any wounded and dead are immediately brought to the hospital to be treated by Yartosh and his aides. Any remaining characters are debriefed at the mess hall. An official enquiry is started, and within mere hours the PCs learn that somebody switched the map with a copy that was used by a group of Burrowers to inform the academy about the presence of an owlbear lair. There is no solid proof who made the switch, but rumors blame the resident halfling practical joker, Private Denam, who truthfully denies everything.

Besides Denam there are only very few people who could switch the maps. Lieutenant Fenka, Lieutenant Gwynbhe and Lieutenant Lorana are the only ones. A DC 15 Gather Information check reveals that one of the guards saw Gwynbhe working on the maps the day before. If confronted, she truthfully claims that she had been making notes based on reports she got from the local Burrowers. She denies having made the switch, which is a lie. A DC 12 Sense Motive check warns the PCs that is rather nervous, and might be lying. There is no hard evidence though.

Things quickly settle down into daily routine though, allowing the PCs to proceed with their investigation (see part 2, 3, 4, 7 and perhaps 8).

PART 7: TO BLOW OFF SOME STEAM

Silverweed is not particularly important for the scenario, though you could place any clandestine meeting detailed in Part 3 or 9 in town. The alehouse is also an excellent place for the generic rumor described in Part 3. If you are running the adventure in a time sensitive location, just summarize the details of the village in a few sentences and do not spend any time on sneaking out and in the academy or detailing the visit to the local tavern. If you have the time you can use the village in more detail as described in Appendix 5.

The villagers do not have any proof on Wastrian presence, though they can form the start of the encounter described in Part 8 below. When the PCs contact Jananna, the local brewer, about the ale he

supposedly delivers to the army, she genuinely acts surprised. She did deliver a couple of barrels some weeks ago, but apparently army regulations forbid buying supplies from the locals. When told about the Silverweed marks on the barrels of ale at the Academy, she becomes a bit agitated. She immediately wants to press charges. Nobody is going to present inferior products as hers! The PCs should have no problem convincing her otherwise if they make it clear they are working on the case and that she has to be patient or risk disrupting their case. She can always wait, can't she?

PART 8: RAIDERS' CAMP

Note: When running the game in a time sensitive environment, you need to choose between this encounter and the encounter described in Part 6. Otherwise you are free to use both encounters, though the PCs do not gain any additional experience. More information can be found at the beginning of Part 6.

The encounter starts during a visit of Silverweed. One of the citizens, a gnome by the name of Therrek Dingle, approaches the PCs with the news that he spotted a couple of tough looking humans in the hills nearby. The humans were acting rather strange, and it was trying to avoid detection. They noticed Therrek, and immediately attacked him, but he managed to flee, then he circled back and trailed the raiders to their camp. The raiders did not appear to be particularly skilled, or deadly afraid of their leader, because they never mentioned the incident to him. The leader was definitely advised by a follower of Wastri, though apparently the rest followed her advice more out of fear than any religious fervor. There were about 6 raiders, and the camp did not look like there were many more still out in the hills. Therrek had to leave soon after or risk revealing his presence. He went back to the village as soon as possible to find a patrol of the Burrowers, but virtually all members are on patrol and Therrek fears the raiders are gone by the time they return, so he is looking for some aide and since the PCs are members of the Sunndi Military they appear to be perfect. Therrek cannot offer them any reward, and he does not even consider it, since it clearly is the PCs duty to aid him.

Since Therrek is speaking the truth any skills and magic says so as well. If they ask the local officer of the Burrowers (Captain Karuk), he confirms Therrek's story and he does agree with his assessment of the situation. He just laughs when the PCs ask for permission since he finds the idea that they need any rather silly, but if they insist he happily gives it (even on paper). Asking the academy for permission is stupid, and they should realize that they never get permission for some real action. What

is more, if the raiders are indeed part of the Wastrians then doing so is going to alert the Wastrian infiltrators and through them the raiders. Chances are that any assault is going to fail, which is indeed correct.

If the PCs accept, Therrek offers to be their guide and to make a rough sketch of the camp. Make a quick sketch of the camp based on DM's Aid 4. Quickly ascertain how the PCs get to the camp, which is roughly 4 hours walking from the village and a similar amount of time from the Academy, and then assume they reached the place. Give them some time to discuss tactics or scout ahead.

At daytime the raiders have placed a guard, one of the regular raiders, on top of the rock right next to camp. The guard can roughly oversee the whole map, and as soon as the PCs get on it, roll an opposed Hide check vs. the Spot of the guard. Disabling the guard without raising suspicion of the raiders below in the camp requires a Move Silently check vs. the Listen checks of those at the camp. Unless the PCs assault the camp within a couple of rounds, the raiders do note any missing guard and the alarm is sounded. PCs approaching the camp silently should roll a Move Silently vs. the Listen skills of those in the camp. Note that these are rather distracted and have a -5 circumstance penalty on any Listen and/or Spot check they make. During daytime, the raiders are all awake and armed, though none of those present has any buffing spells running.

At night, two guards circle around the camp. Since they are humans, they cannot see that far, and you should use Move Silently opposed by the Listen checks of the guards. Those in the camp are asleep, but those in light armor do sleep in it. Position the raiders in such a way, that the leader Enstrenn and the wizard Maranna sleep in the middle of the camp. Once again, use the PCs' Move Silently skill vs. the raiders' Listen skill, but in case of sleeping creatures do not forget to apply a -10 penalty.

Note: Assume for simplicity sake that at the very least the raiders always "take 10" on their Listen and Spot checks, and that the PCs can do the same. Also do not forget to apply the -1 penalty on the detecting skill checks per 10 feet distance between the sneaker and observer.

Terrain: The raiders have selected a sinkhole as their campsite, which provides them ample cover from the surrounding area. The downside is of course, that they cannot see far either. The region is mostly covered in light undergrowth, except for the sinkhole itself, which hardly contains any plant-life at all. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment (20% miss chance). Undergrowth increases the DC of Tumble and Move

Silently checks by 2 because the leaves and branches get in the way. The slope into the sinkhole is not particularly steep, and while there is no undergrowth loose rocks do give a -2 penalty on Move Silently checks. Due to these loose rocks anybody who is charging down also need to make a DC 10 Balance check or fall prone.

Creatures: The raiders at the camp are ex-convicts who escaped from the Calling Mines fairly recently (see *TSS4-04 Crossfire*). They hate Ahlissan soldiers, and fear the authorities and their survival in the region is dependent on their relation with the Wastrians. They are tough, and mean spirited and hell bent on survival, but they are disciplined as well. Their leader Enstrenn is a charismatic strong-looking Oeridian male who is a very able leader. He is not religious, but he clearly is not the type for an honest job, more of a mercenary of bandit. Marana, the wizard, is a faithful servant of Wastri and she is greatly feared by the ordinary raiders.

This is the same band as used in Part 9B, though there are 3 more members, who remain behind in that encounter to watch the camp (for more information see Part 9B). Since this encounter on its own should provide enough evidence to make an arrest, using Encounter 9B is not needed so the fact that they are disposed of in this encounter is no problem.

Note that the EL has been lowered to take into account the fact that the PCs can prepare themselves for the fight, and that the NPCs on the other hand are very likely to be surprised. The terrain is also in the PCs' favor.

APL 2 (EL 4)

♣ **Enstrenn:** Male human (Oeridian) Ftr1/Marshal1; hp 18; see *Appendix One*.

♣ **Raiders (5):** Male human Rgr1; hp 9; see *Appendix One*.

♣ **Marana:** Female human (Suel) Wiz1; hp 6; see *Appendix One*.

APL 4 (EL 6)

♣ **Enstrenn:** Male human (Oeridian) Ftr2/Marshal1; hp 26; see *Appendix Two*.

♣ **Raiders (5):** Male human Rgr2; hp 15; see *Appendix Two*.

♣ **Marana:** Female human (Suel) Wiz2; hp 11; see *Appendix Two*.

APL 6 (EL 8)

♣ **Enstrenn:** Male human (Oeridian) Ftr3/Marshal2; hp 41; see *Appendix Three*.

♣ **Raiders (5):** Male human Rgr4; hp 27; see *Appendix Three*.

☛ **Marana:** Female human (Suel) Wiz4; hp 19; see *Appendix Three*.

Tactics: The first reaction of the raiders in an ambush is to fight, but they are not particular brave. As soon as it looks like they are outmatched, they try to flee if possible or surrender when not. The raiders are willing to give their life for Enstrenn to flee, but they do not share this sentiment for Marana and they gladly sacrifice her. As a true leader Enstrenn is more than willing to use this to his advantage. The fight might be relatively easy, and quick, but that is no problem. Give the PCs their shining moment.

Treasure: Looting the raiders:

APL 2: Loot – 469 gp, Coin – 10 gp, Magic – *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot – 507 gp, Coin – 10 gp, Magic – *cloak of resistance* +1 (83 gp), 5 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance* +1 (83 gp).

APL 6: Loot – 282 gp, Coin – 10 gp, Magic – +1 *breastplate* (113 gp), *cloak of resistance* +1 (83 gp), +1 *heavy wooden shield* (96 gp), 5 +1 *mighty composite longbows* {str +2} (217 gp each), 5 *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *scroll of web* (13 gp), *vest of resistance* +1 (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Detect Magic Results: +1 *breastplate* (faint abjuration), *cloak of resistance* +1 (faint abjuration), +1 *heavy wooden shield* (faint abjuration), +1 *mighty composite longbow* {str +2} (faint evocation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *potion of invisibility* (faint illusion), *scroll of comprehend languages* (faint divination), *scroll of haste* (faint transmutation), *scroll of magic weapon* (faint transmutation), *scroll of obscuring mist* (faint conjuration), *scroll of web* (faint conjuration), *vest of resistance* +1 (faint abjuration) *wand of enlarge person* (faint transmutation).

Development: Once the raiders have been defeated, the PCs are free to search the camp and/or question any imprisoned raiders. If the PCs succeed at a DC 20 Search check they find a set of documents. The documents contain detailed orders on how to remain out sight from

Burrower patrols and clearly prove somebody with intimate knowledge on those patrols leaked information. If the PCs have comparison material the handwriting can be recognized as Gwynbhe's if they succeed at a DC 12 Forgery check. There is also an angry letter about the Wastrians paying more than enough for them to keep away from the locals and that if they are bored they really should think of something else to do. The angry letter is signed by K. and contains her arcane mark. She was forced to use these by Enstrenn and she was not particularly happy about it.

The raiders are not very talkative at first, but a DC 20 Diplomacy or a DC [10 + ½ x HD prisoner + wisdom modifier prisoner] Intimidate check changes this. The only two that know anything worthwhile are Enstrenn and Marana, though the raiders have seen Gwynbhe several times. Of the two, Marana only talks under magical compulsion or torture. Both are fully aware that Lieutenant Gwynbhe is on their side, though they have no idea why. Enstrenn wonders whether Gwynbhe is the one manipulating the Wastrians for her own ends or that it is the other way round, Marana knows that Gwynbhe is the one being fooled. Both also know that Fenka is on their side since they have helped her in the past and she is the one providing her with all information on the camp. Marana knows and Enstrenn suspects there are more Wastrians at the Academy, but neither knows who exactly or how many. Marana knows that there is at least one more, the leader. Enstrenn is definitely willing to testify in any trial, especially in return for a lower punishment. Marana refuses to do so, even under threat of death. Note that Marana is going to be furious when she learns that Enstrenn kept evidence lying around. Though there is likely little she can do about it.

It is fairly important to note down what the PCs are doing with both the information they found in the camp, any prisoners they might have made and whether or not some of the raiders escaped alive. The Wastrians assume incorrectly that the raiders destroyed any damning evidence, so the fact that the camp got destroyed is no real cause of concern as long as it looks like the Burrowers are responsible and everybody in it was killed. Any escaped raiders flee the region and pose no threat to the cover of the PCs. Also note that unless Marana escaped, the Wastrians are not likely to learn about the raiders' destruction before it is too late.

If the PCs actually reveal that they were responsible (which they definitely do if they hand over any living prisoners to the army as opposed to the Burrowers), the Wastrians become concerned and start keeping a close eye on the PCs (they come under close scrutiny). It is after all not exactly the duty of trainees to deal with local

problems. So the PCs are either trying to making a name for them selves or there is something more going on. In any case, the leadership of the camp scolds them for their pride and irresponsibility. They are not punished though and the villagers of Silverweed and the Burrowers do show them gratitude.

