

BDK6-03

Trouble at the Gul Bortha

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

Version 1.0

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Sometimes secrets thought forgotten are uncovered and problems thought solved are only suppressed. Can you keep the priests of Iuz from discovering a long lost secret before the entire Fellreev is overrun with orcs? A sequel to *BDK2-02 Trouble at Ankheg Springs* and *BDK3-03 Trouble at Baco Canyon*. Members of any of the Fellreev Factions and Red Planks are especially encouraged to participate in this adventure. A Bandit Kingdoms Regional Adventure for APLs 8-12.

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

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Most likely, you ordered this adventure as part of an RPGA event 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 is reported back to the RPGA in a timely manner. The person that 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, players 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, 2006.

To learn more about LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Further

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 further than this section, you will 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 instructions 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 the Appendix.

Along with this adventure you will find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You will 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

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

virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. 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 who 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

In the year 302 CY, a council of sylvan elves in the Fellreev commissioned a set of subtle wards to protect their forest camps in response to increased incursions by orcs from the northern barrens. These wards caused any creature with orc or goblinoid blood that passed them to become misdirected and so bypass the elven camps without noticing the deception. While the secret of manufacturing these wards has been lost and the location of most of the wards is unknown to the current residents of the camps, their magic still seems to be effective.

Between 350 and 360 CY, the elf archmage, Miridor, fell in love and had a scandalous affair with Jerisa Landisdottir, a famous human bard and author of tales still sung in taverns across the Flanaess. What is less well known is that Jerisa's father was a half-orc. Because of this, Jerisa was unable to navigate the wards to see her lover. Combining their unique talents, the love besotted couple devised a gem that would allow Jerisa to find her way through the wards to her paramour. Of course, this was all done in complete secrecy, as the ruling elders of the sylvan elves would have forbidden it had they known of the project.

In 364 CY Miridor and Jerissa were accosted by a band of Rovers, nomadic horsemen from the north who were migrating southwards to escape the incursions of the Reavers. Miridor was renowned for his arrogance and this apparently so incensed the Rovers that they slew him. The leader of this band was none other than Tulosh Silverhoof, first leader of the group that later became the Rift Barrens nomads. Jerissa was captured and spent the remainder of her life as a concubine to a nomadic tribesman. Her gem was taken by Tulosh and worked into his necklace of office, although he never recognized its true purpose.

In 593 CY an informant for the Iuzian Temple Grimacing in Stoink learned of the existence of the gem of Miridor and the priests attempted to locate it. They desired to use it to further their influence in the north and overshadow the efforts of Iuz's servants like Xavendra and Lord Marshal Arus Mortoth. Through bribery, coercion, torture, and a *legend lore* spell they learned about the events of 364 CY and attempted to take the gem from the tomb of Tulosh Silverhoof. They were foiled by a group of adventurers (as detailed in *BDK3-03 Trouble at Baco Canyon*) who returned the gem to the elves of the Fellreev.

It has since come to light that Miridor's assistant, Luthuvien Stormshadow is still alive. The adventure begins as word leaks out that High Lord Demmel Tadrinal of Rookroost, the man who assassinated and supplanted Mortoth in 594 CY has captured Lothuvian. It does not appear that he realizes the true value of his prize,

but it is certain that the hounds of the Temple Grimacing are on the trail.

Adventure Summary

The PCs are contacted by an operative of the Temple Grimacing. She has reliable information that the apprentice of Miridor has been found and is being brought to the temple. She fears that the Iuzians will be able to extract from him the knowledge of how to recreate the gem and asks the PCs to ambush the slave caravan bringing him to the temple while it is still outside of Stoink.

When the PCs attack the caravan, they find that the ambush was a trap set by the temple to smoke out traitors. The apprentice was teleported straight to the Temple Grimacing. The PCs are then contacted by the Red Planks who lead them to a person who can help them get into the temple in exchange for any information that the PCs might find out about their captured Veth.

The PCs then learn of a secret entrance to the temple via an underground river. This route is guarded by a drider named Lovely. Defeating the drider allows passage to the lower cells of the dungeon where Lothuvian is being held.

When the PCs locate the elf's cell, they find him absent and may discover he has been taken to the torture chamber. The PCs may sneak into the upper levels of the dungeon and rescue the elf (and the Red Planks Veth if they choose) from the grasp of the torturer. They must then escape the Gul Bortha with their prisoners.

Preparation for Play

As you begin running this adventure, gather the following information from the players:

- which meta-organizations the PCs belong to; make special note of those who belong to any org based in the Fellreev forest (Dazark Orcs, Farlanshen Elves, Druids of the North, Fort Hendricks, Defenders of the Greenkeep) or the Red Planks
- if any of the characters are *Wanted for Questioning* or *Hunted by the Assassins of Temple Grimacing*
- if any of the characters has the plot point *Sitting at the Feet of the Master* from Ovek Sparrowhawk in *BDK4-02 Trouble at Centaur Mesa*
- if any of the characters have the *Enmity of the Elves of the Fellreev* or the *Enmity of the Rhenee*
- each character's WCI score, specifically whether any rank as a Malcontent or higher
- if any of the characters have an evil aura

Warning: Characters who have the plot point *Outlawed by the Rift Barrens Nomads*, *Enmity of the Rhenee* or the *Enmity of the Elves of the Fellreev* may have difficulty completing this adventure. Suggest to players of such characters that they may have an easier time if they select another character to play this adventure.

Note on Clerical assistance in Stoink

Because of the position of Stoink as the personal demesne of Boss Renfus, there are a few temples dedicated to powers other than Iuz that are openly operating in the city. These temples are viewed as a source of income by Renfus and suffer only periodic harassment. None of these temples outwardly oppose Iuz, and some even share goals with his priests.

A DC 15 Knowledge (local: Iuz's Border States) check or a DC 15 Gather Information check allows a PC to determine the location of these temples. There is no skill check necessary to locate the Iuzian Temple Grimacing, which sits on a bluff overlooking the city.

Specifically, the gambling den operating next door to the **Double Dagger** just outside the Torgewgate also doubles as a shrine to Ralishaz (Clr5), there is a temple to Kurell next to the execution grounds (Clr8) and a temple to Norebo attached to the Boat and Spike casino and tavern in the Ratswharf district (Clr3). Additionally, characters that played *BDK5-07 Ebongleam* may be aware of the location of a solitary priest of Olidamarra (Clr5, only mention this at a player's prompting).

While there may be other underground temples in the city, it would be nearly impossible to find them in the time frame of this adventure unless the character has campaign documentation noting its location.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

Stranger things have happened, but that still never makes things normal. A small mouse carrying an unsigned message arrived at your feet the other day.

It was terse and not very informative: "The free peoples are in danger. If you can help, be at the Horn and Haunch in Stoink at noon on the 17th of Patchwall. Pin a sprig of mistletoe on your shirt."

No matter where the PCs live in the Bandit Kingdoms, this message arrives on the 12th of Patchwall, giving them five days to travel if necessary. PCs whose home region is not the Bandit Kingdoms begin the adventure at a tavern in Stoink appropriate to their station (they find nothing of interest at the Horn and Haunch until the 17th however).

At this point the ball is in the PCs' court. Let each of them decide individually whether or not to pursue the lead. Allow PCs who were working together during their last adventure to collaborate if they wish. Obviously, PCs who do not wish to follow the message's instructions end the adventure right then and there. However, the advantage of giving them this time allows them to possibly cast a *divination* or two. You may need to craft your own answers but if any PC casts *divination* to get advice about following the message's instructions, provide them with the following answer:

Even a false path can wind down the road of truth.

Once the PCs have decided to follow the instructions, read the following:

Having decided to follow the lead, you made your way to the Free City of Stoink. To your surprise, the bartender and apparent owner of the Horn and Haunch not only had a sprig of mistletoe on his shirt, but you noticed that he was also wearing a scarf in the distinctive pattern of the Brighteagle clan of the Rift Barrens Nomads. He introduced himself as Tubb Junior as you entered and told you to make yourselves at home.

If the PCs question the owner, he claims a friend told him to wear the mistletoe today. He was told that it would be recognized by those his friend wanted to see. He will say nothing else at this time. Allow the PCs Sense Motive checks if they ask, but he is telling the truth.

Encounter One: The Appeal

As the characters enter the tavern, they are observed by Tinduriel who is sitting in a booth in the corner. She is in constant communication with Tubb Jr. via *Rary's telepathic bond*. If any of the characters has the *Enmity of the Elves of the Fellreev* or if she detects an evil aura upon one of them, she will direct Tubb Jr. to come up with an excuse to get those PCs out of the tavern while

she talks to the other party members. An appropriate opening might be to suggest to these characters that their contact only wishes to speak to them and is in one of the rooms upstairs. For PCs who do not have the *Enmity of the Elves of the Fellreev*, simply read the following:

Shortly after your arrival, Tubb Junior informs you that your company is desired in a private room. After you agree to his request, he ushers you discreetly into a back room, where there are spiced wines, wheels of cheese and several platters of fine food on the table. Other adventurers arrive at roughly the same time, being led into the room by the bartender as well.

The heroes should take this opportunity to introduce themselves to each other. Ask each player if their character belongs to any BK or metaregional 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). 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.

After you sit down, you begin to consider your favorite dish on the platter while diving into smalltalk with the others. A few minutes later the door opens and hooded figure enters. This individual gracefully closes the door and faces you before letting out a sigh and throwing back her hood. She is a young and stunningly beautiful half elven woman with bright green eyes and perfect skin. "Greetings, travelers," she says, "I am Tinduriel, mistress to Argus Fleischer, Second Sealer of Fate in the Temple Grimacing."

Tinduriel, female half elf Rog7/Holy Liberator3; hp 42; see *Appendix*.

Pause here to let the players react to that statement. She watches the character reactions to note what they think of her last statement. A DC 10 Knowledge (local: Iuz's Border States), or DC 15 Knowledge (nobility and royalty) check is enough to recognize this title as being that of the second in command in the temple of Iuz in Stoink.

She watches the reactions of the PCs carefully, especially those with evil auras. She will closely question any PCs with evil auras about their motivations using the Sense Motive skill to determine the veracity of their

claims. In any event, she will not speak of anything that might be held against her until she can get a feel for the PCs' true alignments and reactions to ambiguous statements about Iuz.

If any PCs have the *Favor of Ovek Sparrowhawk* from *BDK4-02 Trouble at Centaur Mesa*, she uses Bluff to send innuendo their way (those listening in receive a DC 33 Sense Motive check to intercept; automatic for those she to whom sends the message) to indicate her apprehensiveness. See page 68 of the *Player's Handbook*, for details about using innuendo via the Bluff skill. Once she is satisfied with the trustworthiness of the PCs, she continues:

"I place my life in your hands by what I am about to tell you, but I have no choice. I ask you to promise me upon that which you find most holy that you will not divulge what I am to tell you, even if you decide not to help me."

At this point, she waits for the heroes to declare that they will hold what they hear in secrecy. If any of the PCs choose to lie and fail a Bluff check opposed by her Sense Motive, she refuses to speak further until that PC leaves the room. When she is satisfied that they are sincere, she will continue:

"In the service of my people and my god, I have allowed myself to suffer the attentions of the Second Sealer so as to get access to the temple and help the greater good by my sacrifice. Roughly a week ago, word reached Argus that High Lord Tadorinal of Rookroost had captured an elf named Lothuvian Stormshadow. For years the Temple Grimacing has been searching for this elf, as the priests knew him to have been an apprentice under Miridor, a great elven archmage who made mistakes that his brethren are paying for now. How he fell into the High Lord's hands I cannot say, but Argus realized that Tadorinal had no idea who he had captured. Argus has arranged for purchase of Lothuvian for "instructional purposes."

Inform any characters who have played *BDK3-03 Trouble at Baco Canyon* that they recognize Miridor as the maker of the gem that was rescued from the tomb of Tulosh Silverhoof. Other characters are welcome to make a DC 20 Knowledge (local: Iuz's Border States) or DC 20 bardic knowledge check. Characters who have played *BDK3-03 Trouble at Baco Canyon* or who succeed on one of these skill checks should receive *Player Handout One*.

