

BDK5-08

Hirelings

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

Version 1.0

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Adventurers don't spend every day saving old ladies with lost kittens from marauding orcs. Sometimes you have to take the work of a lowly mercenary. An adventure for APLs 2-8. Part Three of the 'Breaking Up is Hard to Do' series. Characters that are Banned in Redhand or have similar negative influence are advised to not play this adventure without a good Disguise check.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@bandit-kingdoms.net; for Living Greyhawk campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

4. If you are running a table of six PCs, add one to that average.

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Iuz's war in the Abyss has not been going well, emboldening those that chafe at his dominion. Prince Zeech of Redhand, following the lead of the Western Reaches and the Northern Alliance, is considering an official split from the control of the Empire of Iuz. As a worshiper of Hextor and supporter of Pazrael in the recent Abyssal war, Zeech has been looking for this opportunity for a long time.

Following the counsel of Elhilbor, Zeech's most trusted aide and captain of the secret police of Alhaster, Zeech has decided to send an emissary to both the Western Reaches and the Northern Alliance. This emissary will seek to establish alliances in order to ensure the safety of Redhand in the future, just in case Cranzer feels slighted by Zeech's actions or the Shield Lands decide the time is ripe to re-take Redhand.

Trusting no one more than he does Elhilbor, Zeech is sending the spy master as his true emissary in the guise of the aide-de-camp of the fake emissary.

Adventure Summary

The heroes hear a proclamation seeking mercenaries. If interested, the heroes are hired to protect an important procession from Alhaster to Hallorn and Rookroost. They meet the Redhand ambassador and his aide-de-camp and are soon on the road north.

Between Alhaster and Hallorn, the party encounters a group of odd individuals from Dyvers also traveling north. These individuals are actually insane cultists of Tharizdun. Being both insane and desirous of the destruction en masse, they attack the party for odd reasons. After resolving the attack, the party is free to continue to Hallorn.

Shortly after entering the Western Reaches, the party is approached by an Army of the Warfields patrol. The patrol escorts the party to Hallorn, avoiding any further incidents in the wilderness. At the entrance to Guardian General Hok's keep, the heroes are dismissed for the rest of the day while the emissary meets with Hok. They are free to explore the town and gather information. The emissary will meet them in the morning at their Inn.

After the conclusion of talks in Hallorn, the party sets off for Rookroost and the Northern Alliance. The trip is without incident until the party reaches Rookroost. Soon after entering the city, the party is approached by a patrol of guards wishing to place the ambassador of Redhand and his aide-de-camp under arrest for treason against Iuz and harboring the former Major Blaine, a traitor against the Empire. The heroes are asked if they are with the ambassador, giving them an

opportunity to forsake their duty, if they so choose. If they assert that they are not with the emissary, they are free to leave and the adventure is over. If they claim that they are with the emissary, they must either accept arrest or fight the guards.

If the heroes accept arrest or are captured by the guards, they are placed in a prison cell without their equipment. The heroes are given the opportunity to free themselves from the prison. If they can find no means to do so, the ambassador's aide reluctantly admits that he can get them out using his contacts in the city, and soon, a Rookroost Thieves Guild (RTG) member rescues them and leads them to their equipment and a safe house.

If the heroes fight the guards and escape, they are forced to find a place to lay low. While fleeing through the streets, if the heroes have no contacts of their own, the ambassador's aide will use hand signals to contact the RTG. A member will soon approach and lead them to the aforementioned safe house.

While in the safe house, a strange event happens at the city gates involving a giant in purple armor decimating the city guards. An RTG member arrives to deliver the news and tells them that now is the perfect time to escape. She leads them to a tunnel entrance and gives them a rough idea of how to find their way out. A trap impedes their travel through the tunnels, but the heroes eventually find their way to the tunnel exit, just outside of the city walls. From their vantage point they can see the creature in purple armor striding away from the city gates and the carnage he left behind. With that, the heroes may now escort the ambassador back to Redhand.

Preparation for Play

You need to check if any of the characters are *Banned in Redhand* or have similar negative influence in Redhand. These characters should be discouraged from playing this adventure. Members of the Brotherhood of the Sundered Axe metaorg should be warned that they will have a hard time in this adventure.

This adventure takes place during the winter months of Sun's ebb, Needfest, and Fireseek. The heroes should be prepared to deal with cold weather (DMG pg. 93) during their travels.

Regional Warning

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I

make? Whose bad side do I not want to be on?,' and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others. Be warned, life is short for those who openly defy Old Wicked.

Introduction

At the start of this adventure, the heroes find themselves in Bloody Grunk's, a tavern in the nastier part of Alhaster, the capital of Redhand. Those that know each other are assumed to be traveling together. Those that don't know the others find that they overslept a bit (or were delayed in some other way) for breakfast and the only benches available in the tavern are at the table with the other adventurers. Everyone knows that trouble seems to follow adventurers, so it's best to stay away from them when possible.

The heroes should take this opportunity to introduce themselves to each other. Ask each player if their character belongs to any BK meta-orgs and, if so, which one(s). *Have them write this information on slips of paper to maintain in-character secrecy.*

Also, find out if anyone is Wanted by the Church of Iuz, and what their Disguise check is (they may NOT take 20 on this). While a hero's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

Before the adventure really gets underway, ask the characters if they want to Gather Information for recent rumors. If they do, consult *Appendix Two* for results. Heroes may spend increments of 10 gp for a +1 circumstance bonus to their Gather Information check, earning up to a +4. Do not tell the players the exact mechanic, instead feel free to advise the players that "tossing some gold around" might help in this endeavor.

There is a danger, however, for appearing wealthy. The players do not know this, but characters that spend 40 gp or more find themselves the target of a thief (Rog5; Sleight of Hand +17) at some time while in Alhaster. If the hero fails to catch the thief, he finds himself robbed of 10d10 gold pieces (subtracted from the hero's earnings for this event, minimum 0 gp). A hero that spends 200 gp or more finds himself the target of a team of 3 skilled thieves (Rog8; Sleight of Hand +22) that each attempt to steal 3d10x10 gp from the hero.

If the PC successfully Spots the attempt (by beating the thief's Sleight of Hand check), then the thief drops the character's gold and flees. If the heroes wish to chase the thief, inform them that a city patrol of hobgoblin

soldiers is chasing the thief and that it would probably be best to leave the matter in their hands.

While the heroes are eating breakfast, a cryer can be heard on the streets outside. As he passes this tavern, his words can clearly be heard.

“Hear ye! Hear ye! On this, the 16th day of the month of Suns’ebb, our most esteemed and revered Prince seeks mercenaries and adventurers for various jobs and missions. Inquire at the constable’s office.”

This is the only hook the heroes get. If they want to sit around and wait for adventure to come to them, they might as well retire now. True heroes go out seeking adventure, and adventurers don’t spend every day of their lives saving old ladies with lost kittens from marauding orcs.

Encounter One: Hirelings

There are approximately twenty mercenaries in line in front of you at the constable’s office. Most seem green and ill-equipped for serious adventuring. A guard waits at the door to the constable’s office. When a group exits with their assignment, he takes it, escorts them away, and is quickly replaced by another guard.

On the flanking side of the door is a serious looking man in blackened chain with no obvious rank insignia. He carefully studies each group of mercenaries as they stand in line. After examining your group for a few minutes, he points you out to the guard and then enters the constable’s office without knocking. The group of adventurers that had just entered is hustled out of the office and made to retake their positions at the front of the line. Surprisingly, the constable comes out of the room as well, taking a seat against the wall. The guard at the door then motions for you to go inside.

The man in blackened chain is Lord Elhilbor, Captain of Redhand’s secret police, head of an extensive spy network, and Prince Zeech’s most trusted confidante. He will briefly introduce himself before explaining that the heroes, unfortunately, appear to be the most experienced and best equipped of all the applicants. As such, he wants to assign them to his most important task.

First, however, they must each swear that they will cause no intentional harm to come to Redhand or Zeech’s interests while on this mission. If a character refuses to swear, they are asked to leave. Elhilbor will make a Sense Motive check on each character that swears, taking 10 for a 31. If the character is lying, he must make at least a DC 32 Bluff check. If caught lying,

the hero will be ordered to leave the room and it is suggested the hero leave town by noon. Those that honestly swear will be informed of the mission.

Prince Zeech is sending an ambassador to both Hallorn and Rookroost. Sending a squad of soldiers from Redhand’s army would probably unsettle the Western Reaches and Northern Alliance, so mercenaries are being hired as guards. The heroes are to serve as these guards all the way to Rookroost and back. They are to protect the ambassador with their lives. The heroes are free to use any of their abilities that might normally be frowned upon; Redhand will not use that information against them. Elhilbor is well-informed and may already know practically everything about the heroes and their abilities anyway.

Since Alhaster is an extremely lawful city, the heroes’ payment has been carefully itemized and computed. The heroes are offered payment for their services as if they were mercenary hirelings. If the heroes question the offered pay, they are told that it is the standard pay scale for mercenaries of their skill and the rates are explained to them. The base rate offered is 2sp/average level/day. Since this is a short-term arrangement, that rate will be increased to 3sp/average level/day. Similarly, since the heroes do not need to be equipped by their employer, the base rate will be increased further to a total of 4sp/average level/day. If the heroes are placed into a dangerous situation, the final rate will be doubled to account for danger pay, to a total of 8sp/average level/day, the balance payable on completion of the mission.