If the PCs delivered any living prisoners (or corpses – which can be witnesses in D&D) to the Burrowers there is no problem. These are secured for use in any future trial against the Wastrians in the Academy. The problems rise when the PCs deliver them to the military in the Academy. Allow the PCs a DC 10 Intelligence check to realize how stupid it would be to deliver the raiders to the soldiers in the Academy. They might consider using them to lure the Wastrians into assassinating the prisoners, but point out that since the Wastrians are high ranking officers, it would be a much safer bet for them to arrange the death on the prison transport without revealing their own hand. In any event, the Wastrians ignore the corpses, realizing that these are only useful witnesses when clerics know what they are looking for due to the limited nature of *Speak with Dead*. Any living prisoner does pose a real threat, and is going to end up dead. The Wastrians place them on transport to Pitchfield within two days for trial and arrange for them to be “freed” by fellow raiders on the way. If the PCs inform Daergon though before that time, the Burrowers manage to intervene, preventing their death. In that case Daergon does scold them for delivering the prisoners to the Academy instead of the Burrowers.

Troubleshooting: Two possible results of this encounter might cause some grief to the PCs. The first, and most likely, is that the PCs return much too late and perhaps heavily wounded at the academy. The PCs are expected to return before midnight of the same day that they paid Silverweed a visit. When they return later they are thrown in the brig for the night and face disciplinary actions in the morning. It is going to be toilet duty for the rest of their stay for them and no kind of excuse is going to get them out of it. Worse is going to be the fact that they are not allowed leave the next time, possible extending their stay at the camp or making things difficult for Daergon.

The second is when Marana escaped alive and somehow knows the PCs suspect the Wastrian infiltration in the Academy. Note that she is not aware Enstrenn kept evidence around in the camp, but she is fully aware that Enstrenn is probably going to talk under pressure. She is going to warn the Wastrians at the Academy, and they are going to undertake some action when they suspect Enstrenn survived the ordeal. In that case the PCs are going to be arrested for some trumped

up charges, and Fenka tries to find out in person what they know. Use Bluff checks opposed by her Sense Motive skill to see whether the PCs can convince her they do not know much, giving any appropriate modifiers for good role-playing and/or good arguments. If they can convince her of that, she flees, leaving behind evidence she was working on her own, and the PCs are released. Since the other Wastrians remain behind, the PCs have ample opportunity to salvage the situation. Proceed as normal with Part 9, Fenka is going to be present since she is hiding in the secret corridors and joins the rest on the flight.

On the other hand, if they cannot convince Fenka that their knowledge is only very limited, or worse, threaten her with their knowledge, then the PCs are shipped off to Pitchfield. Here they are quickly released, but the adventure is over. See the Conclusion for what happens.

Important Note: It is a distinct possibility that the PCs find evidence of the presence of this group. If that is the case, they are likely to report the presence of this group to Daergon. After all, the group might contain valuable witnesses and proof about the guilt of some of the Wastrians. If you are not going to use this encounter, and they are not caught by the Wastrians (see part 9A and 9B), then you can have the Burrowers find the group (or at least their camp if you are not entirely sure about what end the scenario is going to have) assuming they have Gwynbhe's report (see Part 4). With the evidence found they can then provide additional proof against Kelena and Gwynbhe (including the fact that the tips found on the report in Gwynbhe's quarters have all been taken to heart). If this is done before the end, the Burrowers can deliver this additional information to the PCs even going so far as to arrange for a questioning session with the PCs present. Just make sure that the players realize that THEY were responsible for their capture. We don't want the players to rely too much on NPCs.

PART 9A: CULPRITS CAPTURED

At some point the PCs either have gathered enough evidence for a case (or at least for the Jade Mask to make a case) or they have arisen so much suspicion that the Wastrians decide to intervene. In the first case proceed with this part. In the second proceed with part 9B below.

When the PCs have enough evidence, or think they have, their first action should be to alert their employer, Daergon. Doing so should not be too difficult, since they are contacted by a *sending* spell once every two days. The

spell allows the PCs to send a message back consisting of 25 words. The exact wording is unimportant, as soon as the PCs let Daergon know they have enough for a case, Daergon arranges a meeting in Silverweed, select Godsdays so that the PCs do not have to sneak out to explain a visit to the place. There he contacts them in the same way as in the Introduction: using a *message* spell to contact them in a very busy tavern. During this meeting, he wants a full report and he provides the PCs with a spot to hide any physical evidence for him to collect. You can act this out in detail, or when pressed for time, assume that the PCs give a satisfactory report without any role-playing.

If you think the PCs do not have enough to go on, send them back to collect more evidence after a bit of scolding by Daergon. Use your judgment, and take the time into account as well. When the PCs later think that they have enough evidence, Daergon arranges another meeting as described above. If they do have enough evidence, send the PCs back as well, informing them that action is going to be undertaken very soon and that they are contacted for further orders at that time. After all, if they suddenly disappear that is certainly going to draw a lot of unwanted attention and it might alert the culprits.

Once back at the camp, the PCs learn that Daergon is not one to sit back and take things at leisure speed. The very next day, early in the morning, the PCs receive the following sending:

“Army raids academy tomorrow night. Orders to stay out of fray. Ignore them. Position yourself at far emergency exit, stop fleeing Wastrians, alive if possible.”

Immediately followed by a second sending:

“Deliver prisoners to the Burrowers who arrive same night. Do NOT deliver them to army. They might try to silence the affair!”

Daergon did inform the military leaders, suggesting using the Burrowers to make the arrest since chances would be lower that the Wastrians would be alerted. His suggestions were promptly ignored, because the military leaders do not want to involve outsiders both out of a sense of misplaced pride and because of a fear of an actual battle. So the army leaders decided that a small elite team of soldiers should do the trick. Daergon rightfully assumes that the Wastrians are not stupid enough to let themselves being arrested and flee through the emergency exit. Due to the haste the army is making, that path cannot be blocked, and Daergon even suspects

the army might do so on purpose. After all, when there are no arrests, there is also no embarrassing public trial.

In any event, allow the PCs to make preparations then fast forward to the beginning of the night. The PCs might decide to wait for the fleeing Wastrians inside the Academy, but that is a bad idea. Remind them about the implications of the second sending and that inside the Academy the suspects, who are all higher ranked, can simply order the PCs fellow soldiers to aid them. It is assumed the PCs are smart enough to arrest the Wastrians at the emergency exit. The emergency exit is at the back of the hill, and similarly protected to the closer emergency exit marked on the map as #O9. For the better part it winds its way along the river and is unusable during rains. The PCs can lay an ambush along the path, in which case you should a natural cavern as the basis for the battlefield, or outside. Outside is a typical Hollow Highland region with thorny bushes, a lot of rocks and scree with a few open regions.

Creatures: The PCs are going to face the 4 Wastrian officers who were all forced to flee due. Of course, if the PCs have not accused all 4, or did not have any real evidence, those that have not been accused are not among the group.

APL 2 (EL 4)

♣ **Captain Hortann:** Male human Ftr1/Marshal1; hp 18; see *Appendix One*.

♣ **Lieutenant Fenka:** Female human Rog1; hp 7; see *Appendix One*.

♣ **Lieutenant Gwynbie:** Female grey elf Rgr1; hp 9; see *Appendix One*.

♣ **Lieutenant Kelena:** Female human Wiz1; hp 6; see *Appendix One*.

APL 4 (EL 6)

♣ **Captain Hortann:** Male human Ftr2/Marshal1; hp 26; see *Appendix Two*.

♣ **Lieutenant Fenka:** Female human Rog1/Ftr1; hp 14; see *Appendix Two*.

♣ **Lieutenant Gwynbie:** Female grey elf Rgr2; hp 15; see *Appendix Two*.

♣ **Lieutenant Kelena:** Female human Wiz2; hp 11; see *Appendix Two*.

APL 6 (EL 8)

♣ **Captain Hortann:** Male human Ftr3/Marshal2; hp 41; see *Appendix Three*.

♣ **Lieutenant Fenka:** Female human Rog2/Ftr2; hp 30; see *Appendix Three*.

♣ **Lieutenant Gwynbie:** Female grey elf Rgr4; hp 27; see *Appendix Three*.

☛ **Lieutenant Kelena:** Female human Wiz4; hp 19; see *Appendix Three*.

Tactics: The four are all alert and ready for danger. Any spells with a duration of 10 minutes per level or longer have been pre-cast. Since it is difficult to predict what the PCs do, these have not been taken into account in the stats. Also remember Hortann's marshal auras, which work as long as Hortann can speak and be heard. If the PCs have prepared an ambush, roll the needed opposed Move Silently, Listen and Hide, Spot checks. Remember though that it is night, and the battle might take place below ground. None of the NPCs has darkvision, and only Gwynbheie as low-light vision.

While neither of the four are cowards, their goal is to escape alive. They will not put up a real fight, and they try to flee at the first opportunity. Fenka is the only one who might surrender, if the PCs promise leniency and when they remind her of the brutal murder of Pardrenn. The others fully realize that they have nothing to lose and they either try to flee or fight to the death.

Treasure:

Looting the Wastrians:

APL 2: Loot – 242 gp, Coin – 10 gp, Magic – *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot – 258 gp, Coin – 10 gp, Magic – *cloak of resistance* +1 (83 gp), +1 *chain shirt* (104 gp), 2 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance* +1 (83 gp).

APL 6: Loot – 243 gp, Coin – 10 gp, Magic – +1 *breastplate* (113 gp), *cloak of resistance* +1 (83 gp), 2 *elixirs of sneaking* (21 gp each), +1 *heavy wooden shield* (96 gp), +1 *mighty composite longbows* {str +1} (209 gp), *potion of cat's grace* (25 gp), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *scroll of web* (13 gp), *vest of resistance* +1 (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Detect Magic Results: +1 *breastplate* (faint abjuration), *cloak of resistance* +1 (faint abjuration), *elixir of sneaking* (faint illusion), +1 *heavy wooden shield* (faint abjuration), +1 *mighty composite longbow* {str +1} (faint evocation), *potion of cat's grace* (faint transmutation), *potion of cure light wounds* (faint conjuration), *potion of*

cure moderate wounds (faint conjuration), *potion of invisibility* (faint illusion), *scroll of comprehend languages* (faint divination), *scroll of haste* (faint transmutation), *scroll of magic weapon* (faint transmutation), *scroll of obscuring mist* (faint conjuration), *scroll of web* (faint conjuration), *vest of resistance* +1 (faint abjuration) *wand of enlarge person* (faint transmutation).

Development: With the arrest, or death of the Wastrians the adventure is essentially over for the PCs. They have to deliver the prisoners to either the Burrowers, who arrive later that evening on the scene, or to the army. While the choice has an impact on Sunndi, it has little impact on the PCs for the moment. If any of the Wastrians escaped during the fight, the PCs can opt to track that character down using the standard Track rules as described in the *Players Handbook*. Note that the Wastrians are bright enough to split up, and those well-versed in wilderness survival do hide their tracks. Remember that it is night and that the average ground of the Hollow Highlands is hard. Assume that any Wastrian the PCs have not caught before the end of the night has escaped. Catching up with one Wastrian takes roughly 4 hours. If all four escape, the PCs at least have the satisfaction of knowing that they disrupted a plot of the archenemies of Sunndi.

PART 9B: SMOKED OUT

There is a distinct chance that the PCs alert the Wastrians by their curiosity, in which case the Wastrians are going to put things into motion to get rid of those meddlesome trainees. The events described in Part 6 might be one of such actions (especially when you have not yet used it), but if that did not help (or was just an event engineered to ferment trouble) then more drastic measures are taken. They contact a group of local ruffians in their employ, and arrange for the PCs to make a trip to Silverweed. The local ruffians ambush the PCs on the way.

You could also use this encounter when running out of time, but only do so when the PCs hardly have any evidence, otherwise it is much better to nudge the PCs into contacting Daergon and using Part 9A instead. Using this encounter as a conclusion to the scenario might be rather frustrating to the players, and should be reserved for those groups that have acted stupidly or have not even tried to find anything in three hours of gaming.

In any event, once you have decided to use this encounter (as opposed to for example the encounter described in Part 8), the PCs' squad is asked to go to Silverweed and to collect some items for sergeant Chimak. On their way to the hamlet, they are ambushed. Allow the PCs to make a Spot check against the Raider's

Hide skill. Assume they “took 10”, and do not forget Enstrenn’s aura that motivates Dexterity based skills (and he did so when the raiders hid and not while the PCs are passing along). The ruffians start about 30 feet from the road. Enstrenn and Marana are hiding completely behind a rock, and only spring into action once the Raiders signal them to do so.

