

ONW4-01

Prisoners of War

A One-Round D&D LIVING GREYHAWK®
Onnwal Regional Adventure

Version 1.0

Round 1

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Not all enemies of Onnwal die upon the battlefield. Some are captured and some surrender to the forces of the Free State. What happens to those who survive battlefield "justice"?
You are about to find out.

An Onnwal regional module for APL 2-12.

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

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Introduction

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect

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

them, and fight for them. All riding dogs are

considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Synopsis and Background

This module is set in the Cantred of Silvervale (see Silvervale At a Glance), one of the richest in the Free State. Ruled by Baron Halshas Geldrenn, due to its position far from the frontlines, it has escaped much of the fighting in the war with the Scarlet Brotherhood since it was liberated seven years ago in Brewfest of 586 CY.

Much of the cantred's wealth is derived from the silver mines in the hills along the northern and eastern edges of the vale, for which the cantred is named. The mines were badly damaged during the Brewfest Rebellion, halting all production of ore.

Given their importance as a source of revenue to the Free State, Baron Geldrenn placed a high priority on reopening the delves. Shrewdly, he used the Silvervale's protected position to his advantage, offering to take charge of any prisoners of war taken in the war, as well as any other criminals, with a view to putting them to use in reopening the mines and getting the flow of silver going again. The fact that few prisoners survived more than year of backbreaking toil in the mines has troubled the baron hardly at all.

The two main prison mines are at Eagenrast and Aegenlir, in the north-east of the vale. Since 592 CY, the garrisons watching over the mine have been bolstered by company of Pholtine Knights Militant from the Theocracy of the Pale, who came to Onnwal at the behest of the Shining Paragon of Pholtus in Onnwal, Purcennnd Kerondas.

The events of this module revolve around a prison revolt at Aegenlir in Needfest 594 CY. Led by a pair of Scarlet Brothers, the monk Ulcar Maral, and the assassin Orlav, the hochebi, Hepmonalander Suel and Onnwalon

criminal inmates rose up and slew their Gaolers, taking control of the mines.

Once in control of Aegenlir, the two leaders fell to quarreling about what to do next. Maral wished to immediately march on the prison mine of Eagenrast and liberate the prisoners there, and then strike at Silvervale with the combined force. Orlav favoured a stealthier course, slipping quietly south and escaping into the hills, in the hope of eventually making their way back to Brotherhood territory. The assassin was motivated by the fact that before his capture, he had uncovered a means by which to track the covert movements of Rakehell Chert and other important Free State leaders. His hope is to get this vital information back to the Brotherhood. Obviously if he succeeds, the threat to the Free State is enormous.

With neither willing to give in to the other, they went their separate ways, Maral taking most of the force north towards Eagenrast and Orlav slipping away south with a band of hochebi, who insisted on taking human hostages captured from the surrounding lands as "trail rations". A third small group has chosen to remain behind at Aegenlir, disguised as prison guards to deal with any patrols that call at the mine.

Past Events

PCs may have met Aerivayle Geldrenn in the Onnwal Introductory Module *The Belonging Kind* or in the Splintered Sun Metaregional Module TSS3-04 *For the Family's Honour*. Baron Halshas Geldrenn may have been encountered previously in Onnwal live interactives or in the Splintered Sun Metaregional Module TSS3-04 *For the Family's Honour*.

PCs may have previously travelled to Eagenrast and encountered Lovianne Duyrvann in the Onnwal mini-module *A Strange Sacrifice*. PCs who took part in the Onnwal Mini-modules *The Envoy Parts 1 and 2* or the Splintered Sun Metaregional Module TSS3-04 *For the Family's Honour* may have met "Alwyrd the Trapper" before. PCs who have taken part in the Onnwal Introductory Module *The Belonging Kind* will have met Huirgen and Muiraya of the Wardborn.

PCs who have taken part in Onnwal Special Event *Storm on the Volanots* may have encountered the Scarlet Brotherhood officer Makho Vidrekk.

Note that it is not required that the players should have played any of the events mentioned above to be able to play this module. However, having done so will add to the play experience.

Encounter Summary

Introduction

The PCs begin in the town of Silvervale, where the traditional Needfest Trial of Arms is taking place on the town common to usher in the New Year of 594 CY. The PCs will be invited to take part.

Encounter 1: The Trial of Arms

The PCs may take part in the trial of arms, with the possibility of winning the purse offered by the baron for victory. If they do, they will receive the purse from Aerivayle Geldrenn, the Baron's nephew, who will invite them to meet with his uncle.

If the PCs do not take part in the trial of arms, then Aerivayle will still invite them.

Encounter 2: An Interview with the Baron

The PCs meet with Baron Halshas Geldrenn. They are subjected to discrete divination to ascertain their loyalty to the Free State. Assuming they pass, the baron will request that PCs help him by acting as escorts for consignment of prisoners to the prison mines of Aegenlir.

Encounter 3: The Chain Gang

Assuming the PCs accept, they will be placed in charge of the chain gang of prisoners. They can interact with a number of the prisoners, including Hakrakalubrak, who claims he is the son of a powerful hochebi chieftain, who is coming to free him. The PCs will have to manage the gangs, who will, of course, be looking at opportunities for escape, if the PCs are foolish or lax.

On the first night out of Silvervale, a wandering band of Hochebi seeking to free Hakrakalubrak will attack the party. The encounter is something a red herring, designed to make the players think that Hakrakalubrak is central to the plot and hopefully make the surprise at the next encounter more complete.

Encounter 4: Ambush at Aegenlir

The following day the PCs will approach Aegenlir, where everything appears normal. They will be ushered into the camp stockade. Once inside, a band of prisoners disguised as the guards will ambush the PCs.

Encounter 5: The Survivors

Searching the mines, the PCs will be able to discover that a handful of the prison guards have survived - including one badly wounded Palish Pholtine. However in doing so, they may trigger a booby trap, set by the escapees to cause the collapse of the mine. Assuming they survive

and free the survivors of the garrison, the PCs can learn of the events of the revolt and of the two bands of escaped prisoners and their intentions. One survivor will also be able to tell the PCs that Orlav spoke of knowing how to get at Rakehell Chert. The PCs then have to decide whether they go to the aid of Eagenrast or deal with Orlav and rescue the hostages taken by him. They can only pursue one target or the other - not both, unless they split the party, something which is likely to be fatal as the two halves of the party is likely to be too weak to take on either band of escapees alone.

Encounter 6: The Hostages

The PCs pursue Orlav's band south and find them holed up for the day in a strong defensive position on the edge of the Headlands. How the PCs propose the deal with them is up to them. Orlav will do his best to slip away. However, Eagenrast will be destroyed without the PCs being there to save it.

Encounter 7: Eagenrast

The PCs race to save Eagenrast from Maral and his forces and will arrive in the nick of time to save the day. However, if the PCs save Eagenrast, Orlav will make good his escape.

Conclusion

The outcome and the consequences for the future depend on which way the PCs chose. They will have the opportunity to return to Silvervale and receive rewards from Baron Geldrenn.

Player's Introduction

Once the Players are settled and the Player Characters have been introduced, proceed with the Introduction. The action begins in the town of Silvervale (see Silvervale at a Glance).

Read aloud or paraphrase the following:

Needfest has come to the Silvervale and with it the traditional Yeargreet Fair that bids farewell to the old year and ushers in the new. Telchur's Breath blows from the north - cool, rather than chill - but depriving the sun of its heat nonetheless. This year, however, the market, usually thronged with peddlers and merchants from Longbridge, Kildeer and even Irongate, is strangely muted. Though minstrels mingle with the crowds, sweetening the air with their music, there are none of the customary stalls selling preserves and savories. Though there is not the desperate hunger seen in the

main towns, food is scarce here, and those stalls that sell it are besieged by anxious townfolk.

Despite the bustle and music, the troubling news of the war in the west hands over the fair like a thundercloud. War has not touched the Silvervale for seven years now, not since Baron Geldrenn swept out of the Headlands to reclaim his birthright from the Scarlet Brotherhood. The tumbled and half-rebuilt walls of the Baron's Keep that overlook the market are a constant reminder of those dark days.

The clash of steel on steel rings out from a large open space at the far end of the market. A number of men and women, many of the armed, are engaging in a trial of arms and magical arts. Though presented by the baron as morale boosting entertainment for the gathered crowds, as with many things in Silvervale, there is a more pragmatic purpose to the display: to hone the fighting skills of the soldiers of the town and cantred. From the grim expressions of those watching the trials, it is clear that the fear that war might return weighs heavily on the hearts of many Silvervalers.

If the PCs wish to peruse the market, they will be able to purchase any of the items in Chapter 7 of the *Player's Handbook* within the gp limit of Silvervale (800 gp). There is very little in the way of food for sale here. Though the Vale had a good harvest, the surplus has been sent to feed the towns of Kildeer, Sornhill and Longbridge, leaving the locals only the bare minimum to live on.

PCs attending the festivities may make a DC 10 Knowledge (Splintered Sun) check to be aware of the kinds of trials (detailed below) that mark the celebrations. This will allow spellcasting PCs to memorise relevant spells if they so wish.

Encounter 1: The Trial of Arms

If the PCs investigate the trial of arms they will find that there are four competitions in progress - a trial of unarmed combat, a trial of melee arms, a trial of archery and a trial of counterspelling. Each PC may enter only one of these competitions, facing a single opponent determined by APL. If they defeat the opponent, they will receive a purse of silver nuggets from Aerivayle Geldrenn, the young nephew of Baron Geldrenn.

Note: If more than one PC enters the same competition, there is a (20% x the number of PCs entering a particular competition) chance that the PCs will face each other in competition. Priests of Telchur will watch carefully for signs of PCs deliberately throwing a trial

against a companion. PCs attempting to do so will need to succeed at an opposed Bluff check against the priest's Sense Motive (+4 + APL). PCs caught cheating will be disqualified.

Trial of Unarmed Combat

The rules of the competition are quite simple, the PC entering must face a single opponent whom he must render either unconscious or pinned immobile for 2 full rounds.

Use of magic or magical items is not allowed and is enforced by priests of Telchur around the edge of the trial field.

The opponents are as follows:

APL 2-4

☛ **Huirgen**: male human Bbn4 (see Appendix 1)

At this APL, the PCs face Huirgen of the Wardborn. The Wardborn are a people of Flan descent who dwell in the Wardwood that lies just south and east of the town of Silvervale. Loyal servants of the Barons of the Silvervale, the Wardborn are a proud and valiant folk, generous in victory and gracious in defeat.

☛ **Huirgen**, warrior of the Wardborn

Appearance: Heavy set and standing 5' 8", Huirgen's bronze complexion, dark eyes and the tattoos that he bears on his powerfully muscled arms betray his Flan blood. He is clad in finely crafted hide and leather garments.

Character: Huirgen is one of the finest young warriors of the Wardborn. He came of age fighting the forces of the Brotherhood, who sought (unsuccessfully) to despoil Laerwyr's Ward and exterminate the Wardborn during the Occupation. Huirgen seems stern and taciturn at first, but is quite warm and generous with those he trusts and respects.

PCs who have taken part in the Onnwal Introductory scenario *The Belonging Kind* will have met Huirgen already. If so, he will greet them as friends the way of his people, clasping their forearm firmly. After the bout, he will either congratulate or commiserate with them without rancor, offering to share a pipe of smoking leaf with them.

APL 6-8

☛ **Hevas Tel**: human Mnk8 (see Appendix 1)

At this APL, the PCs face, Hevas Tel, a monk of the Followers of the Voice, an order devoted to the god

Jascar, the Suel god of hills and mountains and trained in the arts of unarmed combat.

☛ **Hevas Tel**, Follower of the Voice

Appearance: Hevas is a man of indeterminate age, with sandy brown hair and grey eyes. He is dressed simply in peasant garb, and though his frame is thin, he is both wirey and strong.

Character: Hevas is a generally quite serene and impassive fellow. He will say little, but will be unfailingly polite and humble to his opponents. The only exception to this would be if he faces a half-orc opponent. The monk will glare daggers at the PC and there will be a slow burning anger underlying all his moves. He will neither acknowledge nor speak to any half-orc.

APL 10-12

☛ **Danvirus Soron**: human Ftr12 (see Appendix 1)

At this APL, the PCs face Danvirius Soron, the leader of the Breakers War Company. A follower of Heironeous, he is exceptionally strong and charismatic - though is better at swordplay than unarmed combat.

☛ **Danvirius Soron**, Leader of the Breakers

Appearance: Danvirius Soron is an exceptionally heavily built man standing 6 and a half feet tall. He is

Character: An extremely strong, charismatic, and skilled warrior, Danvirius is the leader of The Breakers, a War Company of some reknown. A follower of Heironeous, his preferred weapon is the broad sword. Danvirius is a focussed, but chivilrous opponent, being generous in victory and gracious in defeat.

Trial of Arms

The PC entering this competition must face a single opponent with blunted weapons that do only subdual damage.

The winner is the one who renders his opponent insensible.

Use of magic or magical items is not allowed and is enforced by priests of Telchur around the edge of the trial field.

The opponents are as follows:

APL 2-4

☛ **Sergeant at Arms**: male human Ftr4 (see Appendix 1)

At this APL, the PCs one of Baron Geldrenn's Sergeants at Arms. Girthed in mail, he wears the vert and sable (green and black) tabards of the Geldrenn.

APL 6-8

☛ **Lord Lovianne Duyrvann of Duyrdann:** male human Ftr8 (see Appendix 1)

At this APL, the PCs face Lord Lovianne Duyrvann, one of Baron Geldrenn's vassal lords from the north of the Silvervale.

☛ **Lord Lovainne Duyrvann**

Appearance: Small, dark features and hair, very feminine voice, noble accent, wears a symbol of Heironeous at all times

Character: Lovainne loves the sound of his own voice and is something of a fop. Nonetheless he has a very sharp mind and is inventive tactician, who is often underestimated because of his bearing. Lovainne sees the art of war as a game with which to test his mind, and he cares intensely about his performance. Extremely competitive, he hates losing men as it shows lack of tactical poise and elegance. Elegance is, after all, a quality to be striven for. Aside from that, Lovainne doesn't give them a second thought. He recently won an estate and the Scroll of Honour for his brilliant defence of the village of Huistral from a hochebi raiding band.

Note: PCs that have played the Onnwal mini-module *A Strange Sacrifice* will have met Lovienne before. If so, he will greet them as old friends, even if the PCs can't stand him. Lovienne will be his usual patronising self, especially if he wins. Equally if he loses, he will say in his usual good-natured but utterly tactless way that the PCs must have had luck rather than skill on their side. He is not put out or angered by defeat, simply because the thought that the PCs might actually be better than him has never entered his head.

APL 10-12

☛ **Danvirius Soron:** male human Ftr12 (see Appendix 1)

At this APL, the PCs face Danvirius Soron, the leader of the Breakers War Company. A follower of Heironeous, he is exceptionally strong and charismatic - and a master of the bastard sword.

☛ **Danvirius Soron.** Leader of the Breakers

Appearance: Danvirius Soron is an exceptionally heavily built man standing 6 and a half feet tall. He is

Character: An extremely strong, charismatic, and skilled warrior, Danvirius is the leader of The Breakers, a War Company of some reknown. A follower of Heironeous, his preferred weapon is the broad sword. Danvirius is a focussed, but chivilrous opponent, being generous in victory and gracious in defeat.

Trial of Archery

The PC entering this competition must face a single opponent.

Each contestant names which of a series of straw butts dressed in captured hochebi armour (AC 15) set at 50 feet intervals between 50 and 500 feet they will hit.

A hit has to penetrate the armour of the butt to count i.e. the attack roll must equal or exceed the AC (hence the addition of the chain mail armour bonus to the butts' base AC of 10).

Each contestant has three shots. The one who has hit the farthest target is the winner.

If the contestants are drawn after three shots, they each have one shot to hit the next farthest butt in a sudden death competition.

Use of magic or magical items is not allowed and is enforced by priests of Telchur around the edge of the trial field.

The opponents are as follows:

APL 2-4

☛ **Scout:** male human Rng4 (see Appendix 1)

At this APL, the PCs face some of Baron Geldrenn's scouts, clad in the vert and sable of the House of Geldrenn.

APL 6-8

☛ **Alwyrd the Trapper:** male human Rng8 (see Appendix 1)

At this APL, the PCs face Alwyrd the Trapper (AKA Delras Ulquand, a Hillstalker of Onnwal).

☛ **Alwyrd the Trapper (aka Delras Ulquand), Hillstalker**

Appearance: A tall, well-built fellow with a thick, wild black beard that runs nearly up to his eyes, and black unkempt hair. Dressed in well-worn leathers.

Character: "Alwyrd" comes across as a somewhat boastful backwoodsman, scornful of any obvious city folk or those with affectations above their station. "Alwyrd" speaks in a country accent.

The PCs may have met "Alwyrd" before in the 592 CY Onnwal mini-module *The Envoy* or the Splintered Sun Metaregional TSS 3-05 *For the Family's Honour*. If they know his true identity, Delras will give them a wink, but will deny that he is a Hillstalker, saying they must have mistaken him for someone else.

APL 10-12

☛ **Ellinka Vanar:** female human Ftr12 (see Appendix 1)

At this APL, the PCs face Ellinka Vana, a member of the Breakers War Company. A follower of Heironeous, she is an ex-Free State Marine and wields the arbelast (heavy crossbow) with considerable skill.

◆ **Ellinka Vanar**, Member of the Breakers

Appearance: She is dressed in well-maintained studded leather and wears her long brown hair in a tarred ponytail.

Character: A strong willed woman, Ellinka has the physical strength to match her devotion to Heironeous and that of her partner in the Breakers Danvirius Soron. A former marine in Onnwal, she is fiercely patriotic and favours fighting with sword and dagger.

Trial of Counterspelling

Each PC entering must face a single opponent.

At the beginning of the trial the contestants are 100 feet away from each other. At a signal from a priest of Telchur, they may begin casting (roll initiative).

Contestants may either cast a spell on his opponent or himself or wait to counterspell his opponent's spell.

Contestants may move freely, but must stay within 500 feet of each other as defined by the bounds of the trial field.

Contestants may not physically touch or otherwise interfere with their opponents.

Harmful (those that blind or deafen or that do lethal, level or ability damage, though not temporarily immobilising spells), dangerous or illegal spells may not be cast, on pain of minimum sentence of a month's (4 TU) imprisonment in Silvervale Gaol (though the Baron may levy higher sentences for more serious crimes - contact the Onnwal Triad in this case).

Spells cannot be cast from scrolls or other magical items, and magical items may not be worn or used by the contestants.

If both contestants are affected by each other's spells in the same round, the round is a draw.

The winner is the contestant whose spell affects his opponent while he is unaffected by the opponent's spell in the same round.

The winner may take either the purse or again access to one spell in his opponents spell book to copy (if applicable). The winner has to pay the costs of copying himself however.

If both contestants run out of permissible spells, then the round is considered a draw and the purse is split between them. In this case contestants may exchange one spell from each other's spell books (if applicable).

The opponents are as follows:

APL 2-4

◆ **Muiraya**: female human Drd4 (see Appendix 1)

At this APL, the PCs face Muiraya, a druid of the Wardborn, a people of Flan descent who dwell in the Wardwood that lies just south and east of the town of Silvervale. Their bronze complexions and the tattoos that many bear on their arms betray their Flan blood. They are a proud and valiant folk, generous in victory and gracious in defeat.

◆ **Muiraya**, priestess of the Wardborn

Appearance: She is dressed in well-maintained studded leather and wears her long brown hair in a tarred ponytail.

Character: Muiraya is a quietly spoken woman. Though proud of her heritage, she is not haughty. Rather she treats all she meets as equals in the eyes of Beory, the Oerth Mother, to who she is devoted. If she has met any of the PCs before, she will greet them warmly, clasping them by the arms in the traditional greeting of the Wardborn.

APL 6-8

◆ **Lormyr Feldaster**: male human Wiz8 (see Appendix 1)

At this APL, the PCs face, Lormyr Feldaster, one of the War Mages of Kildeer, a corps of wizards and sorcerors in the service of the Great House of Coriell. If the PCs defeat him they may copy any single 1st, 2nd or 3rd level spell from the PHB or one of the 4th level spells listed in Lormyr's Statblock in Appendix 1.

◆ **Lormyr Feldaster**, Warmage of Kildeer

Appearance: A typical Oeridian, Lormyr is olive-skinned with black eyes and a tangle of curly hair falling to his shoulders. He wears treads and a tunic, on grounds that robes might limit his mobility on the battlefield and single him out as a target.

Character: Lormyr is an experienced warmage, having fought alongside Duke Coriell in 584 CY, and retreated with him to Irongate for a time. He returned after the Brewfest Rebellion and has been involved in a number of battles and skirmishes, including the liberation of Sornhill. He is a very pragmatic, practical man, surprisingly down to earth for a mage. Like his magic he is unobtrusive, and is direct to the point of rudeness at times.

APL 10-12

☛ **Uthather Kais**: male half-elf Wiz12 (Invoker) (see Appendix 1)

At this APL, the PCs face Uthather Kais, a half olve Invoker and a member of the Breakers War Company.

☛ **Uthather Kais**, member of the Breakers

Appearance: Uthather is a half-olve of about 50 years of age. Slender of frame, he wears his fiery red hair in a long mane falling to the middle of his back. He dresses in a haphazard fashion, with his clothes consisting mostly of inexpertly sewn patches than the original cloth.

Character: A worshipper of Boccob and Trithereion, Uthather is tempestuous and unpredictable character and is not likely to take defeat well. A Half-Elf Invoker, Uthather is almost as wild as his human colleagues in the Breakers are lawful. A worshipper of Boccob he is starting to turn to Trithereion in his aspect as a liberator.

Note that no bets are being taken on the outcome of the Trials, though PCs are free to make wagers among themselves. Most of Onnwal's bookies were made paupers after the Brewfest Tourny in Notil in 593 CY.

Any PCs not taking part in the contests will be able to spot a young man dressed in fine mail, a green tunic and black cloak fastened with a fine silver brooch set with a green chrysoberyl and jet stones, watching the trials with considerable interest. A DC 10 Spot roll reveals that he is being discretely followed by a pair of Geldrenn men at arms, who are scanning the crowd around the young man intently.

The young man is Aerivayle Geldrenn. PCs who have played the Onnwal mini-module *The Belonging Kind* or the Splintered Sun Metaregional TSS 3-05 *For The Family's Honour* will have met Aerivayle before and will instantly recognise him. They will also recognise one of the men following him as Gerrail, a Bannerman of Baron Geldrenn.

☛ **Lord Aerivayle Geldrenn**, nephew of Baron Halshas Geldrenn of Silvervale

Appearance: Aerivayle is a young man of perhaps nineteen years, possessing a narrow frame and short cropped blond hair. He is dressed in a chain hauberk that he has yet to grow into fully.

Character: Despite his youth, Aerivayle nevertheless gives off an aura of authority, speaking softly but with firm conviction. He is already a competent warrior and war leader, having fought at his uncle's side from the age of fourteen.

☛ **Gerrail**, Bannerman of Baron Halshas Geldrenn

Appearance: Gerrail is a man in his mid-thirties of Oeridian blood, dark of hair and eyes with an olive complexion. He is girthed with a chain shirt and a tabard bearing the colours of the House of Geldrenn.

Character: A veteran of the Occupation and the guerrilla war that the baron and his retainers fought against the Brotherhood Occupation between 584 and 586 CY, Gerrail is a hardened warrior. He acts as an aide and bodyguard to Aerivayle and is fanatically loyal to the House of Geldrenn.

Aerivayle will speak to the PCs if they address him, though the PCs will notice Gerrail moving around behind them and looming at their shoulders as they do. The young lord will be especially interested to hear of the PCs exploits, and will quietly size each of the PCs up.

Aerivayle will also hand out the purses to victorious PCs.

Treasure: (per purse)

APL 2: *Coin*: 20 gp

APL 4: *Coin*: 40 gp

APL 6: *Coin*: 60 gp

APL 8: *Coin*: 80 gp

APL 10: *Coin*: 120 gp

APL 12: *Coin*: 120 gp

Development: Whether the PCs are victorious in the Trials or not, Aerivayle will invite the PCs to walk with him a time to discuss a matter that may be to their mutual benefit.

If the PCs refuse, then Aerivayle will bow and bid them good day and the module is over.

If the PCs accept go to Encounter 2.

Encounter 2: An Interview with the Baron

Read aloud or paraphrase the following:

Aerivayle leads you up the hill towards where work continues to rebuild the Baron's Keep, burned along with its Scarlet Brotherhood garrison by Halshas Geldrenn himself. The hill commands a fine view over the roofs of Silvervale. Beyond the tilled fields to the south and east, you can see the dark green line of the Wardwood. To the north the glittering ribbon of the Silverstream winds away through the fertile fields of the vale, towards the hazy daggerpoints of the Headlands.

Workmen, human, noniz and not a few dwur, are busying themselves over the walls of the keep. The work

is overseen by a short powerfully built man, a short shock of red hair topping his lean gaunt face.

As you approach, he turns to you.

Aerivayle bows, saying "Greetings, uncle. I think I have found what we are looking for."

☛ Halshas Geldrenn, Baron of the Silvervale

Appearance: A short powerfully built man, a short shock of red hair topping his lean gaunt face. Halshas is clad in a well-made but plain jerkin, doublet and trows thrust into a worn pair of riding boots. He carries at his hip a fine blade of clearly ancient make.

Character: A hale and experienced warrior of the most noble bearing, the Baron Silvervale still bears the mark of wounds sustained in fighting the Scarlet Sign in the Headlands in the form of a limp afflicting his right leg. Though a fair man, Halshas demands respect for his title, his deeds during the Wars having earned him such. He does not book lightly fools, braggarts or churls. Halshas is a distinguished hero of Free Onnwal and one of the few nobles to have survived the terrible purge wrought upon their ranks by the Scarlet Brotherhood. Of all the barons of Onnwal, he is surely the most prominent and best respected, being a first cousin Jian Destron, Szek of the Free State of Onnwal.

The PCs may or may not notice that as they approach the Baron, they are the subject of a number of divination spells cast by Dasmius of Wintershiven (LG human male, Pal8), who is observing the PCs from the cover of the building works:

1: *detect evil* - the PCs will not be aware of this, but any PCs detecting as evil for whatever reason will immediately be surrounded by a group of Geldrenn's guards emerging from behind the walls and questioned.

2: *zone of truth* - the PCs will be targeted by one or more *zones of truth*. Each PCs must make a DC 16 Will save or be affected. As per the spell, they will be aware that they are standing in the *zone of truth*.

The Baron will initially ask the PCs a few questions about their previous activities, as well as whether they are loyal servants of the Free State, or if they are foreigners, if they are foes of the Scarlet Sign.