The estimated travel distance is 480 miles each way. Assuming an average of 32 miles/day (PH pg. 164), travel time will be approximately 30 days. Adding in one day each in Hallorn and Rookroost, the heroes will be paid for a total of 32 days for a total of 9.6gp/average level, plus the same amount at the end of the mission if they encounter danger. All totals are rounded to the nearest gp. If any heroes do not possess mounts, they will be loaned a light riding horse for the duration of the mission. If the horse is killed, they must reimburse Redhand for the loss.

Members of the Johrase Mercenaries metaorg that openly display their coat of arms receive an automatic 50% increase to this rate due to their contacts, prestige as mercenaries, and standing agreements with the Redhand government.

Members of the Defenders of Morannon metaorg must forego any payment from Redhand for this mission.

Members of the Brotherhood of the Sundered Axe metaorg are in an interesting position. They are the enemies of Zeech and want to do all that they can to cause his downfall. As such, they might not want to swear not to harm Redhand. If they decide to swear and are

either honest or beat Elhilbor's Sense Motive check, they will be in a prime position to find out what Zeech is planning in the future and possibly disrupt those plans. However, most Brotherhood members are Lawful Good and many are paladins besides; if they swear to not harm Redhand and then break that vow, they will be violating their alignment. They might be able to find a clever way to avoid this problem by either twisting the vow to a particular language or obeying the letter of the vow but not the spirit.

Additionally, the Brotherhood is supposed to be a *secret* organization. If a Brotherhood member reveals his identity to anyone during this adventure, Elhilbor will find out and the results could be disastrous for the already endangered organization. If any of the players are members of the Brotherhood of the Sundered Axe, please email poc@bandit-kingdoms.net with their player name, character name, what actions they took during this adventure, and if they revealed their membership to anyone, including fellow adventurers.

Once the heroes agree to the contract terms, Elhilbor will lead them out of the building to a nearby stable, where they will meet Ambassador Vitor Clemendo. After introducing the heroes and Clemendo, Elhilbor will leave to don his disguise. He will be Motivating Charisma for the duration of the adventure. Elhilbor takes 10 on his Disguise check for a total of 59. He will take 10 on all Bluff checks for a total of 48. His Disguise check will decrease by 19 and his other Charisma based skills by 9 if he is stripped and placed in prison. He will use his *magic aura* ability to hide the magic auras of all his items.

Creatures: Vitor Clemendo is the son of a noble of Redhand. He is known around Alhaster as a consummate people person with a bright future as a politician. Clemendo has been given this opportunity to advance his career; however, Zeech knows Clemendo is inexperienced and that this mission is particularly delicate. As such, he is sending Lord Elhilbor along in the guise of Clemendo's aide-de-camp.

Elhilbor will really be handling the negotiations, though Clemendo will appear in charge. After hiring the NPCs and reappearing in his disguise, Elhilbor will be using the name 'Tomas Hibel' for this mission and will avoid breaking cover at almost any cost. Hibel looks like a meek Flan man of about 30 years. With a slight stoop, he stands approximately 5'6" tall and wears only a dagger. He has sandy blond hair and dark skin. Despite his skill, he will insist that neither he nor Clemendo has any combat ability. Hibel will only speak if spoken to and will keep his responses brief. He will defer most questions to his "most-knowlegeable master," Clemendo.

Vitor Clemendo: Male human Ari3, see *Appendix One*.

Lord Elhilbor, a.k.a. Tomas Hibel: Male human, see *Appendix One*.

Tactics: If Elhilbor senses that one of the heroes might attack Clemendo (DC 20 Sense Motive – hunch), he will Motivate Dexterity to increase his Initiative. He will then draw his "dagger" and get ready to attack. He will attempt to strike the assailant as quickly as possible, using his *gloves of fortunate striking* if necessary and the *sudden stunning* ability of his weapon (DC 22 Will save on a successful hit or be stunned for 1d4+1 rounds, 3/day). If he catches the opponent flat-footed, he will deal 1d8+4d6+1 nonlethal damage, 1 point of Strength damage, and cause the Will save to avoid being stunned. If more than one hero attacks or if Elhilbor feels that he might lose, he breaks his *refuge* gem, which transports him back to Redhand.

If Elhilbor senses that the entire party is planning something, he will attempt to engineer an opportunity for Clemendo and him to get away from the party. If this cannot be arranged, Elhilbor breaks his *refuge* gem, transporting himself back to Redhand and leaving Clemendo with the heroes.

If Elhilbor is somehow captured, the heroes must still see through his disguise. Even after removing his *mask of lies* and *scepter of obedience*, he still has a Disguise check of 40 and Bluff check of 39.

In any case, attacking Clemendo and/or Elhilbor earns the heroes the *Enmity of Redhand* and ends the adventure.

Treasure:

APL 2: Coin: 19 gp.

APL 4: Coin: 38 gp.

APL 6: Coin: 77 gp.

APL 8: Coin: 154 gp.

Development: Before leaving Alhaster, 'Tomas Hibel' will establish two hand signals for the party, one that orders the heroes to stay calm and let Clemendo talk, and another that orders the heroes to attack.

The heroes begin their travel from Alhaster. Nothing significant occurs until they meet the special travelers on the road. Proceed to *Encounter Two*.

Encounter Two: Entropy

While on the road, Clemendo will make polite small-talk with the heroes, asking them about their qualifications, interesting adventures they have been on, what types of cheese they like best, or anything else that comes to

mind. Basically, spend some time letting the heroes get to know Clemendo and take the focus off Hibel.

Traveling across the snow-covered countryside of the Combination, it is easy to spot violet robes and the glint of armor on the road ahead of you.

If the heroes draw weapons without provocation, Clemendo will ask them what they are doing. He will advise them that anyone that is approached by strangers with weapons drawn will most likely believe they are about to be robbed and might make a preemptive attack. Basically, he will explain that it is *very* unusual to approach strangers on an open road with weapons drawn.

The travelers are headed the same direction as the party but at a slower pace. They take no note of the heroes until they are 100' from each other. At that point, the travelers will turn around and hail the party, albeit with a paranoid look in their eyes. The travelers ask about what to expect as they travel north and what the weather will be like. Try to get the characters to engage the travelers in a lengthy conversation, lengthy enough to trigger the encounter described below. The cultists will not give their names and will only say that they come from across the Dyv.

These travelers are actually cultists of Tharizdun. As such, they are completely mad, paranoid, unpredictable, and violent. If any of the characters mentions three of the following words or something similar to them, they will look at the character, yell something like **“now behold the <word> face of Eternal Darkness”** (inserting the third triggering word for <word>), then attack: black, brotherhood, cold, dagger, dark, decay, destruction, doom, dragon, dream, entropy, force, insanity, madness, Mordenkainen, obex, oblivion, pyramid, Rary, scarlet, shadow, sleeps, spiral, Tharizdun, three, violet.

If the characters do not mention anything similar to those words, choose a random word that they do say that should have no importance. Yell something like **“now behold the <word> face of Eternal Darkness”** (inserting the triggering word for <word>) and then attack.

If the heroes approach with weapons drawn, the cultists will attack at maximum spell range for the wizard, without conversation.

APL 2 (EL 4)

Fighter B: Male human Ftr2; hp 16; see *Appendix One*.

Wizard A: Male human Wiz2; hp 13; see *Appendix One*.

APL 4 (EL 6)

Fighter B (2): Male human Ftr2; hp 16 each; see *Appendix One*.

Wizard A (2): Male human Wiz2; hp 13 each; see *Appendix One*.

APL 6 (EL 8)

Fighter C (2): Male human Ftr4; hp 32 each; see *Appendix One*.

Wizard B: Male human Wiz6; hp 25; see *Appendix One*.

APL 8 (EL 10)

Fighter D (2): Male human Ftr6; hp 48 each; see *Appendix One*.

Wizard B (2): Male human Wiz6; hp 25 each; see *Appendix One*.

Tactics: Tharizdun worshippers typically have no tactics. They will open up with their biggest, most destructive spells, trying to obliterate anything and everything. Collateral damage is desirable. Casters that venerate Tharizdun tend to favor cold and force effects.

Treasure: In addition to their treasure, each of these enemies has a small black disk with a purple spiral painted on it. A Knowledge (religion) check (DC 20) will determine that this is probably a symbol of Tharizdun.

APL 2: Loot: 278 gp; Magic: 216 gp – *everlasting rations* (29 gp), *wand of magic missiles* (62 gp – 1.25 gp per charge used), *bracers of armor +1* (83 gp), *1st level arcane scroll* (20 @ 2 gp each).

APL 4: Loot: 556 gp; Magic: 403 gp – *everlasting rations* (29 gp), *wand of magic missiles* (2 @ 62 gp each – 1.25 gp per charge used), *bracers of armor +1* (2 @ 83 gp each), *1st level arcane scrolls* (40 @ 2 gp each).

APL 6: Loot: 569 gp; Magic: 1,517 gp – *+1 greatsword* (2 @ 195 gp each), *cloak of resistance +2* (333 gp), *headband of intellect +2* (333 gp), *pearl of power* (2nd-level) (333 gp), *scroll of burning hands* (CL 5, 10 gp), *scroll of shocking grasp* (CL 5, 10 gp), *scroll of explosive runes* (31 gp), *scroll of sepia snake sigil* (72 gp).

