

BDK2-05



RETRIBUTION

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

Version 1

by Tom Thowe

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The Boneheart have declared that someone must pay for the recent attacks on their silver caravans. Martial law has been declared in the city of Riftcrag, in the heart of Iuz's controlled territory. With all of this, you are asked to delve into this wasp's nest to find a wanted man. This is the second in the "Legacy of the Highwayman" series, and is an adventure for character levels 1-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Bandit Kingdoms. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The recent conflicts between the Boneheart Cranzer and the Men of the Rift escalated when a major silver shipment was attacked (during the interactive 'Blood & Silver'). The resulting loss, while not impacting the economies of the cities of the Rift greatly, was the equivalent of throwing mud in the face of Iuz's forces. Cranzer and the Plar of the Rift had been, up until that point, under an unofficial truce, but the attack put any type of cease-fire in danger of collapsing. Trying to quell reaction from the Bonehearts, the Plar turned over information on an individual, Trowain Seabrow, who not only provided information on the silver shipment, but had provided sensitive information on Iuz's forces to a number of factions in the Land of the Free Lords.

This was not the first time Trowain had been flagged as a threat to security in the Bandit Kingdoms. It has been noted by numerous spies of Iuz that he's played a

part in a number of attacks on caravans ranging from the Midlands to the Bluff Hills. In the few assaults he actually assisted with, it was said that he freed a number of locals in the area from Iuz-loyal militia. This gained favor with the local populace, though not enough to keep his name from being passed on to Iuz's Boneheart, as loyalty in the Bandit Kingdoms is sometimes fleeting.

Cranzer passed the duty of hunting down this bandit to an up-and-coming wizard named Heurothden, also known by locals as 'The Scarred One' due to his appearance. Heurothden has risen in the ranks of Iuz's elite, and while he is quite insane, he is still looking to be the next Boneheart, assuming this flea of a bandit can be found.

The Scarred One has narrowed down possible locations of the bandit to the city of Riftcrag. With the authority Cranzer has given him, Heurothden has been able to order military activities such as occasional city lockdowns and home seizures, which in Riftcrag are not entirely unusual. Though numerous Boneheart are in the city, most of them are involved with their own plots. They pay little attention to Heurothden's activities.

Heurothden has increased the guards in the city and has rotated most of the human and orc military out of the city, replacing them with hobgoblins. Daily he tries to scry the bandit, and he is either unable to scry him at all, or when he can find him, the bandit is located in a dark, unremarkable room.

Unbeknownst to Heurothden, followers of Nerull have taken note of the bandit leader. They have sent an assassin (the same assassin in the healer's tent from the interactive 'In Desperate Need') to kill the bandit. The priests of Nerull have learned that the bandit knows quite a bit of lore about the forces opposing Iuz, including details on some of their own incursions in the Fellreev Forest. They would rather see the bandit dead than Iuz gain more information on their activities.

In the early stages of the lockdown of Riftcrag, Trowain had his youngest son and only daughter sent out of the city, to be hidden away in a friendly contact's general store just outside of the city. The bandit is unaware that an assassin has captured his children, the very assassin sent by the forces of Nerull. The boy was hidden away nearby, but the girl was tortured and killed for information. With that, the assassin disguised herself as the young girl, and has a plan to lure the bandit to her, with the help of the oblivious shop owner...

Introduction

The characters introduce themselves, and the players make a number of secret skill checks to be used later in the game.

Encounter 1: Assault on a Shopkeeper

The characters rescue a shopkeeper from being beaten up by two hobgoblins.

Encounter 2: Rescued

The grateful shopkeeper asks the characters to rescue a friend hiding from the Boneheart in Riftcrag. He gives them information and equipment.

Encounter 3: The Girl

If the characters are convincing enough, they can talk to the girl. The assassin pretends to be almost catatonic and gives little reaction to the character's questioning.

Encounter 4: Crossing the Chasm

If the characters decide to use this route, they must use the grappling crossbow the shopkeeper gave them to traverse the chasm. Toward the end of the climb, the characters are possibly scried by the wizard Heurothden.

Encounter 5: Into the Sewers

Once past the chasm, the characters make their way down sewer tunnels. Using the map, they eventually get to the Elk's Hide.

Encounter 6: Through the City Gates

If the characters decide to use this route into the city, they must bribe or bluff their way past the city guards at the gate. Failure results in imprisonment. During their travel into the city, the characters are possibly scried by the wizard Heurothden.

Encounter 7: Flying into the City

If the characters decide to fly into the city, the way is relatively unguarded. If the characters are visible to the town guard, they are attacked. During the flight, the characters are possibly scried by the wizard Heurothden.

Encounter 8: The Elk's Hide

The characters arrive at the shop where the bandit hides. They must convince the shop owner that they mean the bandit no harm. The characters must decide how and where to flee.

Encounter 9: Flee Through the Sewers

Unbeknownst to the characters, the safe way through the sewers is closed forcing the character's to take an alternate route. This leads them to an ambush of minotaurs.

Encounter 10: Escape Over the Chasm

Once through the sewers, the characters must get over the chasm, which is now guarded by an air elemental (as an optional encounter, dependant on time).

Encounter 11: Flying out of the City

If the group decides to flee the city using flight, they are attacked by manticores.

Encounter 12: The Wizard's Tower

If the characters want to take on Heurothden himself, one of the bandit's sons leads the group to his tower. The players must defeat clay golems at the base of the tower, and eventually the wizard himself up higher. APL 8 or higher recommended only.

Encounter 13: Back to the Rescue

If the characters head back to the trading post, they battle a gnoll werewolf along with some hobgoblin guards. After the battle, Men of the Rift show up and try to take the bandit away.

Encounter 14: The Assassin

During the battle with the gnoll at the front of the shop, the bandit goes in the back to get his daughter. Unless the characters get involved, the assassin kills him and escapes by jumping off the rear balcony.

INTRODUCTION

Determine ahead of time what characters have played the first adventure in this series BDK1-o8 X Marks the Spot, or the Bandit Kingdoms Interactive "In Desperate Need." With this information, you should be able to give certain characters opportunities to learn information in some situations, such as knowing who Erindalenous the Sage is, or giving the characters a better chance to see through the assassin's disguise.

Also, since much of this is a city adventure, the DM should prepare the adventure thoroughly. If it makes sense that something should happen that the adventure's flowchart doesn't allow for, allow it. An example would be if characters intimidate a guard into telling them where the wizard who is hunting them lives, even before the characters get to Trowain.

If characters are foolish enough to start fighting hobgoblins in the street before the city is locked down, use the waves of hobgoblins as listed in *Encounter 5*. If they start fighting hobgoblins in the street after the city is locked down (in *Encounter 8*), use waves of hobgoblin guards as listed in *Encounter 9*.

Due to the possible length of the module, try to budget time accordingly, and try to schedule a longer playing time (5 hours is recommended). Use your judgment as the DM, but try to move players along if they get overly bogged down.

Lookout Point Trading Post is a large ramshackle building situated high on the edge of a cliff on the north rim of the Rift Canyon. It's a location for trade by hunters and merchants alike; a place where the long arm of the barons, and of course Iuz, doesn't easily reach, at least as far as taxes are concerned. You've stopped off to water what mounts you have and restock your supply of rations for the afternoon.

Give the players a chance to introduce their characters. At this time, have each player make 5 d20 checks that you record for use at a later time. One Spot and Sense Motive check are used if they deal with the assassin in *Encounter 3*. Also, a Scry check is made for any characters with a 12 or higher intelligence to detect the wizard scrying the group in *Encounters 4, 6, or 7*. This requires a successful Scry check (DC 20) to notice.

ENCOUNTER 1: ASSAULT ON A SHOPKEEPER

Opening the front door of the shop, you see a large room stuffed with shelves full of supplies. Saddles and crossbows... hemp rope and jerky... everything a traveler might need for the road. With nary an empty spot of floor to walk through, you step into the cramped quarters. It's then that you hear the arguing.

"...I'm telling you, I've never helped them. I've never even met- OOF!"

An armored hobgoblin leaning over a rotund shopkeeper pauses in the beating he's giving the man. "You can't fool me, human. I know you're working with those fool bandits hiding in the Rift. I can almost smell it on you."