"My informants and even Argus himself both seem convinced that Lothuvian retains the knowledge of

how to recreate the gem that was kept from the temple several years ago. Due to the nature of the gem, this would be a disaster to those who retain their freedom in the Fellreev." She stops here and looks off into space, her eyes filling with tears. There is a slight catch in her voice as she continues, "This cannot be allowed to happen or many sacrifices will have been in vain. I would ask you to try to either rescue or slay Lothuvian and destroy his corpse before he can reveal what he knows. He will be delivered tonight along the Wraithkeep road.

"Argus has demanded that he be allowed to question him personally and has been granted that boon by Lord Bloodhand himself. Argus is scheduled to return from Dorakaa tomorrow, so Lothuvian must be either dead or gone by then. Will you help me?"

Assuming that the heroes agree to help her, she will answer a few questions, but her time is limited.

- The convoy will be coming in with the rest of the slave caravan from the Midlands. The guards will be in High Lord Tadorinal's livery (that of Rookroost imprinted with Iuz's blood-red skull).
- If he is killed, his body must be destroyed, such as by being thrown to the crocodiles in the Artonsamay so that the priests cannot raise him from the dead or cast *speak with dead* upon him.
- The gates to Stoink will be locked by the time that the slave caravan arrives. The PCs are to meet at the Double Dagger tavern just outside the Towergate and report what happened. They will be met by a man who will identify himself as "Rothgar". (This is not his real name, but Tinduriel won't reveal details if the PCs ask.)
- She has been in the temple for almost a year. Because of her position in the temple, she can sometimes arrange for things to go in a way that the sealers would not like if they knew.

Encounter Two: The Ambush

Tinduriel leaves the heroes as soon as possible. At this point, they may plan the ambush however they wish. Remind them that this is a well-traveled road, so they should expect frequent road patrols. The road is an unpaved highway that is approximately 10 feet wide and extends through gentle rolling plains (no hindered movement, sparse shrub brush and other forms of cover. Read or paraphrase the following once the PCs are prepared:

It is a short time after dark when you see a caravan ahead. Two squadrons of goblinoids sandwich a

carriage and a ragged group of prisoners. The carriage has the distinct symbol of High Lord Tadorinal.

APL 8 (EL 9)

Bugbears (6): hp 16 each; see *Monster Manual* page 29.

Black Jenny: female human Clr9 (Iuz); hp 67; see *Appendix*.

Prisoners (20): human Com1; hp 2.

APL 10 (EL 11)

Bugbears (12): hp 16 each; see *Monster Manual* page 29.

Greater Barghests (2): hp 67 each; AC 23, flat-footed 21; Full Atk +13/+8 melee (2d6+5, morningstar) or +10 ranged (1d8+5, javelin); see *Monster Manual* page 22.

Black Jenny: female human Clr9 (Iuz); hp 67; see *Appendix*.

Prisoners (20): human Com1; hp 2.

APL 12 (EL 13)

Barghests (12): hp 33 each; AC 21, flat-footed 19; Full Atk +9/+4 melee (1d8+3, morningstar) or +8 ranged (1d6+3, javelin); see *Monster Manual* page 22.

Greater Barghests (2): hp 67 each; AC 23, flat-footed 21; Full Atk +13/+8 melee (2d6+5, morningstar) or +10 ranged (1d8+5, javelin); see *Monster Manual* page 22.

Black Jenny: female human Clr9 (Iuz); hp 67; see *Appendix*.

Prisoners (20): human Com1; hp 2.

The encounter takes place on open plains. Use the *Dungeon Master's Guide* (pages 91-92) for rules on this type of terrain and the starting distance for the encounter. Note that while the PCs may spot their quarry far off, tossing long range spells or bow fire randomly in that direction is unlikely to be a very wise tactic as they won't be able to discern who is who until the caravan or the PCs have closed half of the starting distance. However, the PCs may wish to start casting defensive spells when they see the caravan. To make things difficult on them however, you may wish to have a few innocent merchant caravans pass by first to throw the PCs off.

Tactics: The defenders use straightforward tactics. At APL 8 Black Jenny casts support spells while the bugbears engage the PCs in melee. At APLs 10 and 12, the barghests are in goblin form wearing leather armor with light wooden shields and are carrying morninstars and javelins. They typically will not transform into wolf form, but they do resume that form upon death (but not unconsciousness). During the first round they try to attack from flanks and threaten spellcasters. One of the greater barghests casts *mass bull's strength* on its allies while the other casts *crushing despair* on the PCs. In the

following round the greater barghests move into melee as well. Black Jenny casts support spells and tries to avoid melee.

Treasure: The PCs may loot the caravan guards when they have defeated them in combat.

APL 8: Loot: 42 gp; Coin: 41 gp; Magic: 729 gp – +1 full plate (220 gp), +1 heavy steel shield (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire* 30 (91 gp), *ring of protection* +1 (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

APL 10: Loot: 59 gp; Coin: 41 gp; Magic: 729 gp – +1 full plate (220 gp), +1 heavy steel shield (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire* 30 (91 gp), *ring of protection* +1 (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

APL 12: Loot: 59 gp; Coin: 41 gp; Magic: 729 gp – +1 full plate (220 gp), +1 heavy steel shield (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire* 30 (91 gp), *ring of protection* +1 (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

Development: The prisoners are all malnourished and frightened, but thrilled to be saved from their captors. Assuming that the heroes free them from their manacles, they will slip off into the night after accepting whatever aid the PCs wish to give them.

In the carriage is a half-elf who resembles the description of Lothuvian. He will try to come up to each character and personally thank them (he is just trying to get them in the radius of the *scrying* spell). However this is actually an imposter as will quickly become apparent after a bit of scrutiny. The imposter will keep up the masquerade for as long as possible, but he does not know the things Lothuvian should know. A successful Spot check opposed by his Disguise check will allow the PC to detect subtle differences in the imposter's appearance with relation to Lothuvian. A successful Sense Motive opposed by the imposter's Bluff check will clue the PC in that his story does not seem to match up. The imposter's allegiance is to the clerics of Iuz, and when discovered he will gloat to the heroes. Read or paraphrase the following once the deception is discovered:

"Fools! My master counted upon an ambush and has already transported the elf into the Gul Bortha. He has had his men scrying on this caravan on its entire journey. Smile for him gentlemen, for he is looking at you even now!"

Lothuvian Impersonator: half elf Exp1; hp 3; AL NE (Bluff +7, Disguise +8)

Since Lord Bloodhand realized whom High Lord Tadorinal had captured, he arranged for the prisoner to be teleported directly to the Gul Bortha. He then circulated the rumor that the prisoner's company had met up with the slave caravan from Wraithkeep to see if it flushed out any resistance fighters. He has had someone scrying the wagon train since they left. If the heroes were at any time within 10 feet of the imposter (likely all of them as he attempted to personally thank each one), they may gain the *Hunted by Assassins* plot point at the end of this event. Those undisguised automatically gain the point. For those who are disguised, make an opposed Spot check against their Disguise check with a bonus of +5, applying any modifiers for WCI scores. On a successful Spot check, that character gains the *Hunted by Assassins* plot point.

While perhaps questionable, killing the half-elf is not necessarily an evil act as he is clearly a loyal and cooperative follower of Iuz.

Encounter Three: So Now Plan B?

Once the deception is discovered, Bloodhand's agents watching over the impersonator switch their focus to the PCs. All PCs who moved within 10 feet of the imposter are in danger of being scryed must make DC 16 Will saves one at a time against the *scrying* of Bloodhand's agents until one of them fails or they all pass (the PCs are treated as having met the scryer unless they are *Hunted by Assassins* or *Wanted for Questioning* in which case they receive a -5 penalty on their save). Any PCs who successfully save cannot be scryed for another 24 hours. The first PC to fail is scryed for the next 10 minutes. Thereafter, every hour that PC must make another DC 16 Will save or be scryed again for 10 minutes. Each successive failed save imposes a -1 penalty on the next save to a maximum of -5 (does not stack with the penalty for being *Hunted* or *Wanted*). If the PC saves the next time, Bloodhand's agents move on to the next PC who hasn't yet passed a save. This continues until all PCs have passed their saves or 24 hours have passed in which case the process is repeated. If any of the PCs suspect scrying, then they may make a DC 20 Intelligence check as long as their Intelligence score is at least 12 to notice the *scrying* sensor.

From the ambush site, it is about 3 miles to the Double Dagger (a little under an hour for a party traveling at a speed of 30 feet). Note whether they delay more than 10 minutes, as this will impact later encounters if their contact is noticed by the scryer. Note that staying to loot the wagon guards almost certainly

takes more than 10 minutes. When the heroes arrive at the Double Dagger and enter, read the following:

The Double Dagger is a ramshackle building that almost appears to be made from old packing crates located just outside the Towergate. A graphic sign swings over the front door depicting a dwarf knifed in the back while thieves are drinking from a tankard behind him and holding his purse. Graffiti symbols and praises of Iuz amid sayings to ward off the bad luck of Ralishaz and invite the charms of Myrhis are stamped all over the outside. Light shines out of chinks in the walls of the tavern as you approach and the sounds of revelry come from within.

As you step inside, the overpowering smell of sweat and spilled ale assails your nostrils. The patrons are a mixture of humans and humanoids, with a hobgoblin bartender who is passing out drinks from a large keg tapped and lying on the bar. A hulking brute over eight feet tall stands guard over the door but most of the patrons appear armed and more than capable of defending themselves. A motley crew of bar wenches are trying to keep up with the orders from the crowded room, expertly weaving their way through the crowd, avoiding both collisions and molestation with the practiced skill of a veteran.

As you look around the room, a half-orc sitting alone at a table catches your eye and motions for you to join him. "Good evening to you, join me. My name is Rothgar."

Any PCs who are looking around for anything unusual may make a Spot check opposed by the Disguise check of the half-orc, who is actually Tinduriel in disguise; she takes 10 on this check for a total of 23 after a -7 modifier imitating a member of the opposite sex and a different race.

PCs looking around for anything unusual may also make a Sense Motive check opposed by the Bluff check of a pair of informants for the Temple Grimacing who are watching the party but trying to be discreet. If any PCs are either *Hunted* or *Wanted for Questioning by the Temple Grimacing*, then give the spies each a Spot check opposed by the respective PC's Disguise check (applying any bonuses for WCI found on the PC's WCI meta-AR). For each spy that succeeds, allow them a DC 20 Knowledge (local: Iuz's Border States) check to see whether the PCs are recognized. Having both plot points mention above reduces the DC of the Knowledge check by 5 points.

Informants (2): human Rog4; (Bluff +12, Knowledge [local: Iuz's Border States] +9, Spot +8); hp 22 each; see *Appendix*.

Tactics: If the spies recognize one of the characters, they inform the Temple Grimacing. This will trigger increased security in the Gul Bortha, and increased patrols to try to find the characters. These patrols will not find the characters on the streets, but feel free to raise the tension level with assassin led patrols passing close enough to get the paranoia going.

Rothgar/Tinduriel will ask whether they have succeeded in their task, but when they report the failure she will be quite upset. If anyone sees through her cover, then she will suggest that the party leave the bar and walk the streets with her to avoid “prying eyes”. She will then discuss with the party what to do while strolling down Safe Street.

She actually does not have a plan B, but will solicit ideas from the player characters. She will discuss what to do. She is at a loss, as she doubts she can get into the Gul Bortha itself, and her normal modus operandi of forging release papers and making a confusing paper trail will not work for high profile prisoners that the temple is paying close attention to. Make it clear to the characters that a frontal assault on the Gul Bortha is not an option, as it is filled with vigilant clerics and an assassin school.

