

# Unexpected Enemies

## M3 – Chasing Enemies

Part of a Two-Round Dungeons & Dragons® Living  
Greyhawk™  
Sunndi Regional Special

Version 1.0

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With the lines of war drawn clearly across Sunndian soil things seem black and white. Good or bad, friend or foe, easy distinctions to make in such threatening times. Help is on its way from an expected source, but what if some fail to see it thus? Will adventurers once more shine their light into the darkness and clean away the sorrow? A 2-round regional special set in the kingdom of Sunndi - part battle interactive, part mini-adventure for levels 1 to 10 (APLs 2-8). Part of the Bullywug War series.

Resources for this adventure [and the authors of those works] include *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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## ADVENTURE BACKGROUND

M3 *Chasing Enemies* is a mini-adventure, a potential 2<sup>nd</sup> part of the Sunndi regional special SND7-01M *Unexpected Enemies*. It has mostly the same background as that adventure. The mini-adventure is about chasing down the leaders of the raiders, although these do try to hide their trail well.

## ADVENTURE SUMMARY

**Introduction:** Once the battle is over, the PCs can search the sight for tracks of any enemies nearby. It is during this search that they come across the raiders' command post and from there they can start the hunt.

**Encounter 1 [Satyr's Game]:** While following the tracks of the raiders, the PCs enter the territory of two satyrs. The two are looking for some fun, and decide to involve the PCs in one of their favorite games. Each one will step roughly 60 feet away from the road, and they attempt to chase the PCs to the other site across an imaginary line while defending their own line. Whoever forces the most adventurers across the line of the other wins the game. If the PCs take it with grace, the two satyrs are willing to have a chat and tell about the raiders that past through the area.

**Encounter 2 [Decisions]:** Shortly after the PCs left the territory of the satyrs they note that their prey has split up. Three sets of tracks lead in different directions. The PCs have to make a choice of who to follow.

**Encounter 3 [Predators of the Mountains]:** The Glorioles are not a safe place, and while following the tracks of the enemy, they run across a group of predators on the prowl.

**Encounter 4 [Lady in Steel]:** Salina knows she is not quick enough to outrun any persistent pursuers. Hence she prepared a hideout on the lower slopes of the Glorioles. It is well hidden, and relatively easy to defend.

**Encounter 5 [Into the Deeps]:** The trail of the naga leads into a cavern and the Underoerth beyond. Luckily for the PCs an avalanche blocked off the naga's escape route, and if they are quick they manage to catch him while the monster is contemplating alternative routes.

**Encounter 6 [The Common Men]:** The third set of tracks belongs to a large group of common raiders on their way to the Hollow Highlands. Their tracks are easy to follow, and eventually the PCs should catch up.

**Conclusion:** Whether they had a successful hunt or not, eventually the PCs have to return to Pitchfield. Here they get rewarded for their actions during the Battle of Unexpected Enemies.

## PREPARATION FOR PLAY

A central part of the adventure involves following the tracks of a group of raiders. Hence it is a good idea to make sure you understand the tracking rules. Remember that the PCs can 'take 10' on the Survival checks to follow tracks. While 'taking 20' is theoretically possible this is impractical if done to follow actual tracks. They might use it to find the clues in Encounter 1. Note that only PCs with the Track feat can actually assist in any Survival check used to find and follow tracks.

### REST

It is unimportant whether the PCs start on this adventure immediately after the battle, or wait until the next morning. The adventure assumes that they will rest before this part of the regional special. Just keep in mind that the DCs for finding the tracks and clues are 1 higher for each day after the battle.

Note that sleeping in the Silent Valley has some peculiar effects. More information can be found in Appendix 3.

### NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

## INTRODUCTION

Shortly after the battle the various units of adventurers have to decide what to do next. One of the options is to chase down various enemy units or if there is no obvious target search the area for any enemies who remained behind. It is assumed they do this immediately after the battle. Increase the DCs for tracking by 1 if they wait until the morning. It also gives any fleeing raiders 1 day head start, but more information on that can be found in Encounter 4, 5 and 6.

If the PCs have a clear goal in mind, such as rescuing one of the potential kidnap victims, it is just a matter of following the tracks of the kidnappers. The exact difficulty of this depends on the group the PCs are tracking. The ground is considered firm ground, and the DC is adjusted as per the rules in the *Player's Handbook* (amount of creatures, size of creatures, visibility). Eventually these tracks join up with the main trail as described below. Remember that they need to make a Survival check for every mile they follow the tracks. The

meeting place is roughly 1 mile after the battlefield to the northeast (and hence NOT in the direction of the Hollow Highlands).

On the other hand, if the PCs do not have a clear group in mind, it is likely that they are going to search the surroundings for danger. If they succeed at a DC 15 Survival check they can follow the tracks of individual soldiers that eventually lead to the big meeting place below. If they just randomly search, it requires a DC 20 Survival check which they can make for each hour of searching (with a cumulative +1 bonus for each hour searching).

Read aloud or paraphrase the following once the PCs arrive at the big meeting place:

*For some time now you have been walking through the local flora in the Silent Valley looking for any signs of straggling raiders or other threats to the safety of the caravan. It is not a particularly exciting task, but the constant risk of running into enemies does have a tendency to put people on edge. You think you are about 1 mile away from the battlefield when you suddenly note the presence of a huge amount of tracks. It looks like a large group of people gathered here for some time, but there are no firepits or other signs of comfort. The area was a camp for some time, but they obviously kept comforts to a bare minimum and used to fire to reduce the chance of early discovery.*

A search of the site reveals nothing new. It has been used as a camp for a couple of nights. The medium humanoids that stayed in the area clearly arrived in small groups spread over two days before the battle. There are some tracks of large sized humanoids, but there are too many other tracks to determine what kind of creatures. As can be expected, there is a lot of garbage, mostly the remains of broken equipment, scraps of spoiled food and of course droppings in a freshly dug pit nearby.

There are no clues about the plans of those who stayed here, but it is clear they left in a hurry and the tracks are easy to follow even for somebody who cannot track. These tracks lead further into the Glorioles and NOT towards the Hollow Highlands. A clear sign the raiders expect to be chased, or cut off by forces in Rieuwood, and it is likely that they hope to find shelter in the wilderness of the mountains until things have settled down. Anybody with some basic knowledge on the Glorioles realizes this is not such a bad move since the dwarves of Glorvardum do not have the resources to heavily patrol the area, nor do they care that much about humans in the region as long as those humans leave them alone.

The main group abandoned the camp ~20 minutes after the battle. There are stragglers, and especially quick PCs can capture/kill/chase away stragglers (normal raiders). Just don't spend too much time on it. The main group travels with a speed of 30 ft., which in these foothills and mountains comes down to a speed of 1.5

miles per hour. The dwarves are hustling until 2 hours later the group splits up – see Encounter 2.

**Development:** The PCs have to decide whether to give chase, or return to the caravan. If they return, you can proceed with M5 *Caravan Duty*, although if the PCs waited till the morning after the battle (and hence avoided the carrion eaters) should meet the mountain predators on the way back (see Encounter 3). Proceed with Encounter 1 if the PCs do follow the tracks.

**Troubleshooting:** Some PCs might balk at the idea of facing a whole army on their own, and decide to return based on that fact. Remind them that they can get help from fellow adventuring groups, and also that they can keep their distance and use guile instead of brute force. If they insist on returning nothing is lost though.

Another potential problem is travel speed. The raiders move with a land speed of 30 ft.. They do take a route that makes horse-riding difficult and certainly not faster than walking. Most groups of PCs, especially if they want to keep an eye on the tracks, are unlikely to go much faster. A select few might be significantly faster, especially with the aid of magic (flight can be an especially big problem). Move the encounter with the satyrs closer to the campsite and allow them to catch up afterward. Do point out that they have had no rest, and are about the face a whole army. If they press on, they get what is coming for them – see Encounter 4, 5 and 6 for details on the opponents (and both minotaurs are still alive in this case). If they keep their distance, instead using the gained time to gain valuable information and wait for an opportune time they should be rewarded with that information. Once after the split up (see Encounter 2) they can rush ahead and set up an ambush for whomever they see as their prime target. In that case you should place Encounter 3 at a logical place, preferably before facing the major opponents (and remember: both minotaurs will still be alive).