The attitude of the Baron to the PCs depends on the PCs actions in previous events, such as the Onnwal mini-modules *The Belonging Kind* and *A Strange Sacrifice* and the Splintered Song Metaregional *For the Family's Honour*. If the PCs have the Baron's Disfavour, he will treat them coldly and, if possible, will not address them nor answer their questions directly, addressing non-Disfavoured PCs or Aerivayle.

If the PCs do have the Favour of Baron Geldrenn, then he will greet them warmly, if not as equals, at least as good and loyal servants. That said, half-orcs, overt members of the Wreckers or priests of Trithereon will get a slightly cooler, if still polite welcome.

PCs not showing the requisite amount of deference to the baron will earn the Disfavour of Baron Geldrenn.

☛ Disfavour of Halshas Geldrenn, Baron Silvervale

Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside Onnwal, their next module based in Onnwal will cost an extra 1 TU as they are labelled as troublemakers by border patrols. For Onnwalons this has the effect of giving them "Disliked" status with the baron.

Read aloud or paraphrase the following:

Geldrenn stares at you keenly as though weighing you up.

Then looking you in the eye he says:

"As you may have guessed, I have not asked you here to exchange pleasantries on this fine winter's day. I have a task for you to perform. It is no great deed or dangerous stroke against the foe, but one that I would have done well nonetheless.

"To speak plainly - I require a escort for a group of prisoners captured in the recent fighting in the west. I have placed what strength I can spare at the disposal of Marshevel in the Gildenlea. I now have enough men to ward the chief places of the Vale, but not enough to see these prisoners safely to the prison mines. Thus I perform must rely on the services of such as yourselves.

"I have always found my nephew to be a good judge of character. I hope you will not prove him wrong."

The PCs are likely to have questions for the baron. The most probable questions and answers are listed below:

Q: Where are the Prison Mines?

A: *"You will convey the prisoners to the mine of Aegenlir, a day and a half east of here by foot", Geldrenn says pointing out over the trees of the Wardwood, to where the Headlands loom at the edge of sight.*

Q: How many prisoners are there?

A: *"A score and ten (30). They're a mixed bag of straws, savages, hochebi and a few criminals of our own."*

Q: What are we to do with them?

A: *"Merely convey them safely to the Mine at Aegenlir and deliver them into the custody of Yareval Telgrenn, the Constable there. I shall have a letter of introduction drawn up for you."*

Q: Why not just kill the prisoners and be done with them?

A: *"It saddens me that you have to ask that. We give them quarter because we are better than they are. We have civilisation, chivalry and a sense of the noble. The Strawhairs care nothing for these things. They are little better than the jungle savages that they employ."*

"More pragmatically, by putting them to work in the mines, we get better use out of them than they'd be as mulch for our fields."

Q: What's in it for us?

A: *"You'll be paid an honest rate for sellswords. Aerivayle will deal with this."*

Aerivayle will offer the standard rate for mercenaries given on p106 of the *Dungeon Master's Guide* (3 sp/lvl/day) plus Bounty (i.e. whatever booty they capture) on a take it or leave it basis. The money will be paid on their return from Aeganlir. If the PCs refuse the module is over and Aerivayle will hire a War Company less willing to price themselves out of the market.

If there is nothing else, Aerivayle will escort the PCs down the hill to town Gaol.

Encounter 3: The Chain Gang

Read aloud or paraphrase the following:

Aerivayle leads you down the hill towards a low squat, windowless building near the Silverstream. It appears to have once been a warehouse of some sort. Now, however, a large contingent Baron Geldrenn's men at arms guard the structure. The guards snap to attention and salute Aerivayle as he passes. You pass through a set of thick iron-studded oaken doors into a small guardroom and from there into a larger room. Before you are drawn up a mixture of humans and hochebi, 30 in all, all in manacles and leg chains. They are almost all dressed in rags and look filthy and pinch faced. Some stare sullenly at the floor. A few of the humans - nearly all of who are of Suel descent - glare defiantly at you. Aerivayle turns to you.

"Here are your charges, keep a close eye on them - especially some of the Suel," he says in a loud voice. "They foolishly cling to the delusion that they have any

further part to play in the war. It is a shame such a cultured and intelligent people cannot see the truth of the matter and accept that they are beaten. Nonetheless, I fully expect such mighty warriors as yourselves will have little trouble from them."

Then turning his back to the prisoners, he discreetly slips you a scroll sealed with the signet of the House of Geldrenn.

"Here is the letter of introduction to the Constable of Aeganlir," Aerivayle says softly. "Telgrenn is a good man and worthy of your trust. Mark well my words about the Strawhairs - they were not for the prisoners' ears alone."

"The shortest route to Aegenlir is to cross the bridge here and follow the Hind Road north and east as far as Aegan's Cleave. Then strike due east. Aegenlir lies at the foot of the hills."

"The Archpaladin watch over you and the Dweller on the Horizon shorten your road."

Unless the PCs have any further questions, Aerivayle will depart with a bow.

The Prisoners: There are 30 prisoners: 15 hochebi, 10 Hepmonalander Suel, 3 Tilva Suel officers and 2 Wreckers from Sornhill. They are chained together in three gangs of 10, linked at the feet. All have hand manacles and foot chains each with good locks (as per p126 of the *Player's Handbook*). The Sergeant at Arms at the Gaol will hand a key ring to one of the PCs.

Most of the prisoners are sullen and withdrawn and will not speak to the PCs except if spoken to and then will answer only in grunts. However a few of the prisoners are noteworthy (see Appendix 1 for stats):

☛ **Ha'kra'kalubrak**, male hochebi warrior

Appearance: A large and burley hochebi, Ha'kra'kalubrak, stands over 6 1/2 feet tall. Physically imposing, he is dressed in the ragged remains of a leather underjerkin. Nonetheless, he has managed to keep himself remarkably clean (for a hobgoblin).

Character: Ha'kra'kalubrak is one of the sons of Math'ar'rakh of the Hoch'okh clan. The Hoch'okh have been troubling the Silvervale for several years now, raiding down out of the Headlands and razing small villages. Ha'kra'kalubrak is looked up to by the other hochebi and carries himself like a leader. He loudly promises that his father and brothers will feast on the bones of the PCs unless they let him go free. He will not make any escape attempts unless there is a clear opportunity (such as the PCs being attacked). The other

hochebi are likely to follow whatever orders Ha'kra'kalubrak gives them.

☛ **Llerdev**, male Hepmonalander Suel warrior

Appearance: A slight, but incredibly wiry man of about 20 summers, Llerdev is a typical Hepmonalander Suel. His pale, heavily freckled skin is criss-crossed by ritual scars and black spiral tattoos. His curly blonde hair falls to the middle of his back. Llerdev wears nothing except a filthy loincloth. *Character:* Llerdev is a native of the city of Lerga in the jungles of Hepmonaland, far to the south of Onnwal. He is a devoted follower of Llerg and volunteered to serve in the armies of the Scarlet Brotherhood to prove himself as a mighty warrior. He will thus be very well disposed to any PC priests of Llerg. However, his experiences in the north, and especially his capture, have made him disillusioned and he is curious to know more about the people that vanquished him. In return he will speak more about his jungle home, a city founded by ancient Suel "many, many sun-rounds ago", who have since gone native. He speaks pidgin Common and Rasol.

The three Tilva Suel are separated out, one to each chain gang. Nonetheless, they will use any opportunity to speak quietly among themselves if allowed to. They are:

☛ **Krova Lenar**, female Tilva Suel monk,

Appearance: A slender, short woman in her early twenties, Krova is of pure Suel blood: blonde hair (now matted, filthy and worn in a ragged page-boy cut), pale freckled skin and bright blue eyes. She is dressed in a ragged scarlet robe.

Character: Though she appears frail and vulnerable, Krova is skilled in unarmed combat and has a will of steel. Fanatically devoted to the Brotherhood, she will look for the first opportunity to get free, release the other prisoners and make for Brotherhood territory. She will try to play on the PCs prejudices that she is weak to lull them into a false sense of security.

☛ **Makho Vidrekk**, male Tilva Suel officer

Appearance: Makhlo is a mere twenty summers of age. Pale skin, blonde hair and blue eyes stare out at the world with a cold intensity that weighs and measures any and all constantly.

Character: Although considered a zealot by his superiors, Makho, since his capture by Free State forces at the Battle of Obelton, has rethought his willingness to die for the Empire of Shar. He is craven, cold and calculating. Makho views himself as superior to non-Suel. If given a clear chance at escape, he would take it, but not

if there is significant risk of him dying. He is talkative and likes to taunt his gaolers.

PCs that have played the Onnwal Special Event *Storm on the Volanots* may have met and captured Makho. If so he will greet them sarcastically saying how good it is to see a familiar face, even if "all you Onnwalons look alike anyway".

☛ **Lev Talozin**, male Tilva Suel rogue

Appearance: A wiry young man in his late twenties, Lev's complexion is heavily freckled. His head is bears a gingery stubble of hair. He is dressed in a ragged blouse and pantaloons.

Character: Lev will silently size the PCs up, speaking only when spoken to and otherwise behaving as the perfect prisoner. However, at night he will attempt to work his way loose from the manacles. If he manages to do so, he will free Krova and Makho and vanish as quietly as possible into the night. He will try to avoid a fight with the PCs, preferring to take his chances by fleeing.

☛ **Derend and Jandyr**, male human Wreckers

Appearance: Derend is a ill-favoured short fellow in his early twenties, scab-faced and shaven headed. Jandyr is as thin as Derend is stout, with watery grey eyes and a hook-nose. Both are dressed in rags

Character: These two were members of the Wreckers cell in Sornhill who got too greedy for their own good and became unwittingly involved in a Scarlet Brotherhood plot to devastate large parts of the town by fire. They are craven and greedy and will leap at the first opportunity to escape. They will eye up the PCs and attempt to make contact with any PC who looks like he might be a member of the Wreckers, speaking to him in Thieves' Cant. The pair will say they were innocent dupes and do not deserve to be sent to the mines. If only they had someone to speak up for them...

PCs who have played the Onnwal regional module ONW3-02 *Pyrtura* may have foiled the plot in which Derend and Jandyr were involved. If so, the pair feel they have a score to settle and given the opportunity, they will gladly sink a knife in the back of any PC that has led to their imprisonment.

The PCs interactions with the prisoners are intended to be roleplayed in a very free-flowing manner. Nonetheless, the named characters will be looking for opportunities to escape, so feel free to improvise in reaction to what the PCs do to guard the prisoners.

Ask the players how what the PCs dispositions and marching order is going to be before they set out.

The prisoners can only move at a very slow walking pace, shuffling along in their leg-chains. They will ask for rest and water every league. Fortunately the trail runs along the banks of the Silverstream for three leagues before bending away east.

Read aloud or paraphrase the following:

With your charges shuffling along behind you, you set out across the stone bridge across the Silverstream and the north along the bank of the river.

Passing into the tilled fields beyond the town's ditch and pallisade, you see the eves of the Wardwood (or Laerwyr's Ward as it is also known) about a mile to your left. The trees march along beside you for nearly two leagues before giving away abruptly to lush river pastures. Soon after the road bends eastwards away from the curve of the Silverstream. About four leagues out of Silvervale, across your path you see a high shelf of grey stone rising up out of the rolling valley. You look upon the one hundred feet high wall of the Blerredi Turyaeth, which divides the stony lands of the upper vale from the rich loam-fields of the Sorrowlea, as the lower vale is also known. Ahead of you the road winds up through a great cleft in the rock wall, known to the people of the Silvervale as Aegen's Cleave. It is so named in memory of an ancient Flan chief who strove against the Onnwi Suel here in olden times.

The PCs might imagine that they will be ambushed in the defile and be sure to make them paranoid. Though they will not be attacked, they are in fact being spied upon from the top of the escarpment; a small band of hochebi of the Hoch'okh clan is watching the PCs. If the PCs expressly say they are scanning the cliff tops, then allow them to make a DC 20 Spot check to see that a pair of humanoid figures is observing them.

If the PCs react as though they have spotted the hochebi, they will withdraw and hide among the numerous rocks and plentiful scrub nearby. The hochebi do not want to engage in combat, but will shoot at any familiars or animals sent to spy on them or flying PCs that manage to spot them.

If possible the hochebi will wait until the PCs pitch camp for the night and attack under the cover of darkness, if possible with the element of surprise.

The PCs will be able to make it safely up though Aegen's Cleave before the sun sets and night draws in.

APL 2 (EL 4)

➤ **Hochebi warriors** (6): War 1, hp 6, see *Monster Manual* p153

APL 4 (EL 4)

➤ **Hochebi warriors** (5): War1 hp 6, see *Monster Manual* p153

➤ **Hochebi shaman**: Adp1 hp 7, see Appendix 1.

APL 6 (EL 6)

➤ **Hochebi warriors** (5): Ftr2, hp 19, see Appendix 1

➤ **Hochebi shaman**: Clr2-Maglubiyet hp 15, see Appendix 1.

APL 8 (EL 8)

➤ **Hochebi warriors** (5): Ftr3, hp 30, see Appendix 1

➤ **Hochebi shaman**: Sor3 hp 19, see Appendix 1.

APL 10 (EL 10)

➤ **Hochebi warriors** (5): Ftr4, hp 32, see Appendix 1

➤ **Hochebi shaman**: Sor4 hp 25, see Appendix 1.

APL 12 (EL 12)

➤ **Hochebi warriors** (5): Ftr7, hp 60, see Appendix 1

➤ **Hochebi shaman**: Sor7, hp 41, see Appendix 1.

Tactics: The hochebi will attempt to creep up on the PCs camp, adopting a shallow crescent formation, to envelop the camp. If possible, they will try to release the prisoners, especially Ha'kra'kalubrak and the other hochebi. However, they will attempt to deal with any sentries as quietly as possible first, using magic, if possible. They will simultaneously send one or two of their number to the prisoners, if practical. The hochebi will make maximum advantage of their darkvision, especially against night-blind humans, as well as the broken terrain, which can provide them with cover to fire from. If discovered, they will fall back under cover of darkness, harassing the PCs with bow fire (if applicable). If 4 or more of the hochebi are downed, the remainder will withdraw into the night.

The prisoners will also use the confusion as an opportunity to attempt to escape. Lev will try to work his way free from his shackles, while other prisoners, even still chained may try to trip or grapple or otherwise distract nearby PCs, especially spellcasters. Any prisoners that get free will scatter and flee, rather than fight. The Tilva Suel may try to release the other Tilva Suel, but only if they are not being threatened by PCs.

Treasure:

APL 2: *Loot* (per PC assuming 6 PCs): 24 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 23 gp;

APL 6: *Loot* (per PC assuming 6 PCs): 522 gp; *Coin*: 1 gp; *Magic*: *potion of cure light wounds* (4 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 495 gp; *Magic: potion of cure moderate wounds* (25 gp); *bracers of armour +1* (83 gp)

APL 10: *Loot* (per PC assuming 6 PCs): 591 gp; *Coin*: 2 gp; *Magic: potion of cure moderate wounds* (25 gp); *potion of invisibility (6)* (6 x 25 gp); *bracers of armour +1* (83 gp); *wand of melf's acid arrow* (375 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 470 gp; *Coin*: 2 gp; *Magic: +1 longsword (5)* (5 x 192 gp); *potion of cure serious wounds* (62 gp); *potion of aid* (25 gp); *potion of invisibility (6)* (6 x 25 gp); *bracers of armour +1* (83 gp); *wand of melf's acid arrow* (375 gp).

Development: If any of the prisoners manage to escape, the PCs have the choice of trying to track them down or just leaving them go free. Apply the normal tracking rules if they do try to hunt down escapees. Escapees will split up and head in as many different directions as possible, running as hard as they can and making use of natural features such as streams and woodland to evade capture.

Otherwise, if they defeat the hochebi, the PCs can proceed to Encounter 4.

Encounter 4: Ambush at Aegenlir

Assuming they have dealt with the hochebi and any escapees, the PCs can press on to Aegenlir.

Read aloud or paraphrase the following:

You press on along rutted unpaved track that runs east towards the mining village of Aegenlir. Ahead, the sharp tors of the Headlands loom, like a forest of huge spearheads. Lying at the foot of the hills, far from the fertile valley of the Silverstream, the ground here is broken and rocky. The trail winds over crags and down into steep valleys and the going is hard. It is with some relief that towards mid afternoon, you spot the palisade that protects the mine in the distance.

What the PCs don't know is that there has been a revolt by the prisoners in the mines, who have slain or imprisoned the garrison. While most of the prisoners have dispersed, a small band has volunteered to stay behind and "keep up appearances" to buy the escapees time. These prisoners have disguised themselves as the guards and now man the walls and gates of Aegenlir.

Their plan is to allow the PCs to enter the compound where an ambush has been prepared.

See Map 1 for a layout of the Mines of Aegenlir.

Read aloud or paraphrase the following:

You arrive before the wooden gates of Aegenlir. The green and gold of the Free State flutters on the breeze alongside the green and sable of the House of Geldrenn. Behind the palisade you can see the roofs of a number of buildings and the glowering side of one of the steep tors that make up the Headlands. Two armoured guardsmen peer down at you from the top of the palisade. You notice that both are wearing armour emblazoned with the device of a Sun and Moon.

"Who goes there?" shouts one of the guards.

Assuming the PCs do not give an outrageous answer, they will be admitted by the "guards", who will close the gates behind them. A DC 12 Knowledge (religion) check will reveal that the symbol of the Sun and Moon is that of Pholtus, the Oeridian god of Law, Inflexibility and Order.

Read aloud or paraphrase the following:

Beyond the gates lies a large open area surrounded on two sides by various buildings. Directly ahead stands a squat two-storey stone blockhouse, the upper half of its blank facade pieced by a row of arrow loops. On your right stands a long warehouse, the façade of which is pierced by a number of arches. Wains stand parked outside the front of the building, some of them already laden with piles of black ore.

Opposite the warehouse, stands a tall wooden palisade. A parapet runs along the outside of the wall. Other than the two gate guards, there is no one else in sight.

The PCs will notice that the guards do not speak with Onnwallon accents. If the PCs ask where they are from, one will reply that they are from the city of Hendrenn Halgood in the Theocracy of the Pale. Sharp PCs should notice that Hendrenn Halgood is in central Nyron and not the Pale. A successful DC 20 Knowledge (geography) check reveals this fact. Alternatively the PCs can make opposed Sense Motive checks to notice the guards are lying. This is a clue to the guards' true identity.

If the PCs ask where all the prisoners are, one of the "guards" will reply that they are in the mines. A DC 15 Sense Motive check will reveal this to be the lie that it is. In general the guards will be sullen and reluctant to speak.

A further clue that something is amiss is revealed by a DC 17 Spot check, which will allow the PCs to notice that the "guard" wearing the arms of Pholtus has a tattoo of an eight pointed star composed of four spears and four maces. A DC 10 Knowledge (religion) check reveals that

this is the symbol of Kord, the Suel god of Strength, Bravery and Brawling.

Though the ambushers will try to get the PCs in the centre of the clear area before the blockhouse before attacking, if the PCs ask about Midmeadow, mention the tattoo or make any aggressive actions towards the "guard", he will attack the PCs, triggering the ambush.

NB: Only PCs that declare they are drawing a weapon or casting a spell **BEFORE** the ambush is triggered may act in the surprise round.

APL 2 (EL 4)

- **Tilva Suel soldiers** (2): War1 hp 9, see Appendix 1
- **Hepmonalander Suel warriors** (3): War1 hp 9, see Appendix 1
- **Hochebi sorcerer:** Adp1 hp 7, see Appendix 1

APL 4 (EL 6)

- **Tilva Suel officers** (2): Ftr 2 hp 20, see Appendix 1
- **Hepmonalander Suel warriors** (2): Bbn2 hp 23, see Appendix 1
- **Hochebi sorcerer:** Sor2 hp 13, see Appendix 1
- **Tilva Suel Priest:** Clr2 - Syrul hp 13, see Appendix 1

APL 6 (EL 8)

- **Tilva Suel officers** (2): Ftr3 hp 28, see Appendix 1
- **Hepmonalander Suel warriors** (2): Bbn3 hp 32, see Appendix 1
- **Hochebi sorcerer:** Sor3 hp 19, see Appendix 1
- **Tilva Suel Priest:** Clr3 - Syrul hp 18, see Appendix 1

APL 8 (EL 10)

- **Tilva Suel officers** (2): Ftr5 hp 44, see Appendix 1
- **Hepmonalander Suel warriors** (2): Bbn5 hp 51, see Appendix 1
- **Hochebi sorcerer:** Sor5 hp 26, see Appendix 1
- **Tilva Suel Priest:** Clr5 - Syrul hp 28, see Appendix 1

APL 10 (EL 12)

- **Tilva Suel officers** (2): Ftr7 hp 60, see Appendix 1
- **Hepmonalander Suel warriors** (2): Bbn7 hp 68, see Appendix 1
- **Hochebi sorcerer:** Sor7 hp 41, see Appendix 1
- **Tilva Suel Priest:** Clr7 - Syrul hp 38, see Appendix 1

APL 12 (EL 14)

- **Tilva Suel officers** (3): Ftr8 hp 68, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn8 hp 77, see Appendix 1
- **Hochebi sorcerer:** Sor8 hp 43, see Appendix 1
- **Tilva Suel Priest:** Clr8 - Syrul hp 43, see Appendix 1

Tactics: The adept/sorcerer is located on the roof of the blockhouse with a Hepmonalander savage bodyguard. The priest (if applicable) is hiding in one of the wains with another Hemonalander, while the two gate "guards" are in fact the Tilva Suel officers.

Once the PCs are in the middle of the open ground, the ambushers will open fire on them with bow and spell. The spell caster will try to use their most devastating spells to take out as many of the PCs as possible. Bowfire will target any obvious priests or arcane casters. Though they will try to keep the PCs at a distance and pepper them with missiles, if the PCs close to melee with one of the pairs of ambushers, the others will move to support them.

Remember as well that the prisoners will also attempt to disrupt the PCs, by rushing them, tripping them etc. The spell caster may try to release the prisoners with their spells. Freed prisoners will attempt to grapple and overbear the PCs, or pick up fallen weapons at attack. Use appropriate stats from Appendix 1, though remember that the prisoners are unarmoured and have no special or magical items (unless they pick one up during the fight).

PCs attempting to break into the blockhouse to engage the sorcerer and savage in mellee will need to force their way through a stout wooden door (thickness 2 in; hardness 5; 20 hp; break DC 25). It will take the PCs two tounds to gain the rooftop. The savage, if still alive, will then try to meet the PCs in the spiral stairs, negating any advantage of numbers they might have.

Alternatively the PCs can try to scale the 20 ft. high walls of the blockhouse. The base DC to Climb the wall is 25. The ambushers on the roof till attempt to sever any ropes thrown up onto the roof, preferably while the PCs are halfway up, so that they suffer 1d6 falling damage.

The ambushers will fight to the death

Treasure:

APL 2: *Loot* (per PC assuming 6 PCs): 91 gp.

APL 4: *Loot* (per PC assuming 6 PCs): 258 gp; *Magic: potion of cure light wounds* (2) (2 x 4 gp).

APL 6: *Loot* (per PC assuming 6 PCs): 296 gp; *Magic: potion of cure light wounds* (4) (4 x 4 gp); *bracers of armour +1* (83 gp); *potion of cure moderate wounds* (25 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 421 gp; *Magic: potion of cure moderate wounds* (5) (5 x 25 gp); *potion of bull's strength* (2) (2 x 25 gp); *bracers of armour +1* (83 gp); *+1 bastard sword* (2) (2 x 194 gp); *+1 great axe* (2) (2 x 192 gp); *cloak of resistance +1* (2) (2 x 83 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 559 gp; *Coir*: 50 gp *Magic: +1 greataxe* (2) (2 x 197 gp); *+1 bastard sword* (2) (2 x 197 gp); *+1 dagger* (191 gp); *potion of cure serious wounds* (6) (6 x 62 gp); *cloak of resistance +1* (2) (2 x 83 gp); *potion of bull's strength* (2) (2 x 25 gp); *bracers of armour +1* (83 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 748 gp; *Magic: +1 greataxe* (4) (4 x 197 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 dagger* (191 gp); *+1 halfplate* (3) (3 x 145 gp); *potion of cure serious wounds* (12) (12 x 62 gp); *cloak of resistance +1* (83 gp); *potion of bull's strength* (3) (3 x 25 gp); *bracers of armour +1* (3) (3 x 83 gp).

Development: Assuming the PCs manage to dispatch the ambushers, go to Encounter 5.

If the PCs take any prisoners, they will initially refuse to talk, even if threatened with violence, torture or death. *Charming* the prisoners, however, may work and may reveal where Orlav and Ulcar have gone (see Encounter 5).

Encounter 5: The Survivors

The PCs are now free to explore the mines and discover what has happened here.

What Has Gone Before: A week before the PCs arrived, the prisoners of war in Aegenlir rose in revolt against their warders. Led by a pair of Scarlet Brothers, "Brother" Ulcar Maral a monk and "Uncle" Orlav, an assassin, a small core of prisoners managed to free themselves of the chains that they were routinely shackled together with. After being led to the mines to work, the prisoners threw off their chains and killed their guards. Then releasing more of the prisoners, they managed to fight their way out of the mines and sweep down into the camp itself, forcing the garrison back into the blockhouse. Despite fierce resistance by the Palish Knights-Militant in the garrison, Ulcar and Orlav undid the defenders of the blockhouse, scaling the walls and forcing their way in through the trapdoor in the roof. A small number of the garrison was taken prisoner. These have been chained up in the mines to starve to death or die from their infected wounds.

The Blockhouse: The exterior of the blockhouse shows no signs of struggle, other than those caused by the PCs. However, inside a DC 12 Search check reveals a large number of scorch marks and black stains on the stone, which a DC 12 Heal check will determine are blood shed within the last week. The ground floor door into the blockhouse shows no signs of violence upon it; however, the trap door to the roof has been hacked to

pieces. There are a number of cells on the ground floor that have permanent *anti-magic spheres* cast on them. These held any spell casters who were taken prisoner. Spell casters were routinely deprived of sleep, gagged and bound to stifle their magical abilities. Adjacent to the cells are a number of storerooms containing provisions and other supplies, which appear to have been extensively pillaged and ransacked.

The Warehouse: A ramp made from mine spoilings and earth slope down to the back of this long barn of a building from a mine shaft in the hillside behind. The ramp ends abruptly with a low stone wall (about 1 foot high), leaving a drop of about 6 feet at the end. A DC 10 Knowledge (architecture and engineering) will reveal that this ramp was most likely use to move cartloads of ore between the mine and waiting ore wains parked at the base of the ramp.

A DC 15 Search roll will uncover the bodies of three dead guards dressed in the colours of Silvervale buried under a pile of mine spoil. A DC 10 Heal check reveals that they died from club and spear wounds.

The Stockade: Inside the 20 ft. wooden wall, the stockade is empty. A small gate opens out into the courtyard in front of the blockhouse, though which the prisoners could be led on their way to the mines. There are only a few features of interest. In the centre, a series of holes have been dug. They stink of excrement. A DC 12 Spot roll reveals that a pair of guards has been thrown headfirst into the pits and drowned.