After they have had a chance to ponder options for a minute, read or paraphrase the following:

As you are pondering your next step, a cloaked and hooded woman passes by you. As she passes, she bumps into (pick an unobservant looking PC here) and then passes on swiftly without looking back. Making a quick search to see if you were robbed, you find a small piece of paper in one of your pockets.

One of the freed prisoners from *Encounter Two* is a member of the Red Planks smuggling organization. Several Red Planks live in Stoink and their organization has been trying to spring the Veth Tatiana Norodnaya, ever since she was captured in CY 593. After this Red Plank was freed by the PCs, he reported to his superiors and the Farseer Natasha Luboschenko was sent to look for the heroes. She found them just as the party was discussing what to do with Rothgar/Tinduriel and slipped the paper into one of their pockets. Attempts to track her will probably be unsuccessful. As soon as Natasha rounds the corner she magically transports back to her barge through a *dimension door*, using a *lesser silent metamagic rod*.

Natasha Luboschenko: female human Rog1/Sor8; hp 39; see *Appendix*.

Give the PC who was slipped the note *Player Handout Two*. A successful DC 10 Knowledge (local: Iuz's Border States) check or bardic knowledge check allows the PC to recognize the Vechernya Radaga as the name of a Rhenee barge. Characters who speak Rhopan will recognize the name of the barge as the “Night Rainbow.”

Development: Be sure to note during this encounter if any character is being *scryed*. If so, the scryer will identify Tinduriel and this will affect future encounters.

Encounter Four: The Vechernya Radaga

Assuming the PCs follow the instructions on the note, they will arrive at the Vechernya Radaga. Members of the Red Planks meta-organization will immediately recognize this as a Red Plank smuggler barge.

Read or paraphrase the following once they arrive:

When you approach the barge, you can see that it is being readied for cast off. From the deck, a shadowy figure motions to you to join it on the bank. When you get closer, the figure throws back its hood, revealing a woman of middle age with black hair streaked with silver. She gives you a piercing stare. “So you are the ones who wish to enter the Gul Bortha!” she says with a rich, exotic accent, “you are either the bravest or the stupidest people that I have ever met. Let us hope you are not stupid, or we are all in danger. If you are willing to help me, I would be willing to help you. What do you say?”

If the heroes agree to listen to her, she will continue.

“I have a cousin who has been imprisoned in the Gul Bortha for several years. If I help you to enter, I wish for your promise that you will do what you can to either help her escape or at the least find out any information that you can about her. Is that acceptable?”

If the players agree to these terms then she will tell them that her cousin is named Tatiana. Members of the Red Planks meta-organization will recognize this as the name of the Veth of the Red Planks who was captured two years ago. Other characters may make a DC 25 Knowledge (local: Iuz's Border States) check to know this.

If they do not agree, she does not allow them on the boat, it leaves and the adventure is over, as they have no way to get into the prison (barring a foolish frontal assault).

If they do agree, continue with the following:

With a nod, she motions you onto the boat and into the cabin under the stern. Chained to the room's single bed is a human in ragged clothing with wild eyes, burn marks all over his body. Seeing your reaction, she says "We did none of these to him. We have him restrained because he is quite insane and a danger to himself. We found him face down in the water with the brand of the condemned upon him. His only possession was this amulet that he had clutched in his hand." She shows them an amulet in the shape of a spider with a human head.

A DC 15 Knowledge (religion) check will recognize the symbol as that of Lloth, evil goddess of drow and spiders. The PCs may also question Natasha further. Answer as best you can, using the following as a guideline:

- Who is this man? **"As far as we can tell from his ravings, he was once a priest of Procan. When we next pass by, we plan on sending him to his churchmen in Radigast City."**
- Who are you? **"It is perhaps better that we not discuss me, as you are going into great danger. The less you know of those who help you, the less likely you are to compromise them."**
- What is this amulet? **"It is a drow-crafted amulet that grants a water breathing spell to the wearer. I do not know how the prisoner could get it, as the guards are not known for leaving valuable items on their prisoners."**
- How could he get out of the prison? **"He was found near an underground river that feeds into the Artonsamay. This river flows from the direction of the bluff upon which sits the Gul Bortha. Perhaps this was his route of escape."**
- Why do you believe that he escaped and wasn't just thrown in the river? **"The brand on his hand is that of those condemned to execution. They would not release such as he."**
- Why haven't you gone in yourself? **"To be honest, I expect you to fail, as we likely would if we went ourselves. We cannot risk being caught inside the prison, as our cousin would be executed and our boats confiscated. We must be able to maintain the illusion of neutrality so the authorities have not an excuse to destroy us. Right now we are valuable to them, as we**

provide them with luxuries that they could not otherwise obtain."

Questioning the prisoner is a tedious and frustrating exercise. His mind has been damaged from excessive torture and long confinement. Feel free to ad-lib some insane answers. He will allude to his parish in Admunfort and to some horror that struck his congregation. He will also rave about horrors, torture, and demons in the dark. There will be lots of talk about the darkness and drowning.

If a *heal* spell or similar magic capable of curing insanity is cast upon him, he becomes far more lucid. However, due to his previous mental state, he remembers very little of his time in Gul Bortha and does not remember how he escaped or how he came into possession of the amulet.

Natasha will insist that in exchange for her help, the characters attempt the rescue of her relative, Tatiana. While Natasha knows that it may be impossible to rescue her, she at least wants an assurance that the characters will try to find and free her (or put her to rest if rescue is impossible).

Once the characters are ready to proceed, read or paraphrase the following:

As you are finishing your questioning, you feel the boat leave the shore. The woman turns to you and says, "If you are to go, then we go now. We will drop you in the water where the river meets the underground stream. We continue on to Radigast City. I wish you well. Should you succeed, there will be a barge in this area of the river for the rest of the night to pick you up and take you to safety. After that, you are on your own."

She walks over to a chest, opens it, and says, "We made these for just such a situation. I think that you will need them tonight." With that, she hands you a small case containing a dozen small vials.

"Drink one of these and you will be able to breathe the water for an hour. Hopefully you have no farther than an hour's worth of travel to get to where you are going."

Development: Do your best to dissuade the PCs in-character from assaulting the Gul Bortha as such an endeavor is simply suicide. If they insist, allow them to battle some demons and undead from the *Monster Manual* well above their ability to get the point across.

Encounter Five: Water, Water Everywhere and not a drop to drink!

After a pleasant twenty-minute cruise in the moonlit night, the barge glides into the shadow of the infamous Gul Bortha prison. It looms on the bluff looking over the Artonsamay, exuding an almost palpable feeling of dread. One of the bargemen, stripped to the waist, motions for you to come to the edge of the boat. With a sign against the evil eye directed at the prison, he executes a beautiful dive into the water. After a minute he resurfaces and indicates that you should follow him.

Allow the characters to prepare for the swim. Remind them that armor check penalties and weight will be an issue here. Characters who ask about conditions they should be aware of may make a DC 12 Knowledge (nature) or Survival check to know that underground rivers are often very cold. Proceed with the following once the PCs dive in:

Dropping into the relatively warm water of the Artonsamay seemed almost pleasant, until your Rhenee guide dived down into the depths and showed you the crevice that you were expected to swim through. A rush of freezing cold water blasts out of the fissure as if coming out of the elemental plane of ice.

Game Mechanics Underwater

- The passage is completely underwater, so *water breathing* or shapechanging magic is necessary to survive unless any of the PCs naturally breathe water.
- There is no light here, so characters without darkvision are going to need a light source if they wish to see.
- The water counts as severe cold so characters in the water have to worry about hypothermia. For every 10 minutes spent in the water, each PC must make a DC 15 Fortitude save or suffer hypothermia, taking 1d6 points of nonlethal damage and becoming fatigued. See the *Dungeon Master's Guide*, page 302, for rules on Severe Cold Dangers.
- The water has the faint taste of death. This sensation is intensified for characters with the scent ability and such characters must make a DC 13 Fortitude save or be sickened while swimming and for 10 minutes after leaving the water.

It takes a creature with a base speed of 30 ft. per round 30 minutes to reach the end of the passage (DC 15 Swim check once per minute; PCs may take 10). More complete rules on Water Dangers are listed on page 304 of the *Dungeon Master's Guide*. A failed Swim check indicates no progress, and a check failed by 5 or more results in 1d6 points of nonlethal damage from collisions with the chasm walls. If PCs who passed their check continue without their comrades, the weaker ones are abandoned until they catch up. A stronger character can pull a weaker one, but doing so is likely to encumber the character. See the *Player's Handbook*, page 162, for rules on encumbrance and the sundry check penalties. The character being pulled may attempt to aid the Swim check of the puller, but all normal penalties (such as armor check penalty) apply to this aid check.

The PCs may also simply attempt to walk the distance on the riverbed. As an underground river, the bottom is bare rock and boulders. Such a trudge takes an hour for a creature with a base speed of 30 ft. per round and is strenuous work. Treat this as an hour of hustling for purposes of overland movement (see the *Player's Handbook*, page 163). Additionally, consult the *Dungeon Master's Guide* (page 92) for the rules on moving through flowing water and being swept away. As above, a character may carry another. If the PCs are forced to travel for more than one hour, they begin to take nonlethal damage (see the *Player's Handbook*, page 164, for damage associated with extended hustling).

Of course, some parties will come up with creative solutions to this problem. If it seems reasonable, use the guidelines presented above to adjudicate their method. Characters taking more than 60 minutes begin to drown and may feel trapped. Feel free to remind them of the second potion, although that may limit their way out later in the adventure.

Development: Characters that have the *Enmity of the Rhenee*, will find that their potions only last only 30 minutes instead of 60!

Encounter Six: In the Cave

After a tortuous journey, your head finally breaks the surface, and you see yourself in a natural tunnel. A shelf of rock on the left side allows you to pull yourself out of the freezing water and wait for your companions. After catching your breath, you continue up the riverbank. After about 200 yards, you see a disturbing sight; the river dives back into the rock.

You may allow the characters to make Search checks here (possibly looking for hidden exits), but the only way out is going back into the river. Be sure to track the time this takes as their potions may expire if still active.

The party may opt to use their other potions here. Do not inform them of this until they continue into the water, but the second underground stretch of river is only about 50 feet long; characters can easily hold their breath to swim it.

When they get to the ending passageway, read the following:

The short swim through the tunnel leaves you in a cave with the smell of rotting flesh assailing your nostrils. From somewhere to your left, you hear the sound of tuneless humming with occasional words thrown in. Scribbles are scratched here and there on the wall in a random and chaotic fashion.

The characters surface in a pool at one end of the cave, about 60 feet from the drider at the beginning. The script they see on the wall is in Undercommon if anyone understands it, but the words don't make any sense. The inhabitant of this cave is a drider named Lovely who feeds on the prisoners sent to the lower levels of the Gul Bortha. He has gone slightly insane from the isolation and talks to himself continuously (à la Gollum in *The Lord of the Rings*).

Lovely does not immediately close; he stays behind a large rock, appearing for all intents to be a drow unless the PCs make a DC 19 Knowledge (dungeoneering) check to notice that there are subtle variations from a typical drow. Once there is a light source (or if someone has darkvision), read the following:

The cave that you are in is about 20 feet tall and 60 feet in diameter. Covering almost the entire space of the cave are huge spider webs. Cocoons of some sort are littered from the ceiling and stuck to walls. One of the cocoons has a desiccated arm hanging out of it. From near the back of the cavern, you can see the source of the humming, albeit barely. There, shrouded in shadows (despite your light sources), almost hidden by the webs, you can see what looks like a black skinned male elf humming as he works at something behind a pile of webs and boulders. He looks up as you come out of the water and says, "Look Lovely, they come to us now! Isn't that considerate of them, we don't have to go get them."

In a slightly lower voice, the dark elf replies to itself, "Aye, it is nice of them. Saves us some trouble it does. But they come from the water, not the other way!"

Lovely will stay behind his boulder while talking to the party and himself. He is the subject of a *deeper darkness* spell (CL 9) which is the source of the shadows. If any party members speak Undercommon or Elven to him, he responds in that tongue until they switch back to Common.