**Trackers:** Two Ahlissan scouts and possibly (see M3) one Sunndian scout survived the battle. These have a Survival +9 and the Track feat. These do not fight, and since chasing enemies into the mountains do not fall under their normal jobs, they demand a fee of 100 gp.

## 1: SATYR'S GAME

The DC to follow the tracks of the raiders is far below 10. So for now there is no need for Survival checks, although you should make a few behind the screen to give the players the idea there might be tracks of small groups leaving the main one. Tracking is done at half speed unless the tracker takes a -5 penalty at the check. Tracking at double speed incurs a -20 penalty. Take this into account and ask how fast the PCs follow the tracks.

Regardless of their speed, after roughly 2 miles the tracks enter the territory of 2 satyrs named Brithgar and Hallith. Remember, overland movement is halved in

these hills, so if the slowest member of the group has a speed of 30 ft. it takes roughly 2 hours to get here. Allow the PCs to make a DC 29 Spot check to check for surprise. If successful read aloud or paraphrase the following:

*It is a beautiful day, and you have been following the tracks of the raiders as fast as possible. By now you have left the Silent Valley and the sounds of the forest abound all around you. Suddenly you note a flash of red in the corner of your eyes. Quickly turning your head in that direction you see a man-like creature with the legs of a red-haired goat, the upper body of a half-elf, small jet-black horns and a small goatee. It glances across you to the other side where you see another creature with brown hair instead of red. It also has a panpipe.*

If nobody succeeded at the Spot check read aloud or paraphrase the following:

*It is a beautiful day, and you have been following the tracks of the raiders as fast as possible. By now you have left the Silent Valley and the sounds of the forest abound all around you. All of a sudden you hear the shrill sounds of panpipes coming from both the left and right. The sounds cause the hair in your neck to rise and you are suddenly overcome by a sense of deep dread and fear.*

Roll initiative as normal, and see how the PCs react. The PCs must succeed at two DC 13 Will saves against a fear effect (it is not a spell-like effect). If the PC succeeds at both rolls, they can act normally. If they fail at one check determine which satyr induced the effect and that PC should move away from that satyr. If a PC fails both saves, that character should run away from both sources of music.

**Terrain:** Standard sparsely forested and rugged hills. See *Dungeon Masters Guide* 87 and 89 for more details.

**Creatures:** Brithgar and Hallith are typical satyrs who have decided to involve the PCs in one of their favorite games. Each of them picks another side of the PCs opposite of one another, taking up a position 60 feet away from the PCs. Here they draw an imaginary line horizontal from the PCs. The goal of the game is to chase the PCs across the line of the other satyr using anything except physical force. Of course, the satyrs never even consider the fact that the characters might not agree with being in the game, let alone that it might be constituted as an attack and result in a physical attack. If this happens they will be horrified, accusing that character of cheating, never considering the fact the characters do not even know they are in a game. If on the other hand, the PCs realize what is going on and start playing the game as well they are positively delighted, especially if the PCs start tackling one another in an attempt to defend the line.

#### All APLs (EL 6)

☛ **Brithgar, Hallith:** male satyr (with pipes); hp 22 each; see *Monster Manual* 219.

**Personality:** Both satyrs are rude, lewd, boastful and constantly flirting with any woman regardless of race or appearance. They love war-stories, although they have a tendency to belittle the characters in the story. They would have done it differently. They have difficulties shutting up, but threatening to stop telling the story helps at least for a few moments.

#### Treasure:

PCs who make a good impression on the satyrs gain the “Fey Wine” entry – see the AR and treasure section for more details.

**Tactics:** The satyrs have no intention to kill the PCs. They are playing a game that involves getting the characters to run towards the other satyr and cross an imaginary line 60 feet away from the trail the PCs were following. Once the satyrs have used their *fear* effect, they switch to *charm* first and finally *sleep*. If that has no effect they switch to simple barter, trying to get the characters to run in the other direction, even going so far as to barter (although they have very little to barter with except for information – see the development section below). If a character gets close while panicked without any non-panicked character nearby they try to tackle that character and prevent him from crossing the line.

If the PCs use physical force against them, even if nonlethal, they are absolutely horrified. The satyr attacked will scream to the other satyr “Foul play! Your team has broken the rules. One point for me!” The satyr then turns to the character in question and shouts: “You are out!” If the PCs keep using force both satyrs flee as quickly as possible, all the while shouting what a terrible losers the PCs are. If they cannot flee, they turn on the PCs and fight for their lives, not giving any quarter and begging for mercy if it is apparent they are about to loose. If the character stops using force, they ignore that character focusing on the others instead until finally everybody crossed one of the two lines.

**Development:** The encounter is finished once the PCs have disposed of the satyrs or the game is finished.

If the PCs finished the game the winning satyr is dancing and singing, while the other satyr is sulking. Characters who are good sports about the whole ordeal get compliments and the winning satyr proposes a toast, offering some of his wine as compensation for the PCs service. Astute PCs should realize that if they accept the wine, the satyr does not have to keep any of the other bargains. The PCs accepted the wine after all. A DC Knowledge (nature) or Bardic Knowledge also causes a character to realize this. If this happens the PCs will have to barter something else for the information on the raiders. For example, the PCs could offer the story of the battle they just fought and why they are here. Both satyrs

absolutely love stories about battles. So even if the PCs insist on getting the information, they offer the wine in return for a story. It is not poisoned, and characters suggesting something like this will insult the satyrs.

The satyrs can tell the following:

- A large band of ragtag humans and dwarves passed through a short time ago. Most look wounded and they were in a hurry.
- The group was lead by a female human in full plate. The humans and dwarves respected her greatly and she had the symbol of some kind of hand holding a coin on her shield. Her appearance was hidden by some minor illusions, but it was easy to pierce. She had strange black eyes, a pale clammy scaly skin and webbed hands.
- [If some of the umber hulks survived:] She kept her distance from the group during the trip and she was protected by a couple of beetle-like giants with strange fascinating faceted eyes. The rest kept their distance from these weird creatures, and they tried not to look in the direction of the creatures. Caused some funny situation a couple of times...
- [If none of the umber hulks survived:] She kept her distance from the group, and a couple of foresters protected her against the rest.
- There was a dark skinned snake with a man's head who tried to look like a minotaur with a similar illusion as the female. Only a truly blind person would fall for that though. Who can mix up a snake the size of a horse with a minotaur? The two minotaurs covering his back though were real, and mean looking as well with those huge axes.
- The snake and minotaurs really kept their distance from the group, and the others really feared them.
- [If the PCs failed to prevent the theft of the magical items:] The woman and the snake seemed to be in a reasonable good mood. One of the minotaurs as carrying a big bag that by the looks of it contained several valuable items. The woman carried a similar bag.
- [If the PCs prevented the theft of the magical items:] The snake seemed to be in a really bad mood. At some point he shouted at the woman that she better had some good coin soon or else...
- [If any important NPC was captured:] They had a couple of prisoners. The envoy and his wife would be carried by the snake's minotaurs. The healers by a group of raiders. In this case the snake is less angry, but still far from pleased.

Once the PCs are ready, and leave the satyrs proceed to Encounter 2.

**Troubleshooting:** If the PCs captured the satyrs alive, they offer the above information in return for their freedom. If the PCs chased the satyrs away or killed them there is no way to gain the knowledge. Without it, it

might be rather difficult to make a good choice about what trail to follow in Encounter 2.

