

BDK4-01

Let Loose the Hounds

A Two-Round D&D LIVING GREYHAWK[®]
Bandit Kingdoms Regional Adventure

Version 1.0

Round 1

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A man, a dog, and a broken down wagon lead the adventurers on a path towards retribution and redemption. An eight hour adventure for APL's 4-10.

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 four-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.

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 three 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.

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 Web site, 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*.

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.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. 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. Three or 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.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). 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 two-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the years prior to the Greyhawk Wars, Iuz was secretly working to bolster his forces. Posing as the deity Vatun, the Old One was able to enlist the aid of the Frost Barbarians to his cause, unleashing them across the Northern Flanaess, covering his actions as he prepared his other armies for their march south from Dorakaa.

One of his priests as the false Vatun was Sjern, a powerful werewolf who commanded his raiders to destroy and terrorize in a bloody campaign to glorify Vatun's name. With the revelation of Vatun's true identity, Sjern was locked in a stalemate for control of his tribe until the Flight of Fiends and Treaty of Greyhawk broke the support of those who only served him out of fear of the Old One and he was forced to flee south.

Infuriated by Iuz's trickery and betrayal, Sjern returned to the worship of the true Vatun. He attempted to rebuild a new tribe of werewolves loyal to him, but many of the wolves sensed the weakness of his earlier failures and turned against him time and again. Finally, he left to the isolation of the Bluff Hills to hide from his enemies and recover from his wounds.

While hidden, Sjern began to take up the arts of alchemy and herbalism. With little else to occupy his time, he spent several years mastering his craft, learning to mix a variety of potions and poisons, oils and elixirs. In addition, he began to branch out and experiment, particularly on his own blood and saliva, attempting to create a new form of lycanthropy – one that would leave the newly created werewolves as subservient to their creator.

Capturing the occasional hunter or humanoid, Sjern would test the effects of his toxins, but found that most creatures could easily resist the mutant strain. He attempted to strengthen the mixture, but found that he was unable to test it properly without a larger supply of test subjects. Gathering up his possessions, he moved further south towards Kinemeet where he hoped he would be able to begin his experiments anew.

Unfortunately for the werewolf, he was found by a patrol of Cranzer's soldiers. His alchemical supplies marked him as a wizard and he was taken down by the patrol's clerics before he was able to shapeshift. Kept unconscious, he was transported to one of the many silver mines littering the rim of the Rift Canyon.

Awakening and finding himself surrounded by his greatest weakness, Sjern began plotting his escape. Knowing full well that to transform would be a death sentence, he instead attempted to ingratiate himself with the masters of the mines. Using the knowledge he gained when he was unknowingly serving as a priest of Iuz, Sjern managed to have himself removed from the mines and put to work instead tending to the wounds of

the slavers. With his position as a healer, Sjern was able to recreate his alchemical lab and again begin his experiments, this time using the slaves in the mines as his subjects.

Over the next several months, he continued with his experiments, finding little success. He arranged occasional accidents to harm otherwise healthy miners, so that he could administer his toxin while tending their wounds. The few that did succumb to the disease were usually killed upon their first transformation by the quantities of silver dust that had lined their throats during their time underground. When the overseer finally questioned Sjern regarding the deaths, the werewolf quietly slew him and has been acting as the overseer of the mines since.

Several days before the start of the adventure, a patrol from Riftcrag brought in a train of fresh slaves for the mines. With a full moon only a few days away, Sjern wished to use the opportunity to infect a large group in order to better study the toxin's effects before the slaves were saturated by silver. He inspected the slaves before their descent into the mines, cutting them with tools coated with his fortified saliva.

Unfortunately for Sjern, one of the newly arrived slaves is being looked for. Lenard, a holy liberator of Trithereon, was working on a secret mission to arrange for the transport of refugees south past the Shield Lands when he and his contacts were captured in a hamlet north of Alhaster. Although his leaders do not know what happened to him, his celestial hound, Jayke, bears the knowledge that can bring assistance to the imprisoned warrior.

Adventure Summary

Introduction

The PCs return to the Combination after a journey outside the Bandit Kingdoms.

Encounter One

Traveling north towards Hallorn, the party visits the hamlet of Pomfrey. The town is abuzz with rumors regarding a recent attack on a blacksmith by soldiers from Riftcrag. In addition, the "Other Place" tavern has acquired a new bouncer – a golden retriever named Jayke that has taken to defending the patrons from the local ruffians.

Encounter Two

The ruffians have banded together and intend to kill the dog guardian and ransack the tavern. It is up to the party to come to the aid of the bar. During the fight, Jayke demonstrates some unusual abilities.

Encounter Three

The PCs are granted the opportunity to communicate with Jayke when a bar patron provides them with a magical necklace. He explains that his master was taken by the “bad men” and that he was told to “stay”, but needs to get hold of his “master’s master” in the “dark woods”. The PCs can either convince Jayke to accompany them to the Tangles or carry his message with them.

Encounter Four

Arriving in Hallorn, the party attempts to meet their guide into the Tangles. The town has become a fortified camp as the increasing fear of Hok’s forces has overwhelmed the Earl. Members of the party may be captured by the guards at the wall, but a meeting with their guide at the Dinky Coffin will provide a means of rescuing their companions.

Encounter Five

Traveling into the Tangles with their guide, the party is attacked by predators in the forest. Pushing on they make their way to the Earl’s Court deep within the Tangles.

Encounter Six

Meeting with the Earl, the PCs are able to deliver the Houndmaster’s companion as well as news of his capture. Lenard’s capture jeopardizes several other agents in the region and although Lenard is immune to magics that would force information from him, he is still perfectly susceptible to good old-fashioned torture. The Earl and the Clerics of Trithereon begin planning for his rescue.

Interlude

Using divination magic, the Followers of the Summoner discern the location of their wayward servant...a silver mine along the Rift Canyon. Moskol puts forth a call to his agents summoning adventurers to rally near the Tangles to assault the mine and free the captives before it is too late.

Low APL (4-6) Storyline (Enc. 8-13)

Encounter Eight

Moskol requests the adventurers travel to Riftcrag and locate the orc known as Rerrsk. Rerrsk is known to be a Cultist of the Chain and Tarren believes that the orc may possess firsthand knowledge of the silver mine in which Lenard is being held. Moskol provides the party with one scroll from a pair that will share any information written on it with the twin. He requests that the adventurers write any information gained then burn the scroll to prevent its discovery.

Encounter Nine

Arriving in Riftcrag, the party is greeted by a massing army. The plains north of the cliff city are filled with military camps and large patrols move along the streets day and night. Moving carefully thru the city, the adventurers will have to gather information to find their way to the city’s underground – and the gladiatorial arena that lies within.

Encounter Ten

Once in the arena, the party will have the opportunity to meet Rerrsk. He has no interest in peddling information to outsiders, particularly those he does not know. He agrees to pass off his knowledge in exchange for a match in the gladiatorial circle.

Encounter Eleven

Providing the party gets the necessary information, they pass it thru the scroll and burn it. However, the next morning, the party overhears several soldiers as they prepare to set out for the mine as part of a re-supply caravan.

Encounter Twelve

Following the caravan the party will have an opportunity to attack when the wagons are set upon by a pack of ankhegs.

Encounter Thirteen

The party arrives at the mines just as the assault has ended. A priest of Trithereon rallies the adventurers and rescued captives and pushes them southwest towards the Shield Lands.

High APL (8-10) Storyline (Enc. 14-18)

Encounter Fourteen

Accompanied by a Priest of Trithereon and several other adventurers, the party sets up a camp several miles from the silver mine. In cooperation with the other groups, the PCs begin scouting the surrounding countryside looking for hidden patrols and entrances.

Encounter Fifteen

During the night, the Priest receives information gained by agents working in Riftcrag. He provides the raiders with rough maps of the interior of the mine as well as some rudimentary information regarding the encampments defenses.

Encounter Sixteen

The Assault on the Mine: The different groups of adventurers will be split up and sent to attack different

portions of the mine. This encounter encompasses all of the traps and lesser guard posts contained within the mine.

Encounter Seventeen

Sjern's Lair: The werewolf's den is an alchemical laboratory. Sjern is found within along with several pets.

Encounter Eighteen

The adventurers clear the mines and resurface with the rescued captives. As they rally at the entrance to the mines, several more adventurers arrive with news from Riftcrag.

Conclusion

Gathering their forces, the adventurers and their charges push south to the border, leaving their charges in the Shield Lands where they may attempt to find freedom.

Introduction

Your last foray outside of the Bandit Kingdoms was successful – that is, if you consider another trip on a boat that sunk halfway through the journey leaving you shipwrecked outside yet another temple to a lost god successful. You and your companions were finally able to make your way back to Critwall in the Shield Lands and have spent the last several days walking northeast back into the former Combination of Free Lords. Tired, road weary, and more than a little hungry, you welcome the sight of a quiet hamlet as you crest a low ridge.

Encounter One: Just Another Dog and Pony Show

Descending the ridge, you can see a score of homes nestled together along the road north. Most of the homes seem to be in better repair than you are used to seeing in the Combine, with many of the roofs having the appearance of being freshly thatched and many of the walls and fences having a new coat of white wash applied to them.

As you and your companions enter the town, you walk past a farmer bringing a wagon loaded down with hay. In the hamlet itself, the townsfolk busy themselves with their day-to-day lives, seemingly ignoring your arrival in their community.

👑 **Pomfrey (Hamlet):** Conventional; AL neutral; 100 gp limit; Assets 600 gp; Population 120; Mixed (human 79%,

halfling 9%, elf 5%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%).

Authority Figure: Waryn, male human War3, Constable.

Background: The hamlet, Pomfrey, is normally a fairly quiet community of farmers and ranchers near the Barony of Morannon. Unfortunately, in the last few weeks a few problems arose.

First, a group of Trithereon agents arrived in the town and began to set up an underground wagon train to get certain families out of the Bandit Kingdoms, while moving additional agents and other insurgents into the region to work against the forces of the Old One. While the local populace was wary of housing the priests, the good works of the Trithereonites slowly warmed most of the hamlets populace to them.

Most of those who didn't like the Trithereonites were a gang of brigands who had lorded over the town prior to the priests' arrival. The martial order had more than sufficient skill to defend the town from the brigands, so the brigands needed to try a different tact.

Two days prior to the arrival of the PCs, a Holy Liberator of Trithereon named Lenard arrived in the hamlet with his canine companion Jayke. Lenard intended to spend a day or two in Pomfrey helping out before continuing on to the Tangles, where he was set to meet with high ranking priests of his order who have been laying the groundwork for liberation of portions of the Combination.

Unfortunately, the brigands struck first. Contacting a magistrate of Iuz from Riftcrag, the gang arranged for a large patrol of Cranzer's soldiers to pass thru the town. With information from the brigands, the soldiers were able to kill or capture most of the Trithereonites, including Lenard. Jayke, who was ordered to guard several children in the tavern, was left behind as the soldiers gathered the captured priests and hauled them off to the silver mines.

With the priests out of the way, the brigands are ready to re-stake their claim on the community. One of the brigands, Orey, came into the tavern earlier in the day to pay a "visit" to the young waitress, but she was defended by Jayke, who attacked and ran off the brigand. After his companions laughed at him for being run off by the dog, the brigands begin to make their way to the bar as the party arrives.

There are several locations in Pomfrey that the players may visit:

A. Farmers' Homes

Most of the buildings in Pomfrey belong to local farmers and their families. With the threat of humanoid raiders, it is much safer for the farmers to live in Pomfrey and

make daily treks out to their farmsteads to work the fields.

Manufactured of wattle and daub, most of the homes have had repairs done by the Trithereonites. During the day, usually only the wives and young children of the farmers are at home, taking care of homemaking tasks. If the PCs should stop by any of the farmer's homes, the wives will speak to them thru closed doors, suggesting that they return later when they may speak to their husbands.

B. The Blacksmith

The former smithy is a burnt shell on the edge of town. Although the fires have been extinguished, there are places at the heart of the remains where timbers still burn as red embers.


During the attack by the Riftcrag soldiers, several Trithereonites attempted to hold their ground at the smithy. Rather than attempt a siege, the soldiers simply broke casks of oil against the walls and burned the structure to the ground, killing those inside. Once the fires died down enough that an *endure elements* was sufficient to protect them, the soldiers entered the building and removed the bodies of the priests to return to Riftcrag for magical questioning.

If the PCs spend any amount of time searching thru the ruins (Search DC 20, 10 minutes to search the entire structure), they will find the remains of a portable altar marked with the Rune of Pursuit. A Knowledge (Religion) check (DC 5) identifies it as the holy symbol of Trithereon.

If the PCs attempt to track the soldiers, it will be nearly impossible as there are so many tracks and they are all on hard packed paths and roads.

C. The Market

In the heart of Pomfrey is an open courtyard with a large well at the center. On the day of the party's arrival, only a tinker named Grif is present (market day is normally on Godsdays).

 **Grif** (male gnome Exp2; Profession (merchant) +5) traveling tinker and merchant.

Grif arrived this morning and has not had enough business to get a lot of information about what happened the prior day. He does know that the smithy burned down over the night and that soldiers had been in town, but other than that, he is a font of nothing. He does have a lovely assortment of pots, pans, and flatware for sale though.

D. The Other Place Tavern and Inn

The sole tavern in Pomfrey is the "Other Place," a fairly well kept establishment right on the market. Built several years ago by the current owner, the inn has enough rooms for a half dozen guests and can accommodate another score in the common room.

As you enter the comfy common room of this inn, you are welcomed by the sounds of a busy kitchen and the smells of a warm meal. The commons are mostly vacant, with only two patrons at the bar being tended to by a comely young waitress. At the room's fireplace, a large golden retriever busily munches on what appears to be a massive t-bone with bits of meat and gristle still clinging to the treat.

"Help yerselves to a seat, folks, I'll be with ya as soon as I take care of these fellers."


When the soldiers attacked the Trithereonites, Lenard ordered his companion, Jayke, to defend several children while he attempted to assist the defense of the smithy. During the attack, Lenard was knocked unconscious and captured, while Jayke was left with his charges at the tavern.

Earlier today, the family he was set to guard left town unmolested and Jayke was left uncertain what to do next. As he has not ascended back to the Celestial planes, he knows that Lenard must still be alive, but as the priest has not summoned him, he doesn't know how to proceed.

When Orey showed up at the tavern earlier and began to manhandle Chandra, Jayke took out his frustrations on the brigand while defending the waitress.

Tearing the bandit's breeches and sending him running, Jayke has spent the afternoon enjoying the hospitality of the tavern with a specially prepared steak made in his honor by Chandra.

Once in the tavern, the adventurers can help themselves to dinner, ale, and conversation with the waitress, Chandra, or the two patrons at the bar.

 **Chandra**, Waitress at the Other Place, female human Com1.

- The waitress is a young mixed blood human girl (mostly Flan, with a bit of Baklunish). She wears a modest dress with an apron while she serves the party.
- She will happily serve up stew and bread along with grilled poultry at the guests' request. The tavern only serves water and simple ale to drink.
- She is in a very good mood and frequently stops by the fireplace to scratch the dog's ears or belly.

- Chandra is friendly and talkative as long as the PCs don't bring up the smithy or press for local news. Once the smithy is brought up, she'll become sullen and try to return to her work, away from the party.
- A Diplomacy check (DC 15) can coax more information out of her. She will explain that a group of helpful merchants were attacked by Riftcrag soldiers the day before. Most of the merchants were killed in a fire that destroyed the smithy, but several were captured and taken away.
- If asked about the dog, she'll walk over to the dog and ruffle his hair ("such a good boy, yes he is"). Characters with Wild Empathy are pretty sure that the dog rolls his eyes at the attention. Chandra will explain that the dog's name is Jayke and that she found him guarding some children upstairs last night. When the children's parents arrived and took them away, the dog remained behind. Jayke also fought off a ruffian earlier in the day who tried to take advantage of Chandra's hospitality.

🗡️ **Pell and Tog**, Teamsters from Alhaster, Male human War1.

- Both men are large and rugged, with distinctive Flan features.
- Pell is the larger of the two, with a wide flaring mustache and a bellowing voice.
- Tog is shorter, but wider with a barrel chest and bushy eyebrows.
- The two men have been friends for a long time and have few secrets between them. They can read each other's movements and complete each other's sentences regularly.
- The two men arrived in town earlier today with Grif (the tinker in the Market). They are on their way back to Alhaster after getting ditched by a caravan in Hallorn.
- They both think something is "up" in town, as the locals seem edgy, but they "aren't ones to pry as long as the town seems safe without too many zombies walkin' round, if ya know what I mean".
- Both men have been seen previously at the Dingy Coffin in Hallorn (during IUZ3-03 Fractures).

After the party has had time to interact a bit with the patrons of the Other Place, move on to Encounter Two.

Encounter Two: Best of Breed

The door of the tavern slams open and a tray rings against the floor. Several men enter the common

room, their leader scanning the room with narrow eyes.

"Where is that infernal mutt that done tore up my boy, Orey? Time to put the critter down for good."

The men are members of the brigand gang that turned the Trithereonites over to the soldiers. One of the men, Orey, has visible bandages around his forearms and a poorly repaired patch covering the bottom of his trousers.

The ruffians have a few aims... first off, they intend to kill Jayke, ransack the tavern and, well, you know...it won't be fun for Chandra.

Jayke has no intention of going easy and can hold his own in a fight, but there are too many bruisers for him. If the PCs do not help him, he will die and the rest of the tavern will be in jeopardy.

APL 4 (EL 6)

🗡️ **Bruisers (3+3)**: hp 25; see Appendix II.

APL 6 (EL 8)

🗡️ **Bruisers (3+3)**: hp 36; see Appendix III.

APL 8 (EL 10)

🗡️ **Bruisers (3+6)**: hp 36; see Appendix IV.

APL 10 (EL 12)

🗡️ **Bruisers (3+6)**: hp 47; see Appendix V.

Tactics: Use the map in Appendix VIII. The bruisers will enter the room at the main entrance and the PCs should either be placed at the bar or at one of the tables. Jayke will be at the fireplace. Pell and Tog start at the bar, but will slip out at the first opportunity.

The first three bruisers at each APL will concentrate on Jayke. The remainder will either fend off other defenders (the PCs) or will join in if it is apparent that no one is coming to the dog's assistance.

Keep in mind that Jayke has damage resistance and that the bruisers will have a difficult time damaging him. Attentive PCs (Spot check DC 20) may notice that Jayke seems to be shrugging off what should be damaging blows.

NOTE: The bruisers attacking Jayke should only attack the PCs if there are no longer any other bruiser's remaining and their route of escape is cut off. If a PC presses the attack on one of them, have another bruiser switch places attacking the dog.

The bruisers will attempt to flee once half of their group has fallen in combat. If the escape routes are cut

off, they will fight if there is any chance of breaking free, surrendering and begging for mercy only as a last resort.

Troubleshooting

Two things can go wrong here. The first is that during the combat the bandits actually manage to do enough damage to kill Jayke. If that's the case, instead have them only do enough to bring him to -9 hit points and stabilized. The party will be able to heal the dog and continue with the next encounter.

On the other hand, it is possible that the party may sit back and let the bandits kill Jayke. Sitting back is NOT a good action and any character with a good alignment should be advised that they are treading towards neutrality. Paladins, which are expected to be paragons of good, are in especially deep water. While sitting back is not an evil act, it is so far removed from what they are supposed to do that they will require an *atonement* spell.

Regardless, if the party lets the bandits kill Jayke, the bandits will continue by trashing the tavern and assaulting Chandra. As long as the PCs stay out of their way, they'll leave them be, but any good PCs at the table should have their alignment shifted to neutral. If the PCs allow Jayke to die, the scenario is over.

Encounter Three

Once the brigands have been dealt with, the party has the opportunity to interrogate any captured thugs and speak in more detail with Chandra. In addition, Pell and Tog will return to their cups and offer the opportunity to speak with the dog, Jayke.

Interrogating the Brigands

None of the brigands are really leaders – rather they are simply a gang of thugs that backs each other up. By and large they are a group of friends that, while they bicker and taunt one another, prefer to harass and beat on others.

If the PCs attempt to interrogate the brigands, keep in mind that none of them are all that bright, nor do any of them have a great deal of information to offer. Interrogation will require an Intimidate check against an opposed roll by the brigand (the brigand's modifier is +4 at APL4, +6 at APL's 6-8, +8 at APL 10) to get any meaningful response. Refer to the rules for Intimidate in the Player's Handbook for more details.

Below is a sample of responses to questions that the brigands might be asked. If the PCs interrogate Orey, be sure to change the point of view of the answers (he doesn't refer to himself in the third person). In addition,

feel free to paraphrase the information presented to match with the player's line of questioning.

Why were you after the dog?

"Dat dog done tore up Orey. We were just fixin to get a lil payback."

Did Orey do something to earn getting tore up?

"Hey, Orey was just getting his dessert. We're entitled to a lil dessert now and then, ain't we?" (smiles and winks and Chandra, who turns away).

Orey went after Chandra?

"Hey, if it's in the tavern, it's on the menu, if you get my meaning. 'Cept that dog got in Orey's way."

The dog attacked him?

"Yeah, came up on him, grabbed him by the belt and tore him off her. He tried to beat the dog away, but the critter was too quick and tore his arms up. He managed to get away from the thing, but it got one last bite out of his rear."

Where is your hideout?

"Ain't got one no more. We used to hole up at a place on the other side of town, but the priests done kicked us out."

The priests?

"Yeah, group of fellers came into town a few weeks back and started making goody goody with the locals. We tried to lay down the law with them, show em who's boss, but they were a bit more...um, professional. Showed us the door, as it were. But we showed them...heh heh."

What do you mean?

"Hey, they come into our town and give us grief, we give em grief back. We went and fetched a patrol from Riftcrag and they took care of the local priest infestation...burned out the nest and everything. We'd be back in charge if it weren't for that dog and you crazy adventurers."

What were they priests of?