APL 8: Loot: 572 gp; Magic: 3,250 gp – *+1 full plate* (2 @ 220 gp each), *+1 greatsword* (2 @ 195 gp each), *cloak of resistance +1* (2 @ 83 gp each), *cloak of resistance +2* (2 @ 333 gp each), *headband of intellect +2* (2 @ 333 gp each), *pearl of power* (2nd-level) (2 @ 333 gp each), *scroll of burning hands* (2 @ CL 5, 10 gp each), *scroll of shocking grasp* (2 @ CL 5, 10 gp each), *scroll of explosive runes* (2 @ 31 gp each), *scroll of sepia snake sigil* (2 @ 72 gp each).

Development: After this combat, the heroes encounter no further combat on their journey to Hallorn. Proceed to *Encounter Three*.

Encounter Three: Hallorn

Shortly after entering the Warfields, a patrol of the Army of the Warfields confronts your group. Clemendo's aide flashes the signal for you to stay calm.

Feel free to roleplay a conversation with the patrol. The Army just wants to make sure the heroes are not troublemakers. Once they find out the party's purpose, they will become an honor guard, escorting the heroes all the way to Hok's keep. You can either improvise this or use the short paragraph below.

After a short discussion with Ambassador Clemendo, the patrol becomes your honor guard. They send one rider ahead to announce your approach, while the others escort you at a slower pace all the way to Hallorn.

At the gates to Hok's keep, Clemendo dismisses the heroes for the evening, asking them to meet him in the morning. Again, improvise or use the short paragraph below.

It is just before noon when you reach Hallorn. Your arrival is met with much fanfare, as it appears Hok is delighted to welcome a foreign dignitary. At the gates to the keep, Clemendo's aide has a short conversation with the guards then informs your group that you will not be needed until the morrow. You are free to entertain yourselves for the evening.

The heroes are to meet the emissary at the gates to the keep at dawn, but are otherwise free to do whatever they wish for the evening. Consult *Appendix Four* for details on Hallorn. The talks with Hok go well and Clemendo is in a fantastic mood when the heroes meet him the next morning. He sets a rather quick pace on the road to Rookroost, anticipating similarly good results.

Development: The heroes encounter no difficulty on their way to Rookroost. Proceed to *Encounter Four*.

Encounter Four: Arrested

Other than having to get back to the grind of the road after your free time in Hallorn, the travel to Rookroost was uneventful. Entering Rookroost in the company of a dignitary was a blessing after a long

journey. The standard gate fees were waived, you were allowed to skip the line, and a runner was sent to announce your presence to High Lord Tadorinal. Grindell did not look pleased that he lost potential victims, wealthy ones at that.

As each hero goes through the gate, give Grindell a Spot check to recognize them if they are Wanted and in Disguise (Spot +7, plus any bonuses from WCI). Be sure to note if Grindell does recognize any Wanted heroes, as this could have an impact later.

As you head towards the High Lord's keep, a contingent of guards, probably an official escort, approaches your group. The guards stop in front of you, their leader stepping forward to read from a sheet of parchment.

"Vitor Clemendo, you have been found guilty of conspiracy and treason against the Northern Alliance and the Empire of Iuz and of harboring a traitor to the Alliance and the Empire, the former Major Blaine. For these crimes against the Northern Alliance and the Empire of Iuz, you and all your companions are hereby placed under arrest and will be executed at dawn."

The guard turns to look at your group. With a wink, he asks "are you with this man, or are you just...innocent bystanders?" Out of the corner of your eye, you see Clemendo's aide give you the signal to attack.

The guard quickly interjects, with a large smile, "If you're having trouble...remembering if you're with him, you can take some time to talk amongst yourselves."

The street is 20' wide with occasional alleys and side streets. Once the guard says the word "treason," any crowd disperses with all haste.

APL 2 (EL 4)

Fighter A: Female human Ftr1; hp 7; see *Appendix One*.

Cleric A: Female human Clr3; hp 21; see *Appendix One*.

APL 4 (EL 6)

Fighter A (4): Female human Ftr1; hp 7 each; see *Appendix One*.

Cleric A: Female human Clr3; hp 21; see *Appendix One*.

APL 6 (EL 9)

Fighter C (3): Female human Ftr4; hp 32 each; see *Appendix One*.

Cleric B: Female human Clr7; hp 59; see *Appendix One*.

APL 8 (EL 11)

Fighter D (5): Female human Ftr6; hp 48 each; see *Appendix One*.

Cleric B: Female human Clr7; hp 59; see *Appendix One*.

Tactics: These guards are trained to subdue troublemakers for later questioning and torture. If the cleric beats the fighters in initiative, he will delay until they go. The fighters will split up to maximize the number of targets and attempt to deal nonlethal damage, taking a -4 to hit at APLs 2 and 4. At APLs 6 and 8, one fighter has a *+1 merciful greatsword*; this guard does not take the -4 to hit; all his weapon damage is nonlethal, and he deals an extra 1d6 points of bonus nonlethal damage on a successful hit. The cleric will then follow with lethal damage on anyone that was hit with nonlethal damage by the fighters. Being Iuzians, though, they are not particularly worried if they end up killing someone, as long as it looks like they tried to subdue.

An exception is granted for heroes that have a WCI status of Seditious or higher and were recognized by Grindell at the gates. The guards will target that hero first and will attempt to kill, rather than subdue.

Treasure: If the guards are defeated, the heroes only have a few rounds to loot the bodies before they hear more guards approaching. If they say they want to loot the bodies, ask them how they are going about it. On the third round of actions, tell them that they hear guards yelling nearby and that Clemendo strongly suggests they flee. If they decide to stay and continue looting, another group of guards equivalent to the first will show up on the fifth round.

APL 2: Loot: 247 gp; Magic: 4 gp – *potion of cure light wounds*(4.17 gp).

APL 4: Loot: 472 gp; Magic: 4 gp – *potion of cure light wounds*(4 gp).

APL 6: Loot: 685 gp; Magic: 1,267 gp – *+1 greatsword* (3 @ 195 gp each), *cloak of resistance +1* (83 gp), *lesser rod of extend* (250 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds*(25 gp).

APL 8: Loot: 467 gp; Magic: 3,179 gp – *+1 full plate*(5 @ 220 gp each), *+1 greatsword*(5 @ 195 gp each), *cloak of resistance +1* (5 @ 83 gp each), *cloak of resistance +1* (83 gp), *lesser rod of extend* (250 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds*(25 gp).

Development: The heroes are being given the chance to walk away from this. If they do so, they are allowed to leave the city and the adventure is over. They gain the *Enmity of Redhand* and citizens of the Northern Alliance gain the *Gratitude of the Northern Alliance*.

If the heroes decide to stay with Clemendo, they must either fight the guards or surrender. If they surrender or fight and are defeated, proceed to *Encounter Five*. If they fight and win, proceed to *Encounter Six*.

Encounter Five: Prison

You have all been made to strip to your skivvies and have been placed in a 10'x10' cell in the Rookroost prison. There is one barred window in one wall near the ceiling and one iron shod, wooden door with a small slat at the floor.

The heroes have been stripped of ALL equipment (the guard who searches them has a Search bonus of +10 and takes 20 on his check for a total of 30). They do not have spell component pouches, holy symbols, weapons, tools, or anything else other than their underwear, which has been searched.

The door is locked (Good Lock – DC 30) from the outside with no easy way to the locking mechanism from this side, incurring a -5 circumstance penalty to Open Lock checks. Trying to pick a lock without tools incurs a -2 circumstance penalty. Including these penalties, a hero must make a 37 on their Open Locks check to open this door. The slat in the door is approximately 6" tall and 18" wide. It is unlikely that this will allow any kind of escape. Similarly, the window is 18" tall and has 4" between each bar.

The only viable means of escape is a secret door in the wall (Search DC 25). Members of the Rookroost Thieves Guild (RTG) automatically know that there should be a secret door in the room somewhere, but still have to find it.

If the heroes are unable to find the secret door, they can instead spend one Influence Point (IP) with the RTG to call for help by sending hand signals out the window of the cell. If the party does not find the secret door and do not have any IPs with the RTG, Hibel will admit that he has friends in the city and will signal for help, though they each lose one IP with Redhand if they take this option. If help is called, a young RTG member, Simone, will show up an hour later, opening the secret door from the other side to show the heroes how to escape.

Using the secret passages in the prison, the heroes can find their way both to the prison storage room and out of the prison after that. The storage room is protected by a single guard. Remember that when fighting in the

storage room, the heroes have no equipment. The EL for that encounter has been raised by one to account for this.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

Lock: hardness 15; hp 30.

Hinge: hardness 10; hp 30.

Masonry Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35.

Note: Even if the characters are able to destroy the door or wall, this will alert the guards, who will subdue the characters and split them up into separate rooms. If needed, use the guards from *Encounter Four*.

Simone: Female human Rog2.

Prison Storage Room

APL 2 (EL 2)

Fighter A: Female human Ftr1; hp 8; see *Appendix One*.

APL 4 (EL 3)

Fighter B: Female human Ftr2; hp 16; see *Appendix One*.

APL 6 (EL 5)

Fighter C: Female human Ftr4; hp 32; see *Appendix One*.

APL 8 (EL 7)

Fighter D: Female human Ftr6; hp 48; see *Appendix One*.

Tactics: Working in a sexist culture, the women in Rookroost are always placed in the least prestigious assignments, and there isn't much lower in prestige than prison storage; however, this guard has worked hard to get to where she is and will fight to the death in order to prove herself. Remember that the heroes have no equipment. The EL has been raised by one to account for this.

Treasure:

APL 2: Loot: 75 gp.