## 2: DECISIONS

About 1 mile after the encounter with the satyrs the PCs come across the following scene:

*The tracks are taking you deeper into the Glorioles, and with it the terrain is getting increasingly more rugged. Traveling through this trackless terrain is far from easy, and the raider's trail takes you higher up into the mountains, so it is unlikely to change real soon. The terrain is not particularly well-suited to large groups of humans, and it should come as no surprise when you come at a spot where your prey apparently rested for a short time while discussing options. One thing is for sure, after whatever break they took, the band raiders split up with each group leaving in a different direction.*

If the PCs take 1 hour searching the area they realize that there are at least 6 groups leaving the area. The PCs should make a Survival check to find the following tracks (note that the DC is increased by 1 for each day after the battle):

- **DC 13 Survival:** One group consisted of two large-sized humanoid creatures with bovine footprints and a third large-sized creature that looks like those of a snake. The tracks lead to the southwest.
- **DC 20 or 19 (or even lower if there are more umber hulks):** One medium-sized humanoid wearing heavy boots walks towards the west. If there are still umber hulks, their tracks are present as well. These look rather weird, somewhat insect-like with three claws, but much thicker even for its size. There are no tracks of the elite raiders since they have the trackless step ability.
- **DC 17:** There are four other sets of trails of small groups of humans and dwarves fanning out from the area away from the two other sets of tracks. Each group consists of roughly 10 medium-sized humanoids, and they took the time to hide their tracks.
- If there are any NPC prisoners (as discussed in Encounter 1) you need to adjust the above description. The healers are walking by themselves, and if multiple healers have been captured they are with different groups. Their tracks are easy to recognize since they are not wearing boots. The presence of the envoy and his wife can only be determined from the fact that the tracks of the minotaurs is deeper as if they are carrying something heavy. To note this fact the character has to succeed at the check by more than 5.

**Development:** The PCs have to decide what set of tracks to follow. If multiple tables selected this mini, allow them to discuss it with one another so that each table can

select a different group. Don't allow different tables to select the same prey, unless a lot of the umber hulks survived, in which case two groups would still be challenged in Encounter 4. Running two tables with two DMs in the same battle should be a challenge, but if you are up to it, do so.

If the PCs follow the trail of the single human and one or more umber hulks proceed to Encounter 4. If they choose to follow the snake proceed to Encounter 5. All the other tracks lead to Encounter 6. Note that if the PCs have not yet met the predators, you should run Encounter 3 regardless of their choice.

### 3: PREDATORS OF THE MOUNTAINS

At some point during the hunt, the PCs run across a group of predators of the mountains. The exact time of the event depends a bit on how things are going. It happens some time after Encounter 1, but before Encounter 4, 5, 6. Use your best judgment.

The predators are flying low over the canopy, using it to keep out of sight of potential prey. Allow Spot and Listen checks as normal.

**Terrain:** Standard sparsely forested and rugged hills. See *Dungeon Masters Guide* 87 and 89 for more details.

**Creatures:** The exact nature of the predators depends on the APL you run this adventure. In all cases it are relatively normal creatures who stumbled across a prey and they are not about to abandon it without a fight. A description of the creatures can be found in the *Monster Manual*.

#### APL 2 (EL 4)

🐉 **Hippogriffs** (2): hp 25 each; see *Monster Manual* 152.

#### APL 4 (EL 6)

🐉 **Displacer beasts** (2): hp 51 each; see *Monster Manual* 66.

#### APL 6 (EL 8)

🐉 **Wyverns** (2): hp 59 each; see *Monster Manual* 259.

#### APL 8 (EL 10)

🐉 **Wyverns** (4): hp 59 each; see *Monster Manual* 259.

**Tactics:** The tactics of the beasts are simple and straightforward. They try to kill enough PCs so that they have enough to eat and than retreat with the corpses. In either case they focus on the opponent that poses the biggest threat, and at APL 4+ they are intelligent enough to recognize spellcasters and archers as a big threat. If there is suitable amount of food on the scene, they do not chase retreating characters for more than a few steps.

Otherwise they chase them down until there is enough food.

They are not going to fight to the death and they flee once at  $\frac{1}{3}$ <sup>rd</sup> or less of their hit points, or when more than half of them are slain/chased away.

**Treasure:** None.

**Development:** Once the predators are dealt with the PCs can proceed as planned, or decide to return. If they go on, proceed with Encounter 4, 5 or 6 depending on the set of tracks they are following. If they return to the Ahlissan caravan, you can run *M5 Caravan Duty* without the carrion eater encounter. If they PCs took a lot of time during this adventure in Encounter 1, you should also summarize the celebrations in M5.

### 4: LADY IN STEEL

Salina knows she is not quick enough to outrun any persistent pursuers. Hence she prepared a hideout on the lower slopes of the Glorioles. It is well hidden, and relatively easy to defend. The hideout is 10 miles away from the split-up (and hence roughly 13 miles away from the battlefield). Her speed (and that of the umber hulks) is 20 ft., so she walks with a speed roughly 1 mile per hour. She walks for another 2 hours after the split up before setting up camp for the night. 8 hours later she proceeds until she arrives at her hideout high up in a forested mountain valley at the end of the day. She stays at the hideout for two weeks before returning to the Hollow Highlands via Rieuwood. Her appearance and the presence of the UMBER HULKS make it impossible to follow any other route (and unlike Hissaleth she does not know the Underoerth well enough for that alternative).

The elite raiders hide her tracks, increasing the DC by 5. At two points the ground is firm, increasing the DC by another five. To track her down the PCs either requires magic (such as *scry* and *teleport*) or 8x DC 20/19 and 2x DC 25/24 Survival checks. A PC who fails a check can retry after 1 hour of searching. Given time, they should be able to catch up eventually.

**Terrain:** See DM's Maps for a map of the terrain of when she has set up camp (in both cases the umber hulks had dug a small hole). If the PCs catch up on the road, the fight ends up in a mix of standard sparsely forested and rugged hills. See *Dungeon Masters Guide* 87 and 89 for more details.

Her camp is a shallow hole in the steep slopes of a valley. The umber hulks have dug out these holes, and they have dumped the earth and rocks in a makeshift barrier around the entrance. The barrier is roughly 5 feet high, providing cover to those behind it. The wall can be jumped or by spending 4 squares of movement for medium and small-sized creatures or 2 squares by large-sized creatures. It is considered dense rubble in regards to Balance, Move Silently and Tumble checks. They placed bushes (counting as dense undergrowth) against

this wall to both hide the fresh rubble and to form an additional barrier. The bushes are too low to provide concealment against medium-sized characters, but small characters can take advantage of it.

The rest of the terrain is stand for this kind of environment. Keep in mind the penalties associated with a steep slope when running this fight.

**Creatures:** The main group consists of the human female Salina, an embittered cleric of Kurell filled with rage and feelings of revenge against the Ahlissan military. The kindness with which she treats her men is a reminder of how she once was before being imprisoned in the Calling Mines for a short time – although even her men sometimes feel the brunt of her madness. She treats the umber hulks as humans. She has short brown hair, strange black eyes without any white, a clammy slimy pale-grayish skin and she is almost unnatural flexible. When her *hat of disguise* is active though she looks like a pretty Oeridian woman.

She escaped long before the rebellion of CY 594. It was deep below the Mines that she came across allies in her quest for vengeance. She never met them though, and if the PCs somehow get her to talk about her time there, all she can tell is that they talked to her in her head. She is convinced they are real, but she is clearly insane, and most sane people would think the voices are just her imagination.

The elite raiders with her are fanatically devoted to Salina's well-being. Unlike her, they are ordinary Oeridian humans. Like her they have been at the receiving end of Ahlissan brutality. They wear forester clothing, and are very skilled in remaining unseen. Due to their trackless step ability they don't leave any tracks.

Whether or not there are any umber hulks present depends greatly on whether or not any survived the battle. Check with the senior DM, but if run at APL 8 at least one is present. If more than two the group is split up with two umber hulks patrolling the surrounding region and one or two remaining being as guards. Under no circumstances do the PCs meet all the umber hulks at the same time. These umber hulks are normal specimen, except that they are under the firm control of Salina. They are gifts from her allies, or so she says. The umber hulks remain silent on it. It should be noted that they only speak Terran, and Salina cannot contrive complicated battle tactics due to this limitation.