Lovely is hungry, as the keepers of the lower dungeons have been preoccupied with the Games of Pain taking place in the temple arena and have not been diligent about sending prisoners to the drider's area of the dungeon. They know of the drider and find it useful to keep him there to extract confessions and to guard the passageway. Because of his insanity, he does not immediately recognize the characters as mortal foes and is willing to talk to them. Lovely will almost certainly attack them on the way out (in *Encounter Nine*) if they try to bring out the prisoners, but is willing to negotiate in "good faith" now (at least as he understands good faith). PC actions will determine whether there is a fight here or not.

The encounter is not complicated enough to warrant a pre-designed map, but if it comes to combat, be sure and litter the ground with obstacles and webs.

APL 8 (EL 10)

Lovely: male drider Clr3 (Lolth); hp 87; see *Appendix*.

APL 10 (EL 12)

Lovely: male drider Clr3 (Lolth); hp 87; see *Appendix*.
Mohrg (2): hp 91 each; see *Monster Manual* page 189.

APL 12 (EL 14)

Lovely: male drider Clr3 (Lolth); hp 87; see *Appendix*.
Roper (2): hp 85 each; see *Monster Manual* page 215.

Tactics: If engaged, Lovely casts spells as appropriate and tries to avoid melee until he has cast *divine power*. At APLs 10 and 12, Lovely has a couple "friends" that he neglects to mention. Both remain hidden unless he is attacked and can only be spotted if the PCs beat their Hide checks (the monsters take 10) with a Spot check. They attempt to keep the PCs away from Lovely while he enhances them with his spells or buffs himself to prepare for entering melee.

Development: Some conversational gambits that you might use are included below. Remember that while Lovely may intend to betray them on the way out, this does not mean that he is not lonely for conversation. Play Lovely's conversation as if two voices are saying the lines, as his schizophrenia is pretty severe.

Who are you?

"We are Lovely, we are!"

Why are you here?
"It is our home, it is. Only we are here."

How do you get to the dungeons?
"We get to the food place, yes we do. But we don't want the nasty people to take our food, do we? No we don't!"

We don't want your food, tell us how to get there.
"But you will scare the food, yes you will. Scare the food they will. How do we keep them from scaring the food?"

We have food, you can have ours.
"Nasty burnt food! Their food has no juice, does it? No indeed, quite juiceless."

What can we give you to let us past?
"Leave us one of the tasties for dinner. We are hungry, aren't we? Yes, we are!" Then, pointing to the biggest character, ***"Leave us him (her)! Then you can pass."***

We won't give you our friend, is there anything else?
"You surface dwellers value your gold and jewels. Leave us your gold and jewels and if you bring me tasties from the other end, then we will let you pass, won't we? Oh yes, what a good idea! Bring me three tasties and we will give you your gold back."

Development: This does not have to be a combat encounter on the way in. Try to encourage the party to negotiate by the way that you have Lovely interact with the party. Lovely is treacherous, so if they leave with a bunch of prisoners, he is likely to attack on the way out, despite any deal he makes with them. However, right now it seems perfectly reasonable to him to let them pass so Sense Motive does not reveal any intentional duplicity.

Lovely will agree to let the PCs pass if they promise one of the following:

- Bring him three live prisoners (tasties) when they come back as long as they are willing to leave 10,000 gp worth of items as surety. A successful DC 25 Diplomacy check will reduce that to two tasties and 5,000 gp.
- On a successful DC 25 Diplomacy check, Lovely will even take a couple of cows or horses (if offered). He still demands the gold as collateral until the food is delivered.

- Allow other creative options if the players think of them, but remember that Lovely is not nice and is very hungry.
- The PCs may just lie to him. In this event it is their Bluff check opposed by Lovely's Sense Motive check. If this check fails, Lovely attacks. Lying to a drider about bringing him sentient meals is not really a gross violation of a paladin's code of conduct, but if you want to screw with the PCs' heads, you might remind any paladins that it is against their code of conduct to lie.

Should the PCs successfully negotiate with the drider (or defeat him) and take a look around they will see a tunnel sloping upwards behind his hiding spot. A DC 15 Knowledge (architecture and engineering) or stonemasonry check indicates that this is a natural fissure that has been worked by someone to widen it to 10 feet. A DC 20 will reveal that it appears to be the work of duergar, but it is rather old.

Treasure: If the PCs defeat Lovely in combat, they may loot his gear.

All APLs: Loot: 2 gp; Coin: 0 gp; Magic: 383 gp – bracers of armor +2 (333 gp), *potion of cure moderate wounds* (2 @ 25 gp each).

Encounter Seven: Entering the Prison

Read or paraphrase the following as the PCs enter the prison:

You travel along the passageway for several hundred yards, sometimes going up and sometimes down. The walls show occasional signs of shaping, but are mostly a natural fissure.

Turning a corner, you see a collection of webs in front of you. Cutting through the webs, you arrive at a blank wall.

A DC 15 Search check is enough to find the lever that opens the door. It is not trapped. This is the secret door that the duergar built into the dungeon long before the Greyhawk Wars. When the armies of Iuz arrived, most of the duergar were enslaved or driven off. Their caverns were usurped for the Temple Grimacing's use. Continue when the PCs pass through the secret door:

Opening the secret door, you find yourself in a disused dungeon cell. The smell here is foul, with stale air and the lingering odors of fear, disease and the sewer. The room in front of you is a small

chamber measuring eight by eight with a six foot high ceiling. The only other exit out appears to be an iron bound wooden door.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 18.

The hobgoblin guards have barricaded the door to keep Lovely at bay. The barricade consists of a couple of dead prisoners from cell block 26. The hobgoblins hope that if Lovely does get through, he will prefer the bodies to live hobgoblin. There is no lock to pick, but a DC 15 Disable Device check or DC 20 Strength check will open the door. Magic also works (*passwall*, *dimension door*, etc.). Pushing on the door indicates that something soft and squishy is holding the door closed rather than a bar or lock.

Development: Making a lot of noise here is a REALLY bad idea. Should the PCs decide to break the door down and make noise doing it the guards will be alerted and sound the alarm after the third round. Five rounds later the upper dungeon guards will show up. Five rounds after that the torturers and their entourage arrive, fully prepared with any spells and one-shot items you deem appropriate. Every 10 minutes thereafter, the PCs encounter a patrol similar to the one from *Encounter Two* until they leave the complex. Should they retreat, they will be chased down the passageway until they get to within 50 feet of the drider's cavern, where they will turn back.

Captured: Because of the inherent danger of this and later encounters, there is a significant possibility that a PC or even an entire party might be captured. The consequences are as follows. Any captured PCs that are *Hunted by Assassins* will be immediately tortured and executed. Other characters will be given the *Brand of the Condemned* plot point and spend 12 TUs in the Gul Bortha before they manage to escape; these characters gain the *Hunted by Assassins* plot point.

PCs that are executed will have all their equipment confiscated, but the rest of the party may buy the body back from the galley master of the corpse barges (who is taking the body to build the new road of skulls) for 500 gp. Should the entire party be killed, then see the *Bandit Kingdoms Meta-Org Guidebook* for the details of any meta-org body recovery, or recovery based upon WCI scores.

In the event a body cannot be recovered by other means, the Red Planks will buy the bodies back from the galley master and offer to raise them from the dead in exchange for the raised PC indenturing himself or herself to the bargefolk for 20 TUs. Most of their

equipment will be lost in this case, although the Red Planks will undertake to recover one item of the player's choice from the market as the equipment is sold by the temple.

Encounter Eight: The Prison

See *Judge Aid One* for a map of the Gul Bortha complex. The locations within are detailed below. Unless otherwise indicated, all walls are made of masonry, and the doors are simple wooden doors with no lock.

Dungeon Wall: 1 ft. thick; hardness 8; hp 90; AC 4; Break DC 35; Climb DC 15.

Dungeon Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

Note: Two events from earlier in the adventure can alter the following encounter. First, if the party somehow revealed Tinduriel, either by seeing through her disguises in the tavern and calling her out while being scryed, or by exposing her in the tavern in front of the spies, then she has been taken prisoner and can be found in *Area 5*. Second, if the Iuzian informants from *Encounter Three* recognized any of the PCs, there will be heightened security in the complex.

When the PCs exit the room from *Encounter Seven*, there is a long hallway stretching to the left and right. Every 10 feet or so there is another barred door with a food slot in the bottom. To the left is a dead end. To the right the passageway ends with a door to the guardroom. The door is locked and from the other side can be heard sounds of desultory conversation in goblin. If the PCs make a DC 15 Listen check they can hear that the conversation appears to revolve around a card game and griping about a sergeant.

Area 1: Cell Block 27

The dungeon cell marked '1' is occupied. If the PCs open the door, read the following:

Your nostrils are assailed by the odor of rotting flesh as you open the door to the small, dank chamber. Lying on the floor in a pool of excrement is what looks like a halfling male of middle years dressed in the rags of a clerical outfit. He is moaning in pain and mumbling to himself.

The halfling is a priest of Yondalla named Maple Furtoes who has been in this dungeon ever since he and a group of insurgents were rooted out in Stoink by Temple Grimacing spies a few years back. He has recently been

infected with slimy doom (see the *Dungeon Master's Guide* page 292), which the PCs are in danger of contracting if they enter the cell or touch the halfling. Maple is grievously wounded (currently -3 out of 10 hp) and his Constitution score has been drained (currently 3 out of 14; this also lowers his max hp to 4). Maple is willing to talk, but first he must be brought to consciousness. He also greatly appreciates a *restoration* spell. He can impart the following:

- There are usually four hobgoblin guards in the guard room down the hall.
- The guards come in once a day to feed the prisoners. He has not been given anything to eat or drink since yesterday however.
- All the other prisoners were taken away yesterday for the Games of Pain and he has not seen any of them since. He would have been taken also, but his illness prevents him from being anything resembling good sport.
- He has been tortured repeatedly for years and barely remembers his name. He was a priest of Yondalla for a community of halflings in the slums of Stoink before he was arrested for sedition.
- There are many levels of dungeons in the Gul Bortha. He has been on several of them, but remembers few details.
- The torture chamber is on the level above this one.
- He can give them a rough sketch of the dungeon up to the torture chamber if the PCs provide him with paper or parchment and a writing implement.
- He does not want to go further into the dungeon. If the PCs show him the secret passage, he promises to hide there.

Area 2: The Guardroom

On the other side of the door are the guards for this level. This is the worst assignment in the Gul Bortha, so the worst guards tend to get assigned here. Periodically, some disappear and the authorities assume that they are eaten by the drider. Currently they are sitting around a table playing Old Wicked (a variation of Old Maid). Should the PCs make any noise the guards might hear them (Listen +2) and prepare their defenses. However, unless the noise sounds distinctively threatening or unusual, the guards will assume that it is the drider and not sound the alarm; they have been told that the drider can't get through the door. They don't know how the monster gets onto the level, and the stories they have heard about it scare them.

The door is locked, but the lock is in disrepair (DC 15 Open Lock check or DC 25 Strength check).

Strong Dungeon Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 15; Break DC 25.

If they are able to, the guards will sound the alarm on the third round that the PCs make their presence known (e.g. entering the room or yelling through the door). The alarm is a pull cord hanging from the ceiling over the table in the center of the room. Since they know that only Maple is in the cells in this section, there is no reason for anyone to be talking through the door, so Diplomacy is practically useless unless the PCs have a lot to offer.

All APLs (EL 2)

Guards (4): male hobgoblin War1; hp 6 each; see *Monster Manual* page 153.

On the wall is a watch schedule which indicates that a shift change is about one hour away (whether the PCs have a method of telling time is another issue). There is also a cell map for this level with numbers and notations. These notations seem to indicate which are sick, which are dangerous and which have paid off the guards to provide better food and fewer beatings. The notation for sick should be obvious if they have encountered Maple. Obviously, paying off the guards did not get the prisoners out of being slain in the Games of Pain.