Adjust the situation, if the tactics of the PCs make it necessary.

Terrain: The trail from Darkwater Academy to Silverweed follows the Darkwater River that originates at the Academy. With 15 feet width the trail is big enough for wagons, and at regular distances there are spots for wagons to pass one another. The trail mostly sticks to the high ground to limit damages during (flash) floods which plague the Hollow Highlands at least a couple of times per year during thunderstorms or the wet season. The ruffians ambush the PCs at an area with on one side a steep slope downwards to the river and on the other a boulder strewn slope upwards – the result of a mudslide some time in the past.

The steep slope down to the river is not steep enough to require Climb checks, but moving upwards does cost double while running or charging down requires a DC 12 Balance check to prevent falling prone. A character bull rushes in the region also needs to make a DC 12 Balance check to prevent falling prone and rolling down 1d4x5 feet, possibly ending up in the river 20 feet down. At this time of the year the river’s water level is low and it flows calmly. Medium sized characters do not need to make Swim check, but small sized characters need to make DC 10 Swim checks to get out of the water.

The upper slope provides ample of opportunities to hide. It is not steep enough to incur movement penalties, and it is also solid and level enough to prevent any other problems. There are a lot of larger rocks though that the (N)PCs either need to climb or walk around. Hiding behind these rocks provides cover, and the ruffians use this region to their advantage.

Creatures: A group of local ruffians, lead by a charismatic leader well-versed in battle-tactics, have prepared an ambush. The ruffians are all convicts who recently escaped from the Calling Mines in the northern parts of the Hollow Highlands. They are not Wastrians, and they are in it mostly for the money. A Wastrian, Marana, advises the leader, and the whole group, including the leader, fears her.

APL 2 (EL 4)

☛ **Enstrenn:** Male human (Oeridian) Ftr1/Marshal1; hp 18; see *Appendix One*.

☛ **Raiders (2):** Male human Rgr1; hp 9; see *Appendix One*.

☛ **Marana:** Female human (Suel) Wiz1; hp 6; see *Appendix One*.

APL 4 (EL 6)

☛ **Enstrenn:** Male human (Oeridian) Ftr2/Marshal1; hp 26; see *Appendix Two*.

☛ **Raiders (2):** Male human Rgr2; hp 15; see *Appendix Two*.

☛ **Marana:** Female human (Suel) Wiz2; hp 11; see *Appendix Two*.

APL 6 (EL 8)

☛ **Enstrenn:** Male human (Oeridian) Ftr3/Marshal2; hp 41; see *Appendix Three*.

☛ **Raiders (2):** Male human Rgr4; hp 27; see *Appendix Three*.

☛ **Marana:** Female human (Suel) Wiz4; hp 19; see *Appendix Three*.

Tactics: While the group itself is not composed of Wastri Cultists, one of their leaders is. As long as Marana is alive, she directs the ruffians to assault non-humans in preference to humans. She despises half-breeds in particular. The ruffians do not follow her directions at all cost though and they do attack others when it is more prudent to do so. Marana, on the other might, actually risk death to kill such a half-breed, especially if it is clear that they are going to lose the fight, and she has a reasonable chance of succeeding. For example, she is not going to trigger attacks of opportunity from big burly fighters to coup-de-grace somebody.

The ruffians are hiding among the rocks, using these for cover while using ranged attacks against the PCs. Only when the PCs close with them, or take cover behind some rocks, do they draw their melee weapons and close in for a fight. They are in a hurry, since the road is too well-traveled and they cannot permit for witnesses to arrive on the scene.

None of the ruffians fight to the death and if both Enstrenn and Marana have died or are incapacitated, they try to flee at the first opportunity. If doing so is too risky, they surrender, especially if the PCs have been using non-lethal damage during the fight. Marana and Enstrenn flee if both raiders are killed or when at 75% of their hit points. Enstrenn might surrender, but if Marana is not in a position to flee she fights to the death. She knows that surrender spells certain doom anyway.

Since the PCs are traveling with their squad, there are also some NPCs present on their side. The ruffians focus on the PCs, and the NPCs prove to be rather

ineffective. Use the scene once again to show the inaptness of corporal Aragheen. The rest just dives for cover, only coming into action at the behest of the PCs or when attacked. Their presence has been taken into account, since it does offset the increase in EL due to the ambush situation.

Treasure:

Looting the Wastrians:

APL 2: Loot – 261 gp, Coin – 10 gp, Magic – *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot – 224 gp, Coin – 10 gp, Magic – *cloak of resistance* +1 (83 gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance* +1 (83 gp).

APL 6: Loot – 149 gp, Coin – 10 gp, Magic – +1 *breastplate* (113 gp), *cloak of resistance* +1 (83 gp), +1 *heavy wooden shield* (96 gp), 2 +1 *mighty composite longbows* {str +2} (217 gp each), 3 *potions of cure moderate wounds* (25 gp each), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *scroll of web* (13 gp), *vest of resistance* +1 (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Detect Magic Results: +1 *breastplate* (faint abjuration), *cloak of resistance* +1 (faint abjuration), +1 *heavy wooden shield* (faint abjuration), +1 *mighty composite longbow* {str +2} (faint evocation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *potion of invisibility* (faint illusion), *scroll of comprehend languages* (faint divination), *scroll of haste* (faint transmutation), *scroll of magic weapon* (faint transmutation), *scroll of obscuring mist* (faint conjuration), *scroll of web* (faint conjuration), *vest of resistance* +1 (faint abjuration) *wand of enlarge person* (faint transmutation).

Development: If the PCs defeat the raiders, and one of them has the Track feat, they can track the raiders back to their camp. Doing so requires a DC 19 Survival check. Another method to find the camp is to question any raider they have captured alive. A DC [10 + ½ x HD prisoner + wisdom modifier prisoner] Intimidate check gets them to reveal the location. By now all evidence is destroyed, and there is not much of importance to be found. There are two more raiders at the campsite.

Enstrenn, and any of the other raiders gladly uses their knowledge as a bargaining chip though. They know that they have been directed to ambush the PCs specifically, alerting the PCs to the fact that the Wastrians want them dead. Their presence is better than no evidence at all and together with what they already have it might be enough for a trial. More information on the raiders, their camp and what could happen with them if captured is described at the end of Part 8.

Even when the PCs do not mention the ambush to Daergon, he hears about it within a week. The only reason to prevent it would be to kill the NPC squad members, and then their death would alert Daergon. He soon recalls the PCs, quickly debriefing them and sending them home. He does not want their deaths on his hands if it can be avoided, and they are useless anyway when the Wastrians know about the reasons for their presence. Proceed with the Conclusion.

CONCLUSION

At its core, there are two ways for the PCs to end the scenario even though there are many possible variations on those two basic endings. If everything went according to plan, they disrupted the Wastrian plan to ferment trouble among the ranks. If they screwed up, the Wastrians are still in power at the Academy and things slowly keep going badly.

MISSION ACCOMPLISHED

The primary goal of the PCs was to find out what was going on at the Darkwater Academy and if possible to make an arrest of Wastrian infiltrators. If the PCs have collected such evidence, then the mission likely ends when the PCs try to arrest the Wastrians. It is certainly better if they capture all four cultists alive, it is not necessary for success. In fact, in the eyes of Daergon the PCs have been successful when they find the evidence. The possible loss of information is offset in a way by the difficulties an arrest and trial would impose on Sunndi. Such a trial definitely would be a blow to the trust of the average citizen in the Sunndian military.

In any event, if successful Daergon gladly pays the PCs the promised reward and they also earn his favor. He also asks the PCs to remain quiet on their mission for the moment, and to be ready to be called forward as witnesses during any possible trial or future investigation. If any of the Wastrians was captured alive, the PCs soon learn how these are put on trial, and most likely convicted for treason, a crime punishable by death. For now it remains unclear how the trials are going to be concluded.

In addition to a monetary reward, the PCs can also elect to finish their training at the Academy. Doing so costs an additional 2 TU, except for members of the Sunndi Military (including the Grey Scouts and Royal Warders, but excluding the Burrowers and Barakadar) or the PCs who joined these organizations directly after having played this scenario. For these the TU costs for training is included in the TU costs for being a member of said organizations. Any PC that finishes the course gains the Darkwater Skirmisher AR. Furthermore, the PCs gain a favor with Daergon.

Note that if one or more PCs acted like fools, and the group did succeed, you are free to assign the High Risk disfavor to those PCs despite their success. For more information see the "Mission Failed" section below.

Rewards:

Monetary reward from Daergon

APL 2: Loot – 0 gp; Coin – 150 gp; Magic – 0 gp.

APL 4: Loot – 0 gp; Coin – 200 gp; Magic – 0 gp.

APL 6: Loot – 0 gp; Coin – 250 gp; Magic – 0 gp.

☛ **Daergon's Favor:** This favor counts as a generic favor with the Jade Mask. It can also be spend to prevent capture in Ahlissa, though the wanted status remains, or to reduce punishment for a crime by one step. In Sunndi, it can be used to prevent punishment for any crime against the Noble's Laws, or change a punishment against the King's Laws into banishment. Finally it can be spend for one-time access to one of the following items: *circlet of persuasion, hat of disguise, ring of mind shielding, stone of alarm, sword of subtlety, or vest of escape.*

MISSION FAILED

There are two ways for the PCs to fail their mission. Either they fail to find enough evidence before the end of their course at the Academy without arousing any suspicions, or they where pulled out by Daergon after things become too dangerous. Unless the PCs failed because of sheer stupidity, Daergon pays them their fee as agreed upon, though he is clearly disappointed in the PCs. If they failed without getting into trouble, he laments them for taking too few risks, and if they failed because he had to pull them out of the Academy he is irritated about the fact that they took too much risk. If the PCs at least found some small bits and pieces, or at least some clear indications of guilt, he is somewhat thankful since he now has something to work on that might convince the Congress of Lords that something needs to be done. If they have nothing but speculations, he is even more disappointed. If they failed, the PCs do NOT get Daergon's favor.

What exactly constitutes as "sheer stupidity" is up to you, but spending the whole time in the brig or openly blabbering about what the PCs were doing at the Academy are two good examples. Simple ineptness does not count. Daergon is honest enough to realize that in that case he made the error as well. Note that if the PCs do not get their reward, they also gain Daergon's disfavor, which is noted down on the AR as the "High Risk" disfavor. Note that if one or more of the PCs were not part of these stupid acts, you are free not to give them this disfavor.

If the PCs failed in their mission, but where not pulled out of the Academy they still can finish their training. Ask each player whether they want to or not, noting that doing so costs an additional 2 TU except for PCs that are members of the Sunndi Military (including the Grey Scouts and Royal Warders, excluding the Burrowers and the Barakdar) or who join these organizations immediately after this scenario. These PCs gain the special "Darkwater Skirmisher" AR.

Rewards:

Monetary reward from Daergon

APL 2: Loot – 0 gp; Coin – 150 gp; Magic – 0 gp.

APL 4: Loot – 0 gp; Coin – 200 gp; Magic – 0 gp.

APL 6: Loot – 0 gp; Coin – 250 gp; Magic – 0 gp.

☛ **High Risk:** The PC is considered risky to hire, and will not be hired again by the Jade Mask until the PC has spent a favor with the Iron League or Jade Mask to better his reputation.

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, a gnome hailing from the Yatil Mountains visits each PC individually. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your task into the Hollow Highlands complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitching of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite

impressed by your actions. You must be one of the stalwarts spoken of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

CAMPAIGN CONSEQUENCES

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to poc@sunndi.org and madfox@planet.nl.

1. What was the composition of the party?
2. At what APL was this event run?
3. What evidence of Wastrian infiltration did the PCs find?
4. What was the fate of Captain Hortann?
5. What was the fate of Lieutenant Gwynbhe?
6. What was the fate of Lieutenant Fenka?
7. What was the fate of Lieutenant Kelena?

Of course, besides the answers to these questions, a short summary of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

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.

Part 1: Welcome to Hell

Taking part in the contest:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Part 6: Accidents Can Happen

Surviving the encounter with the owlbears (half xp when they never even confronted them):

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Part 8: Raiders' Camp

Defeating the raiders (note that the PCs can only get xp for this encounter or Encounter 6):

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Part 9A: Culprits Captured

Defeating the Wastrians:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Capturing two or more of the Wastrians alive:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP

OR:

Part 9b: Smoked Out

Defeating the Wastrians:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Story Award

Proving that the Wastrians have infiltrated the academy

APL 2	50 XP
APL 4	100 XP
APL 6	150 XP

Discretionary roleplaying award

APL 2	40 XP
APL 4	35 XP
APL 6	30 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

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

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

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

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

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

additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Part 8: Raiders' Camp

Looting the raiders:

APL 2: Loot: 469 gp; Coin: 10 gp; Magic: 58 gp – *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot: 507 gp; Coin: 10 gp; Magic: 244 gp – *cloak of resistance +1* (83 gp), 5 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance +1* (83 gp).