#### All APLs (EL 9+)

☛ **Salina:** Female human cleric 8 of Kurell; hp 59; see Appendix 1.

☛ **Elite Raiders (2):** Female human scout 4; Hide +10, Listen +10, Move Silently +10, Spot +10; hp 22 each; see Appendix 1.

☛ **Umbur Hulk (up to 4):** hp 71; see *Monster Manual* 249.

**Tactics:** Throughout any fight Salina stays at the back, preferably inside the hole, while curing and buffing the

umber hulks and her raiders. She fights to the death, having sworn to never again being imprisoned. She is willing to bargain for her freedom in return of any magical items she might have stolen from the caravan (see below).

If both umber hulks and raiders are present, the umber hulks take cover behind the walls while the raiders use hit-and-run tactics. If confronted with ranged attacks or spells, the umber hulks approach the threat by digging a tunnel and try a surprise attack by approaching the enemy from underground. They are smart enough to split up with one distracting their attackers while the other digs its way closer. The umber hulks fight to the death.

If there are no umber hulks, the raiders remain in the hole shooting from behind the wall all the while moving in circles. Only when they have no other option do they switch to melee weapons. Like Salina and the umber hulks they fight to the death.

**Treasure:** If the raiders successfully raided the wagon with magical items in part 1 of the regional special, Salina has the *drums of panic*, *drums of marching*, *sign of the favored* and a *sphere of awakening*. She knows the command words of these items, and will use them.

**Development:** Once the PCs defeated Salina and her protectors, their task is finished and they can return to Pitchfield. Ambitious PCs might decide to return to the Silent Valley and follow other sets of tracks, but shortly afterwards a violent thunderstorm erase any tracks and any chance to find the other groups. Proceed to the Conclusion.

If the PCs are captured, she knocks them unconscious, but she only kills obvious Ahlissans (in particular followers of stern Alia and Ahlissan soldiers) and half-orcs. All others are released eventually as soon as she is safe. This costs the PCs 1 additional TU, but they can keep their equipment. She has no quarrel with anybody but the Ahlissans, or so she claims...

## 5: INTO THE DEEPS

From the tracks of the naga and the minotaurs it is clear that they choose for speed and not secrecy. Their base speed is 40 ft., and they travel 2 miles per hour. The benefit is that their tracks are rather easy to follow, requiring only a DC 13 Survival check.

Hissaleth wants to return to the Underoerth as quickly as possible and he knows the entrance nearby. This cavern is roughly 10 miles away. So he has to set up camp once before arriving there. Luckily for the PCs an avalanche comes down right when the naga and his minotaurs are about to enter. Depending on the APL none, one or both minotaurs die, but more importantly they block off the naga's escape route. If the PCs are quick they will manage to catch him while the monster is contemplating alternative routes. He stays at the site for 1 day, before again leaving at full speed. In this case he

even goes into a forced march for 2 hours until he reaches another cavern 20 miles to the east. He rests in the cavern entrance, before fleeing out of the grasp of the PCs the next day by going deep underground.

**Terrain:** If somehow caught before arriving at the entrance the fight ends up in a mix of standard sparsely forested and rugged hills. See *Dungeon Masters Guide* 87 and 89 for more details. Note that in this case the minotaurs are still alive, and at APL 6 and lower it would be a good idea for the PCs to keep their distance.

See DM's Maps for a map of the terrain if they catch up at the entrance site. The entrance is at the feet of a natural cliff that is roughly 60 ft. high. The cliff is rough and overgrown, requiring a DC 15 Climb check. The entrance was nothing more than a large crevice, but now it is hidden behind a heap of mud and debris. The rocks cost 4 squares to move into, and the mud 2 – both counts as heavy debris for skill checks.

Note that it is certainly possible the PCs climb the cliff wand and trigger an avalanche above the naga's tent. See the *Dungeon Masters Guide* 90 for details. It cannot be big enough for a true landslide, and hence there is no bury zone. The minotaurs already triggered the bigger effect.

**Creatures:** Hissaleth is a typical dark naga, greedy, a bit of a coward and with nothing but contempt for others. He is very good at hiding his arrogance and sense of superiority when necessary, for example when groveling to save his life or when making a deal that is going to earn him a lot of coins. If there is no such need, he does not bother hiding it and unless he is the boss he is very difficult to work with.

He was hired by Salina, and knows little of her shadowy allies. All he knows is that he avoids the Underoerth around the Calling Mines like the plague – it is very dangerous, creatures disappear, or become completely insane.

The minotaurs are ordinary minotaurs, immensely loyal Hissaleth and very well trained.

#### APL 4 (EL 7)

🐉 **Hissaleth:** male dark naga; hp 58; see Appendix 1.

#### APL 6 (EL 9)

🐉 **Hissaleth:** male dark naga; hp 58; see Appendix 1.

🐉 **Bodyguards:** male minotaur barbarian 3; hp 78 each; see Appendix 1.

#### APL 8 (EL 11)

🐉 **Hissaleth:** male dark naga; hp 58; see Appendix 1.

🐉 **Bodyguards (2):** male minotaur barbarian 3; hp 78 each; see Appendix 1.

**Tactics:** Keep in mind that Hissaleth has an *anticipate teleportation* running!

Send in the minotaurs to kill the opponents with melee while buffing them with spells and peppering the

opponents with other spells. Hissaleth has a love for sculpting *glitterdust* and *grease* spells.

The minotaurs are fanatically loyal to Hissaleth and they fight to the death if necessary (and without orders to the contrary) and Hissaleth has no problems with sacrificing them. Hissaleth is a coward at heart, and he makes sure he always has two spells slots available for *swift expeditious retreat* and if at 50% or less of his hit points he flees ordering the minotaurs to cover his retreat. If fleeing is impossible, he remains until at 25% of his hit points at which point he tries to bribe the opposition in letting him go, or else surrender. If ordered to call the minotaurs back, he takes the risk of giving the minotaurs a nonsensical order in Giant and apologizing when they apparently refuse the order. He prefers the minotaurs to deal as much damage as possible, since it increases his chance of a successful escape. Only when forced to give his word, does he begrudgingly keep it. He is lawful evil though and loves to twist it.

**Treasure:** If the raiders successfully raided the wagon with magical items in part 1 of the regional special, Hissaleth has the *eversmoking bottle*, the *Quaal's feather tokens* (15 in total), a *sign of the favored* and a *sphere of awakening*. He knows the command words of these items, and will use them.

**Development:** Once the PCs defeated Hissaleth and his protectors, their task is finished and they can return to Pitchfield. Ambitious PCs might decide to return to the Silent Valley and follow other sets of tracks, but shortly afterwards a violent thunderstorm erase any tracks and any chance to find the other groups. Proceed to the Conclusion.

If the PCs are captured, he knocks them unconscious. He doesn't care about prisoners. He just wants to get home. He takes any cash the PCs might have with them, but he does not take their equipment. He doesn't want angry pissed-off adventurers on his trail. If his minotaurs got killed by the PCs, and he has the envoy, he does kill the envoy, leaving a note for the PCs apologizing for the need to kill the man, but the PCs killed his only means to transport the prisoners.

## 6: THE COMMON MEN

The DC to follow the tracks of the raiders is 17. The PCs need to make a new check for every mile they follow the tracks. The DC increases by 1 for each day past the battle, or when done by a creature with scent by 1 for each hour.

The following information is needed to see whether the PCs have a chance of catching up with the raiders or not. It should be noted that they are hiding their tracks, preferring secrecy to speed (and hence move at half speed). They use a different route than the other raiders – this is done on purpose to increase the chance of at least some of the raiders returning with loot.