Of special note is that there is a "special" prisoner in cell block 26, one listed as "Hold for the Second Sealer." This is *Area 3*. If any of the guards are alive to be questioned, they can tell the party that the prisoner was taken to the torture chamber in the next level about an hour ago.

Area 3: Cell Block 26

This hallway is lined with cells, about 10 to each side. Peering in, you can see that about half of them are occupied by forlorn and broken occupants who often fail to even return your gaze. Only a couple can even summon the courage and energy to cry out "Help me sir! Save me."

Through a cunning series of vents, the sounds from the upper floors are able to reach into this cell block, as an added psychological torture to the denizens below. You can clearly hear the screams of someone in mortal agony. Its cries ring down the stone corridors. You hear a voice crying out in a strange tongue and ending in a strangling gurgle.

Those who understand Elven will recognize the voice as saying "No, No, oh please no!" A quick search of the cell supposedly containing the "special prisoner" shows it to be empty.

If the characters decide to free the prisoners, then they must decide what to do with them. Their maximum speed (unless they are healed) is 10 ft. They are terrified of the levels above where the torture chamber is located and will not go up there unless the PCs make a DC 18 Intimidate check. Either way, they will make a lot of noise (crying, sobbing, and bumping into things). Play up how miserable they look and how little help they might be in any fight. If the PCs send them unaccompanied down the tunnel towards Lovely, he will eat them if he has not been defeated earlier.

The prisoners can tell the party of the location of the torture chamber (*Area 6*) and of the upper guardroom (*Area 4*). Several of them can point out that the guards up there are used to the noise of the torture and rarely venture out of their rooms unless forced to by duty.

Prisoners (14): male and female human Com1.

Area 4a: The Upper Dungeon Guardroom (Typical Security)

The following presumes the PCs were not discovered by the Iuzian spies in *Encounter Three*. If they were discovered, skip down to *Area 4b*.

As you climb the stairs towards the upper reaches of the dungeon, you hear the sounds of screaming from the hallway to the left. To the right there is a partially open door from which you hear the sound of the guttural tongue.

If the PCs can understand goblin (the language being spoken), they understand that two hobgoblins in *Area 4* are arguing about whether a pair of wizards beats a clerical straight. If the PCs enter or make a ruckus, read the following when the door is opened:

Peering in to the room, you see rows of bunks, perhaps 20 in all. Several hobgoblins are asleep in bunks scattered around the room, while two more are playing cards at a table in the center of the room.

APL 8 (EL 8)

Guards (12): male hobgoblin War1; hp 6 each; see *Monster Manual* page 153.

Flesh Golem: hp 79; see *Monster Manual* page 135.

APL 10 (EL 10)

Guards (12): male hobgoblin War1; hp 6 each; see *Monster Manual* page 153.

Clay Golem: hp 90; see *Monster Manual* page 134.

APL 12 (EL 12)

Guards (12): male hobgoblin War1; hp 6 each; see *Monster Manual* page 153.

Clay Golems (2): hp 90 each; see *Monster Manual* page 134.

Unless the party attacks them, these guards will not even notice anything is going on unless the PCs cast a loud spell (like *shout*) or summon a noisy creature. But if the PCs attack without taking a lot of precautions to keep quiet, fighting in this room will draw out the occupants of *Area 6*, and then the PCs will have to fight both groups together in the hallway. These guards are used to all sorts of weird sounds coming from the torture chamber however and won't be roused by sounds of combat in *Area 6*.

Area 4b: The Upper Dungeon Guardroom (Heightened Security)

The following presumes the PCs were discovered by the Iuzian spies in *Encounter Three*. If they were not discovered, then you should use *Area 4a*, listed above.

As you climb the stairs towards the upper reaches of the dungeon, you hear the sounds of screaming from the hallway to the left. Peering around the corner, you can see two hobgoblins standing guard on either side of a door to your left. A partially open door is on your right.

Two guards from the guardroom are standing watch over the door to *Area 6* and notice any obvious movement in the hallway. If the PCs can enter *Area 5* without alerting the guards in the hallway then read the following:

Peering into the room, you see rows of bunks, perhaps 20 in all. The room appears to be empty.

Area 5: The Dead Room

Opening the door to this room is like opening the gates to the battlefields of Acheron. Inside, piled in heaps, hanging from chains and stuffed in sacks like so many bushels of grain are bodies. There must be hundreds in here, or at least the pieces of hundreds. The stench of decay rolls out of the room in a gagging torrent. In one corner of the room is a small cot surrounded by the maimed and dismembered corpses of at least a dozen victims of horrific violence.

If Tindurriel was discovered in *Encounter three*, then continue with the following:

Most disturbing of all is that you recognize one of the corpses. Tinduriel's horribly maimed corpse has been carefully arranged on the cot by some madman in the sick parody of a seductive pose.

All characters entering the room or standing in the doorway must make a DC 14 Fortitude save or become nauseated for 1 minute. A simple DC 10 Search check reveals a small ledger hanging on a chain in the back of the room next to the bed; it relates in lurid detail the tortures that led to the deaths of many of the corpses in the room (*Player Handout Three* and possibly *Player Handout Four* if Tinduriel was captured). Characters reading the book must make a DC 14 Will save or be shaken for 1 minute by the horrors they read about.

After reading *Player Handout Four*, it should be obvious that the PCs will have to get Tinduriel's body out of here if she was captured, otherwise the information that she has will simply be extracted from her again tomorrow.

Area 6: The Torture Chamber

If the PCs were discovered earlier then the guards from *Area 4* are also here, raising the EL of the encounter by one. Two hobgoblins sit outside the door on guard and shout an alarm if they see or hear anything while the others are on guard inside.

Opening the door, you see the room is outfitted as if it were some kind of scientific laboratory. Carefully arranged tools line the wall, with neat labels under each of them. In each corner of the room are statues of humanoids with carvings on their chests depicting battle scenes glorifying Old Wicked. Despite the apparent order, the sight in front of you is horrific.

A heavily tattooed, pierced and scarred Olman man with redish-brown skin is using some wicked looking implement to torture the writhing body of an elf on a table in the center of the room, while a hunched, deformed little blue-skinned dwarflike creature with lank white hair and a long mustache cackles over a sheeted body against the back wall. The blue-skinned creature is holding a nasty looking tool and is in the process of pulling some bloodstained piece of flesh from the body under the sheet, while pitiful mewling sounds indicate that though the victim is still alive, no anesthetic was used.

As you enter, the man looks up and gives you a smile that sends shudders down your spine. You see a gobbet of raw flesh stuck between his sharpened teeth.

If the guards have been alerted, then the other 10 hobgoblins and the rest of the creatures from *Area 4* are also in this room, raising the EL of the encounter by one. At APL 8, the statues are exactly that, while at the other APLs, several of the statues are actually golems.

APL 8 (EL 10)

Gorbax the Torturer: male human Mnk9; hp 57; see *Appendix*.

Crooksy the Torturer's Assistant: male Derro Sor6; hp 47; see *Appendix*.

APL 10 (EL 12)

Gorbax the Torturer: male human Mnk9; hp 57; see *Appendix*.

Crooksy the Torturer's Assistant: male Derro Sor6; hp 47; see *Appendix*.

Clay Golem: hp 90; see *Monster Manual* page 134.

APL 12 (EL 14)

Gorbax the Torturer: male human Mnk9; hp 57; see *Appendix*.

Crooksy the Torturer's Assistant: male Derro Sor6; hp 47; see *Appendix*.

Clay Golem: hp 90; see *Monster Manual* page 134.

Iron Golem: hp 129; see *Monster Manual* page 136.

Tactics: If the hobgoblin guards are at the door, they sound a warning at the first sight of the PCs. This lets Gorbax and Crooksy each drink a *potion of shield of faith* +5. Otherwise, these will probably be the actions of these NPCs during the first round of combat unless such a course of action is clearly suicidal.

Gorbax tries to Tumble to spellcasters to stun them while Crooksy lets *fireballs* fly with reckless abandon (note that if Lothuvian is in the area of one of these spells, he likely dies). The golems beat on the closest melee opponents until they fall, then proceed to the next.

After the torturers are defeated, the characters will be able to free Lothuvian (assuming he is still alive). Next to him is a set of blood-stained notes in which has been scrawled a large amount of information about the Fanlareshan Elves and Fort Hendricks, as well as a partial set of instructions for an involved magical process. The PCs ought to take these notes into their possession or destroy them if they wish to eliminate the temple's chance of getting a hold of Lothuvian's information. The body under the sheet is that of an elven cousin of Lothuvian's who was brought in to bring extra pressure.

Lothuvian Stormshadow: male elf (high) Exp10/Wiz5; hp 34 (currently 0).

Yalena Stormshadow: female elf (high) Rgr2; hp 13 (currently -2 and stable).

There is a secret door in a far corner. It is well hidden (DC 30 Search check). If the PCs have received *Player Handout Three* from Area 5, then a DC 15 Spot check allows them to notice a spot on the left wall where a hammer beat on the wall. This lowers the Search DC to 20. The door is not locked or trapped.

Treasure: The PCs have time to loot the bodies of the fallen if they haven't gone out of their way to alert the whole complex of their presence.

All APLs: Loot: 53 gp; Coin: 0 gp; Magic: 1,831 gp – +1 *amulet of mighty fists* (500 gp), +2 *gloves of dexterity* (333 gp), *cloak of charisma* +2 (333 gp), *cloak of resistance* +1 (83 gp), *bracers of armor* +2 (83 gp), *ring of protection* +1 (166 gp), *ring of counterspells* (333 gp).

Area 7: The Secret Room

Behind the secret door, you see another torture chamber, smaller than the one you are in. On one side is a large bed is a woman dressed in a skimpy Keoish maid's outfit that does not hide the massive scarring on her legs and arms from repeated torture. She is wearing a paper mache mask made to look like a skull. As you enter, the woman lifts off the mask, revealing that she is a Rhenee woman in her early forties who looks at you with a confused expression and says "You aren't Poopsie! Where is Poopsie?"

This is the Veth, Tatiana. With a DC 15 Sense Motive check, the PCs can determine that she is under the effect of a *dominate* effect (a DC 25 Spellcraft check indicates it is a *dominate person* spell). So long as she is under the effects of the spell, she is the toy of Argus and noncompliant. If the players are able to break the spell (CL 10), then she will fly into a rage and rip off the costume, dressing herself in a blanket if necessary to get those odious clothes off her. She will request that the party promise not to tell anyone of her humiliation at the hands of the Second Sealer. If the PCs do not break the spell, they must forcibly remove the Veth as she has been ordered to stay here.

Tatiana Norodnaya: female human (Rhenee) Sor6/Veth5; hp 39; see *Appendix*.

Treasure: In a chest in the corner is some of Argus' treasure.

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 91 gp – mithril shirt (91 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 1,116 gp – +1 *mithril shirt of light fortification* (425 gp), +1 *shocking dagger* (691 gp).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 2,275 gp – +1 *anarchic dagger* (1,525 gp), +3 *cloak of resistance* (750 gp).

Area 8: The Upper Floors

A quick glance past the doorway shows a busy corridor filled with clerics and gladiators wearing the holy symbols of Iuz. About 60 feet down the hallway, you can tell it opens into a larger area. It is difficult to make out the figures precisely, but the shadow of a very large creature of indiscernible shape is clearly present on the left, flanked by a pair of large blue-skinned giants. The larger creature seems shrouded in darkness and it is speaking with another on the right.

The object of the dark creature's conversation is out of view, but in front of whatever it is are standing four heavily armed bodyguards and a woman in clerical robes holding a quill pen and parchment in her hands.

The darkened figure on the left suddenly bursts forth a stream of invective in some foul language, followed by the words "My master cares not what your underling wishes. I will wait only one turning of the glass and then I will have the elf. Do you understand, human?"

With that the figure seems to deform slightly and an eerie keening sound emerges from the darkness. Many of the other figures are visibly shaken and from the right you see the first sign of the darkened figure's conversation partner as a huge gauntleted fist smashes into a gauntleted palm.