The Graveyard: Sandwiched between the northern side of the stockade and the palisade is a strip of ground that serves as a graveyard for the prisoners. The PCs can count nearly one hundred grave mounds here. There is also an open trench filled with quicklime, a mass grave ready to receive more bodies. The place is grim evidence to the shockingly high mortality rate among prisoners at the mine.

The Mines: A DC 12 Track check or a DC 15 Search check reveals that the ore ramp and the mine entrance were the scene of heavy fighting. Black stains of dry blood and scaps of armour litter the ground here. PCs with knowledge of military tactics (such as warmasters) or making a DC 12 Knowledge (history) check will be able to see that a small force was attempting to hold a larger force at bay inside the mine shaft, but was driven back down the ramp.

See Map 2 for a plan of the lay out of the mines

1: Entrance shaft:

Read aloud or paraphrase the following:

A square shaft has been hewn into the side of the limestone tor, plunging into the subterranean darkness. The stone floor of the shaft bears the marks of wheels, as well as a number of black blood-stains. The walls are moist and water drips from the roof, which is supported at intervals by wooden arches fashioned from stout pit props. A smell of wet stone, death and decay hangs heavy in the cool air, seemingly wafting from the dark depths of the mine.

The shaft is 10 foot wide by 10 foot high and runs some 75 feet horizontally into the side of the hill. It has been hewn out of the soft limestone and is reinforced by a series of stout wooden pit props set at five-foot intervals, which brace the walls and roof of the passage. Water seeps down through the porous rock, leaving glistening white deposits of calcite on the walls. Feel free to allow the PCs imagine that they might be oozes of some sort.

The light from the shaft entrance illuminates only 30 feet into the shaft, which is pitch black beyond that point.

The mine has been booby trapped by the prisoners. Just under half of the pit props along the entrance shaft have been carefully sawn through, critically weakening them. The roof is now very unstable and any loud concussion will cause it to collapse.

PCs may spot the fact that the props have been sawn through with a DC 35 Spot check or a DC 20 Search check. Spotting that the props have been sawn through provides a +10 circumstance bonus to checks relating to guessing the stability of the shaft.

PCs examining the shaft's walls and roof may make a DC 20 Knowledge (architecture and engineering) or a DC 20 Craft (stonemason) or a DC 20 Intelligence check to notice that the passage is unstable. Dwarf PCs in the shaft can roll these checks without having to specifically examine the walls and roof.

Once the PCs reach the point marked X on the map, read aloud or paraphrase the following:

The walls of the shaft fall away ahead of you, opening out into a cavern. The stench of decay is far stronger here. Something metallic glints in the darkness, just at the edge of your sight. There comes a moan and faint rattling of chains as something stirs at the edge of the darkness.

The noise and movement is from the survivors of the garrison who have been chained up and left to die in the mines. The bodies of their dead comrades surround them, from whence comes the stench of decomposition. Despite what the PCs may fear, there are no undead.

The real danger comes from a *glyph of warding* set in the area marked G on map 2, primed to go off if anyone of

non-evil alignment passes over it. If activated, it will trigger a sonic blast dealing 2d8 points of damage. The force of the blast will cause the entrance shaft to slowly give away and cave in catastrophically in 1d6+2 rounds.

↗ *Glyph of Warding (blast)*: spell; spell trigger; no reset; spell effect (*glyph of warding* [spell], 5th level cleric, 2d8 sonic; DC 17, reflex half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

If the PCs find the *glyph* without setting it off, *read magic* combined with a DC 13 Spellcraft check allows its nature to be determined. Note that *detect magic* does not reveal the *glyph* - it merely detects a faint aura in the area covered by the *glyph*. A DC 17 Spellcraft check will reveal that the aura is abjuration in nature. *Dispel magic* can be used to negate the *glyph*.

If the *glyph* is triggered, read aloud or paraphrase the following:

A deafening explosion resounds through the passage. There is silence for a moment, then a deep and ominous creaking. Flakes of stone and rock dust trickle down from the roof of the shaft.

From out of the depths of the mine you hear a single weak voice raised in croaking, faltering song:

"Oh Blinding Light...I cannot see...Oh Blinding Light...look...out...for...me..."

The PCs may attempt to prop the roof of the shaft. Only a few actions will be effective in delaying or preventing the collapse:

Stone shape: Forming an arch of stone to support the roof will delay the collapse for a number of rounds equal to half the caster's level. A DC 20 Knowledge (architecture and engineering) or a DC 20 Craft (stonemason) check will allow the identification of the best point to place the arch and thus will double the duration that the arch will hold. Five such arches spaced at equal intervals along the shaft will prevent its collapse.

Wall of stone/force/iron: A wall formed from one of the above spells stretching along more than three-quarters of the length of the shaft (50 ft.) will also prevent its collapse. A *wall of stone* can also be used to form arches as described for *stone shape* above. In the case of wall of force, the support to the roof lasts only as long as the wall does. A DC 20 Knowledge (architecture and engineering) or a DC 20 Craft (stonemason) check will allow the identification of the best point to place the walls.

Cave in

If the roof caves-in, the middle 20 feet of the shaft is the bury zone, with 10 feet of slide zone on either side of the middle 20 feet.

Characters caught in the bury zone take 8d6 points of damage, with a DC 15 Reflex save for half damage, and are buried. Characters in the slide zone take 3d6 points of damage and are buried, with a DC 15 Reflex save to avoid damage and burial entirely.

Buried characters take 1d6 of nonlethal damage per minute they are buried. Unconscious characters must make a DC 15 Constitution check or take 1d6 points of lethal damage/min until freed or dead. A buried character can free himself with a DC 25 Strength check.

See the *Dungeon Master's Guide* p67 for rules on digging out buried characters. Unburied PCs trapped inside the mine may clear the caved in passage at the same rate. There is sufficient fresh air seeping into the mine from tiny fissures in the porous limestone to prevent suffocation being an issue.

If the PCs seek to use the chain-gang to dig, they will find that the prisoners will work without urgency unless beaten or threatened (a DC 15 Intimidate check).

2: The Main Gallery.

If the PCs go deeper into the mines to investigate the voices, read aloud or paraphrase the following:

Ahead is a large gallery. The walls show signs of being hewn out by hand and the roof here is buttressed by pit props as elsewhere. Seven passages open off the gallery receding into darkness. A pile of bodies dominates the chamber. Most are in a state of decomposition and the sickly smell of decay fills the air. Some of the corpses appear to be chained to the walls of the cavern. To your horror, one of them moves, raising its head to look at you, with glazed, fevered eyes. You gaze not on a corpse or one of the undead, but a living man, starved and close to death.

The gallery is a roughly oval shape, 10 feet high, 20 feet wide and 50 feet long along the longest axes. There are six survivors. All are wounded and two are close to death (-4 hp each). They are shackled to the wall of the cavern with chains and manacles. Breaking either the chains or manacles requires a DC 26 Strength check. The manacles have hardness 10 and 10 hit points, while the chains have hardness 10 and 5 hit points. Each prisoner is shackled to the wall by separate chains, so each chain must be broken in turn to free all the prisoners.

The Survivors: Four of the survivors, Halden, Kedwyr, Joran and Jian are natives of the Silvervale, while

the other two, Pholdir and Diranen are natives of the Theocracy of the Pale. Jian and Diranen are unconscious and close to dead (-4 hp each). All of the men are weak with starvation and half dead with thirst. Only by licking moisture from the cavern walls have they managed to survive this long. They are fatigued and must be carried out of the mine. For purposes of encumbrance assume that they each weigh about 150 pounds.

The conscious survivors will be overjoyed to see the PCs and will thank them as profusely as they are able. They will beg for food and water.

What the survivors know:

- About a week ago some of the prisoners got free in the mines, killing their guards. After freeing more prisoners, they managed to fight their way out of the mines, overwhelming the guards trying to seal them inside. Yareval, the constable, tried to get a rider away, but he was shot down before he cleared the gates. Outnumbered, the garrison pulled back to the blockhouse, but one of the strawhairs, managed to scale the wall and force the trapdoor on the roof. Despite a heroic stand by the Palish (the Onnwallon will say this, not the Pholtines), the garrison was overwhelmed. Yareval died trying to hold the stairs, but to no avail. Those that were taken had been wounded or beaten unconscious.
- The Strawhairs stripped the garrison of their arms and armour and dumped both living and the dead in the mines.
- Pholdir managed to hide himself somewhere for a few days before being discovered. He was dumped with the rest, unconscious and dying.
- There were two leaders - one who fought with his hands and another strawhair.

None of the survivors except Pholdir knows what the Brotherhood leaders' plans are. Pholdir has a very nasty gut wound, which is slowly killing him (-4 gp). Any PC with the Heal skill will marvel that the Pholtine is even alive at all given the severity of his injuries.

If the PCs manage to save Pholdir, he will be able to tell them the following:

- He managed to hide out in the ore warehouse, by burying himself in a pile of ore.
- He heard the two "Heathen" leaders - Orlav and Ulcar - have an argument about what to do next. Ulcar wanted to attack the mine at Eagenrast to free the prisoners there too. Orlav said it was too risky. Orlav said that his information was too important to risk on a foolhardy attack and that killing "that bastard" Chert would be a far more fatal blow to the barbarians than losing a few mines. Ulcar disagreed

and tried to order Orlav to obey him. Orlav sneered and said "Arms does not give orders to Sovereignty".

- The following day, Orlav took half the heathens and headed south.
- Soon after Pholdir was discovered. Without sounding boastful, he says that he slew five of the heathens before they smote him down. He remembers nothing after than that only darkness and pain. He piously attributes his survival to the Blinding Light of Pholtus guiding him through the night of his suffering.

What the Brotherhood prisoners know: If the PCs took any of the ambushers captive and use *charm person* or other enchantments to loosen their tongues, they may be able to get some more information, depending on who they ask.

The Tilva Suel soldiers/officers know the most:

- Orlav is an Uncle of the Brotherhood, attached to the Office of Sovereignty. Ulcar is a Brother and an administrator in the Office of Arms.
- After overwhelming the barbarian garrison, they fell out about what to do next. Orlav left three days ago with about a dozen men and headed south.
- Two days ago, Ulcar left with the rest of the men, about three dozen, and headed north towards Eagenrast.
- Ulcar ordered them to keep up the pretense that nothing was amiss in Aegenlir for three to four days. After that time, the ruse would be no longer necessary, though he did not say why. Their orders were to retreat into the hills and make their way back to Brotherhood lines.

The Hepmonalander savages or hochebi know far less. Note that the Hepmonalanders only speak Rasol and do not understand Common. With persuasion (a DC 15 Diplomacy check) Llerdev will act as an interpreter.

- The chiefs led a revolt against the "chainmasters". All but a few of the "chainmasters" were killed, the rest were left to die in the mines.
- The chiefs had a fight. One chief went south three suns ago. The other told them to stay here and kill anyone who came. Then that chief went north with the rest of the warriors.

Tracking the Escapees: If the PCs have not managed to get any information from either the garrison survivors or the Brotherhood ambushers, then they might be able to pick up the tracks made by the escapees.

Tracking Orlav's band requires a DC 19 Survival check. The tracker will be able to determine that about a

dozen humanoids went south about three days before, taking care to cover their tracks as they went. If no PCs have the Track skill, a DC 19 Survival or Search check will determine the above information, but the PCs will not be able to follow the tracks.

Tracking Ulcar's band requires a DC 10 Survival check. The tracker will be able to determine that three-dozen humanoids went north two days ago, taking care to cover their tracks. If no PCs have the Track skill, a DC 10 Survival check will determine the above information and allow the PCs to follow the tracks. A DC 10 Search check will allow the PCs to determine the above information, but not to follow the tracks.

Development: Assuming the PCs discover where Orlav and Ulcar have gone, they must now decide which group to follow. If they decide to track down Orlav, go to Encounter 6. If they decide to track down Ulcar, go to Encounter 7.

PCs that track down one band of escapees cannot then track down the other band. If the party wishes to split up, allow them to do so and play the two encounters separately with the relevant PCs. Each half of the party will be vastly outnumbered, but that is the price of trying to do everything at once. Sensible parties should try to deal with one group of escapees or the other.

The PCs will also have to decide what to do with the prisoners they have been escorting. The simplest solution is to leave them in the care of the Aegenlir survivors, under lock and key in the cells of the blockhouse.

Further exploration of the mines will be impossible due to a series of cave ins which preclude investigations.

Troubleshooting:

1: Tarrying Too Long:

If the PCs spend more than 24 hours at Aegenlir, then Eagenrast will have been destroyed by the time they arrive there, assuming they head that direction.

Orlav may still be run to ground, but Ulcar and the prisoners freed from Eagenrast will have escaped into the Headlands, collapsing the mine and leaving the village of Eagenrast ablaze behind them.

2: Making a Quick Gull

Greedy PCs thinking that they can make a quick fortune by claiming some of the silver ore lying about the mine as bounty can think again. The Baron of Silvervale holds a monopoly over the trade of silver ore taken from his mines. Thus, no trader or ore smelter will consider touching what are stolen goods. The ore smelters in Silvervale will report the PCs to the baron, who will swiftly reclaim his property. Though the baron is willing

to overlook the indiscretion if the PCs surrender the ore quietly, PCs who protest will find themselves in facing charges of the major crime of theft. PCs found guilty of this crime must pay a fine of 25% of the PCs total wealth and will gain the Disfavour of Baron Halshas Geldrenn, cancelling any favours they might have held with the baron, including those they might have earned as a result of their actions in this module. Halshas' gratitude has its limits.

Attempting to offload ore through the Wreckers will provide a very poor return on investment (1 cp/pound of ore), as the Wreckers know that the PCs cannot sell the ore elsewhere. The Wreckers will also demand a percentage of the money that the PCs make as a "handling tithe". Adjust this percentage to ensure that no PC earns more than the GP cap for the module. If the PCs refuse to do business with the Wreckers, the thieves will turn them into the authorities.

PCs seeking to take the ore out of the country will run afoul of the Church of Zilchus, which manages the levying of taxes and excises for the Free State. The Szek holds a monopoly over the export of precious metals. Therefore private parties carrying metal ore out of the Free State without a licence are guilty of the minor crime of smuggling. The punishment for this crime is a fine of 20% of PCs total wealth up to 1,000 gp. In addition, such PCs are guilty of the major crime of theft of Baron Silvervale's property (punishment: fine of 25% of the PCs total wealth). The above punishments are applied sequentially (i.e. 25% of total wealth, then 20% of remaining wealth up to a max. of 1,000 gp). In addition, all favours the guilty PCs hold with the Church of Zilchus are cancelled and the PCs earn the Disfavour of the Church of Zilchus.

PCs who have insufficient coin on hand to pay the fine must either sell possessions to make up the value or do hard labour in lieu of the outstanding sum (1TU/100 gp owed).

Encounter 6: The Hostages

If the PCs choose to track Orlav south, the read aloud or paraphrase the following:

With some difficulty you follow the escapees' tracks as they wind south from Aegenlir into the steep-sided limestone tors of the Headlands. The tracks follow the torturous course of a stream that has, over unnumbered years, worn a narrow gorge into the hills. The gushing waters echo in from the nearly sheer cliffs that tower over you. Yet despite the incline, here and there hardy

trees, shrubs, ferns and dripping moss cling to the naked rock, clothing it a lush robe of green.

The path of Orlav's flight leads south for a league, climbing up a switchback path to onto a small plateau. From there the trail turns east, following a ridgeline that looks from a frowning height down into the broad vale beyond where, between the feet of the hills and a long mere, lies the village of Jerrail Arelar.

Late in the day, your pursuit leads you down from the heights, south to a lonely farmstead at the head of the vale of Jerrail Arelar. In the gathering gloom, no light burns in the window, no fire in the hearth. There is no sign of life, except for the relentless tracks heading like an arrow for the farmhouse.

What Has Gone Before: The previous evening, Orlav and his band swept down on the farmstead, killing the farmer and two of his sons before carrying off his wife and daughter (alive) and several of his sheep and goats (dead).

Read aloud or paraphrase the following:

The tracks of your quarry break up and disperse, halting behind the dry stone walls that enclose the small garden around the farmhouse. They then converge on the front and back doors of the building. The body of a man in peasant's garb lies across the doorstone, pierced by quarrels and hewn by axe and blade. Inside the simple dwelling is in utter disarray - the humble possessions of a farming family crushed beneath hobnailed boots. The bodies of a young man and a boy of no more than thirteen summers, headless and bloody, lie scattered among the debris.

A DC 12 Search check reveals that the farmstead was home to a family of five. Dresses and petticoats suggest the presence of at least two women, though there is no trace of them in the building. There are signs that the escapees spent the night in the house, before pressing on. The goat pen behind the house is stained with blood and littered with the entrails of at least three animals, seemingly butchered for meat by the raiders.

If the PCs wish to continue tracking through the overcast night they will need to make a DC 25 Survival check or lose the trail. Otherwise they can wait till morning and pick up the trail with a DC 18 Survival check. The trail heads south and west into the vale for a half-mile and then vanishes into a rocky streambed. Here a small number of the escapees followed the streambed downriver (DC 20/DC 25 Survival check to detect by day/night) to lead pursuers astray. Meanwhile Orlav and the main body of the escapees travelled upriver along the streambed (DC 24/DC 30 Survival check to track by

day/night). The PCs therefore have the option of heading either up or downstream.

Downstream: If the PCs follow the smaller group of escapees will eventually come to the scene of a skirmish, with blood, black and red staining the rocks beside the stream. A cursory search reveals the tracks of booted feet trampling the area, and leading down the vale towards Jerrail Arelar, dragging a number of heavy burdens.

Jerrail Arelar is a well-defended village perching atop a low rise surrounded by an earthen ditch and palisade and overlooking the still waters of a small lake. Here the PCs will find the fresh bodies of three hochebi strung from a tree in the village common. Berancas, the village headman, will be able to tell the PCs that his men spotted the beasts coming down into the vale yesterday. He and "his lads" went to "make them welcome". Berancas says that his lads got all of the hochebi there was and he hasn't seen any others around. He will be distressed to hear of the death of the farmer, a man named Calbrynn. However, he can offer little else in the way of practical help, except to say that the hills at the head of the vale are riddled with caves, especially the valley formed by the river that feeds the lake, along which the PCs have already travelled.

Upstream: If the PCs head upriver, read aloud or paraphrase the following:

The stream runs almost straight into the tors that wall in the valley the east. It winds into a narrow defile, in places no more than five feet wide. The high walls of the gorge frame a narrow strip of sky high above. In places, past floods have undercut a shelf into the limestone, in many places tall enough for a man to walk upright in. Here and there, torrents and rivulets pour from out of fissures in the gorge walls, cascading down to join the main stream.

A DC 15 Spot check will reveal that one of these rivulets emerges from a fissure large enough for man-sized creatures to fit into. A DC 25 Survival check will reveal faint scuffmarks on the stone, indicating that the PCs quarry have entered here within the last 24 hours.

Orlav's Retreat (see Map 3)

A: Watercourse

This cave forms the water-course for an underground stream. During the flood season, the stream fills the entire cave, but at the moment it is only 1 foot deep. The passage is 40 feet long and 5 foot wide by 5 feet high, forcing tall characters to stoop, but otherwise not affecting their mobility.

At APL 4+ the hochebi sorcerer has cast an *alarm* spell on the mouth of the watercourse, warning him of the PCs approach.

At APL8+, the Hepmonalander priest has set *glyphs of warding* 20, 30 and 40 feet into the watercourse (marked G, H, J on the map respectively), primed to discharge when anyone non-evil passes over them. The *glyphs* were set the previous evening and so the priest has now regained his full complement of spells again.

APL 8

20 feet

↪ *Glyph of Warding (blast)*: spell; spell trigger; no reset; spell effect (*glyph of warding* [spell], 5th level cleric, 2d8 acid; DC 17, Reflex half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

30 feet

↪ *Glyph of Warding (spell)*: spell; spell trigger; no reset; spell effect (*inflict serious wounds* [spell], 5th level cleric, 3d8+5; DC 17, Will half); single target; Search DC 28; Disable Device DC 28.

40 feet

↪ *Glyph of Warding (spell)*: spell; spell trigger; no reset; spell effect (*hold person* [spell], 5th level cleric; DC 17, Will negates); single target; Search DC 28; Disable Device DC 28.

APL 10

20 feet

↪ *Glyph of Warding (blast)*: spell; spell trigger; no reset; spell effect (*glyph of warding* [spell], 7th level cleric, 3d8 acid; DC 17, reflex half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

30 feet

↪ *Glyph of Warding (spell)*: spell; spell trigger; no reset; spell effect (*inflict serious wounds* [spell], 7th level cleric, 3d8+7; DC 17, Will half); single target; Search DC 28; Disable Device DC 28.

40 feet

↪ *Glyph of Warding (spell)*: spell; spell trigger; no reset; spell effect (*hold person* [spell], 7th level cleric; DC 17, Will negates); single target; Search DC 28; Disable Device DC 28.

APL 12

20 feet

↪ *Glyph of Warding (blast)*: spell; spell trigger; no reset; spell effect (*glyph of warding* [spell], 9th level cleric, 4d8

acid; DC 18, reflex half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

30 feet

↻ **Glyph of Warding (spell)**: spell; spell trigger; no reset; spell effect (*inflict serious wounds* [spell], 9th level cleric, 3d8+9; DC 17, Will half); single target; Search DC 28; Disable Device DC 28.

40 feet

↻ **Glyph of Warding (spell)**: spell; spell trigger; no reset; spell effect (*hold person* [spell], 9th level cleric; DC 17, Will half); single target; Search DC 28; Disable Device DC 28.

The third *glyph* is placed at the junction of the watercourse and the side passage into the main part of the retreat. Any PC held here will be on the receiving end of a barrage of missiles from the defenders in the side passage (see below).

At APL 10+, the sorcerer will try to catch as many of the PCs as possible in the watercourse with *lightning bolts*, sniping from the cover of the side passage, using the hostages as human shields (see below).

Also at APL 10+, the priest will use *control water* to flood the watercourse entirely (except for the sniper shelf), forcing the PCs to strive against a 30 ft./round current (requiring a DC 15 Swim check) while holding their breath to make headway. See the rules for aquatic movement and combat in the DMG p92. PCs unable to hold their position against the current may be swept out of the watercourse into the river in the gorge outside.

Orlav may use his *freedom of movement* spell combined with *water breathing* cast by the priest to engage the PCs in the flooded tunnel.

B: Shelf

Just above the entrance to the cave is a small shelf, large enough for a man to sit and lie flat in. The shelf faces back into the cave, allowing the savage warrior posted here to shoot PCs at advancing into the cave in the back.

At APL 2, the warrior will fire on the third PCs coming through the entrance, shouting loudly to warn his fellows in the cave beyond.

At higher APLs the savage sniper will try to conceal himself, striking from behind when fighting breaks out further up the passage.

C: Side Passage

The main cavern is connected to the watercourse by a winding, upward sloping side passage, 5 ft. high and 5 ft. wide. Orlav's men will use the corners as cover from

which they can direct spells and missile fire at the PCs as they advance up the watercourse.

At APL8 + the sorcerer will try to *web* this passage to slow the PCs advance. If Orlav's *freedom of movement* is still active, he may try to engage entangled PCs. Otherwise, if the PCs are about to break through, the defenders will torch the *web*.

D: Main Cavern

This is a roughly circular chamber, 60 feet in diameter. Here Orlav's men will try to make their stand against the PCs. They will try to lure the PCS into the main part of the cavern, where they can use of their superior numbers to flank the PCs.

E: Sinkhole

This five foot wide passage leads vertically up through the rock to a concealed opening on the top of the tor (a DC 20 Search check is required to find it). If the battle is going badly, at APL 6+ Orlav will use *spider climb* to flee up this escape route, under the cover of *invisibility* or *obscuring mist* if possible.

APL 2 (EL 4)

- **Orlav**: Rog2 hp 13, see Appendix 1
- **Tilva Suel soldiers** (2): War1 hp 9, see Appendix 1
- **Hepmonalander Suel warriors** (3): War1 hp 9, see Appendix 1
- **Hochebi sorcerer**: Adp1 hp 7, see Appendix 1

APL 4 (EL 8)

- **Orlav**: Rog5/Asn1 hp 32, see Appendix 1
- **Tilva Suel officers** (3): Ftr1 hp 12, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn1 hp 14, see Appendix 1
- **Hochebi sorcerer**: Sor1 hp 7, see Appendix 1
- **Hepmonalander Suel shaman**: Clr1 - Llerg hp 10, see Appendix 1

APL 6 (EL 10)

- **Orlav**: Rog5/Asn3 hp 42, see Appendix 1
- **Tilva Suel officers** (3): Ftr3 hp 28, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn3 hp 32, see Appendix 1
- **Hochebi sorcerer**: Sor3 hp 19, see Appendix 1
- **Hepmonalander Suel Priest**: Clr3 - Llerg hp 24, see Appendix 1

APL 8 (EL 12)

- **Orlav**: Rog5/Asn5 hp 52, see Appendix 1
- **Tilva Suel officers** (3): Ftr5 hp 44, see Appendix 1

➤ **Hepmonalander Suel warriors** (4): Bbn5 hp 51, see Appendix 1

➤ **Hochebi sorcerer**: Sor5 hp 26, see Appendix 1

➤ **Hepmonalander Suel Priest**: Clr5 - Llerg hp 38, see Appendix 1

APL 10 (EL 14)

➤ **Orlav**: Rog5/Asn7 hp 62, see Appendix 1

➤ **Tilva Suel officers** (3): Ftr7 hp 60, see Appendix 1

➤ **Hepmonalander Suel warriors** (4): Bbn7 hp 68, see Appendix 1

➤ **Hochebi sorcerer**: Sor7 hp 41, see Appendix 1

➤ **Hepmonalander Suel Priest**: Clr7 - Llerg hp 46, see Appendix 1

APL 12 (EL 16)

➤ **Orlav**: Rog5/Asn9 hp 78, see Appendix 1

➤ **Tilva Suel officers** (5): Ftr8 hp 68, see Appendix 1

➤ **Hepmonalander Suel warriors** (5): Bbn8 hp 77, see Appendix 1

➤ **Hochebi sorcerer**: Sor8 hp 43, see Appendix 1

➤ **Hepmonalander Suel Priest**: Clr8 - Llerg hp 54, see Appendix 1

All APLs

Yerinay and Calbya: female human Com1: hp: 4

These are the two hostages that the escapees have taken, and are being used as human shields. Treat them as having AC 10.

Tactics: In addition to the tactics discussed above, the sorcerer and priests will use their enhancing spells on themselves and their troops as soon as they are alerted to the PC's presence. In general, the defenders will try to impede the PCs progress into the cave, inflicting as much damage as possible in the confines of the watercourse and the side passage.