APL 6: Loot: 282 gp; Coin: 10 gp; Magic: 1696 gp – +1 *breastplate* (113 gp), *cloak of resistance +1* (83 gp), +1 *heavy wooden shield* (96 gp), 5 +1 *mighty composite longbows* {str +2} (217 gp each), 5 *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *scroll of web* (13 gp), *vest of resistance +1* (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Encounter 9A Culprits Captured:

Looting Wastrians

APL 2: Loot: 242 gp; Coin: 10 gp; Magic: 62 gp – *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot: 258 gp; Coin: 10 gp; Magic: 361 gp – *cloak of resistance +1* (83 gp), +1 *chain shirt* (104 gp), 2 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance +1* (83 gp).

APL 6: Loot: 243 gp; Coin: 10 gp; Magic: 841 gp – +1 *breastplate* (113 gp), *cloak of resistance +1* (83 gp), 2 *elixirs of sneaking* (21 gp each), +1 *heavy wooden shield* (96 gp), +1 *mighty composite longbows* {str +1} (209 gp), *potion of cat's grace* (25 gp), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of*

obscuring mist (2 gp each), *scroll of web* (13 gp), *vest of resistance +1* (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Encounter 9B Smoked Out:

Looting the Wastrians:

APL 2: Loot: 261 gp; Coin: 10 gp; Magic: 58 gp – *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each).

APL 4: Loot: 224 gp; Coin: 10 gp; Magic: 232 gp – *cloak of resistance +1* (83 gp), 2 *potions of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *vest of resistance +1* (83 gp).

APL 6: Loot: 149 gp; Coin: 10 gp; Magic: 903 gp – +1 *breastplate* (113 gp), *cloak of resistance +1* (83 gp), +1 *heavy wooden shield* (96 gp), 2 +1 *mighty composite longbows* {str +2} (217 gp each), 3 *potions of cure moderate wounds* (25 gp each), *potion of invisibility* (25 gp), *scroll of comprehend languages* (2 gp), *scroll of haste* (31 gp), *scroll of magic weapon* (2 gp), 2 *scrolls of obscuring mist* (2 gp each), *scroll of web* (13 gp), *vest of resistance +1* (83 gp), *wand of enlarge person* (30 charges, 38 gp).

Conclusion:

Reward money

APL 2: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp.

Total Possible Treasure

It is impossible to predict which encounters the PCs had, and which they hadn't. The maximum allowed treasure is:

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

Special

◆ **Gnome Vale Yellow Gemstone.** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

ITEMS FOR THE ADVENTURE RECORD

☛ **High Risk:** The PC is considered risky to hire, and will not be hired again by the Jade Mask until the PC has spent a favor with the Iron League or Jade Mask to better his reputation.

☛ **Spellbook I:** The spellbook contains the following arcane spells – *charm person*, *comprehend languages*, *friendly face* (RD), *mage armor*, *magic missile* and *sleep*.

☛ **Spellbook II:** The spellbook contains the following arcane spells – *color spray*, *lesser acid orb* (CA).

☛ **Spellbook III:** The spellbook contains the following arcane spells – *false life*, *glitterdust* and *scorching ray*.

☛ **Potential Wastrian Recruit:** The character, or a particular disguise of the character, is marked as a potential Wastrian recruit. This might be of use in future scenarios.

☛ **Daergon's Favor:** This favor counts as a generic favor with the Jade Mask. It can also be spend to prevent capture in Ahlissa, though the wanted status remains, or to reduce punishment for a crime by one step. In Sunndi it can be used to prevent punishment for any crime against the Noble's Laws, or change a punishment against the King's Laws into banishment. Finally it can be spend for one-time access to one of the following items: *circlet of persuasion*, *hat of disguise*, *ring of mind shielding*, *stone of alarm*, *sword of subtlety*, or *vest of escape*.

☛ **Gnome Vale Yellow Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

Different AR:

☛ **DARKWATER SKIRMISHERS:** Cost: 2 TU per year, unless the character is a member (or became one directly after having played this scenario) of any Sunndian military Meta-Organization (Grey Scouts, Royal Warders and the Sunndi Military) in which case it is assumed that this part of the regular TU cost for that Meta-Organization.

Benefits:

- The character has the right to wear the symbol of the Darkwater Skirmishers, a black circle with a silver river streaming out of it, on their clothing. This provides a +1 circumstance bonus on any social interaction with characters that recognize its significance. Soldiers in Sunndi's military recognize it automatically. Other NPCs recognize it on a DC 20 Knowledge (history) check. NPCs from any other region than Sunndi gain a -5 circumstance penalty on this check.
- Members of the Darkwater Skirmishers gain access to the following prestige classes: Combat Medic (HB), Dread Commando (HB), Tactical Soldier (MH) and War Weaver (HB).
- Members of the Darkwater Skirmishers gain access to the following feats: Guerilla Scout (HB) and Guerilla Warrior (HB).
- Members of the Darkwater Skirmishers gain access to the following spells: Aid, legion's (MH), Align Weapon, legion's (MH), Battlemagic Perception (HB), Divine Protection (MH), Incite (MH), Quick March (MH), Shield of Faith, legion's (MH).
- Members of the Darkwater Skirmishers gain regional access to the following items: mithral chain shirt, mithral chain mail (both of up to +1 enhancement), blessed bandage (HB), camouflage paint (HB), elixir of hiding (DMG), elixir of sneaking (DMG) and a portable foxhole (HB).

Item Access

APL 2:

- Spellbook I (Adventure; AR; 300 gp)
- APL 4 (all of APL 2 plus the following):
- Spellbook II (Adventure; AR; 100 gp)
 - *vest of resistance +1* (Adventure; CA; 1,000 gp)

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

- *elixir of sneaking* (Adventure; DMG; 250 gp)
- Spellbook III (Adventure; AR; 300 gp)
- *wand of enlarge person* (Adventure; DMG; 30 charges; 450 gp)

APPENDIX 1: APL 2

PART 1 WELCOME TO HELL

Squad Leader: Female halfling Rog2; CR 2; Small Humanoid (halfling); HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk +3 melee (1d4§, masterwork sap); Full Atk +3 melee (1d4§, masterwork sap); SA Sneak Attack: +1d6; SQ Evasion, trap finding; AL N; SV Fort +3, Ref +7, Will +0; Str 10, Dex 17, Con 14, Int 10, Wis 8, Cha 13.

Skills and Feats: Balance +10, Climb +7, Disable Device +5, Hide +12, Jump +4, Listen +5, Move Silently +10, Search +5, Spot +2, Tumble +8; Point Blank Shot.

Possessions: Masterwork sap, short sword, masterwork light crossbow, 20 bolts, masterwork studded leather, masterwork buckler, 2 *potions of cure light wounds*, 1 tanglefoot bag.

Squad Medic: Male human Clr2 (Pelor); CR 2; Medium Humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk -2 melee (1d6+1§, sap); Full Atk -2 melee (1d6+1§, sap); SA Spells, turn undead 2/day; SQ Spells, spontaneous curing; AL NG; SV Fort +5, Ref +0, Will +5; Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Healing +7, Knowledge (religion) +6, Spellcraft +6; Scribe Scroll, Skill Focus (concentration).

Languages spoken: Common, Elven.

Spells prepared (4/4; Base DC = 12 + spell level): 0 *create water, detect magic, mending, read magic*, 1st *bless, command, cure light wounds*, sanctuary*.

*Domain spell; *Domains:* Healing (+1 CL when casting a healing spell), Sun (1/day greater turning).

Possessions: Sap, masterwork morningstar, light crossbow, dagger, masterwork chain shirt, heavy wooden shield, 2 *scrolls of cure light wounds*, *scroll of obscuring fog*.

Soldiers (8): Male/Female human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1§, sap); Full Atk +2 melee (1d6+1§, sap); AL varies; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +0, Climb +5, Jump +5, Listen +2, Ride +4, Spot +2; Alertness, Weapon Focus (longsword).

Possessions: Sap, dagger, leather armor.

PART 6 ACCIDENTS CAN HAPPEN

Owlbear: CR 4; Large Magical Beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9/+9 melee (1d6+5, claw) and +4 melee (1d8+2, bite); Space/reach 10 ft./5 ft.; SA Improved grab; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +5; Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: None.

PART 8 AND 9B

Enstrenn: Male human (Oeridian) Ftr1/Marshal1; CR 2; Medium Humanoid (human); HD 1d8 plus 1d10+4; hp 18; Init +5 (+7); Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d8/x3, composite longbow); Full Atk +5 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d8/x3, composite longbow); SQ Minor aura (motivate dexterity); AL LN; SV Fort +6, Ref +1, Will +2; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +9, Intimidate +8, Knowledge (history) +2, Knowledge (the Splintered Suns) +2, Survival +4, Swim -7; Improved Initiative, Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +2 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, masterwork breastplate, masterwork heavy wooden shield, 2 tanglefoot bags, *potion of cure moderate wounds*, *potion of invisibility*.

Raiders (2 or 5): Male human Rgr1; CR 1; Medium Humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword) or +5 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +3 melee (1d8+2/19-20, longsword) or +5 ranged (1d8+2/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +2); SQ Wild empathy: +0; AL NE; SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +4, Knowledge (geography) +4, Knowledge (nature) +4, Listen +3, Move Silently +4, Search +5, Spot +3, Survival +5; Point Blank Shot, Track, Weapon Focus (longbow).

Possessions: Longsword, dagger, mighty masterwork composite longbow {str +2}, 20 arrows, chain shirt, buckler, 2 tanglefoot bags.

Marana: Female human (Suel) Wiz1; CR 1; Medium Humanoid (human); HD 1d4+2; hp 6; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +2, Ref +1, Will +3; Str 10, Dex 12, Con 14, Int 16, Wis 13, Cha 8.

Skills and Feats: Bluff +1, Concentration +6, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; Improved Initiative, Scribe Scroll.

Spells prepared (3/2; Base DC = 13 + spell level): 0-*detect magic, detect poison, message, 1st-magic missile, sleep.*

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, 2 *scrolls of obscuring mist, scroll of magic weapon, scroll of comprehend languages.*

PART 9A CULPRITS CAPTURED

Captain Hortann: Male human Ftr1/Marshal1; CR 2; Medium Humanoid (human); HD 1d8 plus 1d10+4; hp 18; Init +5 (+7); Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +2; Atk +4 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/x3, composite longbow); Full Atk +4 melee (1d8+1/19-20, masterwork longsword) or +2 ranged (1d8/x3, composite longbow); SQ Minor aura (motivate dexterity); AL LN; SV Fort +6, Ref +1, Will +2; Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +9, Intimidate +8, Knowledge (history) +2, Knowledge (religion) +2, Survival +4, Swim -7; Improved Initiative,

Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +2 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, masterwork breastplate, masterwork heavy wooden shield, 2 tanglefoot bags, *potion of cure moderate wounds, potion of invisibility.*

Lieutenant Fenka: Female human Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +0; Grp -1; Atk +0 melee (1d6-1/18-20, masterwork rapier) or +2 missile (1d8/19-20, light crossbow); Full Atk +0 melee (1d6-1/18-20, masterwork rapier) or +2 missile (1d8/19-20, light crossbow); SA Sneak attack: +1d6; SQ Trap finding; AL LN; SV Fort +1, Ref +4, Will +2; Str 8, Dex 14, Con 13, Int 15, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Bluff +6, Diplomacy +5, Disguise +5, Gather Information +5, Intimidate +3, Knowledge (The Splintered Sun) +4, Listen +4, Profession (merchant) +4, Profession (soldier) +2, Sense Motive +4, Spot +4, Tumble +5; Iron Will, Persuasive.

Languages spoken: Common, Elven and Old Oeridian.

Possessions: Masterwork rapier, dagger, light crossbow, 20 bolts, masterwork chain shirt, 2 tanglefoot bags, *potion of cure light wounds.*

Lieutenant Gwynbhi: Female grey elf Rgr1; CR 1; Medium Humanoid (elf); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +4 ranged (1d8+1/x3, masterwork mighty composite longbow); Full Atk +2 melee (1d8+1/19-20, longsword) or +4 ranged (1d8+1/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +2); SQ Low-light vision, immune to *sleep* effects, +2 bonus on saves vs. Enchantments, wild empathy: +0; AL NE; SV Fort +3, Ref +4, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +2, Diplomacy +2, Hide +2, Listen +5, Move Silently +2, Search +7, Spot +5, Survival +5; Point Blank Shot, Track.