"Don't know, don't care. They didn't have enough prayers for drinking and wenching, so it was no good for me."

Talking with Chandra

After the fight, Chandra will tend to any wounds that Jayke has suffered, treating the injuries as best as she is able. If one of the brigands mentions her molestation

during the interrogation, she will be sullen and shy, but willing to speak to the party.

What happened with you and Orey earlier?

"He came in to get protection money, like they used to before the merchants came. When I refused to pay, he said that he was going to collect payment one way or the other and came after me. I guess he didn't see Jayke, because all of a sudden he's screaming and on the ground, with Jayke barking at him. Orey tried to take him on, but Jayke was so brave and ran him off."

What was the deal with the merchants/priests?

"They showed up a few weeks back, just acting like a group of merchants, setting up shop in the abandoned smithy. They were all friendly, but they mostly kept to themselves at first. But after a week or so, a couple of the thugs went to try and collect protection money from them. By the end of the night, the merchants had run the thugs out of town."

After that, the merchants were a lot more visible in town. Caravans started coming thru, moving some goods, but mostly it seemed like families were coming thru, heading south. The merchants kept busy on different things, but when they could they helped out the families in town, repairing buildings and the farmers tools in the smithy."

We didn't realize they were priests until two days ago. A patrol of soldiers came into town ordering the merchants to surrender, naming them as priests of Trithereon. The merchants held their ground, trying to fortify the smithy, while some of their companions helped some of the caravan families' escape."

Chandra's eyes begin to tear up as she continues. "The soldiers set fire to the smithy. We could hear the screams everywhere in town. Some of the merchants tried to fight free, but were driven back into the flames by the soldiers' spears. Most of those that tried to escort the families were run down by the cavalry and captured."

By dusk, all the merchants were captured or dead. The soldiers lined the prisoners up on a chain and marched them out of town."

What is Jayke's story?

"I don't really know. I think he belonged to one of the merchants who came into town in the last week. One of the caravan families had been staying here and when the attack happened, he left Jayke here to guard the children. But afterwards, when the family left, Jayke stayed behind. I think he's waiting for his master, but I don't think he's coming back."

Chandra absentmindedly scratches the top of Jayke's head while he looks up at her, whining quietly.

Talking with Jayke

At this point, the PCs may be wishing they could speak with Jayke. Bards, druids and rangers may have the ability to cast *Speak with Animals* (even if they don't have the spell currently prepared). If the party thinks of this and wants to rest for the night to switch out spells, let them do so, bypassing the following discussion with Pell and Tog.

If the PCs don't have a means of casting *Speak with Animals* and mention their desire aloud, in character, Tog can offer a solution.

Overhearing your conversation, Tog ambles up alongside your party. "Ye folks be wantin' to talk to da puppy, do ya? Well seeing as you did da good ting for da young lass there, I suppose I can see my way to helping ya folks out. My grandma, Beory bless er soul, was a wee bit of what you folks call a druid. When she was passin on, she gave me dis necklace," he says pointing to a beaten steel collar round his neck. "Turns out dis ting lets me talk to the wee critters."

Pell's jaw drops. "You ain't been telling me dat! No wonder you so good wit da horses and oxen."

"Yeah, it's a lot easier to deal with da critters when you can bribe em," he smiles. "Any ways, if you folks would like to borrow my collar here to talk to the pup, you go right ahead." With that he unclasps the collar and holds it out to you."

If the party asks him why he wasn't using it, he simply answers *"I usually leave it off. Tavern rats curse like sailors, and me virgin ears can't take it."*

The collar is a *torc of animal speech*. The wearer can use a *Speak with Animals* effect at will.

A few notes about speaking with Jayke:

As a celestial dog, Jayke is a great deal more intelligent (Int 7) than an ordinary dog. However, he is largely uneducated and has a difficult time with abstract concepts like time (while he understands past, present, and future he has difficulty differentiating between two days ago and two months ago). The fact that he is easily excited and prone to distraction doesn't help either.

In addition, his vocabulary, even with the *Speak with Animals* spell, is somewhat limited. In particular, his knowledge of names is very limited. He knows the names of a few individuals, a few deities, and a few place

names and that's about it. Anyone or anything else he tracks by other details such as their smell or appearance. Also, he understands the common language (even without the *Speak with Animals* ability), so he will be able to understand the rest of the party even if they are unable to understand his barks and growls.

Jayke will refer to Trithereon as "the Summoner". A successful Knowledge (religion) check (DC 10) will allow a PC to make the connection.

Who are you?

Oh, thank the Summoner, finally someone who can understand me. Where's Lenard? I got to find Lenard; he's in big trouble without me! I got to find Lenard!

Whoa, hold on there chief. Who's Lenard?

Lenard is my man. The Summoner sent me to help him and I can't help him if I can't find him. Why isn't he calling for me?

Calling for you?

If he would call for me, I could find him, I could. But he won't call. But I know he's still alive, because I haven't been sent home.

Sent home?

To the Glades. That's where I'm from, that's where the Summoner sent me from.

(A Knowledge (Planes) check (DC 20) may suspect that Jayke is referring to the Olympian Glades of Arborea, an Outer Plane.)

What are you?

A dog...a very, very good dog.

Lenard may have been captured.

Oh, no, my Lenard. I have to go help him. I have to help him!

Lenard may not be calling you because it's too dangerous or we don't know where Lenard is.

Oooooohhh....I need to get more help then. I need to find Lenard's master.

Lenard's Master?

Lenard asked to come here by servants of the Summoner. He going to meet a man named Moskol.

(A Knowledge (Local – Iuz's Border States) check (DC 15) will suggest he might mean Tarren Moskol, the self-proclaimed Earl of the Tangles.)

Tarren Moskol?

I dunno...Moskol. We were supposed to meet someone in, um, Hallorn? Is that a place?

Who were you supposed to meet in Hallorn?

Another Hound, named Otto. He was going to wait at the bar with the throwing arrows. (Characters who have been to Hallorn before might suspect he means the Dingy Coffin, which is locally famous for its dart tournaments.)

Why didn't you go look for Otto?

I haven't been to Hallorn before; don't know its scent or its stars. Can't read map and even if I could, how am I going to get one?

We can show you where Hallorn is.

Oh thank you, thank you, thank you. (Whoever is speaking to Jayke is going to get a face full of dog tongue at this point.)

What happened earlier with the thugs and Chandra?

Bad man wanted to hurt nice girl. I show him the door.

Wrapping Up:

After talking with Chandra and Jayke, the party should have enough information to know that Lenard was one of the priests captured by the soldiers. Assuming that the party is willing to help Jayke out, they will rest at the Inn for the night and set off the next morning.

Chandra will be upset to lose Jayke, as she has become attached to him, but she will accept that he needs to find his master and packs a bundle of meat for the party to take for his food.

Tog will want his torc back, but if one of the PCs is particularly kind to Chandra's loss (leaving behind a riding dog, animal companion, or familiar to keep her company) he will allow the PCs to borrow the torc for the remainder of the scenario. Note: It is up to the PCs to choose to do an act of kindness. Do not suggest this course of action to them if they don't consider it themselves.

Troubleshooting:

The big problem is if the party never clues in that they need to talk to Jayke. In this case, have Jayke make a few poor attempts at communication, so the party gets the impression he wants to talk with them.

Encounter Four

Setting off the next day, the PCs are looking forward to a five day journey to Hallorn. Travel is uneventful with little in the way of traffic or weather. Jayke is a friendly

traveling companion, running between the characters and a bit playful. At times he looks a little worried, but for the most part he puts up a brave face.

When the party arrives near Hallorn, they are in for a little surprise.

As you approach Hallorn, you are slightly surprised by the appearance of the village. The walls of the settlement, long broken and fractured have been thoroughly repaired. Men, living men, not undead, patrol the walls wearing the black surcoats of Old Wicked's forces.

Nearing the gate, now fully repaired and functional, your party is looked over by several soldiers that are in turn supervised by a black robed woman.

"Halt by the order of the Earl. State your name and business in Hallorn."

Increasing concerns over the growth of the Army of the Warfields has prompted Cranzer to send additional forces to Hallorn to fortify the community. As part of the new precautions, the guards are carefully inspecting travelers to make certain that saboteurs are not entering the village.

One guard asks the questions, while another conducts the search. A half dozen other soldiers stand nearby while a priestess of Iuz oversees the proceedings.

All APLs (EL 9)

➤ **Hallorn Soldiers (6):** hp 13; see Appendix VI.

➤ **Captain Koros, male human Ftr4/Rog2:** hp 37; see Appendix VI.

➤ **Mora, female human Clr5 of Iuz:** hp 33; see Appendix VI.

The guard conducting the search has a Spot of +4 and a Search of +1. He will go over each PC, looking for the following items:

- ☛ Spell Component Pouches
- ☛ Spellbooks
- ☛ Holy Symbols
- ☛ Holly and Mistletoe

If the character hid the items in advance, it is an opposed Sleight of Hand check against the guard's Search check. If the character attempts to hide it while he is watching, the Sleight of Hand check is opposed by the guard's Spot check. If the guard finds any banned items, he will call the other guards to take the character into custody.

Captain Koros is conducting the interview. He has spent time reviewing wanted posters and is familiar with

the descriptions of most individuals wanted for questioning or execution in the Bandit Kingdoms. His Spot check (+6) gains an additional +4 circumstance bonus to identify a character that has been "Wanted!" for more than half a year (He is considered to recognize the character on sight, per the Disguise skill. Check against the date of the AR when "Wanted!" status was received to determine how long the character has been wanted).

While interviewing the party, he will ask three simple questions – name, business in Hallorn, and length of visit. Following the questions, if the PC lied at any point, make a single Bluff check opposed by Koros' Sense Motive (+7). If Koros detects that they are lying, Koros' will repeat his questions. If the PC lies again and Koros suspects it, he will call for the other guards to take that character into custody.

Ideally, the characters will get thru the gates with little problem. Realistically, however, there is a good chance that one of the PCs will be marked for custody. The guards are only interested in taking into custody individuals who are questionable and will leave the rest of the party to continue as long as they do not interfere.

If the PCs choose to fight, they are likely to be overwhelmed. Besides the guards at the gate, another half dozen are on the walls above and even more can be summoned at a moments notice. Within ten rounds (one minute), three dozen guards can be present at the gate.

If all the PCs are captured, the adventure is over. The characters will be imprisoned for 8 TU before they are either able to escape or are freed.

If the PCs choose to run, odds are much more in their favor. Only six guards will pursue them and as all are in heavier armor, the party is likely to lose them (as long as they can move faster).

If the party makes it into Hallorn continue below. If the party has to flee, continue to Encounter Four-B. If the party has to flee, but some members are captured by Hallorn's guard, go to Encounter Four-C.

👑 **Hallorn (Village):** Magical; AL NE; 200 gp limit; Assets 3000 gp; Population 540; Mixed (human 79%, half-orc 9%, halfling 5%, elf 3%, gnome 2%, dwarf 1%, half-elf 1%).

Authority Figures: Earl Aundurach, male human Clr13 of Iuz.

Note: There are scores of undead commonly found within the city, including skeletons, zombies, ghouls, and wights. More powerful undead are contained by the Earl's lieutenants and only released for specific purposes.

In addition, the town's militia has recently been bolstered by a force of three hundred soldiers from Riftcrag.

Past the gate, the changes to Hallorn are obvious. Many of the ruined buildings that used to line the streets of the town have been demolished, only the cornerstones and portions of walls hint at the former structures.

Now instead of ruined buildings, the village is filled with army tents. Soldiers move in the streets, both in patrols and groups of men on leave from their duties.

One of the remaining structures, the Dingy Coffin, sits near the gate. Even from here you can hear the raucous noise of drunken warriors.

The Dingy Coffin has been adopted by many of the soldiers stationed in Hallorn as their preferred watering hole. The proprietor, Rufoldus, is torn between the extra money he is making from the increased business and the tavern's former reputation as a seedy hole-in-the-wall.

☛ **Rufoldus, the Bartender: male human Com I.**

- Rufoldus is thin and gaunt.
- He has gray hair that is thinning wildly. He attempts to comb it over, but it is wispy and floats about.
- He licks his lips frequently and constantly glances towards the door.
- He tries to speak in hushed tones, but is frequently driven to shouting over the noise of the tavern.

Inside the tavern are about two dozen off-duty soldiers drinking, playing darts, arm wrestling, and generally having a good time. A few merchants are trying to keep to themselves in a corner and a fat man is constantly trying to dry his sweat off with a handkerchief at the bar.

Finding Otto is pretty simple, since he's the fat man at the bar. Rufoldus can point him out to the characters if asked or if the party is being too indiscrete in asking about him, he will pull a character aside and tell them to shut up.

☛ **Otto, Hound of Trithereon: male human Clr5 of Trithereon.**

- Otto is a very large (6'0", 320 lb) man with a mix of Oeridian and Flan features. His hairline is well past receded, although he wears a long, full beard.
- He always looks like he's uncomfortably warm, with sweat stains on his clothing and constantly wiping sweat from his brow.
- While his constant sweating may give the impression that he is nervous, he is very calm.
- He was given the description of Lenard and Jayke and instructed to wait in Hallorn for their arrival

from Furyondy. They are well past due and he is nearly ready to return to the Tangles to report back to his superiors.

Talking with Otto, he will be suspicious of the party until he has a chance to examine Jayke more closely. Once he sees Jayke's celestial birthmark, he will immediately warm to the party and pull them aside to a private table.

Otto is very concerned about Lenard's location, especially as Jayke has arrived without him. He will ask the party for as many details as they can provide about the events in Pomfrey and the status of the priests that had been working there.

Once Otto has as much information as he thinks he is going to get, he gets up briefly and speaks to Rufoldus, who passes him a backpack and scabbard over the bar. Then he will return to the party.

"Friends, this is most dire news that must be delivered with much urgency to the Earl. I ask you, please, continue your journey with me to the Earl's court to bear your testimony. I have a feeling there will be need for your sword arms in the near future."

If the party has mentioned that any of their companions were taken into custody, he will further add *"It won't do to have your friends behind to let the Old One's minions know what has transpired. Before we leave town, let's see if we can get your friends free."*

If the party is already together and agrees to accompany Otto, continue to Encounter Five. If the party needs to rescue their companion from the jail, continue to Encounter Four-D.

Encounter Four-B: Outside Hallorn

You spend the better part of two hours trying to evade your pursuers. From time to time, you thought they nearly had you, but you suspect that they may have finally given up the chase.

Exhausted from your flight, you and your companions settle down to catch your breath and let your muscles relax. As time passes, you realize that dusk is upon you and night will follow shortly thereafter.

You are surprised by the sudden fluttering of wings, as a falcon settles down on a nearby rock. Jayke growls at it momentarily, then stops, eyeing it carefully.

Following Jayke's gaze, you notice that the falcon is trying to pull the strings of a small bundle that has been tied to its leg.

If one of the characters attempts to remove the bundle, the falcon will initially nip at the character's finger, and then allow them to remove the bundle. As soon as the bundle is removed, the falcon takes flight and disappears into the night.

Examining the bundle reveals a rolled parchment with a very rough map and a short note: 'Friends of the Hound, you cause too much ruckus and I cannot risk meeting with you. Take this map and travel to the Earl. May the Summoner's blessings travel with you. – O.'

The map indicates a path thru the Tangles, including several landmarks and switchbacks (no handout is provided or necessary.) Following the map will lead to Earl Moskol's court in the Tangles.

Encounter Four-C: The Worst Adventurers Ever

You spend the better part of two hours trying to evade your pursuers. From time to time, you thought they nearly had you, but you suspect that they may have finally given up the chase.

Exhausted from your flight, you and your companions settle down to catch your breath and let your muscles relax. As time passes, you realize that dusk is upon you and night will follow shortly thereafter.

You are surprised by a sudden hacking cough as a large man in traveling clothes stampedes in your direction. He is unarmed and doesn't appear to threaten you...in fact, you doubt that he is in any shape to fight you as he pants from the exertion of his chase and his clothes are completely stained in sweat.

He holds up a shaking finger while he attempts to gather his breath. "Ya'll are about the worst adventurers I have ever seen...and I've seen quite a few. Getting yerselves run off by the guard and getting yer friends put in jail...quite frankly I'm amazed that you survived as long as you have. If you weren't with Jayke, I would have a good mind to leave you be, but if Lenard isn't here, that means trouble."

The heavy man is Otto, a cleric of Trithereon that has been operating as a spy in Hallorn for the last several months. He doesn't have a lot of patience with the party, but he does recognize that Lenard's absence is a bad sign and he can't afford to be picky about where he gets assistance from.

Otto will offer to get any imprisoned PC's out of custody, but he will require the assistance of one or two stronger members of the party. He tells them to leave any questionable materials with the rest of the party. Heading back to Hallorn, Otto leads the way thru a gate watched over by guards he has heavily bribed (fortunately, the PC's descriptions have not made their

way to all the gates yet and they are not stopped). Once thru the gate, continue to Encounter Four-D below.

Encounter Four-D: Get Out of Jail

Following Otto into the village, he quickly winds his way thru the town's streets towards another permanent structure, the town jail. He pauses for a moment as several soldiers pass by before ducking into a nearby building.

"I'm gonna need a bit of help with this one. If one of you burly fellas could give me a hand, we should have your friends out in a jiffy." With that, he extends his hand out with a black robe clutched in his fingers.

Otto intends to take one PC with him into the jail disguised as necromancers. Using the disguise, they will remove the 'dead' bodies of the captured PCs to be used for undead.

Taking the PC and a wheelbarrow, Otto will enter the jail. He has done this occasionally before without getting caught, so the guards believe him to genuinely work for the necromancers. As he passes by the front desk of the jail, he'll mutter something to the guards about "needing a few extra for a project."

Once back in the cells, Otto will look for the captive PCs. They are each held in separate cells with a barred window in their door. As they find each of the captives, Otto will ask if "there is anyone dead in there", making sure that the prisoner can see their companion.

If the character falls over or otherwise feigns death, Otto will call the guard over to open the door. He and his assistant will then load the "dead" PC on the wheelbarrow and move on.

There actually are two dead prisoners which Otto will pick up as well, to maintain the disguise. Once the prisoners have been rescued, Otto and the assistant will leave the jail and return to the building where they left the other PCs. Cleaning themselves off, the party can continue with Otto and Jayke to Encounter Five.

Encounter Five

The journey to the Earl's Court will take two days from Hallorn through dense forest (be sure to familiarize yourself with the Forest terrain rules from p. 87 of the DMG). About an hour after setting off on the second day, read one of the following, depending on who is with the party.

Traveling with Otto

Otto wipes his brow and pauses for a moment. "Excuse me lads, but I just need a sit down for a

moment." The cleric shuffles over to a fallen log and after giving it the once over for ants, settles down.

"Not as young as I used to be you know, nor as small," he chuckles. "But I still try and do the Summoner's work as best as I can."

After a moment, he reaches out and grabs a branch to pull himself back up. Too weak for his weight, the branch snaps sending him falling back on the log which snaps under him. As he falls prone to the ground, the far end of the log slams into a stump with a thundering crack.

"Aw, hells my aching..." Otto curses before he pauses, the sound of foliage being torn aside as something plows thru the forest towards you.

Traveling by themselves:

As you move through the forest, you spend most of your time fighting with the branches and undergrowth that seem intent on blocking your progress. Jayke seems largely unaffected, short enough to move underneath the most troublesome of the branches. The dog seems very at home in the Tangles, and he seems very playful, charging after a squirrel as it drops down from a nearby tree after an acorn.

As Jayke disappears around a bit of thick brush in chase, you hear a loud roar, before both Jayke and the squirrel are running back in your direction. Nearby you can hear the sounds of foliage breaking as something large plows thru the forest towards you.

APL 4 (EL 6)

🐾 Owlbear (2): hp 25; see *Monster Manual* p. 206.

APL 6 (EL 7)

🐾 Advanced Owlbear (2): hp 84; see Appendix III.

APL 8 (EL 9)

🐾 Advanced Owlbear (2): hp 138; see Appendix IV.

APL 10 (EL 10)

🐾 Advanced Owlbear (2): hp 189; see Appendix V.

Tactics: The mated pair of owlbears are simply aggressive predators that happened to be resting nearby when the party's companion disturbed them. They begin together sixty feet away from the party and will move to engage them as quickly as possible. Refer to the map in Appendix IX.

Otto is a non-participant in the combat (if he is present). He will make attempts to assist, but he is just plain bad in combat (largely due to how out of shape he is). He will however stabilize any characters (by using his

Heal skill) that are downed that he can reach. He is not skilled in combat casting and will not attempt to cast spells if he is threatened by the owlbears.

Encounter Six

If the party is traveling with Otto:

For the last hour or so of travel, Otto has assured you that you are nearly to your destination. "Any minute now, just the next clearing." Although you doubt the accuracy of your guide's prediction, you have felt a change in the wood for the last few miles...less wild and more lived in.

Suddenly, the trees give way to a massive clearing. The canopy of the trees extends out, creating a cavern-like appearance in the vale, with only a few places where the fading sunlight beams down unimpeded.

In the heart of the vale is a bizarre structure. Raised from the earth is a massive block of stone, twisted and shaped in the form of a three-faced tower. The base of the tower spreads out from the center, like the roots of a tree and nestled between two of the largest a gate is nestled.

As your surprise from the appearance of the structure dissipates, you notice that it is not abandoned. Men move along the highest points of the tower as well as along the surface of the root walls. Noticing your surprise, Otto smiles "My superiors have been very busy with their time in the Tangles."

If the party is traveling without Otto:

You feel lost. You know that you passed the moon-shaped stone a while back and that was the last landmark on the map. You assumed that you would reach your destination shortly thereafter, but yet you have continued on for almost another hour and have not seen hide or hair of the Earl's Court.

Suddenly, the trees give way to a massive clearing. The canopy of the trees extends out, creating a cavern-like appearance in the vale, with only a few places where the fading sunlight beams down unimpeded.