The defenders will use the hostages as human shields to snipe around corners (see sniping rules *Player's Handbook* p76) - first thrusting the unfortunate hostage out to draw the PCs fire, then popping out to fire around the corner, then yanking the hostage back into cover with a rope.

If the PCs break into the main cavern, Orlav will use *invisibility* at APL6+ (or *greater invisibility* at APL10+) to avoid the PCs' notice. He will then study the most powerful PC within reach and seek to use his death attack. Otherwise he will try to combine with the spell casters to sneak attack immobilised PCs.

Though Orlav will seek to escape, the other defenders will fight to the death. Orlav will refuse to surrender.

Treasure:

APL 2: *Loot* (per PC assuming 6 PCs): 94 gp.

APL 4: *Loot* (per PC assuming 6 PCs): 130 gp; *Magic: potion of cure light wounds (4)* (4 x 4 gp); *potion of spider climb* (25 gp).

APL 6: *Loot* (per PC assuming 6 PCs): 180 gp; *Magic: potion of cat's grace* (25 gp); *potion of cure light wounds (7)* (7 x 4 gp); *bracers of armour +1* (83 gp); *potion of cure moderate wounds (2)* (2 x 25 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 183 gp; *Magic: potion of cure moderate wounds (8)* (8 x 25 gp); *potion of cure serious wounds (2)* (2 x 62 gp); *potion of bull's strength (3)* (3 x 25 gp); *bracers of armour +1* (83 gp); *+1 bastard sword (3)* (3 x 194 gp); *+1 great axe (4)* (4 x 192 gp); *cloak of resistance +1 (3)* (2 x 83 gp); *+1 short sword (192 gp)*; *+1 studded leather armour (98 gp)*; *+1 battle axe (192 gp)*.

APL 10: *Loot* (per PC assuming 6 PCs): 944 gp; *Coin*: 75 gp *Magic: +1 greataxe (4)* (4 x 197 gp); *+1 bastard sword (3)* (3 x 197 gp); *+1 shock short sword* (691 gp); *+1 studded leather armour* (98 gp); *potion of cure serious wounds (10)* (10 x 62 gp); *cloak of resistance +1 (3)* (3 x 83 gp); *potion of bull's strength (4)* (4 x 25 gp); *bracers of armour +1* (83 gp); *potion of aid* (25 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 1092 gp; *Magic: +1 greataxe (5)* (5 x 197 gp); *+1 bastard sword (5)* (5 x 197 gp); *+1 shock short sword* (691 gp); *+1 halfplate (5)* (5 x 145 gp); *potion of cure serious wounds (18)* (18 x 62 gp); *cloak of resistance +1 (83 gp)*; *potion of bull's strength (5)* (5 x 25 gp); *bracers of armour +1 (5)* (5 x 83 gp); *+1 studded leather armour* (98 gp); *+1 battle axe* (191gp); *wand of web* (375 gp).

Development: If the PCs manage to defeat Orlav and his men, there is then the matter of the hostages, Yerinay and her twelve-year-old daughter Calbya. It is possible that they have been killed or wounded in the fighting. If they are still alive, they will be in deep shock, being utterly traumatised by their ordeal. With some gentle coaxing (a DC 15 Diplomacy check), the PCs can get Yerinay to speak. She will say that the raiders came and killed her husband and sons and then took her and Calya into the hills. She says that the leader of the raiders (Orlav) prevented the others from harming either her or her daughter, yet she cannot forgive him or the Brotherhood for the murder of her husband Calbrynn.

The PCs can leave the women in the safekeeping of Barenas, the headman of the village of Jerrail Arelar, in the valley below the hills. The villagers have little to offer the PCs in the way of a reward other than the promise of their hospitality

☛ **Hospitality of Jerrail Arelar:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer's Standard upkeep for three Onnwal Regional modules per Common Year.

What Orlav knows: Whether or not the PCs manage to kill or capture Orlav, he carries valuable information for the Scarlet Brotherhood. Before his capture, he received a detailed list of the movements and aliases used by Rakehell Chert from a Scarlet Brotherhood spy based in Kildeer. This is why he is so keen to return to Brotherhood lines, knowing that his knowledge can cripple the Free State. If captured he will refuse, even under pain of death or the effects of a *charm person*, to reveal what he knows to the PCs. Stronger mind affecting spells may be able to extract the information from him. Even in this case, Orlav does not know the identity of his informant in Kildeer, other than the fact that they are very well placed.

Having resolved any loose ends, go to Conclusion A.

Encounter 7: Eagenrast

If the PCs choose to track Ulcar north, then read aloud or paraphrase the following:

You hurry north, following the faint trail left by Ulcar. About a mile north of Aegenlir, the trail turns sharply east, plunging into the jagged hills, before winding north once again. The path the raiders have chosen makes maximum use of the natural terrain to conceal their passage.

Alternatively the PCs may wish to head straight for Eagenrast. In either case, read aloud or paraphrase the following:

After several hours of hard travel, an ominous pillar of smoke rises up from the horizon before you. Cresting a rocky ridge, you spy a small village huddled under a pair of sharp Headland tors. A portion of the palisade is ablaze, sending a column of black smoke into the sky. Straining your sight, you can see tiny figures locked in combat.

The settlement is obviously Eagenrast, already under attack by Ulcar's force. The villagers and the mine garrison, led by its constable, Arechal Justrenn, have given a good account of themselves, managing to repulse Ulcar's initial surprise attack on the mine and prison

stockade. However, the garrison has taken heavy losses and Ulcar has carried the palisade on the second attempt. Hand to hand fighting is now raging among the buildings of Eagenrast.

Eagenrast

(see Map 4)

Eagenrast is not a pleasant town. Being a penal mine, the settlement is little more than a military waystation. Within the palisade, the village consists of a single street, a dusty, rutted track. The place consists of a huddle of humble houses – mostly wood and thatch. The one substantial building is built of stone and roofed with slate. It stands in a widening in the track that might pass as the village square. A twisted and blackened hawthorn branch hangs from rusty chains over the door. This is the Spitting Bough, Eagenrast's one and only inn.

Beyond the Bough, under the looming tors, a further palisade protects the mine compound itself. The layout of the compound is very similar to that of Aegenlir, except there are three mineshafts here to Aegenlir's one.

The Battle

Fighting is raging in the main street of the town. Most of the villagers have taken refuge either in the Spitting Bough, where Quinnihe, the innkeep and Yusirn, a local leader, are leading the defence. The rest have fled to the safety of the mine compound, where Justrenn's men are busily keeping the raiders at bay.

Unless the PCs are taking to approach stealthily, then Ulcar will be aware of their arrival and will lead a band of his men to engage the PCs. If the PCs are trying to sneak up and surprise Ulcar, roll opposed Spot checks for the monk against the PCs Hide, applying a +2 circumstance bonus to the PCs and a -2 circumstance bonus to Ulcar for the distractions caused by the raging battle.

There are about 30 raiders attacking Eagenrast. However, the PCs will only fight the numbers of raiders specified below at each APL. Assume that surplus raiders are engaged elsewhere in the fight. Once Ulcar and his guards have been killed, the rest of the force will break and flee for the hills, pursued by the vengeful garrison. Any surplus raiders challenged by the PCs will throw down their weapons and surrender.

APL 2 (EL 4)

☛ **Ulcar:** Mnk2 hp 12, see Appendix 1

☛ **Tilva Suel soldiers (2):** War1 hp 9, see Appendix 1

☛ **Hepmonalander Suel warriors (3):** War1 hp 9, see Appendix 1

☛ **Hochebi sorcerer:** Adp1 hp 7, see Appendix 1

APL 4 (EL 8)

- **Ulcár:** Mnk6 hp 39, see Appendix 1
- **Tilva Suel officers** (3): Ftr1 hp 12, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn1 hp 14, see Appendix 1
- **Hochebi sorcerer:** Sor1 hp 7, see Appendix 1
- **Hepmonalander Suel shaman:** Clr1 - Llerg hp 10, see Appendix 1

APL 6 (EL 10)

- **Ulcár:** Mnk8 hp 51, see Appendix 1
- **Tilva Suel soldiers** (3): Ftr3 hp 28, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn3 hp 32, see Appendix 1
- **Hochebi sorcerer:** Sor3 hp 19, see Appendix 1
- **Hepmonalander Suel Priest:** Clr3 - Llerg hp 24 see Appendix 1

APL 8 (EL 12)

- **Ulcár:** Mnk10 hp 63, see Appendix 1
- **Tilva Suel officers** (3): Ftr5 hp 44, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn5 hp 51, see Appendix 1
- **Hochebi sorcerer:** Sor5 hp 26, see Appendix 1
- **Hepmonalander Suel Priest:** Clr5 - Llerg hp , see Appendix 1

APL 10 (EL 14)

- **Ulcár:** Mnk12 hp 75, see Appendix 1
- **Tilva Suel officers** (3): Ftr7 hp 68, see Appendix 1
- **Hepmonalander Suel warriors** (4): Bbn7 hp 68, see Appendix 1
- **Hochebi sorcerer:** Sor7 hp 41, see Appendix 1
- **Hepmonalander Suel Priest:** Clr7 - Llerg hp 46, see Appendix 1

APL 12 (EL 16)

- **Ulcár:** Mnk14 hp 87, see Appendix 1
- **Tilva Suel officers** (5): Ftr8 hp 68, see Appendix 1
- **Hepmonalander Suel warriors** (5): Bbn8 hp 77, see Appendix 1
- **Hochebi sorcerer:** Sor8 hp 43, see Appendix 1
- **Hepmonalander Suel Priest:** Clr8 - Llerg hp 54, see Appendix 1

Tactics: Ulcar initially tries to weaken the PCs with some ranged spells and missile fire, using the buildings of the village as cover. If the PCs close to melee, Ulcar will lead a phalanx of his warriors to meet them head on, providing cover for the spell casters to provide magical support.

Assume that the spell casters have appropriate buffing spells in effect, but have yet to discharge any offensive spells. Ulcar will seek to make maximum use of his mobility to get around PC fighters and attack vulnerable PC spell casters, relying on his warriors to prevent him from being surrounded and overwhelmed. Ulcar and his men will fight to the death.

Treasure:

APL 2: *Loot* (per PC assuming 6 PCs): 103 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 510 gp; *Magic: potion of cure light wounds (4)* (4 x 4 gp);

APL 6: *Loot* (per PC assuming 6 PCs): 781 gp; *Magic: potion of cure light wounds (7)* (7 x 62 gp); *potion of cure moderate wounds* (2 x 25 gp); *potion of remove blindness/deafness* (62 gp); *bracers of armour +1* (83 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 721 gp; *Magic: potion of cure serious wounds* (62 gp); *potion of cure moderate wounds* (8) (8 x 25 gp) *bracers of armour +1* (83 gp); *cloak of resistance +1* (3) (3 x 83 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 great axe* (4) (4 x 192 gp); *+1 quarterstaff* (191 gp); *+1 battleaxe* (192 gp); *potion of bull strength (4)* (4 x 25 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 943 gp; *Coin:* 77 gp; *Magic: potion of cure serious wounds (9)* (9 x 62 gp); *bracers of armour +1* (83 gp); *cloak of resistance +1* (3) (3 x 83 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 great axe* (4) (4 x 192 gp); *+1 ki focus quarterstaff* (691 gp); *potion of bull strength (4)* (4 x 25 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 1088 gp; *Magic: potion of cure serious wounds (16)* (16 x 62 gp); *bracers of armour +1 (5)* (5 x 83 gp); *cloak of resistance +1* (83 gp); *+1 bastard sword* (5) (5 x 197 gp); *+1 great axe* (5) (5 x 192 gp); *+1 battleaxe* (193 gp); *+1 ki focus quarterstaff* (691 gp); *potion of bull strength (5)* (5 x 25 gp); scroll of stonesskin (79 gp); *wand of summon monster II* (375 gp)

Development: Assuming the PCs defeat Ulcar and the raiders, they are free to interact with Justrenn and the other prominent citizens of Eagenrast.

NPCs of Eagenrast

◆ **Arechal Justrenn**, Constable of Eagenrast

Appearance: Justrenn is a stocky, well-muscled man, and his tall stature is that of both a man of the military and one used to having his orders obeyed. His long blond hair is tied tightly with a rough leather thong.

Character: Forthright and honest, Justrenn lives by a code of honour and sticks to it. He seems unconcerned or unaware at the open hostility displayed towards him by the local folk. Hailing from the town of Silvervale, Justrenn is Baron Geldrenn's representative in Eagenrast,

overseeing the garrison of the mine. His position is somewhat curious as Eagenrast is under the jurisdiction of the Duyrdann family, vassals of the baron. Justrenn is known as “Soapy” by the locals (when he isn’t listening), due to his excessive hygiene (he takes a warm bath every day).

☛ **Quinnihe**, proprietor of the Spitting Bough

Appearance: Attractive face, crooked teeth, thin athletic body

Character: Quinnihe is a thin rakish young man with a sour temper and crooked teeth. He has something of a reputation with the locals of being a lazy, feckless man, and the fuller his bar, the more irritated and sour he gets. It is said by some that it is almost as if he does not want to make a living. He is sarcastic and prone to turning on weak people, berating them for trivial reasons. Quinnihe will make a (blatant and very unsubtle) pass at any pretty female PCs, in full sight of his wife.

☛ **Julieen**, Quinnihe’s wife

Appearance: Long dark hair, pleasant smiling face, and shapely figure

Character: A demure and attractive young woman, Julieen is prone to girlish giggling. For reasons known only to herself, she hero-worships her husband, laughing his crude jokes toward her. She appears oblivious to his blatant womanising and turns a blind eye to his outrageous chasing of every young girl who passes through his establishment.

☛ **Yusirn**, local loudmouth

Appearance: Yusirn is a broad-shouldered, handsome and arrogant ox of a man. An extremely well-built and large man, he has very handsome face. Always well dressed. Loud booming voice

Character: Insufferably arrogant and obnoxious, Yusirn appears to take the very presence of Justrenn as a personal challenge. Very much a leader of men, his loud and sneering criticism of “outsiders” is the closest thing to evening entertainment provided by the Spitting Bough.

For their actions, Quinnihe will offer them free lodging at the Spitting Bough, in gratitude for their aid.

☛ **Hospitality of Eagenrast:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer’s Standard upkeep for three Onnwal Regional modules per Common Year.

Note that the PCs can try to pick up Orlav’s trail, but, it has long since gone cold. The assassin has made good his escape.

Go to Conclusion B.

Conclusion

The conclusion of the module depends on whether the PCs pursued Orlav or Ulcar.

A: The PCs pursued Orlav

Having dealt with Orlav, the PCs are free to return to Silvervale to collect their reward.

Read aloud or paraphrase the following:

As you make your way west, back into the heart of the Silvervale, a column of black smoke rises above the hills to the north, an ominous blot on the horizon.

If the PCs go to investigate, read aloud or paraphrase the following:

Half a day’s travel brings you to the source of the column of smoke. Cresting a crag, the smouldering ruins of the village and mine of Eagenrast lie before you. Nothing lives in the ashes of the holocaust. Above the ruins, three piles of crushed and shattered stone mark the collapsed mouths of Eagenrast’s silvermines, sealed by the malice of the Scarlet Brotherhood.

The PCs can return to Silvervale, where news of the destruction of Eagenrast is being greeted with shock and dismay. Nonetheless, Aerivayle will honour the deal, paying the PCs in full for their efforts. He will also pay a small bonus if Orlav has been killed, and a larger bonus if the PCs have captured him alive and know that he knows something relating to Rakehell Chert.

Treasure: (per PC)

APL 2: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 20 gp

OR large bonus 40 gp

APL 4: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 40 gp **OR** large bonus 80 gp

APL 6: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 60 gp **OR** large bonus 120 gp

APL 8: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 80 gp **OR** large bonus 160 gp

APL 10: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 100 gp **OR** large bonus 200 gp

APL 12: *Coinz*. base rate: 3 sp/lvl/day gp; small bonus: 120 gp **OR** large bonus 240 gp

The End

B: The PCs pursued Ulcar

Read aloud or paraphrase the following:

Returning to the town of Silvervale, the tidings you bring earn the praise and gratitude of both Lord Aerivayle and his uncle, Baron Geldrenn. You are invited to dine at the baron's table in Hergada's Rest, where you receive the adulation of the baron and his bannermen.

The baron will pay a considerable bonus to the agreed fee (see below). Moreover any PCs who have earned the Disfavour of Halshas Geldrenn are now forgiven. PCs that have not displeased the baron in the past gain the Favour of Halshas Geldrenn.

☛ **Favour of Halshas Geldrenn, Baron Silvervale:** The bearer has, through his actions earned Well-Liked Favour status and 3 Regional Influence Points with the Baron of Silvervale. Any PC who in the past has earned the Disfavour of Halshas Geldrenn is no longer affected by it, however, these PCs do not gain the Regional Influence Points or the Well-Liked Status above.

Treasure:

APL 2: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 20 gp

OR large bonus 40 gp

APL 4: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 40 gp **OR** large bonus 80 gp

APL 6: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 60 gp **OR** large bonus 120 gp

APL 8: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 80 gp **OR** large bonus 160 gp

APL 10: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 100 gp **OR** large bonus 200 gp

APL 12: *Coir.* base rate: 3 sp/lvl/day gp; small bonus: 120 gp **OR** large bonus 240 gp

The End

Campaign Consequences

This adventure has campaign consequences. That is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the module are also welcomed at this address.

1: Did any of the chain gang escape or die? If so who and what fate befell them?

2: Did the mine of Aegenlir collapse?

3: Did Pholdir die?

4: Did Orlav escape?

5: Did Ulcar escape?

6: Were the hostages saved?

7: Was Eagenrast saved?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

Encounter 1: The Trial of Arms

Win an event at the Trial of Arms:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

Encounter 3: The Chain Gang

Defeat the hochebi raiders

APL2:	120 XP
APL4:	120 XP
APL6:	180 XP
APL8:	240 XP
APL10:	300 XP
APL12:	360 XP

Encounter 4: Ambush at Aegenlir

Defeat the ambushers

APL2:	120 XP
APL4:	180 XP
APL6:	240 XP
APL8:	300 XP
APL10:	360 XP
APL12:	420 XP

Encounter 5: The Survivors

Save the survivors and prevent the collapse of the mine.

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

Encounter 6: The Hostages

Defeat Orlav and the escapees

APL2:	120 XP
APL4:	240 XP

APL6:	300 XP
APL8:	360 XP
APL10:	420 XP
APL12:	480 XP

Recover the hostages alive:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

OR

Encounter 7: Eagenrast

Defeat Ulcar and the raiders

APL2:	120 XP
APL4:	240 XP
APL6:	300 XP
APL8:	360 XP
APL10:	420 XP
APL12:	480 XP

Save Eagenrast:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

Total possible experience

APL2:	450 XP
APL4:	675 XP
APL6:	800 XP
APL8:	1,125 XP
APL10:	1,350 XP
APL12:	1,575 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse 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 treasures from each encounter, add it up and that it's the number of gold pieces a character's total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

Treasure Key

Encounter One: The Trial of Arms

APL 2: *Coin*: 20 gp

APL 4: *Coin*: 40 gp

APL 6: *Coin*: 60 gp

APL 8: *Coin*: 80 gp

APL 10: *Coin*: 120 gp

APL 12: *Coin*: 120 gp

Encounter Two: An Interview with the Baron

All APLs: If the PCs do not show the requisite respect to Baron Halshas Geldren of the Silvervale.

☛ Disfavour of Halshas Geldrenn, Baron Silvervale

Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside Onnwal, their next module based in Onnwal will cost an extra 1 TU as they are labelled as troublemakers by border patrols. For Onnwalons this has the effect of giving them "Disliked" status with the baron.

Encounter Three: The Chain Gang

APL 2: *Loot* (per PC assuming 6 PCs): 24 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 23 gp;

APL 6: *Loot* (per PC assuming 6 PCs): 522 gp; *Coin*: 1 gp; *Magic*: *potion of cure light wounds* (4 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 495 gp; *Magic*: *potion of cure moderate wounds* (25 gp); *bracers of armour +1* (83 gp)

APL 10: *Loot* (per PC assuming 6 PCs): 591 gp; *Coin*: 2 gp; *Magic*: *potion of cure moderate wounds* (25 gp); *potion of invisibility (6)* (6 x 25 gp); *bracers of armour +1* (83 gp); *wand of melf's acid arrow* (375 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 470 gp; *Coin*: 2 gp; *Magic*: *+1 longsword (5)* (5 x 192 gp); *potion of cure serious wounds* (62 gp); *potion of aid* (25 gp); *potion of invisibility (6)* (6 x 25 gp); *bracers of armour +1* (83 gp); *wand of melf's acid arrow* (375 gp).

Encounter Four: Ambush at Aegenlir

APL 2: *Loot* (per PC assuming 6 PCs): 91 gp.

APL 4: *Loot* (per PC assuming 6 PCs): 258 gp; *Magic*: *potion of cure light wounds (2)* (2 x 4 gp);

APL 6: *Loot* (per PC assuming 6 PCs): 296 gp; *Magic*: *potion of cure light wounds (4)* (4 x 4 gp); *bracers of armour +1* (83 gp); *potion of cure moderate wounds* (25 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 421 gp; *Magic*: *potion of cure moderate wounds (5)* (5 x 25 gp); *potion of bull's strength (2)* (2 x 25 gp); *bracers of armour +1* (83 gp); *+1 bastard sword (2)* (2 x 194 gp); *+1 great axe (2)* (2 x 192 gp); *cloak of resistance +1 (2)* (2 x 83 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 559 gp; *Coin*: 50 gp; *Magic*: *+1 greataxe (2)* (2 x 197 gp); *+1 bastard sword (2)* (2 x 197 gp); *+1 dagger* (191 gp); *potion of cure serious wounds (6)* (6 x 62 gp); *cloak of resistance +1 (2)* (2 x 83 gp); *potion of bull's strength (2)* (2 x 25 gp); *bracers of armour +1* (83 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 748 gp; *Magic*: *+1 greataxe (4)* (4 x 197 gp); *+1 bastard sword (3)* (3 x 197 gp); *+1 dagger* (191 gp); *+1 halfplate (3)* (3 x 145 gp); *potion of cure serious wounds (12)* (12 x 62 gp); *cloak of resistance +1* (83 gp); *potion of bull's strength (3)* (3 x 25 gp); *bracers of armour +1 (3)* (3 x 83 gp).

Encounter Six: The Hostages

APL 2: *Loot* (per PC assuming 6 PCs): 94 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 130 gp; *Magic*: *potion of cure light wounds (4)* (4 x 4 gp); *potion of spider climb* (25 gp).

APL 6: *Loot* (per PC assuming 6 PCs): 180 gp; *Magic*: *potion of cat's grace* (25 gp); *potion of cure light wounds*

(7) (7 x 4 gp); bracers of armour +1 (83 gp); potion of cure moderate wounds (2) (2 x 25 gp);

APL 8: *Loot* (per PC assuming 6 PCs): 183 gp; *Magic*: *potion of cure moderate wounds* (8) (8 x 25 gp); *potion of cure serious wounds* (2) (2 x 62 gp); *potion of bull's strength* (3) (3 x 25 gp); *bracers of armour +1* (83 gp); *+1 bastard sword* (3) (3 x 194 gp); *+1 great axe* (4) (4 x 192 gp); *cloak of resistance +1* (3) (2 x 83 gp); *+1 short sword* (192 gp); *+1 studded leather armour* (98 gp); *+1 battle axe* (192 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 944 gp; *Coir*: 75 gp *Magic*: *+1 greataxe* (4) (4 x 197 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 shock short sword* (691 gp); *+1 studded leather armour* (98 gp); *potion of cure serious wounds* (10) (10 x 62 gp); *cloak of resistance +1* (3) (3 x 83 gp); *potion of bull's strength* (4) (4 x 25 gp); *bracers of armour +1* (83 gp); *potion of aid* (25 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 1092 gp; *Magic*: *+1 greataxe* (5) (5 x 197 gp); *+1 bastard sword* (5) (5 x 197 gp); *+1 shock short sword* (691 gp); *+1 halfplate* (5) (5 x 145 gp); *potion of cure serious wounds* (18) (18 x 62 gp); *cloak of resistance +1* (83 gp); *potion of bull's strength* (5) (5 x 25 gp); *bracers of armour +1* (5) (5 x 83 gp); *+1 studded leather armour* (98 gp); *+1 battle axe* (191gp), wand of web (375 gp).

All APLs:

☛ **Hospitality of Jerrail Arelar:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer's Standard upkeep for three Onnwal Regional modules per Common Year.

Encounter Seven: Eagenrast

APL 2: *Loot* (per PC assuming 6 PCs): 103 gp;

APL 4: *Loot* (per PC assuming 6 PCs): 510 gp; *Magic*: *potion of cure light wounds* (4) (4 x 4 gp);

APL 6: *Loot* (per PC assuming 6 PCs): 781 gp; *Magic*: *potion of cure light wounds* (7) (7 x 62 gp); *potion of cure moderate wounds* (2 x 25 gp); *potion of remove blindness/deafness* (62 gp); *bracers of armour +1* (83 gp).

APL 8: *Loot* (per PC assuming 6 PCs): 721 gp; *Magic*: *potion of cure serious wounds* (62 gp); *potion of cure moderate wounds* (8) (8 x 25 gp) *bracers of armour +1* (83 gp); *cloak of resistance +1* (3) (3 x 83 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 great axe* (4) (4 x 192 gp); *+1 quarterstaff* (191 gp); *+1 battleaxe* (192 gp); *potion of bull strength* (4) (4 x 25 gp).

APL 10: *Loot* (per PC assuming 6 PCs): 943 gp; *Coir*: 77 gp; *Magic*: *potion of cure serious wounds* (9) (9 x 62 gp); *bracers of armour +1* (83 gp); *cloak of resistance +1* (3) (3 x 83 gp); *+1 bastard sword* (3) (3 x 197 gp); *+1 great*

axe (4) (4 x 192 gp); *+1 ki focus quarterstaff* (691 gp); *potion of bull strength* (4) (4 x 25 gp).

APL 12: *Loot* (per PC assuming 6 PCs): 1088 gp; *Magic*: *potion of cure serious wounds* (16) (16 x 62 gp); *bracers of armour +1* (5) (5 x 83 gp); *cloak of resistance +1* (83 gp); *+1 bastard sword* (5) (5 x 197 gp); *+1 great axe* (5) (5 x 192 gp); *+1 battleaxe* (193 gp); *+1 ki focus quarterstaff* (691 gp); *potion of bull strength* (5) (5 x 25 gp); scroll of stonesskin (79 gp); *wand of summon monster II* (375 gp)

All APLs:

☛ **Hospitality of Eagenrast:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer's Standard upkeep for three Onnwal Regional modules per Common Year.