The NPCs have a base speed of 20 feet. Movement is halved since they try to hide their tracks, and further

halved due to the terrain. They keep on traveling for roughly 2 miles after the split-up. The next morning they turn to the north, circling around the valley and returning to the Hollow Highlands through the Downs. This is a trip of 30 miles through mountains and 50 miles of plains before finally reaching the Hollow Highlands. It takes them 5 days to get at the Downs, and another 6.5 days to get to safety in the Hollow Highlands. Check the PCs speed, and ability to track against the above timetable to see whether or not they are able to catch up with the raiders. If not, they are in bad luck. They should realize this relatively quickly though, so they can decide to switch to a forced march or return to the Valley and the caravan below.

If they do catch up, check at what time and whether or not either side is surprised as per the normal rules (opposed Listen/Spot vs. Move Silently/Hide check modified by distance). The NPCs are not trying to be particularly silent, and hence they are taking 10 with a -5 penalty because they are moving at full speed. During the night one NPC is at guard with the others sleeping. They try to pick out a densely forested region to make it more difficult to surprise them (-5 circumstance penalty) or completely open terrain (in the Downs). They do not use a fire. If they do hear somebody approach, they immediately spread out somewhat (roughly 40 feet between one another) and hide (if possible climbing in surrounding trees). Creatures that are not obvious following them are ignored unless they spot the raiders, otherwise the attack.

**Terrain:** Standard sparsely forested and rugged hills. See *Dungeon Masters Guide* 87 and 89 for more details.

**Creatures:** These groups consist mainly of the rank-and-file raiders. They are a malnourished, ill-equipped rag-tag band of humans (mostly Oeridians and a couple of dwarves). They share their leaders' hatred for Ahlissans, but the majority has never been imprisoned in the Hollow Highlands. These are clan member and as a result are not nearly as fanatic. They are not cowards though. The elite raiders are the same as in Encounter 3, but not as fanatic.

Note that the senior DM can decide to use one of the teams from the main battle instead of one of these groups if they survived.

#### APL 2 (EL 5)

👉 **Hollow Highland Raiders (4):** hp varies; see Appendix 1.

👉 **Elite Raider:** Male and female human scout 4; Hide +10, Listen +10, Move Silently +10, Spot +10; hp 22 each; see Appendix 1.

#### APL 4 (EL 7)

👉 **Hollow Highland Raiders (6):** hp varies; see Appendix 1.

👉 **Elite Raiders (2):** Female human scout 4; Hide +10, Listen +10, Move Silently +10, Spot +10; hp 22 each; see Appendix 1.

**Tactics:** The raiders are skirmishers, they favor hit and run tactics, trying to keep their distance while peppering the opponents with their javelins and seeking cover behind trees and rocks. Once doing so becomes impossible they switch over to melee with only the elite raiders keeping on the move. If they have one or more of the kidnapped healers with them they are not above using them as shields or hostages. They are not willing to kill them though. If more than 75% of their group is defeated they try to flee or else surrender. The elite raiders are more fanatic, and they keep fighting until at 5 hp or less. They are capable of killing the healers.

**Treasure:** Not important. They don't have any of the stolen magical items, although if the raid of the weapon wagon was successful some of them will have much better weapons and armor.

**Development:** Once the PCs defeated the raiders, their task is finished and they can return to Pitchfield. Ambitious PCs might decide to return to the Silent Valley and follow other sets of tracks, but shortly afterwards a violent thunderstorm erase any tracks and any chance to find the other groups. Proceed to the Conclusion.

They don't take any prisoners.

## CONCLUSION

Once the PCs return to Pitchfield, you should reference to the first part (the battle interactive) and this adventure to decide upon the end results. The special rewards for the adventure come mainly from the battle interactive. See that part for more information. The consequences of the special as a whole are important for the future of Sunndi though.

Depending on the actions of the PCs during this mini, they can earn the following (stacking with one another) from the Sunndi military for their work:

- The PCs made a good impression on the fey: Gain a bottle of fey wine – see the AR.
- The PCs did their best in tracking down the enemy: APL 2 – 75 gp; APL 4 – 100 gp; APL 6 – 150 gp; APL 8 – 200 gp.
- The PCs defeated their quarry: APL 2 – 100 gp; APL 4 – 150 gp; APL 6 – 200 gp; APL 8 – 300 gp.

## CAMPAIGN CONSEQUENCES

This scenario 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 [poc@sunndi.org](mailto:poc@sunndi.org) as soon as possible. General comments about the module are also welcomed at this address. Don't forget to mention it is about the mini-module M3 Chasing Enemies.

1. What APL did you play?
2. How did the PCs deal with the satyrs?
3. What trail did they pick?
4. What happened to their quarry?

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### 1: Satyr's Game

Dealing with the satyrs, whether peacefully or with force

|       |        |
|-------|--------|
| APL 2 | 30 XP  |
| APL 4 | 50 XP  |
| APL 6 | 80 XP  |
| APL 8 | 100 XP |

### 3: Predators in the Mountains

Defeating the predators

|       |        |
|-------|--------|
| APL 2 | 85 XP  |
| APL 4 | 125 XP |
| APL 6 | 160 XP |
| APL 8 | 200 XP |

### 4/5/6 <varies>

Defeating the raiders

|       |        |
|-------|--------|
| APL 2 | 85 XP  |
| APL 4 | 125 XP |
| APL 6 | 160 XP |
| APL 8 | 200 XP |

### Discretionary roleplaying award

|       |       |
|-------|-------|
| APL 2 | 25 XP |
| APL 4 | 38 XP |
| APL 6 | 50 XP |
| APL 8 | 63 XP |

### Maximum Total Possible Experience

|       |        |
|-------|--------|
| APL 2 | 225 XP |
| APL 4 | 338 XP |
| APL 6 | 450 XP |
| APL 8 | 563 XP |

## TREASURE SUMMARY

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

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

return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Conclusion

Rewards paid for services:

**APL 2:** Coin: 225 gp.

**APL 4:** Coin: 325 gp.

**APL 6:** Coin: 450 gp.

**APL 8:** Coin: 650 gp.

### Treasure Cap

**APL 2:** Coin: 225 gp.

**APL 4:** Coin: 325 gp.

**APL 6:** Coin: 450 gp.

**APL 8:** Coin: 650 gp.

### Total Possible Treasure

**APL 2:** Coin: 225+gp.

**APL 4:** Coin: 325+gp.

**APL 6:** Coin: 450+gp.

**APL 8:** Coin: 650+gp.

## ADVENTURE RECORD ITEMS

**Fey Wine:** You have gained 1 bottle of magical fey wine. This golden clear liquid functions like a *potion of heroism*, but it is highly intoxicating. If quaffed the character should make a DC 18 Fortitude saving throw or take 1d3 Dexterity and 1d3 Wisdom damage. The bottle cannot be sold.

## APPENDIX 1: 4: LADY IN STEEL

**SALINA** **CR 8**  
 Female human cleric 8  
 CN Medium Humanoid (human)  
**Init** -1; **Senses** Darkvision 20 ft.; Listen +3, Spot +7  
**Languages** Common, Undercommon

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**AC** 23, touch 9, flat-footed 23  
 (-1 Dex, +9 armor, +3 shield, +2 natural)  
**hp** 59 (8 HD)  
**Resist** 5 cold  
**Fort** +9, **Ref** +2, **Will** +10

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**Speed** 20 ft. in full plate (4 squares), base movement 30 ft, swim 30 ft.  
**Melee** morningstar +6/+1 (1d8)  
**Ranged** light crossbow +5 (1d8/-19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +8  
**Atk Options** turn undead 4/day  
**Special Actions** 1/day +4 bonus on single Will save or Wisdom check, 1/day reroll any d20 roll, spontaneous cure  
**Combat Gear** *potion of remove blindness*, *scroll of remove paralysis*  
**Cleric Spells Prepared** (CL 8th):  
 4th—*airwalk*, *confusion*<sup>D</sup> (DC 18), *greater magic weapon* (2) † †  
 3rd—*dispel magic* (2), *invisibility purge*, *magic circle against good*, *rage*<sup>D</sup>  
 2nd—*close wounds*, *resist energy* (2), *shield other* †, *touch of madness*<sup>D</sup> (DC 16)  
 1st—*command* (2) (DC 15), *entropic shield*<sup>D</sup>, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*.  
 0—*create water* (3) † † †, *detect magic*, *detect poison*, *guidance*  
**D:** Domain spell. Deity: Kurell. Domains: Luck, Madness\*  
 \* *Spell Compendium* 276  
 † Already cast