APL 4: Loot: 217 gp.

APL 6: Loot: 171 gp; Magic: 196 gp – +1 greatsword (195 gp).

APL 8: Loot: 59 gp; Magic: 500 gp – +1 greatsword (195 gp), +1 full plate (220 gp), cloak of resistance +1 (83 gp).

Development: After the heroes recover their equipment, they are taken to the safe house. If they did not call the

RTG for help in the prison, they need to contact the RTG now. The heroes must spend one IP with the RTG, either in the prison or now, in order to get a safe house. If the heroes do not have any IPs with the RTG, Hibel will spend one, though the heroes each lose one IP with Redhand if they take this option. Proceed to *Encounter Seven*.

Encounter Six: Fleeing

Read the following if the heroes fought the Rookroost gate guards and won.

The guards lay defeated at your feet. You do not have much time before more guards arrive. You better find a place to lay low for a while.

After the heroes defeat the guards, they have a short time to collect some loot before more guards are heard nearby. They need to flee within five rounds or they will be overwhelmed by guards. As they are fleeing, they need to find a safe house in which to lay low; this requires contacting the Rookroost Thieves Guild (RTG). The heroes must spend one Influence Point (IP) with the RTG to gain access to a safe house. If the heroes do not have any IPs with the RTG, Hibel will spend one, though the heroes each lose one IP with Redhand if they take this option.

Once the IP is spent, either by a hero or Hibel flashing hand signals in the street, a young RTG member, Simone, will show up to lead them to a safe house. Proceed to *Encounter Seven*.

If the heroes have influence with the Gonagins, they may also use that to gain refuge. The Gonagins would not want the heroes in their house right now, but would be glad to contact the RTG and set things up. If they spend one IP with the Gonagins, a young halfling will be leading Simone when she arrives.

Simone: Female human Rog2.

Encounter Seven: Waiting

The RTG safe house is a one-room domicile in the back streets of Rookroost. The rough neighborhood belies the house's description as 'safe.'

The heroes have to spend four days in the safe house before Simone comes to tell them it is time to leave. The RTG brings food and water twice a day and there are several cots in the room, so the stay is not all that bad besides being boring.

On the fourth day, Simone returns to the safe house. She quickly explains that there is a huge commotion at the Funerary Gate. "A giant in purple armor is killin' guards left and right. It dropped Org'la in one blow! Anyways, now is the perfect time to get outta town."

A Knowledge (local) check (DC 15) will identify Org'la Tor'gill as the hill giant sheriff of Rookroost. Simone wants to lead the heroes to a tunnel entrance so they can get out of town while the guards are all distracted. Assuming they agree, proceed to *Encounter Eight*.

Encounter Eight: Tunnels

Simone leads you through town, stopping frequently to look around corners before continuing. She eventually stops at what looks like an outdoor entrance to a cellar. After she unlocks and opens the door, however, you can see that it leads down into a tunnel. After giving you some quick and somewhat confusing directions, she waves and closes the door behind you.

If the heroes have any special mounts, the RTG will make sure the mounts get out of town and are returned to their owners.

The heroes make their way through the tunnels, maybe getting turned around a few times. The Rookroost Thieves Guild (RTG) likes to maintain complete control of the tunnels under Rookroost. To do this, they leave traps for unwary intruders. At this intersection of four tunnels, the RTG has a particularly clever trap. They have placed a skeleton on the floor in the middle of a room, partially buried by blocks that have fallen from the ceiling. This gives the appearance that a hapless adventurer triggered a trap and was killed by it. Next to the skeleton is an old sack which contains a book with the title 'Tome of Understanding.' This book is empty, other than a short message from the RTG and a trap that is triggered by anyone viewing its contents.

Members of the Rookroost Thieves Guild automatically know about these traps and know how to avoid them. Using this knowledge to bypass the trap still grants the heroes full experience points for the trap. However, if the heroes do not find out that the trap is there and move on, leaving the book behind, they do not gain any experience points for this encounter.

When a player says that their character is looking in the book, tell them to hold on one second while you deal with something else. Next, ask the other players where their characters are at the moment. Then return to the first player and ask what languages his character speaks. After the player responds, ask the other players if any

other characters are next to the first player and, if so, what languages they speak. (This is all just an elaborate ruse to limit metagaming.) Finally, after you have determined which characters would be next to the book when it is opened, trigger the trap.

All traps have *Nystul's magic aura* cast on them to mask their auras. As such, *detect magic*, *arcane sight*, and similar spells will not detect these traps. They must be found by a rogue using *Search*.

If the heroes open the book by either surviving the trap or disabling it, they find it blank on the inside, as noted above, except for a scrap of parchment that reads: **"If you are reading this you apparently survived our trap. Ralishaz has turned his eyes at the moment. However you're a fool if you think it will be that easy. We'd like you to know you've just been poisoned. Enjoy your next minute of life since it will likely be your last. Signed—E"**

After they read this, don a serious attitude, tell the players to roll *Fortitude* saves without telling them the results. Tell them they've just spent two rounds reading the note and ask them for their actions for the following round. The heroes haven't been poisoned, but there is a small smear of relatively innocuous poison on the note that the hero likely touched which will register on a *detect poison* spell to make the heroes even more paranoid.

APL 2 (EL 4)

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Market Price: 350 gp.

APL 4 (EL 6)

Fireball Trap: CR 6; magic device; proximity trigger (*alarm*); no reset; spell effect (*fireball*, 10th-level wizard, 10d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Market Price: 1,500 gp.

APL 6 (EL 7)

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest book plus 5d6 electricity to each of up to 11 secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Market Price: 3,300 gp.

APL 8 (EL 9)

Binding Trap: CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*binding* [metamorphosis], target's body, other than their face, becomes gaseous and is trapped inside a small bottle

that has been placed in a cutout section inside the book, If target has at least 7 HD then DC 20 Will save negates, targets over 10 HD are immune); Search DC 33; Disable Device DC 33. Market Price: 11,500 gp.

If a character is affected by the *binding* trap, his body is trapped in the bottle permanently. The character remains aware of his surroundings and can speak, but he cannot leave the container, attack, or use any of his powers or abilities. The character can only be freed by an *antimagic field* or *Mordenkainen's disjunction*, or by completing the release conditions of the spell. To meet the release conditions of the spell, the RTG must be paid the cost of the trap and be given a favor. A member of the RTG metaorg will automatically know this. If there is not RTG member in the party Hibel will suggest that they might be able to get the RTG to release the effect, though it would be expensive.

To contact the RTG, the characters must spend one IP with the RTG. If they do not have one to spend, Hibel will contact the RTG for them, though they each lose one IP with Redhand if they take this option. The heroes must then spend 11,500 gp to reimburse the guild.

Development: The heroes eventually find their way out of the tunnels and into the countryside just outside the walls of Rookroost. Proceed to the *Conclusion*.

Conclusion

Modify the following text to accommodate any odd things the heroes might have done.

After spending some time wandering through the tunnels under Rookroost, you eventually find your way to the exit. You emerge just outside the walls, north of the Funerary Gate. You can just make out a large creature in purple armor walking south, away from the Gate. Between it and you, at the Funerary Gate, you can make out dozens of corpses which look like former guards. One particularly large corpse, probably Org'la, has several halflings crawling on it, looting and defiling the corpse. More guards are beginning to pour out of the city.

The heroes should take the cue that they should leave before the guards notice them. If the heroes attempt to investigate the giant in purple armor, tell them that as they move closer to the gate (which they have to do to get closer to the giant), some of the guards are beginning to take notice of them. This should encourage them to leave.

Assuming they still have Clemendo, they will probably head back to Alhaster; they encounter no trouble on the way back. Upon arrival, Clemendo and

Hibel leave to report to Zeech, leaving the heroes to settle into the inn. About an hour later, Elhilbor will come to them, not in disguise, and explain that Zeech is very happy with their service and that he has offered various forms of aid in the future (See AR), in addition to the danger pay they were promised. Elhilbor thanks them and then takes his leave.

Treasure:

APL 2: Coin: 19 gp.

APL 4: Coin: 38 gp.

APL 6: Coin: 77 gp.

APL 8: Coin: 154 gp.

If the heroes kept Clemendo alive and returned him to Alhaster, they receive one Influence Point (IP) with Redhand and *Spellcasting in Redhand*.

If the heroes fought the Rookroost guards in the streets, attempting to defend Clemendo, they receive an additional IP with Redhand and *Gratitude of Redhand* and *Expanded Access*. If they left any guards alive and/or failed to take measures to keep their identities from being known, such as cutting out the tongues of the fallen, they receive *Wanted by the Church of Iuz*.

For each IP with the RTG that Elhilbor had to spend to help the party, the heroes receive one less IP with Redhand (minimum of 0); however, they still receive *Spellcasting in Redhand* and/or *Gratitude of Redhand*, if applicable.

If the heroes claimed not to be associated with Clemendo in Rookroost or attacked Clemendo or Elhilbor, they receive *Enmity of Redhand*. Any heroes that turned Clemendo over in Rookroost that are members of the Northern Alliance metaorg also gain *Gratitude of the Northern Alliance* and *Expanded Access*.

If the group was able to spoil the plans of Zeech and report everything they learned to the Brotherhood of the Sundered Axe, they receive *Gratitude of the Brotherhood*.

If a member of the Brotherhood of the Sundered Axe metaorg allowed Elhilbor to know about their membership or revealed any other information about the Brotherhood, they receive *Failed the Brotherhood*.