Other travelers move past you out the trading post doors. Revealed in the emptying shop is a second hobgoblin that looks over his shoulder toward you. "Shop's closed. Beat it."

This encounter should have the shopkeeper and hobgoblins in the front of the store, as the sage comes out of the back. See below for details.

Ask the players what they want to do. If the characters don't go immediately into combat, the hobgoblins tell the characters not to get involved in something that doesn't concern them like any bullies would.

The characters can save the man any way they like, through a successful Intimidation check (DC 20), force, or even with a successful Diplomacy check (DC 15) accompanied by an appropriate bribe of at least 5 gp. If the characters don't help the shopkeeper with the hobgoblins, then the adventure is over before it has begun.

- The two hobgoblins have heard rumors that this shopkeeper has helped some bandits on the run from them. They even suspect that this man Keladon helps the Men of the Rift with supplies and such.
- This is not only true, but Keladon also has a secret trapdoor in a closet in the back of his shop that leads to a tunnel going deep into the Rift itself. This is a perfect way down the canyon walls, especially since there is not another easy way down into the canyon for miles in either direction.
- For over a year now, Keladon has been allowing bandits to escape into the Rift, and he's not about to endanger his life and business by giving away his part in the bandits' activities.

The hobgoblins have all but forgotten the thieves they were following, and are now interested in beating up this shopkeeper for information on the men of the Rift. Since he hasn't responded to threats, they are using force.

Hobgoblins (2): hp 9, 9; see *Monster Manual*.

The hobgoblins are wearing obvious military uniforms with the markings of Iuz on them. These guards have one rank slash on the right arm of their armor. Other guards

later in this adventure may have higher-ranking slashes, depending on the APL of the party and the toughness of the particular guards.

There are four other humans in the shop, commoners and traders who watch on and don't want to get involved in this dispute. They use your entrance as an excuse to vacate the premises.

ENCOUNTER 2: RESCUED

Keladon is very grateful for the characters' help. He offers to supply the characters' equipment at a very reasonable rate (80% of standard *Player's Handbook* prices).

🗡️ **Keladon:** Male human Com4.

"Thanks for the help. I don't get those soldiers out here very often, but when I do... well, they always try to put some sort of accusation on me." Pausing for a second, he shakes his head and continues. "Anyway, I really appreciate it."

The large man seems to consider the group of you before continuing. "I was wondering if there was something you could... help me with. I've got a friend who has a problem, and I don't know how to get a hold of him. I need to speak with him about it." He seems to have trouble continuing.

With a bit of encouragement from the characters, he continues.

"My friend, Trowain Seabrow... some of his children are in dire straights." He freezes with surprise as a large man enters the front of the shop from the back room.

Characters who have played BDK1-08 X Marks the Spot recognize the man as the sage from that adventure if they ever spoke to a sage in it.

Also, a successful Profession (bandit) check (DC 10) or a successful Knowledge (Bandit Kingdoms) check (DC 15) allows a character to know that Trowain is known as a bandit who has been seen in league with a number of different factions opposing Iuz in the Bandit Kingdoms.

The barrel-chested man walks through your group and up to the counter, slamming a number of large metal animal traps on the countertop. "I'll take these three."

Keladon was not aware of anyone in the back part of the shop. He wants to do business with the man and pretend there was nothing the matter, nothing to draw attention to the name Trowain Seabrow.

The sage known as Erindalenous is rough, uncouth, and impolite. He looks like a hunter more than a sage. He does business with the shopkeeper, trading some six white leopard fur pelts for the traps.

- While the sage doesn't think much of what he overheard, he still keeps it in mind, for selling later.

- A casual *detect thoughts* spell generally gets only crude thoughts about characters and disgust with the bad hunting lately.
- If the characters do kill the sage for some reason, then the wizard Heurothden does not scry the characters later. However, the characters should be able to give a good explanation as to why they attacked the sage. Evil acts are dealt with in the normal fashion, but a reason such as definite knowledge that he betrayed the group in the last adventure could be enough rationalization to attack him.

🗡️ **Erindalenous the Sage:** Male human Exp9; hp 65; see Appendix I.

When the sage leaves the trading post, he heads to Riftcrag. Once there, he hears that the wizard Heurothden is hunting Trowain. He sells this information to the wizard, along with the character's descriptions.

Once the two complete business, the large man heads out to his horse and rides off. The shopkeeper watches through a window until he is out of sight. "Sorry, but I can't trust everyone. This is a sensitive matter."

Going back behind his counter, he continues. "As I was saying, my friend has two children who are in trouble. His youngest son has gone missing, and his only daughter... well, something bad has happened to her. I don't know what, but it seems like she'll only talk with her father. Problem is, her father is in the city of Riftcrag. He's been having some problems with the authorities there, and he sent away both kids to hide with me here, only his boy never appeared. Trowain's been hidden in Riftcrag ever since."

He rubs his head in frustration. "Look, I need Trowain here. Can you get him out of the city? Bring him here?"

He works off the sympathy of characters for help. If they ask for payment, he doesn't have much, but he offers 20 gp to each character when they return. If this payment is asked for and accepted, then the character does not receive the possible *Favor of the Men of the Rift* at the end of the adventure. If the characters accept the mission, Keladon continues.

"Great. Now Riftcrag is a dangerous place. It's got a number of Iuz's Boneheart running the city, I can't remember which one is running it now. Anyway, he's put a bunch of hobgoblins on duty as guardsmen, and they're looking for Trowain. I don't know how tough it'll be getting into the city, but I do know of an alternate way you can sneak in, if you want."

"Riftcrag has a pretty substantial sewer system, but it's closed off from the outside. It empties from the city by these huge grates along the cliff faces that dump sewage down into the canyon floor. If you can get close to one of those sewer openings and get inside, I have a map showing how to get to Trowain's place."

"He's hiding out in a tanner's shop called The Elk's Hide. Speak with Gertrude, the shop owner and give her this. She's the

only one that can help you get to him.” He hands you a small stone chiseled into the shape of an arrowhead. “Trowain’s wanted, so you’ve got to keep this quiet!”

What else Keladon knows:

- The city is a high-walled fortress a day’s ride, or a day and a half’s walk, from his shop to the west. Though the city is open to traffic, the high concentration of Iuz’s forces makes visitors a rare sight.
- Anyone attempting the climb should attempt it right after sunset, to avoid being seen by the guards.
- Trowain has five children total, but his three oldest boys have stayed with him in Riftcrag.
- Trowain’s 16-year-old daughter is in back in a storage room he made up as a makeshift guest bedroom. She hasn’t spoken except to ask for her father. She is almost catatonic and won’t say anything else. Her name is Patellia, and her brother’s name is Preth.
- He was sent word before Patellia arrived that she and her youngest brother Preth were to be secreted away to him. Four days later, Patellia arrived on his doorstep in the dead of night without her brother. There was no sign of him, but she was covered in blood, though none of it apparently hers. She arrived one week ago.
- He doesn’t know what the bandit is being hunted for, but he knows Trowain’s no friend of Iuz. He won’t mention that Trowain has attacked Iuz caravans and done other things to warrant a possible manhunt.
- The sewer map was given to him by a friend of Trowain’s years ago. He doesn’t know anything about it except that it lists two different routes to the Elk’s Hide.

Keladon gives the characters a special crossbow with 10 bolts, each tipped with a small grappling hook*. He says they will need it to reach the sewer opening leading into the city.

If the characters want to see or speak with the girl, he allows it only if the character seems like he or she can help. This requires a successful Diplomacy check (DC 15). Any half-orcs or obvious characters with no medical or people skills are not be allowed in to see her due to her ‘delicate condition.’

*See Appendix 2: New Rules for additional information.

ENCOUNTER 3: THE GIRL

The back of Lookout Point Trading Post is lined with a long balcony overhanging the canyon itself. The view from the edge is quite spectacular with the ravine stretching over a thousand feet below.

Inside another doorway on the balcony is a stockroom filled with boxes and barrels. Pocketed in back is a narrow cot and blanket. Sitting on the cot is a young girl in her middle teens. She sits with her feet pulled up in front of her and her arms

wrapped around her knees. Rocking back and forth, she looks up as you enter. “Papa?”