In the heart of the vale is a bizarre structure. Raised from the earth is a massive block of stone, twisted and shaped in the form of a three-faced tower. The base of the tower spreads out from the center, like the roots of a tree and nestled between two of the largest a gate is nestled.

As your surprise from the appearance of the structure dissipates, you notice that it is not abandoned. Men move along the highest points of the tower as well as along the surface of the root

walls. With a howl of joy, Jayke spurs forward running towards the tower at full speed.

Otto or Jayke will take the PCs to the tower. When the party gets closer they will note that the tower appears to be crafted of a single piece of stone (and in fact, that is the case...the high level Priests of Trithereon that are in charge of the tower crafted it by using *stone shape* and forming the tower from the bedrock beneath the forest over several years of work).

As the party approaches, a dozen soldiers wearing either the livery of the Earldom of the Tangles or surcoats bearing the rune of pursuit march out to meet the party. All will recognize Otto on sight (if he is with the party), but only one will recognize Jayke.

If the party arrived with Otto, proceed to A Brief Respite. Otherwise, go to The Interview.

The Interview

One of the soldiers scowls momentarily as they approach your party. "Jayke, is that you boy?" With that, Jayke leaps forward and nuzzles against the soldier happily. With a look of apprehension, the soldier raises his gaze back toward you.

"Thank you for bringing Jayke to us. Unfortunately, I see you don't have Lenard. Please come inside, rest, and tell us what you can."

The soldier, Yuln, is an acolyte of Trithereon and a former student of Lenard's. They served together in Furyondy before Yuln was sent to work in the Tangles. He had been looking forward to his former master's arrival and is very concerned over his disappearance.

He will guide the party to a dining hall where he will arrange for food and drink to be brought to them. While they eat, he will push them for what information they have learned and what has happened since they left Pomfrey. Once he has learned what he can, he will excuse himself, explaining that he needs to carry the news to his superior.

Continue on to The Audience.

A Brief Respite

"Gentlemen, I have business with the good Earl," Otto says to the approaching soldiers. "Could you please see to it that these kind folks have a chance to clean up and eat? I imagine that the Earl will be wishing to see them shortly."

Turning back to you, Otto smiles wearily. "I need to make my own report to the Earl. I will pass on what you told me and I am sure he will come to speak to you when I am done."

With that, Otto disappears inside the tower while one of the soldiers gestures for you to follow him.

He will guide the party to a dining hall where he will arrange for food and drink to be brought to them. Continue on to The Audience.

The Audience

You have enjoyed the quiet comfort of the dining hall for nearly an hour when the beating cadence of marching boots approaches. Looking up you see nearly a dozen soldiers enter the hall, followed by a well dressed man in his mid-years. The soldiers take up posts around the room, while the man, his brown hair rimmed by a silver circlet grabs a nearby chair and sits across from your party.

"Greetings friends. I'm not certain that you know me, so allow me to introduce myself. I am Tarren Moskol, leader of Moskol's Legion and too often referred to as the Earl of the Tangles," Tarren sighs.

"Regardless of whatever titles have been given to me, I have duties. Some are duties that were handed down to me. Others I took upon myself. And yet others were forced upon me.

"Today, I am pressed with a duty that I have taken upon myself – my allegiance with the servants of Trithereon. These goodly men work very hard towards the day when there will be a free Combination and they frequently give their lives in the task. They know and accept this.

From my men, the Legion, I do not ask for as much. I do not ask them to die for me, nor do I expect them to. But such is the way of the world that good men will give their lives for just causes.

Lenard, servant of Trithereon, is a good man. I haven't met him, but his reputation precedes him. His skill with hounds is unmatched and his devotion to Trithereon unquestioned. He would give his life for his god without doubt or worry.

Unfortunately, that choice is no longer within his hands. His capture puts a great number of our agents in jeopardy and a greater number of innocent lives. He cannot be allowed to remain in captivity.

The priests have told me that they are certain that the blessings of the Summoner will protect him from magical questioning. But he is still only human and torture can still break the strong.

Lenard cannot remain in the hands of the enemy. Even now, the priests are in communion with their god to determine his location. But in all likelihood, his captors are numerous and skilled.

I humbly ask for you to remain here, in my hospitality for the night, to hear what news the

morning brings from the priests. For if the news is as dire as I fear, I suspect I will ask you to ride on the morrow to save the life of a good man."

End of Round One

Round Two – APL 4-6

This section continues the scenario for lower level parties playing at APL 4 or 6. If the party is APL 8 or higher, continue to the next section beginning with Encounter Fourteen: Scouting Report.

Encounter Eight: Chain Letters

Your night in the Earl's Court is peaceful and uninterrupted. Awaking in the morning, you find that the halls of the tower ring with the sounds of activity and looking from the door of your bed chamber, you see the source.

Men and women of all ages hustle down the corridors, fastening the clasps and buckles of their armor as they make their way to the grand stairwell that descends to the heart of the tower. As the last of them disappear below, a young man wearing a page's tunic approaches.

"Morning, m'lord. The Earl requests that you ready yourself and please attend him in the great hall as soon as you are able. He urges your expediency."

With that the page continues on towards the chamber doors of your companions.

Allow the players to make any arrangements they wish. There is enough time to prepare spells, but anything longer than that will earn another visit from the page who will request the character's immediate presence in the great hall.

Descending into the great hall, you see a patrol of soldiers departing thru the portcullis leading outside.

Remaining in the chamber are a dozen men, most soldiers, but two stand apart.

Tarren Moskol sits at the head table, a cleared breakfast plate in front of him. Unlike last night, he is armored and marked with a green surcoat bearing the crest of the Tangles. Jayke rests peacefully next to his legs.

Next to him is a hawkish looking Oeridian man. By his appearance, he looks to be nearly to his fiftieth winter, with long peppered grey hair and a full mustache. While he is armored similarly to the Earl, the Oeridian bears a broad amulet across his chest marked with the symbol of Trithereon.

"Friends, thank you for coming so quickly," Tarren begins. "This is Elder Chaplain Otolle, priest of the Summoner and my greatest ally here in the Tangles. He and his priests have been in seclusion all night too learn what they could of the fate of the lost hound, Lenard."

The priest stands and nods to you, clearing his throat before speaking. "Due to the blessings of the

Summoner, we have been able to learn the location of the Houndmaster. He is being held in the Gurusk'ka slave mine on the edge of the Rift. It is one of the largest silver mines in Cranzer's grasp and the most fortified. By our estimates there are nearly two hundred prisoners kept there guarded by several dozen elite hobgoblin soldiers, priests, and bugbears."

The Elder Chaplain pauses for a moment, his eyes raised to the ceiling in thought. "There is little intelligence regarding the mines. From what we can determine, much of the stone is lined with lead and prevents us from scrying the depths of the mine. Without meaningful information regarding the layout of the mines and the dispersion of the guards, any attempt at a rescue will fail."

"That is where you come in," Tarren continues. "I believe I am aware of the location of a former prisoner of Gurusk'ka that may be able to provide us with the necessary information. Rerrsk, the current champion of Riftcrag's underground fighting circles is a Cultist of the Chain. Rumors exist that he earned his place in the Cult during his time at Gurusk'ka."

"I need for you to travel to Riftcrag as quickly as possible, locate Rerrsk, and convince him by what ever means necessary to provide you with the information we need. Transcribe what you learn...maps, schedules, whatever, on this scroll," he says, passing a vellum scroll across the table towards your group. "It will be duplicated on this scroll," he says while holding a twin to the scroll in front of you, "and we will take what you learn and use it to assault the mine."

Otolle continues, "Our intent is to free the entire mine, not just Lenard. We will be bringing in a sizable force to attack, but victory will be by a margin of inches, not miles. If our plans are discovered, none of us will survive. Once you have scribed the information, destroy the scroll, lest it falls into the hands of agents of the Old One."

"I urge you to hurry, but I understand you may have questions. Ask what you will, but please be brief."

Where can we find Rerrsk?

Specifically, I do not know. You may have to do some digging when you arrive in Riftcrag to locate him.

What is the Cult of the Chain?

The Cult is a group of former slaves that use the tools of their imprisonment as weapons against their former masters. They are largely an underground organization as many of them are still wanted by Cranzer's forces.

What can you tell me about Rerrsk?

He is an orc, older than most of his race get. That he is still a champion of the gladiator pits is a testament to his prowess.

What do we get paid for this gig?

Payment? I'm sorry, by Otto's report it sounded like you had brought Jayke to us out of a good nature, not a mercenary spirit. Perhaps you should learn that good deeds are their own reward.

How do we get to Riftcrag?

We will have scouts escort you to the forest edge where they will provide you with mounts if necessary. From there, follow the road east to Riftcrag.

What do we do once we are done?

Return to where you left the scouts. Others will bring you back here.

How does this scroll work?

Simply write on it and what you write will appear on its twin. However, if one of the copies is destroyed, the other will remain whole and intact.

Why didn't you send others on this task? We want to fight at the mines!

It is vital and you seem competent. Do not be so quick to throw yourselves into battle when you can do good by less violent means.

Otolle and Tarren will try and answer other questions within reason, but both are eager to get underway. They need to gather additional troops and allies for the assault, while the party is in Riftcrag.

Assuming that the party agrees to the mission, continue to Encounter Nine. If the party declines, Otolle and Tarren will accept their decision. Tarren will request an escort to take the party out of the Tangles near Hallorn. The scenario is done; award experience for the first round and fill out the AR.

Encounter Nine: Word of Mouth

Travel to Riftcrag will take four days. The first day is mostly by foot, traveling thru the Tangles. By the end of the day, the party will arrive at the edge of the forest and their guides will provide them with horses (either ponies, light or heavy horses). The next three days will be across the Rift Barrens, following the caravan road that heads west from Riftcrag.

The journey is uneventful, although at several points the party will pass within sight of one of the Leering Keeps. While the troops stationed at the keeps will be uninterested in the party, seeing the large numbers of humanoids stationed at the keeps (mostly hobgoblins, bugbears, and ogres) should put the fear of Iuz into the PC's.

At the outskirts of Riftcrag, the party will be greeted with the sight of an army forming outside its walls.

For the last several hours, you have navigated the narrow gullies and canyons that form the road leading to Riftcrag. Unable to see more than a few dozen yards ahead of you at any time, you have finally become accustomed to the limited view when you turn a corner and the gully you are in widens and flattens out into the plain around the city.

The city itself rests on a narrow plateau in the Rift, a massive bridge connecting it to the canyons wall. The smoke of forges rises from the towers and walls of the fortress, creating the illusion of a massive dragon laying in wait.

The plains outside the city are filled with tents and banners of all sorts, but the most unusual sight is the gold and black morningstar of the Johrase. By the sight of it, there must be nearly five hundred mercenaries camped outside of the city, not laying in siege, but waiting for deployment at the bidding of their new master, Cranzer.

👑 **Riftcrag (Large Town):** Magical; AL NE; 3,000 gp limit; Assets 750,000 gp; Population 5,000; Mixed (human 79%, half-orc 9%, halfling 5%, dwarf 3%, gnome 2%, elf 1%, half-elf 1%).

Authority Figures: Cranzer, male human Wiz13/AcM3.

The city is closed off to non-military traffic; only soldiers and their support staff are allowed to enter, all others are turned away. This will make getting inside difficult, but not impossible for the party.

In addition to the army camped outside of Riftcrag, there is a small merchant encampment with a pavilion that is serving as a tavern for travelers and merchants that cannot get into the city. The party will be able to stable their horses with the merchants, if they choose, while they are in the city.

Below are two suggestions on how the party might enter, but feel free to improvise if the player's come up with a good idea.

Disguise

The easiest way for the party to gain access to the city is by disguising themselves as soldiers. Thankfully, with so many of the soldiers (particularly the Johrase) camped outside of the walls, it makes getting a hold of surcoats and other disguises pretty easy.

Stealing a disguise from the encampment will require the thief to make a Move Silently and a Hide check (each at DC 15 + APL) to slip into a tent and a Search check (DC 15) to locate a spare uniform. If either the Move Silently or Hide check fails, the thief is spotted / heard and has to take off to avoid capture. If the Search check fails, the thief fails to locate a uniform in that tent and must try another tent. Each attempt takes 5 minutes, although if the thief has to run to avoid capture the attempt takes 10 minutes as they have to spend additional time hiding.

The guards at the gate are certainly not familiar with the faces of every Johrase guard in the camp. As long as its human and wearing the gold and black tabard, they will let them through. If a non-human (particularly a halfling or elf) attempts to pass as a Johrase, the guard will stop them and ask them where they think they are going. A successful Bluff check (DC 10+APL) will get just about any excuse past the rather dim guard. If the bluff fails, the guard will simply turn them away, telling them to "get back to yer cookpot, slave!"

Members of the Johrase Mercenaries metaorg may think to borrow uniforms from the camp. This is acceptable, and will not require any subterfuge on the character's part – they just walk in and requisition the uniforms. However, they should expect any character wearing the tabard to show the same professionalism and courtesy that is expected as a Johrase soldier and to not perform any actions that would tarnish the reputation of the mercenaries.

The Back Door

Characters that have played BDK2-05 Retribution may be familiar with a back door into the city, a sewer grate located below the surface of the canyon. The party will need to wait until nightfall to attempt to access the grate, which is 80 feet across the canyon and 100 feet to the right of the bridge. In order to reach the grate the PC's must do one of the following:

Fly: The simplest option, but one that most parties won't have access to.

Grappling Hook: Connect a rope to the grate (at 80 feet, a grappling hook is at -16 to hit an AC 5 target; each attempt will provoke a Listen check from the guards on the bridge (Listen -6 including the penalty for distance)

against a DC of 10. If the guards hear, they will send a patrol to examine the sound (use the Hallorn Patrol) from Appendix VI.

Once the rope is connected, it will take four DC 10 check to climb across the canyon.

Climbing across beneath the bridge: This requires five successful Climb checks (DC 10) unless additional ropes are used for support, in which case it is reduced to a Climb check (DC 5).

Wall climb (Vertical): This requires numerous successful Climb checks (DC 20). The cavern is 800 feet deep here, so that is roughly 50 checks to get down and 50 to get up. If the characters are using rope, the DC decreases to 10.

Pitons: These make noise and take one minute each to pound into the wall. They need one piton for every three vertical feet, and they decrease the DC of the Climb check by 5.

Feel free to modify DC's for things like anchoring characters with rope. This should be a difficult encounter, but one that is doable. If the characters are thinking through options, help them. If the characters are acting haphazardly, don't.

Strength DCs: If a character is just holding a rope from a stable position and a character falls, they must succeed on a Strength check (DC 5 + 2 for every 200 lbs of falling characters, not to exceed the character's weight maximum) to stop their fall. From an unstable position, the DC increases to 10 + 2 for every 200 lbs of falling characters (not to exceed the character's weight maximum). An additional +2 is added for every 10 ft of the fall. If the other character is climbing and fails the Strength check, he automatically falls with the first falling characters. Of course, he could always choose to cut the rope and not be pulled down with the rest.

If a piton or some other secure source is holding the other end of the rope, consider the hold at a 30 Strength with a -2 circumstance penalty for each time the piton is tested.

Falling Damage: The top of the cliff where the characters start stretches 800 ft. over the canyon floor. A climb check failed by 5 or more results in a fall. If the characters fall, hitting the canyon floor most likely kills them, since not only do they suffer the 20d6 max fall damage, they will suffer a 2nd & 3rd landing fall damage of 8d6 and 6d6 respectively (the valley floor curves, after all). The character can make climb checks at DC 30 and

25, respectively, to catch himself before the second or third hits.

If the character falls but the rope catches him, he still suffers 1d6 per 10 fallen. If the character or piton that catches the character doesn't make the Strength check or Use Rope check, the damage is halved, but the character falls yet again. If the fall is less than ten feet, then no damage is given.

Once the party has gained access thru the grate, they can navigate their way to the surface within a few minutes.

In the City

Inside the city, the characters will be able to move fairly freely in the outer district. The central fortress, which is home to Cranzer and his lieutenants, is closed off to all. In addition to humanoid guards, the characters may catch a glimpse of vrock circling over the walls of the fortress (in other words, if the party does something foolish and tries to storm the fortress, empty your DM's crossbow into them).

The city is a mix of military barracks, merchants that cater to the silver caravans and the soldiers, and taverns. There is no one in the city that does not serve some purpose, and almost all purposes are directed towards the war machine. The gladiatorial pit fights beneath the city serve as entertainment for many of the officers and wealthier merchants that operate in the city. Most soldiers in Riftcrag are aware of the Rerrsk's reputation, but few actually have seen the fighting matches held beneath the city.

Getting into the pit fights will not simply be a matter of greasing a few palms. The right to witness the fights is considered prestigious among the officers and they will not tolerate outsiders getting into their exclusive event. However, there is another way to get into the fights.

Pit fights are notoriously brutal and if a member of the party suggests that they might be looking to participate in the fights, word will be passed on to Rerrsk that there is fresh meat for the pits.

Gathering Information

The characters may spend time in Riftcrag's taverns trying to get more information about the pit fights or Rerrsk. Below are some tables with sample information that can be learned. Note that some information can only be obtained with the use of coin.

On Rerrsk

- **DC 5:** Who dat?
- **DC 10:** Oh, he's a hot shot gladiator. I think he's big down in Stoink. All the officers talk about him. A real killer in the ring, from what I've heard.

- **DC 15:** Ah, Riftcrag's very own. The only orcs I've heard of that are more deadly are Mammoth and Gruumsh himself. Tho I hear he's getting on in years, so that's probably going to come to a sudden end soon.
- **DC 20:** He doesn't fight as much as he used to. I think he spends more time training new fighters for the pit, although every once in a while he puts in an appearance to show that he's still got it.
- **DC 20+20gp:** Amazing for an orc, he actually has the brains to run the pit fights. He organizes the matches, handles the point spread for the bets, everything.
- **DC 30:** He hand picks his own fights nowadays. He doesn't get into the arena with an opponent if he isn't sure he can't beat em. But its not like he's only fighting reedy tree huggers, he's still got it in him to take on some real bruisers.
- **DC30 + 50gp:** All of Rerrsk's fights are fixed, have been for the last few years. He's just too old, too slow to take any real competition in the ring. But that's ok, he's doing a great job organizing the rest of the fights and his protégé's all have his skill.

On the Fights

- **DC 5:** There are fights? Where?
- **DC 10:** Yeah, I've heard of em, but I'll never get to see em. Exclusive events. Invite only.
- **DC 15:** My commander got to go once, said it was the best four weeks salary he ever spent. They had like ten bouts and he even got to see Rerrsk put down a dragon.
- **DC 20:** You pretty much have to be a high ranking officer to get in or pay a pretty hefty sum. I heard they've got a match going on tonight, but it'll be another closed door thing.
- **DC 20 + 20gp:** I've heard of a merchant who sometimes sells his seats to the fights when he can't make it. His name is Gustav, has a cart down by the forges. From what I understand, he doesn't let his seats go cheap tho.
- **DC 30:** A good bit of the fights are paid for by trickle down from Cranzer. Probably to keep morale up among the troops.
- **DC 30 + 50gp:** Easiest way to get into the fights is to participate. I know a guy who can get you in if you agree to fight.

Getting In – Gustav the Merchant

If the characters want to try to purchase seats from Gustav, they will need to visit him at his booth near the foundry.

The air in this portion of Riftcrag is tangy with smoke and metal. Billowing clouds rise from the nearby buildings, while there is a palpable heat radiating from the stone. Ahead of you is a simple cart with a rotund gentleman standing alongside it, happily arranging his wares – a mix of smithing tools, blades, and files. At your approach, he looks somewhat apprehensive, but nonetheless greets you with a broad smile.

“Ah, customers, my favorite kind of people. What can I sell to you today?”

☛ **Gustav: male human Exp2.**

- Gustav is an Oeridian with thick black hair and a freckled face. He has at least two chins, sometimes, three.
- He is a gracious merchant when he thinks things are “above the table”, but gets edgy when talking about other dealings.
- If threatened, his first reaction will be to call for guards.

Trying to purchase the seats from Gustav will take a little work, as he is nervous talking about his attendance at the underground event (even though he adores going). If the players attempt to communicate on the sly (sending a secret message, via the Bluff skill, which he can receive with a Sense Motive of +8), he will be more responsive.

Convincing Gustav to part with the seats will require a DC 25 Diplomacy check (DC 15 if the party is using innuendo to communicate their desires). Once convinced, he will part with his seats for 500 gp. He can be talked down with an opposed Diplomacy check (his Diplomacy is +7); for every 5 points the party beats his check with, reduce the cost by 50gp, to a minimum of 250gp.

If the party attempts to intimidate Gustav into turning over the seats, they must succeed on an Intimidation check (DC 19) to cow him. Anything less and he will call for nearby guards (use the Hallorn Guards from Appendix VI). If Gustav is successfully intimidated, he will turn over the seats, but will report the character’s descriptions to the guard (earning them Wanted for Questioning status).

Once a deal has been made for the seats, Gustav will provide the party with a writ granting them permission to use his seats for tonight’s bout as well as directions to the ring (accessed through the basement of the Black Lodge tavern).

Getting In – Signing Up to Fight

If the party expresses interest in fighting, a half-orc (named *Tork*) will approach them while they are in one of the taverns.

A worn and tired looking half-orc stumbles over to your table, his breath drenched with alcohol. He stumbles a bit, before looking you (pick the character that seems most interested in fighting) straight in the eye with a sober expression. “Scuse me. I wonner if yous are da ones looking for a bit of da cutting and da bleeding.”

As long as the party indicates interest, continue.

“Well, then, I’m yer man. We need a bit of fresh meat to top off tonight’s bout. Now, which one of you lads is looking to bleed?”

Once he gets a response, continue.