"We shall crush it out of him, Ulimastinatrix. Worry not; he will be yours soon," the owner of the gauntleted hands replies.

If any characters watching this interaction have a *true seeing* spell active, inform them privately that they notice the gauntleted hands are actually clawed, have a sickly green palor to them, and are substantially smaller than they appear to be.

The sound is the *frightful keening* ability of Ulimastinatrix, a death giant. All characters hearing it must make a DC 30 Will save or be panicked and flee back down the stairs until they are at least 100 feet away from the creature. They are then shaken for the next 24 hours. Characters that pass the Will save are shaken until they can no longer hear the keening. As the death giant has panicked or shaken everyone within 100 feet except for Lord Bloodhand, no one will notice if the PCs retreat back into the dungeons.

Ulimastinatrix spoke his curses in Giant. A DC 33 Knowledge (nature) check is enough to recognize the shrouded creature as a death giant. Any character with the Bandit Kingdoms as a home region or that has played *IUZ4-09 A Little Soul Searching* may add a +2 circumstance bonus to this check (these bonuses stack). A DC 13 Knowledge (nobility and royalty) check is sufficient to recognize (at least by reputation) the figure on the right as Lord Bloodhand, First Sealer of Fate at the Temple Grimacing and one of the most loathed characters in the Bandit Kingdoms. A DC 18 Knowledge (local: Iuz Border States) check is enough to recognize the four heavily-armed bodyguards as the winners of the Games of Pain for the last four years.

All APLs (EL 20+)

Ulimastinatrix: male death giant.

Frost Giant Jarls (2): hp 231 each; see *Monster Manual*, page 122.

Lord Bloodhand: male human?

First Sealer's Honor Guard (4): male human Ftr10; hp 79 each; see *Appendix*.

Mufeeda Al-Harak, First Sealer's Aide: female werewolf Clr5/Asn5 (Iuz); hp 110; see *Appendix*.

Tactics: If engaged in combat, Bloodhand (or more appropriately, the gauntleted hand; Init +13) reaches out to Ulimastinatrix while casting a spell (*word of recall*) and the two depart during the first round of combat. The Honor Guard and Mufeeda all have *death ward* (CL 11) spells active. The others crush the PCs like the weaklings they are until they flee.

Development: This encounter is NOT meant to be fought. In the event suicidal heroes play this adventure give them their just desserts, or make them flee, whichever happens first.

Encounter 9: The Great Escape

The heroes have to make a decision here. Do they take the prisoners with them, or do they leave them here? They do not have enough *potions of water breathing* to allow for everyone to breathe on the way out. Allow them as much time as is reasonable for them to make their decision. Tatiana is willing to cast her spells if she has any left to facilitate getting out of the prison. Note that her spell list contains both *water breathing* and *endure elements*. Even if revived, Lothuvian is whiny and fairly worthless since he does not have any useful spells left in his memory.

If Lovely was not fought on the way in, then the heroes are going to have to figure out how to get past him on the way out. He will expect payment. While he will

accept hobgoblins, Gorbax, Croosky or prisoners, many parties will rightly not be able to stomach this solution (and such a vile deal should earn good-aligned divine spellcasters or divine spellcasters with good-aligned patrons the wrath of their deity; an evil act should be noted on the AR along with lost clerical/paladin/favored soul powers pending an *atonement*). If the PCs come out with all the prisoners, Lovely will demand that he get to keep the money because of all the food he is passing up. In this case, the group may have to fight him. Tatiana will aid the PCs in this encounter if necessary but Luthuvian, Yalena, and the other prisoners will not.

Conclusion

As your heads pop above the surface of the Artonsamay at last, you can see the outline of a barge in front of you. From the top of the bluff, you hear the sounds of trumpets blowing and watch fires burning. Many glad hands pull you onto the barge and the captain comes over to your group and kisses each of you on both cheeks.

Turning to Tatiana, he bows low, and says in the Rhopan tongue, "Vidulya Tatiana, dros videnya ula vetha hai."

Then he turns to you with a big smile on his face and says. "We glad for to get our Vetha back. We to hurry now to get to other side of river before they find us. There is much rejoicing to be in Ventnor tonight!"

The Rhopan words were "Cousin Tatiana, we welcome the return of our Veth." The captain takes the PCs to the Boatman's Axe, a tavern near Castle Ventnor in the County of Urnst that is frequented by the Rhenee bargefolk.

If the PCs saved the Veth, they earn the title, *Rescuer of the Veth* and the *Favor of the Veth* as well as one IP with the Red Planks.

If the PCs are identified by Lord Bloodhand's agents and killed Gorbax, they are now *Hunted by Assassins* and earn a WCI Insurgent point.

If Lothuvian is recovered dead or alive, the PCs earn an IP with the Fanlareshan Elves.

If Lothuvian is recovered alive, the PCs earn the *Favor of the Fellreiv Factions*.

If Tinduriel's cover was blown, but her body was not destroyed or recovered, then this is a disaster for the Fellreiv Faction's spy network. In this case, the heroes can still obtain IPs for Lothuvian's recovery, but they do NOT receive the *Favor of the Fellreiv Factions*, even if he was recovered alive.

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

Free the slaves and defeat Caravan Guards

APL8 270 xp
APL10 330 xp
APL12 390xp

Encounter Six

Defeat or Negotiate with Lovely

APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Eight

Defeat the guards in *Area 4*

APL8 300 xp (330 xp)
APL10 360 xp (390 xp)
APL12 420 xp (450 xp)

Defeat Gorbax and Rescue Lothuvian (with additional guads from *Area 4*)

APL8 300 xp (330 xp)
APL10 360 xp (390 xp)
APL12 420 xp (450 xp)

Story Award

Rescue Tatiana

APL8 75 xp
APL10 90 xp
APL12 105 xp

Discretionary roleplaying award

APL8 150 xp
APL10 180 xp
APL 12 210 xp

Total possible experience:

APL8 1,125 xp
APL10 1,350 xp
APL12 1,575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 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 Two: The Ambush

APL 8: Loot: 42 gp; Coin: 41 gp; Magic: 729 gp – *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire 30* (91 gp), *ring of protection +1* (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

APL 10: Loot: 59 gp; Coin: 41 gp; Magic: 729 gp – *+1 full plate* (220 gp), *+1 heavy steel shield* (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire 30* (91 gp), *ring of protection +1* (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

APL 12: Loot: 59 gp; Coin: 41 gp; Magic: 729 gp – +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), *potion of neutralize poison* (62 gp), *potion of resist fire 30* (91 gp), *ring of protection +1* (166 gp), *scroll of bestow curse* (31 gp), *wand of protection from good* (62 gp).

Encounter Six: In the Cave

All APLs: Loot: 2 gp; Coin: 0 gp; Magic: 383 gp – *bracers of armor +2* (333 gp), *potion of cure moderate wounds* (2 @ 25 gp each).

Encounter Eight: The Prison

Area 6

All APLs: Loot: 53 gp; Coin: 0 gp; Magic: 1,831 gp – +1 *amulet of mighty fists* (500 gp), +2 *gloves of dexterity* (333 gp), *cloak of charisma +2* (333 gp), *cloak of resistance +1* (83 gp), *bracers of armor +2* (83 gp), *ring of protection +1* (166 gp), *ring of counterspells* (333 gp).

Area 7

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 91 gp – *mithril shirt* (91 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 1,116 gp – +1 *mithril shirt of light fortification* (425 gp), +1 *shocking dagger* (691 gp).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 2,275 gp – +1 *anarchic dagger* (1,525 gp), +3 *cloak of resistance* (750 gp).

Total Possible Treasure

APL 8: Loot: 97 gp; Coin: 41 gp; Magic: 3,034 gp; Total: 1,300 gp (3,172 gp).

APL 10: Loot: 114 gp; Coin: 41 gp; Magic: 4,059 gp; Total: 2,300 gp (4,214 gp).

APL 12: Loot: 114 gp; Coin: 41 gp; Magic: 5,218 gp; Total: 3,300 gp (5,373 gp).

Special

IP with Red Planks []

IP with Fanlareshan Elves []

WCI +1 (Insurgent)

Favor of the Veth: The Veth grants members of the Red Planks Bandit Kingdoms Regional access to *bane (outsiders: water)*, *bane (elementals)*, *cloak of charisma +6*, *headband of intellect +6*, *javelin of lightning*, and *trident of warning*. Non-members gain Bandit Kingdoms Regional access to one of the following items (circle one): *cloak of charisma +4*, *headband of intellect +4*, *javelin of lightning*.

Rescuer of the Vetha: Rhenee recognize you as the person who rescued the Veth of the Redplanks from the notorious Gul Bortha prison. This conveys a +2 circumstance bonus on all charisma checks when dealing with the Rhenee.

Hunted by Assassins: You are now hunted by the Temple Grimacing for breaking into the Gul Bortha and slaying its torturer.

Debt Owed to the Red Planks: For recovering your corpse from the corpse barges, you owe a debt to the Red Planks.

Favor of the Fellreev Factions: Members of the Dazark Orcs, Defenders of the Greenkeep, Fanlareshan Elves or Fort Hendricks meta-organizations gain Bandit Kingdoms Regional access to the following: *belt of giant strength +6*, *gloves of dexterity +6*, *harp of charming*, *minor cloak of displacement*, *wand of magic missile (CL 9)*, and *winged boots*. Non-members gain Bandit Kingdoms Regional access to one of the following (circle one): *belt of giant strength +4*, *gloves of dexterity +4*, or *wand of magic missile (CL 7)*.

Items for the Adventure Record

Item Access

APL 8:

- *Amulet of Mighty Fists +1* (Adventure, DMG)
- *Bracers of Armor (+2)* (Adventure, DMG)
- *Mithril Shirt* (Adventure, DMG)
- *Potion of Resist Fire 30* (Adventure, DMG)
- *Ring of Counterspells* (Adventure, DMG)
- *Wand of Protection from Good* (Adventure, DMG)

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

- +1 *Mithral Shirt of Light Fortification* (Adventure, DMG)
- +1 *Shocking Dagger* (Adventure, DMG)

APL 12: (All of APLs 8-10 plus the following)

- +1 *Anarchic Dagger* (Adventure, DMG)
- +3 *Cloak of Resistance* (Adventure, DMG)

Encounter One

Tinduriel: female half-elf Rog7/Holy Liberator3 (Johydee); CR 10; medium humanoid (elf); HD 7d6 plus 3d10; hp 42; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 14 (+4 Dex); BA/G +7/+7; Atk +7 melee (1d4/19-20, dagger); Full Atk +7/+2 melee (1d4/19-20, dagger); SA sneak attack +4d6; SQ detect evil, divine grace, evasion, immunity to charm and compulsion, resist enchantments (+2 to saves against enchantments), smite evil 1/day (+5 to atk, +3 damage), trap sense +2, trapfinding, turn undead 8/day, uncanny dodge; AL CG; SV Fort +10, Ref +15, Will +12; Str 10, Dex 18, Con 10, Int 14, Wis 14, Cha 20.

Skills and Feats: Bluff +23, Diplomacy +20, Disable Device +14, Disguise +20, Forgery +10, Gather Information +20, Knowledge (religion) +6, Listen +6, Move Silently +9, Open Lock +19, Search +11, Sense Motive +15, Spot +7, Tumble +6; Combat Reflexes, Negotiator, Persuasive, Skill focus (Bluff).

Languages: Common, Elven, Dwarven, Halfling.

Holy Liberator Spells Prepared (2/1): 1st—*detect poison, remove fear*; 2nd—*calm emotions* (DC 14).

Possessions: dagger, courtesan's outfit, mw thieves tools, holy symbol of Johydee, 43 gp.