APL 2 (EL 4)

Nerull Assassin: Female half-elf Rog2/Clr2 (Nerull); hp 28; see Appendix I.

APL 4 (EL 6)

Nerull Assassin: Female half-elf Rog2/Clr3/Asn1 (Nerull); hp 41; see Appendix I.

APL 6 (EL 8)

Nerull Assassin: Female half-elf Rog2/Clr3/Asn3 (Nerull); hp 53; see Appendix I.

APL 8 (EL 10)

Nerull Assassin: Female half-elf Rog2/Clr3/Asn5 (Nerull); hp 65; see Appendix I.

APL 10 (EL 12)

Nerull Assassin: Female half-elf Rog2/Clr3/Asn7 (Nerull); hp 77; see Appendix I.

Patellia is actually an assassin sent by priests of Nerull up in the Fellreev Forest. Characters examining the girl closely are allowed a Spot check (DC 25) and a Sense Motive check (DC 30) from the checks made at the beginning of the adventure.

Spot: Anyone who played in the Bandit Kingdoms Interactive “In Desperate Need” has a +2 bonus. If successful, they realize that there is something familiar about her, though they can’t quite place what it is.

Elves and half-elves get a +2 circumstance bonus on the Spot check since she is actually a half-elf. On an unsuccessful check, it is merely apparent that she doesn’t seem wounded.

With a successful Spot check, the character realizes that she is not fully human, she has some elf blood in her. The Spot check is against her disguise to look as a young human. Keladon is unaware that she is a half-elf, or that she should even be a half-elf. It surprises him, but he says it is possible. He has never asked Trowain that kind of question before.

Sense Motive: On an unsuccessful Sense Motive check, it seems like she is unaware of what people are saying to her, and only responds to questions with “Papa...” over and over again. It appears that she has been through a great ordeal and may have been traumatized by it.

On a successful Sense Motive check, the character is aware that she actually seems more cognizant than she first appeared. She seems to be watching the characters avidly.

Detect Thoughts: A *detect thoughts* spell gets an image of Trowain walking to her as she holds out her arms. Since she wants to find Seabrow, it is fairly easy to focus

just on the image of him and nothing else, knowing spell casters may be nearby.

Detect Magic or Evil: A *detect evil* does not register anything, since she keeps an *undetectable alignment* spell active. If *detect magic* is cast, however, it would pick up the spell.

In the unlikely event the characters can uncover the assassin at the beginning of the adventure, this does not ruin the storyline. There could be a possible battle with the characters if the assassin is made aware of it, but otherwise the question of the missing two children remains. Trowain not only needs to be made aware of the fact that his children are missing, but he needs to get out of the city to search for them. It also makes sense that he wants to come to the shop to speak with his friend Keladon, though the characters can take any precautions that seem needed in getting him there.

If the assassin is made aware of the fact that the characters know who she is and not that they just suspect that she's acting funny, she tries to sneak attack an unsuspecting character and leaps off the back balcony away from the group using the same tactic as in *Encounter 12*. Of course, she needs to drink the *potion of feather fall* first.

The characters could use any means to get into the city, the difficult part is getting out. They can:

- Use Keladon's suggestion to climb along the cliff face to a sewer opening to get in. See *Player's Handout 1* for a map of the climb, and *Player's Handout 2* for a map of the sewers that Keladon gives the characters. He doesn't know what the area marked <DANGER> holds. *Proceed to Encounter 4*.
- Enter the city through the front gate. *Proceed to Encounter 6*.
- Fly into the city. *Proceed to Encounter 7*.

Other options should be considered and if reasonable, allowed by the DM. Just use the appropriate encounter that fits the situation, modified as necessary.

ENCOUNTER 4: CROSSING THE CHASM

It is apparent coming within sight of the city that if they wish to stay out of view of the guards on the wall, they need to travel along the edge of the cliff face. They must do this unmounted, leading their mounts if there are any.

Assuming the characters approach the city at night like Keladon suggested, it is a clear moonless night. While those relying on normal vision can see only 40 ft., those with low-light vision can see 80 ft. due to the ambient light of the stars.

As the sun sets, you make your way toward the city named after the canyon it looms over. Riftcrag is an awe-inspiring citadel perched just off the edge of a rocky drop-off, with only two directions to approach the city, from the northwest or the northeast. Your group guides along the yawning chasm to your

left, staying close enough to be covered by the boulders and rocky outcroppings lining the ridge, while staying far enough to keep your stomachs from turning upside down.

Using the cover to hide from guardsman who might be patrolling the city walls, you quickly cross over the road approaching the city from the northeast, and arrive at the point the shopkeeper told you about. The city wall itself is smooth, obviously built, and rebuilt with tremendous attention to its impregnability.

Your directions describe a sewer opening located approximately eighty feet across the chasm. In the dimming light, you can just barely make out a shadowy circle below the castle walls, just before the cliff face curves out of view.

Crossing the chasm at night works, since a rope used to cross the chasm can be out of sight from the top of the 60 ft. tall keep walls. All but the loudest of sounds are masked by the whipping wind blowing through the chasm.

The bridge is 100 ft. to the left of the group. The bottom of the bridge has metal supports that can be raised with the bridge in times of defense, or under martial law, such as what occurs in *Encounter 8*. Characters can climb it if they ask (DC 10), but must make a Move Silently check against the three guards on the bridge that are checking merchants coming into the city.

The players can figure out how to get to the sewer opening in any way they like, but most likely it will involve climbing a rope fired from the grappling crossbow that Keladon gave them. See *Player's Handout 1* for a map of the city and the climbing points. The *Player's Handbook* describes the Climb skill but you may need guidelines for adjudicating this, especially when you deal with combat in this same area in *Encounter 10*.

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

Wall climb (Vertical, no rope): This requires numerous successful climb checks (DC 20). The cavern is 800 feet deep here, so that is roughly 50 checks to get down and 50 to get up.

Wall climb (Vertical, with rope): DC 10. The cavern is 800 feet deep here, so that is 53 checks to get down and 53 to get up if the characters base speed is 30 ft.

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

Shooting the Crossbow:

- Successfully shoot across cavern. Retries are allowed
- Use Rope check (DC 15) to see if the rope is stable.

Climbing Speed: 1/4 speed as miscellaneous move-equivalent action, 1/2 speed as full-round action.

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

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

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

Falling Damage: The top of the cliff where the characters start stretches 800 ft over the canyon floor. A climb check failed by 5 or more results in a fall. If characters fall, hitting the canyon floor most likely kills them, since not only do they suffer the 20d6 max fall damage, they will suffer 2nd & 3rd landing fall damage of 8d6 and 6d6 respectively (the valley floor curves, after all). The character can make climb checks at DC 30 and 25, respectively, to catch himself before the second and third hits.

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

The long climb leads you to a circular sewer grate. Along the cliff wall is a black gunk that runs from the mouth of the ten-foot-wide circular opening on down below. It appears that a portion of the metal grating above has been peeled back already.

If anyone succeeded their Scry check in the beginning of the adventure, they now notice they are being watched. A semi-invisible sensor floats just outside of the sewer opening, as the Scarred One chooses this time to scry on the characters. Otherwise, they notice nothing.

If Erindalonus the sage did not get away from the adventurers at the beginning of the adventure, this does not happen because the wizard is never given a visual description of the characters.

The sewer grate opening is about three feet by four feet. There is no indication of who opened it before. Once through, continue to *Encounter 5*.

ENCOUNTER 5: INTO THE SEWERS

The sewer opening is lined with sludge and slime, and the passageway itself is a circular tube running through the rock. Following the map you were given, you turn left, away from the dangerous area marked on the map to a narrow passage with numerous branches. At a few points, you pass what appear to be openings to the street above, small slits of light with sounds of footfalls walking by.

Finally, the corridor ends. The map shows the corridor continuing, but the only way forward is through a narrow opening high up on the wall in front of you. The passage continues on as a tunnel four feet wide, but only two feet tall. It begins five feet above the floor.

This opening is used as an overflow tunnel to keep too much rainwater from running out of the far adjoining passage. Lay out a party marching order. Medium-size characters cannot crawl through the passageway with heavy armor, and need to strip out of it to make the 80-foot crawl through the muck. Even without heavy armor, a medium-size character must make a successful Escape Artist check (DC 5) to cover the distance. Failure indicates that the character is stuck, not only in the narrow confines of the passage but also in the debris that has been washed down the outlet. Keep in mind armor check penalties for those who leave their armor on.