“Aw, lovely den. Simple ting. Here’s da rules, as a fighter, you are allowed to bring up to five companions with you. Dey get to sit in da cheap seats to watch da fight, but hey at least you get to have yer friends there to haul yer body out before the looters get to it, eh? Any way, no magic in da ring. We got folks watching for spells all the way thru the fight and if we see any, the fights nixed and ya get sent home.

Since dis is a voluntary ting, we don’t do it to da death. Accidents happen, but we discourage it, because grudge matches are a wonderful ting to watch and bet on.

It’s a melee fight. We don’t waste no time for bows or arrows or none of dat nonsense. Ya get in close and ya bleed on each other like good fighters. Show some style and put a good show on fer da audience.

There ain’t no rounds, no break. You don’t come out til yer down or yer opponent is.

Udder dan dat, der ain’t no rules.”

The half-orc winks, “Sounds like fun, innit?”

Once he has settled up with the party, the half-orc will escort them to the Black Lodge tavern, where they will descend to the fighting pits.

Encounter Ten: Ring of Pain

Once the party has entered the Black Lodge Tavern read the following:

You have been led you into a run down tavern near the wall of the city. According to the sign outside, the bar is named the Black Lodge, a somewhat

appropriate name given the lack of lighting and the assortment of mounted animal heads on the taverns walls.

Several of the patrons look in your direction as you enter the tavern, a look of suspicion and hostility on their faces.

If Tork is with the party:

However, as they see your guide, their expressions soften somewhat, as they return to their cups. The half-orc motions for you to follow him as he heads thru the back door of the common room and into a narrow stairwell leading into darkness.

If the party is alone:

As one, a half dozen men and orcs stand from their seats as one of them, a human, steps forward blocking your entrance.

“Dis is a private club,” he threatens. “You ain’t got no business here...I suggest you and your little entourage turn around and find another bar.”

As long as the party restrains themselves, there is no need for a fight here. The men in the bar serve as bouncers to keep riff raff out of the arena. Assuming that the party can show them the writ from Gustav, the man will apologize, entreat them to enjoy the show, and show them the passage downstairs.

If the party threatens or becomes hostile with the bouncers, they will engage the party, attempting to subdue and throw the party out of the tavern. If the party uses deadly force, one of the bouncers will attempt to leave out a back door to summon a guard patrol (use the Hallorn guards from the Appendix for the guard patrol).

APL 4 (EL 9)

➤ Bruisers (6): hp 25; see Appendix II.

APL 6 (EL 10)

➤ Bruisers (6): hp 36; see Appendix III.

If the party is with Tork, skip ahead to “Locker Room”. Otherwise proceed with “Bread and Circuses”.

Bread and Circuses

You descend for what you must imagine is nearly a thirty yards before you arrive in a large chamber carved from the stone of the plateau. Nearly a hundred feet across, the chamber has a high domed ceiling decorated with murals of bloody combat, between knights, warriors, gladiators, and beasts. The flicking light of floating red orbs has the effect of

making the copious amount of blood on the murals seem to be still moist and flowing.

The rest of the chamber is an inverted circular ziggurat at which you are at the highest level. Below you can see two tiers of seats that look down upon a combat ring closed off by high walls and portcullis gates.

Standing next to the passage from which you just descended is an emaciated man, his bones pressed tight against his pale flesh. He looks at you with wary eyes, while his dry lips speak.

“Good evening gentlemen (and ladies). Welcome to the Grand Arena. May I please see your invitation?”

After looking at the invitation, the man will nod and make a notation in a large book that rests on a podium next to him. Reaching underneath the podium, he pulls out a pair of patterned cords.

“Your weapons, sirs.”

The major domo will tie a patterned cord around each weapon given to him, handing the owner a matching cord. The weapons will then be placed under the podium (yes, there is an extradimensional space built into the podium). If the party wishes to conceal light weapons, that’s fine, but anything too large to be concealed must be turned over to him before they may enter.

Once you have been disarmed, he waves his hand, summoning an attractive woman wearing a diaphanous red dress. Leaning to whisper in her ear, he mutters a few simple instructions, before she smiles at your party and beckons. “Please follow me, I will show you to your seats.”

Following the woman, she escorts you down a curving stairwell that leads down to the next level of the arena. Tracing a path along the outer wall, she leads you to a small section of cushioned chairs that are slightly raised offering an even better view of the arena floor. Pulling aside a black velvet rope, the woman gestures for you to take your seats. “A servant will arrive shortly with wine and cheese for your pleasure, masters. I hope you enjoy tonight’s entertainment.”

Once seated, the characters will have more opportunity to look around. The arena has room to seat nearly three hundred in the audience, with many of the seats on this level divided into private balconies. The level below is mostly bench seating, and there is signs that the fights from the arena floor have occasionally extended into the first row of seats, as the floor and benches are stained with blood in many places.

The arena floor itself is roughly forty feet in diameter with a four yard wall blocking it off from the rest of the arena. Leading into the floor are four passage, currently all blocked by lowered portcullis.

The audience is slowly filtering in, some having arrived earlier than the party (most sitting in the bench seats below). The audience seems mostly to be officers and other soldiers from Cranzer's army, including some Johrase. Most pay little attention to the party, as they are used to seeing a variety of faces in Gustav's booth. However, if there are any elves in the party, the party will sense animosity from many of the officers towards the elves.

By the time the party has been seated for nearly a half-hour, most of the arena will be filled. Lightly dressed men and women have been moving thru the upper level of the arena bringing drinks and food to the patrons, including the PCs (no charge...part of the cost of the seats, although if the party wishes to request something unusual, such as a particularly expensive wine or rare food, there will be an additional charge – DM's prerogative on the cost).

The glowing orbs near the arena floor begin to brighten as the ones near the ceiling dim. A silence passes over the crowd in anticipation of the coming fights.

From behind you, a large and ancient orc descends from the gallery, followed by a small entourage of followers. Dressed in finery uncommon for his race, he moves with confidence. Taking your eyes away you notice that most of the crowd has noticed the orcs arrival and murmurs pass thru the crowd.

Characters making a Listen check (DC 10) can catch "Is it him?", "I think it's him", and "That's Rerrsk?" being muttered in the crowd.

Moving past your booth, the orc's companions settle into the finer seats adjacent to yours. The orc moves to the front of his balcony, momentarily turning to face your party, a curious expression in his eye.

"Gustav lose another bet, eh?" he quietly mutters, before turning to face the crowd below.

"Welcome Grand Arena!" he bellows to the audience. "Tonight, we have many fight for you, with skilled warriors, mighty gladiators, and cunning predators."

"Please remember, this test of skill. Magic no allowed in arena. If audience use magic, they thrown into Rift Canyon. Captain Harren request his staff behave, he no want to get corpses for reanimation."

While the crowd roars with laughter, the orc pauses turning to look at his companions, rolling his

eyes. After the laughter has died down, he continues.

"First match tonight, is classic - man versus beast. Captured at edge of Fellreev, the beast is why that forest should be burnt to ground. Man is regular in arena, famous for suffering from every poison in world. I present - Olaf the Swollen and Terror of Fellreev!"

The crowd cheers as two portcullises are raised and a rather pudgy man in armor stumbles out to face a massive brown spider that quickly scrambles onto the arena floor.

For the next hour or so, there will be a series of fights in the arena floor, gladiators facing off against each other, monsters, and animals. As the combatants are not always evenly matched, some of the fights are simply slaughters, while others continue on for minutes at a time. (Amazingly enough, Olaf, while bitten six times, manages to pull off the fight and kill the spider.) Feel free to come up with whatever odd and interesting parings you wish during the arena fights (although, try to be reasonable – there aren't going to be any titan vs. dragon bouts in here).

Throughout the fights, Rerrsk is completely bored. He will idly chat with his companions, check his fingernails, look around, etc. The only time his attention is drawn back to the arena is when it is time to announce the next fight. PCs that make a Sense Motive roll DC 15 will notice his ambivalence about the whole thing.

If someone in the party tries to talk to him, they will find an eager ear. He is pretty much stuck talking to the same folks all the time and is eager to find a new audience.

☛ Rerrsk, male Orc Rgr6/Gldtr4.

- Rerrsk is ancient for an orc, coming up on forty years. He is still in good shape, but age is starting to catch up with him.
- He is actually a pretty friendly orc. He likes violence, but he has lived long enough to outgrow being violent all the time.
- He is incredibly bored with what his life has become. He has become too used to life to put himself in real jeopardy anymore, but at the same time his life simply doesn't have the spice it used to.
- His greatest pleasure is training new gladiators. He lives vicariously through their deeds and is very proud of their efforts.
- His current student is a hobgoblin named Wholk. He has a lot of potential, but still has a lot of aggression that needs to be focused.
- If asked about Gurusk'ka, he will look suspiciously at the characters. He will admit to having once been a

prisoner of those mines, but is not willing to discuss it further.

- If asked about the Cult of the Chain, he will move in close to the party such that his own companions cannot hear them and ask where they heard such a thing. If the party gives him an answer that he believes is the truth (either by telling the truth or by making an opposed Bluff check against his Sense Motive (+2)), he will accept it and quietly admit that he is a member of the Cult. If he thinks that the party is lying, he will deny it flatly.

If the party asks Rerrsk for information on the Gurusk'ka mines, he will initially refuse.

"If you asking about Gurusk'ka, that mean you or someone you know planning something. If found out I helped, me done for."

However, if a member of the party can succeed on a Diplomacy check (DC 20; +5 to the check if he's already admitted being a Cultist of the Chain), the party can turn him around – for a price.

"Well, we settle old way. Wholk need match. We going to have him fight screaming dog-things, but they spook audience, send them running. If one of you fight Wholk in ring, win or lose, I give information."

Assuming that one of the PCs agrees:

"Ok, I have one of my men take you down to pit in minute – you let him know what kind of weapon you need and he get for you."

The rules simple. One, put up good show...most important. Two, no magic, not you, not friends. If you got trinket make you Hextor, you no turn on. Fight honest.

This not to death. Go for blood, but knock out before kill.

This melee. No bows, no throwing star things, this is fists, swords, axes."

Rerrsk looks at you seriously. "You ready? Ok."

If none of the PC's agrees to the fight, they are at an impasse. Rerrsk will not give up the information without the fight, as it seems like a perfectly fair trade to him (especially as he didn't put the condition that the party fighter had to win the fight).

Once the fighter is ready, Rerrsk's assistant will take them down to the pit. The assistant will request that the fighter please exchange any magical armor or weapons

for masterwork ones (which the assistant will provide) for the fight. Continue to In The Pit.

Locker Room

For portions of this encounter, the party will be split. Try to divide the time between the members of the party evenly, so that everyone is able to participate.

"Descending down the stairs, the half-orc escorts you down a side corridor. Passing what seem to be servants and other fighters, you eventually reach a landing where the guide pauses."

"Ok, I take fighter down to pit. Rest of you get seats on this level. Take whatever bench seat you want, no go up to next tier. Fights start in half hour. You friend in second or third bout most likely."

With that, the half-orc waves you off and escorts your companion further down the stairs."

For the Fighter:

Continuing down, the smell of sweat begins to fill your nostrils. Shortly, the stairs end and the corridor opens into a large room occupied by a half dozen men and women of various races. Most are wearing only tunics and breeches, although some have begun the arduous process of armoring themselves.

A rather homely looking man with an oddly swollen face looks up at you, while a dark skinned woman curls her lip in disgust at your appearance. Your guide stops next to an empty chest and fishes out a heavy iron key which he hands to you.

"You place items you don't want or shouldn't have here. It safe, that only key for chest. Good weapons and armor are in that room over there," he says gesturing to an open door. "You get what you need from there. Remember, no magic."

"You do good, me think," the guide smiles. "Me go get you signed up and you fight soon. Should be lots of fun."

With that the half-orc disappears back up the stairs."

Sitting on the bench next to where the PC has been left is a hobgoblin, Wholk. One of the gladiators, he is also a student of Rerrsk.

APL 4 (EL 5)

➤ **Wholk, male Hobgoblin Ftr4:** hp 30; see Appendix II.

APL 6 (EL 7)

➤ **Wholk, male Hobgoblin Ftr5/Gldtr1:** hp 45; see Appendix III.

Wholk is already fully armored and is resting his head back against the wall trying to meditate. He is not having a lot of luck and will welcome any distraction that can pull him from his failed exercise.

- For a hobgoblin, he is relatively friendly. His training under Rerrsk has endeared him to the camaraderie of arms and although he doesn't get along with all of the other gladiators, he treats them with respect.
- He is proud of his role as Rerrsk's student and will get defensive at any suggestion that his master is less than a champion.
- If the fighter seems at all interested in Rerrsk, Wholk will regale him with stories (some fabricated, but many real) involving arena duels that the orc has participated in.
- If the fighter suggests that he would like to meet Rerrsk, Wholk will happily offer to introduce them after the matches.
- Wholk will be curious as to the fighter's skill and will ask questions. If the fighter is skilled in and uses a spiked chain, he will be doubly curious, trading notes on style and technique.

In addition to Wholk, there are several other gladiators in the waiting room. Most are ill inclined to talk, but some are willing.

Olaf the Swollen: This unfortunate man has been bitten, stung, poked, prodded, and struck by just about every venomous weapon on Oerth and somehow lived. Unfortunately, he is now perpetually swollen from the poisons and his speech is unintelligibly slurred. He will happily talk at anyone who seems willing to listen, but he is simply impossible to understand.

Larissa, Queen of the Pits: Originally from the Amedio Jungle, Larissa is popular in the arena for both her skill and her beauty. Unfortunately, she has a toxic personality and no one can tolerate her for long.

Bok: A gnome, this short hairy fellow seems like he has long lost his sanity. He sits in a corner in ratty flea worn leather running a short sword up and down a leather strap. His eyes are glazed over and a bit of droll runs down his chin.

The fighter will have some time to converse with Wholk and the other gladiators, before an armored orc comes in and calls for Olaf. The swollen man will waddle off for the first fight. Shortly there after, another orc will come in and call for both Wholk and the PC.

For the rest of the party:

Passing through the doorway, you enter a large chamber carved from the stone of the plateau. Nearly

a hundred feet across, the chamber has a high domed ceiling decorated with murals of bloody combat, between knights, warriors, gladiators, and beasts. The flicking light of floating red orbs has the effect of making the copious amount of blood on the murals seem to be still moist and flowing.

The rest of the chamber is an inverted circular ziggurat at which you are at the second lowest level. Above you can see a tier of balconied seats, below a combat ring closed off by high walls and portcullis gates.

Standing just inside the doorway, two armored bugbears stand ready watching as the audience slowly filters into the arena, sitting on long wooden benches facing down into the pit.

Once seated, the characters will have more opportunity to look around. The arena has room to seat nearly three hundred in the audience, with the seats on this level consisting entirely of benches, with signs that the fights from the arena floor have occasionally extended into this tier, as the floor and benches are stained with blood in many places. The level above is divided into private balconies.

The arena floor itself is roughly forty feet in diameter with a four yard wall blocking it off from the rest of the arena. Leading into the floor are four passage, currently all blocked by lowered portcullis.

The audience is slowly filtering in, some having arrived earlier than the party (most sitting in the same area as the party). The audience seems mostly to be officers and other soldiers within Cranzer's army. Most pay little attention to the party, as they are used to seeing a variety of faces in the gallery. However, if there are any elves in the party, the party will sense animosity from many of the officers towards the elves.

By the time the party has been seated for nearly a half-hour, most of the arena will be filled.

The glowing orbs near the arena floor begin to brighten as the ones near the ceiling dim. A silence passes over the crowd in anticipation of the coming fights.

From above, a large and ancient orc descends, followed by a small entourage of followers. Dressed in finery uncommon for his race, he moves with confidence. Taking your eyes away you notice that most of the crowd has noticed the orcs arrival and murmurs pass thru the crowd.

Characters making a Listen check (DC 10) can catch "Is it him?", "I think it's him", and "That's Rerrsk?" being muttered in the crowd.

Pausing for a moment as his companions seat themselves in one of the balconies, the orc looks over the crowd.

"Welcome Grand Arena!" he bellows to the audience. "Tonight, we have many fight for you, with skilled warriors, mighty gladiators, and cunning predators."

"Please remember, this test of skill. Magic no allowed in arena. If audience use magic, they thrown into Rift Canyon. Captain Harren request his staff behave, he no want to get corpses for reanimation."

While the crowd roars with laughter, the orc pauses turning to look at his companions. After the laughter has died down, he continues. "First match tonight, is classic - man versus beast. Captured at edge of Fellreev, the beast is why that forest should be burnt to ground. Man is regular in arena, famous for suffering from every poison in world. I present - Olaf the Swollen and Terror of Fellreev!"

The crowd cheers as two portcullises are raised and a rather pudgy man in armor stumbles out to face a massive brown spider that quickly scrambles onto the arena floor.

The first fight stretches out a bit as Olaf fends off the spider. Although he is bitten six times by the beast, he finally manages to kill the beast.

"Congratulations to Olaf for his one hundred and twenty third poisoning," the orc shouts from the balcony above. Raising his goblet, he toasts "May he survive a hundred more!" With that the crowd cheers with laughter.

"And now, for something completely different. Six kobolds and a carrion crawler!"

The second match is more for comic relief as six kobolds face off against a carrion crawler. By the time the soldiers with longswords arrive to herd the carrion crawler away, all of the kobold lay frozen on the floor.

After the second match, continue to In the Pit

In the Pit

For the party members in the audience:

Rerrsk moves to the front of his balcony, obviously eager for the next bout. He smiles broadly as he extends his arms wide.

"Now for your pleasure, something that should be far more entertaining. My own protégé, an artist of the chain, dancer of the arena floor will face off against a (man/woman) for whom I simply have no words to express. I give you Wholk and (name of PC fighter)!!"

For the fighter:

An orc enters the waiting room through an archway on the far side of the room. "Me need Wholk and (name of PC fighter). Your turn."

The hobgoblin next to you turns and smiles, his teeth sharp in the lantern light. "Showtime."

APL 4 (EL 5)

☛ **Wholk, male Hobgoblin Ftr4:** hp 30; see Appendix II.

APL 6 (EL 7)

☛ **Wholk, male Hobgoblin Ftr5/Gldtr1:** hp 45; see Appendix III.

Running the Fight:

The arena floor is a circular chamber 40 feet in diameter with twelve foot high walls. The combatants will begin on opposite sides of the chamber and start with a normal initiative (no surprise round).

In this combat, it is unlikely that the PC will be killed. The most likely way it could happen is if the PC is nearly unconscious and Wholk manages to score a critical hit. If it happens, so be it... the life of a pit fighter is harsh. But aside from a critical, the PC should survive.

There are several adepts on hand (both in the audience and behind hidden panels) with detect magic active. They are scanning the arena floor to ensure that there is no magic on the combatants, as well as the audience to check for casters.

(For the sake of this combat, if the fighter has an active curse or other effect that would normally radiate as magic, ignore it.)

If the party attempts to cast any spells during the duel, allow the adepts to make a Spellcraft check (+10) to identify the spell. If an adept identifies a spellcaster, refer to Troubleshooting below.

If a spell is cast on the combatants, an area *dispel magic* will be cast on the arena the beginning of the following round (Caster Level 8).

Tactics:

Wholk will fight defensively, choosing to bolster his AC and count on luck to hit and damage his opponent. On the first round, he will use his Intimidate skill to attempt to demoralize his opponent before moving in to attack, and when possible he will feint before attacking.

If he staggers an opponent, his will attempt to subdue his opponent on the following round to knock them unconscious. If staggered himself, he will try an all-or-nothing last attack, rather than be knocked down.

Wrapping Up:

Once the fight is over (win or lose), adepts will come onto the floor to haul the body of the loser away while the victor will be escorted out by an attractive young member of the opposite sex. If the PC fighter has been knocked unconscious, an adept will administer enough healing to bring them to 1 hp.

Continue to Encounter Eleven: Doh!

Troubleshooting:

Foolish characters may attempt to do all sorts of mischief while in the Grand Arena. Unfortunately, this is neither the time nor the place.

Characters caught casting will be approached by six bruisers (use the Bruiser's stats for that APL). They will attempt to apprehend the caster, haul them out to the bridge leading into the city and toss them into the Rift.

Characters that assault arena staff (including the bruisers above) will be swarmed by soldiers...there are nearly 300 in the chamber. The characters will be taken prisoner and held for 8 TU. Characters that are also Wanted! and captured in this particular case are instead executed.

Encounter Eleven: Doh!

If the party arranged the fight thru Tork and Wholk died during the arena fight, Rerrsk will introduce himself to the party during this encounter.

If Wholk is alive:

Following the arena bout, your companions were allowed to meet you in a victory hall outside the arena. Sparsely decorated, but lavishly catered, the tables of the hall are filled with a variety of meats, cheeses, and ales.

Wholk is in good spirits after the match and is happily chewing on a bit of spiced meat. He looks up and smiles as Rerrsk arrives through another doorway and steps forward to shake the hand of his student.

If Wholk won:

"Well fought, you done me proud again," the orc beams. "But me never doubts your ability."

Turning to (PC fighter), Rerrsk smiles. "You do well. Maybe future for you after you get beat on few more times."

If the PC won:

"Well fought, though you need spend more time in practice before you fight in arena again," the orc frowns. "Still, you do well against unknown opponent."

Turning to (PC fighter), Rerrsk lightens. "You surprise me. Me not expect you to beat my student, but you fight well. You get trophy." Rerrsk produces a copper tankard that contains a small skin. "Normally, I say drink up, but in you line of work, you probably should save."

The flask contains a *potion of good hope* (at APL 4) or a *potion of barkskin +5* (at APL 6). Rerrsk is vaguely aware of what each potion does and can describe their effects.

If Wholk was killed:

Following the arena bout, your companions were allowed to meet you in a victory hall outside the arena. Sparsely decorated, but lavishly catered, the tables of the hall are filled with a variety of meats, cheeses, and ales.

After a few moments, Rerrsk arrives through another doorway and moves to greet you, a sullen expression on his face.

"Life of pit fighter often short, but he fought well as did you. I congratulate you on your victory, though I wish it not end my student's life."