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**Abilities** Str 10, Dex 8, Con 14, Int 12, Wis 18, Cha 13  
**SQ**  
**Feats** Aberration Blood (flexible limbs)\*, Bestial Hide\*, Inhuman Vision\*, Waterspawn\*\* *Lords of Madness* 180  
**Skills** Concentration +13, Heal +8, Knowledge (arcane) +6, Knowledge (the planes) +6, Knowledge (religion) +7, Spellcraft +12, Spot +7, Swim -2  
**Possessions** combat gear plus morningstar, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch, *cloak of resistance* +1, *hat of disguise*

**ELITE RAIDER** **CR 4**  
 Male/female human scout\* 4  
 \* *Complete Adventurer* 10

CN Medium Humanoid (human)  
**Init** +4; **Senses** Listen +10, Spot +10  
**Languages** Common

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**AC** 16, touch 13, flat-footed 13  
 (+3 Dex, +3 armor); Dodge, Mobility, Uncanny Dodge; 5 ranks Tumble  
**hp** 22 (4 HD)  
**Fort** +3, **Ref** +7, **Will** +2

---

**Speed** 40 ft. in studded leather (6 squares), base movement 40 ft.  
**Melee** hand axe +5 (1d6+2/x3)  
**Ranged** shortbow +6 (1d6/x3) or  
**Ranged** throwing axe +6 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** skirmish (+1d6, +1 AC)  
**Special Actions**  
**Combat Gear** 2x alchemist fire, *potion of cure light wounds*, 2x tanglefoot bag

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**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8  
**SQ** trackless step, trapfinding  
**Feats** Alertness\*, Dodge, Mobility, Track  
**Skills** Balance +5, Climb +6, Hide +10, Jump +13, Knowledge (dungeoneering) +5, Knowledge (geography) +1, Knowledge (nature) +3, Listen +10, Move Silently +10, Search +5, Spot +10, Survival +8 (+10 underground, +10 tracking), Tumble +12  
**Possessions** combat gear plus hand axe, dagger, 3x throwing axes, shortbow, 20 arrows, mwk studded leather

## 5: INTO THE DEEPS

### HISSALETH

CR 8

Male dark naga

LE Large Aberration

**Init** +2; **Senses** Darkvision 60 ft.; Listen +15, Spot +15

**Aura** *anticipate teleportation* (35 ft.)

**Languages** Common, Giant, Infernal, Undercommon

**AC** 18, touch 11, flat-footed 16

(-1 size, +2 Dex, +4 armor, +3 natural)

**hp** 58 (9 HD)

**Immune** any form of mind reading, poison

**Fort** +5, **Ref** +5, **Will** +8 (+10 vs. all charm effects)

**Speed** 40 ft. (8 squares)

**Melee** sting +7 (2d4+2 plus poison) and  
Bite +2 (1d4+1)

**Ranged** spells +7 (varies)

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

**Base Atk** +6; **Grp** +12

**Atk Options** poison (DC 16, nightmare filled sleep  
2d4 minutes), spells

**Special Actions**

**Sorcerer Spells Known** (CL 7th):

3rd (4/day)—*anticipate teleportation*, *haste*

2nd (7/day)—*glitterdust* (DC 15), *scorching ray*,  
*web* (DC 15)

1st (6/day)—*charm person* (DC 14), *grease* (DC  
14), *mage armor*, *ray of enfeeblement*, *swift  
expeditious retreat*

0 (5/day)—*detect magic*, *light*, *mage hand*,  
*message*, *open/close*, *prestidigitation*, *read magic*

† Already cast

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

At Will—*detect thoughts* (DC 15)

† Already cast

**Abilities** Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha  
17

**SQ**

**Feats** Alertness, Combat Casting, Eschew Materials,  
Heighten Spell, Sculpt Spell

**Skills** Bluff +9, Concentration +13 (+17 when combat  
casting), Diplomacy +11, Disguise +15 (+17  
acting), Intimidate +5, Listen +15, Sense Motive  
+8, Spellcraft +12, Spot +15

**Possessions** combat gear plus *brooch of shielding*,  
*hat of disguise*, 500 gp focus.

### MINOTAUR BODYGUARD

CR 7

Male minotaur barbarian 3

NE Large Monstrous Humanoid

**Init** +2; **Senses** Darkvision 60 ft., scent; Listen +8,  
Spot +8

**Languages** Giant

**AC** 20 (18), touch 10 (8), flat-footed –

(-1 size, +2 Dex, +4 armor, +5 natural); natural  
cunning (1 has a *shield other* running: +1 deflection)

**hp** 78 (96) (9 HD) (1 has a *shield other* running)

**Immune** natural cunning

**Fort** +12 (+14), **Ref** +9, **Will** +10 (+12)

**Speed** 40 ft. in chain shirt (8 squares), base  
movement 40 ft.

**Melee** +2 *great axe* +18 (+20)/+13 (+15)  
(3d6+12(+15)/x3) and

Gore +10 (+12) (1d8+3 (+4))

**Melee** throwing axe +15 (+17)/+10 (+12) (1d8+7(+9))  
and

Gore +10 (+12) (1d8+3 (+4))

**Ranged** sling +10 (1d6+7(+9))

**Ranged** throwing axe +10 (1d8+7(+9))

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

**Base Atk** +9; **Grp** +20 (+22)

**Atk Options** power attack, powerful charge 4d6+10  
(4d6+13)

**Special Actions** rage 1/day

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 24 (28), Dex 14, Con 18 (22), Int 6, Wis  
12, Cha 6

**SQ**

**Feats** Great Fortitude, Iron Will, Power Attack, Track

**Skills** Intimidate +1, Listen +8, Search +2, Spot +8,  
Survival +7

**Possessions** combat gear plus large mwk great axe  
(+2 due to *greater magic weapon*), large sling, 10  
large bullets, large dagger, 4x large throwing axes,  
large chain shirt, *cloak of resistance* +1

**Natural Cunning (Ex)** Although minotaurs are not  
especially intelligent, they possess innate cunning  
and logical ability. This gives them immunity to  
maze spells, prevents them from ever becoming  
lost, and enables them to track enemies. Further,  
they are never caught flat-footed.

**Powerful Charge (Ex)** A minotaur typically begins a  
battle by charging at an opponent, lowering its  
head to bring its mighty horns into play. In addition  
to the normal benefits and hazards of a charge,  
this allows the beast to make a single gore attack  
with a +9 attack bonus that deals 4d6+10 (4d6+13)  
points of damage.