If a character gets stuck, another character behind or in front of the character can make a Strength check (DC 10) to get him out, but the sound may bring passing guards. The opposite character can assist. If the strength check is made, mention the sound of people on the street above walking by. On a second check, have audible voices both human and hobgoblin asking each other about what that sound is. If the characters don't wait for the sounds to fade and continue to make a third check, feel free to have a sewer opening lift right above the stuck character and a hobgoblin patrol pull him out.

At higher tiers, these guards have multiple stripes on their shoulders to indicate rank, higher than hobgoblins encountered earlier.

APL 2 (EL 3)

☛ **Hobgoblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

☛ **Hobgoblins (4):** Male hobgoblin Ftr1; hp 11; see Appendix I.

APL 6 (EL 7)

☛ **Hobgoblins (6):** Male hobgoblin Ftr1; hp 11; see Appendix I.

☛ **Human Leader:** Male human Clr4 (Iuz); hp 27; see Appendix I.

APL 8 (EL 9)

👉 **Hobgoblins** (6): Male hobgoblin Ftr2; hp 18; see Appendix I.

👉 **Human Leader**: Male human Clr7 (Iuz); hp 45; see Appendix I.

APL 10 (EL 11)

👉 **Hobgoblins** (6): Male hobgoblin Ftr4; hp 32; see Appendix I.

👉 **Human Leader**: Male human Clr7 (Iuz); hp 45; see Appendix I.

👉 **Hobgoblin Sergeant**: Male hobgoblin Ftr7; hp 60; see Appendix I.

Before the last guard can be killed, shouts can be heard from across the city. Once the last guard is dropped, in three rounds another group of guards comes to within view of the sewer grate. If the characters don't take measures to hide themselves, they have another combat on their hands. After that fight, they have two rounds before the next group appears. After that, they have one round to do something before the third group shows up. After that, when half the guard unit is killed, enough replacements show up to bring the unit back up to its original number, all until the characters drop or surrender, or are able to escape without being followed. Use the Narrow Sewers Map from Appendix II.

If the characters are still fighting by the 4th wave, raise the power level of the guards by one step (APL).

If the characters are captured, use the imprisonment rules from *Encounter 6*.

Mostly, though, this should all just be used for effect rather than a combat encounter, building suspense and making the characters aware that they are in a precarious position. The real difficulty in their journey should be on the way out of the city.

The crawl through the slime of the narrow tunnel does your spirits little good, and for some of you, the feel of grime doesn't leave once you pull yourself out of the crawlspace. It may take a week to get the gunk out of your hair.

Luckily, it seems you're relatively close to your destination. A few more bends in the tunnel, and you arrive at the sewer opening marked on the map. Toward the back of a city wall, you find a sign on a shop declaring it to be The Elk's Hide.

If the characters crawl up and look out of the metal grate, which can be lifted open, they are able to see the street just a few feet from the sewer opening. It lies in a narrow alleyway across the street from the Elk's Hide. Go to *Encounter 8*.

ENCOUNTER 6: THROUGH THE CITY GATE

If the characters decide to go through the front gate, use this section. If they decide to climb over the walls, modify

the description accordingly. See *Player's Handout 1* for a map of the basic city design. The entire adventure in the city should take place in the smallest section of Riftcrag.

Assuming the characters approach the city at night like Keladon suggested, it is a clear moonless night. While those relying on normal vision can see only 40 ft., those with low-light vision can see 80 ft. due to the ambient light of the stars.

As the sun sets, you make your way toward the city named after the canyon it looms over. Riftcrag is an awe-inspiring citadel perched just off the edge of a rocky drop-off, with only two directions to approach the city, from the northwest or the northeast. The road you travel on leads up to the northeast gate. Watching over the entrance are two large guard towers, and a small line has formed up ahead of merchants waiting to be checked by the guard. A number of hobgoblins can be seen speaking with human caravan masters and wagons are being searched up and down the length of the bridge spanning the gorge.

Bluffing (DC 15 plus a 10gp bribe), or possessing military papers, is about the only way to get past the gate, along with a good dose of bribery. Force and Intimidation are ineffective at the gate, with all the armed warriors within view. Feel free to describe as many warriors as needed to make the characters feel how poorly that option fares. There are even the occasional clerics on hand, Iuz symbols visible above their rank insignias. There are almost no humans on guard duty at the gate of the city.

Bluffing is really the only social skill that comes into play. Anyone claiming they are here to rescue Trowain from the city guard would just be thrown into jail, so the characters would have to bluff their way through the gate in some way.

Standing in line, you slowly move closer and closer to the looming walls of Riftcrag. Finally you come up to a hobgoblin guardsman as a sneer grows on his face. "So, what do we have here?"

Allow the characters some time to roleplay the encounter, using whatever tactic they want. In general, the only travelers through the gates are merchants and soldiers. Merchants tend to pay heavy bribes, up to 20 gold per wagon, while people on a mission for Iuz always show some sort of proof beyond the grinning face of the Iuz pendant that many adventurers have, such as a full uniform, or 'official' papers showing their duties. Hobgoblins harass characters, searching goods and wagons, and generally making themselves annoying. If the characters don't bite their lips, bad things could happen...

If players specifically ask if money is changing hands between other merchants and city guards, allow them a Spot check (DC 10) to see it happening. If characters bribe over 5 times the minimum amount needed to get into the city, assume the Bluff check is automatically successful.

After some amount of roleplaying, the characters can make the DC check. Give a +2 circumstance bonus for bribes, depending on the size of the bribe above the minimum required. If the characters don't realize they are expected to bribe the guards, allow them a Wisdom check (DC 15) just before the Bluff check. If the characters didn't pay enough on the bribe and asks to see the guard's reaction, allow them a Sense Motive check (DC 15) to realize the bribe is not enough. Give from +2 to -2 modifier on the Bluff roll based on the quality of roleplaying, and the believability. Each character trying to aid in the check, but failing the aid in the check gives a -2 to the final outcome. Use one roll for the whole group. A failed roll gets the whole group thrown in jail.

If the roll fails, detain the characters for 'questioning', and throw them in jail for one hour. Take each player off to the side and roleplay their 'interrogation'. Once everyone has been interviewed, they are suddenly released mysteriously, and given their equipment back, minus 100 gp. If characters don't carry much money or there isn't something of approximate value, feel free to take something more valuable off the character, though keep it as close to 100 gp as possible.

If the sage did not make it to town, or a character didn't sell out the group's mission to the guards, then the Heurothden doesn't know to look for the characters. In this case, they are imprisoned for one month and released, go to *Conclusion*.

The release was issued secretly from Heurothden, so he can find out where the characters go using scry, though he still times the spell wrong. The goods detained are from hobgoblins that 'just don't remember the adventurer having that item...'

If a fight develops at the gate, use the guardsmen listed below.

At higher tiers, these guards have multiple stripes on their shoulders to indicate rank, higher than hobgoblins encountered earlier.

APL 2 (EL 3)

👉 **Hobgoblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

👉 **Hobgoblins (4):** Male hobgoblin Ftr1; hp 11; see Appendix I.

APL 6 (EL 7)

👉 **Hobgoblins (6):** Male hobgoblin Ftr1; hp 11; see Appendix I.

👉 **Human Leader:** Male human Clr4 (Iuz); hp 27; see Appendix I.

APL 8 (EL 9)

👉 **Hobgoblins (6):** Male hobgoblin Ftr2; hp 18; see Appendix I.

👉 **Human Leader:** Male human Clr7 (Iuz); hp 45; see Appendix I.

APL 10 (EL 11)

👉 **Hobgoblins (6):** Male hobgoblin Ftr4; hp 32; see Appendix I.

👉 **Human Leader:** Male human Clr7 (Iuz); hp 45; see Appendix I.

👉 **Hobgoblin Sergeant:** Male hobgoblin Ftr7; hp 60; see Appendix I.

As in *Encounter 5*, as one group is killed, another takes their place. Use the staggered groups of attackers listed, but do not have a delay in the waves. Eventually the characters should run, surrender, or drop in combat. If the characters are captured, take away twice the value from each character, and the result is the same as the imprisonment listed above, unless they are killed in the combat, of course.