Languages spoken: Common, Draconic, and Elven.

Possessions: Longsword, dagger, mighty masterwork composite longbow {str +1}, 20 arrows, chain shirt, buckler, 2 tanglefoot bags.

Lieutenant Kelena: Female human Wiz1; CR 1; Medium Humanoid (human); HD 1d4+2; hp 6; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +2, Ref +1, Will +3; Str 10, Dex 12, Con 14, Int 16, Wis 13, Cha 8.

Skills and Feats: Bluff +1, Concentration +6, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; Improved Initiative, Scribe Scroll.

Spells prepared (3/2; Base DC = 13 + spell level): 0-*detect magic, detect poison, message, 1st-magic missile, sleep.*

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, 2 *scrolls of obscuring mist, scroll of magic weapon, scroll of comprehend languages.*

APPENDIX 2: APL 4

PART 1 WELCOME TO HELL

Squad Leader: Female halfling Rog4; CR 4; Small Humanoid (halfling); HD 4d6+8; hp 26; Init +4; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +3; Grp -1; Atk +9 melee (1d4\$, masterwork sap); Full Atk +9 melee (1d4\$, masterwork sap); SA Sneak Attack: +2d6; SQ Evasion, trap finding, trap sense +1, uncanny dodge; AL N; SV fort +5, Ref +10, Will +2; Str 10, Dex 18, Con 14, Int 10, Wis 8, Cha 13.

Skills and Feats: Balance +12, Climb +8, Disable Device +7, Hide +14, Jump +3, Listen +5, Move Silently +12, Search +7, Spot +4, Tumble +10; Point Blank Shot, Weapon Finesse.

Possessions: Masterwork sap, short sword, masterwork light crossbow, 20 bolts, +1 *chain shirt*, masterwork buckler, *cloak of resistance* +1, 2 *potions of cure light wounds*, 1 tanglefoot bag.

Squad Medic: Male human Clr3; CR 3; Medium Humanoid (human); HD 3d8+6; hp 24; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk -1 melee (1d6+1\$, sap); Full Atk -1 melee (1d6+1\$, sap); SA Spells, turn undead 2/day; SQ Spells, spontaneous curing; AL NG; SV fort +5, Ref +1, Will +5; Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 8.

Skills and Feats: Concentration +11, Healing +8, Knowledge (religion) +7, Spellcraft +7; Improved Initiative, Scribe Scroll, Skill Focus (concentration).

Languages spoken: Common, Elven.

Spells prepared (4/4/3; Base DC = 12 + spell level): 0 *create water, detect magic, mending, read magic*; 1st *bless, command, cure light wounds**, *sanctuary*; 2nd *aid, cure moderate wounds**, *hold person*.

*Domain spell; *Domains:* Healing (+1 CL when casting a healing spell), Sun (1/day greater turning).

Possessions: Sap, masterwork morningstar, light crossbow, dagger, +1 *chain shirt*, heavy wooden shield, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of obscuring fog*.

Soldiers (8): Male/Female human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +4 melee (1d6+2\$, sap); Full Atk +4 melee (1d6+2\$, sap); AL varies; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +0, Climb +5, Jump +5, Handle Animal +2, Listen +3, Ride +6, Spot +3; Alertness, Power Attack, Point Blank Shot, Weapon Focus (longsword).

Possessions: Sap, longsword, dagger, light crossbow, 20 bolts, masterwork chain shirt, heavy wooden shields, *potion of cure light wounds*.

PART 6 ACCIDENTS CAN HAPPEN

Owlbear (2): CR 4; Large Magical Beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9/+9 melee (1d6+5, claw) and +4 melee (1d8+2, bite); Space/reach 10 ft./5 ft.; SA Improved grab; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +5; Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: None.

PART 8 AND 9B

Enstrenn: Male human (Oeridian) Ftr2/Marshal1; CR 3; Medium Humanoid (human); HD 1d8 plus 2d10+6; hp 26; Init +5 (+7); Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/x3, composite longbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/x3, composite longbow); SQ Minor aura (motivate dexterity); AL LN; SV Fort +8, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +9, Intimidate +8, Knowledge (history) +2, Knowledge (the Splintered Suns) +2, Survival +4, Swim -4; Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +2 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, masterwork breastplate, masterwork heavy wooden shield, 2 tanglefoot bags, *vest of resistance* +1, *potion of cure moderate wounds*, *potion of invisibility*.

Raiders (2 or 5): Male human Rgr2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork mighty composite longbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork mighty composite longbow) or +4/+4 ranged (1d8+2/x3, masterwork might composite longbow); SA Favored Enemy (human: +2); SQ Wild empathy: +1; AL NE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Knowledge (geography) +5, Knowledge (nature) +5, Listen +4, Move Silently +5, Search +6, Spot +4, Survival +8 (+10 when tracking); Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: Longsword, dagger, mighty masterwork composite longbow {str +2}, 20 arrows, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Marana: Female human Wiz2; CR 2; Medium Humanoid (human); HD 2d4+4; hp 11; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 16, Wis 13, Cha 8.

Skills and Feats: Bluff +1, Concentration +7, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (religion) +8, Knowledge (the Splintered Sun) +3, Spellcraft +8; Improved Initiative, Scribe Scroll.

Spells prepared (4/3; Base DC = 13 + spell level): 0–*detect magic*, *detect poison* (2), *message*, 1st–*color spray*, *magic missile*, *sleep*.

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, *cloak of resistance* +1, 2 *scrolls of obscuring mist*, *scroll of magic weapon*, *scroll of comprehend languages*.

PART 9A CULPRITS CAPTURED

Captain Hortann: Male human Ftr2/Marshal1; CR 3; Medium Humanoid (human); HD 1d8 plus 2d10+6; hp

26; Init +5 (+7); Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20, masterwork longsword) or +3 ranged (1d8/x3, composite longbow); Full Atk +5 melee (1d8+1/19-20, masterwork longsword) or +3 ranged (1d8/x3, composite longbow); SQ Minor aura (motivate dexterity); AL LN; SV Fort +8, Ref +2, Will +5; Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +9, Intimidate +8, Knowledge (history) +2, Knowledge (religion) +2, Survival +4, Swim -4; Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +2 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, masterwork breastplate, masterwork heavy wooden shield, 2 tanglefoot bags, *vest of resistance* +1, *potion of cure moderate wounds*, *potion of invisibility*.

Lieutenant Fenka: Female human Rog1/Ftr1; CR 2; Medium Humanoid (human); HD 1d6 plus 1d10+2; hp 14; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +0; Atk +3 melee (1d6-1/18-20, masterwork rapier) or +3 missile (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1/18-20, masterwork rapier) or +3 missile (1d8/19-20, light crossbow); SA Sneak attack: +1d6; SQ Trap finding; AL LN; SV Fort +3, Ref +4, Will +2; Str 8, Dex 14, Con 13, Int 15, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Balance +3, Bluff +7, Diplomacy +7, Disguise +7, Gather Information +5, Intimidate +3, Jump +1, Knowledge (The Splintered Sun) +4, Listen +4, Profession (merchant) +4, Profession (soldier) +2, Sense Motive +4, Spot +4, Tumble +6; Iron Will, Persuasive, Weapon Finesse.

Languages spoken: Common, Elven and Old Eoridian.

Possessions: Masterwork rapier, dagger, light crossbow, 20 bolts, +1 *chain shirt*, masterwork buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Lieutenant Gwynbhië: Female grey elf Rgr2; CR 2; Medium Humanoid (elf); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19-20, longsword) or +5 ranged (1d8+1/x3, masterwork mighty composite longbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +5 ranged (1d8+1/x3, masterwork mighty composite longbow) or +3/+3 ranged (1d8+1/x3, masterwork mighty composite longbow); SA Favored Enemy (human: +2); SQ Low-light vision, immune to *sleep* effects, +2 bonus on saves vs. Enchantments, wild empathy: +1; AL NE; SV Fort +4, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +2, Diplomacy +2, Hide +6, Listen +5, Knowledge (nature) +2, Move Silently +6, Search +8, Spot +5, Survival +6 (+8 when tracking); Point Blank Shot, Rapid Shot, Track.

Languages spoken: Common, Draconic and Elven.

Possessions: Longsword, dagger, mighty masterwork composite longbow {str +1}, 20 arrows, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Lieutenant Kelena: Female human Wiz2; CR 2; Medium Humanoid (human); HD 2d4+4; hp 11; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 16, Wis 13, Cha 8.

Skills and Feats: Bluff +1, Concentration +7, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (religion) +8, Knowledge (the Splintered Sun) +3, Spellcraft +8; Improved Initiative, Scribe Scroll.

Languages spoken: Ancient Sueloise, Common, Draconic and Elven.

Spells prepared (4/3; Base DC = 13 + spell level): 0- *detect magic*, *detect poison* (2), *message*, 1st- *color spray*, *magic missile*, *sleep*.

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, *cloak of resistance* +1, 2 *scrolls of obscuring mist*, *scroll of magic weapon*, *scroll of comprehend languages*.

APPENDIX 3: APL 6

PART 1 WELCOME TO HELL

Squad Leader: Female halfling Rog6; CR 6; Small Humanoid (halfling); HD 6d6+12; hp 38; Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +4; Grp +0; Atk +10 melee (1d4\$, masterwork sap); Full Atk +10 melee (1d4\$, masterwork sap); SA Sneak Attack: +3d6; SQ Evasion, trap finding, trap sense +2, uncanny dodge; AL N; SV fort +6, Ref +11, Will +3; Str 10, Dex 18, Con 14, Int 10, Wis 8, Cha 13.

Skills and Feats: Balance +12, Climb +8, Disable Device +9, Hide +16, Jump +5, Listen +7, Move Silently +19, Search +9, Spot +6, Tumble +12; Improved Initiative, Point Blank Shot, Weapon Finesse.

Possessions: Masterwork sap, short sword, masterwork light crossbow, 20 bolts, +1 *chain shirt*, masterwork buckler, *cloak of resistance* +1, *boots of elvenkind*, 2 *potions of cure light wounds*, 1 tanglefoot bag.

Squad Medic: Male human Clr5; CR 5; Medium Humanoid (human); HD 5d8+10; hp 38; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +4; Atk +0 melee (1d6+1\$, sap); Full Atk +0 melee (1d6+1\$, sap); SA Spells, turn undead 2/day; SQ Spells, spontaneous curing; AL NG; SV fort +7, Ref +2, Will +8; Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +13, Healing +11, Knowledge (religion) +9, Spellcraft +9; Improved Initiative, Scribe Scroll, Skill Focus (concentration).

Languages spoken: Common, Elven.

Spells prepared (5/5/4/3; Base DC = 13 + spell level): 0 *create water*, *detect magic*, *mending* (2), *read magic*, 1st *bleed*, *command*, *cure light wounds**, *shield of faith*, *sanctuary*, 2nd *aid*, *cure moderate wounds**, *hold person* (2); 3rd *circle of protection vs. evil*, *cure serious wounds**, *dispel magic*.

*Domain spell; *Domains:* Healing (+1 CL when casting a healing spell), Sun (1/day greater turning).

Possessions: Sap, masterwork morningstar, light crossbow, dagger, +1 *chain shirt*, heavy wooden shield, *cloak of resistance* +1, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of obscuring fog*.

Soldiers (8): Male/Female human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +4; Grp +7; Atk +7 melee (1d6+3\$, sap); Full Atk +7 melee (1d6+3\$, sap); AL varies; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +0, Climb +7, Jump +7, Handle Animal +6, Hide +2, Listen +3, Move Silently +2, Ride +8, Spot +3; Alertness, Power Attack, Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (longsword).

Possessions: Sap, longsword, dagger, light crossbow, 20 bolts, +1 *chain shirt*, heavy wooden shields, *cloak of resistance* +1, *potion of cure light wounds*.

PART 6 ACCIDENTS CAN HAPPEN

Owlbear, advanced 9 HD (2): CR 6; Huge Magical Beast; HD 9d10+72; hp 110; Init +0; Spd 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +9; Grp +22; Atk +16 melee (1d8+9, claw); Full Atk +16/+16 melee (1d8+9, claw) and +14 melee (2d6+4, bite); Space/reach 15 ft./10 ft.; SA Improved grab; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +6; Will +4; Str 29, Dex 10, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10; Alertness, Multi-Attack, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: None.