Conclusion

APL 2: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 80 gp

OR large bonus 160 gp

APL 4: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 40 gp OR large bonus 80 gp

APL 6: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 60 gp OR large bonus 120 gp

APL 8: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 80 gp OR large bonus 160 gp

APL 10: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 100 gp OR large bonus 200 gp

APL 12: *Coir*: base rate: 3 sp/lvl/day gp; small bonus: 120 gp OR large bonus 240 gp

All APLs

☛ **Favour of Halshas Geldrenn, Baron Silvervale:** The bearer has, through his actions earned Well-Liked Favour status and 3 Regional Influence Points with the Baron of Silvervale. Any PC who in the past has earned the Disfavour of Halshas Geldrenn is no longer affected by it, however, these PCs do not gain the Regional Influence Points or the Well-Liked Status above.

Total Possible Treasure

APL 2: L: 220 gp; C: 180 gp; Total: 400 gp

APL 4: L: 431 gp; C: 120 gp; M: 49 gp - Total: 600 gp

APL 6: L: 321 gp; C: 181 gp; M: 298 gp - Total: 800 gp

APL 8: L: 10 gp; C: 240 gp; M: 1000 gp - Total: 1,250 gp

APL 10: L: 300 gp; C: 300 gp; M: 1,500 gp - Total: 2,100 gp

APL 12: L: 140 gp; C: 360 gp; M: 2,500 gp - Total: 3,000 gp

Items for the Adventure Record

☛ **Disfavour of Halshas Geldrenn, Baron Silvervale**

Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside Onnwal, their next module based in Onnwal will cost an extra 1 TU as they are labelled as troublemakers by border patrols. For Onnwalons this has the effect of giving them "Disliked" status with the baron.

☛ **Favour of Halshas Geldrenn, Baron Silvervale:** The bearer has, through his actions earned Well-Liked Favour status and 3 Regional Influence Points with the Baron of Silvervale. Any PC who in the past has earned the Disfavour of Halshas Geldrenn is no longer affected by it, however, these PCs do not gain the Regional Influence Points or the Well-Liked Status above.

☛ **Hospitality of Jerrail Arelar:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer's Standard upkeep for three Onnwal Regional modules per Common Year.

☛ **Hospitality of Eagenrast:** In gratitude for saving some of its people from Scarlet Brotherhood raiders, the bearer can have free Adventurer's Standard upkeep for three Onnwal Regional modules per Common Year.

Item Access

Note: PCs only get access to items they encounter.

APL 6: *bracers of armour +1*

APL 8: as APL 6 plus *cloak of resistance +1*

APL 10: as APL 8 plus *wand of melf's acid arrow; +1 shock short sword; +1 ki focus quarterstaff*

APL 12: as APL 10 plus *scroll of stonesskin; wand of web; wand of summon monster II*

The End

Appendix I - NPC Statistics

APL 2

Encounter 1: The Trial of Arms

➤ **Huirgen**, Bbn4; CR 4; Medium Humanoid; HD 4d12+8; hp 41; Init +6; Spd 40 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, 2 fists); Full Atk +7 melee (1d3+3, 2 fists); SA Rage 2/day; SQ Uncanny dodge, fast movement; AL CG; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and feats: Escape Artist +6, Handle Animal +7, Jump +8, Tumble +5; Dodge, Improved Initiative, Weapon Focus (unarmed).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

➤ **Sergeant at Arms**, Ftr4; Medium humanoid; HD 4d10+4; hp 32; Init +6; Spd 30 ft.; AC 18, flat-footed 16, touch 12; Base Atk +4; Grp +6; Atk +7 melee (1d10+4, bastard sword) or +6 melee (1d6+2, short sword) or +6 melee (1d4+2, dagger); Full Atk +7 melee (1d10+4, bastard sword) or +6 melee (1d6+2, short sword) or +6 melee (1d4+2, dagger); AL LN; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Bluff +5, Climb +1, Intimidate +9, Jump +2; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard sword, short sword, dagger, chain mail, small steel shield,

➤ **Scout**, Rng4; CR 4; Medium humanoid; HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 16, flat-footed 13, touch 13; Base Atk +4; Grp +6; Atk +8 ranged (1d8/x3, longbow); Full Atk +8 ranged (1d8/x3, longbow) or +6/+6 ranged (1d8/x3, longbow); SQ Favoured enemy hochebi +2, wild empathy; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Climb +7, Hide +9, Handle Animal +7, Jump +5, Move Silently +9, Spot +8; Survival +8; Endurance, Far Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having the Rapid Shot feat, even without the normal prerequisites for that feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+4 to determine the wild empathy check result.

Possessions: Longbow, 20 arrows, studded leather armour.

➤ **Muiraya**, Drd4; CR 4; Medium humanoid; HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 16, flat-footed 13, touch 13; Base Atk +3; Grp +5; Atk +6 ranged (1d8/x3, longbow); Full Atk +6 ranged (1d8/x3, longbow); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure; AL NG; SV Fort +5, Ref +4, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and feats: Concentration +8, Diplomacy +5; Handle Animal +7, Spellcraft +7; Survival +10; Combat Casting, Improved Counterspell, Weapon Focus (longbow).

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20+4 to determine the wild empathy check result.

Woodland Stride (Ex): A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): A druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): A druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spells Prepared (5/4/3; base DC = 13 + spell level) 0 - *flare* x3, *light*, *resistance*; 1st - *entangle* x2, *faerie fire* x2; 2nd - *gust of wind* x3

Possessions: Longbow, 20 arrows, studded leather armour.

Encounter 3: The Chain Gang

➤ **Ha'kra'kalubrak**, male hochebi warrior, hp 6; see *Monster Manual* p153 (note: Ha'kra'kalubrak is unarmed and unarmoured)

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn2; CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d3+3, unarmed); Full Atk +5 melee (1d3+3, unarmed); SQ Rage 3/day, fast movement, uncanny dodge; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Jump +7, Listen +6, Move Silently +5; Extra Rage, Weapon Focus (falchion).

➤ **Krova Lenar**, female human, Mnk6; CR 6; Medium humanoid; HD 6d8+6; hp 39; Init +6; Spd 50 ft.; AC 16, touch 16, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, unarmed); Full Atk +6/+6 melee (1d8+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 30 ft.; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +11, Hide +11, Jump +11, Move Silently +11, Tumble +11; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

➤ **Makho Vidrekk**, male human, Ftr2; CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d3+3, unarmed); Full Atk +5 melee (1d3+3,

unarmed); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Climb +7, Jump +8; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

➤ **Lev Talozin**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Derend and Jandyr**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can

study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Encounter 4: Ambush at Aegenlir

➤ **Tilva Suel soldiers:** War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 19, flat-footed 17, touch 12; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb -3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, heavy steel shield, longsword, longbow, 20 arrows.

➤ **Hepmonalander Suel warriors:** War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 19, flat-footed 16, touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Possessions: Chain shirt, large steel shield, longsword, longbow + 20 arrows.

➤ **Hochebi sorcerer:** Adp1; CR 1/2; Medium humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 11, flat-footed 10, touch 11; Base Atk +0; Grp +0; Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); Full Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); SQ Darkvision; AL LE; SV Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Move Silently +5, Spellcraft +4; Combat Casting.

Spells Prepared (3/2; base DC = 13 + spell level) 0 - *guidance, resistance, touch of fatigue, 1st sleep x2.*

Possessions: Dagger; light crossbow, 20 quarrels.

Encounter 6: The Hostages

➤ **Orlav, male human Rog2:** CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 16, flat-footed 13; touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5

ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Disguise +5; Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Tumble +7, Search +5, Slight of Hand +7, Spot +5; Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Possessions: Shortsword, light crossbow, crossbow bolts (20), studded-leather armour.

➤ **Tilva Suel soldiers:** War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 19, flat-footed 17, touch 12; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide -3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, light crossbow, 20 bolts.

➤ **Hepmonalander Suel warriors:** War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 19, flat-footed 16, touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Possessions: Chain shirt, large steel shield, longsword, light crossbow + 20 bolts.

➤ **Hochebi sorcerer:** Adp1; CR 1/2; Medium humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 11, flat-footed 10, touch 11; Base Atk +0; Grp +0; Atk +1 ranged (1d8/19-20,

light crossbow) or +0 melee (1d4/19-20, dagger); Full Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); SQ Darkvision; AL LE; SV Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Move Silently +5, Spellcraft +4; Combat Casting.

Spells Prepared (3/2; base DC = 13 + spell level) 0 - *ghost sound, guidance, touch of fatigue*, 1st - *obscuring mist, sleep*.

Possessions: Dagger; light crossbow, 20 quarrels.

Encounter 7: Eagenrast

☛ **Ulcarr:** Mnk2; CR 2; Medium Humanoid; HD 2d8; hp 12; Init +6; Spd 30 ft.; AC 15, touch 15, flat-footed 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2, unarmed) or +3 melee (1d6+2, quarterstaff) or +3 ranged (1d6 fire, alchemist's fire); Full Atk +2/+2 melee (1d6+2, flurry of blows unarmed); +1/+1 melee (1d6+2, flurry of blows quarterstaff) or +3 ranged (1d6 fire, alchemist's fire); SA Unarmed strike, flurry of blows; SQ Evasion; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 14, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +4, Hide +7, Jump +5, Move Silently +7, Tumble +7; Deflect Arrows, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist and Deflect Arrows as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Possessions: Quarterstaff, flask of alchemist's fire.

☛ **Tilva Suel soldiers:** War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 19, flat-footed 17, touch 12; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Jump -2, Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, longbow, 20 arrows.

Hepmonalander Suel warriors: War1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 19, flat-

footed 16, touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Possessions: Chain shirt, large steel shield, longsword, longbow + 20 arrows.

☛ **Hochebi sorcerer:** Adp1; CR 1/2; Medium humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 11, flat-footed 10, touch 11; Base Atk +0; Grp +0; Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); Full Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); SQ Darkvision; AL LE; SV Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Move Silently +5, Spellcraft +4; Combat Casting.

Spells Prepared (3/2; base DC = 13 + spell level) 0 - *guidance, resistance, touch of fatigue*, 1st *sleep x2*.

Possessions: Dagger; light crossbow, 20 quarrels.

APL 4

Encounter 1: The Trial of Arms

➤ **Huirgen**, Bbn4; CR 4; Medium Humanoid; HD 4d12+8; hp 41; Init +6; Spd 40 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, 2 fists); Full Atk +7 melee (1d3+3, 2 fists); SA Rage 2/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CG; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and feats: Escape Artist +6, Handle Animal +7, Jump +8, Tumble +5; Dodge, Improved Initiative, Weapon Focus (unarmed).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

➤ **Sergeant at Arms**, Ftr4; Medium humanoid; HD 4d10+4; hp 32; Init +6; Spd 30 ft.; AC 18, flat-footed 16, touch 12; Base Atk +4; Grp +6; Atk +7 melee (1d10+4, bastard sword) or +6 melee (1d6+2, short sword) or +6 melee (1d4+2, dagger); Full Atk +7 melee (1d10+4, bastard sword) or +6 melee (1d6+2, short sword) or +6 melee (1d4+2, dagger); AL LN; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Bluff +5, Climb +1, Intimidate +9, Jump +2; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard sword, short sword, dagger, chain mail, small steel shield,

➤ **Scout**, Rng4; CR 4; Medium humanoid; HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 16, flat-footed 13, touch 13; Base Atk +4; Grp +6; Atk +8 ranged (1d8/x3, longbow); Full Atk +8 ranged (1d8/x3, longbow) or +6/+6 ranged (1d8/x3, longbow); SQ Favoured enemy hochebi +2, wild empathy; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Climb +7, Hide +9, Handle Animal +7, Jump +5, Move Silently +9, Spot +8; Survival +8; Endurance, Far Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having the Rapid Shot feat, even without the normal prerequisites for that feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+4 to determine the wild empathy check result.

Possessions: Longbow, 20 arrows, studded leather armour.

➤ **Muiraya**, Drd4; CR 4; Medium humanoid; HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 16, flat-footed 13, touch 13; Base Atk +3; Grp +5; Atk +6 ranged (1d8/x3, longbow); Full Atk +6 ranged (1d8/x3, longbow); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure; AL NG; SV Fort +5, Ref +4, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and feats: Concentration +8, Diplomacy +5; Handle Animal +7, Spellcraft +7; Survival +10; Combat Casting, Improved Counterspell, Weapon Focus (longbow).

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20+4 to determine the wild empathy check result.

Woodland Stride (Ex): A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): A druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): A druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spells Prepared (5/4/3; base DC = 13 + spell level) 0 - flare x3, light, resistance; 1st - entangle x2, faerie fire x2; 2nd - gust of wind x3

Possessions: Longbow, 20 arrows, studded leather armour.

Encounter 3: The Chain Gang

➤ **Ha'kra'kalubrak**, male hochebi warrior, hp 6; see *Monster Manual* p153 (note: Ha'kra'kalubrak is unarmed and unarmoured)

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn2; CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d3+3, unarmed); Full Atk +5 melee (1d3+3, unarmed); SQ Rage 3/day, fast movement,

uncanny dodge; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +4, Jump +7, Listen +6, Move Silently +5; Extra Rage, Weapon Focus (falchion).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

➤ **Krova Lenar**, female human, Mnk6; CR 6; Medium humanoid; HD 6d8+6; hp 39; Init +6; Spd 50 ft.; AC 16, touch 16, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, unarmed); Full Atk +6/+6 melee (1d8+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 30 ft.; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +11, Hide +11, Jump +11, Move Silently +11, Tumble +11; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

➤ **Makho Vidrekk**, male human, Ftr2; CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d3+3, unarmed); Full Atk +5 melee (1d3+3,

unarmed); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Climb +7, Jump +8; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

➤ **Lev Talozin**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Derend and Jandyr**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can

study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Hochebi warriors** (6): War 1, hp 6, see *Monster Manual* p153

➤ **Hochebi shaman:** Adp1; CR 1/2; Medium humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 11, flat-footed 10, touch 11; Base Atk +0; Grp +0; Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); Full Atk +1 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); SQ Darkvision; AL LE; SV Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Move Silently +5, Spellcraft +4; Combat Casting.

Spells Prepared (3/2; base DC = 13 + spell level) 0 - *guidance, resistance, touch of fatigue, 1st obscuring mist, sleep.*

Possessions: Dagger; light crossbow, 20 quarrels.

Encounter 4: Ambush at Aegenlir

➤ **Tilva Suel soldiers, Ftr2:** CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Full Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Jump +0, Spot +3; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, crossbow bolts (20), chainmail, heavy steel shield, *potions of cure light wounds.*

➤ **Hepmonalander Suel warriors:** Bbn2; CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +6 melee (2d4+4/18-20, falchion) or +4 ranged (1d6+3/x3, mighty composite shortbow +3); Full Atk +6 melee (2d4+4/18-20, falchion) or +4 ranged (1d6+3/x3, mighty composite shortbow +2); SQ Rage 3/day, fast movement, uncanny dodge; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +5; Extra Rage, Weapon Focus (falchion).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Possessions: Falchion, mighty composite shortbow +3, 20 arrows, chain shirt

➤ **Hochebi sorcerer Sor2:** CR 2; Medium humanoid; HD 2d4+6; hp 13; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, light mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6, light mace) or +4 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 16, Con 16, Int 8, Wis 12, Cha 16.

Skills and Feats: Concentration +6, Hide +4, Move Silently +7; Combat Casting, Improved Initiative.

Spells Known: (per day 6/5; base DC = 13 + spell level); 0- *acid splash, daze, detect magic, touch of fatigue, ray of frost, resistance, 1st- ray of enfeeblement, shield.*

Possessions: Traveller's clothes, light mace, light crossbow, crossbow bolts (20).

➤ **Tilva Suel Priest:** Clr2 - Syrul; CR 2; Medium Humanoid; HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +2 ranged (1d8, light crossbow) or +2 melee (1d4+1, dagger); +2 ranged (1d8/19-20, light crossbow) or +2 melee (1d4+1/19-20, dagger); Full Atk +2 ranged (1d8, light crossbow) or +2 melee (1d4+1, dagger); +2 ranged (1d8/19-20, light crossbow) or +2 melee (1d4+1/19-20, dagger); SQ: Rebuke undead; AL NE; SV Fort +3, Ref +1, Will +6; Str 12, Dex 12, Con 10, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +7, Concentration +5, Disguise +7; Combat Casting, Skill Focus (Bluff)

Spells Prepared (4/4; base DC = 13 + spell level): 0 - *cure minor wounds, guidance x2, virtue, 1st - disguise self*, cure light wounds, obscuring mist, summon monster I.*

*domain spell; *Domains:* Knowledge: Divination spells at +1 level, all Knowledge skills as class skills; Trickery: Bluff, Disguise and Hide are class skills;

Possessions: Dagger; light crossbow, 20 crossbow bolts, 2 vials of medium spider venom (Injury DC 14; primary and secondary damage 1d4 Str); chain shirt, traveler's outfit.

Encounter 6: The Hostages

➤ **Orlav:** Rog5/Asn1; CR 6; Medium humanoid; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +7 melee (1d6+2/19-20, short sword) or +5 melee (1d4+2/19-20, dagger) or +6 ranged (1d4+2/19-20, dagger); Full Atk +7 melee (1d6+2/19-20, short sword) or +5 melee (1d4+2/19-20, dagger) or +6 ranged (1d4+2/19-20, dagger); SA Sneak attack +4d6+8, death attack; SQ Evasion, uncanny dodge, poison use; AL LE; SV Fort +2, Ref +9, Will +1; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +10; Disguise +10; Escape Artist +12, Hide +12, Listen +8, Move Silently +12, Tumble +12, Search +8, Slight of Hand +10, Spot +8; Improved Initiative, Quick Draw, Weapon Finesse (short sword), Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). If the victim of such an attack fails a DC 11 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spell (1; base save = 11 + spell level): *obscuring mist, true strike.*

Possessions: Short sword, 4 x dagger, studded leather armour, large scorpion venom (Injury DC 18; primary and secondary damage 1d6 Str), *potion of spider climb, potion of cure light wounds.*

➤ **Tilva Suel soldiers:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk +5 melee (1d6+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Jump -1, Spot +2; Improved Initiative, Point-Blank Shot, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, crossbow bolts, chainmail, heavy steel shield, *potion of cure light wounds.*

➤ **Hepmonalander Suel warriors:** Bbn1 CR 1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d6/x3, shortbow); Full Atk +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d6/x3, shortbow); SQ Rage 3/day, fast movement; AL N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Handle Animal +3, Hide +3, Jump +6, Listen +5, Move Silently +4; Extra Rage, Weapon Focus (falchion).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds.

Possessions: Falchion; shortbow; 20 arrows, chain shirt.

➤ **Hochebi sorcerer:** Sor1; CR1; Medium Humanoid; HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d8, shortspear) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d8, shortspear) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +4, Will +2; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +3, Move Silently +7; Combat Casting.

Spells Known (per day 5/4; base DC = 13 + spell level): 0 - *daze, ray of frost, resistance, touch of fatigue*; 1st - *magic missile, shield.*

Possessions: Shortspear, light crossbow, crossbow bolts (20).

➤ **Hepmonalander Suel shaman:** Clr1 - Llerg CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +0; Grp +2: Atk +2 melee (1d8+2/x3, battleaxe); Full Atk +2 melee (1d8+2/x3, battleaxe); SA Spontaneous casting, rebuke undead; AL: CN; SV: Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +6, Profession (Hunter) +7, Spellcraft +4; Combat Casting, Weapon Proficiency (battleaxe).

Spells prepared: (A/3) 0- *guidance* x2, *resistance*, *virtue*, 1: *bless*, *enlarge person**, *shield of faith*

Domains: Strength: +1 Str for 1 rnd 1/day. Chaos: cast chaos spells at +1 caster level.

Possessions: Battleaxe, chainshirt, *potion of cure light wounds*.

Encounter 7: Eagenrast

➤ **Ulcarr:** Mnk6; CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +6; Spd 50 ft.; AC 16, touch 16, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, unarmed) or +6 ranged (1d6 fire, alchemist's fire); +7 melee (1d6+2, masterwork quarterstaff); Full Atk +6/+6 melee (1d8+2, flurry of blows unarmed) or +6 ranged (1d6 fire, alchemist's fire); +6/+6 melee (1d6+2, flurry of blows masterwork quarterstaff); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 30 ft.; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +11, Hide +11, Jump +11, Move Silently +11, Tumble +11; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Possessions: Masterwork quarterstaff, 2 x flask of alchemist's fire.

➤ **Tilva Suel soldiers:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk +5 melee (1d6+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Jump -1, Spot +2; Improved Initiative, Point-Blank Shot, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, crossbow bolts, chainmail, heavy steel shield, *potion of cure light wounds*.

➤ **Hepmonalander Suel warriors:** Bbn1 CR 1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d6+3/x3, mighty composite longbow +3); Full Atk +5 melee (2d4+4/18-20, falchion) or +3 ranged (1d6+3/x3, mighty composite longbow +3); SQ Rage 3/day, fast movement; AL N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Handle Animal +3, Hide +3, Jump +6, Listen +5, Move Silently +4; Extra Rage, Weapon Focus (falchion).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds.

Possessions: Falchion; mighty composite longbow +3; 20 arrows, chain shirt.

Hochebi sorcerer: Sor1 CR 1; Medium Humanoid; HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d8, shortspear) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d8, shortspear) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +4, Will +2; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Hide +3, Move Silently +7; Combat Casting.

Spells Known (per day 5/4; base DC = 13 + spell level): 0 - *daze, ray of frost, resistance, touch of fatigue*; 1st - *magic missile, shield*.

Possessions: Shortspear, light crossbow, crossbow bolts (20).

➤ **Hepmonalander Suel shaman**: Clr1 - Llerg CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +0; Grp +2: Atk +2 melee (1d8+2/x3, battleaxe); Full Atk +2 melee (1d8+2/x3, battleaxe); SA Spontaneous casting, rebuke undead; AL: CN; SV: Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +6, Profession (Hunter) +7, Spellcraft +4; Combat Casting, Weapon Proficiency (battleaxe).

Spells prepared: (4/3) 0- *guidance x2, resistance, virtue*; 1: *bles, enlarge person*, shield of faith*

Domains: Strength: +1 Str for 1 rnd 1/day. Chaos: cast chaos spells at +1 caster level.

Possessions: Battleaxe, chainshirt, *potion of cure light wounds*.

APL 6

Encounter 1: The Trial of Arms

➤ **Hevas Tel**, Mnk8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +7; Spd 50 ft.; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft., wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Combat Reflexes, Circle Kick, Fists of Iron, Improved Initiative, Improved Trip, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

➤ **Lord Lovienne Duyrdann**, Ftr8; CR 8; Medium humanoid; HD 8d10+8; hp 60; Init +2; Spd 20 ft.; AC 17, flat-footed 17, touch 10; Base Atk +8; Grp +11; Atk +13 melee (1d10+7, bastard sword); Full Atk +13/+8 melee (1d10+7, bastard sword); AL LE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Diplomacy +4, Handle Animal +13, Knowledge (history) +3, Ride +13; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard sword, half-plate.

➤ **Alwyrd the Trapper aka Delras Ulquand**: male human Rng8; CR 8; Medium humanoid; HD 8d8+4; hp 27; Init +8; Spd 30 ft.; AC 17, flat-footed 13, touch 14; Base Atk +8/+3; Grp +10; Atk +13 ranged (1d8+2/x3, mighty composite longbow +2) or +9/+9 ranged (1d8+2/x3, mighty composite longbow); Full Atk +13/+8 ranged (1d8+2/x3, mighty composite longbow +2) or +11/+11/+6 ranged (1d8+2/x3, mighty composite longbow +2) or +7/+7/+7/+7/+2/+2 ranged (1d8+2/x3, mighty composite longbow +2); SQ Favoured enemy (goblinoid, human), wild empathy, animal companion, woodland stride, swift tracker; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Bluff +4, Climb +7, Handle Animal +6, Hide +15, Move Silently +15, Survival +12; Endurance, Far Shot, Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having the Rapid Shot and Manyshot feats, even without the normal prerequisites for that feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+8 to determine the wild empathy check result.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Spells Known: (save DC = 11 + spell level) 1 - *entangle*, *speak with animals*

Possessions: Longbow, 20 arrows, studded leather armour.

➤ **Lormyr Feldaster**: male human Wiz8; Medium humanoid; HD 8d4+8; hp 33; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4

melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); AL N; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 10.

Skills and feats. Concentration +12, Gather Information +5, Knowledge (arcana) +15, Move Silently +8, Profession (alchemist) +12, Spellcraft +15, Use Magic Device +5; Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Evocation).

Spells prepared (Wiz 4/5/4/4/3; Base DC = 14 + spell level; Evocation: 15+ spell level): 0 - *daze, flare, mage hand, touch of fatigue*, 1st - *cause fear, charm person, enlarge person, grease, reduce person*; 2nd - *darkness, gust of wind, tasha's hideous laughter, web*; 3rd - *dispel magic x4*, 4th *fear, otiluke's resilient sphere, rainbow pattern*.

Encounter 3: The Chain Gang

➤ **Ha'kra'kalubrak**, male hochebi, Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 30; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +6; Atk +6 melee (1d3+3, unarmed); Full Atk +6 melee (1d3+3, unarmed); AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and feats. Hide +6, Jump +9, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn3; CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 12, flatfooted 10, touch 12; Base Atk +3; Grp +6; Atk +6 melee (1d3+3, unarmed); Full Atk +6 melee (1d3+3, unarmed); SA Rage 3/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats. Handle Animal +5, Hide +5, Jump +8, Listen +7, Move Silently +5; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

➤ **Krova Lenar**, female human, Mnk8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +7; Spd 50 ft.; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows

unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft., wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats. Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

➤ **Makho Vidrekk**, male human, Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 11, flat-footed 10; touch 11; Base Atk +3; Grp +6; Atk +6 melee (1d3+3, unarmed); Full Atk +6 melee (1d3+3, unarmed); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats. Bluff +3, Climb +7, Jump +8; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

➤ **Lev Talozin**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack

+1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Derend and Jandyr**, male human, Rog2: CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Hochebi warriors Ftr2:** CR 2; Medium humanoid (6 ft. tall); HD 2d10+6; hp 19; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (2d4+4/18-20, falchion) or +7 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +5

melee (2d4+4/18-20, falchion) or +5/+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +6, Ref +3, Will +1. Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Skills and feats: Hide +5, Jump +8, Move Silently +7; Point Blank Shot, Rapid Shot. Weapon Focus (composite longbow).

Equipment: Studded leather armour, falchion, masterwork mighty composite longbow +3, 20 arrows, 2 gp.

➤ **Hochebi shaman, Clr2 – Maglubiyet:** CR 2; Medium humanoid; HD 2d8+2; hp 15; Init +3; Spd 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe); Full Atk +4 melee (1d8+2/x3, masterwork battleaxe); SA Rebuke undead; AL LE; SV Fort +4, Ref +3, Will +5; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 10.

Skills and feats: Concentration +5, Hide +5, Move Silently +8; Martial Wapon Proficiency.