With the tense minutes ticking by, the hobgoblin stares at you intently, considering your story. Finally, he waves to the guardsmen on the wall. "Yeah, yeah. Get out of my sight, already..." and continues on to the next wagon behind you.

Moving through the gates, you enter the city of Riftcrag. Considering the pure size of the place, with all the large buildings and tall spires, it would seem like a bustling metropolis. Contrary to your first impression, though, the streets are relatively vacant. Few people walk the streets other than regular patrols of hobgoblins. The sparse population belies the size of the buildings in the city. Compared to cities like Rookroost, this place seems like a cemetery. There are no children playing in the street, and no beggars lining the corners. Many of the structures are stone rather than wood, and the curved buttresses and archways in the architecture fail to bring any warmth to the city. Gargoyles of various size and description line the rooftops, and their gazes seem to follow you as you walk down the city streets.

If anyone succeeded the Scry check at the beginning of the adventure, they now notice they're being watched. A semi-invisible sensor floats over their heads, as the Scarred One chooses this time to scry on the characters. Otherwise, they just feel that the gargoyle statues are watching them. If the sage didn't get away from the adventurers at the beginning of the adventure and nobody sold out the mission, this does not happen, since the wizard is never given a visual description of the characters.

As you make your way toward the Merchant District where the few other traders entering town are going, you continue to pass occasional patrols of hobgoblins. Keeping to yourself, you eventually are able to make your way to the back of the city, where the Elk's Hide is still open for business.

Go to *Encounter 8*.

ENCOUNTER 7: FLYING ABOVE THE CITY

Assuming the characters approach the city at night like Keladon suggested, it is a clear moonless night. While those relying on normal vision can see only 40 ft., those with low-light vision can see 80 ft. due to the ambient light of the stars.

Flying over the city walls, you enter the city of Riftcrag. Considering the pure size of the place, with all the large buildings and tall spires, it would seem like a bustling metropolis. Contrary to your first impression, though, the streets are relatively vacant. Though it is hard to make out the city at night, you can still tell that few people walk the streets other than occasional hobgoblin patrols. The sparse population belies the size of the buildings in the city. Compared to cities like Rookroost, this place seems like a cemetery. There are no children playing in the street, and no beggars lining the corners. Many of the structures are stone rather than wood, and the curved buttresses and archways in the architecture fail to bring any warmth to the city. Gargoyles of various size and description line the rooftops, and their gazes seem to follow you as you fly along the city rooftops.

The pinpricks of light from building windows cast very little light, and with few streetlights to go by, the characters need to be careful to avoid the numerous towers in the city.

If anyone succeeded at the scry check at the beginning of the adventure, they now notice they are being watched. However, as long as the city guardsmen do not see them, for whatever reason, the characters are not attacked or hassled.

If the characters are visible over the city streets or walls, hobgoblin archers will fire at them every round.

🔪 **Hobgoblin Archers (20):** hp 9 each; see *Monster Manual*.

Each archer has a light crossbow (+2 ranged) and 20 bolts.

Note also that landing on the city street in front of a hobgoblin patrol gives the character(s) a -10 circumstance penalty to their Bluff checks.

As you make your way over the city streets, you follow the map that was given to you. Towards the back wall of the merchant district, you find a sign on a shop declaring it to be The Elk's Hide.

Go to Encounter 8.

ENCOUNTER 8: THE ELK'S HIDE

The Tanner's shop door opens up to a room smelling of rich oils and tanned leather goods. Though night has solidly set in, the

shop still seems to be open. Stepping through the doorway, you see to your right, a wall of tunics and jerkins, some dyed, while others show the soft familiar browns of animal skins. To your left is a wide range of goods, from cured saddles carved with intricate knife-work to camping equipment, such as waterproofed tents.

"Greetin's to ya," pipes a rotund woman leaning from around a hanging animal hide in back. "It's a bit late, but business has been slow. What's your interest t'day?"

Gertrude is the round woman in her late 50s. She is not only the shop-owner, but also Trowain's wife. Her oldest son Remington is in back outside laying out hides for tomorrow's morning sun, but her 2nd and 3rd oldest boys, Shawler and Rashton, are out doing chores in the city.

Understand that the entire city is looking for her husband, and if the characters just blurt out that they are looking for Trowain, her complexion changes. She stresses that she doesn't know the man. If the characters use some subtle conversation stressed with caution, allow them to win her over after a bit of roleplaying and a successful Diplomacy check (DC 15). Give the characters time to roleplay it out if they are not being obnoxious or blunt, giving them anywhere from a +2 to -2 modifier to their case.

Gertrude has no idea what the arrowhead means, and she doesn't know the name Keladon from a stick in the mud, though she does know her husband sent her two youngest children off to some businessman safe outside of town. She was indignant that her husband wouldn't tell her the name of the merchant. If the characters mention her two children and their names (not just 'your two youngest children'), consider the Diplomacy check automatically succeeded. Don't just give the characters the children's names if they ask for them again. Make them roll Intelligence checks (DC 10) if the players did not write it down themselves. This is of course if they even ask for the children's names. If they don't know the names, and the children come up, consider it a -2 penalty rather than the +2 bonus to the Diplomacy check. The characters may not even realize they are her children, or that she's Trowain's wife.

Gertrude is not happy about Trowain's other life. She knows he used to be a pirate, but with the city watch looking for him, she has had to use her powerful spells to hide him, and she knows that won't work forever if his hunters are determined enough.

If things get physical between her and the characters, or a character uses Intimidate on her, her son Shawler shows up to help defend her. He also calls on his oldest brother Remington from out back. This ends any sort of Diplomacy the characters are trying for.

👤 **Gertrude:** Female human Clr7 (Olidammara); hp 59; see Appendix I.

👤 **Trowain:** Male human Rog2/Rgr1/Ftr4; hp 40; see Appendix I.

👤 **Shawler:** Male human Exp3.

👤 **Remington:** Male human War5.

👤 **Rashton:** Male human Com2.

If the characters convince the old woman that they are not a danger to her husband, she leads them to a back room and down a secret flight of stairs. In a basement room, she sits down at a table with the rest of the characters. Continue:

As you wait in the darkness, Gertrude says quietly, "If you're lyin' about anything you've said, I'll gut the lot of you and dump your bodies down the canyon walls. Mark my words, this man means a lot to me." She is interrupted as someone else enters the room.

The door opens to reveal an old Renee man with a cane. He hobbles up to the table and takes himself a seat. The man looks to be in his late 50s, and his years have not been gentle on him. His face bears deep tan lines from a life in the sun, and his gnarled hand reaches out to set down the candle he brought into the room.

"So, you'll be the ones who so desperately want to see me. Well, dead man walking I may be, but I am he, Trowain Seabrow. Now, maybe you can tell me what exactly is goin' on here."

Trowain spent much of his life at sea before losing his ship to a rival Renee Captain. A Renee himself, he felt that his spirit for the sea life had been ripped from him, and he took his family away to Riftcrag. Before Iuz swept through the land, he was a successful merchant, and while his wife ran the shop, he traveled and sold her leather goods. In just a few short years, he gained a number of contacts in various parts of the Bandit Kingdoms. When Iuz took over, Trowain used his former life as a pirate to take up the label of bandit, and fight off Iuz's oppression. He kept his contacts informed of goings-on in the area, and used what they told him, to do Iuz a bit of damage.

Now it appears he is left with nowhere else to go. He won't move his family yet again, and they won't let him leave. So, Trowain sent away his two youngest children to a close friend and now hides, hoping the search dies down over time so he can get back to business. Little does he know that his friends in the Rift sold him out.

Trowain still has a bit of the sea in him, whether he admits it or not. He has run with a number of bandits, and has built a reputation of trustworthiness among his friends, a rare thing in the Free Lords' Kingdom. Once the characters tell him their tale and show them the bone arrow, he speaks.

"Aye, it sounds like the truth your tellin'. I sent my youngest kin by caravan to Keladon for him to watch over'm. If that caravan never made it there..." he shakes his head. "There's no tellin' what happened to my children. Especially my boy, Preth, he doesn't always use his head." Trowain stands up and hobbles over to the other side of the table.