PART 8 AND 9B

Enstrenn: Male human (Oeridian) Ftr3/Marshal2; CR 5; Medium Humanoid (human); HD 2d8 plus 3d10+10; hp 41; Init +5 (+8); Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d8/x3, composite longbow); Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d8/x3, composite longbow); SQ Major aura +1 (resilient troops), minor aura (motivate dexterity); AL LN; SV Fort +9, Ref +3, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Climb -2, Diplomacy +13, Intimidate +9, Knowledge (history) +2, Knowledge (the Splintered Suns) +2, Survival +5, Swim -2; Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including

himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +3 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Resilient Troops (major): All allies gain a +1 bonus on all their saves.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, +1 *breastplate*, +1 *heavy wooden shield*, 2 tanglefoot bags, *vest of resistance* +1, *potion of cure moderate wounds*, *potion of invisibility*.

Raiders (2 or 5): Male human Rgr4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8+3/x3, +1 *mighty composite longbow*); Full Atk +6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8+3/x3, +1 *mighty composite longbow*) or +7/+7 ranged (1d8+2/x3, masterwork might composite longbow); SA Favored Enemy (human: +2); SQ Wild empathy: +3; AL NE; SV Fort +5, Ref +6, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +8, Knowledge (geography) +5, Knowledge (nature) +5, Listen +6, Move Silently +8, Search +7, Spot +6, Survival +10 (+12 when tracking); Endurance, Iron Will, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: Longsword, dagger, +1 *mighty composite longbow* {str +2}, 20 arrows, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Marana: Female human Wiz4; CR 4; Medium Humanoid (human); HD 4d4+6; hp 19; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 17, Wis 13, Cha 8.

Skills and Feats: Bluff +2, Concentration +12, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +10, Knowledge (the Splintered Sun) +5, Spellcraft +10; Improved Initiative, Scribe Scroll, Skill Focus (concentration).

Spells prepared (4/4/3; Base DC = 13 + spell level): 0–*detect magic*, *detect poison* (2), *message*, 1st–*charm person*, *magic missile* (2), *mage armor*, 2nd–*false life*, *glitterdust*, *scorching ray*.

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, *cloak of resistance* +1, 2 *scrolls of obscuring mist*, *scroll of magic weapon*, *scroll of comprehend languages*, *scroll of haste*, *scroll of web*, *wand of enlarge person* (30 charges).

PART 9A CULPRITS CAPTURED

Captain Hortann: Male human Ftr3/Marshal2; CR 5; Medium Humanoid (human); HD 2d8 plus 3d10+10; hp 41; Init +5 (+8); Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d8/x3, composite longbow); Full Atk +8 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d8/x3, composite longbow); SQ Major aura +1 (resilient troops), minor aura (motivate dexterity); AL LN; SV Fort +9, Ref +3, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Climb -2, Diplomacy +13, Intimidate +9, Knowledge (history) +2, Knowledge (religion) +2, Survival +5, Swim -2; Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Skill Focus (diplomacy), Weapon Focus (longsword).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. The marshal may project one minor and (starting at 2nd level) one major aura at a time. A marshal can have an aura active continually. A marshal's aura affects all allies within 60 feet (including himself). A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity (minor): All allies gain a +3 bonus to Dexterity checks, Dexterity-based skill checks and initiative checks.

Resilient Troops (major): All allies gain a +1 bonus on all their saves.

Possessions: Masterwork longsword, dagger, composite longbow, 20 arrows, +1 *breastplate*, +1 *heavy wooden shield*, 2 tanglefoot bags, *vest of resistance* +1, *potion of cure moderate wounds*, *potion of invisibility*.

Lieutenant Fenka: Female human Rog2/Ftr2; CR 4; Medium Humanoid (human); HD 2d6 plus 2d10+8; hp 30; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +2; Atk +5 melee (1d6-1/18-20, masterwork rapier) or +5 missile (1d8/19-20, light crossbow); Full Atk +5 melee (1d6-1/18-20, masterwork rapier) or +5 missile (1d8/19-20, light crossbow); SA Sneak attack: +1d6; SQ Evasion, trap finding; AL LN;

SV Fort +4, Ref +5, Will +2; Str 8, Dex 14, Con 14, Int 15, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Balance +3, Bluff +10, Climb +1, Diplomacy +9, Disguise +7, Gather Information +5, Intimidate +5, Jump +5, Knowledge (The Splintered Sun) +4, Listen +4, Profession (merchant) +4, Profession (soldier) +2, Sense Motive +5, Spot +4, Tumble +11; Combat Expertise, Improved Feint, Iron Will, Persuasive, Weapon Finesse.

Languages spoken: Common, Elven and Old Eoridian.

Possessions: Masterwork rapier, dagger, light crossbow, 20 bolts, +1 *chain shirt*, masterwork buckler, 2 tanglefoot bags, 2 *elixirs of sneaking*, *potion of cat's grace*, *potion of cure light wounds*, *potion of invisibility*.

Lieutenant Gwynbhië: Female grey elf Rgr4; CR 4; Medium Humanoid (elf); HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d8+1/19-20, longsword) or +8 ranged (1d8+2/x3, +1 *mighty composite longbow*); Full Atk +5 melee (1d8+1/19-20, longsword) or +8 ranged (1d8+2/x3, +1 *mighty composite longbow*) or +6/+6 ranged (1d8+2/x3, +1 *mighty composite longbow*); SA Favored Enemy (human: +2); SQ Low-light vision, immune to *sleep* effects, +2 bonus on saves vs. Enchantments, wild empathy: +4; AL NE; SV Fort +5, Ref +6, Will +4; Str 12, Dex 16, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +3, Diplomacy +3, Hide +7, Listen +5, Knowledge (geography) +3, Knowledge (nature) +4, Move Silently +7, Search +8, Spot +5, Survival +8 (+10 when tracking); Endurance, Iron Will, Point Blank Shot, Rapid Shot, Track.

Languages spoken: Common, Draconic and Elven.

Possessions: Longsword, dagger, +1 *mighty composite longbow* {str +1}, 20 arrows, masterwork chain shirt, masterwork buckler, 2 tanglefoot bags, *potion of cure light wounds*.

Lieutenant Kelena: Female human Wiz4; CR 4; Medium Humanoid (human); HD 4d4+6; hp 19; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Spells; AL LE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 17, Wis 13, Cha 8.

Skills and Feats: Bluff +2, Concentration +12, Knowledge (arcana) +10, Knowledge (history) +8,

Knowledge (religion) +10, Knowledge (the Splintered Sun) +5, Spellcraft +10; Improved Initiative, Scribe Scroll, Skill Focus (concentration).

Spells prepared (4/4/3; Base DC = 13 + spell level): 0–*detect magic*, *detect poison* (2), *message*, 1st–*charm person*, *magic missile* (2), *mage armor*, 2nd–*false life*, *glitterdust*, *scorching ray*.

Possessions: Dagger, light crossbow, 20 bolts, spellbook (see AR), spell component pouch, *cloak of resistance* +1, 2 *scrolls of obscuring mist*, *scroll of magic weapon*, *scroll of comprehend languages*, *scroll of haste*, *scroll of web*, *wand of enlarge person* (30 charges).

APPENDIX 4: SQUAD MEMBERS

Wastrian recruitment. The PCs can prevent this from happening during the scenario.

CORPORAL ARAGHEEN

Aragheen Silverthorn: Male grey elf Ftr [½ x APL]; AL N.

Appearance: Aragheen is a tall thin grey elf with long almost white hair and deep blue eyes. His face is rather angular, and it always looks like he looking down upon those with whom he is speaking.

Personality: Aragheen is a typical arrogant grey elf that considers elves in general and grey elves in specific to be superior to other races. That is not to say that he does not respect other races merely that the elven long life and superior intellect give them a better overview on the long term consequences and hence they are by far better leaders. At times he treats non-elves as children, but he is a bit impatient, and when people do not listen to him he can be rather short tempered.

PRIVATE CYRRBRAN

Cyrrbran Greenwood: Male halfling Rgr [½ x APL]; AL CG.

Appearance: Cyrrbran is of average height and build. He has short curly brown hair, and the brown tan and weather-worn skin of somebody who has spend a lot of time outside. He tends to look a tad ridiculous in a uniform, though whether is has anything to do with his size or the fact that no matter how hard the officers try, he always looks sloppy is a bit difficult to say.

Personality: Cyrrbran is an outgoing, outspoken and curious man with a streak of laziness that gets the better of him once in a while. If it were not for the fact that he is rather brave, and quickly to volunteer in case of a dangerous mission, he would not be here. He is always in trouble with his superiors.

PRIVATE LASARA

Lasara: Female human (Oeridian) Ftr [½ x APL]; AL LN.

Appearance: Lasara is a bit of a tom-cat with short brown hair and a tanned bronze skin. She is muscled, broad-shouldered and her breasts are rather small. While she is not plumb, it is clear that without exercise she would be real quick to balloon

Personality: Lasara is hard working helpful young woman. She tends to be withdrawn, accepting a lot of crap without complaining or showing her resentment. She is a bit lonely and looking for a group to belong to. These two traits combined make her susceptible to

PRIVATE URARTOSH

Urtosh Darteen: Male human (Suel) Ari [½ x APL]; AL LN.

Appearance: Short, squad human with short fair hair and a pale skin. He has a lot freckles and light blue eyes. He does not like the sun, and squints a lot while outside during the day.

Personality: Urtosh is a bit of a dandy. He has a good sense of humor, and a pleasant demeanor, quick with a compliment and thanks. He tends to overestimate his skills, and as a result has a tendency to get himself into trouble.

FILLERS

If the group consists of less than 6 characters (either PCs or cohorts) then 1 or 2 more NPCs are needed. Since there do not have a specific role during the scenario, most of the details are left up to the individual DM.

Narod: Male human (Suel/Oeridian) War [½ x APL]; AL LN.

Traits: Silent, foul tempered.

Mishzia: Female human (Oeridian) Exp [½ x APL]; AL LN.

Traits: Talkative, obedient.

APPENDIX 4: DARKWATER AT A GLANCE

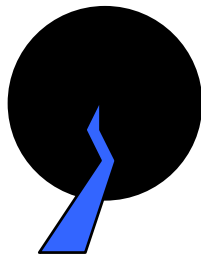
Darkwater Academy: Military; AL LN; gp limit 100 gp; Assets 500 gp; Population ~100; Mixed (79 human, 9 halfling, 5 elf, 3 dwur, 2 gnome, 1 half-orc, 1 half-elf).

Authority Figures: Colonel Karuk Firebeard (Male dwur Ftr9), commander; Captain Hortann (Male human Ftr??/Marshal??), second in command; Lieutenant Fenka (Female human Rog??*), quartermaster; Lieutenant Yartosh of Pelor (Male human Clr5), chaplain; Lieutenant Gwynbhie (Female grey elf Rgr??*), liaison officer; Lieutenant Lorana (Female half-elf Rgr5), officer of the Watch.

Important Temples: Shrine of the Soothing Light (shrine dedicated to Pelor).

Sunndi's military defenses have always rested on three pillars: swift olven archers and scouts, experts in guerilla warfare, hardy disciplined dwur heavy infantry, excelling in defense, and the feudalistic human forces, a rag-tag collection of warriors of greatly varying skill each more loyal to one noble than to the nation as a whole. As long as the enemies refrained from a massive coordinated invasion this order of affairs was sufficient to keep the nation free. The Greyhawk Wars proved that against a persistent enemy it was not enough.

Once things had settled down after the Greyhawk Wars, Hazendel decided to create a more professional well-trained army loyal only to Sunndi. Since the dwur of Glorvardum already had one army despite its clan centered society, Hazendel looked at this army, also known as the Barakadur, as an example of how things should be organized. One of the things the dwur used to create a unified force was to send their soldiers to military schools: schools that favored unity and loyalty to the army and nation, and not to the clan of birth. Convincing the Congress of Lords to allow the Crown to create an army of its own at the expense of the lord's private forces was not easy, gaining finances for something new as a military academy was even more troublesome. Hazendel can be very convincing when he wants to be, and eventually he gained both permission and finances for a military academy.



The first order of business after the success at the Congress of Lords was finding a location for such a school, and what better place than the Hollow Highlands? The region has no unified ruler that might use the school against the other lords, and the terrain is perfect for military training. Hazendel asked the locals for advice, and after some contemplation the Burrowers provided a hide-out of their own, Darkwater and since the local gnomish clan saw the school as a boost to the local economy, permission was quickly gained.