**Rage (Ex)** 9 rds, +4 Str, +4 Con, +2 Will saves, -2 AC  
(adjusted values between brackets).

**Skills** Minotaurs have a +4 racial bonus on Search,  
Spot, and Listen checks.

## THE COMMON MEN

### ELITE RAIDER CR 4

Male/female human scout\* 4

\*Complete Adventurer 10

CN Medium Humanoid (human)

**Init** +4; **Senses** Listen +10, Spot +10

**Languages** Common

**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 armor); Dodge, Mobility, Uncanny

Dodge; 5 ranks Tumble

**hp** 22 (4 HD)

**Fort** +3, **Ref** +7, **Will** +2

**Speed** 40 ft. in studded leather (6 squares), base movement 40 ft.

**Melee** hand axe +5 (1d6+2/x3)

**Ranged** shortbow +6 (1d6/x3) or

**Ranged** throwing axe +6 (1d6+2)

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

**Base Atk** +3; **Grp** +5

**Atk Options** skirmish (+1d6, +1 AC)

**Special Actions**

**Combat Gear** 2x alchemist fire, *potion of cure light wounds*, 2x tanglefoot bag

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**SQ** trackless step, trapfinding

**Feats** Alertness\*, Dodge, Mobility, Track

**Skills** Balance +5, Climb +6, Hide +10, Jump +13, Knowledge (dungeoneering) +5, Knowledge (geography) +1, Knowledge (nature) +3, Listen +10, Move Silently +10, Search +5, Spot +10, Survival +8 (+10 underground, +10 tracking), Tumble +12

**Possessions** combat gear plus hand axe, dagger, 3x throwing axes, shortbow, 20 arrows, mwk studded leather

### HOLLOW HIGHLANDER 1 CR 1

Male/Female Human Warrior 2

AL CN Medium

**Init** +1; **Senses** Listen +0, Spot +0;

**Languages** Common

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor);

**hp** 13 (2 HD)

**Fort** +3, **Ref** +1, **Will** +0 **Speed** 20 ft. (4 squares)

**Melee** Greatclub +4(1D10+1) or

dagger +3(1d4+1/19-20)

**Ranged** Javelin +3(1d6+1)

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

**Base Atk** +2; **Grp** +3

**Atk Options** Power Attack

**Combat Gear**

**Abilities** Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8

**Feats** Power Attack, Weapon Focus (Greatclub).

**Skills:** Jump +0, Climb +6 **Possessions** combat gear plus hide armor, greatclub, 6x javelins, dagger

### HOLLOW HIGHLANDER 2 CR 1

Male/Female Dwarven Warrior 2

AL CN Medium

**Init** -1; **Senses** Listen +0, Spot +0;

**Languages** Common

**AC** 14, touch 9, flat-footed 14

(-1 Dex, +3 armor; +2 shield);

**hp** 17 (2 HD)

**Fort** +5, **Ref** +0, **Will** +0 **Speed** 20 ft. (4 squares)

**Melee** Heavy Pick +4(1D6+1/x4) or

dagger +3(1d4+1/19-20)

**Ranged** Javelin +2(1d6+1)

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

**Base Atk** +2; **Grp** +3

**Combat Gear**

**Abilities** Str 13, Dex 9, Con 14, Int 10, Wis 11, Cha 8

**Feats** Weapon Focus (Heavy Pick).

**Skills:** Jump +0, Climb +6

**Possessions** combat gear plus studded leather armor, heavy wooden shield, heavy pick, 6x javelins, dagger

### HOLLOW HIGHLANDER 3 CR 1

Male/Female Human Warrior 2

AL CN Medium

**Init** +1; **Senses** ; Listen +0, Spot +0;

**Languages** Common

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor);

**hp** 13 (2 HD)

**Fort** +3, **Ref** +1, **Will** +0 **Speed** 30 ft. (6 squares)

**Melee** Flail +4(1D8+1/19-20) or

dagger +3(1d4+1/19-20)

**Ranged** Javelin +3(1d6+1)

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

**Base Atk** +2; **Grp** +3

**Combat Gear**

**Abilities** Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8

**Feats** Run, Weapon Focus (Flail).

**Skills** Jump +6(+4 extra on running jump), Climb +6

**Possessions** combat gear plus studded leather armor, flail, 6x javelins, dagger

### HOLLOW HIGHLANDER 4 CR 1

Male/Female Human Warrior 2

AL CN Medium

**Init** +1; **Senses** Listen +0, Spot +0;

**Languages** Common

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor);

**hp** 13 (2 HD)

**Fort** +3, **Ref** +1, **Will** +0 **Speed** 20 ft. (4 squares)

**Melee** Javelin +4(1D6+1) or

dagger +3(1d4+1/19-20)

**Ranged** Javelin +4(1d6+1) + (Point Blank Shot)

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

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

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**Combat Gear**

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**Abilities** Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8

**Feats** Point Blank Shot, Weapon Focus (Javelin).

**Skills:** Jump +0, Climb +6

**Possessions** combat gear plus hide armor, greatclub,  
12x javelins, dagger

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**HOLLOW HIGHLANDER 5****CR 2**

Male/Female Human fighter 2

AL CN Medium

**Init** +1; **Senses** Listen +0, Spot +0;

**Languages** Common

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

(+2 Dex, +5 armor);

**hp** 16 (2 HD); Die Hard

**Fort** +3, **Ref** +2, **Will** +0 **Speed** 20 ft. (4 squares)

**Melee** Short Sword +5(1D6+2/19-20) or

**Melee** Short Sword +3/+3(1D6+2/19-20)/ (1D6+1/19-20)

Dagger +4(1d4+2/19-20)

**Ranged** Dagger +4(1d4+2)

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

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

**Combat Gear**

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**Abilities** Str 14, Dex 15, Con 10, Int 8, Wis 13, Cha 12

**Feats** Die Hard, Endurance, Two-Weapon Fighting  
Weapon Focus (short sword)

**Skills:** Jump +1, Climb +7

**Possessions** combat gear plus chainmail, 2x short  
swords, 2x daggers

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**HOLLOW HIGHLANDER 6****CR 1**

Male/Female Half-Orc Warrior 2

AL CN Medium

**Init** +1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0;

**Languages** Common

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**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor);

**hp** 13 (2 HD)

**Fort** +3, **Ref** +1, **Will** +0 **Speed** 20 ft. (4 squares)

**Melee** Greatclub +4(1D10+3) or

dagger +4(1d4+2/19-20)

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

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

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

**Combat Gear**

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**Abilities** Str 15, Dex 12, Con 11, Int 7, Wis 10, Cha 6

**Feats** Blind-Fight

**Skills:** Climb +7

**Possessions** combat gear plus hide armor, greatclub,  
6x javelins, dagger

## APPENDIX 2: NEW RULES ITEMS

### DOMAINS

#### Madness

**Granted Power:** You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

1. *Confusion, lesser*
2. *Touch of madness*
3. *Rage*
4. *Confusion*
5. *Bolts of bedevilment*
6. *Phantasmal killer*
7. *Insanity*
8. *Maddening scream*
9. *Weird*

**Source:** *Spell Compendium* 276

### FEATS

#### Aberration Blood [Aberrant]

One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you. This taint manifests physically in your appearance in some noticeable way.

**Prerequisite:** Humanoid.

**Benefit:** You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later. The bonus must be chosen from the following list:  
Flexible Limbs +2 bonus on Grapple checks

**Special:** You can select this feat more than once. Each time you select this feat, choose a different aberrant feature and gain the bonus associated with it.

**Source:** *Lords of Madness* 178.

#### Bestial Hide [Aberrant]

Your skin is thicker, scallier, or furrier than normal.

**Prerequisites:** Aberration Blood.

**Benefit:** Your natural armor bonus to AC improves by 1 for every two aberrant feats you possess.

**Source:** *Lords of Madness* 179.

#### Inhuman Vision [Aberrant]

You possess the inhuman eyes of some strange creature. They might look segmented or larger or without pupils. You might have eyestalks.

**Prerequisite:** Aberration Blood.

**Benefit:** You gain a racial bonus on Spot checks equal to the number of aberrant feats that you possess.

The range of your darkvision improves by 5 feet for every aberrant feat that you possess.

If you do not already have darkvision, you gain darkvision out to 5 feet for each aberrant feat you possess.

**Source:** *Lords of Madness* 180

#### Sculpt Spell

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread) or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level

**Source:** *Complete Arcane* 83

#### Waterspawn [Aberrant]

Your abnormal body and heritage has become more pronounced. You have prominent fins and are supremely well adapted to the icy deeps.

**Prerequisites:** Aberration Blood, one other aberrant feat.

**Benefit:** You gain a Swim speed equal to your land speed. This also grants you a +8 racial bonus on Swim checks, the ability to take 10 on any Swim check, and the ability to use the run action while swimming.

You gain resistance to cold 5. You can breathe air and water with equal ease.