He sighs as he sits down. "I've been fairly dishonest in my life. Gertrude knows of my old pirate days on the Nyr Dyv. What she doesn't know is my life here. Ever since Old Wicked's occupation here, I've been fight'n'm with any chance I could get. I've attacked a few soldier encampments with men here and

there, and I've sold secrets to people that would do him some harm. I have no love for that blasted fiend, and maybe I've put my family in harm's way because of it."

He stops, looking like he's thinking back to a better day, with a smile on his face. "You know, I've run with the best. I took on those yellow-bellied orcs out of Crossfort, and the men that sold us out to them. I ran with Auverin Moonblade up in the Midlands, and hid with him in the Rift when things got tight. Aye, I even told those bloody fighters in the Rift about the shipments of silver that came and went from Stoink, though I imagine it's something they could've gotten on their own. I don't know what it was that's got Iuz's blasted ire directed at me, but that seems to be the case."

He looks at you with all dead seriousness. "So it looks like my children are in trouble. What do you suggest I do?"

Only if the characters ask about Auverin Moonblade:

"Aye, I ran with Moonblade for a good long run. Him and I had a few good holes we could hide in down in the Rift when things got tight. Now, though, the Plar has a strong hold on the men there, and my old haunts might not be safe anymore."

Gertrude leans over to light another candle to set on the table as Trowain talks. "There was this one place Auverin used to go to...it's a cave high up on a cliff face I used to call the Mouth of the Whale. It had this huge waterfall comin' out of the side of the cliff - T'was an amazin' sight. That rogue used to go up there and sit for hours just to watch the view. Said there was no other sight like it."

He turns down any suggestion to hide out there, saying it is too impractical to get in and out of often, being hundreds of feet up the cliff wall. Auverin had to use climbing gear just to get to the place.

If characters ask about where this place is, make sure to note it on their adventure cert, with your DM initials beside it. This is needed if the characters want to request a mini-mission to try and find Auverin Moonblade's treasure. If the characters don't bring it up, however, don't mention it, as the treasure must be sought out by the characters, and not handed to them. If they decide to go on the mini-mission, they must request it from the Triad directly.

While the characters talk with him about options, his oldest son Rashton comes running down the stairs:

Suddenly, a young man in his early 20s bursts into the room from the stairway. "Mama! The city guards!"

"What!? What is it, Rashton?"

The man looks at your group. "The city guards! They're searching for these folks! They're lookin' for you too, Papa! They've got to get out of here!"

"Now calm down, boy," speaks Trowain. "Tell us straight what's what."

What Rashton knows:

- Word on the street is there is a big hunt going on, not just for Trowain, but for the characters as well. If the characters have been scried, descriptions are circulating describing them.

- The city gates have been closed up. There is no escape from Riftcrag.
- They have put Ripper on the party's trail. Ripper is a gnoll in town who is known not only as the only gnoll in the city, but a vicious one that never gives up a trail.
- Ripper has picked up a trail of the party outside of town. The only thing is he is supposedly backtracking the trail, trying to find out where the characters came from. Rashton doesn't understand why, if the gnoll is trying to find his father.

It's up to the characters where to go from here. (APL 8 and 10 only) During the conversation, the boy also states another option instead of getting out the city:

The boy looks hopefully at your group. "Why don't you go kill The Scarred One? He's the cause of all this. If you kill him, then we wouldn't have to worry about any of this!"

Gertrude slaps the boy on the side of the arm. "Don't be talkin' nonsense, Rashton. That wizard Heurothden is not someone these folks want to tangle with."

Rashton rubs his arm as he says, "But Ripper's just one gnoll! Papa could take on the gnoll, and they could face the Scarred One. It might be the only chance they have to take him on! Besides, doesn't the wizard know what these folks look like?"

"He's supposed to be the next in line to be made a Boneheart!" the old woman counters. "It's all I can do to keep your father from being scried on by him."

"Yeah, but he's gotta have lots of treasure. Besides...they look tough. They could take him." He looks over at your group. "Couldn't you?" He pleads at you hopefully over his shoulder as the old woman shuffles him back up the stairs.

Trowain considers the group of you all. "Well, whatever your move is, do it quick, we don't want you found if this place gets searched. If need be, I can hide better on my own..."

What Trowain knows:

- The Scarred One is indeed the wizard that has been hunting him. He even thinks that the wizard is the only one who knows what he looks like.
- Trowain has heard that he was scarred by torture sessions that the other Boneheart put him through, meant as trials to rise up in the ranks, but he isn't sure. He knows the wizard appears as a severely burned human, with a horrid temper and a willingness to do whatever it takes to advance into the Boneheart elite.
- If asked about the area marked danger on the sewer map, the only thing he knows is that the area was used by the local thieves' guild as a training ground. The Boneheart has since crushed them.

Trowain listens to any reasonable suggestions. He starts out wanting to go rescue his daughter and to find out what happened to his son. Obviously if the characters suspect that his daughter is not who she seems to be, or that she has elven blood in her, he thinks twice about such an action. If the characters decide to take on the

wizard Heurothen, he stays in the basement, and hopes for the best. He gives the character's directions to the wizard's tower and how to get there through the sewers, though it takes them through the area marked <DANGER> on the map they already have.

If the characters want to escape the city, the Encounter you use depends on which way they go. If the characters want to go to the wizard's tower, Trowain suggests that his son Rashton guide them safely there.

If the characters escape through the sewers to the Trading Post, go to *Encounter 9*.

If the characters escape over the city walls flying to the Trading Post, go to *Encounter 11*.

If the characters make for the Wizard's Tower, go to *Encounter 12*.

Whichever way the characters go, the short amount of time the characters have should be impressed upon them with the environment. If Trowain goes with the group, perhaps he comments on being worried about what Ripper would do to his child. If they are going to the Wizard's Tower, they can see the activity on the city streets, the frenzy of activity as the city guard scours the streets for the characters and the bandit.

If the characters have mounts or other items trapped in the city, they can spend an extra time unit at the end of the adventure to recover them in the city, after all the activity in Riftcrag has calmed down.

ENCOUNTER 9: FLEE THROUGH THE SEWERS

This description should be used if the characters didn't come in the same way that they are leaving.

Following the map you were given back at the trading post, you spirit your way through the tunnels till you arrive at a small opening the map lists as safe. Not only does the passageway continue on as a four-foot by two-foot tunnel, numerous grates have lowered from the ceiling to block off anyone thinking of crawling through it. With this way blocked off, the only way left to your destination is through the area marked <DANGER> on the map.

There are four grates that have been lowered from the city streets above, a standard practice to secure the city during lockdowns. They can only be raised from mechanisms above, which a successful Search check (DC 15) made by a Rogue, reveals. Bending, or breaking the grates requires a successful Strength check (DC 30), and the noise brings soldiers to investigate from above. There are a number of close sewer openings where the characters are currently, as listed on the Narrow Sewers map from Appendix 3. From a sewer opening just into the 4 ft. by 2 ft. opening, the characters can see two city guardsmen, their ankles just in view to the right of the tunnel, as they talk about where they haven't checked for the characters. They are talking about what sort of reward is being offered to the group that captures them.

If the characters won't relent, and hobgoblins can hear them fiddling around with the grates below, send wave after wave of city guards until they are captured. Remember the hobgoblins have military backgrounds, and use sound tactics to catch the characters once they know where they are.

At higher tiers, these guards have multiple stripes on their shoulders to indicate rank, higher than hobgoblins encountered earlier.

APL 2 (EL 3)

👉 **Hobgoblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

👉 **Hobgoblins (4):** Male hobgoblin Ftr1; hp 11; see Appendix I.

APL 6 (EL 7)

👉 **Hobgoblins (6):** Male hobgoblin Ftr1; hp 11; see Appendix I.

👉 **Human Leader:** Male human Clr4 (Iuz); hp 27; see Appendix I.

APL 8 (EL 9)

👉 **Hobgoblins (6):** Male hobgoblin Ftr2; hp 18; see Appendix I.

👉 **Human Leader:** Male human Clr7 (Iuz); hp 45; see Appendix I.

APL 10 (EL 11)

👉 **Hobgoblins (6):** Male hobgoblin Ftr4; hp 32; see Appendix I.