At this point, the party is free to talk to Rerrsk and Wholk. For parties that already bargained with Rerrsk for the information on Gurusk'ka he will offer to transcribe a map of what he remembers as well as the location and number of guard posts for the mines. He doesn't have immediate access to ink or paper, but the party can easily think to let him write on the scroll that Otello provided them.

If the party had not spoken to Rerrsk prior to this, they can ask him about Gurusk'ka and the Cult of the Chain. As they are in private, he will admit to both having been a captive in Gurusk'ka and to being a member of the Cult. If asked to provide information regarding the mines, he will do so freely if Wholk is still alive (as a victory reward if the party's fighter won, as a concession prize if Wholk won). If Wholk died, he will be hesitant to do so, although a Diplomacy check (DC 20, +5 circumstance bonus if the party says something about "doing a bit of good in Wholk's memory") will turn him around.

The map and information provided by Rerrsk is detailed in Player's Handout I. The main thing that the party may note is that the mines are only a day and a half away from Riftcrag.

Rerrsk will play a good host for the remainder of the night, inviting the party upstairs to the Black Lodge (after allowing them to reclaim their equipment from the doorman), where celebration will continue long into the night.

If the party thinks to destroy the scroll once they are done getting Rerrsk's information, continue on to The Next Morning. Otherwise, sometime during the evening a patrol of soldiers enters the Black Lodge and begins a spot search of all the patrons. Allow the PC's an Intelligence check (DC 10) to remember that they can't risk the scroll being found and that they were instructed to destroy it. If they act quickly they can destroy the scroll using a candle on one of the tables without being noticed. The soldiers will search a few patrons and then haul one screaming into the night.

The goal is to have the PC's choose to destroy the scroll. If they don't and insist on keeping it, let them. However, it will have consequences.

The Next Morning

When the party is finally ready to go to bed, the orc will have arranged for rooms for party to sleep in.

When you awaken the next morning, you find that you are fairly certain that the sun should be shot from the sky and the earth should stop shaking quite so much. Feeling the effects of a long night of celebration at the hands of an orc with the capacity to out drink all but a few dwarves, you shakily wander down to the common room of the Black Lodge to try and get something besides ale in your stomach.

Slowly over the morning, your companions make their way downstairs as well, and you sit together making your way through breakfast. You begin talking about your preparations to get back to the Tangles, when an exhausted looking man stumbles into the tavern and to a table near the door.

The bartender steps out from behind the counter, wiping his hands on a rag. "Hey, Otis, normally don't see you in here this time of morning. Ya need me to bring you some food or something?"

"Yeah, I'd appreciate that. I was up last night unpacking crates for that patrol that moved thru to Gurusk'ka. They were in a rush, so they just sort of dropped off their spare cargo."

"Damn soldiers," the bartender mutters. "Just no respect for working joes, sometimes."

The party should realize that the patrol may reach the mines before the Trithereonites have completed their mission. Assuming that the party destroyed the scroll, they have no way to warn the priests of the incoming patrol.

Hopefully the players will try and figure out if they can beat the patrol to the mines. As a DM, feel free to suggest that if the patrol traveled overnight, they may very well have had to rest during the day and that it may be possible for the party to catch up to or pass the patrol

before they reach the mines (especially since the party has horses). If anyone thinks to ask Otis about the patrol he can confirm that it was about thirty footmen, with a few carts of supplies.

If the party chooses to try and pursue or pass the patrol, continue to Encounter Twelve. If they kept the scroll and send a warning message, go to Conclusion C. If they choose not to pursue the patrol and return to the Tangles, go to Conclusion D.

Encounter Twelve: Bugs in the System

Your flight from Riftcrag was much swifter than your entrance. Little attention was paid to those leaving the fortress and in a matter of minutes you had recovered your horses from where you had stabled them outside the city.

After a few minutes preparing your mounts, you were ready for your trek into the Barrens.

Gurusk'ka is twenty four miles away, west along the edge of the Rift Canyon. By the time the party sets off, the patrol is twelve miles away from Riftcrag, with twelve miles to go. They are currently resting and will not begin moving until four hours after the party has begun their pursuit, at a speed of 1.5 miles per hour. They will arrive at Gurusk'ka in twelve hours.

Below is how quickly the party can catch up to the patrol based on their speed:

- Slower than 30 ft. / rd.: The party will not catch the patrol in time. Go to Conclusion E.
- 30 ft. / rd.: 9 hours (2.25mph)
- 35 ft. / rd.: 6 hours (2.625mph)
- 40 ft. / rd.: 4 hours (3mph)
- 50 ft. / rd.: 3 hours (3.75mph)

Assuming the party catches up to the patrol, read the following:

You have spent the last several hours riding hard thru the crevices of the Rift Barrens, a furious attempt to prevent the enemy patrol from surprising your allies at the Gurusk'ka mines.

For a moment you cannot hear over the beating of your heart in your ears, but now you recognize the sounds of battle echoing off the canyon walls. The screams of men and horses greet you as you and your companions crest a narrow rise and look down upon a grisly sight.

Below, you can see what you assume is the patrol that you have been in pursuit of. The black garbed

soldiers move frantically about their carts, locked in battle with a dozen large insect-like creatures. The bodies of several soldiers and one of the insects lay on the ground, while one of the creatures disappears into one of many tunnels burrowed into the side of the canyon walls.

As you watch, another of the insects falls, spears digging deep into its side although at this moment, you cannot be sure which side will be victorious.

When the party arrives, neither the ankhegs nor the soldiers are aware of their presence. Currently the party is eighty feet away down a forty foot wide canyon. There are nine ankhegs and twenty hobgoblins scattered in an area sixty feet long and forty feet wide.

The party has several choices:

Attempt to circle around the patrol and continue on to the mines: The party will be able to escape the notice of the combatants easily enough. Continue on to Encounter Thirteen, but do not award experience for preventing the patrol from reaching the mines.

Attack the Soldiers: The party can choose to attack the soldiers. As soon as the party is identified as a threat, five soldiers will break free of the combat with the ankhegs and rush the party (starting with the soldiers attacked).

APL 4 (EL 7)

➤ **Hobgoblin Soldier; hobgoblin Ftr2 (5):** hp: 15; see Appendix II.

APL 6 (EL 8)

➤ **Hobgoblin Soldier; hobgoblin Ftr3 (5):** hp: 22; see Appendix III.

If the party defeats the hobgoblins, by the time they are done, the last of the ankhegs will be hauling their victims into their burrows. A quick search of the bodies will reveal a message for the patrol to make their way to Gursk'ka to meet up with a larger force that will arrive in two days. The party can continue on unimpeded to Encounter Thirteen.

Attack the Ankhegs: The party can choose to attack the ankhegs. As soon as the party is identified as a threat, three ankhegs break free of the combat and rush the party (starting with the ankhegs attacked).

APL 4 (EL 6)

➤ **Ankheg (3):** hp 28; see Monster Manual p.14.

APL 6 (EL 8)

➤ **Advanced Ankheg (3):** hp 72; see Appendix III.

If the party defeats the ankhegs, by the time they are done, the hobgoblins will be finishing off the last of the ankhegs.

The commander of the patrol will call the party over to parlay. A large hobgoblin, he will thank the party for their assistance to the Empire, while he barks orders for his men to return to Riftcrag. He will grumble about missing his rendezvous, and if the party asks, he will mention that his patrol was supposed to meet up with another force in two days at the mines.

After seeing the patrol off, the party can continue unimpeded to Encounter Thirteen.

Attack Everything: Foolish, foolish players. The most likely way this will happen is if the party throws a fireball or other big area effect spell into the combat.

Both a group of hobgoblins and a group of Ankhegs will rush towards the party (starting with the creatures attacked). The two groups do not work together and after the party is initially engaged, they will attack each other should opportunity arise.

By the time both groups are defeated (assuming the players survive), they will see one or two hobgoblins fleeing into the barrens while the last ankheg hauls a corpse into its burrow. A quick search of the bodies will reveal a message for the patrol to make their way to Gursk'ka to meet up with a larger force that will arrive in two days. The party can continue on unimpeded to Encounter Thirteen.

If the party attacks either side while the battle is still occurring, following the battle they will be able to locate a small treasure. Near the Ankheg's burrows is the skeletal remains of a horse wearing intricately crafted horseshoes (horseshoes of the zephyr). If the party attempts to bypass the battle or waits it out (see below), they will not locate the horseshoes.

Wait It Out: If the party decides to wait and see which side is victorious before attacking, the Ankheg's will narrowly defeat the patrol leaving only three surviving Ankhegs left. Left alone the creatures will each drag a body off, burrowing into the canyon face. If the party attacks the survivors, the weakened creatures will flee at the first opportunity. The message regarding the patrol's rendezvous is on the body of one of the hobgoblins that was dragged off into the burrows (Fortune favors the bold) so the party will lose that bit of information. Continue to Encounter Thirteen.

Encounter Thirteen: Just in Time

You press on towards Gurusk'ka, hoping to meet up with the Moskol and his forces following their assault. As dusk nears, you see smoke rising in the distance and spur your horses faster.

After several minutes, the canyons flatten out into a low plain that extends out towards the edge of the Rift Canyon, just on the edge of your view. Below, you can see the mine as several long rents have been torn in the earth, exposing Beory's secrets to the sky.

You see tents below as well as a larger pavilion, to which soldiers seem to be helping smaller figures make their way to. Above the pavilion, a green banner flies showing the Earl's coat of arms.

Several horsemen, wearing the green and white tabards gallop from the mines towards you, their weapons at the ready. As they near you, the leader, a soldier you recognize from the Earl's Court, calls for the men to halt near you.

"Greetings, friends. Today we are victorious and the Houndmaster reunited with his hound. I must admit, I am surprised to see you here. Were you not told to return to the wood?"

The soldier (Yuln) will ask what news the party brings.

If this is the premier of the scenario at Owlcon 2004, continue on to Conclusion A – Premier.

If the party learned of the incoming force during Encounter Twelve and this is being played after Owlcon 2004, continue to Conclusion A.

If the party did not learn of the incoming force, continue to Conclusion B.

Round Two – APL 8-10

This section continues the scenario for higher level parties playing at APL 8 or 10. If the party is APL 6 or lower, continue with the previous section beginning with Encounter Eight: Chain Letters.

Encounter Fourteen: Scouting Report

Your night in the Earl's Court is peaceful and uninterrupted. Awaking in the morning, you find that the halls of the tower ring with the sounds of activity and looking from the door of your bed chamber, you see the source.

Men and women of all ages hustle down the corridors, fastening the clasps and buckles of their armor as they make their way to the grand stairwell that descends to the heart of the tower. As the last of them disappear below, a young man wearing a page's tunic approaches.

"Morning, m'lord. The Earl requests that you ready yourself and please attend him in the great hall as soon as you are able. He urges your expediency."

With that the page continues on towards the chamber doors of your companions.

Allow the players to make any arrangements they wish. There is enough time to prepare spells, but anything longer than that will earn another visit from the page who will request the character's immediate presence in the great hall.

Descending into the great hall, you see a patrol of soldiers departing thru the portcullis leading outside.

Remaining in the chamber are a dozen men, most soldiers, but two stand apart.

Tarren Moskol sits at the head table, a cleared breakfast plate in front of him. Unlike last night, he is armored and marked with a green surcoat bearing the crest of the Tangles. Jayke rests peacefully next to his legs.

Next to him is a hawkish looking Oeridian man. By his appearance, he looks to be nearly to his fiftieth winter, with long peppered grey hair and a full mustache. While he is armored similarly to the Earl, the Oeridian bears a broad amulet across his chest marked with the symbol of Trithereon.

"Friends, thank you for coming so quickly," Tarren begins. "This is Elder Chaplain Otolle, priest of the Summoner and my greatest ally here in the Tangles. He and his priests have been in seclusion all night too learn what they could of the fate of the lost hound, Lenard."

The priest stands and nods to you, clearing his throat before speaking. "Due to the blessings of the Summoner, we have been able to learn the location of the Houndmaster. He is being held in the Gurusk'ka slave mine on the edge of the Rift. It is one of the largest silver mines in Cranzer's grasp and the most fortified. By our estimates there are nearly two hundred prisoners kept there guarded by dozens of elite hobgoblin soldiers, priests, and bugbears."

The Elder Chaplain pauses for a moment, his eyes raised to the ceiling in thought. "There is little intelligence regarding the mines. From what we can determine, much of the stone is lined with lead and prevents us from scrying the depths of the mine. Without meaningful information regarding the layout of the mines and the dispersion of the guards, any attempt at a rescue will fail."

Tarren interrupts momentarily. "Earlier this morning, I dispatched a group of adventurers much like you on a mission to attempt to gain more information regarding the mine. I expect it will be several days before they are able to provide us with any meaningful information, but there will be plenty to do in the meanwhile."

Otolle continues, "We have dispatched riders to call to arms our hidden allies as well as to put to task those whom we have provided aid in the past. In the next few days, we shall gather a small army to our banner and ride on Gurusk'ka. We," the priest nods at the Earl, "request your assistance in this task, as we need strong arms and brave hearts such as yours if we are to succeed in this mission."

At this point, the party is free to accept or refuse the mission, or to ask further questions of the Priest or the Earl. If the party refuses the mission, the Earl will ask them to reconsider once, but will accept their choice afterwards, offering them the hospitality of his Court until the following morning, when they will need to depart.

Below is a collection of information that Otolle and Tarren can provide the party if asked. Keep in mind that neither man has much information regarding Gurusk'ka at this point in time.

Where is Gurusk'ka?

Gurusk'ka is located on the edge of the Rift Canyon nearly halfway between the Wyrmcrawl Fissure and Riftcrag. The mine is a series of tunnels dug into a shallow canyon that empties into the Rift proper.

What kind of forces are at Gurusk'ka?

The main body of troops at Gurusk'ka is believed to be hobgoblin, as that is what is most frequently seen

traveling to and from the area. However, it is certainly possible that other forces could have been transported there by less mundane means, so we need to expect anything.

Who commands Gurusk'ka?

That is unknown. Prior to Lenard's capture, we had not expended resources gathering information on the mines and have not determined who is in charge of the pits.

What kind of mine is Gurusk'ka?

Gurusk'ka is believed to be one of the largest active silver mines on the Rift. It is largely due to the production of Gurusk'ka that the recent disappearances of silver caravans in Cranzer's realm have not impacted his tithes to Dorakaa. However, we can be certain that the Boneheart will not allow the mine to be captured or held by an enemy force...and we have no intention of being held in siege by him or his forces.

What sort of forces are the Earl / Trithereonites bringing to the battle?

Both Lord Moskol and Elder Chaplain Otolle will be present at the assault. The Chaplain is leading a dozen priests, while Lord Moskol is bringing a patrol of cavalry and two score archers. In addition, they expect to pick up another score or so of other allies on route to the mine. In all they expect about a hundred men...the most they can have and still expect the assault to maintain any secrecy.

What will the party's role be in the assault?

At the present, unknown. What role the party might have largely depends on the results of the scouting mission.

Will the party be rewarded for their assistance?

Otolle will be frustrated by any request for reward, but the Earl will ensure that the adventurers will get a share of the spoils of war as well as some measure of compensation from himself.

Once the party has asked their questions, Moskol will invite them to eat their breakfast then prepare to ride. It will take several days to reach Gurusk'ka and he wants to be in position as soon as possible.

Continue to Encounter Fifteen: A Message in the Night.

Troubleshooting

The main problem could be that the party does not wish to participate in the assault. Both the Earl and the Elder Chaplain will attempt to convince them to join them (the

Chaplain will brow beat them about it being the right thing to do, while the Earl will make more polite attempts to sway the party), but if it is obvious that the party will not participate, they will let them leave and the adventure is over.

Encounter Fifteen: A Message in the Night

The remainder of the morning is spent in preparation for war. The Earl's Court is filled with the sounds of soldiers preparing to march, while servants hustle throughout the tower delivering supplies to the barracks and stables. By noon the Earl has gathered his forces outside the Court – sixty men and women armed and bearing the green tabards of the Tangles.

Moskol nods to a captain who raises a horn to his lips, sounding the call to march. As one the force turns and moves south into the forest.

Moskol will march the force the remainder of the day and into the evening, resting within the Tangles. The force will reach the southern border of the Tangles on the second day, crossing into the Rift Barrens and traveling cross-country. Progress in the Barrens is slow as much of the terrain is broken, but the speed is acceptable to Tarren as it will allow the scouts time to gather their information on the mines as well as covering their tracks to prevent the enemy from detecting their advance.

Travel continues for two more days (a total of four nights passing since the army left the Earl's Court). Each night the army makes a cold camp and sets out several sentinels to watch for predators or enemy patrols. The PC's are welcome to set any watches they wish, but will not be scheduled as part of the Earl's forces. The nights pass uneventfully, until the final night...

Read or paraphrase the following (depending on whether the party has someone on watch or not):

Late that night you are roused by a loud whisper at the entrance to your tent. "Pardon, but Lord Moskol wishes your attendance in his tent. The report has arrived."

Once the party has risen and made their way to Moskol's tent, continue:

Entering the Earl's tent, you are surprised to see only Tarren – there is no sign of any scouts. However, in front of him on a folding table is spread a large roll of parchment marked with a crude map. As you watch, you see additional details added to the map as if by some invisible pen.

"I hoped that he would be able to help...I just didn't know that he would remember so much,"

Tarren smiles. "The scouts were sent to get information from a former captive of the mines. That is his hand writing on a sister to this page, hundreds of miles from here. He certainly has an eye for detail."

"As you can see, there are actually several mines clustered together in the canyon...here, here, here and here," he gestures at locations on the map as he speaks. "Each of these will have a number of slaves and guards, which will have to be taken care of. In addition, there is a separate tunnel complex, here, that seems to house the overseer and some of the guard barracks."

"What I intend is to send my foot soldiers along with a number of the mercenaries into each of the mines. The cavalry will take control of the canyon basin and prevent any of the enemy from moving between the mines on the surface, while helping to get the freed slaves to the clerics. What I would like for your group to do is to enter the overseer's caverns.

Quite frankly, you have a level of competence that is above my soldiers and I believe I can count on you to succeed in this. Also, I would like to send you slightly in advance of the rest of the forces, to get in and prevent the overseer from rallying the guards or alerting Riftcrag. What say you?"

Refer to Player Handout I for the contents of the scouting report.

Tarren hopes that the party will simply accept his proposal; however, he is willing to discuss it further if they have concerns. His initial plan is as follows:

The attack will begin before dawn with squads of archers moving onto the sentinel towers and removing the guards. Once the towers have been removed, the body of the infantry force will take up positions along the ridgeline surrounding the mines.

As the forces move into position, the adventurer's will move along the Rift towards the ridge. Tarren has a high level divine scroll of *dimension door* (18th level caster) that a PC with the Travel domain can use or he can send an allied priest of Fharlanghn to use the scroll for them. The scroll is powerful enough to move the party 1,120 ft. – just far enough to make it from the top of the ridge to the bottom of the canyon near the entrance of the overseer's cavern.

Once the party has entered the cavern, Tarren's forces will wait one minute – long enough for the party to get far enough inside that the sounds of combat from outside shouldn't penetrate the caverns. After the minute is up, infantry will descend the canyon walls and begin the assault on the other mines.

The party's primary goal will be to find and eliminate the overseer. Moskol is convinced that the overseer is

likely to be a spellcaster and may possess some ability to contact Riftcrag for help. He hopes that whatever blocked the Trithereonites attempts to scry may also prevent any magical attempts to call for help inside the caverns. (Tarren has no magical training and is making a false assumption regarding this.)

The secondary goal will be to free any captives held within the caverns and get them to the surface. Once the bulk of the Earl's forces have entered the caves, the cavalry including Otolle's clergy will descend into the canyon and set up a field hospital to begin treating the slaves as they are brought out of the mines as well as any wounded soldiers.

Once the party is detailed on the plan, continue to Encounter Sixteen.

Troubleshooting

The PC's may not like the role that Tarren has decided for them. If they protest or suggest a course of action that widely differs from the Earl's, he is willing to listen and may adapt to their suggestions (if they are reasonable). However, alternate plans are outside the scope of the scenario and will require the DM to freeform the scenario from this point on.

If the party wants to be part of the attack on one of the other mines instead, use the rough maps from Player Handout I to create the mine and populate it with hobgoblin soldiers appropriate to the APL from Encounter 16. The party can get experience for defeating one group of hobgoblins, but will lose out on the experience for facing Sjern. In addition, the group of soldiers sent into the Overseer's caverns will not successfully rescue Lenard before Sjern kills him, preventing the party from receiving the experience for rescuing the Houndmaster or receiving his Favor.

Encounter Sixteen: Down the Hole

Shortly before dawn, you and your companions join the shadowy forms moving out of your campsite towards the canyon to the east. Moskol's men are well trained...if you didn't know to look for them, you doubt you could see them. However, after a few moments, you break from the rest of the troops slowly making their way to the mines and head further south to the edge of the Rift Canyon.

You scamper across the ground quietly along the rift, your eyes flickering towards the low wooden tower that rises over a rocky pinnacle to the north. Suddenly, the top of the tower disappears in an orb of inky black while a humanoid shape plummets out of the darkness to crash silently at the base of the

structure. A few seconds later, the orb disappears and a dim flickering light shines briefly in your direction, signaling your attack.

Looking over the ridge, you see the barren rock of the Gurusk'ka mines. To the north, you can see wagons loaded with ore and pens containing the mules and horses used to move the silver laden rocks. In the waning darkness, you can make out the faint outlines of the mine entrances along the base of the canyon, as well as the cleft below where the overseer's caves reside. Patrols of hobgoblins move throughout the canyon, lighting the rock with lanterns and torches wary for escaping slaves, but with little attention paid to the rocks above them.

Pulling out the scroll, you nod quietly at your companions before focusing on your target. Reaching your hands out and making contact, you read the divine script. For a second there is nothingness, then light, and then you find yourselves outside a dark cavern with the crescent moon above you.