If a character was bound by the trap at APL8 and not released, they receive *Metamorphosis Binding*.

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

Defeat the Tharizdun cultists:

- APL2 120 xp
- APL4 180 xp
- APL6 240 xp
- APL8 300 xp

Encounter Four

Defeat the arrest squad:

- APL2 120 xp
- APL4 180 xp
- APL6 270 xp
- APL8 330 xp

-OR-

Encounter Five

Defeat the prison guard:

- APL2 60 xp
- APL4 90 xp
- APL6 150 xp
- APL8 210 xp

Encounter Eight

Disable or survive the trap:

- APL2 120 xp
- APL4 180 xp
- APL6 210 xp
- APL8 270 xp

Discretionary roleplaying award

- APL2 90 xp
- APL4 135 xp
- APL6 180 xp
- APL8 225 xp

Total possible experience:

- APL2 450 xp
- APL4 675 xp
- APL6 900 xp
- APL8 1,125 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 items are 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.

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

Encounter One

- APL 2: Coin: 19 gp.
- APL 4: Coin: 38 gp.
- APL 6: Coin: 77 gp.
- APL 6: Coin: 154 gp.

Encounter Two

APL 2: Loot: 278 gp; Magic: 216 gp – *everlasting rations* (29 gp), *wand of magic missiles* (62 gp – 1.25 gp per charge used), *bracers of armor +1* (83 gp), *1st level arcane scroll* (20 @ 2 gp each).

APL 4: Loot: 556 gp; Magic: 403 gp – *everlasting rations* (29 gp), *wand of magic missiles* (2 @ 62 gp each – 1 gp per charge used), *bracers of armor +1* (2 @ 83 gp each), *1st level arcane scrolls* (40 @ 2 gp each).

APL 6: Loot: 569 gp; Magic: 1,517 gp – *+1 greatsword* (195 gp), *cloak of resistance +2* (333 gp), *headband of intellect +2* (333 gp), *pearl of power* (2nd-level) (333 gp), *scroll of burning hands* (CL 5, 10 gp), *scroll of shocking grasp* (CL 5, 10 gp), *scroll of explosive runes* (31 gp), *scroll of sepia snake sigil* (72 gp).

APL 8: Loot: 572 gp; Magic: 3,250 gp – *+1 full plate* (2 @ 220 gp each), *+1 greatsword* (2 @ 195 gp each), *cloak of resistance +1* (2 @ 83 gp each), *cloak of resistance +2* (2 @ 333 gp each), *headband of intellect +2* (2 @ 333 gp each), *pearl of power* (2nd-level) (2 @ 333 gp each), *scroll of burning hands* (2 @ CL 5, 10 gp each), *scroll of shocking grasp* (2 @ CL 5, 10 gp each), *scroll of explosive runes* (2 @ 31 gp each), *scroll of sepia snake sigil* (2 @ 72 gp each).

Encounter Four

APL 2: Loot: 247 gp; Magic: 4 gp – *potion of cure light wounds* (4 gp).

APL 4: Loot: 472 gp; Magic: 4 gp – *potion of cure light wounds* (4 gp).

APL 6: Loot: 685 gp; Magic: 1267 gp – *+1 greatsword* (3 @ 195 gp each), *cloak of resistance +1* (83 gp), *lesser rod of extend* (250 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp).

APL 8: Loot: 467 gp; Magic: 3,179 gp – *+1 full plate* (5 @ 220 gp each), *+1 greatsword* (5 @ 195 gp each), *cloak of resistance +1* (5 @ 83 gp each), *cloak of resistance +1* (83 gp), *lesser rod of extend* (250 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp).

-OR-

Encounter Five

APL 2: Loot: 75 gp.

APL 4: Loot: 217 gp.

APL 6: Loot: 171 gp; Magic: 196 gp – *+1 greatsword* (195 gp).

APL 8: Loot: 59 gp; Magic: 500 gp – *+1 greatsword* (195 gp), *+1 full plate* (220 gp), *cloak of resistance +1* (83 gp).

Conclusion

APL 2: Coin: 19 gp.

APL 4: Coin: 38 gp.

APL 6: Coin: 77 gp.

APL 8: Coin: 154 gp.

Total Possible Treasure

Note: It is highly unlikely that the party will receive the maximum values listed below. Due to time constraints,

the heroes will most likely receive very little gold from *Encounter Four*, even if they do fight the guards and win.

APL 2: Loot: 525 gp; Coin: 38 gp; Magic: 220 gp; Total: 450 gp (783 gp).

APL 4: Loot: 1,028 gp; Coin: 76 gp; Magic: 407 gp; Total: 650 gp (1,511 gp).

APL 6: Loot: 1,254 gp; Coin: 154 gp; Magic: 2,784 gp; Total: 900 gp (4,192 gp).

APL 8: Loot: 1,039 gp; Coin: 308 gp; Magic: 6,429 gp; Total: 1,300 gp (7,776 gp).

Special

Gratitude of Redhand: Regional access to the following items and enchantments: *+1 flaming ballista*, *axiomatic*, banner of Redhand^{AEG}, hellforged weapons and armor^{DMG2}, navigator's kit^{AEG}.

Spellcasting in Redhand: If you are in Redhand (or can travel there) and spend one Influence Point (IP) with Redhand, you may have a 7th level wizard or cleric of Hextor cast any one Core spell for you. If you spend two IPs with Redhand, you may have an 11th level wizard or 9th level cleric of Hextor cast any one Core spell for you. If you spend four IPs with Redhand, you may have an 17th level cleric of Ralishaz cast any one Core spell for you other than *true resurrection*. You must pay any material costs and 5gp/xp required by the spell. This access is rescinded if you ever gain the *Enmity of Redhand*.

Influence Point(s) with Redhand: Cross these out if used or not received. [] []

Enmity of Redhand

Wanted by the Church of Iuz: +1 WCI (Insurgent).

Gratitude of the Northern Alliance (NA): Regional access to the following items and enchantments: *nine lives stealer*, *robe of bones*, *rod of splendor*, *shirt of demonskin*^{MH}, *wounding*.

Two Influence Points with the NA. Cross these out if used. [] []

Gratitude of the Brotherhood: Regional access to the *holy* weapon upgrade and one Influence Point with the Brotherhood of the Sundered Axe. Cross out if used. []

Failed the Brotherhood: You have failed the Brotherhood of the Sundered Axe and endangered the entire organization. You have been expelled from the organization and are shunned by other members.

Metamorphosis *Binding*. Your entire body, except for your face, has become gaseous and is trapped inside a small bottle, per the PHB spell *binding*. You can only be freed by an *antimagic field* or *Mordenkainen's disjunction*.

Expanded Access: Choose two items on this AR to which you have access; you have 'Frequency: Regional' access to those items.

Items for the Adventure Record

APLs 2 & 4:

- *Boots, steadfast* (Adventure; AEG; 6,000 gp)
- *Everlasting rations* (Adventure; HB; 350 gp)
- *Field provisions box* (Adventure; MH; 2,000 gp)
- *Magic sleeping bag* (Adventure; MH; 1,000 gp)
- Masterwork composite longbow [+5] (Adventure; PHB; 950 gp)
- Masterwork composite greatbow [+0 to +4] (Adventure; CW; 550 gp to 1,350 gp)
- *Saddle of weather protection* (Adventure; AEG; 5,400 gp)
- *Shawl of bewitching* (Adventure; CV; 3,500 gp)

APLs 6 & 8 (all of APLs 2-4 plus the following):

- *+1 merciful greatsword* (Adventure; DMG; 8,350 gp)
- *Arcane scroll of sepia snake sigil* (Adventure; DMG)
- *Cloak of resistance +2* (Adventure; DMG)
- *Lesser metamagic rod of extend* (Adventure; DMG)
- *Pearl of power, 2nd level* (Adventure; DMG)

Appendix One – NPCs

Vitor Clemendo: Male human aristocrat 3; CR 2; Medium humanoid (human); HD 3d8; hp 15; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); BAB/Grp +2/+1; Atk +2 melee (1d4-1/19-20, mwk dagger); AL N; SV Fort +1, Ref +0, Will +3; Str 8, Dex 9, Con 10, Int 12, Wis 11, Cha 13.

Skills and Feats: Bluff +9 (+15*), Diplomacy +13 (+19*), Gather Information +12 (+18*), Knowledge (local) +7, Knowledge (nobility & royalty) +7, Sense Motive +11; Negotiator, Skill Focus (Gather Information), Skill Focus (Sense Motive).

*Bonuses in parentheses indicate bonuses with Elhilbor's Motivate Charisma active.

Languages: Common, Infernal.

Possessions: Mwk dagger, noble's outfit.

Physical Description: Vitor Clemendo is a 22 year old Oeridian man with long brown hair and average skin tone. He stands just shy of 6' and has an athletic build. Clemendo always ensures that he looks as close to perfect as possible, given the circumstances. He wears a noble's clothing, even on the road, which he is careful to keep in good condition. Each morning, he takes the time to brush his hair and uses a bit of water to wash the road grime from his hands and face.