**Source:** *Lords of Madness* 182.

### MAGIC ITEMS

#### Sphere of Awakening

**Price (Item Level):** 1,800 gp (5<sup>th</sup>)

**Body Slot:** – (held)

**Caster Level:** 9<sup>th</sup>

**Aura:** Moderate; (DC 19) abjuration

**Activation:** Swift (mental)

**Weight:** 1 lb.

*This fist-sized sphere of crystal is perfectly clear.*

A *sphere of awakening* allows you to silently rouse your allies from slumber, even if magically created. When you activate the sphere, all allies in 60-foot-radius burst are immediately awakened from sleep (whether mundane or magical in origin). In addition, any fatigue or exhaustion affecting you and those allies immediately ends. Furthermore, you and all affected allies gain immunity to fatigue, exhaustion, and sleep effects for 10 minutes after the sphere is activated.

A *sphere of awakening* functions once per day.

**Prerequisites:** Craft Wondrous Item, *break enchantment*.

**Cost to Create:** 900 gp, 72 XP, 2 days.

## MUNDANE EQUIPMENT

List alphabetically; see above.

## SPELLS

### Anticipate Teleportation

Abjuration

**Level:** Sorcerer/Wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5ft./level emanation from touched creature.

**Duration:** 24 hours.

**Saving Throw:** None

**Spell Resistance:** No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creatures size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of it's imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

**Focus:** A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

**Source:** *Spell Compendium*, page 13

### Expeditious Retreat, Swift

Transmutation

**Level:** Bard 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Duration:** 1 round

This spell functions like *expeditious retreat* PH 128), except as noted above.

**Source:** *Spell Compendium* 85

### Touch of Madness

Enchantment [Mind-Affecting]

**Level:** Madness 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can cause on living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

## THE SILENT VALLEY AND THE MOURNING TOWER

In the north of Rieuwood, along the road between Pitchfield and Axebjerg lies a wide, gently sloped and lightly forested valley. Tall green trees reach into the sky. Sunrays break through the canopy shining upon the grassy undergrowth, giving the valley a nearly fey and gentle appearance.

Appearances deceive though, and any traveler who enters the valley quickly realizes there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the sounds made by the traveler and his companions seem somehow dampened. The constant sense of loss and sadness that seems to perpetuate the place adds to the feeling of unease. Then one comes upon the first grave markers and the traveler knows that he has entered more than just another valley.

### Description

Sunndi is a landlocked country with mountains blocking easy entrance to the north, east and the west and a vast swamp to the south. There are only a few passes that give easy access to the fertile central counties from lands to the north and the west. One of these passes lies entwined between the Hollow Highlands and the Glorioles. Its gentle slopes make it a natural road into Sunndi.

The slopes of the valley are not very steep, though near the Glorioles it can be quite rocky. The ground is relatively even, which makes it easy to ride upon even outside a road or path. The area is lightly forested, consisting mostly of tall silver barked trees common to Rieuwood. The undergrowth consists mostly of grass and shrubs. For some reason honeysuckle is especially abundant. The particular species seems to bloom nearly the whole year, giving the whole area a beautiful alluring fragrance during clear nights. At a first glance it all has an eternal aura, as if untouched by time.

Closer to the Glorioles the density of the trees lessen and there are more and more conifers, firs and juniper. The undergrowth becomes more abundant, though also more susceptible to the change of the seasons. During the summer and late autumn the grass and shrubs tend to be yellow and withered.

The whole valley would appear to be quite normal, were it not for the complete lack of animal sounds. Only the sound of the wind and now and then rain can be heard within the valley. Even the sounds a traveler makes seem somehow dampened as if the whole valley is covered by fog (which is quite common in the wet season during the night and early morning). This is because there simply are no animals within the valley and even though there are no animals the forest seems to be in balance and lush in plant life.

Added to this strange lack of animal life, is a feeling of deep melancholy that perpetuates the whole valley. Most people who enter the valley are quickly overcome by a solemn feeling that one feels so commonly when entering a holy structure. More sensitive people feel a sense of loss and melancholy as if the whole land is in mourning. At night the valley can suddenly be filled with strange noises as in contrast to the silence of the day. Travelers speak of the faint sounds of battle that can be heard in the distance, or the crying of the wounded or those left behind. While nights in the valley are restful, the dreams of most are haunted and strange, leaving the sleeper with a feeling of loss and sadness, though nobody ever remembers any details about the dreams. Elves are not immune to these haunting dreams, which also touch their reveries. Somehow their connection to the land makes them even more susceptible to the influence of the valley. In general they cannot stand to remain in the valley for long, which is why the elves abandoned it. Nobody has seen any actual apparitions though and no traveler has ever disappeared.

Of course, the many grave markers placed in remembrance of those who died during the Battle of Rieuwood (see below) at the place where their bodies were found add to this haunted feeling. There are hardly any grave markers at the border of the valley, but their number and density grows once one travels closer to the center near the Glorioles, until one gets the feeling of traveling through a graveyard, which is not far from the truth. At the far end of this graveyard, under the slopes of the Glorioles, one comes upon the 30 feet tall black tower. About 3 miles before that one already has passed the stone buildings of the nearby monastery.

### The Mourning Tower

The black stone round tower is 40 feet high and it is apparently made out of one single piece of obsidian. Even if one examines the walls from nearby it looks like it just grew from the ground, not a seam can be found. At the door opening lays a large flat stone made out of white marble. In this marble are etched and filled with silver the following words:

*In Remembrance of those who paid the ultimate price for  
their ideals of freedom and equality:*

*Death*

*The Battle of Rieuwood, 583 CY*

The Mourning Tower consists of the ground floor and three upper stories. It is currently uninhabited and the rooms are empty and cold. It has clearly been built though to be used as a home and there are strong

wooden doors and fireplaces. The outside doors are locked, but the Caretakers have the keys and since there is nothing worth stealing, they give the key to anyone willing to pay 1 gp security, which will be given back when the key is returned to the Caretakers. Around the tower within a few meters are three shrines dedicated to respectively Moradin (a small natural cave), Sehanine Moonbow (a stone circle that also functions as a moon calendar) and Pelor (a small white circular marble open building).

### **The Caretakers**

Near the tower about 3 miles (1 hour walking for humans) are the stone buildings of what now is a monastery. It is a beautiful piece of architecture and it fits in perfectly with the surroundings. Inside one seems to be far away from the Valley. There is a sensation of calmness and in the gardens one can hear birds sing and insects buzz.

The monastery is the living place of a small group of mostly humans that take care of the monument. They also help pilgrims who traveled to the area by providing with a place to sleep and eat as well as by giving spiritual council. The monastery is jointly let by a cleric of Moradin, Pelor and Sehanine Moonbow. Inside the monastery one can also find a small but growing library. One of the more famous books, are those that contains the names of all known people who died during the battle of Rieuwood (including the soldiers of the Great Kingdom) as well as their rank and origins. These books are known as the Book of Soldiers (and it consists of multiple volumes).

### **History and Myths**

The history of the valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which proved to be the end to a long war of attrition that started 5 years before when Herzog Chelor of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower was built.

Up until that time few people had paid much attention to the even older myths that surrounded the valley. Myths taking place so long ago that even the elves have forgotten much. When the tower was built though, using ancient magic that some people thought had been lost a long time ago, the strange effects started. This prompted a revival of interest in these old stories. Stories that tell that the valley was once a center of learning where the Flan of the kingdom of famous queen Ehliissa learned much of their magic under tutelage of the local Grey elves. According to myths one of the many towers that dotted the place

stood right where the Mourning Tower stands now. This might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided cover to Chelor's leaders during the Battle of Rieuwood. Stranger is the fact that nobody seems to remember who suggested the idea to build the tower in the first place or who actually built it. It makes one wonder why the tower was built: is it the cause of the haunted valley or is its presence coincidental.

### **Game Mechanics**

Most of the effects described above are purely role-playing. Elves, druids and wild animals though feel highly uncomfortable in this place. Wild animals only enter under the cajoling of a good friend and even then they are skittish and act strangely (especially at night). Unless the wild animal, druid or elf succeeds at a Will save (DC 10) during sleep the character will act as if shaken (see DMG) for the whole next day.