For drama's sake, assume that the PC's (or the NPC cleric of Fharlanghn) are able to successfully make their caster check to use the scroll of *dimension door*.

The Tunnel:

The walls of the cavern are roughly hewn stone. Unless noted otherwise, the ceilings are only about 8 feet tall (which will most likely prevent the use of *Enlarge Person*). The cavern floors are uneven and covered in loose rubble (consider the floors to be lightly obstructed for purposes of *Tumble* checks, but it is not sufficient to prevent charging or otherwise hamper movement).

The Trap:

The main tunnel is illuminated by magically glowing brass globes that are fastened to the ceiling by chains (the globes are indicated on the maps by grey dots surrounded by a lighter grey area). The globes serve two purposes – to illuminate and also to protect the overseer from any potential slave revolt.

In the hobgoblin barracks, there is a manual trigger (the T on the map) for the globes which can activate or deactivate them. In addition, the bars which block access to the Sjern's Lair have a touch trigger on them. (The bars are welded in place and not intended to provide a means of passage).

☠ **Iron Bars:** 1 in. thick; hardness 10; hp 30; AC 5; Break DC 24.

Once activated, the globes slide along the chains until they are 20' from the adjacent globe. The jarring

motion awakens an immature shocker lizard contained in each of the globes causing it to use a weakened version of its shock attack. The brass globes and chains transfer the electrical current, allowing the creatures to act as though they are all within 20' of each other.

The area of effect of the shock attack is indicated on the map by the grey area surrounding the globes. The lizards will use their attack for two rounds before calming down. If the trap is manually reset (using the switch in the barracks), or the globes attacked (see below) the lizards will attack again.

↗ **Shocker Lizard Trap:** CR 7; mechanical; location trigger; manual reset; 20' area effect, 12d8 non-lethal electricity damage; Ref save half damage (DC 16); Search (DC 24); Disable Device (DC 24).

Disabling requires the rogue to move into the area of effect of the trap to cut the chain between the cages. Less finessed parties may simply want to destroy the globes. Destroying the globe will kill the shocker lizard inside and reduce the trap damage by 2d8 per globe destroyed. Destroying a globe will also make enough noise to alert the hobgoblins and Sjern to the intruder's presence.

☠ **Shock Globes:** Hardness 5; hp 5.

Once the trap has been triggered, the hobgoblins will wait for two rounds before disabling the trap. Two will go to the barred tunnel and look for victims, while another two will move to the front entrance. If there is any sign of movement, the guards will retreat and activate the trap again.

The Guards:

The barracks house the guards responsible for the protection of the overseer, as well as those hobgoblins that supervise the work of the mines. Currently there are ten hobgoblins in the barracks, five awake and five sleeping. The two nearest the entrance will be listening for intruders, but are unlikely to hear any but the loudest noises (+1 Listen check, -1 per 10 ft. of distance). Any alarm will awaken the sleeping guards and they will be able to act on the following round.

APL 8 (EL 10)

☠ **Guard, male Hobgoblin Rgr3 (10):** hp 19; see Appendix IV.

APL 10 (EL 12)

☠ **Guard, male Hobgoblin Rgr5 (10):** hp 32; see Appendix V.

The guards are at least somewhat intelligent and have a sense of tactics. If the heroes have not already set off the globe trap, the guards will use their switch activate it. They are fully aware of the boundaries and safe points in the trap and will use that information to their advantage if possible.

Once the party has gotten past the trap and guards, continue to Encounter Seventeen.

Encounter Seventeen: Silver Burns Bright

The tunnel widens into a larger cave that curves to the left, the ground steadily rising towards a throne like chair where a large canine headed humanoid rests surrounded by massive wolves. His lip curls in a snarl as he rises to his feet, a large battleaxe in his hands.

“You dare come into my den uninvited!? I shall delight in grinding your bones for Vatun’s bread.”

Sjern’s Lair is slightly bigger than the previous tunnels in the cavern. The ceiling here is between twelve to fifteen feet high, at its highest point near the center of the room.

The western end of the chamber slopes upwards (each of the contour lines is considered difficult terrain – attacking from across a contour line onto a lower foe gives a +1 higher ground bonus.)

Depending on the party’s actions in the previous encounter, Sjern may have had time to prepare for the adventurer’s arrival. His first action will be to assume his hybrid form, then begin precasting the following spells in order: *resist energy (electricity)*, *freedom of movement*, *spell immunity (ray of enfeeblement)*, *invisibility purge*. After precasting spells, he will use any potions he has available (keep in mind that any potions used will not be part of the available treasure for the scenario).

The dire wolves will be able to scent the presence of any intruders that make it into the lair (there is a draft from the outside that will carry the scents into the back of the cave). They will attempt to gang up on a single foe, ideally knocking it to the ground and tearing it apart. Once a foe has fallen, one will remain to finish it off with a final attack while the rest advance onto the next target.

Sjern will begin the combat hanging back and using his spells to either assist his wolves or to disrupt enemy spellcasters. If engaged directly or if his spells deplete, he will engage in melee. If attacked by a powerful foe, he will call for his wolves to abandon their current target to assist him instead.

APL 8 (EL 11)

☛ **Sjern, male Werewolf Clr7:** hp 74; see Appendix IV.

☛ **Advanced Dire Wolf (4):** hp 60; see Appendix IV.

APL 10 (EL 13)

☛ **Sjern, male Werewolf Lord Clr7:** hp 106; see Appendix V.

☛ **Advanced Dire Wolf (4):** hp 90; see Appendix V.

Sjern’s Laboratory

In the cave beyond his lair, Sjern has created an alchemical laboratory where he conducts his experiments. On the tables are a variety of tools and ingredients, as well as some completed draughts of nonmagical elixirs.

Two of the tables contain dissected specimens...one is a human male bearing tattoos of the Old One (the actual overseer of the mine) and the other is a hobgoblin.

Both bodies are covered with what appear to be chemical burns (a Heal check DC 20 will identify that the burns are similar to the reaction that a lycanthrope has to silver, but much more severe).

In a cage along the back wall is Sjern’s last surviving captive, Lenard. Currently unconscious, the Trithereonite is suffering from filth fever due to infected wounds and from the werewolf’s ministrations (Lenard currently has -1 hp and has suffered 10 points of Dexterity and Constitution damage). In addition, Sjern has infected Lenard with lycanthropy. A *remove disease* will prevent any further damage from the fever, however, it is too late to remove the lycanthropy. Unfortunately, with the fever and the other damage to his body, it is highly unlikely (Heal DC 35) that the party will recognize the lycanthropic infection.

Troubleshooting

The biggest problem is if the party is simply unable to make it into the cavern to rescue Lenard. Ultimately, the Earl’s soldiers will be able to come to the party’s rescue and finish off the task, but if that is necessary, the party will not receive experience for the incomplete encounters.

Sjern has no intent or ability to contact Riftcrag for assistance (as he murdered the overseer), so there is no actual time constraint.

It is unlikely that the party will discover Lenard’s lycanthropic state, and in fact, the scenario is written assuming that it remains undiscovered for the present.

Encounter Eighteen: Just in Time Redux

Resurfacing from the overseer's den with Lenard in tow, you are witness to the nearly flawless victory of the Earl's forces over Gurusk'ka. Green cloaked soldiers lead chains of hobgoblins to pens against the canyon wall, while the priests of the Summoner tend to the slaves that slowly begin to trickle out of the caverns.

Joining Moskol's men you are kept busy for the next several hours, guarding the captives, tending to the wounded, and helping gather supplies to move the refugees. However, later that day, all present are surprised by the arrival of a band of horsemen that break into the encampment, heading directly towards where Moskol is speaking to one of his lieutenants.

"Milord," the horsemen coughs, obviously out of breath, "we have news from Riftcrag. An army is already en route to the mine."

"No..." Tarren mouths as he looks at the rider. "Are you certain, how can you be sure?"

"We waylaid a supply caravan on its way here, lord." The rider pauses for a moment as he draws forth a wrapped parchment which he presents to the Earl. "Their orders were to meet the army here to help resupply them upon their arrival tomorrow morning."

Tarren's eyes frantically scan the paper, but he can find no flaw. For a moment, his shoulders slump, before he finds his resolve and turns to his men.

"Get what rest you can men. Gather up the supplies, for we shall not stay the night. As soon as we are ready, we ride for the border!"

If this is the premier of the scenario at Owlcon 2004, continue on to Conclusion A – Premier.

If this is being played after Owlcon 2004, continue to Conclusion A.

Conclusion A – Premier

With word of incoming forces, the priest Otolle has begun preparations to evacuate the freed slaves as quickly as possible. Thankfully, the Earl was successful in his recruitment of other heroes to assist in the liberation of the mine and a large number of soldiers, adventurers, and swords-for-hire are present to aid the endeavor.

Tonight, you rest. Tomorrow, you fly, lest that which you have worked for is lost.

Award the PC's the Favor of the Houndmaster, the Favor of the Earl of the Tangles, and the Favor of the Elder Chaplain. The events in Dogs of War interactive may change this status.

Conclusion A

With word of the incoming forces, the priest Otolle has begun preparations to evacuate the freed slaves as quickly as possible. Thankfully, the Earl was successful in his recruitment of other heroes to assist in the liberation of the mine and a large number of soldiers, adventurers, and swords-for-hire are present to aid the endeavor.

The next several days are a frenzy, as you and your companions work to get the former captives out of the Rift Barrens. At times, you have been hustled on by the sounds of hunting horns, signs that the pursuit of your forces have begun.

For four days and nights, you continued. Many of those freed from the mines have collapsed from exhaustion, but thankfully, there are many strong arms and backs ready to carry them to freedom. In addition, the spells of the priests are dedicated to strengthening the spirit and resolve of all involved and with surprising speed you have escaped the Rift Barrens and are quickly heading across the plains towards lands formerly belonging to the Shield Lands.

On the fifth day, hope faded. The winged forms of demons crossed the horizon behind you, the silhouettes of your pursuers rapidly gaining in size and in number.

Otolle, along with several other priests and skilled adventures peeled off to engage the demons before they could reach the refugees. The Earl called upon you and others to hurry the refugees along before it was too late. As you lost sight of the rear guard, your last image was the blossom of a fireball and arcs of lightning stretched between the forces of light and dark.

By dusk of that day, there had been no word or any sign of Otolle and his champions. Some of the younger men in the Earl's command had the look of rabbits ready to flee at the sound of a branch snapping. That night the caravan rested, because if Otolle had failed, the caravan would not survive another day either by exhaustion or by the claws of demons.

With dawn came new hope. From the southwest, fifty knights wearing the black rook of the Shield Lands approached, led by a wounded and battered Otolle. Although there was a moment, a single moment where all the resentment and hatred between the Shield Lands and the Combination of Free Lords was remembered as the knights sat mounted facing the rogues and bandits that had guarded the refugees, it passed quickly. The lives of the innocent were too important for the old blood to flow on that day.

The knights along with most of Otolle's men, continued on with the refugees, taking them on to a safer life outside the Bandit Kingdoms. The Earl, his men, and many of the sell swords that had come together drifted apart, slipping away into the empty fields, back into the darkness. In time, you and your companions slipped away as well, into the shadows until next heroes are called to their duty.

The PC's earn the Favor of the Houndmaster, the Favor of the Earl of the Tangles, and the Favor of the Elder Chaplain.

Conclusion B – Counterattack

Resting following your arduous race to the mine, you have had a chance to witness the gentleness with which the Trithereonites care for the refugees. It is a strange contrast to their skill in battle, but you are certain that it is appreciated by those in need.

You camp for the night at the mines, taking advantage of the security of the extra soldiers nearby. The next morning, however, that security is shattered.

Vulture-headed demons descend into the mines while the black clad soldiers of the Old One march out of the canyons alongside the gold and black of Johrase mercenaries.

Otolle and the other priests try to rally a defense, but too many of the sell swords and adventurers that were recruited to assist in the capture of the mine are fleeing in the face of Cranzer's forces. Left with the choice of flight or facing death at the hands of the demons, even you decide that escape is the best option.

It is now a week later. You and your companions managed to escape, although you have heard that most who fought that day at Gurusk'ka were not so lucky. Otolle was able to whisk many of some survivors using his divine magic, but many more were lost. Of the slaves, there is no word of how many survived, but you cannot imagine that more than a handful lived or that any escaped. You cringe at the thought of the tortures that they must be suffering, the cost for that one day of freedom.

The PC's earn the Favor of the Houndmaster, but not the Favor of the Earl of the Tangles or the Favor of the Elder Chaplain.

Conclusion C – Warning

Your warning sent, you make your way back to the Earl's Court. The men there welcome you, but you can sense the apprehension – the Earl has not yet returned from the mines.

You wait for several days and still there is no news. Finally, on the eighth day since the warning, a messenger arrives in the Court. He reports that the Earl is safe and alive, thanks to the warning provided to him and his men. They did not escape unharmed, however, and there were many losses among both the Earl's men, the priests of Trithereon, and the rescued slaves. However, the Earl is returning with his surviving guard, as well as the Houndmaster Lenard and his companion Jayke. The refugees are being escorted out of the Combination by Otolle and his priests.

Thankful for the news, the mood of the court lightens considerably as apprehension turns to celebration. Your good deeds done, you can relax until next heroes are called for.

The PC's earn the Favor of the Earl of the Tangles and the Favor of the Houndmaster, but not the Favor of the Elder Chaplain.

Conclusion D – Tragedy

You make your way back to the Earl's Court. The men there welcome you, but you can sense the apprehension – the Earl has not yet returned from the mines.

You wait for several days and still there is no news. Finally, on the eighth day the Earl returns.

Battered and wounded, Tarren Moskol barely is able to stand. One of his soldiers, wounded, but not so gravely as his lord, supports him as the two walk

into the Court. Aides and servants come quickly, and usher them away into privacy.

The next day, you are summoned into the Court. Tarren Moskol is present, and although he still looks far from healthy, he does not look like he will fall over at any moment. However, the dark rings under his eyes reveal a deeper wound.

"Thanks to the information you provided, we were able to successfully attack the mines, with little in the way of losses to ourselves or to the slaves. Lenard was found alive," Tarren pauses, his eyes beginning to tear up. "We were certain victory was ours."

"Then the demons came. Vrocks descended from the canyon walls and starting screeching, while soldiers poured into the mines from all sides. Many of us gathered to put up a defense, to try to allow the refugees to flee, but too many of our forces were sell swords and cowards. As soon as they saw the demons, they broke and fled."

His eyes bloodshot and voice raw, the Earl continues, "We held for as long as we could. Even though he could barely stand, Lenard led a charge to try to break through the Johrase, but there was just too many. Jayke went down fighting over his master's corpse."

"I'm not quite sure why I'm even still alive. I was in the middle of what I was sure was my last stand, fighting with Cranzer's soldiers. The last thing I saw, Otolle was chanting to his god, and next thing I knew I was puking my guts out on the plains north of Alhaster. My aide, Yuln, was in a similar condition nearby."

"It took us the last six days to get back here. From what I have been told, there has been no sign of any other survivors. The mission was an utter failure."

"Why were we so foolish to even try?"

The PC's will earn the Favor of the Earl of the Tangles, but not the Favor of the Houndmaster or Favor of the Elder Chaplain.

Conclusion E – Too Late

Your race thru the canyon to catch the caravan came to an anticlimactic close as you crested a ridge and looked down on the last of the hobgoblins being thrown onto a pyre, the soldiers of the Earl's court having easily put them to death. You were welcomed into the camp and tended to briefly before the priests and soldiers returned to the care of the freed slaves.

That night, you took advantage of the security of the extra soldiers nearby to get a well deserved rest

before setting out again. The next morning, however, that security is shattered.

Vulture-headed demons descend into the mines while the black clad soldiers of the Old One march out of the canyons alongside the gold and black of Johrase mercenaries.

Otolle and the other priests try to rally a defense, but too many of the sell swords and adventurers that were recruited to assist in the capture of the mine are fleeing in the face of Cranzer's forces. Left with the choice of flight or facing death at the hands of the demons, even you decide that escape is the best option.

It is now a week later. You and your companions managed to escape, although you have heard that most who fought that day at Gurusk'ka were not so lucky. Otolle was able to whisk many of some survivors using his divine magic, but many more were lost. Of the slaves, there is no word of how many survived, but you cannot imagine that more than a handful lived or that any escaped. You cringe at the thought of the tortures that they must be suffering, the cost for that one day of freedom.

The PC's do not receive any of the Favors.

The End

Experience Point Summary

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

Encounter Two

Fend off brigands
APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL10 360 xp.

Encounter Five

Defeat the owlbeats
APL4 180 xp; APL6 210 xp; APL8 270 xp;
APL10 300 xp.

Encounter Ten

Defeat Wholk or impress Rerrsk during the fight
APL4 150 xp; APL6 210 xp.

Encounter Twelve

Prevent the patrol from reaching the mines
APL4 210 xp; APL6 240 xp.

Encounter Sixteen

Disarm / Survive Shocker Lizard trap
APL8 210 xp; APL10 210 xp.

Defeat / Incapacitate Guards

APL8 300 xp; APL10 360 xp.

Encounter Seventeen

Defeat Sjern and his pets
APL8 330 xp; APL10 390 xp.

Story Award

Warn Moskol about incoming forces:
APL4 45 xp; APL6 60 xp;

Rescue Lenard from the Mines:

APL8 75 xp; APL10 90xp.

Discretionary roleplaying award

APL4 45 xp; APL6 60 xp; APL8 75 xp;
APL10 90 xp.

Total possible experience:

APL4 960 xp; APL6 1200 xp; APL8 1500 xp;
APL10 1800 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two: Best of Breed

APL 4: L: 25 gp; C: 0 gp; M: 0 gp
APL 6: L: 292 gp; C: 0 gp; M: 0 gp
APL 8: L: 438 gp; C: 0 gp; M: 0 gp
APL 10: L: 438 gp; C: 0 gp; M: 0 gp

Encounter Eleven: Doh!

APL 4: L: 0 gp; C: 250 gp or 50 gp; M: *potion of good hope* (87 gp).

APL 6: L: 0 gp; C: 250 gp or 50 gp; M: *potion of barkskin +5* (100 gp).

Encounter Twelve: Bugs in the System

APL 4: L: 548 gp; C: 0 gp; M: *horseshoes of the zephyr* (500 gp).

APL 6: L: 548 gp; C: 0 gp; M: *horseshoes of the zephyr* (500 gp).

Encounter Sixteen: Down the Hole

APL 8: L: 718 gp; C: 0 gp; M: 0 gp
APL 10: L: 718 gp; C: 0 gp; M: 0 gp

Encounter Seventeen: Silver Burns Bright

APL 8: L: 0 gp; C: 0 gp; M: *+1 battleaxe* (192 gp), *collar of resistance +1* (4 @ 40gp each), *bracers of armor +1 of light fortification* (333 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Sjern's Fury* (861 gp), *collar of resistance +1* (4 @ 40gp each), *bracers of armor +2 of light fortification* (750 gp), *potion of barkskin +5* (100gp), *oil of greater magic weapon* (100 gp).

Total Possible Treasure

APL 4 - Total: 907 gp
APL 6 - Total: 1190 gp
APL 8 - Total: 1841 gp
APL 10 - Total: 3127 gp

Special

Spoils of War (All APL's)

The Bandit Kingdoms Regional Interactive **Dogs of War** does not count against the three scenario restriction for purchasing Frequency: Adventure items from this scenario.

Favor of the Houndmaster (All APL's)

For your assistance in rescuing him from the Rift Silver Mines, the Trithereonite priest Lenard has offered his services in training canine animal companions. When a canine (dog, wolf, dire wolf, etc...) animal companion advances sufficiently to gain a new feat, Lenard can train the animal with the Improved Scent feat from *Savage Species*. Training requires 1 TU as Lenard must work with both the character and the animal.

Improved Scent [General]

You can detect and track creatures by smell at greater distances than normal.

Prerequisite: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

Favor of the Elder Chaplain (All APL's)

For your role in furthering the good works of the Summoner, Elder Chaplain Otolle is available to cast the following spells as a 13th level Cleric for the following costs: Raise Dead (5,000 gp), Resurrection (10,000 gp), Restoration (100 gp), Greater Restoration (2,500 gp). Unless Otolle is present in the scenario in which the spell is purchased, it costs 1 TU to travel to the Tangles to receive the spell.

Favor of the Earl of the Tangles (APL 4-6 Version)

Your courage and bravery has impressed Tarren Moskol, Earl of the Tangles. In recognition of your heroic actions, you may gain one of the following benefits (check when used):

— Upgrade an existing magical weapon to a +2 enhancement bonus or with the *defending* or *merciful* special abilities.

— Upgrade an existing magical armor or shield to a +2 enhancement bonus or with the *bashing* or *shadow* special abilities.

— Regional access the following items: *lesser rod of extension*, *silversheen*, *quiver of Ehlonna*, *eyes of the eagle*.

Favor of the Earl of the Tangles (APL 8-10 Version)

Your courage and bravery has impressed Tarren Moskol, Earl of the Tangles. In recognition of your heroic actions, you may gain one of the following benefits (check when used):

— Upgrade an existing magical weapon to a +3 enhancement bonus or with the *anarchic* or *holy* special abilities.

— Upgrade an existing magical armor or shield to a +3 enhancement bonus or with the *spell resistance (15)* or *improved shadow* special abilities.

— Regional access to the following items: *rod of extension*, *silversheen*, *boots of striding and springing*, *dusty rose prism ioun stone*.

Sjern's Fury (APL 8-10 Only)

This large +1 *crazed cold-iron battleaxe* is sculpted in the shape of a wolf's head, with the nose and ears forming the leading corners of the blade. The haft of the weapon is wrapped in thick, black leather and large fangs have been set in each end of the shaft.