👉 **Human Leader:** Male human Clr7 (Iuz); hp 45; see Appendix I.

👉 **Hobgoblin Sergeant:** Male hobgoblin Ftr7; hp 60; see Appendix I.

Unlike the replenishing waves from the earlier guard encounters, reinforcements come into the sewers at set times:

- 1st wave: Round 1
- 2nd wave: Round 4
- 3rd wave: Round 6
- 4th wave: Round 7

Every round after that, another wave of guards comes down into the sewer openings until the characters are overwhelmed or they run.

Otherwise, the characters either decide to use another route to cross or exit the city or they go through the area marked <DANGER> on the map. The only thing Trowain knows about the area if the characters ask him, is that part of the sewers were used by the local thieves' guild as a sort of training ground for recruits.

Trowain also suggests that there is sure to be another way out through the thieves' training ground, if the

characters are making an attempt to get through the grates.

Trying to find a different way around the grate is unsuccessful. The sewers are a maze of passageways, and going off the path of the map merely gets the characters lost. They can make Intuit Direction checks (DC 15) to find the way back to where they first left the path.

If the characters head down the alternate sewer route on the map toward the area marked <DANGER> proceed with the following:

Detouring into the alternate sewer route on the map, you find that for quite a while, nothing seems different from the rest of the slime-covered walls you have come to expect.

Turning a corner reveals a different story. Impaled by a broken spear on the wall to your left are the skeletal remains of a long-dead human.

The spear is from a now unarmed spear trap from the right wall. The spear trap is 150 feet before where the minotaur(s) have their ambush planned.

As the characters wander into the old thieves' guild part of the sewers where a group of minotaur(s) have made themselves a home, the minotaur(s) become aware of their presence though their various senses and cunning. See the ambush spot on Appendix 2 for a layout of the attack area the characters are moving into.

APL 2 (EL 4)

👉 **Minotaur:** hp 39; see *Monster Manual*.

APL 4 (EL 6)

👉 **Minotaurs (2):** hp 39, 39; see *Monster Manual*.

APL 6 (EL 8)

👉 **Minotaurs (2):** Male minotaur Bbn2; hp 63, 63; see Appendix I.

👉 **Pit Trap (20 ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids before the shifting grates shut; Search (DC 20); Disable Device (DC 25)

APL 8 (EL 10)

👉 **Fiendish Minotaurs (2):** Male minotaur Bbn2; hp 63; see Appendix I.

👉 **Pit Trap (20 ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids before the shifting grates shut; Search (DC 20); Disable Device (DC 25)

APL 10 (EL 12)

👉 **Fiendish Minotaurs (4):** Male minotaur Bbn2; hp 63; see Appendix I.

✦ **Stone Block Trap:** CR 8; no attack roll necessary (16d6); Reflex save (DC 20) avoids before the shifting grates shut; Search (DC 20); Disable Device (DC 25)

The minotaurs can hear and smell the characters coming up the hallway due to small holes spaced evenly along the wall. Once the lead character hits a spot marked X on the map, two minotaurs trigger the sliding grates across the passageway (where marked) from a mechanism in their room. If the party is APL 2 or 4, the trap is not used. The characters can quickly decide on what side of the extending grates they would like to jump, and can make a Reflex save (as listed on the traps) to dive to the other side, as long as that square is within 5 feet of the character.

Any dwarves in the group within 10 ft. of the trap can make an automatic Search check before coming upon it. If so, this dramatically changes the encounter based on what the characters do. Watch the map and play it out, if a dwarf or rogue detects it and the party tries to go around the trap, the minotaurs go ahead and attack.

(not for APL 2 or 4) ***Suddenly, a metal grinding alerts you to the fact that grates are moving across the passageway, in the midst of your party!***

Go to initiative once the trap is sprung. The numbers on the map represent the starting placement of the minotaurs, based on the order of priority (for instance, an APL 4 group has 2 minotaurs in spaces 1 and 2. An APL 10 group has minotaurs in spaces 1, 2, 3, and 4).

If the character wishes to attempt to stick something in the way of the closing grate RATHER than moving to another space, he must succeed at the same Reflex save to do so. The damage done is as seen below to anyone foolish enough to stick their arms or equipment into the wall.

APL 6: 6d6

APL 8: 8d6+1

APL 10: 10d6+1

This damage is applied to either the character's arm or his equipment, depending on what was stuck in the way of the wall. For purposes of what the wall can damage. If the grate doesn't destroy what was used to pin the grate open, a successful Strength check (DC 20) is required to open the grate. Otherwise, once closed the metal grates require a successful Strength check (DC 25) to open. They are one inch thick (see breaking things in the Player's Handbook), giving them a hardness of 10, with 30 hit points. The break DC is 26. Small holes less than an inch wide, permeate the grate, and spellcasters may cast spells through it, such as magic missile. The grate provides 90% cover against missile attacks, however.

The metal grates that slide out lock into place on the far wall. A successful Disarm Device check (DC 25) is required to trigger it to open back up. A successful Search check (DC 20) is required to notice that a trigger for the walls is located somewhere behind the right wall in another room.

Once one of the walls has locked into place, the shaded area between the two grates engages, and the characters fall down a 20 ft. pit. Another set of grates, leading to other parts of the sewer, is at the bottom of the pit. If the party is APL 10, instead of a pit, a two-ton stone block falls from the ceiling onto the characters. If anyone is in the 10 ft. area on the map between the two grates after they close, they automatically take the damage since they already failed the Reflex save to get out of the area. The characters are immobile until someone rescues them. If they survive the block falling on them, they need someone to go into the original minotaur room to raise the block, or have a Rogue make a successful Disable Device check (DC 25) to reset the trap.

If the characters are spread out enough to be on both sides of the wall, the available minotaurs split up and deal with both groups. More minotaurs go to the side with the larger number of characters, if there are more than two minotaurs. Once the untrapped characters are dealt with, a minotaur returns to reset the trap, while the other(s) deal with the intruders trapped inside.

The minotaurs were placed here by the Boneheart, once they became aware of the extensive sewer system, to rid the sewers of intruders, something at which they are quite successful. They have even accumulated a bit of treasure from past victims in their lair. See the Treasure Summary.

After this, go to *Encounter 10*.

ENCOUNTER 10: ESCAPE OVER THE CHASM (OPTIONAL)

Use the same climbing rules as per *Encounter 4*, however, if you have the time, things get more difficult here. Due to the alert the city has been placed under, certain forces have been mobilized for defense.

The sewer grill covering the exit is a patchwork of metal wires, at points clogged up with black sludge from the drainage that flows through. The bottom right hand corner of the grill is pushed out as if someone had been through here before, but no indication of their identity remains.

Below the ten-foot circular opening drops the chasm of Riftcrag. Eighty feet beyond the grate lay the opposite edge of the rift, which appears as a dim shadow in the night.

When the city is called to alert, one of the things that gets mobilized is an air elemental, which whips up and down the outer wall of the cliff face to make sure no one is trying anything foolish. Once the first character gets over 30 ft. away from the sewer opening, the air elemental attacks. At APL 8 and 10, this happens when one character has crossed the cavern. At APL 2, there is no elemental.

Since the air elemental was not recently summoned, *dispel magic* does not work against it. Spells such as *dismissal* do work, however.

Look at how much time you have left to run the game. This can be an optional encounter if you're running short on time.

Describe the elemental as a whirlwind, not as an elemental, as most characters have not faced them before.

APL 4 (EL 5)

🔥 **Medium-size Air Elemental:** hp 26, see *Monster Manual*.

APL 6 (EL 7)

🔥 **Large Air Elemental:** hp 60, see *Monster Manual*.

APL 8 (EL 9)

🔥 **Huge Air Elemental:** hp 136, see *Monster Manual*.

APL 10 (EL 11)

🔥 **Greater Air Elemental:** hp 178, see *Monster Manual*.

Anyone climbing does not get Dexterity bonuses for Armor Class. The characters can make a Spot check (DC 20) to see the dark amorphous cloud 200 ft. away before the attack. If seen, they see it change into a large tornado-like whirlwind shape.

Tactics: The round of the attack, the air elemental charges up to the rope and tries to pull them from their perch. Any character attacked even if the Reflex save is made must make the appropriate Climb check at +2 DC to avoid falling.