Spells prepared: (4/4; base DC = 13 + spell level) 0-guidance x2, resistance, virtue; 1st- bless, command, obscuring mist, protection from good*, summon monster I.

Domains: Destruction: Smite: +4 to hit, +2 damage 1/day; Evil: Cast evil spells at +1 caster level).

Possessions: Studded leather armour, masterwork battleaxe, *potion of cure moderate wounds*.

Encounter 4: Ambush at Aegenlir

➤ **Tilva Suel officers:** Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

➤ **Hepmonalander Suel warriors:** Bbn3; CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 16, flatfooted 14, touch 12; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d8+3/18-20, masterwork falchion) or

+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 3/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +4; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: Chain shirt, masterwork falchion, masterwork mighty composite longbow +3, *potion of cure light wounds*.

☛**Hochebi sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +5; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +7, Hide +4, Move Silently +7; Combat Casting, Improved Initiative.

Spells Known: (6/6; base DC = 13 + spell level); 0- *acid splash, daze, mage hand, ray of frost, touch of fatigue, 1st - magic missile, shield, ray of enfeeblement.*

Possessions: +1 bracers of armour, traveller's clothes, light mace, *potion of cure moderate wounds*, 12gp.

☛**Tilva Suel Priest:** Clr3 - Syrul; CR 3; Medium humanoid; HD 3d8; hp 18; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 ranged (1d8, light crossbow) or +3 melee (1d4+1, dagger); Full Atk +3 ranged (1d8, light crossbow) or +3 melee (1d4+1, dagger); SQ: Rebuke undead; AL NE; SV Fort +3, Ref +2, Will +6; Str 12, Dex 12, Con 10, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +9, Concentration +7, Disguise +9; Combat Casting, Improved Initiative, Skill Focus (Bluff)

Spells Prepared (4/4/3; base DC = 13 + spell level): 0- *cure minor wounds, guidance x2, virtue, 1st - disguise self*, cure light wounds, obscuring mist, summon monster I, 2nd - bull's strength, invisibility*, silence.*

*domain spell; *Domains:* Knowledge: Divination spells at +1 level, all Knowledge skills as class skills; Trickery: Bluff, Disguise and Hide are class skills;

Possessions: Dagger; light crossbow, 20 crossbow bolts, 2 vials of medium spider venom (Injury DC 14; primary and secondary damage 1d4 Str); chain shirt, traveler's outfit.

Encounter 6: The Hostages

☛**Orlav:** Rog5/Asn3; CR 8; Medium humanoid; HD 8d6+8; hp 42; Init +8; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +6/+1; Grp +8; Atk +10 melee (1d6+2/19-20, masterwork short sword) or +8 melee (1d4+2/19-20, dagger) or +10 ranged (1d4+2/19-20, dagger); Full Atk +10/+5 melee (1d6+2/19-20, masterwork short sword) or +8/+3 melee (1d4+2/19-20, dagger) or +10/+5 ranged (1d4+2/19-20, dagger); SA Sneak attack +5d6+10, death attack; SQ Evasion, uncanny dodge, poison use, +1 save vs poison; AL LE; SV Fort +2, Ref +9, Will +1; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and feats: Bluff +12; Disguise +12; Escape Artist +14, Hide +14, Listen +8, Move Silently +14, Tumble +14, Search +8, Slight of Hand +10, Spot +8; Improved Initiative, Quick Draw, Weapon Finesse (short sword), Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). If the victim of such an attack fails a DC 11 Fortitude save against the kill

effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells (2/1; base save = 11 + spell level): 1 - *disguise self*, *obscuring mist*, *true strike*; 2 - *invisibility*, *spider climb*

Possessions: masterwork short sword, 4 x dagger, studded leather armour, large scorpion venom (Injury DC 18; primary and secondary damage 1d6 Str), *potion of cat's grace*.

➤ **Tilva Suel officers:** Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork light crossbow, 20 arrows, *potion of cure light wounds*.

➤ **Hepmonalander Suel warriors:** Bbn3; CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 16, flatfooted 14, touch 12; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d6+3/19-20, masterwork mighty composite shortbow +3); Full Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d8/19-20, masterwork mighty composite shortbow +3); SA Rage 3/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +4; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: Chain shirt, masterwork falchion, masterwork mighty composite shortbow +3, *potion of cure light wounds*.

➤ **Hochebi sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +5; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +7, Hide +4, Move Silently +7; Combat Casting, Improved Initiative.

Spells Known: (per day 6/6; base DC = 13 + spell level); 0- *acid splash*, *daze*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *magic missile*, *shield*, *ray of enfeeblement*.

Possessions: +1 bracers of armour, traveller's clothes, light mace, *potion of cure moderate wounds*.

➤ **Hepmonalander Suel Priest:** Clr3 - Llerg; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +5; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke undead; AL CN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and feats: Concentration +8, Profession (Hunter) +7, Spellcraft +6; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe).

Spells prepared: (4/4/3; base save = 13 + spell level) 0 - *guidance x 2*, *resistance*, *virtue*, 1: *divine favour*, *enlarge person**, *entropic shield*, *shield of faith*; 2: *bull's strength**, *hold person*, *silence*.

Domains: Strength: +3 bonus to Str for 1 round, 1/day; Chaos: cast chaos spells at +1 caster level.

Possessions: Masterwork battleaxe, chain shirt, light crossbow, 20 bolts, *potion of cure moderate wounds*.

Encounter 7: Eagenrast

➤ **Ulcarr:** Mnk8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +7; Spd 50 ft.; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed) or +8 ranged (1d6 fire, alchemist's fire); +9 melee (1d6+2, masterwork quarterstaff); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows unarmed) or +8 ranged (1d6 fire, alchemist's fire); +8/+8/+2 melee (1d6+2, flurry of blows masterwork quarterstaff); SA Unarmed strike, flurry of blows, ki strike

(magic); SQ Evasion, still mind, purity of body, slow fall 40 ft., wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +14, Hide +14, Jump +14, Move Silently +14, Tumble +14; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Possessions: Masterwork quarterstaff, 2 x flask of alchemist's fire.

➤ **Tilva Suel officers:** Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork light crossbow, 20 arrows, *potion of cure light wounds*.

➤ **Hepmonalander Suel warriors:** Bbn3; CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 16, flatfooted 14, touch 12; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d6+3/19-20, masterwork mighty composite shortbow +3); Full Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d8/19-20, masterwork mighty composite shortbow +3); SA Rage 3/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +4; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: Chain shirt, masterwork falchion, masterwork mighty composite shortbow +3, *potion of cure light wounds*.

➤ **Hochebi sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +5; Spd 30 ft.; AC 12, touch 11, flatfooted 11; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +7, Hide +4, Move Silently +7; Combat Casting, Improved Initiative.

Spells Known: (per day 6/6; base DC = 13 + spell level); 0-*acid splash, daze, mage hand, ray of frost, touch of fatigue*, 1st- *magic missile, mage armour, ray of enfeeblement*.

Possessions: +1 bracers of armour, traveller's clothes, light mace, *potion of cure moderate wounds*.

➤ **Hepmonalander Suel Priest:** Clr3 - Llerg; CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +5; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +3 ranged (1d8/19-20, light

crossbow); SA Rebuke undead; AL CN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and feats: Concentration +8, Profession (Hunter) +7, Spellcraft +6; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe).

Spells prepared: (4/4/3; base save = 13 + spell level) 0 - *guidance x 2, resistance, virtue*; 1: *divine favour, enlarge person**; *entropic shield, shield of faith*; 2: *bull's strength**, *hold person, silence*.

Domains: Strength: +3 bonus to Str for 1 round, 1/day; Chaos: cast chaos spells at +1 caster level.

Possessions: Masterwork battleaxe, chain shirt, light crossbow, 20 bolts, *potion of cure moderate wounds*.

APL 8

Encounter 1: The Trial of Arms

➤ **Hevas Tel**, Mnk8; CR 8; Medium Humanoid; HD 8d8+8; hp 51; Init +7; Spd 50 ft.; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft., wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Combat Reflexes, Circle Kick, Fists of Iron, Improved Initiative, Improved Trip, Stunning Fist, Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

➤ **Lord Lovienne Duyrdann**, Ftr8; CR 8; Medium humanoid; HD 8d10+8; hp 60; Init +2; Spd 20 ft.; AC 17, flat-footed 17, touch 10; Base Atk +8; Grp +11; Atk +13 melee (1d10+7, bastard sword); Full Atk +13/+8 melee (1d10+7, bastard sword); AL LE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Diplomacy +4, Handle Animal +13, Knowledge (history) +3, Ride +13; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Bastard sword, half-plate.

➤ **Alwyrd the Trapper aka Delras Ulquand**: male human Rng8; CR 8; Medium humanoid; HD 8d8+4; hp 27; Init +8; Spd 30 ft.; AC 17, flat-footed 13, touch 14; Base Atk +8/+3; Grp +10; Atk +13 ranged (1d8+2/x3, mighty composite longbow +2) or +9/+9 ranged (1d8+2/x3, mighty composite longbow); Full Atk +13/+8 ranged (1d8+2/x3, mighty composite longbow +2) or +11/+11/+6 ranged (1d8+2/x3, mighty composite longbow +2) or +7/+7/+7/+7/+2/+2 ranged (1d8+2/x3, mighty composite longbow +2); SQ Favoured enemy (goblinoid, human), wild empathy, animal companion, woodland stride, swift tracker; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and feats: Bluff +4, Climb +7, Handle Animal +6, Hide +15, Move Silently +15, Survival +12; Endurance, Far Shot, Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having the Rapid Shot and Manyshot feats, even without the normal prerequisites for that feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+8 to determine the wild empathy check result.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): A ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Spells Known: (save DC = 11 + spell level) 1 - *entangle*, *speak with animals*

Possessions: Longbow, 20 arrows, studded leather armour.

➤ **Lormyr Feldaster**: male human Wiz8; Medium humanoid; HD 8d4+8; hp 33; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4

melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); AL N; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 10.

Skills and feats: Concentration +12, Gather Information +5, Knowledge (arcana) +15, Move Silently +8, Profession (alchemist) +12, Spellcraft +15, Use Magic Device +5; Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Evocation).

Spells prepared (Wiz 4/5/4/4/3; Base DC = 14 + spell level; Evocation: 15+ spell level): 0 - *daze, flare, mage hand, touch of fatigue*, 1st - *cause fear, charm person, enlarge person, grease, reduce person*; 2nd - *darkness, gust of wind, tasha's hideous laughter, web*; 3rd - *dispel magic x4*, 4th *fear, otiluke's resilient sphere, rainbow pattern*.

Encounter 3 - The Chain Gang

➤ **Ha'kra'kalubrak**, male hochebi, Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 30; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +6; Atk +6 melee (1d3+3, unarmed); Full Atk +6 melee (1d3+3, unarmed); AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and feats: Hide +6, Jump +9, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 40 ft.; AC 12, flat-footed 10, touch 12; Base Atk +5; Grp +8; Atk +8 melee (1d3+3, unarmed); Full Atk +8 melee (1d3+3, unarmed); SQ Rage 2/day, improved uncanny dodge, trap sense +1; AL LN; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +7, Hide +6, Jump +10, Listen +9, Move Silently +5; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

➤ **Krova Lenar**, female human, Mnk10; CR 10; Medium humanoid; HD 10d8+10; hp 63; Init +8; Spd 60 ft.; AC 19, touch 19, flat-footed 16; Base Atk +7/+2; Grp +11; Atk +12 melee (1d10+2, unarmed); Full Atk +12/+12/+7 melee (1d10+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, slow fall 50 ft., wholeness of body; AL LE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +15, Hide +15, Jump +15, Move Silently +15, Tumble +15; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed); Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

➤ **Makho Vidrekk**, male human Ftr 5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 12, flat-footed 10, touch 12; Base Atk +5; Grp +8; Atk +8 melee (1d3+3, unarmed); Full Atk +8 melee (1d3+3,

unarmed); AL LE; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +5, Climb +7, Jump +8; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialisation (Bastard Sword).

➤ **Lev Talozin**, male human, Rog2: CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Derend and Jandyr**, male human, Rog2: CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats

a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Hochebi warriors Ftr3:** CR 3; Medium humanoid; HD 3d10+6; hp 30; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +6; Atk +7 melee (2d4+3/18-20, masterwork falchion) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +7 melee (2d4+3/18-20, masterwork falchion) or +6/+6 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and feats: Hide +6, Jump +9, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: Studded leather, masterwork falchion, masterwork mighty composite longbow +3, 20 arrows, 2 gp.

➤ **Hochebi sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +5; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +7, Hide +4, Move Silently +7; Spellcraft +2; Combat Casting, Improved Initiative.

Spells Known: (per day 6/6; base DC = 13 + spell level); 0- *acid splash, daze, mage hand, ray of frost, touch of fatigue, 1st- magic missile, mage armour, ray of enfeeblement.*

Possessions: +1 bracers of armour; traveller's clothes, light mace, *potion of cure moderate wounds.*

Encounter 4: Ambush at Aegenlir

➤ **Tilva Suel officers Ftr5:** CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 19, flat-footed 17, touch 12; Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20, +1 bastard sword) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10 melee (1d10+5/19-20, +1 bastard sword) or +6/+6 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +4, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Improved

Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialisation (Bastard Sword).

Possessions: Chainmail, heavy steel sheild, *+1 bastard sword*, masterwork mighty composite longbow +3, 20 arrows, *potion of cure moderate wounds*, *cloak of resistance +1*.

➤ **Hepmonalander Suel warriors:** Bbn5; Medium humanoid; HD 5d12+10; hp 51; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL NE; SA Rage 2/day; SQ Improved uncanny dodge, fast movement, trap sense +1; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +6, Hide +6, Jump +9, Listen +8, Move Silently +6; Improved Initiative, Point Blank Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: *+1 greataxe*, masterwork mighty composite longbow +3, 20 arrows, shortspear, dagger, chain shirt, *potion of bull's strength*, *potion of cure moderate wounds*,

➤ **Hochebi sorcerer:** Sor5; CR 5; Medium humanoid; HD 5d4+10; hp 26; Init +5; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +9, Hide +5, Listen +3 (linked to bat), Move Silently +7; Combat Casting, Improved Initiative.

Familiar: Bat; CR 1/10; Diminutive animal; HD: 1/4 d8; hp1; Init. +2; Spd 5 ft., fly 40 ft. (good); AC 19, touch

16, flat-footed 17; Base Atk +0; Grp -17; Atk N/A; Full Atk N/A; Space/Reach 1 ft./0 ft.; SQ Alertness, blindsense 20 ft., improved evasion, share spells, empathic link, deliver touch spells, speak with master, low-light vision; AI N; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8*, Move Silently +6, Spot +8*; Alertness

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Spells Known: (per day 6/7/4; base DC = 13 + spell level); 0-*acid splash*, *daze*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *magic missile*, *mage armour*, *shield*, *ray of enfeeblement*, 2 - *touch of idiocy*, *web*.

Possessions: *+1 bracers of armour*, traveller's clothes, light mace, *potion of cure moderate wounds*.

➤ **Tilva Suel Priest:** Clr5 - Sylul CR 5; Medium humanoid; HD 5d8; hp 28; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +4 ranged (1d8, light crossbow) or +4 melee (1d4+1, dagger); Full Atk +4 ranged (1d8, light crossbow) or +4 melee (1d4+1, dagger); SQ: Rebuke undead; AL NE; SV Fort +4, Ref +3, Will +7; Str 12, Dex 12, Con 10, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +11, Concentration +9, Disguise +11; Combat Casting, Improved Initiative, Skill Focus (Bluff).

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 - *cure minor wounds*, *guidance x2*, *resistance*, *virtue*, 1st - *disguise self**, *command*, *cure light wounds*, *obscuring mist*, *summon monster I*; 2nd - *bull's strength*, *invisibility**, *silence*, *undetected alignment*; 3rd - *bestow curse*, *dispel magic*, *nondetection*.

*domain spell; *Domains:* Knowledge: Divination spells at +1 level, all Knowledge skills as class skills; Trickery: Bluff, Disguise and Hide are class skills;

Possessions: Dagger; light crossbow, 20 crossbow bolts, 2 vials of large scorpion venom (Injury DC 18; primary and secondary damage 1d6 Str); chain shirt, traveler's outfit.

Encounter 6: The Hostages

➤ **Orlav:** Rog5/Asn5 CR 10; Medium humanoid; HD 10d6+10; hp 52; Init +8; Spd 30 ft.; AC 18, touch 15, flat-footed 13; Base Atk +7/+2; Grp +9; Atk +13 melee (1d6+3/19-20, *+1 short sword*) or +9 melee (1d4+2/19-20, dagger) or +11 ranged (1d4+2/19-20, dagger); Full Atk

+13/+8 melee (1d6+3/19-20, *+1 short sword*) or +9/+4 melee (1d4+2/19-20, dagger) or +11/+6 ranged (1d4+2/19-20, dagger); SA Sneak attack +6d6+12, death attack; SQ Evasion, improved uncanny dodge, poison use, +2 save vs poison; AL LE; SV Fort +2, Ref +10, Will +1; Str 14, Dex 18, Con 12, Int 16, Wis 10, Cha 8.

Skills and feats: Bluff +14; Disguise +14; Escape Artist +16, Hide +16, Listen +8, Move Silently +16, Tumble +16, Search +8, Slight of Hand +10, Spot +8; Combat Expertise, Improved Initiative, Improved Feint, Weapon Finesse (short sword), Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). If the victim of such an attack fails a DC 11 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked and so denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

Spells Known (per day 3/2/1; base save = 13 + spell level): 1 - *disguise self, feather fall, obscuring mist, true strike*; 2 - *cat's grace, invisibility, spider climb*; 3 - *deep slumber, false life*.

Possessions: *+1 short sword*, 4 x dagger, *+1 studded leather armour*, deathblade (Injury DC 20; primary damage 1d6 Con; secondary damage 2d6 Con), *potion of cure serious wounds*.

☛ **Tilva Suel officers Ftr5:** CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 19, flat-footed 17, touch 12; Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20, *+1 bastard sword*) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10 melee (1d10+5/19-20, *+1 bastard sword*) or +8 ranged (1d8/19-20, masterwork light crossbow); AL LE; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +4, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialisation (Bastard Sword).

Possessions: Chainmail, heavy steel shield, *+1 bastard sword*, masterwork light crossbow, 20 arrows, *potion of cure moderate wounds, cloak of resistance +1*.

☛ **Hepmonalander Suel warriors:** Bbn5; Medium humanoid; HD 5d12+10; hp 51; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d6+3/x3, masterwork mighty composite shortbow +3); Full Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d6+3/x3, masterwork mighty composite shortbow +3); AL NE; SA Rage 2/day; SQ Improved uncanny dodge, fast movement, trap sense +1; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +6, Hide +6, Jump +9, Listen +8, Move Silently +6; Improved Initiative, Point Blank Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions. +1 greataxe, masterwork mighty composite shortbow +3, 20 arrows, shortspear, dagger, chain shirt, *potion of bull's strength*, *potion of cure moderate wounds*,

➤ **Hochebi sorcerer:** Sor5; CR 5; Medium humanoid; HD 5d4+10; hp 26; Init +5; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); SQ Summon familiar; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats. Concentration +9, Hide +5, Move Silently +7; Combat Casting, Improved Initiative.

Spells Known: (per day 6/7/4; base DC = 13 + spell level); 0-*acid splash*, *daze*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st-*magic missile*, *mage armour*, *shield*, *ray of enfeeblement*, 2 - *resist energy*, *web*.

Possessions. +1 bracers of armour, traveller's clothes, light mace, *potion of cure moderate wounds*.

➤ **Hepmonalander Suel Priest:** Clr5 - Llerg CR 5; Medium Humanoid; HD 5d8+10; hp 38; Init +5; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +3; Grp +5; Atk +6 melee (1d8+3/x3, +1 *battleaxe*) or +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3/x3, +1 *battleaxe*) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead; AL CN; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and feats. Concentration +10, Profession (Hunter) +7, Spellcraft +8; Combat Casting, Improved Initiative, Weapon Proficiency (*battleaxe*).

Spells prepared: (5/5/4/3; base save = 13 + spell level) 0 - *cure minor wounds*, *guidance x 2*, *resistance*, *virtue*; 1: *divine favour*, *enlarge person**, *entropic shield*, *protection from good*, *shield of faith*; 2: *bull's strength**, *hold person*, *owl's wisdom*, *silence*; 3 - *dispel magic x 2*

Domains. Strength: +5 bonus to Str for 1 round, 1/day; Chaos: cast chaos spells at +1 caster level.

Possessions. +1 *battleaxe*, chain shirt, light crossbow, 20 bolts, *potion of cure serious wounds*.

Encounter 7: Eagenrast

➤ **Ulcarr:** Mnk10; CR 10; Medium humanoid; HD 10d8+10; hp 63; Init +8; Spd 60 ft.; AC 19, touch 19, flat-footed 16; Base Atk +7/+2; Grp +11; Atk +12 melee (1d10+2, unarmed) or +11 ranged (1d6 fire, alchemist's fire); +10 melee (1d6+3, +1 *quarterstaff*); Full Atk

+12/+12/+7 melee (1d10+2, flurry of blows unarmed) or +11 ranged (1d6 fire, alchemist's fire) or +10/+10/+5 melee (1d6+3, flurry of blows, +1 *quarterstaff*); SA Unarmed strike, flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, slow fall 50 ft., wholeness of body; AL LE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats. Escape Artist +16, Hide +16, Jump +16, Move Silently +16, Tumble +16; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed); Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Possessions. +1 *quarterstaff*, 2 x flask of alchemist's fire.

➤ **Tilva Suel officers Ftr5:** CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 19, flat-footed 17, touch 12; Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20, +1 *bastard sword*) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10

melee (1d10+5/19-20, *+1 bastard sword*) or +6/+6 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +4, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialisation (Bastard Sword).

Possessions: Chainmail, heavy steel shield, *+1 bastard sword*, masterwork mighty composite longbow +3, 20 arrows, *potion of cure moderate wounds*, *cloak of resistance +1*.

➤ **Hepmonalander Suel warriors:** Bbn5; Medium humanoid; HD 5d12+10; hp 51; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL NE; SA Rage 2/day; SQ Improved uncanny dodge, fast movement, trap sense +1; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +6, Hide +6, Jump +9, Listen +8, Move Silently +6; Improved Initiative, Point Blank Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: *+1 greataxe*, masterwork mighty composite longbow +3, 20 arrows, shortspear, dagger, chain shirt, *potion of bull's strength*, *potion of cure moderate wounds*,

➤ **Hochebi sorcerer:** Sor5; CR 5; Medium humanoid; HD 5d4+10; hp 26; Init +5; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light

crossbow); SQ Summon familiar; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +10, Profession (Hunter) +7, Spellcraft +8; Combat Casting, Improved Initiative.

Spells Known: (per day 6/7/4; base DC = 13 + spell level); 0-*acid splash*, *daze*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *magic missile*, *mage armour*, *shield*, *ray of enfeeblement*, 2 - *melf's acid arrow*, *protection from arrows*.

Possessions: *+1 bracers of armour*, traveller's clothes, light mace, *potion of cure moderate wounds*.

➤ **Hepmonalander Suel Priest:** Clr5 - Llerg CR 5; Medium Humanoid; HD 5d8+10; hp 38; Init +5; Spd 30 ft.; AC 15, flatfooted 14, touch 11; Base Atk +3; Grp +5; Atk +6 melee (1d8+3/x3, *+1 battleaxe*) or +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3/x3, *+1 battleaxe*) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead; AL CN; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and feats: Concentration +10, Profession (Hunter) +7, Spellcraft +8; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe).

Spells prepared: (5/5/4/3; base save = 13 + spell level) 0 - *cure minor wounds*, *guidance x 2*, *resistance*, *virtue*; 1: *divine favour*, *enlarge person**, *entropic shield*, *protection from good*, *shield of faith*; 2: *bull's strength**, *hold person*, *owl's wisdom*, *silence*; 3 - *dispel magic x 2*

Domains: Strength: +5 bonus to Str for 1 round, 1/day; Chaos: cast chaos spells at +1 caster level.

Possessions: *+1 battleaxe*, chain shirt, light crossbow, 20 bolts, *potion of cure serious wounds*.

APL 10

Encounter 1: The Trial of Arms

➤ **Danvirius Soron**, Ftr13; CR 13; Medium humanoid; HD 13d10+39; hp 121; Init +6; Spd 20 ft./30 ft (unarmoured); AC 22, flat-footed 20, touch (unarmoured) 12; Base Atk +13/+8/+3; Grp +18; Atk +21 melee (1d10+9/18-20, masterwork bastard sword); Full Atk +21/+16/+11 melee (1d10+9/18-20, masterwork bastard sword); AL LG; SV Fort +11, Ref +6, Will +5; Str 20, Dex 14, Con 17, Int 15, Wis 12, Cha 16.

Skills and feats: Diplomacy +10, Handle Animal +19, Jump +21 (+13 armoured), Intimidate +19, Ride +18; Cleave, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Greater Weapon Specialisation (bastard sword), Improved Initiative, Improved Critical (bastard sword), Improved Disarm, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: bastard sword, full plate, heavy steel shield.

➤ **Ellinka Vanar**: Ftr12; CR 12; Medium humanoid; HD 12d10+24; hp 100; Init +7; Spd 30 ft; AC 13, flat-footed 10, touch 13; Base Atk +12/+7/+2; Grp +17; Atk +16 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +16/+11/+6 ranged (1d10/19-20, masterwork heavy crossbow); AL LG; SV Fort +10, Ref +7, Will +6; Str 20, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Skills and feats: Handle Animal +18, Profession (sailor) +16, Ride +17, Survival +8, Swim +20; Combat Expertise, Far Shot, Greater Weapon Focus (greataxe), Greater Weapon Specialisation (greataxe), Improved Initiative, Improved Critical (greataxe), Improved Disarm, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork heavy crossbow, 20 bolts.

➤ **Uthather Kais**: male half-elf Wiz12 (Evoker); Medium humanoid; HD 12d4+36; hp 73; Init +6; Spd 30 ft.; AC 15, touch 15, flat-footed 13; Base Atk +6; Grp +6; Atk +6 melee (1d6, quarterstaff); +8 ranged (1d8/19-20, light crossbow); SQ Low light vision; AL N; SV Fort +7, Ref +6, Will +9; Str 10, Dex 14, Con 16, Int 19, Wis 12, Cha 10.

Skills and feats: Concentration +17, Diplomacy +2, Gather Information +9, Knowledge (arcana) +18, Listen +2, Move Silently +8, Profession (alchemist) +15, Search +2, Spellcraft +18, Spot +2, Use Magic Device +7; Combat Casting, Extend Spell, Improved Counterspell, Improved Initiative, Silent Spell, Spell Focus (Evocation).

Possessions: Quarterstaff, dagger, light crossbow, crossbow bolts (20), *potion of intelligence*, *potion of cure*

serious wounds; *arcane scroll of change self*, *color spray*, *expeditious retreat*, *mage armor*, *obscuring mist*, *shield*, *summon monster V*; *amulet of natural armor +3*; *wings of flying*, *ring of invisibility*, *wand of fireballs*.