A *crazed weapon* gives its wielder the ability to fly into a rage once per day as though affected by the *rage* spell. This effect does not stack with barbarian rage. While in a rage, the wielder of a *crazed weapon* suffers the same restrictions to feat and skill use that a barbarian suffers while raging. The rage lasts for 3 rounds.

This weapon may be upgraded (if the character possesses a means of doing so) as though it is a cold-iron weapon with a +2 bonus.

Moderate enchantment; CL 7th; Prerequisites: Craft Magic Arms and Armor, *rage*; Price 10,340gp

Bracers of Armor +x of Light Fortification (APL 8-10 Only)

These leather bracers have been crafted with wolf emblems burned into their surface. In addition to functioning as normal bracers of armor, these bracers also grant the wearer the light fortification special ability (per the DMG).

The armor bonus for the bracers may be upgraded (if the character possesses a means of doing so) as if they are bracers of one higher bonus than listed.

Strong abjuration; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *mage armor*, *limited wish* or *miracle*; Price 4,000gp (for +1); 9,000gp (for +2).

Collar of Resistance +1 (APL 8-10 Only)

This animal collar expands to fit its wearer. While wearing this item, an animal gains +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will). An animal can only wear one collar at a time.

Faint abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *resistance*; Price 490gp.

Torc of Animal Speech (All APL's)

This beaten steel necklace is unadorned by pendant or ornament. Its wearer can use a *speak with animals* effect at will.

Faint; CL 6th; Prerequisites: Craft Wondrous Item, *speak with animals*; Market Price: 12,000gp; Weight 1 lb.

Items for the Adventure Record

Item Access

APL 4:

Torc of Animal Speech (Regional, see Above)

Potion of Good Hope (Adventure, CL 7th, DMG)

Horseshoes of the Zephyr (Adventure, DMG)

APL 6: (All of APL 4 plus the following)

Potion of Barkskin +5 (Adventure, CL 12th, DMG)

APL 8:

Bracers of Armor +1 of Light Fortification (Adventure, see above)

Collar of Resistance +1 (Adventure, see above)

Torc of Animal Speech (Regional, see Above)

APL 10: (All of APL 8 plus the following)

Bracers of Armor +2 of Light Fortification (Adventure, see above)

Sjern's Fury (Adventure, see above)

Oil of Greater Magic Weapon +2 (Adventure, CL 8th, DMG)

Potion of Barkskin +5 (Adventure, CL 12th, DMG)

Appendix I: Hounds of Trithereon

☞ **Lenard, Master of the Hounds, male Oeridian Rgr3/Clr3/HLLbrtr7 of Trithereon:** CR 13; Medium Humanoid (Human); HD 6d8+7d10+13; hp 78 (currently -1); Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10)[[+2 Dex]]; BA/G: +12/+14; Atk +14 melee (1d3+2, unarmed); Full Att +14/+9 melee (1d3+2, unarmed); SA Spells, Turn / Destroy Undead (as an 8th level cleric), Spontaneous Casting (Cure Wounds), Smite Evil 1/day; SQ Detect evil, divine grace, resist enchantment, immune to charm and compulsion, subversion; AL CG; SV Fort +13, Ref +9, Will +14; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 13.

Skills and Feats: Speak Language (Celestial, Common), Climb +5, Concentration +5, Diplomacy +8, Handle Animal +22, Heal +10, Hide +5, Jump +5, Knowledge (Geography) +6, Knowledge (Nature) +6, Listen +5, Move Silently +5, Ride +12, Sense Motive +10, Spot +5, Survival +10, Swim +5; Animal Affinity, Diehard, Endurance, Improved Shield Bash, Iron Will, Skill Focus (Handle Animal), Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Holy Liberator Spells Prepared (3/2/1); base DC = 12 + spell level): 1st—[*bless weapon*, ~~*bless weapon*~~, ~~*divine favor*~~]; 2nd—[*bull's strength*, *remove paralysis*]; 3rd—[*greater magic weapon*.]

Cleric Spells Prepared (4/4/3); base DC = 12 + spell level): 0—[~~*cure minor wounds x2*~~, ~~*light*~~, ~~*mending*~~]; 1st—[~~*bless*~~, ~~*endure elements*~~, ~~*enlarge person*~~*, ~~*shield of faith*~~]; 2nd—[~~*bull's strength*~~*, ~~*eagle's splendor*~~, ~~*lesser restoration*~~.]*Domain spell.

Domains: [Good (Good spells are cast at +1 caster level); Strength (Feat of Strength (Su): +3 enhancement bonus to Strength as a free action, once/day)].

Possessions: None.

☞ **Jayke, male Celestial Dog:** CR 4; Medium Magical Beast (Augmented Animal, Extraplanar); HD 6d8+12; hp 39; Init +3 (Dex); Spd 40 ft.; AC 20 (touch 13, flat-footed 17)[[+3 Dex, +7 Natural Armor]]; BA/G: +4/+7; Atk +7 melee (1d6+4, bite); Full Att +7 melee (1d6+4, bite); SA Smite Evil 1/day; SQ Low-light vision, darkvision 60', scent, resistance to acid, cold, and electricity 5, DR 5/magic, improved evasion, speak with master; SR 11; AL CG; SV Fort +13, Ref +9, Will +10; Str 17, Dex 16, Con 15, Int 7, Wis 12, Cha 6.

Skills and Feats: Speak Language (understand only: Common), Jump +9, Listen +5, Spot +5, Swim +5, Survival +2*; Alertness, Improved Scent, Track, Uncanny Scent.

Smite Evil (Su): Once per day, Jayke can make a normal melee attack to deal +6 damage against an evil foe.

Appearance: Jayke is a very large golden retriever (about 28" at the shoulder and 95 lbs.) with a bright coat that is a little dirty with dust. He wears a red bandana around his neck which masks a patch of fur on his throat shaped like the rune of pursuit (the symbol of Trithereon).

Appendix II: APL 4 Encounters

Encounter Two: Best of Breed

🦋 **Bruisers (3+3):** Male human War4; CR 3; Medium Humanoid (human); HD 4d8+7; hp 25; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [[+3 studded leather, +1 buckler]]; BA/G: +4/+6; Atk +6 melee (1d6+2 [19-20/x2], shortsword); Full Att +6 melee (1d6+2 [19-20/x2], shortsword); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Language (Common), Bluff +1, Intimidate +8, Knowledge (Local-Iuz's Border States) +0, Profession (Thug) +2; Persuasive, Toughness.

Possessions: Shortsword, studded leather, buckler.

Encounter Five: Barking Up the Wrong

Tree

🦋 **Owlbear (2):** hp 52; see Monster Manual p. 206.

Encounter Ten: Ring of Pain

🦋 **Wholk:** Male hobgoblin Ftr4; CR 5; Medium Humanoid (goblin); HD 4d10+8; hp 30; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [[+4 Dex, +4 chain shirt]]; BA/G: +4/+6; Atk +9 melee (2d4+3, spiked chain); Full Att +9 melee (2d4+3, spiked chain); SQ Darkvision 60 ft.; AL LN; SV Fort +6, Ref +7, Will +1; Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Speak Language (Common, Giant, Goblin), Bluff +2, Intimidate +5, Jump +6, Move Silently +7, Tumble +7; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Lightning Reflexes, Prone Fighting, Weapon Finesse.

Possessions: Masterwork cold-iron spiked chain, masterwork chain shirt.

Encounter Twelve: Bugs in the System

🦋 **Hobgoblin Soldier:** Hobgoblin Ftr2; CR 2; Medium Humanoid (goblin); HD 2d10+4; hp 15; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +3 studded leather, +2 heavy shield]]; BA/G: +2/+3; Atk +5 melee (1d8+1 [19-20/x2], longsword); Full Att +5 melee (1d8+1 [19-20/x2], longsword) or +3 ranged (1d6+1, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Speak Language (Common, Goblin), Hide +3, Listen +2, Move Silently +4, Spot +2; Alertness, Weapon Focus (longsword).

Possessions: Masterwork longsword, studded leather, heavy wooden shield, javelins (5).

Appendix III: APL 6 Encounters

Encounter Two: Best of Breed

🦋 **Bruisers(3+3):** Male Human War6; CR 5; Medium Humanoid (human); HD 6d8+9; hp 36; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 14) [[+6 banded mail, +2 heavy shield]]; BA/G: +6/+8; Atk +10 melee (1d8+2 [19-20/x2], longsword); Full Att +10/+5 melee (1d8+2 [19-20/x2], longsword); AL CE; SV Fort +6, Ref +2, Will +2; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Language (Common), Bluff +1, Intimidate +10, Knowledge (Local-Iuz's Border States) +0, Profession (Thug) +3; Persuasive, Toughness, Weapon Focus (longsword).

Possessions: Masterwork longsword, banded mail, heavy steel shield.

Encounter Five: Barking Up the Wrong

Tree

🦋 **Advanced Owlbear (2):** CR 5; Large Magical Beast; HD 8d10+40; hp 84; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 9, flat-footed 14) [[-1 size, +1 Dex, +5 natural]]; BA/G: +8/+18; Atk +13 melee (1d6+6, claw); Full Att +13/+13 melee (1d6+6, claws) and +11 melee (1d8+3, bite); Space / Reach: 10 ft. / 5 ft.; SA Improved Grab; AL N; SV Fort +11, Ref +7, Will +3; Str 22, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +9, Spot +8; Alertness, Multiattack, Track.

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

Encounter Ten: Ring of Pain

🦋 **Wholk:** Male hobgoblin Ftr5/Gldtr1; CR 7; Medium Humanoid (goblin); HD 6d10+12; hp 45; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [[+4 Dex, +4 chain shirt]]; BA/G: +6/+8; Atk +12 melee (2d4+3, spiked chain); Full Att +12/+7 melee (2d4+3, spiked chain); SQ Darkvision 60 ft.; AL LN; SV Fort +8, Ref +7, Will +1; Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Speak Language (Common, Giant, Goblin), Bluff +4, Intimidate +10, Jump +10, Move Silently +7, Tumble +10; Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Feint, Lightning Reflexes, Prone Fighting, Weapon Finesse, Weapon Focus (Spiked Chain).

Possessions: Masterwork cold-iron spiked chain, masterwork chain shirt.

Encounter Twelve: Bugs in the System

🦋 **Advanced Ankheg:** CR 5; Huge Magical Beast; HD 6d10+39; hp 72; Init -1; Spd 30 ft., burrow 20 ft.; AC 19 (touch 7, flat-footed 19) [[-2 size, -1 Dex, +12 natural]]; BA/G: +6/+23; Atk +13 melee (4d6+13+1d4 acid, bite); Full Att +13 melee (4d6+13+1d4 acid, bite); Space / Reach: 15 ft. / 10 ft.; SA Improved Grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +11, Ref +1, Will +3; Str 29, Dex 8, Con 22, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +12, Listen +6, Spot +6; Alertness, Improved Natural Attack (Bite), Toughness.

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

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 17 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its normal hit points or when it has not successfully grabbed an opponent.

🦋 **Hobgoblin Soldier:** Hobgoblin Ftr3; CR 3; Medium Humanoid (goblin); HD 3d10+6; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +3 studded leather, +2 heavy shield]]; BA/G: +3/+4; Atk +6 melee (1d8+1 [19-20/x2], longsword); Full Att +6 melee (1d8+1 [19-20/x2], longsword) or +4 ranged (1d6+1, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Speak Language (Common, Goblin), Hide +3, Listen +2, Move Silently +5, Spot +2; Alertness, Weapon Focus (longsword).

Possessions: Masterwork longsword, studded leather, heavy wooden shield, javelins (5).

Appendix IV: APL 8 Encounters

Encounter Two: Best of Breed

👉 **Bruisers(3+6):** Male Human War6; CR 5; Medium Humanoid (human); HD 6d8+9; hp 36; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 14) [[+6 banded mail, +2 heavy shield]]; BA/G: +6/+8; Atk +10 melee (1d8+2 [19-20/x2], longsword); Full Att +10/+5 melee (1d8+2 [19-20/x2], longsword); AL CE; SV Fort +6, Ref +2, Will +2; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Language (Common), Bluff +1, Intimidate +10, Knowledge (Local-Iuz's Border States) +0, Profession (Thug) +3; Persuasive, Toughness, Weapon Focus (longsword).

Possessions: Masterwork longsword, banded mail, heavy steel shield.

Encounter Five: Barking Up the Wrong

Tree

👉 **Advanced Owlbear (2):** CR 7; Huge Magical Beast; HD 11d10+77; hp 138; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 16) [[-2 size, +8 natural]]; BA/G: +11/+29; Atk +19 melee (1d8+10, claw); Full Att +19/+19 melee (1d8+10, claws) and +17 melee (2d6+5, bite); Space / Reach: 15 ft. / 10 ft.; SA Improved Grab; AL N; SV Fort +14, Ref +7, Will +4; Str 30, Dex 10, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10; Alertness, Multiattack, Power Attack, Track.

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

Encounter Sixteen: Down the Hole

👉 **Guard:** Male hobgoblin Rgr3; CR 3; Medium Humanoid (goblin); HD 3d8+6; hp 19; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 chain shirt]]; BA/G: +3/+5; Atk +8 melee (1d6+2 [x3], handaxe); Full Att +6 melee (1d6+2 [x3], handaxe) and +6 melee (1d6+1 [x3], handaxe); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common, Giant, Goblin), Bluff +4, Intimidate +7, Jump +6, Move Silently +7, Tumble +7; Endurance, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Handaxe).

Possessions: Masterwork handaxes (2), masterwork chain shirt.

Encounter Seventeen: Silver Burns Bright

👉 **Sjern, Human Form Werewolf Clr7 of Vatun:** CR 9; Medium Humanoid (Human, Shapechanger); HD 7d8+17+2d8+8; hp 74; Init -1 (Dex); Spd 30 ft.; AC 14 (touch 9, flat-footed 12) [[-1 Dex, +1 Bracers, +2 natural]]; BA/G: +6/+8; Atk +9 melee (1d8+4 [x3], battleaxe); Full Att +9/+4 melee (1d8+4 [x3], battleaxe); SA Spells, Rebuke / Command Undead, Spontaneous Casting (Cause Wounds); SQ Alternate Form, wolf empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +4, Will +8; Str 14, Dex 8, Con 14, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +10, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Knowledge (Nature) +6, Listen +5, Sense Motive +6, Spot +5, Survival +5.

👉 **Sjern, Wolf Form Werewolf Clr7 of Vatun:** CR 9; Medium Humanoid (Human, Shapechanger); HD 7d8+17+2d8+8; hp 74; Init +1 (Dex); Spd 50 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 natural]]; BA/G: +6/+9; Atk +10 melee (1d6+4, bite); Full Att +10 melee (1d6+4, bite); SA Trip; SQ Alternate Form, DR 2/-, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +6, Will +8; Str 16, Dex 12, Con 18, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +12, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Knowledge (Nature) +6, Listen +5, Sense Motive +6, Spot +5, Survival +5.

👉 **Sjern, Hybrid Form Werewolf Clr7 of Vatun:** CR 9; Medium Humanoid (Human, Shapechanger); HD 7d8+17+2d8+8; hp 74; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +1 Bracers, +4 Natural]]; BA/G: +6/+9; Atk +10 melee (1d8+4 [x3], battleaxe); Full Att +9 melee (1d4+3, 2 x claws) and +5 melee (1d6+2, bite) OR +10/+5 melee (1d8+4 [x3], battleaxe) and +5 melee (1d6+2, bite); SA Spells, Rebuke / Command Undead, Spontaneous Casting (Cause Wounds); SQ Alternate Form, DR 2/-, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +6, Will +8; Str 16, Dex 12, Con 18, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +12, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Knowledge (Nature) +6, Listen +5, Sense Motive +6, Spot +5, Survival +5.

Feats: Combat Casting, Martial Weapon Proficiency (Battleaxe), Roll With It, Toughness, Track, Weapon Focus (Bite).

Spells Prepared (6/6/5/4/2); base DC = 13 + spell level): 0—[*cure minor wounds* x2, *purify food and drink* x 3, *resistance*]; 1st—[*bless*, *cure light wounds* x2, *divine favor*, *enlarge person**, *shield of faith*]; 2nd—[*bear's endurance*, *bull's strength**, *cure moderate wounds*, *resist energy*, *shatter*]; 3rd—[*dispel magic* x2, *dominate animal**, *invisibility purge*]; 4th—[*freedom of movement*, *spell immunity**.] *Domain spell.

Domains: [Animal (*Speak with Animals* (Sp) once/day); Strength (Feat of Strength (Su): +7 enhancement bonus to Strength as a free action, once/day].

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf, as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated can be assumed.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): While in animal form, Sjern can attempt to trip an opponent (+3 check modifier) following a successful bite attack as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: Sjern gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: +1 battleaxe, bracers of armor +1 of light fortification, wooden holy symbol (Vatun),

🐾 **Advanced Dire Wolf (4)**: CR 5; Large Animal; HD 9d8+27; hp 67; Init +3 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 12)[[-1 size, +3 Dex, +3 natural]]; BA/G: +6/+17; Atk +14 melee (1d8+10, bite); Full Att +14 melee (1d8+10, bite); Space / Reach 10 ft. / 5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +10, Will +5; Str 25, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +9, Move Silently +5, Spot +8, Survival +2*; Alertness, Improved Scent, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier)

as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

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

Possessions: collar of resistance +1.

Appendix V: APL 10 Encounters

Encounter Two: Best of Breed

🐾 **Bruisers(3+6):** Male Human War8; CR 7; Medium Humanoid (human); HD 8d8+11; hp 47; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [[+1 Dex, +6 banded mail, +2 heavy shield]]; BA/G: +8/+10; Atk +11 melee (1d8+2 [19-20/x2], longsword); Full Att +11/+6 melee (1d8+2 [19-20/x2], longsword); AL CE; SV Fort +7, Ref +3, Will +2; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Language (Common), Bluff +1, Intimidate +12, Knowledge (Local-Iuz's Border States) +0, Profession (Thug) +4; Persuasive, Toughness, Weapon Focus (Club).

Possessions: Masterwork longsword, banded mail, heavy steel shield.

Encounter Five: Barking Up the Wrong

Tree

🐾 **Advanced Owlbear (2):** CR 8; Huge Magical Beast; HD 14d10+112; hp 189; Init +0; Spd 30 ft.; AC 16 (touch 8, flat-footed 16) [[-2 size, +8 natural]]; BA/G: +14/+32; Atk +22 melee (1d8+10, claws); Full Att +22/+22 melee (1d8+10, claws) and +20 melee (2d6+5, bite); Space / Reach: 15 ft. / 10 ft.; SA Improved Grab; AL N; SV Fort +16, Ref +9, Will +5; Str 30, Dex 10, Con 26, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +11; Alertness, Improved Overrun, Multiattack, Power Attack, Track.

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

Encounter Sixteen: Down the Hole

🐾 **Guard (10):** Male hobgoblin Rgr5; CR 5; Medium Humanoid (goblin); HD 5d8+10; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [[+4 Dex, +4 chain shirt]]; BA/G: +5/+7; Atk +11 melee (1d6+2 [x3], handaxe); Full Att +9 melee (1d6+2 [x3], handaxe) and +9 melee (1d6+1 [x3], handaxe); SQ animal companion, darkvision 60 ft., favored enemy humans +4, favored enemy dwarves +2, link with companion, share spells; AL LE; SV Fort +6, Ref +8, Will +2; Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common, Giant, Goblin), Bluff +4, Intimidate +7, Jump +6, Move Silently +7, Tumble +7; Endurance, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Handaxe).

Spells Prepared (1); base DC = 11 + spell level); 1— [resistance.]

Possessions: Masterwork handaxes (2), masterwork chain shirt.

Encounter Seventeen: Silver Burns Bright

🐾 **Sjern, Human Form Werewolf Lord Clr7 of Vatun:** CR 11; Medium Humanoid (Human, Shapechanger); HD 7d8+17+6d8+30; hp 106; Init -1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 13) [[-1 Dex, +2 Bracers, +2 Natural]]; BA/G: +9/+11; Atk +10 melee (2d6+4 [x3], large battleaxe); Full Att +10/+5 melee (2d6+4 [x3], large battleaxe); SA Spells, Rebuke / Command Undead, Spontaneous Casting (Cause Wounds); SQ Alternate Form, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +8, Will +10; Str 14, Dex 8, Con 14, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +10, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Knowledge (Nature) +6, Listen +9, Sense Motive +6, Spot +9, Survival +7.

🐾 **Sjern, Dire Wolf Form Werewolf Clr7 of Vatun:** CR 11; Large Humanoid (Human, Shapechanger); HD 7d8+17+2d8+8; hp 106; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [[-1 size, +1 Dex, +5 natural]]; BA/G: +9/+22; Atk +19 melee (1d8+13, bite); Atk +19 melee (1d8+13, bite); Space / Reach: 10 ft. / 5 ft.; SA Trip; SQ Alternate Form, DR 2/-, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +15, Ref +8, Will +10; Str 28, Dex 12, Con 20, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +14, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Knowledge (Nature) +6, Listen +9, Sense Motive +6, Spot +9, Survival +7.

🐾 **Sjern, Hybrid Form Werewolf Lord Clr7 of Vatun:** CR 11; Large Humanoid (Human, Shapechanger); HD 7d8+17+2d8+8; hp 106; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 10, flat-footed 16) [[-1 size, +1 Dex, +2 Bracers, +5 natural]]; BA/G: +9/+22; Atk +19 melee (2d6+10 [x3], battleaxe); Full Att +18 melee (1d6+9, 2 x claws) and +14 melee (1d8+4, bite) OR +19/+14 melee (2d6+10 [x3], large battleaxe) and +14 melee (1d8+4, bite); Space / Reach: 10 ft. / 10 ft.; SA Spells, Rebuke / Command Undead, Spontaneous Casting (Cause Wounds); SQ Alternate Form, DR 2/-, DR 10/silver, wolf empathy, low-light vision, scent; AL

CE; SV Fort +15, Ref +8, Will +10; Str 28, Dex 12, Con 20, Int 13, Wis 16, Cha 12.