Elhilbor: Male human rogue 1/ranger 1/marshal 3/spymaster 3/bloodhound 2/justiciar 2/exemplar 1; CR 13; Medium humanoid (human); HD 5d6+4d8+4d10+26; hp 100; Init +1; Spd 30 ft.; AC 19 (20*), touch 11, flat-footed 18 (19*) (+1 Dex, +5 armor, +3 shield); BAB/Grp +9/+10; Atk +12 melee (1d8+1 nonlethal/19-20 plus 1d6 non-lethal, +1 *merciful longsword*); Full Atk +12/+7 melee (1d8+1 nonlethal/19-20 plus 1d6 nonlethal, +1 *merciful longsword*); SA crippling strike, nonlethal force, nonlethal strike +1d6, sneak attack +2d6; SQ cover identity, favored enemy humans +2, *magic aura*, major aura (motivate attack), mark (1), minor auras (motivate charisma, motivate dexterity), quick change, ready and waiting, scrying defense, skill artistry, skill mastery, swift tracker, trapfinding, undetectable alignment, wild empathy; AL LN; SV Fort +9, Ref +12, Will +8; Str 12, Dex 12, Con 10 (12), Int 14 (16), Wis 12, Cha 18 (22).

*Includes bonus from hellforged armor.

Skills and Feats: Bluff +30 (+36*), Diplomacy +34 (+40*), Disable Device +4, Disguise +39 (+45*), Forgery +19, Gather Information +32 (+38*), Hide +15 (+20), Intimidate +29 (+35*), Knowledge (local) +8, Move Silently +16, Open Lock +2, Search +13, Sense Motive +21, Survival +13; City Slicker†, Combat Expertise, Endurance, Improved Feint, Improved Grapple, Skill

Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Gather Information), Track.

*Bonuses in parentheses indicate bonuses with Elhilbor's Motivate Charisma active.

†This feat is from *Races of Destiny* but is not required to run this scenario.

Cover Identity (Ex): While disguised as Tomas Hibel, +4 on Disguise and +2 on Bluff and Gather Information.

Crippling Strike (Ex): When striking a foe with a Nonlethal Strike, foe also takes 1 point of Strength damage.

Magic Aura (Sp): *Nystul's magic aura* at will, CL 3.

Major Aura – Motivate Attack (Ex): All allies within 60' gain +1 to melee attacks.

Minor Auras – Motivate Charisma, Motivate Dexterity (Ex): All allies within 60' gain either +6 to Charisma checks and Charisma based skills or Dexterity checks and Dexterity based skills.

Nonlethal Force (Ex): Can use a lethal weapon to deal nonlethal damage without taking the normal -4 penalty.

Nonlethal Strike (Ex): When dealing nonlethal damage and a foe is flanked or denied their Dexterity modifier to AC, +1d6 nonlethal damage.

Quick Change (Ex): Don disguise in 1d3 minutes. Don or remove armor in ½ normal time.

Skill Artistry (Ex): +4 competence bonus on Sense Motive.

Skill Mastery (Ex): Take 10 on Bluff, Diplomacy, and Intimidate.

Undetectable Alignment (Ex): *Undetectable alignment* always active.

Languages: Cold Tongue, Common, Infernal.

Possessions: +1 heavy mithral shield, +1 *merciful, hellforged longsword of sudden stunning*, +1 shadowed, *hellforged chain shirt of silent moves*, *amulet of health +4*, *cloak of charisma +4*, *gloves of fortunate striking*, *headband of intellect +2*, *Heward's handy haversack*, *mask of lies*, *refuge gem*, *scepter of obedience*.

Physical Description: Varies.

Wizard A: Male human Evoker 2; CR 3; Medium humanoid (human); HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11 (+2 Dex, +1 bracers); BAB/Grp: +1/+0; Atk: +0 melee (1d4-1/19-20, dagger) or +3 ranged touch (spell); SA spells; SQ summon familiar; AL NE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills and Feats: Bluff +2.5, Concentration +6, Knowledge (arcana) +7, Knowledge (the planes) +7, Spellcraft +9; Blind-Fight^B, Improved Initiative, Scribe Scroll^B.

Languages: Common, Draconic, Flan.

Spells Prepared (4/4; prohibited schools: enchantment and illusion): 0—*mage hand*, *ray of frost* (2), *touch of fatigue* (DC 12); 1st—*chill touch* (2) (DC 13), *magic missile* (2).

Spellbook (spells prepared plus): 0—all *cantrips* except *enchantment and illusion*; 1st—*burning hands*, *mage armor*, *shield*, *shocking grasp*, *Tenser's floating disk*.

Possessions: *Everlasting rations*, *wand of magic missile*, *bracers of armor* +1, *scroll of burning hands*, *scroll of chill touch*, 4 *scrolls of shield*, 4 *scrolls of mage armor*, 4 *scrolls of magic missile*, 2 *scrolls of shocking grasp*, 4 *scrolls of Tenser's floating disk*, dagger, 2 spell component pouches.

Physical Description: This wizard wears violet robes. His appearance is unkempt, with disheveled hair and dirty skin.

Wizard B: Male human Evoker 6; CR 6; Medium humanoid (human); HD 6d4+6; hp 25; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*); BAB/Grp: +3/+2; Atk: +2 melee (1d4-1/19-20, dagger) or +5 ranged touch (spell); SA spells; SQ summon familiar; AL NE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 18, Wis 12, Cha 10.

Skills and Feats: Bluff +4.5, Concentration +13, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen + 5.5, Spellcraft +13; Blind-Fight^B, Craft Wondrous Item^B, Improved Initiative, Scribe Scroll^B, Skill Focus (Concentration).

Languages: Common, Draconic, Flan.

Spells Prepared (4/5/5/4; prohibited schools: enchantment and illusion): 0—*mage hand*, *ray of frost* (2), *touch of fatigue* (DC 14); 1st—*chill touch*, *magic missile* (2), ~~*mage armor*~~, *shield*; 2nd—*scorching ray* (2), *shatter* (DC 16), *spectral hand*, *summon swarm*; 3rd—*fireball* (2) (DC 17), *lightning bolt* (2) (DC 17).

Spellbook (spells prepared plus): 0—all *cantrips* except *enchantment and illusion*; 1st—*burning hands*, *shield*, *shocking grasp*, *Tenser's floating disk*; 3rd—*explosive runes*, *sepia snake sigil*.

Possessions: *Cloak of resistance* +2, *headband of intellect* +2, *pearl of power* (2nd-level), *scroll of burning hands* (CL 5), *scroll of shocking grasp* (CL 5), *scroll of explosive runes*, *scroll of sepia snake sigil*, dagger, 2 spell component pouches.

Physical Description: This wizard wears violet robes. His appearance is unkempt, with disheveled hair and dirty skin.

Fighter A: Human Fighter 1; CR 1; Medium humanoid (human); HD 1d10+2; hp 8; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +6 armor); BAB/Grp: +1/+3; Atk: +5 melee (2d6+3/19-20, mwk greatsword) or +2 ranged (1d8+2/x3, composite longbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump -6; Improved Initiative^B, Power Attack, Weapon Focus (greatsword)^B.

Languages: Common.

Possessions: 20 arrows, banded mail, composite longbow [+2 Str], dagger, mwk greatsword.

Fighter B: Human Fighter 2; CR 2; Medium humanoid (human); HD 2d10+4; hp 16; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); BAB/Grp: +2/+4; Atk: +6 melee (2d6+3/19-20, mwk greatsword) or +4 ranged (1d8+2/x3, mwk composite longbow [+2 Str bonus]); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Jump -4; Cleave^B, Improved Initiative^B, Power Attack, Weapon Focus (greatsword)^B.

Languages: Common.

Possessions: 20 arrows, dagger, mwk composite longbow [+2 Str bonus], mwk full plate, mwk greatsword.

Fighter C: Human Fighter 4; CR 4; Medium humanoid (human); HD 4d10+8; hp 32; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); BAB/Grp: +4/+7; Atk: +9 melee (2d6+7/19-20, mwk greatsword) or +6 ranged (1d8+3/x3, mwk composite longbow [+3 Str bonus]); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +5, Jump -2; Cleave^B, Dodge, Improved Initiative^B, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B.

Languages: Common.

Possessions: 20 arrows, +1 *greatsword*, mwk composite longbow [+3 Str bonus], dagger, mwk full plate.

Fighter D: Human Fighter 6; CR 6; Medium humanoid (human); HD 6d10+12; hp 48; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 armor); BAB/Grp: +6/+9; Atk: +11 melee (2d6+7/19-20, mwk greatsword) or +8 ranged (1d8+3/x3, mwk composite longbow [+3 Str bonus]); AL NE; SV Fort +8, Ref +4, Will +6; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +7, Jump +0; Cleave^B, Dodge, Improved Initiative^B, Iron Will, Power Attack, Quick Draw^B, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B.

Languages: Common.

Possessions: 20 arrows, +1 full plate, +1 greatsword, cloak or resistance +1, dagger, mwk composite longbow [+3 Str bonus].

Cleric A: Male human Cleric 3 of Iuz; CR 3; Medium humanoid; HD 3d8+3; hp 21; Init +0; Spd 20 ft.; AC 18 (20*), touch 10 (12*), flat-footed 18 (20*) (+8 armor); BAB/Grp: +2/+6; Atk +9 melee (2d6+8/19-20, mwk greatsword with *magic weapon*) or +3 ranged (1d8+1/19-20, light crossbow); SA rebuke undead 4/day (+3, 2d6+4, 3rd), spontaneous casting (*inflict* spells); AL CE; SV Fort +4 (+6*), Ref +2 (+4*), Will +5 (+7*); Str 18, Dex 10, Con 13, Int 8, Wis 15, Cha 12.

*Adjustments versus a good foe or spell.