Encounter Two

Black Jenny: female human Clr9 (Iuz); Medium humanoid (human); CR 9; HD 9d8+18; hp 67; Init +4; Spd 20 ft.; AC 23, touch 11, flat-footed 23 (+9 +1 *full plate*, +3 +1 *heavy steel shield*, +1 *ring of protection* +1); BA/G +6/+8; Atk +9 melee (1d8+2, mwk heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d8+2, mwk heavy mace); SA rebuke undead 4/day; AL CE; SV Fort +8, Ref +5, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 20, Cha 13.

Skills and Feats: Concentration +14, Knowledge (religion) +12, Spellcraft +12; Combat Casting^B, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment).

Languages: Common.

Cleric Spells (6/7/6/5/4/3) 0—*create water, cure minor wounds, detect magic, detect poison, read magic, purify food and drink*; 1st—*bane* (DC 18), *bless, cause fear* (DC 16), *command* (DC 18), *cure light wounds, protection from law*^P, *shield of faith*; 2nd—*aid, enthrall* (DC 19), *death knell, resist energy, shatter*^P (DC 17), *silence*; 3rd—*animate dead, blindness/deafness* (DC 18), *cure serious wounds, dispel magic, magic circle against good*^P; 4th—*chaos*

Appendix – NPCs and Monsters

hammer^P (DC 19), *freedom of movement, spell immunity, summon monster IV*; 5th—*dispel good*^P, *flame strike* (DC 20), *greater command* (DC 22).

^BDomain Spell. Domains: Chaos (cast chaos spells at +1 caster level) and Evil (cast evil spells at +1 caster level).

Possessions: +1 *full plate*, +1 *heavy steel shield, ring of protection* +1, mwk heavy mace, light crossbow, 10 bolts, *periapt of wisdom* +2, *potion of neutralize poison, potion of resist fire 30, scroll of bestow curse, wand of protection from good*, 10 black onyx gems (50 gp each).

Encounter Three

Informant: male human Rog4; medium humanoid (human); CR 4; HD 4d6+4; hp 22; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 15 (+3 Dex, +2 leather armor); BA/G +3/+3; Full Atk +3 melee (1d6/19-20, short sword); SA sneak attack +2d6; SQ evasion, trapfinding, uncanny dodge; AL CN; SV Fort +2, Ref +7, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +6, Gather Information +7, Hide +10, Knowledge (local: Iuz's Border States) +5, Listen +8, Move Silently +10, Sleight of Hand +10, Spot +8, Tumble +10, Use Magic Device +7; Dodge, Improved Initiative, Run^B.

Possessions: leather armor, short sword, 13 sp.

Natasha Luboschenko: female human (Rhenee) Rog1/Sor8; CR 9; medium humanoid (human); HD 1d6+1 plus 8d4+8; hp 39; Init +7; Spd 30 ft.; AC 17, touch 13, flatfooted 14 (+3 Dex, +4 *mage armor*); BA/G +4/+4; Atk +8 ranged (1d4/19-20, mwk hand crossbow), +5 melee (1d8+1/x3, +1 *darkha*); SA sneak attack +1d6; SQ summon familiar, trapfinding; AL NG; SV Fort +5, Ref +7, Will +7; Str 10, Dex 16, Con 12, Int 11, Wis 9, Cha 20.

Skills and Feats: Appraise +4, Bluff +16, Concentration +6, Disguise +9 (+11 acting), Gather Information +9, Move Silently +7, Perform (sing) +9, Profession (sailor) +10, Sleight of Hand +9, Spellcraft +2, Swim +4; Exotic Weapon Proficiency (*darkha*)^B, Great Fortitude, Improved Initiative, Iron Will, Silent Spell.

Possessions: mwk hand crossbow, 10 bolts, +1 *dharka, silent metamagic rod*, 83 gp.

Sorcerer Spells Known (6/7/7/6/4*): 0—*arcane mark, dancing lights, detect magic, ghost sound, light, mending, prestidigitation, read magic*; 1st—*cause fear*

(DC 16), *endure elements*, *grease* (DC 16), *mage armor*, *magic missile*, 2nd—*fog cloud*, *minor image*, *Tasha's hideous laughter* (DC 17); 3rd—*haste*, *nondetection*; 4th—*dimension door*.

*Normally 6/8/7/6/4 but Natasha has pre-cast a spell.

Active Spells: mage armor (CL 8).

Encounter Six

Lovely: male drider Clr3 (Lolth); CR 10; large aberration; HD 9d8+45; hp 85; Init +5; Spd 30 ft., climb 15 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +2 *bracers of armor* +2, +6 natural); BA/G +6/+13; Atk +8 melee (1d6+3/19-20, dagger) or +6 ranged (1d8/x3, shortbow) or +9 melee (1d4+1 plus poison, bite); Full Atk +6/+1 melee (1d6+3/19-20, dagger) and +6 melee (1d6+1/19-20, dagger) and +4 melee (1d4+1 plus poison, bite) or +6/+1 ranged (1d8/x3, shortbow); Face/Reach 10 ft./5 ft.; SA poison, spell like abilities, rebuke undead 7/day; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +10, Ref +4, Will +13; Str 16, Dex 12, Con 20, Int 14, Wis 21, Cha 19.

Skills and Feats: Climb +12, Concentration +17, Hide +6, Knowledge (religion) +5, Listen +14, Move Silently +10, Spellcraft +8, Spot +14; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Languages: Common, Elven, Undercommon.

Cleric Spells (6/7/6/5/4/3; CL 9) 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *read magic*, *resistance*, 1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds*, *divine favor*, *entropic shield*, *protection from good*^p, *shield of faith*; 2nd—*aid*, *cure moderate wounds*, *darkness*, *hold person* (DC 17), *resist energy*, *shatter*^p (DC 17); 3rd—*blindness/deafness* (DC 18), ~~*deeper darkness*~~, *dispel magic*, *magic circle against good*^p, *searing light*; 4th—*divine power*, *freedom of movement*, ~~*spell immunity*~~, *unholy blight*^p (DC 19); 5th—*flame strike* (DC 20), *mass inflict light wounds*^p (DC 20), *slay living* (DC 20).

^pDomain Spell. Domains: Destruction (smite 1/day; +4 atk and Clr level to damage) and Evil (cast evil spells at +1 caster level).

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights*, *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Possessions: dagger, shortbow, 20 arrows, *bracers of armor* +2, 2 *potions of cure moderate wounds*, holy symbol of Lolth.

Active Spells: deeper darkness (CL 9), *spell immunity* (*enervation*, *magic missile*, CL 9)

Encounter Eight

Gorbax the Torturer: male human (Olman) Mnk9; CR 9; medium humanoid (human); HD 9d8+9; hp 57; Init +4; Spd 60 ft.; AC 22, touch 18, flat-footed 19 (+4 Dex, +2 Wis, +2 *bracers of armor* +2 or +4 *mage armor*, +1 monk, +1 *ring of protection* +1); BA/G +6/+8; Atk +12 melee (1d10+3, unarmed strike); Full Atk +12/+12/+7 melee (1d10+3, unarmed strike); SA flurry of blows, ki strike (magic), stunning fist 9/day (DC 18); SQ improved evasion, still mind, slow fall (40 ft.), purity of body, wholeness of body (18 hp/day); AL LE; SV Fort +8, Ref +11, Will +9; Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Escape Artist +16, Jump +28, Sense Motive +14, Spot +14, Tumble +18; Ability Focus (stunning fist), Blind-Fight^b, Combat Reflexes^b, Deflect Arrows, Improved Trip^b, Improved Unarmed Strike^b, Stunning Fist^b, Weapon Finesse, Weapon Focus (unarmed strike).

Possessions: +1 *amulet of mighty fists*, +2 *gloves of dexterity*, +1 *cloak of resistance*, +2 *bracers of armor*, +1 *ring of protection*, *ring of counterspells* (*Evard's black tentacles*), mwk sai (torturing tool).

Active Spells: mage armor (CL 9).

Crooksy the Torturer's Assistant: male derro Sor6; CR 7; small monstrous humanoid; HD 3d8+6 plus 6d4+12; hp 47; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BA/G +6/+1; Atk +7 melee (1d4-1 plus poison, mwk heavy pick); Full Atk +7/+2 melee (1d4-1 plus poison, mwk heavy pick); SA poison use, spell like abilities, sneak attack +1d6; SQ madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +5, Ref +7, Will +13; Str 9, Dex 14, Con 14, Int 10, Wis 5, Cha 22.

Skills and Feats: Bluff +8, Concentration +13, Hide +10, Listen +3, Move Silent +10, Spellcraft +2; Greater Spell Focus (evocation), Improved Initiative, Practiced Spellcaster, Spell Focus (evocation).

Sorcerer Spells Known (6/6/7/4*; CL 9): 0—*detect poison*, *detect magic*, *daze* (DC 16), *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, 1st—*burning hands* (DC 19), *mage armor*, *magic missile*, *shield*; 2nd—*Tasha's hideous laughter* (DC 18), *glitterdust* (DC 18); 3rd—*fireball* (DC 21).

*Normally 6/8/7/4 but Crooksy has pre-cast spells.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

Poison Use (Ex): Crooksy's pick has been treated with large scorpion venom. Fortitude DC 18 (1d6 Str/1d6 Str).

Spell-Like Abilities: At will—darkness, ghost sound; 1/day—*daze* (DC 16), *sound burst* (DC 18). Caster level 3rd. The save DCs are Charisma-based.

Possessions: mwk heavy pick (torturing tool), *cloak of charisma* +2, dagger, spell component pouch, sack with half eaten dwarven arm, jar of pet maggots.

Active Spells: *mage armor* (CL 9).

Tatiana Norodnaya: female human (Rhennee) Sor6/Veth5; CR 11; medium humanoid (human); HD 11d4; hp 34; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BA/G +5/+5; SQ hex mastery, improved caster level, master healer, reading the lake; AL NG; SV Fort +6, Ref +4, Will +8; Str 10, Dex 12, Con 10, Int 13, Wis 8, Cha 18.

Skills and Feats: Bluff +16, Concentration +9, Heal +5, Knowledge (arcana) +10, Knowledge (geography) +6, Profession (sailor) +8, Sense Motive +7, Spellcraft +4, Swim +2; Eschew Materials, Spell Focus (enchantment), Greater Spell Focus (enchantment), Silent Spell, Still Spell.

Languages: Common, Aquan, Rhopan.

Sorcerer Spells Known (6/7/6/4): 0—*arcane mark, dancing lights, detect magic, detect poison, mending, prestidigitation, read magic*; 1st—*hypnotism*† (DC 17), *magic missile, sleep* (DC 17), *ventriloquism*; 2nd—*gust of wind* (DC 16), *scare* (DC 16)†; 3rd—*water breathing*.

†Cast at CL 15.

Vetha Spells Known (7/5): 1st—*detect thoughts* (DC 16), *fog cloud, misdirection*; 2nd—*alarm, animate rope, endure elements, identify*.

Hex Mastery (Su): For the spells bestow curse, cause fear, charm person, charm monster, confusion, contagion, hypnotism and scare, add 4 to your caster level.

Improved Caster Level (Su): When determining the caster level for a spell, you add your veth levels to your levels in your highest-level other spellcasting class.

Master Healer (Ex): When providing long-term care as with the Heal skill, the Vetha doubles the hit points restored.

Reading the Lake (Su): Each evening under a clear sky, once per night, you can make a limited prediction on the future of one passenger on your barge. You can foresee a general event of the next 10

days; the prediction only indicates the potential outcome and does not guarantee the result. The chance of success is 70% + 1% per caster level, to a maximum of 90%.

Possessions: none.

First Sealer's Aide, Mufeeda Al-Harak (human form): female human (Baklunish) Clr5/Asn5; CR 12; medium humanoid (human, shapechanger); HD 11d8+22 plus 5d6+10; hp 110; Init +9; Spd 30 ft.; AC 25, touch 19, flat-footed 25 (+7 Dex, +4 *bracers of armor* +4, +2 natural, +2 *ring of protection* +2); BA/G: +12/+13; Atk +19 melee (1d4+3/19-20, +2 *dagger* plus poison); Full Atk +19/+14 melee (1d4+3/19-20, +2 *dagger* plus poison); SA death attack (DC 16), rebuke undead 3/day, sneak attack +3d6; SQ alternate form, improved uncanny dodge, low light vision, poison resistance +2, poison use, uncanny dodge, scent, wolf empathy; AL CE; SV Fort +10, Ref +13, Will +9; Str 12, Dex 20, Con 14, Int 12, Wis 13, Cha 10.