Skills: Speak Language (Cold Tongue, Common), Concentration +14, Craft (Alchemy) +13, Diplomacy +5, Heal +8, Hide -1, Knowledge (Nature) +6, Listen +13, Move Silently +3, Sense Motive +6, Spot +13, Survival +9*.

Feats: Alertness, Combat Casting, Martial Weapon Proficiency (Battleaxe), Roll With It, Run, Toughness, Track, Weapon Focus (Bite).

Spells Prepared (6/6/5/4/2); base DC = 13 + spell level): 0—[*cure minor wounds x2, purify food and drink x 3, resistance*]; 1st—[*bles, cure light wounds x2, divine favor, enlarge person**, *shield of faith*]; 2nd—[*bear's endurance, bull's strength**, *cure moderate wounds, resist energy, shatter*]; 3rd—[*dispel magic x2, dominate animal**, *invisibility purge*]; 4th—[*freedom of movement, spell immunity**]. *Domain spell.

Domains: [Animal (*Speak with Animals* (Sp) once/day); Strength (Feat of Strength (Su): +7 enhancement bonus to Strength as a free action, once/day)].

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf, as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated can be assumed.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): While in animal form, Sjern can attempt to trip an opponent (+13 check modifier) following a successful bite attack as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: Sjern gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: Sjern's Fury (large +1 crazed cold-iron battleaxe), bracers of armor +2 of light fortification, potion of barkskin (+5), oil of greater magic weapon (+2), wooden holy symbol (Vatun),

Advanced Dire Wolf (4): CR 7; Large Animal; HD 12d8+36; hp 90; Init +3 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 12)[[-1 size, +3 Dex, +3 natural]]; BA/G: +8/+20; Atk +17 melee (2d6+12, bite); Full Att +17 melee (2d6+12, bite); Space / Reach 10 ft. / 5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +11, Ref +11, Will +5; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +10, Move Silently +5, Spot +10, Survival +2*; Alertness, Improved Natural Attack (bite), Improved Scent, Run, Track, Weapon Focus (bite).

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

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

Possessions: collar of resistance +1.

Appendix VI: Hallorn Guards

☛ **Hallorn Soldiers (6):** Human Ftr2; CR 2; Medium Human; HD 2d10+2; hp 13; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17) [[+5 chainmail, +2 heavy shield]]; BA/G: +2/+3; Atk +5 melee (1d8+2 [19-20/x2], longsword); Full Att +5 melee (1d8+2 [19-20/x2], longsword) or +3 ranged (1d6+1 [x3], composite shortbow); AL NE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Language (Common), Intimidate +1, Search +1, Spot +4; Alertness, Point Blank Shot, Precise Shot, Weapon Focus (longsword).

Possessions: Masterwork longsword, chainmail, heavy steel shield, composite shortbow (+1), 20 arrows.

☛ **Captain Koros:** male Human Ftr4/Rog2; CR 6; Medium Human; HD 4d10+2d6+6; hp 37; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [[+3 Dex, +3 chain shirt, +2 heavy shield]]; BA/G: +5/+7; Atk +10 melee (1d6+4 [18-20/x2], rapier); Full Att +10 melee (1d6+4 [18-20/x2], rapier) or +8 ranged (1d8+2 [x3], composite longbow); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +7, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Speak Language (Common), Climb +6, Intimidation +6, Jump +6, Search +5, Sense Motive +6, Spot +6, Tumble +9; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: Masterwork rapier, masterwork chain shirt, heavy steel shield, composite longbow (+2), 20 arrows.

☛ **Mora:** female Human Clr5 of Iuz; CR 5; Medium Human; HD 5d8+10; hp 33; Init -1; Spd 20 ft.; AC 16 (touch 9, flat-footed 16) [[-1 Dex, +5 breastplate, +2 heavy shield]]; BA/G: +3/+4; Atk +5 melee (1d8+1, morningstar); Full Att +5 melee (1d8+1, morningstar); SA spells, spontaneous casting (inflict); AL CE; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Speak Language (Common, Old Flan, Infernal), Bluff +5, Concentration +13, Diplomacy +10, Knowledge (Religion) +6, Spellcraft +9; Combat Casting, Skill Focus (Concentration), Spell Focus (Enchantment).

Spells Prepared (5/5/4/3); base DC = 13 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *detect poison*, *resistance*]; 1st—[*bless*, *cure light wounds* x2, *disguise self*, *divine favor*]; 2nd—[*cure moderate wounds*, *hold person*, *invisibility**; *sound burst*]; 3rd—

[*dispel magic*, *invisibility purge*, *magic circle against good**] *Domain spell.

Domains: [Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills)].

Possessions: Masterwork morningstar, breastplate, heavy steel shield, silver holy symbol of Iuz.

Appendix VI: New Rules

Improved Scent [General]

You can detect and track creatures by smell at greater distances than normal.

Prerequisite: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

(Source: *Savage Species* p.36)

Prone Attack [General, Fighter]

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Dex 15+, Lightning Reflexes.

Benefit: You make an attack from the prone position and suffer no penalty to your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

(Source: *Sword and Fist* p.8)

Roll With It [General]

You are adept at lessening the effects of blows.

Prerequisite: Con 20, Toughness.

Benefit: You gain damage reduction 2/-. This applies in addition to any other damage reduction you have from other sources. Damage reduction cannot reduce damage you take to less than 0.

Special: You may take this feat multiple times.

(Source: *Savage Species* p.39)

Uncanny Scent [General]

You can pinpoint scents at a greater distance.

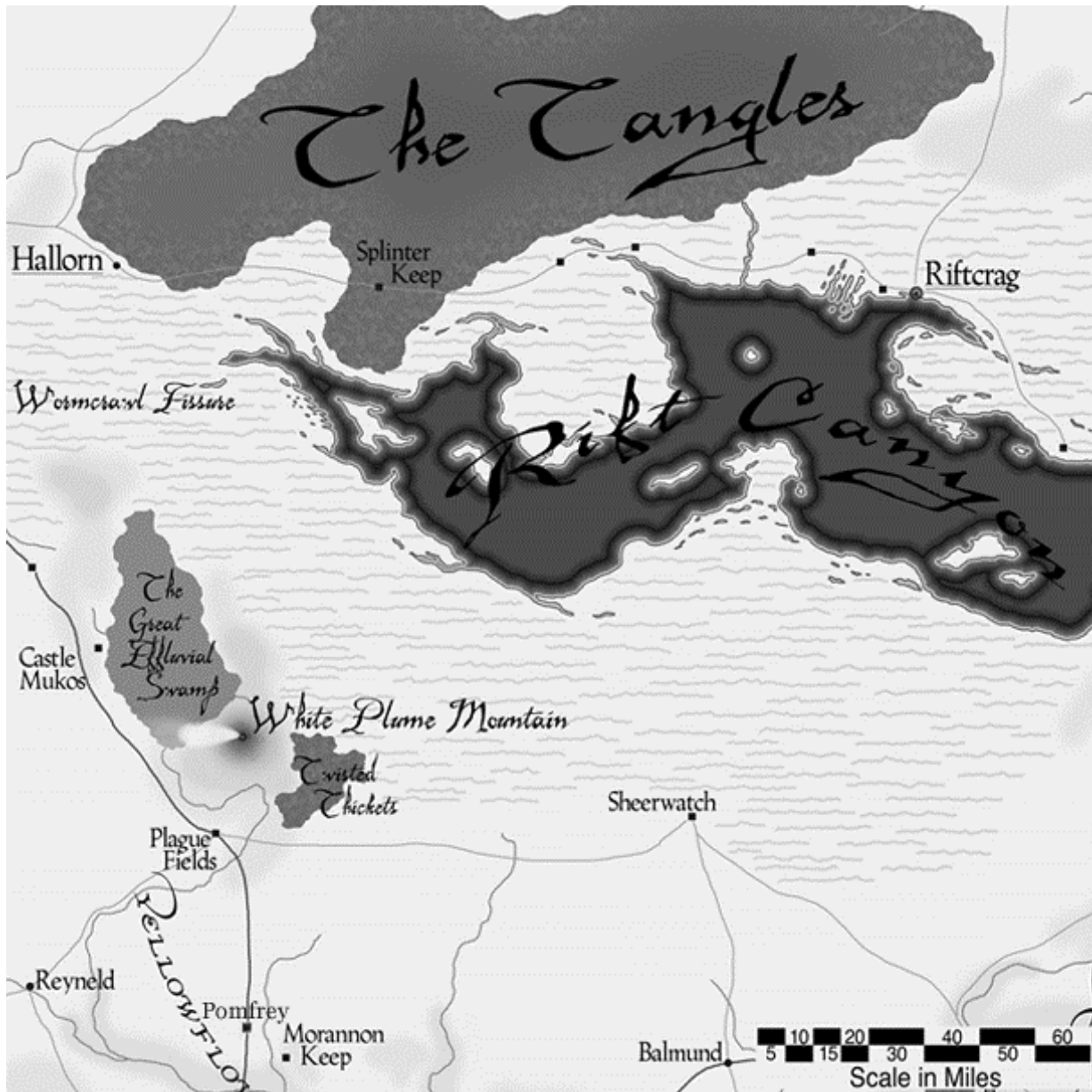
Prerequisite: Scent ability, Improved Scent.

Benefit: You can pinpoint the location of a scent when within 20 feet.

Normal: You can pinpoint the location of a scent when within 5 feet.

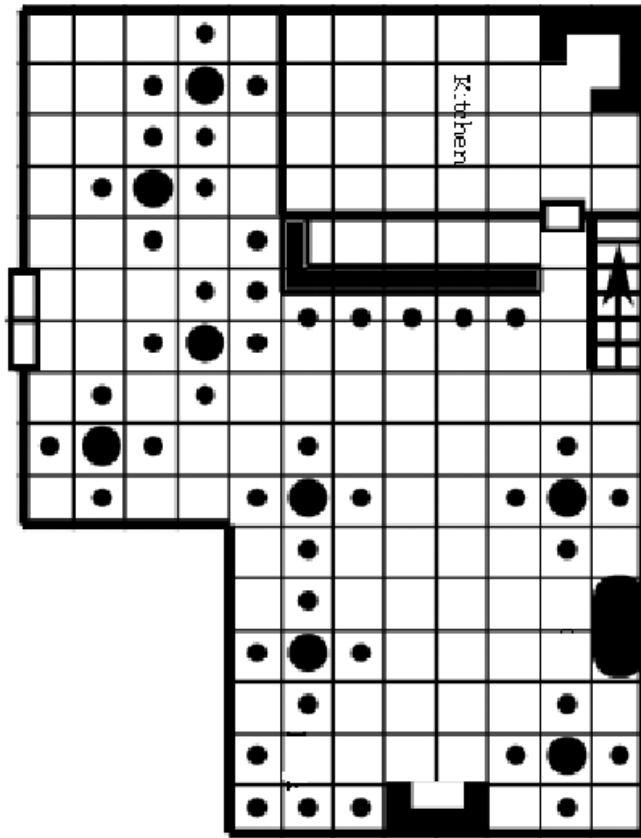
(Source: *Savage Species* p. 40)

Appendix VII: Map of the Southwestern Bandit Kingdoms

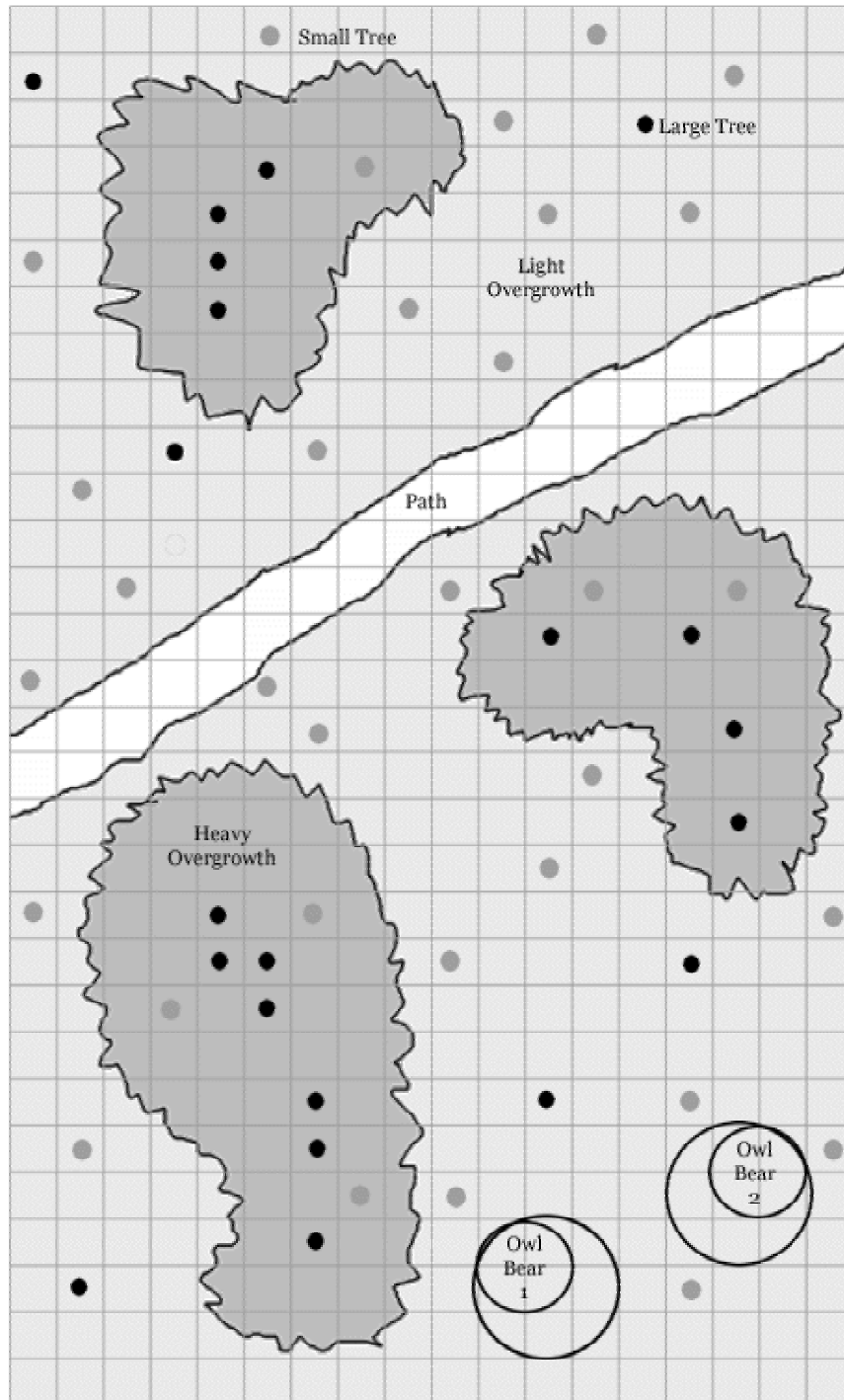


Bandit Kingdoms / Shield Land Map by Eric Anondson

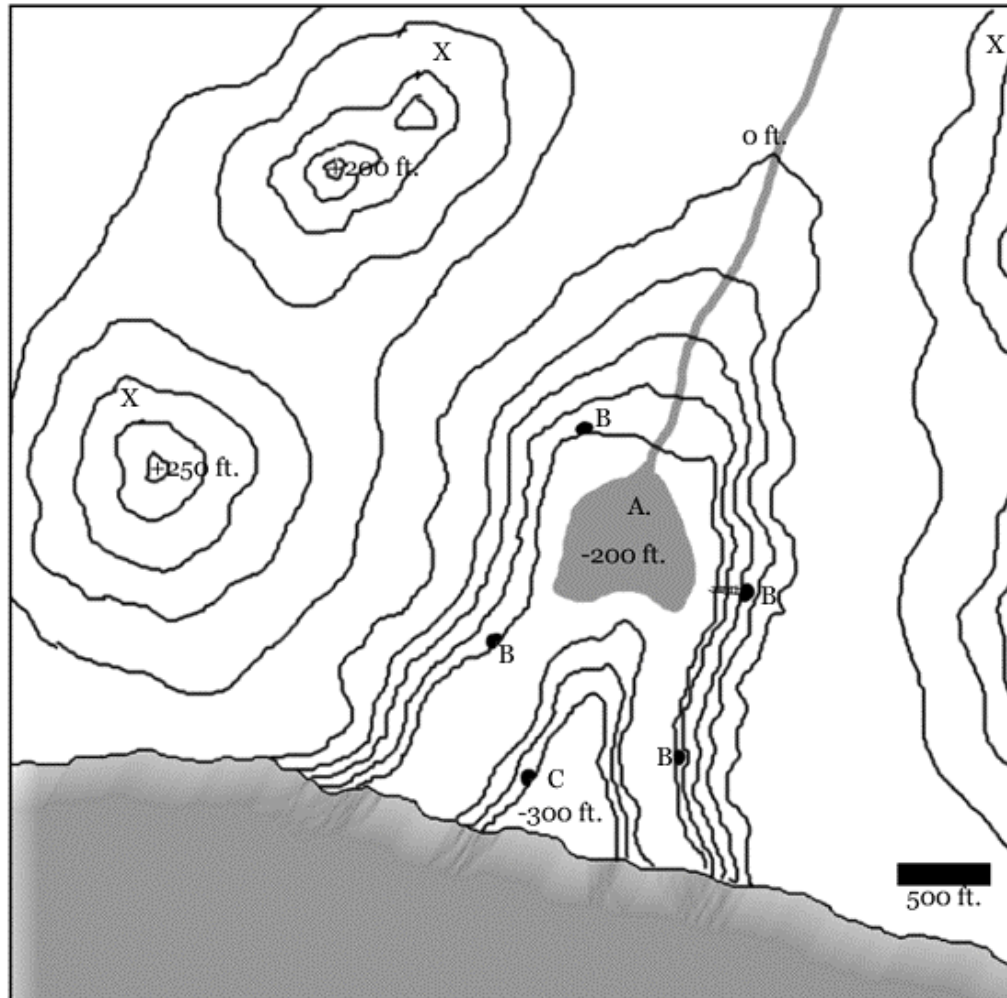
Appendix VIII: Tavern Map



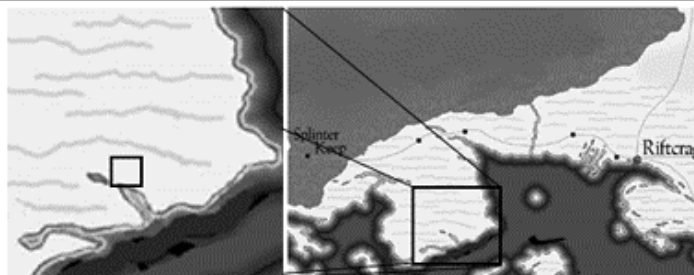
Appendix IX: Forest Map



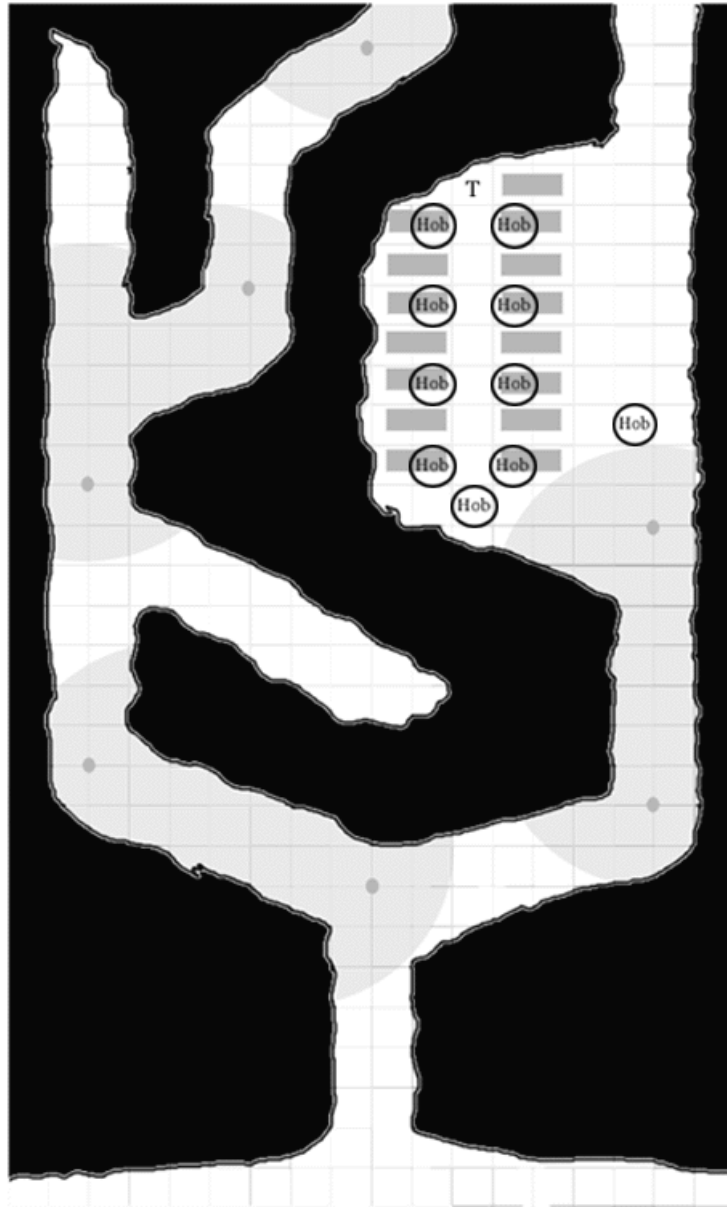
Appendix X: Map of Gurusk'ka



- X Sentinel Towers
- A Caravan Grounds
- B Mine Entrance
- C Overseer's Caverns



Appendix XI: Overseer's Caverns – Barracks



Appendix XII: Overseer's Caverns – Sjerr's Lair