Skills and Feats: Concentration +10, Knowledge (religion) +5; Martial Weapon Proficiency (greatsword), Skill Focus (Concentration)^B, Weapon Focus (greatsword).

Languages: Common.

Spells Prepared (4/4/3): 0—*cure minor wounds*, *detect magic*, *guidance*, *read magic*, 1st—*cause fear* (DC 13), *divine favor*, *magic weapon*, *protection from good*^D; 2nd—*death knell* (DC 14), *shatter*^D (DC 14), *sound burst* (DC 14).

^DDomain spell. *Domains:* Chaos (Chaos spells cast at +1 caster level); Evil (Evil spells cast at +1 caster level).

Possessions: Mwk full plate, mwk greatsword with *magic weapon*, light crossbow, 10 bolts, silver holy symbol of Iuz, wooden holy symbol of Iuz, ~~*potion of bull's strength*~~, *potion of cure light wounds*.

Physical Description: This cleric of the Old One wields his god's weapon, the greatsword, and wears blackened full plate. About his neck is a silver skull, his holy symbol.

Cleric B: Male human Cleric 7 of Iuz; CR 7; Medium humanoid; HD 7d8+21; hp 59; Init +0; Spd 20 ft.; AC 23 (25*), touch 13 (15*), flat-footed 23 (25*) (+10 armor, +3 *shield of faith*); BAB/Grp: +5/+9; Atk +15 melee (2d6+10/19-20, mwk greatsword with *greater magic weapon*) or +5 ranged (1d8/19-20, light crossbow); Full Atk +15 melee (2d6+10/19-20, mwk greatsword with *greater magic weapon*) or +5 ranged (1d8/19-20, light crossbow); SA rebuke undead 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict* spells); AL CE; SV Fort +11 (+13*), Ref +3 (+5*), Will +10 (+12*); Str 18, Dex 10, Con 13 (17), Int 8, Wis 18, Cha 12.

*Adjustments versus a good or lawful foe or spell.

Skills and Feats: Concentration +18, Knowledge (religion) +9; Combat Casting, Martial Weapon Proficiency (greatsword), Skill Focus (Concentration)^B, Weapon Focus (greatsword).

Languages: Common.

Spells Prepared (6/6/5/4/3): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *read magic*, *virtue*, 1st—*bane* (DC 15), *bless*, *divine favor*, *protection from law*^D, *sanctuary* (DC 15), *shield of faith*; 2nd—*bear's endurance*, *death knell* (DC 16), *shatter*^D (DC 16), *sound burst* (DC 16), *spiritual weapon*; 3rd—*animate dead*, ~~*magic circle against good*~~^D, ~~*magic vestment*~~, *prayer*; 4th—*divine power*, ~~*greater magic weapon*~~, *unholy blight*^D. (DC 18)

^DDomain spell. *Domains:* Chaos (Chaos spells cast at +1 caster level); Evil (Evil spells cast at +1 caster level).

Possessions: Lesser metamagic rod of extend, *periapt of wisdom* +2, mwk full plate with extended *magic vestment*, mwk greatsword with *greater magic weapon*, cloak of resistance +1, ~~*potion of bull's strength*~~, *potion of cure moderate wounds*, silver holy symbol of Iuz, wooden holy symbol of Iuz, light crossbow, 10 bolts.

Physical Description: This cleric of the Old One wields his god's weapon, the greatsword, and wears blackened full plate. About his neck is a silver skull, his holy symbol.

Appendix Two – Gather Information

Gather Information (DC 10+)

- “I’ve a cousin in Prince Zeech’s guard, and he says he heard that crazy Baron in Morannon tell Zeech ‘I will not marry her!’, right to the prince’s face! My cousin thought the Baron was a goner for sure, but Zeech just chuckled that girly laugh of his and bid the Baron ‘good day’.”
- “The Rhennee are still pissed at Zeech as the port is STILL locked down. To earn a living, they seem to be trading up the Artonsamay more and more.”
- “I heard that those fools in the Tangles prefer living there better than to living in Hallorn. We all thought the Legion would try to take Hallorn from Hok for sure, but it’s been over a year now...”
- “A few months ago, Stonehill Fortress was razed. Seems no one witnessed it, there were no survivors, and no armies marching through the area. All anyone knows is that Stonehill is now a pile of slag. Some say they saw lights in the sky a few months ago. Maybe they are connected.”

Gather Information (DC 15+)

- “It looks like the Brotherhood has little support. The Shield Lands was giving them money for a time, but Zeech just keeps gaining power so they decided to pull the plug since the Brotherhood apparently hasn’t done much good.”
- “Hok has him some grand designs for the future. He’s apparently made some agreements with some fellows who like reaping, and I ain’t talkin’ about corn.”
- “A while back, General Hok invited a bunch of adventurers to help clean out the catacombs beneath Hallorn. Seems some other adventurers decided to jump some of these groups just as they were leaving the catacombs! Wish I’d have thought of that!”
- “The Grand Theocracy of Dimre recently struck a crushing blow to the lizardfolk rebels in the Phostwood. Word is the troops sent by Boss Renfus to aid them have helped quell the rebellion. Looks like things are back to normal.”

Gather Information (DC 20+)

- “There are rumors that Cranzer has returned to Riftcrag. Gods, I hope it isn’t true.”
- “Gaiyle Markhalla is back from the dead!”
- “Tarren Moskol is getting edgy. He’s stepped up patrols and sent out an unusual number of scouting parties into the Rift looking for something. I wonder what he’s up to.”

- “Lord Hind of the Johrase Mercenaries has plans to abandon Lord Malchat, the leader of the organization. Seems he’s finally had enough of working for Old Wicked.”

Gather Information (DC 25+)

- “Prince Zeech does well for himself these days. I hear he got the money for his skullcrusher ogres from a mysterious patron with, how shall I say this, *fiendish* tendencies.”
- “Something horrible has been awakened near Steelbone Meadows! I heard it myself from a reliable source. I wouldn’t stay around here too long if I were you. Whatever it is will probably start devouring souls around here first. I’m leaving as soon as possible myself.”
- “The Pale Lady had a contest not too long ago to choose some champions. They ended up turning on her though and she’s fuming mad at ‘em.”
- “My cousin found a giant, blue scale up near the Rift. A local sage said it was from a dragon!”

Gather Information (DC 30+)

- “A wizard working for the mage of Hellstone Tower has been captured by Old Wicked’s minions and taken to Riftcrag for ‘questioning.’ It looks like the mage of Hellstone Tower is alive, and he may need someone to rescue his wizard before he blabs.”
- “One of my buddies, he’s an adventurer, saw a black thing flying in the Fellreev. Said ‘twas the biggest, scariest thing ever seen.”
- “I heard that a dwarf was killed by a lich while trying to save some ancient hero or something. They say the dwarf was like nine foot tall, cast spells, and wore purple armor, but that don’t make no sense.”
- “Someone broke into Xavendra’s house and messed the place up. Heard she’s found some powerful new weapon, too”

Appendix Three – Regional Map



Appendix Four – Hallorn

Hallorn is a growing town on the western edge of the Tangles Forest. Since being liberated by Guardian General Hok from the mad Lesser Boneheart Aundurach in 594 CY, the general populace is still unsure what to think of Hok. Many cheered when he besieged and took the dead city of Hallorn from the forces of Iuz. Cheers turned to suspicion when the inevitable retribution never materialized. Rumors fly wildly that the Old One is not concerned with the Bandit Lands anymore; other rumors place General Hok bowing before the might of Dorakaa. Whatever combination of military force, diplomacy, and bribery he might have used, Guardian General Hok has managed to carve a little piece of the Bandit Kingdoms out for himself; complete with a capital city which he is busily fortifying against those who would take it for themselves.

Hallorn (Small Town): Conventional; AL N; 800 gp limit; Assets 61,600 gp; Population 1,540; Mixed (human 1,350, half-orc 80, halfling 15, elf 10, gnome 30, dwarf 35, half-elf 20).

Authority Figures: Guardian General Hok (male human, ruler of Hallorn and leader of the Army of the Warfields), Colonel Hor'mar (male human, 2nd in command to Hok), Colonel Marwald (male human, 3rd in command, Constable of Hallorn).

Important Characters: Captain Derathor "No Nonsense" Wardin (male dwarf, Night Watch Commander), Captain Hennen (male human, Day Watch Commander), Otto (male human, Hound of Trithereon and contact for Moskol's Legion), Rufoldus (male human, proprietor of the Dingy Coffin Tavern), Sourstis (female half-elf, Bruiser of the Circle of the Crimson Stone).

Others: mystics and followers of the Old Faith: [Adp4, Adp2 (2), Adp1 (8)], Ari2, Ari1 (7), Bbn3, Bbn1 (2), Brd6, Brd3 (2), Brd1 (4), clergy of Kelanen, Kord, Lirr, and Pelor: [Clr7, Clr3 (2), Clr1 (4)], town elders: [Com10, Com5 (2), Com2 (4)], commoners: [Com1 (1,339)], artisans and craftsmen: [Exp8, Exp4 (2), Exp2 (4), Exp1 (44)], Ftr8, Ftr4 (2), Ftr2 (4), Ftr1 (8), former members of Moskol's Legion: [Rgr 2, Rgr1 (2)], Rog5, Rog2 (2), Rog1 (4), Sor3, Sor1 (2), War5, War2 (2), War1 (74), Wiz2, Wiz1 (2).