Getting the finances, finding a good location and building the place soon proved to be the easiest problems to overcome. Getting the soldiers of Sunndi to attend the academy proved more difficult. Still, over the years it earned a reputation as providing the best of the best, combined with the fact that graduates gained a better salary and more opportunities for promotion it is slowly gaining popularity among the army.

Description

Like many important structures in the Hollow Highlands Darkwater Academy is mostly built underground in one of the many natural caverns and abandoned mines that give the region its name. The caverns used as the basic layout of the complex were formed partially by an underground stream which surfaces at the spot of the camp. The rest has been dug long ago by dwur looking for precious gems and silver, whose abandoned corridors had been expended later by the Burrowers and recently by the Sunndian army to provide more space for its new occupants. The gnomes also added an ingenious drainage system to prevent flooding during the heavy rains of the rain season and summer storms.

Unlike the previous occupants of the caves though, secrecy is not important for the Sunndi military, and some of the structures of the camp have been built in the valley outside. The barracks, officer quarters, class rooms and storage areas are all below ground. The stables, kennel, mess, kitchen and most of the training areas are outside. The buildings are built on the higher southern bank of the river where they are not threatened by flash floods. Without a need for secrecy the military also added some defenses to the structure outside in the form of earthen walls, a guard-tower on the top of the hill and a gate.

* Level is APL dependent

Inhabitants

As can be expected of a military location, leadership is strictly hierarchical and things are run on a tight schedule. The leader of the school is a colonel, aided by a captain. Usually there are two squads¹ of trained soldiers stationed at the school who are mainly responsible for guard the school against outside threats and keeping the peace inside the school. These fall under the responsibility of the Officer of the Watch, a lieutenant. Support personal consists of several cooks, a stablemaster with stableboys, a scribe and a smith who all fall under the command of the quartermaster. Furthermore there always is a chaplain, and an arcane spellcaster stationed at the school. The chaplain's role is that of spiritual guide and healer, and the arcane spellcaster's main roll is as a specialist trainer on how to deal with arcane magic on the battlefield. There is enough space for several small classes, but due to the war and the newness of the school there are only 3 classes stationed on a regular basis at the school. One class consists of 1 squad, in other words 10 trainees under the skillful guidance of a sergeant who all fall under the command of a lieutenant.

The academy underwent some major personal changes during the past couple of months. Most of the regular soldiers and virtually all of the officers were transferred to the front in the south of Sunndi, and they were replaced with veterans of that same war.

The region

Darkwater Academy is located near the village Silverweed mostly inhabited by gnooms of the similarly named clan. The clan was (and still is) self-sufficient, but they saw an excellent opportunity in the school to earn some extra cash for luxuries. By now they have built a tavern catering to the academy, and many earn some extra cash through various jobs related to the school. The gnooms have gained a reputation as greedy money grabbers among the people of the academy. The reputation is rather undeserved, since the quality of the work is excellent, and while the prices might be on the high side, they are fair.

¹ A squad consists of 10 soldiers and one sergeant.

APPENDIX 5: SILVERWEED AT A GLANCE

Silverweed (hamlet): Conventional (clan elder); AL NG; gp limit 100*; Assets 600 gp; Population 128; Isolated (119 gnome, 7 halfling, 1 dwur).

Authority Figures: Calladan (Male gnome Exp4, NG), clan elder; Karuk Truehammer (Male dwur Rgr2, NG), sheriff and captain of the Burrowers.

Important Characters: Pinras (Male gnome Exp3, N), owner of the Silverweed Alehouse; Jananna (Female gnome Wiz3, CG), master alchemist and brewer; Nebbena (Female gnome Clr3, NG), high priestess of Garl Glittergold.

Shrines: Wedfenna (translates as Glitter Hill), shrine of Garl Glittergold and the gnomish pantheon.

* The gp limit for jewelry, artwork, scrolls, potions and alchemical items is 500 gp.

The little hamlet Silverweed is named after the silver leaved thistle that seems to thrive in the local gorges and sinkholes, all remnants of the silver mines that once dotted the region. Using the natural caverns and abandoned mines in the region, gnomes of the Silverweed clan have lived in the region for as long as people can remember, perhaps belonging to the original miners who worked the now empty mines long ago. The gnomes certainly don't care much about the past. Living in the here and now they have other things to worry about.

The surrounding hills are dry, rocky and infertile, but one permanent river, known as Darkwater, and several small streams (mostly dry in the dry season) provide the settlement with ample water. The gnomes are a self-sufficient bunch, herding sheep in the surrounding hills and growing a few crops in the river valley. They are known in the region for their mushrooms which they grow in nearby caves and which they gladly trade for wood, steel tools, extra food and luxury goods. The recent opening of a small military academy nearby gave an economic boost to the hamlet with the local tavern being the closest one for miles.

Since most of the buildings of the hamlet are built below ground, the casual observer might travel straight through the hamlet without ever realizing he just past it. The only above ground building is a small watermill and part of the tavern. The last being a recent addition to cater to the mostly human soldiers at the academy and as such built into formats more comfortable to humans. In front of the tavern there also a small field which the locals use as a small market square and the Burrowers use to train the local militia.

Most of the village life takes place below ground with houses, workplaces and stables located in separate

caves. Each cave is linked to the outside world by carefully hidden entrances, though finding the sheep stables is relatively easy for anybody with even a small bit of skill in tracking. Underground corridors link them together as well, and the gnomes tend to use these more than traveling above ground. All corridors come together in a cavern big enough to hold the whole adult population of the hamlet and then some. It is used as a townhall and its acoustics are great. Since it is bigger than the tavern it is also used during large celebrations and religious celebrations. The ceilings of the corridors are a bit low for medium sized creatures, but the central cavern is big enough even for humans.

The gnomes of Silverweed, like most gnomes, are friendly and welcome to visitors. The reason they prefer to deal with guests above ground is mainly for their guests' comfort since the dimensions of the below ground quarters are not aimed at medium sized creatures. Like all gnomes they take pride in their handwork, and the quality of their products is good. The downside to this is that the price is high, something about which the military from the academy complains a lot.

Silverweed Alehouse

The Silverweed Alehouse is probably the only part of the hamlet that a visitor will see. It is built partially above and below ground with the parts above ground for guests while the kitchens and storage areas have been built below ground.

The above ground area is dominated by one large common room with simple sturdy wooden tables and the chairs chained to these tables. It is a room with few decorations and when all the shutters are opened it almost becomes a terrace. The stone floor tends to be covered with straw. Around noon the smell of roasted chicken and steaming vegetables dominate, replaced by sweat and ale later on in the night. There are always a few soldiers from the academy enjoying a pleasant evening here, and it is particular busy and rowdy when a supply caravan is staying here before proceeding to the Academy. Once in a while a true bard lightens up the mood, but the innkeeper, his family and the locals are reasonably well versed in music instruments and the busy nights often end in spontaneous dances or a good brawl.

Besides the common room there are several smaller private rooms below ground. These tend to be used by the locals as well as the officers and richer clients unwilling to mingle with the more rowdy folk above. While these rooms do not cost extra for the locals, visitors have to deal with a 10% increase in the

prices for the privilege and consumptions are mandatory.

While its name suggests it just serves drinks, it does function as a restaurant from noon to early evening. The selection of food is limited, but it of an excellent quality especially when compared to what is served at the academy. The tavern has an extensive list of different ales, but the brew Gnomish Silver, a local variation on the tradition gnomish golden ale, is by far the best. The wine list is considerably shorter and most of the wines are of reasonable quality. The tavern is not particular cheap though and prices are on average 50% higher then normal.

Burrowers' Office

The Burrowers are usually not a police force, though once in while they are pressed into this role when a conflict threatens between different clans or when criminals use the fractured state of affairs to their advantage. The presence of the Sunndi military this close to Silverweed, and the many outside visitors that it brings, made it necessary for the Burrowers to have a permanent post at the hamlet. It consists of a small office and a holding cell with the living quarters for the captain of the Burrowers behind it.

The captain, though the locals use the term sheriff, is the young dwur Karuk. His left leg got crushed in a cave-in and he is not fit for active duty. Karuk is not the kind of dwur to let this handicap affect his mood. He is calm and diplomatic, always ready with a smile and luckily a good sense of humor. Only when others seem to get some action can his mood turn a bit sour and he eagerly wants to know how things went afterward. He has the jurisdiction to function as a judge by both Sunndi and the Hollow Highlanders.

MARSHAL

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

GAME RULE INFORMATION

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any,

Hit Die: d8.

Class Skills: The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time. Projecting an aura is a swift action.

The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at

APPENDIX 6: NEW RULE ITEMS

the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 5 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura:

A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura:

Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR2/-.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

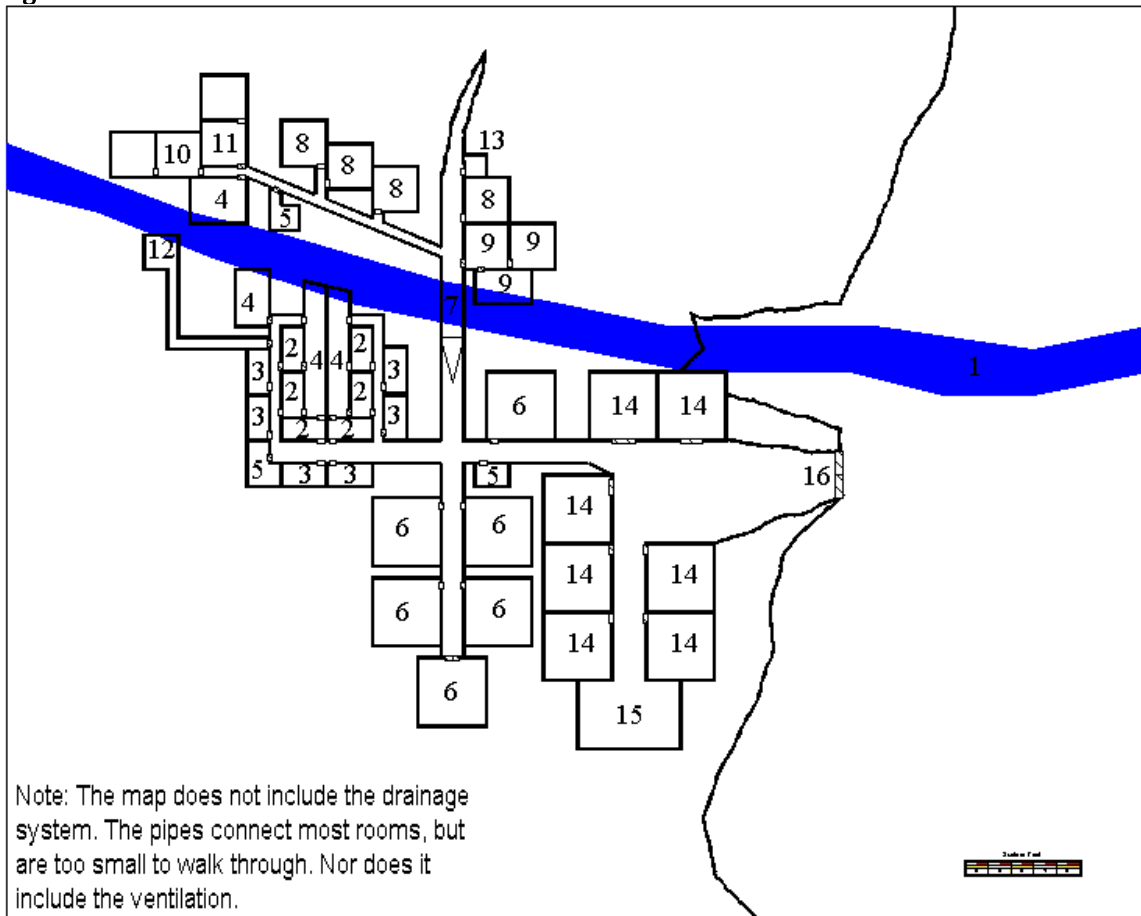
A character can take only one extra move action per round, (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Table 1-5: THE MARSHAL