Skills and Feats: Disguise +4, Hide +20, Knowledge (religion) +6, Knowledge (the planes) +6, Move Silently +20, Sense Motive +4, Spellcraft +11, Survival +6, Tumble +20; Blind-Fight, Improved Initiative, Iron Will^B, Point Blank Shot, Quick Draw^B, Weapon Finesse, Weapon Focus (bite).

Languages: Common, Bakhlunish, Abyssal.

Cleric Spells (5/5/3/2) 0—*cure minor wounds, detect magic, detect poison, read magic, resistance*; 1st—*bless, cause fear* (DC 12), *entropic shield, protection from good*^P, *shield of faith*; 2nd—*cure moderate wounds, resist energy, shatter*^P (DC 13); 3rd—*magic circle against good*^P, *prayer*.

^BDomain Spell. Domains: Chaos (cast chaos spells at +1 caster level) and Evil (cast evil spells at +1 caster level).

Assassin Spells Known (4/2): 1st—*disguise self, feather fall, obscuring mist, true strike*; 2nd—*invisibility, spider climb, undetectable alignment*.

Possessions: +2 *dagger* (coated in deathblade poison, DC 20, 1d6 Con/2d6 Con), 6 mwk daggers, *bracers of armor* +4, *ring of protection* +2, *cloak of resistance* +3, holy symbol of Iuz.

Active Spells: *death ward* (CL 11).

Mufeeda (wolf form): Init +11; Spd 50 ft.; AC 21, touch 17, flat-footed 21 (+7 Dex, +4 natural); BA/G: +12/+14; Atk +20 melee (1d6+3, bite); SA trip; SQ damage reduction 5/silver; AL CE; SV Fort +12, Ref +15; Str 14, Dex 24, Con 18.

Skills and Feats: Hide +22, Move Silently +22, Survival +6 (+10 tracking by scent), Tumble +22.

Mufeeda (hybrid form): Init +11; Spd 30 ft.; AC 21, touch 17, flat-footed 21 (+7 Dex, +4 natural); BA/G: +12/+14; Atk +19 melee (1d4+2, claw); Full Atk

+19/+19 melee (1d4+2, 2 claws) and +15 melee (1d6+1, bite); SQ damage reduction 5/silver; AL CE; SV Fort +12, Ref +15; Str 14, Dex 24, Con 18.

Skills and Feats: Hide +22, Move Silently +22, Survival +6 (+10 tracking by scent), Tumble +22.

First Sealer's Honor Guard: male human Ftr10; CR 10; medium humanoid (human); HD 10d10+20; hp 79; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+1 Dex, +10 +2 *full plate*, +3 +1 *heavy steel shield*); BAB/Grp: +10/+14; Atk +17 melee (1d10+7/17-20, +1 *bastard sword*) or +12 ranged (1d8+5/x3, +1 *composite longbow*); Full Atk +17/+12 melee (1d10+7/17-20, +1 *bastard sword*) or +12/+7 ranged (1d8+5/x3, +1 *composite longbow*); AL NE; SV Fort +11, Ref +6, Will +6; Str 19, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

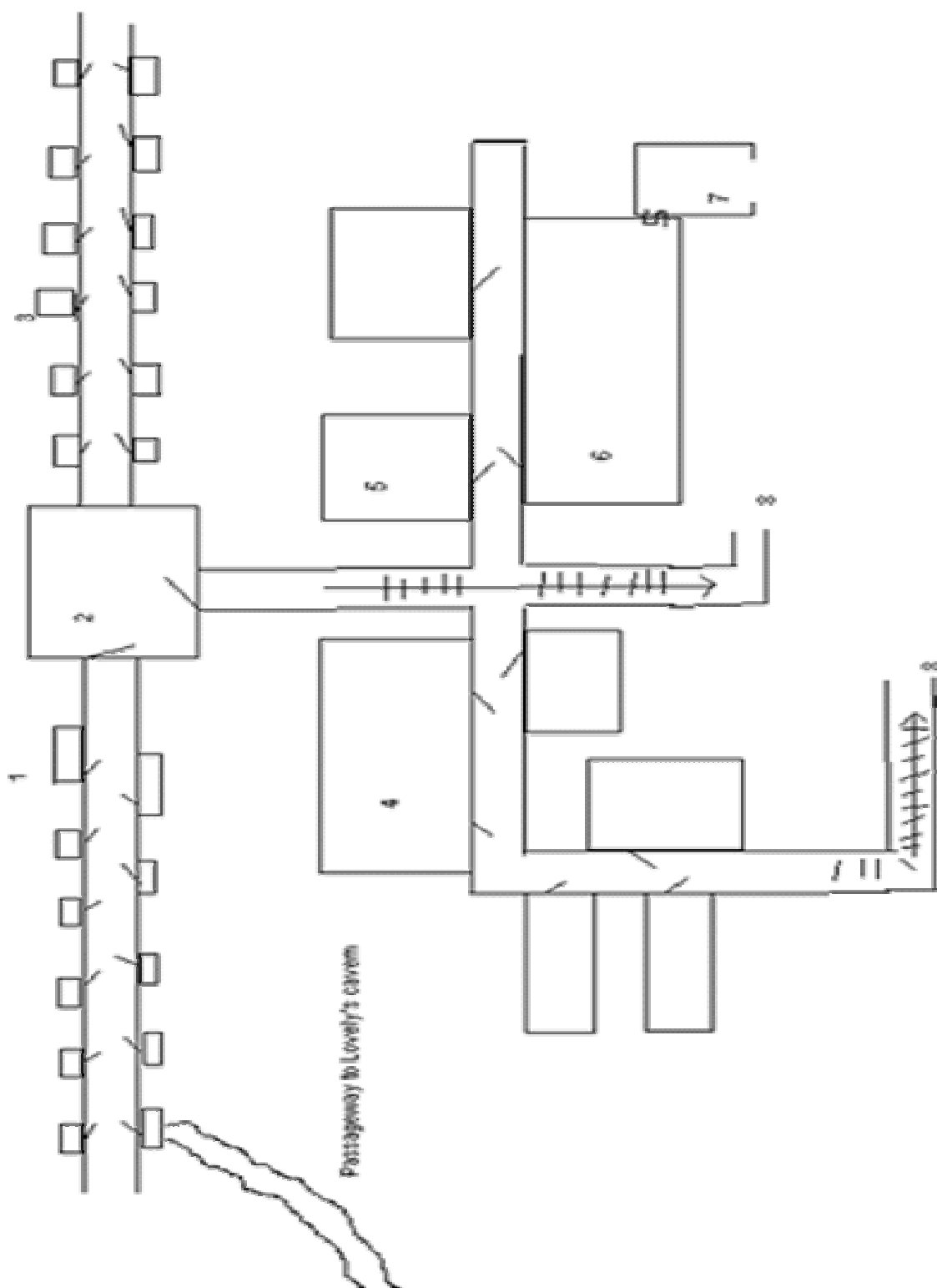
Skills and Feats: Intimidate +12, Listen +7, Spot +7; Cleave^B, Exotic Weapon Proficiency (bastard sword)^B, Great Fortitude, Greater Weapon Focus (bastard sword)^B, Improved Critical (bastard sword)^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B.

Languages: Common.

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, +1 *composite longbow* (+4 Str bonus), *brooch of shielding*, *gauntlets of ogre power*.

Active Spells: *death ward* (CL 11).

Judge Aid One: Gul Bortha Prison Complex



Player Handout One: Background Information

Somewhere around the year 300 CY, the sylvan elf council in the Fellreev commissioned the manufacture of a set of subtle wards around the forest camps that would misdirect scrying and also provide some protection against orcish incursions. These mind fogging wards cause most orcish or goblinoid enemies to become lost without being aware of the misdirection and so allows the camps to live in relative peace and security even in these dangerous times. The secret of the manufacture of the wards has since been lost, but they still seem to retain their effectiveness.

Between CY 350 and 360, the elf archmage Miridor fell in love and had a scandalous affair with Jerisa Landisdottir. Yes, THAT Landisdottir. The revered author of the epic "*Tales from the Northern Woods*" and the still popular Tavern song "*The Kobold in the barrel*". What is less well known is that Jerisa's father was a half orc. Because of this, Jerisa was unable to navigate the wards to see her lover. Combining their unique talents, the love besotted Miridor devised a gem that would allow Jerisa to find her way through the wards to her paramour. Of course, this was all done in complete secrecy, as the elvish council would have forbidden it had they known of the project.

In CY 364, Miridor and Jerisa were traveling to Radigast City from the Fellreev when they disappeared, never to be seen again. We now know that they were overtaken by some barbarian horsemen migrating to safer areas in response to a civil war amongst the northern Flan nomads. Miridor, ever haughty, somehow managed to insult the leader of the horsemen in such a way that led to Miridor taking a lance in the chest and dying almost immediately. Jerisa was taken captive and spent the remainder of her life in the Rift Barrens as the wife of a Brighteagle clansman and died in childbirth in CY 367. The gem, taken from Jerisa when she was captured, was kept as a treasure by the leader of the horsemen, Tulosh Silverhoof, and made into part of his necklace of office as leader of the clans of the rift barrens. It was buried with him at his death in CY 381.

In CY 593, the leaders of one of the main temples to Iuz in the Bandit Kingdoms, Temple Grimacing, discovered about the existence of the gem of Miridor and attempted to find it. Through bribery, coercion and torture, they were able to ascertain the events of CY 364 and attempted to take the gem from the tomb of Tulosh Silverhoof. They were foiled by a group of adventurers and the gem returned to the elves of the Fellreev.

Player Handout Two: Mysterious Note

You take great risks being here tonight, as the hornet's nest has been stirred. If you wish to save the one you seek, perhaps I can help. Meet me at the Vechernya Radaga at midnight. Stay out of Sight!

Player Handout Three: Notes from the Torturer's Diary

Dated about a month ago

"...today the Rhenee male broke. He told the 5th sealer all. Apparently the rumor is true and the Rhenee woman is more important than the 2nd sealer thought. I will see if the 5th sealer tells him. If not, I may have someone to test out my new mithral tongs upon..."

Dated about two weeks later

"The 5th sealer screamed like a kobold all night. I haven't slept so well in months. Perhaps I will try this on the gnome in block 27 tomorrow night and see if it is the music of the screams that acts as a lullaby. The 2nd sealer took the woman to the secret chamber for questioning, but I think he doesn't realize I know that he looks at her with lust in his eyes. I would not be surprised if she was still alive a month from now. I can sometimes hear her screams while I am working in the shop, but they don't sound fatal."

Dated last week

"The 2nd sealer told me today that he is getting a special prisoner and that I should clear my schedule to devote my most precious attentions upon him. He is apparently an elf, so it will be a challenge to keep him alive long enough to get him to scream for mercy and tell all. He says that I must not touch him unless he is there in person, except for getting him ready. I guess that I will have to determine what "getting ready" means!"

Dated two days ago

"The stupid secret door stuck again and I had to bang upon it with my #4 hammer to get the latch opened. Why maintenance can't get down here I don't know. Perhaps if I could have one or two of their division down here for "encouragement", they would be more attentive. The woman of the 2nd sealer's is looking way too healthy for someone who has spent that much time in the special chamber."

Player Handout Four: Addendum to Diary

Dated today

"Joy of joys! The second sealer's woman was given to us and she sang like a birdy. Gorbax is quite pleased with all the information she gave him. She died too soon, but never fear! I get her corpse tonight, and the second sealer will raise her from the dead tomorrow to continue the questioning!"