Guardian General Hok: The General is a handsome Flan male in his late 40's, his face adorned by a dark beard. Physically large and imposing, the Guardian General has a booming voice which he uses to shout

out orders, or to belt out old Flannish war songs when the mood takes him.

Colonel Hor'mar: Not much is known about Colonel Hor'mar, whom Hok sometimes leaves in charge of Hallorn. That he did lead a sizeable force during the Siege of Hallorn is known. Eyewitness accounts during the Siege indicate that the Colonel is not afraid of getting in the thick of things during a battle. When it comes to administrating Hallorn while Hok is gone, Colonel Marwald is never far from Colonel Hor'mar's side. It is speculated that Hor'mar is technically in-charge due to having seniority over Colonel Marwald.

Colonel Marwald: Colonel Marwald is a hook nosed human male and serves as Hok's right hand man. Promoted from Captain to Major before the Siege, and then to Colonel afterwards, Marwald is in charge of the daily operations required to keep the Army of the Warfields moving and growing. In Hallorn, Marwald is considered something of a local constable/sheriff, as his responsibilities include keeping the peace in the newly liberated town.

Captain Hennen: Some say that Captain Hennen is a better singer than he is a swordsman. A light skinned Oeridian, he is a handsome, personable and overall pleasant fellow. When off-duty, he can often be found practicing his swordsmanship at Hallorn's Fencing Academy. The Mistress of the Fencing Academy has remarked more than once that Hennen is one of the best hand-and-a-half sword wielders with which she has ever sparred.

Captain Derathor "No Nonsense" Wardin: Wardin is known for his adamant refusal to bend the rules or put up with any trouble whatsoever. This stodgy attitude has earned him the nickname "No Nonsense." Wardin comes from caves deep in the Rift and has brought some of his clan members to help Hok work on the new walls of Hallorn.

Otto: The Hound of Trithereon is a very large and portly man (6'0", 320 lbs.). Clearly a mix of Oeridian and Flan heritage, his hairline is receding while a luxurious beard flows from his chin. Otto answers to the priests of Trithereon in the Tangles, and lives in Hallorn where he is an unofficial ambassador of Moskol's Legion. Hallorn residents who need to reach family members who are part of the Legion can trust Otto to privately relay messages. Otto enjoys spending time talking to Rufoldus, although he rarely indulges in alcoholic beverages.

Rufoldus: The proprietor of the Dingy Coffin is a gaunt male human in his late 50s. His thinning grey hair is almost gone now, the result of years of living in

pre-Siege Hallorn. Clearly in better health than in previous years, he appears to be far less nervous now than in years past. Anyone who Gathers Information in the Dinky Coffin, and throws some coin around, will gain a +2 Circumstance bonus to their check as Rufoldus is up to date on all the local gossip and rumors.

Sourstis: An attractive, female half-elf, Sourstis is a crowd favorite during Circle fights. She's known to be a very effective spiked chain fighter. She's a bit of a softy, as she always pulls her final blow so that it doesn't kill her defeated opponent.

Exploring Hallorn

Army of the Warfields Supply: If the PCs visit the supply center for the Army of the Warfields, they may gain Adventure access to the following items by spending one Influence Point with the Army of the Warfields, Guardian General Hok, or the Western Reaches: *field provisions box*, *magic sleeping bag*, *saddle of weather protection*, and *steadfast boots*.

Shrine to Pelor: In exchange for his help during the Siege, Guardian General Hok gave permission to Mykiell Ille', a priest of Pelor, to build a shrine to the Shining One. Located in Hallorn's slums in the south-east portion of the city, the shrine is inside a small, secret room at the back of a building and can hold ten people. The rest of the building is dedicated to helping Hallorn's poor rebuild the city with their own hands and to creating a positive image for Rhennee in the area. The adventuring priest believes that if Hallorn's poor were to invest time and effort into rebuilding their town, then they might become more of a community, and thus more caring and helpful towards each other. Any clerics of Pelor local to the Bandit Kingdoms will know where to find the shrine. Any followers of Pelor that come here to prepare their spells will receive a +1 Circumstance bonus to Concentration checks for the remainder of this event, as the shrine helps to renew their focus and dedication to the Shining One.

Hallorn Fencing Academy: During the Siege, a female elf adventuress pledged Hok her support. Instead of the usual share of the booty, the mercenary instead agreed to help the Guardian General in exchange for permission to open a fencing school inside Hallorn. After the successful Siege, she was allowed to build her fencing school, and she did so in a small, abandoned warehouse located on Sword Alley. A follower of Kelanen, her teachings have helped to create followers of the hero-god of swords among Hallorn's soldiers and elite alike. Captain Hennen, an expert with the hand-and-a-half sword, can often be

found here training with the Mistress herself when not on-duty.

On certain nights, the Fencing Academy serves as the host location for fights held by the Circle of Crimson Stone. Admittance to watch one of these fights is by invitation only. Tonight is not one of those nights.

Heroes that spend the day training in the Academy receive a +1 Circumstance bonus to Tumble checks for the remainder of this event. This bonus only applies when the PC is wielding a sword.

Mausoleum: The mausoleum is an imposing pyramid made of black marble. This pyramid houses the Death Cultists and few citizens of the town venture near the mausoleum if they can avoid it. Members of the Death Cultists, though, in their black or rust-red robes, can be seen entering and leaving the mausoleum at all hours. Any non-members that attempt to enter the mausoleum are greeted at the entrance by a Cultist in black robes that pleasantly informs them that only members are allowed inside. The Death Cultists, however, do have *goggles of lifesight* available for purchase by visitors.

A Death Cultist hero that spends the day inside the Mausoleum will receive a +1 Circumstance bonus to Spellcraft checks for the remainder of this event.

The Drunken Hydra: Located outside Hallorn's Old Wall, the Drunken Hydra is the town's newest drinking establishment, and the first one to be built outside of Hallorn's Old Wall. Due to its location on the east side of town, it poses no threat to Rufoldus' business. The owner is reputed to be an itinerant monk who has taken a vow of silence. Anyone attempting a Gather Information check in the Drunken Hydra receives a +1 Circumstance bonus to their check.

The Lucky Slaad: Recently built by an adventurer who considers himself both lucky and a good gambler, the Lucky Slaad is Hallorn's first casino. Located a respectable distance from the barracks, outside the Old Wall, patrons can play any number of dice or card games here, and the fear of being cheated is relatively low thanks to the owner's arcane skills. Due to the fact that Hallorn's wealthier and more knowledgeable merchants frequent the casino, any Appraise checks performed in the casino receive a +2 Circumstance bonus if the PC asks for help in appraising the item.

If the heroes want to gamble, they may do so with dice. Have each participant roll two d20 and take the highest roll. For every 5 ranks in Profession (Gambler), add a +2 competence bonus to the character's highest d20. There are two tables open, low and high stakes, with one gambler at each. The low stakes table accepts bets of less than 20 gp, while the high stakes table accepts bets between 20 and 100 gp. The gambler at the

low stakes table has 5 ranks in Profession (Gambler), while the gambler at the high stakes table has 10 ranks.

Feel free to make up other games that the heroes can play. Just make sure that the games are fair or slightly in the favor of the NPCs.

The party may make money in this way, but this gold does not allow the heroes to exceed the gold cap for the APL.

One of the local gamblers has lost a little too much lately and is looking to liquidate her assets. She has for sale a *shawl of bewitching*.

Hospice for the Poor: This hospice is still under construction and has yet to open its doors.

Bowyers/Fletchers: There are two bowyer/fletcher shops which have been recently opened outside the Old Wall. Both are currently vying to land a coveted contract as the exclusive fletcher for the Army of the Warfields. If the heroes visit either bowyer, they can purchase masterwork composite longbows [+5] or masterwork composite greatbows [+0 to +4].

Dingy Coffin Tavern: Rufoldus' tavern has the look of a place that wants to be seedier than it is. Shuttered windows and a banked fire in the hearth create a dim atmosphere, yet the tavern is kept fairly clean and respectable looking. Since the Siege, Rufoldus is able to procure above average ales, as opposed to the homebrew rotgut that he had to serve when Aundurach ruled. The tavern boasts a dart board, and tournaments are held every night (5sp buy in, first, second, and third split the pot 60/30/10, respectively). 1d10 NPCs participate in each tournament.

Ellyian, the barmaid, is a pretty Oeridian female in her mid-20s. Standing 5 ft. tall, she looks younger than her age, and often plays that up by wearing her hair in pigtails. Vivacious and flirty, she is NOT a prostitute. She has a secret crush on Captain Hennen, and becomes clumsy in his presence. She is jealous of the Mistress of the Fencing Academy for Captain Hennen spends much of his free time at her school. While formerly a member of the Rookroost Thieves Guild, she became very angry with them after they made her move to Hallorn (a very creepy and dangerous place when Aundurach was in charge). As a result, she told them to "get stuffed" and has been quite happy living the barmaid's life ever since. Adventurers often tip her ridiculously well, and she enjoys a nice lifestyle as a result.

Constable's Office/Town Jail: Located at the corner of Broken Avenue and The Grind, this two story building has been recently renovated. The upstairs is reserved for Hallorn's constable, Colonel Marwald, who resides here during the day. The first floor contains offices for Captains Hennen and Derathor,

both of whom can often be found here during their watches when not patrolling the city. A set of stairs at the back of the building leads down to the underground cells. Prisoners are rarely seen here, as those who commit non-capital offenses are usually forced to enlist in the Army of the Warfields as ditch diggers. Persons convicted of capital crimes are remanded to the care of the Death Cultists.