Spells prepared (Wiz 5/6/6/6/5/4/3; Base DC = 14 + spell level): 0 - *flare (s)* x 5, *touch of fatigue*, 1st - *grease*, *expeditious retreat*, *mage armor*, *reduce person*, *shield*, *tenser's floating disk (s)*; 2nd - *darkness (s)*, *gust of wind*, *hypnotic pattern*, *invisibility*, *spectral hand*, *web*, 3rd - *daylight (s)*; *dispel magic x5*; 4th - *fear*, *lesser globe of invulnerability*, *improved invisibility*, *otiluke's resilient sphere (s)*, *rainbow pattern*, 5th - *baleful polymorph*, *break enchantment*, *persistent image*, *wall of force (s)*; 6th - *globe of invulnerability*, *greater dispel magic*, *bigby's forceful hand (s)*.

Encounter Three

➤ **Ha'kra'kalubrak**, male hochebi, Ftr4; CR 4; Medium humanoid; HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, unarmed); Full Atk +7 melee (1d3+3, unarmed); AL LE; SV Fort +7, Ref +4, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and feats: Hide +7, Jump +9, Move Silently +7; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow)

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 12, flatfooted 10, touch 12, Base Atk +7/+2; Grp +10; Atk +10 melee (1d3+3, unarmed); Full Atk +10 melee (1d3+3, unarmed); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL: CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Handle Animal +9, Hide +7, Jump +12, Listen +11, Move Silently +6; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

➤ **Krova Lenar**, female human, Mnk10; CR 10; Medium humanoid; HD 10d8+10; hp 63; Init +8; Spd 60 ft.; AC 19, touch 19, flat-footed 16; Base Atk +7/+2; Grp +11; Atk +12 melee (1d10+2, unarmed); Full Atk +12/+12/+7 melee (1d10+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, slow fall 50 ft., wholeness of body; AL LE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +15, Hide +15, Jump +15, Move Silently +15, Tumble +15; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed); Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

➤ **Makho Vidrekk**, male human, Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +10 melee (1d3+3, unarmed); Full Atk +10 melee (1d3+3, unarmed); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +7, Climb +7, Jump +8; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

➤ **Lev Talozin**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Derend and Jandyr, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20,

or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

🗡️ **Hochebi warriors:** Ftr4; CR 4; Medium humanoid; HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +4; Grp +7; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +9 ranged (1d8+5/x3, masterwork composite longbow +3); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +7/+7 ranged (1d8+5/x3, masterwork composite longbow +3); AL LE; SV Fort +7, Ref +4, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and feats: Hide +7, Jump +9, Move Silently +7; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow)

Possessions: Studded leather armour, masterwork longsword, masterwork composite longbow +3, 20 arrows, *potion of invisibility*, 2 gp.

Hochebi shaman: Sor4; CR 4; Medium humanoid; HD 4d4+12; hp 25; Init +7; Spd 30 ft.; AC 13, touch 13, flatfooted 11; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Spell casting, summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and feats: Concentration +9, Hide +4, Move Silently +7; Spellcraft +2; Improved Initiative, Lightning Reflexes.

Spells Known: (per day 6/7/4; base DC = 13 + spell level); 0- *acid splash*, *daze*, *ghost sound*, *light*, *ray of frost*, *touch of fatigue*, 1st- *mage armour*, *magic missile*, *shield*, 2nd- *invisibility*.

Possessions: +1 bracers of armour, traveller's clothes, heavy mace, *potion of cure moderate wounds*, *potion of invisibility*, *wand of melf's acid arrows*, 12 gp.

Encounter 4: Ambush at Aegenlir

🗡️ **Tilva Suel officers:** Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +12 melee

(1d10+6/19-20, +1 *bastard sword*) or +10 ranged (1d8+3/x3 masterwork mighty composite longbow +3); Full Atk +12/+7 melee (1d10+6/19-20, +1 *bastard sword*) or +10/+5 ranged (1d8+3/x3 masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3 masterwork mighty composite longbow +3); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and feats: Bluff +6, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Halfplate, heavy steel shield, +1 *bastard sword*, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *cloak of resistance +1*, pouch with 15 platinum sea eagles.

🗡️ **Hepmonalander Suel warriors:** Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 16, flatfooted 14, touch 12, Base Atk +7/+2; Grp +10; Atk +11 melee (1d12+4/x3, +1 *greataxe*) or +10 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +11/+6 melee (1d12+4/x3, +1 *greataxe*) or +10/+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Handle Animal +8, Hide +7, Jump +11, Listen +10, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Age (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: Chain shirt, +1 great axe, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *potion of bull's strength*.

➤ **Hochebi sorcerer:** Sor7 CR 7; Medium humanoid; HD 7d4+14; hp 41; Init +6; Spd 30 ft.; AC 13, flat-footed 11, touch 12; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Hide +6, Move Silently +7; Combat Casting, Improved Counterspell, Improved Initiative.

Spells Known: (per day 6/7/7/5; base DC = 13 + spell level); 0 - *acid splash*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st - *enlarge person*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd - *bull's strength*, *invisibility*, *web*; 3rd - *dispel magic*, *fireball*.
Possessions: +1 bracers of armour, traveller's clothes, heavy mace, light crossbow + 20 bolts, *potion of aid*, *potion of cure serious wounds*, flask of alchemist's fire, 12 gp.

➤ **Tilva Suel Priest:** Clr7 - Syrul; CR 7; Medium humanoid; HD 7d8; hp 38; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +6; Atk +7 ranged (1d8/19-20, masterwork light crossbow) or +7 melee (1d4+2/19-20, +1 dagger); Full Atk +7 ranged (1d8/19-20, masterwork light crossbow) or +7 melee (1d4+2/19-20, +1 dagger); SQ Rebuke undead; AL NE; SV Fort +5, Ref +3, Will +8; Str 12, Dex 12, Con 10, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +13, Concentration +11, Disguise +13; Combat Casting, Improved Initiative, Skill Focus (Bluff).

Spells Prepared (6/6/5/4/3; base DC = 13 + spell level): 0 - *cure minor wounds*, *guidance x3*, *resistance*, *virtue*, 1st - *disguise self**, *command*, *cure light wounds*, *entropic shield*, *obscuring mist*, *summon monster I*; 2nd - *bull's strength*, *eagle's splendor*, *invisibility**, *silence*, *undetected alignment*; 3rd - *bestow curse*, *dispel magic*, *nondetection**, *windwall*; 4th - *confusion**, *poison x 2*.

*domain spell; *Domains:* Knowledge: Divination spells at +1 level, all Knowledge skills as class skills; Trickery: Bluff, Disguise and Hide are class skills;

Possessions: +1 dagger, masterwork light crossbow, 20 crossbow bolts, 4 vials of large scorpion venom (Injury DC 18; primary and secondary damage 1d6 Str); chain shirt, traveler's outfit, *potion of cure serious wounds*.

➤ **Orlav:** Rog5/Asn7; CR 12; Medium humanoid; HD 12d6+12; hp 62; Init +8; Spd 30 ft.; AC 18, touch 15, flat-footed 13; Base Atk +9/+3; Grp +11; Atk +15 melee (2d6+3/18-20, +1 shock short sword) or +11 melee (1d4+2/19-20, dagger) or +13 ranged (1d4+2/19-20, dagger); Full Atk +15/+10 melee (2d6+3/18-20, +1 shock short sword) or +11/+6 melee (1d4+2/19-20, dagger) or +13/+8 ranged (1d4+2/19-20, dagger); SA Sneak attack +7d6+14, death attack; SQ Evasion, improved uncanny dodge, poison use, +3 save vs poison; AL LE; SV Fort +3, Ref +11, Will +2; Str 14, Dex 19, Con 12, Int 18, Wis 10, Cha 8.

Skills and Feats: Bluff +16; Disguise +16; Escape Artist +18, Hide +18, Listen +8, Move Silently +18, Tumble +18, Search +8, Slight of Hand +10, Spot +8; Combat Expertise, Improved Critical, Improved Initiative, Improved Feint, Weapon Finesse (short sword), Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). If the victim of such an attack fails a DC 11 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Encounter 6: The Hostages

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked and so denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

Spells Known (per day 3/3/2/1; base save = 14 + spell level): 1 - *disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2 - *darkness*, *cat's grace*, *invisibility*, *spider climb*; 3 - *deep slumber*, *false life*, *magic circle against good*; 4 - *greater invisibility*, *poison*.

Possessions: +1 shock short sword, 4 x dagger, +1 studded leather armour; 2 vials of deathblade (Injury DC 20; primary damage 1d6 Con; secondary damage 2d6 Con), *potion of cure serious wounds*.

➤ **Tilva Suel officers:** Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +12 melee (1d10+6/19-20, +1 bastard sword) or +10 ranged (1d8+3/x3 masterwork mighty composite longbow +3); Full Atk +12/+7 melee (1d10+6/19-20, +1 bastard sword) or +10/+5 ranged (1d8+3/x3 masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3 masterwork mighty composite longbow +3); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and feats: Bluff +6, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Halfplate, heavy steel shield, +1 bastard sword, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *cloak of resistance +1*, pouch with 15 platinum sea eagles.

➤ **Hepmonalander Suel warriors:** Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 16, flatfooted 14, touch 12, Base Atk +7/+2; Grp +10; Atk +11 melee (1d12+4/x3, +1 greataxe) or +10 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +11/+6 melee (1d12+4/x3, +1 greataxe) or +10/+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL: CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Climb +11, Handle Animal +9, Hide +1, Intimidate +9, Intuit Direction +3, Listen +9, Move Silently +3, Spot +3, Wilderness Lore +9; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: Chain shirt, +1 great axe, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *potion of bull's strength*.

➤ **Hochebi sorcerer:** Sor7 CR 7; Medium humanoid; HD 7d4+14; hp 41; Init +6; Spd 30 ft.; AC 13, flat-footed 11, touch 12; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Hide +6, Move Silently +7; Combat Casting, Improved Counterspell, Improved Initiative.

Spells Known: (per day 6/7/7/5; base DC = 13 + spell level); 0-*acid splash*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *enlarge person*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd- *bull's strength*, *invisibility*, *web*; 3rd- *dispel magic*, *fireball*.
Possessions: +1 bracers of armour, traveller's clothes, heavy mace, light crossbow + 20 bolts, *potion of aid*, *potion of cure serious wounds*, flask of alchemist's fire, 12 gp.

➤ **Hepmonalander Suel Priest:** Clr7 - Llerg; CR 7; Medium humanoid; HD 7d8+21; hp 46; Init +5; Spd 30 ft.; AC 16, flatfooted 14, touch 12; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged (1d8+2/x3, masterwork composite longbow +2); Full Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged

(1d8+2/x3, masterwork composite longbow +2); SA Spontaneous casting, rebuke undead 4/day; AL CN; SV Fort +8, Ref +4, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and feats. Concentration +12, Profession (Hunter) +7, Spellcraft +10; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Spells Prepared: (6/6/5/4/2; base save = 13 + spell level) 0- *cure minor wounds, guidance x 2, resistance x2, virtue*; 1: *cure light wounds, divine favour, enlarge person**; *entropic shield, shield of faith*; 2: *bull's strength**; *darkness, hold person, owl's wisdom, silence*; 3: *bestow curse, dispel magic, magic vestment**; *searing light*; 4: *control water, summon nature's ally IV**

Domains. Strength: feat of strength, +7 Str, 1 rnd, 1/day. Animal: cast chaos spells at +1 caster level.

Possessions. Masterwork battleaxe, masterwork composite longbow +2, chain shirt, *potion of cure serious wounds*.

Encounter 7 - Eagenrast

➤ **Ulcarr:** Mnk12; CR 12; Medium humanoid; HD 12d8+12; hp 75; Init +8; Spd 70 ft.; AC 19, touch 19, flat-footed 16; Base Atk +9/+4; Grp +11; Atk +14 melee (2d6+2, unarmed) or +13 ranged (1d6 fire, alchemist's fire) or +12 melee (1d6+3, +1 *ki focus quarterstaff*); Full Atk +14/+14/+14/+9 melee (2d6+2, flurry of blows unarmed) or +9 ranged (1d6 fire, alchemist's fire); +12/+12/+7 melee (1d6+3, flurry of blows, +1 *ki focus quarterstaff*); SA Unarmed strike, greater flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, abundant step, diamond body, slow fall 60 ft., wholeness of body; AL LE; SV Fort +9, Ref +12, Will +11; Str 14, Dex 19, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats. Escape Artist +18, Hide +18, Jump +18, Move Silently +18, Tumble +18; Circle Kick, Deflect Arrows, Extra Stunning Attacks, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 60 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): A monk gains immunity to poisons of all kinds.

Abundant Step (Su): A monk can slip magically between spaces, as if using the spell *dimension door*, once per day as a caster of 6th level.

Possessions. +1 *ki focus quarterstaff*, 2 x flask of alchemist's fire.

➤ **Tilva Suel officers:** Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +12 melee (1d10+6/19-20, +1 *bastard sword*) or +10 ranged (1d8+3/x3 masterwork mighty composite longbow +3); Full Atk +12/+7 melee (1d10+6/19-20, +1 *bastard sword*) or +10/+5 ranged (1d8+3/x3 masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3 masterwork mighty composite longbow +3); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and feats. Bluff +6, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions. Halfplate, heavy steel shield, +1 *bastard sword*, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *cloak of resistance +1*, pouch with 15 platinum eagles.

➤ **Hepmonalander Suel warriors:** Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 16, flatfooted 14, touch 12, Base Atk +7/+2; Grp +10; Atk +11 melee (1d12+4/x3, +1 greataxe) or +10 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +11/+6 melee (1d12+4/x3, +1 greataxe) or +10/+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL: CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Handle Animal +8, Hide +7, Jump +11, Listen +10, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: Chain shirt, +1 great axe, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *potion of bull's strength*.

➤ **Hochebi sorcerer:** Sor7 CR 7; Medium humanoid; HD 7d4+14; hp 41; Init +6; Spd 30 ft.; AC 13, flat-footed 11, touch 12; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Hide +6, Move Silently +7; Combat Casting, Improved Counterspell, Improved Initiative.

Spells Known: (per day 6/7/7/5; base DC = 13 + spell level); 0-*acid splash*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *enlarge person*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd- *bull's strength*, *invisibility*, *web*; 3rd- *dispel magic*, *fireball*.

Possessions: +1 bracers of armour, traveller's clothes, heavy mace, light crossbow + 20 bolts, *potion of aid*, *potion of cure serious wounds*, flask of alchemist's fire, 12 gp.

➤ **Hepmonalander Suel Priest:** Clr7 - Llerg; CR 7; Medium humanoid; HD 7d8+21; hp 46; Init +5; Spd 30 ft.; AC 16, flatfooted 14, touch 12; Base Atk +5; Grp +7; Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged (1d8+2/x3, masterwork composite longbow +2); Full Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged (1d8+2/x3, masterwork composite longbow +2); SA Spontaneous casting, rebuke undead 4/day; AL CN; SV Fort +8, Ref +4, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and feats: Concentration +12, Profession (Hunter) +7, Spellcraft +10; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Spells Prepared: (6/6/5/4/2; base save = 13 + spell level) 0- *cure minor wounds*, *guidance* x 2, *resistance* x2, *virtue*, 1: *cure light wounds*, *divine favour*, *enlarge person**, *entropic shield*, *shield of faith*, 2: *bull's strength**, *darkness*, *hold person*, *owl's wisdom*, *silence*; 3: *bestow curse*, *dispel magic*, *magic vestment**, *searing light*; 4: *chaos hammer**, *divine power*.

Domains: Strength: feat of strength, +7 Str, 1 rnd, 1/day. Chaos: cast chaos spells at +1 caster level.

Possessions: Masterwork battleaxe, masterwork composite longbow +2, chain shirt, *potion of cure serious wounds*.

APL 12

Encounter 1: The Trial of Arms

➤ **Danvirius Soron**, Ftr13; CR 13; Medium humanoid; HD 13d10+39; hp 121; Init +6; Spd 20 ft./30 ft (unarmoured); AC 22, flat-footed 20, touch (unarmoured) 12; Base Atk +13/+8/+3; Grp +18; Atk +21 melee (1d10+9/18-20, masterwork bastard sword); Full Atk +21/+16/+11 melee (1d10+9/18-20, masterwork bastard sword); AL LG; SV Fort +11, Ref +6, Will +5; Str 20, Dex 14, Con 17, Int 15, Wis 12, Cha 16.

Skills and feats: Diplomacy +10, Handle Animal +19, Jump +21 (+13 armoured), Intimidate +19, Ride +18; Cleave, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Greater Weapon Specialisation (bastard sword), Improved Initiative, Improved Critical (bastard sword), Improved Disarm, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: bastard sword, full plate, heavy steel shield.

➤ **Ellinka Vanar**: Ftr12; CR 12; Medium humanoid; HD 12d10+24; hp 100; Init +7; Spd 30 ft; AC 13, flat-footed 10, touch 13; Base Atk +12/+7/+2; Grp +17; Atk +16 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +16/+11/+6 ranged (1d10/19-20, masterwork heavy crossbow); AL LG; SV Fort +10, Ref +7, Will +6; Str 20, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Skills and feats: Handle Animal +18, Profession (sailor) +16, Ride +17, Survival +8, Swim +20; Combat Expertise, Far Shot, Greater Weapon Focus (greataxe), Greater Weapon Specialisation (greataxe), Improved Initiative, Improved Critical (greataxe), Improved Disarm, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork heavy crossbow, 20 bolts.

➤ **Uthather Kais**: male half-elf Wiz12 (Evoker); Medium humanoid; HD 12d4+36; hp 73; Init +6; Spd 30 ft.; AC 15, touch 15, flat-footed 13; Base Atk +6; Grp +6; Atk +6 melee (1d6, quarterstaff); +8 ranged (1d8/19-20, light crossbow); SQ Low light vision; AL N; SV Fort +7, Ref +6, Will +9; Str 10, Dex 14, Con 16, Int 19, Wis 12, Cha 10.

Skills and feats: Concentration +17, Diplomacy +2, Gather Information +9, Knowledge (arcana) +18, Listen +2, Move Silently +8, Profession (alchemist) +15, Search +2, Spellcraft +18, Spot +2, Use Magic Device +7; Combat Casting, Extend Spell, Improved Counterspell, Improved Initiative, Silent Spell, Spell Focus (Evocation).

Possessions: Quarterstaff, dagger, light crossbow, crossbow bolts (20), *potion of intelligence*, *potion of cure*

serious wounds; arcane scroll of change self, color spray, expeditious retreat, mage armor, obscuring mist, shield, summon monster V; amulet of natural armor +3; wings of flying, ring of invisibility, wand of fireballs.

Spells prepared (Wiz 5/6/6/6/5/4/3; Base DC = 14 + spell level): 0 - *flare (s) x 5, touch of fatigue*, 1st - *grease, expeditious retreat, mage armor, reduce person, shield, tensor's floating disk (s)*; 2nd - *darkness (s), gust of wind, hypnotic pattern, invisibility, spectral hand, web*, 3rd - *daylight (s); dispel magic x5*; 4th - *fear, lesser globe of invulnerability, improved invisibility, otiluke's resilient sphere (s), rainbow pattern*, 5th - *baleful polymorph, break enchantment, persistent image, wall of force (s)*; 6th - *globe of invulnerability, greater dispel magic, bigby's forceful hand (s).*

Encounter 3: The Chain Gang

➤ **Ha'kra'kalubrak**, male hochebi, Ftr4; CR 4; Medium humanoid; HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, unarmed); Full Atk +7 melee (1d3+3, unarmed); AL LE; SV Fort +7, Ref +4, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and feats: Hide +7, Jump +9, Move Silently +7; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow)

➤ **Llerdev**, male Hepmonalander Suel warrior, Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 12, flatfooted 10, touch 12, Base Atk +7/+2; Grp +10; Atk +10 melee (1d3+3, unarmed); Full Atk +10 melee (1d3+3, unarmed); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL: CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Handle Animal +9, Hide +7, Jump +12, Listen +11, Move Silently +6; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

➤ **Krova Lenar**, female human, Mnk10; CR 10; Medium humanoid; HD 10d8+10; hp 63; Init +8; Spd 60 ft.; AC 19, touch 19, flat-footed 16; Base Atk +7/+2; Grp +11; Atk +12 melee (1d10+2, unarmed); Full Atk +12/+12/+7 melee (1d10+2, flurry of blows unarmed); SA Unarmed strike, flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, slow fall 50 ft., wholeness of body; AL LE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +15, Hide +15, Jump +15, Move Silently +15, Tumble +15; Circle Kick, Deflect Arrows, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed); Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

➤ **Makho Vidrekk**, male human, Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +10 melee (1d3+3, unarmed); Full Atk +10 melee (1d3+3, unarmed); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +7, Climb +7, Jump +8; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

➤ **Lev Talozin**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

➤ **Derend and Jandyr**, male human, Rog2; CR 2; Medium humanoid; HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +1; Grp +3; Atk +3 melee (1d3+2, unarmed) Full Atk +3 melee (1d3+2, unarmed); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Escape Artist +8; Hide +8, Move Silently +8, Open Locks +8, Search +5, Listen +5, Sense Motive +8, Spot +5, Tumble +8, Improved Initiative, Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20,

or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

🗡️ **Hochebi warriors:** Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 30 ft.; AC 15, flat-footed 13, touch 12; Base Atk +7/+2; Grp +10; Atk +11/+6 melee (1d8+4/19-20, +1 *longsword*) or +11/+6 ranged (1d8+5/x3, masterwork mighty composite longbow +3) or +9/+9/+4 ranged (1d8+5/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +6, Ref +6, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +8, Jump +11, Move Silently +8; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialisation (composite longbow).

Possessions: Studded leather armour, +1 *longsword*, masterwork mighty composite longbow +3, 20 arrows, *potion of invisibility*, 2 gp.

🗡️ **Hochebi sorcerer:** Sor7 CR 7; Medium humanoid; HD 7d4+14; hp 41; Init +6; Spd 30 ft.; AC 13, flat-footed 11, touch 12; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA Summon familiar; AL LE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 17.

Skills and Feats: Concentration +12, Hide +4, Move Silently +7; Spellcraft +5; Combat Casting, Improved Counterspell, Improved Initiative.

Spells Known: (per day 6/7/7/5; base DC = 13 + spell level); 0-*acid splash*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st- *enlarge person*, *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, 2nd- *bull's strength*, *invisibility*, *web*; 3rd- *dispel magic*, *fireball*.

Possessions: +1 *bracers of armour*, traveller's clothes, heavy mace, light crossbow + 20 bolts, *potion of aid*, *potion of cure serious wounds*, *potion of invisibility*, *wand of melf's acid arrow*, flask of alchemist's fire, 12 gp.

Encounter 4: Ambush at Aegenlir

🗡️ **Tilva Suel officers:** Ftr8; Medium humanoid; HD 8d10+16; hp 68; Init +6; Spd 20 ft.; AC 21, flat-footed 19, touch 12; Base Atk +8/+3; Grp +12; Atk +15 melee

(1d10+8/18-20, +1 *bastard sword*) or +12 melee (1d6+4, short sword) or +12 melee (1d4+3, dagger) or +11 ranged (1d8+4/x3, masterwork mighty composite longbow +4); Full Atk +15/+10 melee (1d10+8/18-20, +1 *bastard sword*) or +12/+7 melee (1d6+4, short sword) or +12/+7 melee (1d4+4, dagger) or +11/+6 ranged (1d8+4/x3, masterwork mighty composite longbow +4); AL LE; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Bluff +7, Jump +1, Spot +3; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Improved Initiative, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, short sword, dagger, masterwork mighty composite longbow +3, 20 arrows, +1 *half-plate*, 2 x *potion of cure serious wounds*, *potion of bull's strength*, *bracers of armour* +1.

🗡️ **Hepmonalander Suel warriors:** Bbn8; Medium humanoid; HD 8d12+16; hp 77; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +8; Grp +12; Atk +14 melee (1d12+7/x3 +1 *greataxe*) or +12 (1d4+4/19-20, dagger) or +11 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); Full Atk +14/+9 melee (1d12+7/x3 +1 *greataxe*) or +12/+7 (1d4+4/19-20, dagger); +11/+6 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); AL NE; SQ Rage 3/day, improved uncanny dodge, DR 1/-, trap sense +2, fast movement; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and feats: Handle Animal +9, Hide +8, Jump +12, Listen +11, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: +1 *greataxe*, masterwork mighty composite shortbow +4, 20 arrows, dagger, chain shirt, *potion of cure serious wounds*.

➤ **Hochebi sorcerer:** Sor8 CR 8; Medium humanoid; 8d4+24; hp 43; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA Spell casting, summon familiar; AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 18.

Skills and feats: Concentration +11, Hide +7, Move Silently +7; Improved Counterspell, Improved Initiative, Spell Focus (evocation).

Spells Known: (per day 6/7/7/6/4; base DC = 14 + spell level; DC = 15 + spell level for evocation spells); 0- *acid splash, daze, flare, ghost sounds, light, prestidigitation, ray of frost, touch of fatigue*; 1st- *burning hands, mage armour, magic missile, protection from good, shield, 2nd- invisibility, mirror image, touch of idiocy*; 3rd- *dispel magic, lightning bolt*; 4th- *wall of fire*.

Possessions: Traveller's clothes, light mace, +1 *cloak of resistance, potion of cure serious wounds, scroll of stonesskin, wand of melf's acid arrow*

➤ **Tilva Suel Priest:** Clr8 - Syrul; CR 8; Medium humanoid; HD 8d8; hp 43; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +6/+1; Grp +6; Atk +8 ranged (1d8/19-20, masterwork light crossbow) or +8 melee (1d4+2/19-20, +1 *dagger*); Full Atk +8/+3 ranged (1d8/19-20, masterwork light crossbow) or +8/+3 melee (1d4+2/19-20, +1 *dagger*); SQ Rebuke undead; AL NE; SV Fort +6, Ref +3, Will +10; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +14, Concentration +12, Disguise +14; Combat Casting, Improved Initiative, Skill Focus (Bluff).

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0 - *cure minor wounds, guidance x3, resistance, virtue*, 1st - *disguise self*, command, cure light wounds, entropic shield, obscuring mist, summon monster I*; 2nd - *bull's strength, eagle's splendor, invisibility*, silence, undetectable alignment*; 3rd - *bestow curse, deeper darkness, dispel magic, nondetection*, wind wall*; 4th - *confusion*, freedom of movement, poison x 2*.

*domain spell; *Domains:* Knowledge: Divination spells at +1 level, all Knowledge skills as class skills; Trickery: Bluff, Disguise and Hide are class skills;

Possessions: +1 *dagger*; masterwork light crossbow, 20 crossbow bolts, 4 vials of large scorpion venom (Injury DC 18; primary and secondary damage 1d6 Str); chain shirt, traveler's outfit, *potion of cure serious wounds*.