Level	Base	Fort	Ref	Will	Special			Auras Known	
	Attack Bonus	Save	Save	Save				Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0		
2nd	+1	+3	+0	+1	Major aura +1	1	1		
3rd	+2	+3	+1	+3	—	2	1		
4th	+3	+4	+1	+4	Grant move action 1/day	2	1		
5th	+4	+4	+1	+4	—	3	2		
6th	+4	+5	+2	+5	—	3	2		
7th	+5	+5	+2	+5	Major aura +2	4	2		
8th	+6/+1	+6	+2	+6	Grant move action 2/day	4	2		
9th	+6/+1	+6	+3	+6	—	5	3		
10th	+7/+2	+7	+3	+7	—	5	3		
11th	+8/+3	+7	+3	+7	—	5	3		
12th	+9/+4	+8	+4	+8	Grant move action 3/day	6	3		
13th	+9/+4	+8	+4	+8	—	6	3		
14th	+10/+5	+9	+4	+9	Major aura +3	6	4		
15th	+11/+6/+1	+9	+5	+9	—	7	4		
16th	+12/+7/+2	+10	+5	+10	Grant move action 4/day	7	4		
17th	+12/+7/+2	+10	+5	+10	—	7	4		
18th	+13/+8/+3	+11	+6	+11	—	7	4		
19th	+14/+9/+4	+11	+6	+11	—	8	4		
20th	+15/+10/+5	+12	+6	+12	Grant move action 5/day,	8	5		

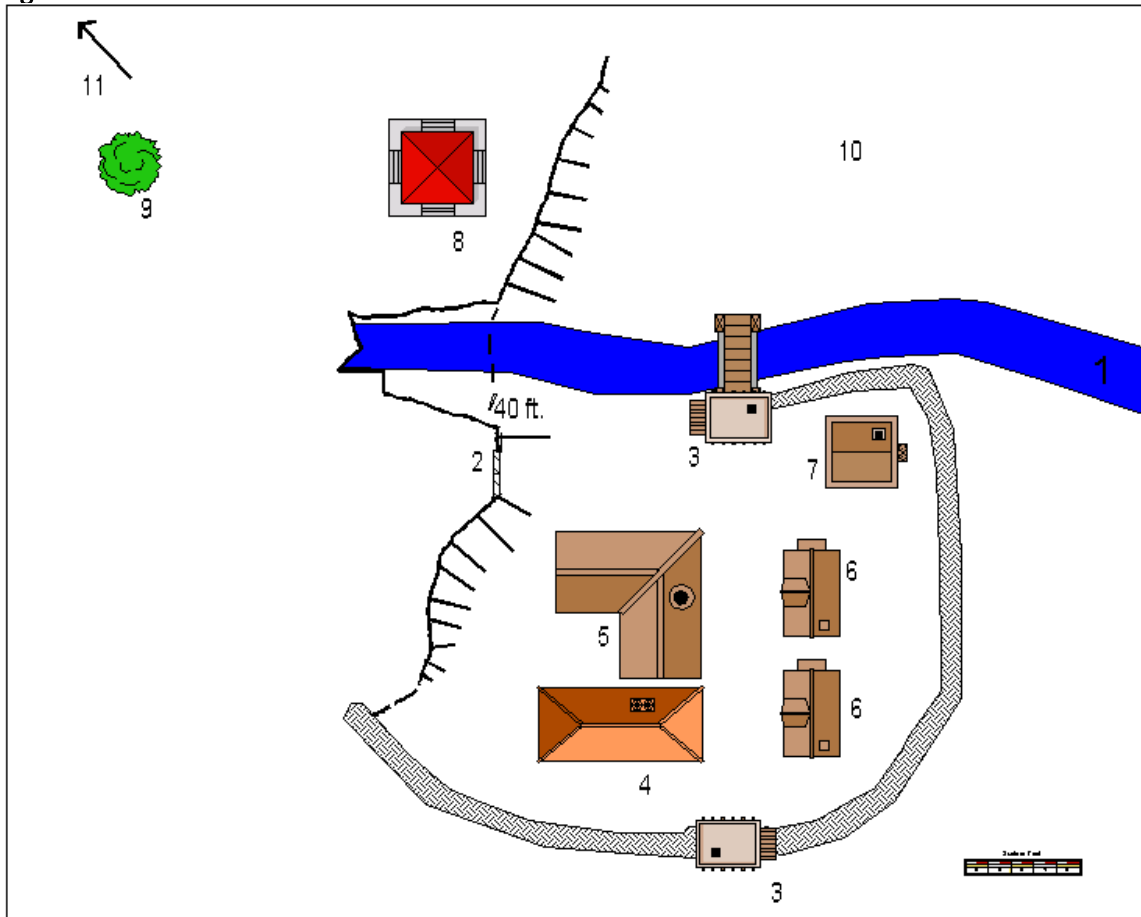
DM'S AID 1: MAPS OF DARKWATER

Underground Area



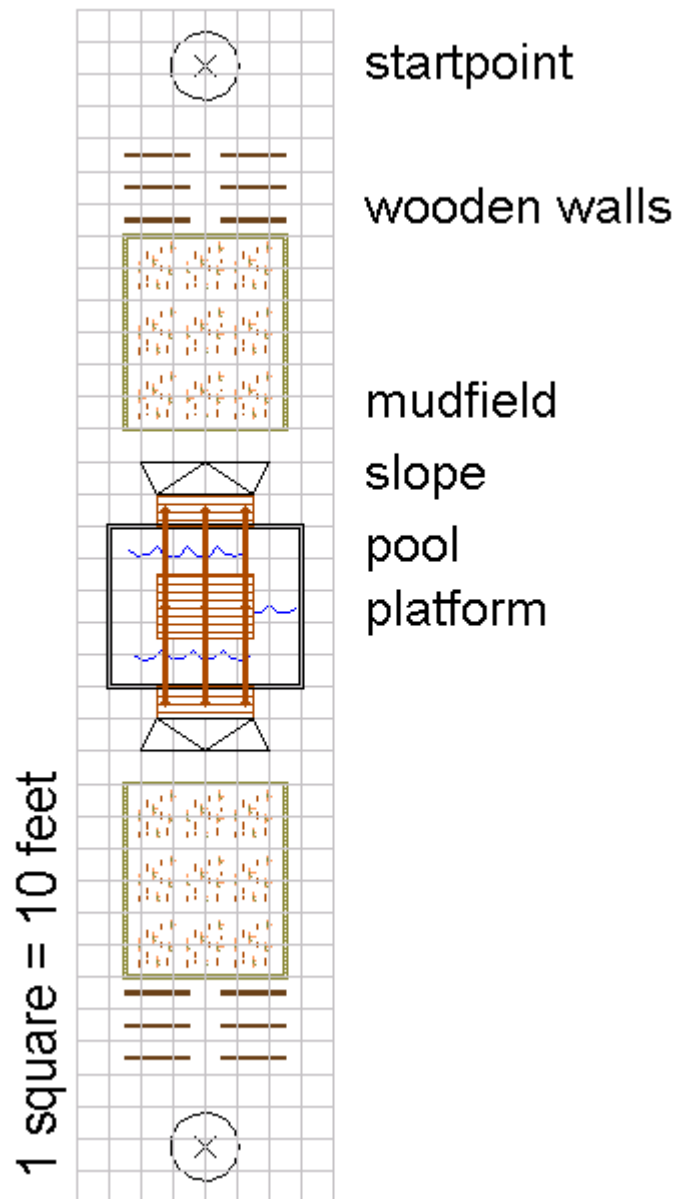
- | | |
|---|--|
| 1. Darkwater (river) | 9. Mages Quarters (include small library and laboratory) |
| 2. Barracks Students (10 per room) | 10. Commander's Quarters |
| 3. Sleeping Quarters Sergeants (2 per room) | 11. Quarters 2 nd in Command |
| 4. Washing Room | 12. Valve Control Room |
| 5. Closet/Storage Room | 13. Emergency Exit (spiral staircase leading up) |
| 6. Class Room | 14. Storage Rooms |
| 7. Bridge | 15. Wagon Room |
| 8. Lieutenant Quarters (1 per room) | 16. Gates |

Aboveground Area

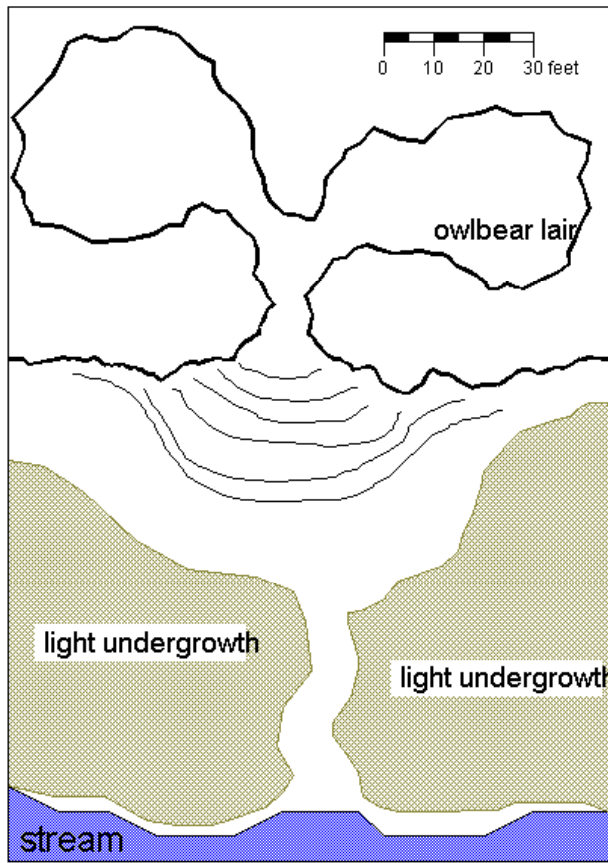


- | | |
|----------------------------------|---------------------------------------|
| 1. Darkwater (river) | 7. Smithy |
| 2. Entrance to Underground Parts | 8. Shrine of the Soothing Light |
| 3. Gates | 9. Emergency Exit Underground Areas |
| 4. Stables and Kennel | 10. Assault Course and Training Areas |
| 5. Kitchen and Mess Hall | 11. Watch Tower |
| 6. Offices | 12. Earthen Wall |

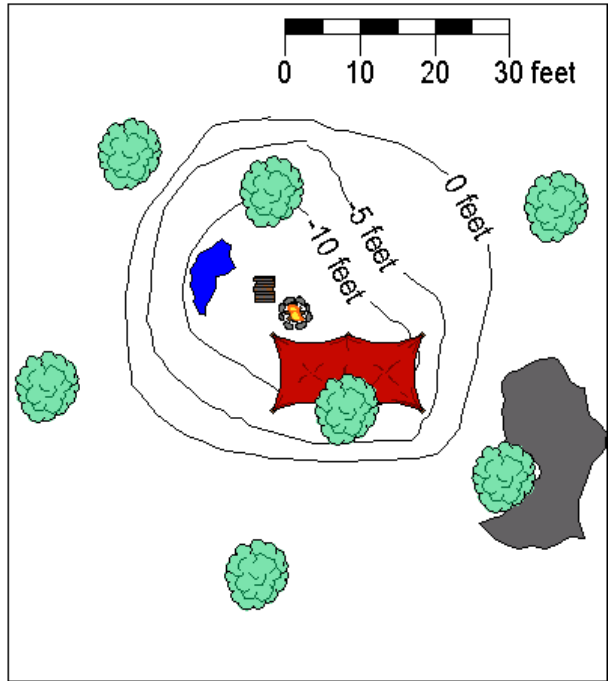
DM'S AID 2: ASSAULT COURSE



DM'S AID 3: OWLBEAR LAIR



DM'S AID 4: RAIDERS' CAMP



PLAYERS HANDOUT 1: OFFICERS OF DARKWATER

- **Colonel Karuk Firebeard (Male dwur):** Notes:
Position: commander of the academy.
Reputation: Great warrior, a bit addle-coved.

- **Captain Hortann (Male Oeridian):** Notes:
Position: Second in command.
Reputation: Strict, able, responsible.

- **Lieutenant Fenka (Female Oeridian):** Notes:
Position: Quartermaster.
Reputation: Helpful, quick-witted, good sense of humor.

- **Lieutenant Yartosh (Male Suel):** Notes:
Position: Chaplain of the academy.
Reputation: Kind-hearted, naïve.

- **Lieutenant Gwynbhie (Female grey elf):** Notes:
Position: Liaison officer.
Reputation: Arrogant, short tempered, cold.

- **Lieutenant Lorana (Female half-elf):** Notes:
Position: Officer of the watch (leader of the regular soldiers stationed at the academy).
Reputation: Honest, hard working, insecure.

- **Lieutenant Ghanin (Male Suel):** Notes:
Position: Officer of the trainees.
Reputation: Silent, strict, hates gnomes and halflings.

- **Lieutenant Kelena (Female Oeridian):** Notes:
Position: Arcane officer and teacher.
Reputation: Bitch, very strict and vindictive, orderly.