Encounter 6: The Hostages

➤ **Orlav:** Rog5/Asn9; CR 14; Medium humanoid; HD 14d6+14; hp 78; Init +8; Spd 30 ft.; AC 18, touch 15, flat-footed 13; Base Atk +10/+5; Grp +12; Atk +16 melee (2d6+3/18-20, +1 *shock short sword*) or +12 melee (1d4+2/19-20, dagger) or +14 ranged (1d4+2/19-20, dagger); Full Atk +16/+11 melee (2d6+3/18-20, +1 *shock short sword*) or +12/+7 melee (1d4+2/19-20, dagger) or +14/+9 ranged (1d4+2/19-20, dagger); SA Sneak attack +8d6+16, death attack; SQ Evasion, improved uncanny dodge, poison use, +4 save vs poison, hide in plain sight; AL LE; SV Fort +4, Ref +12, Will +3; Str 14, Dex 19, Con 12, Int 18, Wis 10, Cha 8.

Skills and feats: Bluff +18; Disguise +18; Escape Artist +20, Hide +20, Listen +8, Move Silently +20, Tumble +20, Search +8, Slight of Hand +10, Spot +8; Combat Expertise, Improved Critical, Improved Initiative, Improved Feint, Weapon Finesse (short sword), Weapon Focus (short sword).

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). If the victim of such an attack fails a DC 11 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked and so denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

Hide in Plain Sight (Su): An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Spells Known (per day 3/3/3/2; base save = 14 + spell level): 1 - *disguise self, feather fall, obscuring mist, true strike*; 2 - *darkness, cat's grace, invisibility, spider climb*; 3 - *deeper darkness, deep slumber, false life, magic circle against good*; 4 - *dimension door, greater invisibility, poison*.

Possessions: +1 shock short sword, 4 x dagger, +1 studded leather armour; 2 vials of deathblade (Injury DC 20; primary damage 1d6 Con; secondary damage 2d6 Con), *potion of cure serious wounds, potion of freedom of movement*.

☛ **Tilva Suel officers:** Ftr8; Medium humanoid; HD 8d10+16; hp 68; Init +6; Spd 20 ft; AC 21, flat-footed 19, touch 12; Base Atk +8/+3; Grp +12; Atk +15 melee (1d10+8/18-20, +1 bastard sword) or +12 melee (1d6+4, short sword) or +12 melee (1d4+3, dagger) or +11 ranged (1d8+4/x3, masterwork mighty composite longbow +4); Full Atk +15/+10 melee (1d10+8/18-20, +1 bastard sword) or +12/+7 melee (1d6+4, short sword) or +12/+7 melee (1d4+4, dagger) or +11/+6 ranged (1d8+4/x3, masterwork mighty composite longbow +4); AL LE; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Bluff +7, Jump +1, Spot +3; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Improved Initiative, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword, short sword, dagger, masterwork mighty composite longbow +3, 20 arrows, +1 half-plate, 2 x *potion of cure serious wounds, potion of bull's strength, bracers of armour* +1.

☛ **Hepmonalander Suel warriors:** Bbn8; Medium humanoid; HD 8d12+16; hp 77; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +8; Grp +12; Atk +14

melee (1d12+7/x3 +1 greataxe) or +12 (1d4+4/19-20, dagger) or +11 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); Full Atk +14/+9 melee (1d12+7/x3 +1 greataxe) or +12/+7 (1d4+4/19-20, dagger); +11/+6 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); AL NE; SQ Rage 3/day, improved uncanny dodge, DR 1/-, trap sense +2, fast movement; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and feats: Handle Animal +9, Hide +8, Jump +12, Listen +11, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: +1 greataxe, masterwork mighty composite shortbow +4, 20 arrows, dagger, chain shirt, *potion of cure serious wounds*.

☛ **Hochebi sorcerer:** Sor8 CR 8; Medium humanoid; 8d4+24; hp 43; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA Spell casting, summon familiar; AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 18.

Skills and feats: Concentration +11, Hide +7, Move Silently +7; Improved Counterspell, Improved Initiative, Spell Focus (evocation).

Spells Known: (per day 6/7/7/6/4; base DC = 14 + spell level; DC = 15 + spell level for evocation spells); 0- *acid splash, daze, flare, ghost sounds, light, prestidigitation, ray of frost, touch of fatigue*; 1st- *burning hands, mage armour, magic missile, protection from good, shield*; 2nd- *invisibility, mirror image, touch of idiocy*; 3rd- *dispel magic, lightning bolt*; 4th- *wall of fire*.

Possessions: Traveller's clothes, light mace, +1 cloak of resistance, potion of cure serious wounds, scroll of stonewood, wand of web

➤ **Hepmonalander Suel Priest:** Clr8 - Llerg; CR 8; Medium humanoid; HD 8d8+24; hp 54; Init +5; Spd 30 ft.; AC 16, flatfooted 14, touch 12; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3/x3, +1 battleaxe) or +8 ranged (1d8+2/x3, masterwork composite longbow +2); Full Atk +10/+5 melee (1d8+3/x3, +1 battleaxe) or +8 ranged (1d8+2/x3, masterwork composite longbow +2); SA Spontaneous casting, rebuke undead; AL CN; SV Fort +10, Ref +4, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8

Skills and feats: Concentration +13, Profession (Hunter) +8, Spellcraft +11; Combat Casting, Improved Initiative, Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Spells Prepared: (6/6/5/5/4; base save = 14 + spell level) 0- cure minor wounds, guidance x 2, resistance x2, virtue, 1: cure light wounds, divine favour, enlarge person*, entropic shield, shield of faith, 2: bull's strength*, darkness, hold person, owl's wisdom, silence; 3: bestow curse, dispel magic, magic vestment*, protection from energy, searing light, 4: chaos hammer*, divine power, freedom of movement.

Domains: Strength: feat of strength, +8 Str, 1 rnd, 1/day. Chaos: cast chaos spells at +1 caster level.

Possessions: +1 battleaxe, masterwork composite longbow +2, chain shirt, potion of cure serious wounds.

Encounter 7: Eagenrast

➤ **Ulcarr:** Mnk14; CR 14; Medium humanoid; HD 14d8+14; hp 87; Init +8; Spd 70 ft.; AC 19, touch 19, flat-footed 16; Base Atk +10/+5; Grp +12; Atk +15 melee (2d6+2, unarmed) or +14 ranged (1d6 fire, alchemist's fire) or +13 melee (1d6+3, +1 ki focus quarterstaff); Full Atk +15/+15/+15/+10 melee (2d6+2, flurry of blows unarmed) or +10 ranged (1d6 fire, alchemist's fire); +13/+13/+8 melee (1d6+3, flurry of blows, +1 ki focus quarterstaff); SA Unarmed strike, greater flurry of blows, ki strike (magic, lawful); SQ Improved evasion, still mind, purity of body, abundant step, diamond body, diamond soul SR 24, slow fall 70 ft., wholeness of body; AL LE; SV Fort +9, Ref +12, Will +11; Str 14, Dex 19, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Escape Artist +20, Hide +20, Jump +20, Move Silently +20, Tumble +20; Circle Kick, Deflect Arrows, Extra Stunning Attacks, Fists of Iron, Improved Disarm, Improved Initiative, Stunning Fist, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Flurry of Blows (Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus.

Bonus Feats: This monk has selected Stunning Fist, Deflect Arrows and Improved Disarm as bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 60 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): A monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): A monk gains immunity to poisons of all kinds.

Abundant Step (Su): A monk can slip magically between spaces, as if using the spell *dimension door*; once per day as a caster of 7th level.

Diamond Soul (Ex): A monk gains spell resistance equal to 24.

Possessions: +1 ki focus quarterstaff, 2 x flask of alchemist's fire.

➤ **Tilva Suel officers:** Ftr8; Medium humanoid; HD 8d10+16; hp 68; Init +6; Spd 20 ft.; AC 21, flat-footed 19, touch 12; Base Atk +8/+3; Grp +12; Atk +15 melee (1d10+8/18-20, +1 bastard sword) or +12 melee (1d6+4, short sword) or +12 melee (1d4+3, dagger) or +11 ranged (1d8+4/x3, masterwork mighty composite longbow +4); Full Atk +15/+10 melee (1d10+8/18-20, +1 bastard sword) or +12/+7 melee (1d6+4, short sword) or +12/+7 melee (1d4+4, dagger) or +11/+6 ranged (1d8+4/x3, masterwork

mighty composite longbow +4); AL LE; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Bluff +7, Jump +1, Spot +3; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Improved Initiative, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, short sword, dagger, masterwork mighty composite longbow +3, 20 arrows, +1 *half-plate*, 2 x *potion of cure serious wounds*, *potion of bull's strength*, *bracers of armour* +1.

➤ **Hepmonalander Suel warriors:** Bbn8; Medium humanoid; HD 8d12+16; hp 77; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +8; Grp +12; Atk +14 melee (1d12+7/x3 +1 *greataxe*) or +12 (1d4+4/19-20, dagger) or +11 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); Full Atk +14/+9 melee (1d12+7/x3 +1 *greataxe*) or +12/+7 (1d4+4/19-20, dagger); +11/+6 ranged (1d6+4/x3, masterwork mighty composite shortbow +4); AL NE; SQ Rage 3/day, improved uncanny dodge, DR 1/-, trap sense +2, fast movement; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and feats: Handle Animal +9, Hide +8, Jump +12, Listen +11, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (*greataxe*).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: +1 *greataxe*, masterwork mighty composite shortbow +4, 20 arrows, dagger, chain shirt, *potion of cure serious wounds*.

➤ **Hochebi sorcerer:** Sor8 CR 8; Medium humanoid; 8d4+24; hp 43; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d8+1,

heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA Spell casting, summon familiar; AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 18.

Skills and feats: Concentration +11, Hide +7, Move Silently +7; Improved Counterspell, Improved Initiative, Spell Focus (evocation).

Spells Known: (per day 6/7/7/6/4; base DC = 14 + spell level; DC = 15 + spell level for evocation spells); 0- *acid splash*, *daze*, *flare*, *ghost sounds*, *light*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st- *burning hands*, *mage armour*, *magic missile*, *protection from good*, *shield*, 2nd- *invisibility*, *mirror image*, *touch of idiocy*; 3rd- *dispel magic*, *lightning bolt*; 4th- *wall of fire*.

Possessions: Traveller's clothes, light mace, +1 *cloak of resistance*, *potion of cure serious wounds*, *scroll of stonesskin*, *wand of summon monster II*

Hepmonalander Suel Priest: Clr8 - Llerg; CR 8; Medium humanoid; HD 8d8+24; hp 54; Init +5; Spd 30 ft.; AC 16, flatfooted 14, touch 12; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3/x3, +1 *battleaxe*) or +8 ranged (1d8+2/x3, masterwork composite longbow +2); Full Atk +10/+5 melee (1d8+3/x3, +1 *battleaxe*) or +8 ranged (1d8+2/x3, masterwork composite longbow +2); SA Spontaneous casting, rebuke undead; AL CN; SV Fort +10, Ref +4, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8

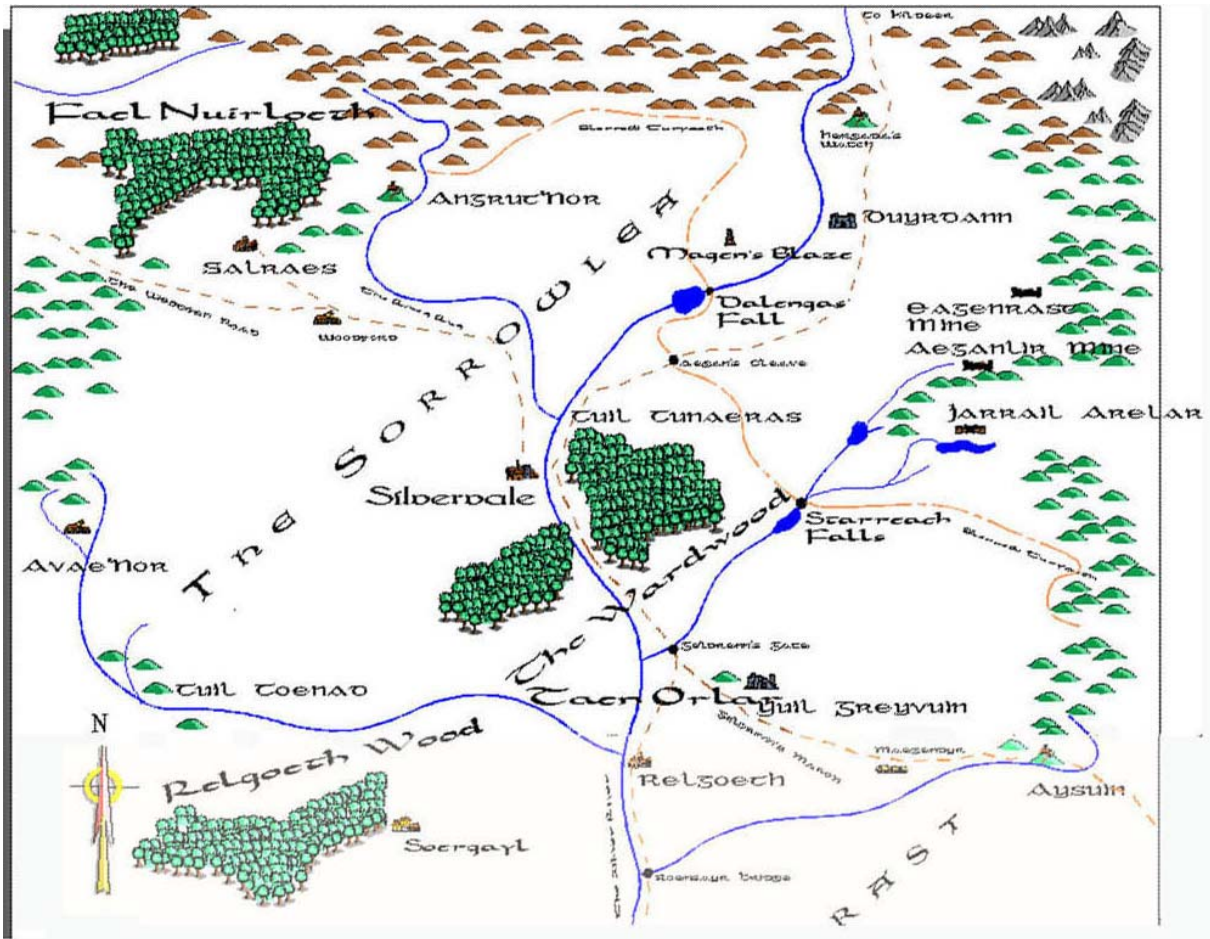
Skills and feats: Concentration +13, Profession (Hunter) +8, Spellcraft +11; Combat Casting, Improved Initiative, Weapon Proficiency (*battleaxe*), Weapon Focus (*battleaxe*).

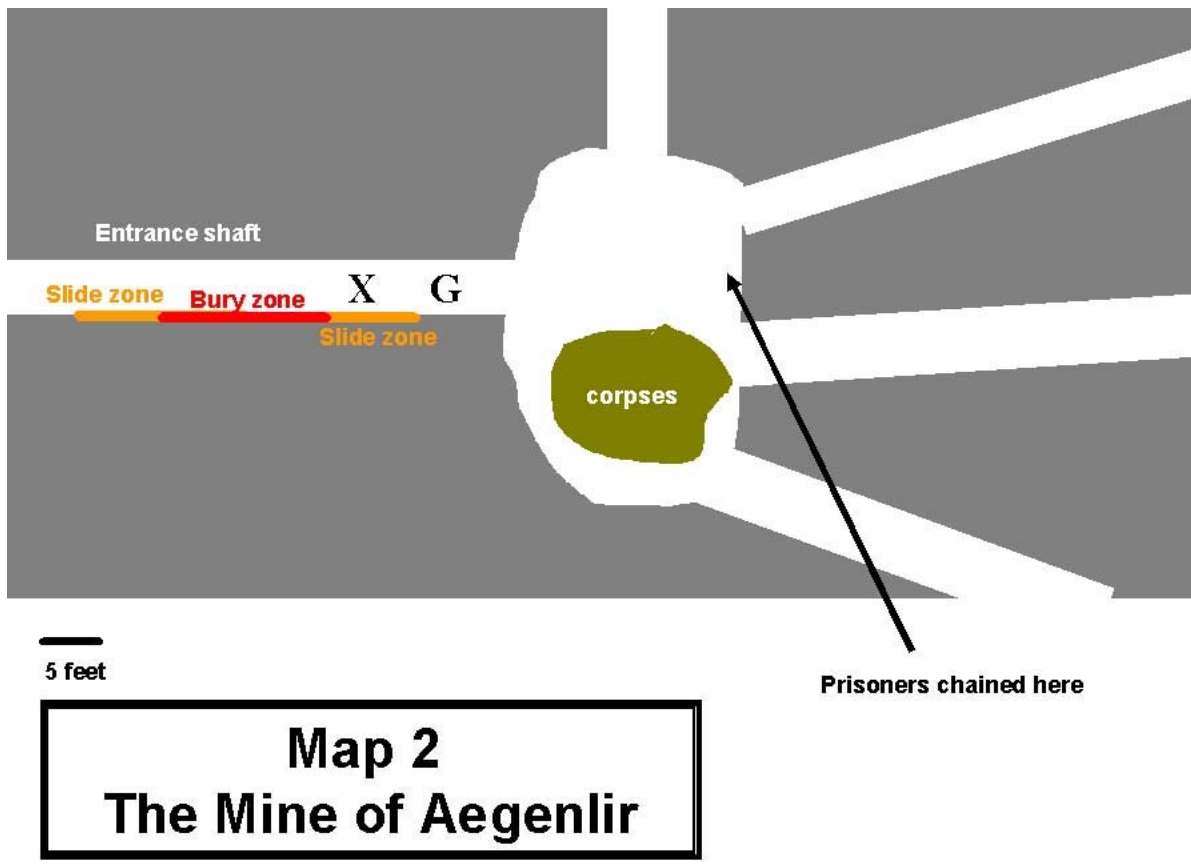
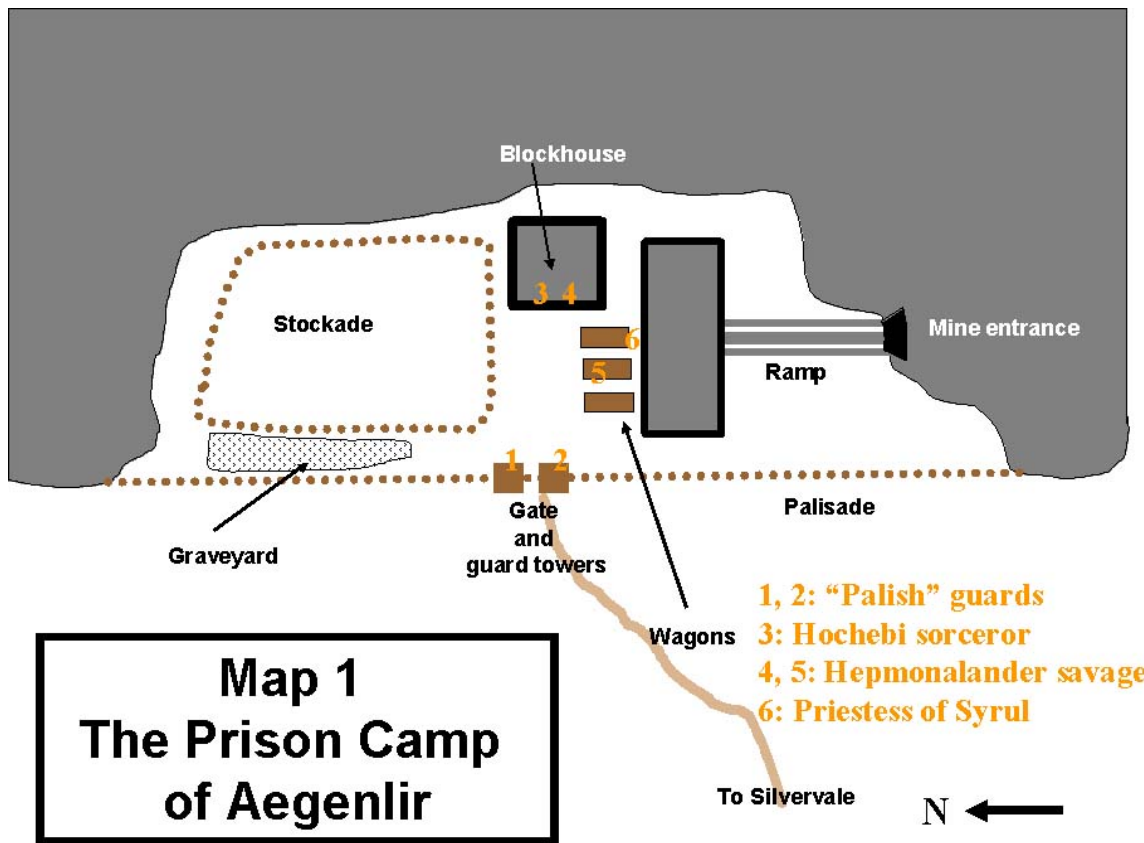
Spells Prepared: (6/6/5/5/4; base save = 14 + spell level) 0- *cure minor wounds*, *guidance x 2*, *resistance x2*, *virtue*, 1: *cure light wounds*, *divine favour*, *enlarge person**, *entropic shield*, *shield of faith*, 2: *bull's strength**, *darkness*, *hold person*, *owl's wisdom*, *silence*; 3: *bestow curse*, *dispel magic*, *magic vestment**, *protection from energy*, *searing light*, 4: *chaos hammer**, *divine power*, *freedom of movement*.

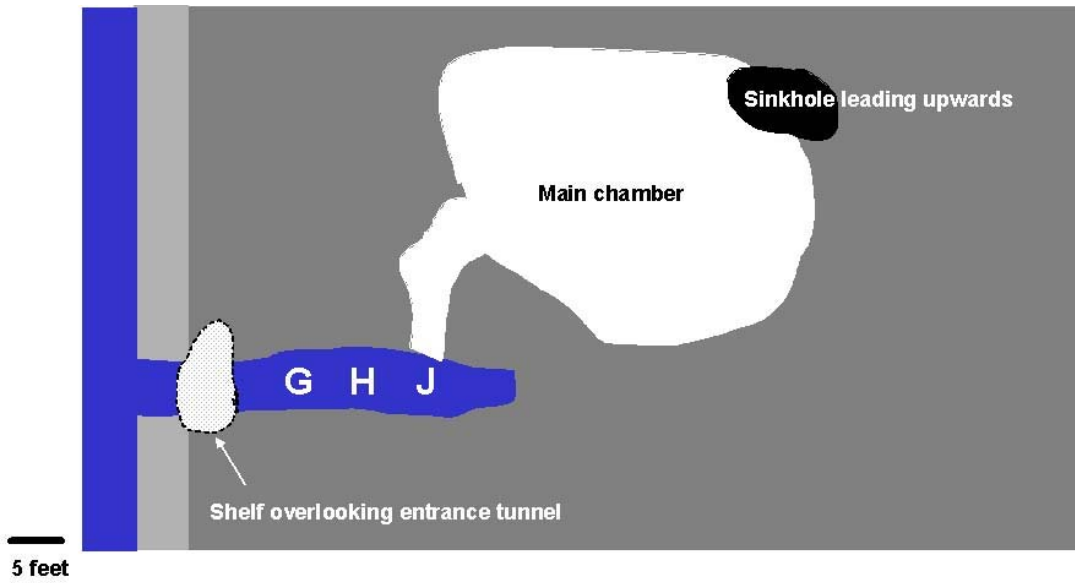
Domains: Strength: feat of strength, +8 Str, 1 rnd, 1/day. Chaos: cast chaos spells at +1 caster level.

Possessions: +1 *battleaxe*, masterwork composite longbow +2, chain shirt, *potion of cure serious wounds*.

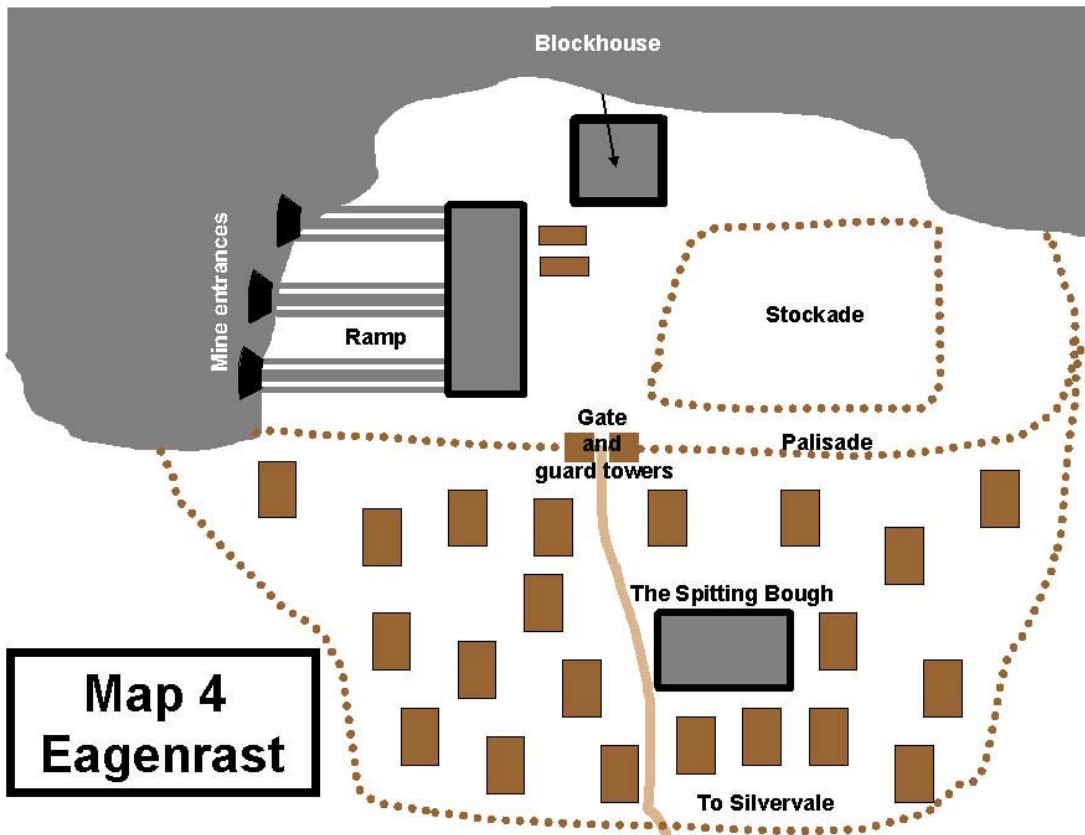
Appendix II – Maps







Map 3
Orlav's Retreat



Map 4
Eagenrast