In whirlwind or normal form, the air elemental try to pull the characters off the rope with opposed Strength checks. If the elemental is successful but the character is tied to a rope, have the elemental make a Strength check against a Break (DC 23 or 24) of the rope. If the elemental is not threatened by a character on a rope, but is attacked by characters at the sewer or cliff, it moves to attack them. A character on the cliff is vulnerable to getting thrown off by the elemental, unless tied down. The grate keeps any character in the sewer from getting thrown out.

The top of the castle wall is 80 ft. over the sewer opening, and 60 ft. from the base of the cliff. If a visible light source can be seen from the top of the castle walls, faint yells from above can be heard. After three rounds of visible light, archers begin firing crossbow bolts at visible targets.

Hobgoblin Archers (20): hp 9 each; see *Monster Manual*.

Each archer has a light crossbow (+2 ranged) and 20 bolts.

Go to **Encounter 13**.

ENCOUNTER 11: FLEE ABOVE THE CITY

When the city is called to alert, one of the things that gets mobilized, is a group of manticores, organized by the

priests of Iuz in the city, to keep the population in fear. The pride of manticores has been trained by the priests to fly over the city to hunt for those of interest to them at night. Many who reside in Riftcrag have gone missing mysteriously at night. The manticores are not present at APL 2.

APL 4 (EL 5)

🔥 **Manticore:** hp 57; see *Monster Manual*.

APL 6 (EL 7)

🔥 **Manticores (2):** hp 57, 57; see *Monster Manual*.

APL 8 (EL 9)

🔥 **Manticores (4):** hp 57, 57, 57, 57; see *Monster Manual*.

APL 10 (EL 11)

🔥 **Manticores, Advanced (4):** hp 90; see Appendix I.

The beasts only attack those who are flying, preferably above the building roofs, since they're so large. They hurl spikes as needed, and use their Scent ability to find and track their prey. Even if the characters are not in view of the city guard, they are found by the manticores with Scent. If the people below see the characters, use the rules for archers listed in *Encounter 7*.

🔥 **Hobgoblin Archers (20):** hp 9 each; see *Monster Manual*.

Each archer has a light crossbow (+2 ranged) and 20 bolts.

ENCOUNTER 12: THE SCARRED ONE'S TOWER

Rashton agrees to lead your group to the wizard's tower. You leave the Elk's Hide and he immediately leads you toward an alleyway.

The streets of Riftcrag are alive with the sound of activity. Distant whistles can be heard, and more prudent companions shuffle those who remain on the street into doorways. It looks you are not only being hunted, but some sort of marshal law has been declared.

You weave your way through the narrow alleyways for over half an hour until you come to a large square at the juncture of two city streets. Thirty or forty hobgoblins have a line of humans backed up against a wall, and two guards of obviously higher rank walk down the line of captives speaking with one another. With your guide directing you away, you turn left down an empty alleyway, leaving the large group of guards gathered in the square far behind.

The Tower of The Scarred One stands out in the city, since the forty foot tall tower is made completely of metal. While not the tallest building, it certainly is the most unusual. The walls are concave, forming sharp points on the corners. You even note that not a single gargoyle rests on its parapets.

The front door of the tower is itself metal. The walls stretch above the door without a blemish, aside from a few narrow windows that can be seen, perhaps twenty feet or so above the door.

"Well, this is where I'd better leave you." He pulls out two scrolls and hands them to you. "Mama wanted you to have these. She thought you might need them. In any case, good luck!" Rashton looks at all of you one last time before turning back the way you came.

The two scrolls are scrolls of heal. As long as a character can cast divine spells, he has a chance to use the scrolls successfully.

The tower is actually a larger version of Daern's Instant Fortress, though it was actually made by Heurothden. While just as tall as the fortress of Daern's, it requires longer to move, and takes an hour to grow to full size. Heurothden came here when he realized that Trowain was hiding in town somewhere. He has been in the city for a few weeks now, and though he is still able to continue his experiments, he dislikes being made to hunt this meager bandit like some lap dog of Iuz. He is eager to rise up the ranks however, and is willing to do what it takes to be the next Boneheart.

In recognition of his 'faithful' service, Cranzer gave him a few clay golems, which he usually keeps at the bottom of his tower as the front door is not warded shut like a normal Daern's Instant Fortress is. Also, his familiar sits invisibly outside one of the higher windows, and flies inside to warn Heurothden of anyone showing up on his doorstep, or if it sees the characters further up the city street with Rashton as long as the wizard scried the adventurers already.

1. Bottom Floor

The front door is untrapped, but locked. If the characters take three or more rounds bashing or otherwise being noisy on the front door, Heurothden hurls a fireball from one of his windows and returns to his room. He also throws a spell down at them if they take a lot of time on the door, such as taking 20 on an Open Locks check.

❖ **Adamantine Door:** 3 in. thick; hardness 20; hp 60; AC 5; Break (DC 30). **Average Lock:** hardness 20; hp 30; Open Locks (DC 25).

Behind the front door lies a large chamber filled with three tiled pools and a large statue sits in each pool. The walls around the room are tiled with stone, and the outer façade of metal seems to have vanished inside. Two small stone benches rest in the center of the room, and a few potted plants line a quarter ring around the benches. A glowing bulb hangs from the center of the ceiling, basking the room in a radiant glow.

In the pool to your right, a crouching barbed monstrosity seems to be stalking the bulb in the center of the room. The somewhat humanoid form crouches low as numerous carved wounds bleed water into the basin below.

To your left, a fanged warrior is dressed in stony plate armor. It roars with might as it wields two large battleaxes over its head. Water spouts in the air from his mouth.

The third statue across from your door is the most impressive of the three, a large muscled beast covered in carved flames. In its right hand it wields a sword of fire, while its left arm trails a mighty whip. The horrid demonic creature looks as if it is pulling back for another mighty blow. A fountain of water pours out of his open toothy maw.

To the right and left of the third pool rise two curved stairways.

Anyone can make a Knowledge (the Planes) check (DC 15) to recognize that the creature represented in the far fountain is a balor demon. With a (DC 20) check the character recognizes that the shape to the right represents some version of a barbed devil, while the warrior to the left is some sort of half-fiend.

The statue(s) attack once someone enters the room, moving at least half way through it. If a dwarf comes within 10 ft. of one of the statues, he can make a stonemasonry check (DC 15) to realize that none of the three statues are made of stone, but rather painted to look like stone. Hoses attached to the statue bases pumping water through them. They are actually ceramic, or 'fire-treated clay.'

Describe the creatures, as they appear, not as what they are, as not all characters have encountered them before.

APL 8 (EL 10)

☛ **Clay Golem:** hp 60; see *Monster Manual*.

APL 10 (EL 12)

☛ **Clay Golems (2):** hp 60, 60; see *Monster Manual*.

Note that the golem's wound ability works just like a curse as far as tracking on a character's history. If the characters can't cure it during the adventure or afterwards, then it must be marked on their adventure cert.

At APL 8, the balor is a painted clay golem. At APL 10, the balor and the barbed devil are golems. Any statues that aren't golems are merely ceramic like the golems, but just normal fountains.

The first round the balor golem attacks. At APL 10, on the second round the barbed devil golem attacks. Stepping over the 2 1/2 foot lip of the fountain lowers the movement of the golems by 5 ft.

The steps up the stairs are narrow enough that the statues cannot move up them. If they berserk during combat, they attempt to crush everything in the room, including the characters and each other, and eventually bash down the door, running amuck outside.

2. Middle Floor

The steps of the tower curve up to a landing and a set of iron bound double doors face a curved wall with three arrow slits.

This floor is where the battle with the wizard most likely takes place. As soon as the battle with the golems is finished, or the characters bypass the golems in some

way, the wizard immediately begins throwing up his duration spells. His quasit familiar perches invisibly in the hallway and watches the characters from the stairwell as they battle the golem(s), and informs him that they are coming. If the characters take too long after the warning, Heurothden takes the battle to the characters.

APL 8 (EL 11)

➤ **Heurothden:** Male human Nec5/Alienist*6; hp 59; see Appendix I.

APL 10 (EL 13)

➤ **Heurothden:** Male human Nec5/Alienist*6; hp 59; see Appendix I.

➤ **Pyneth:** Male human Clr11 (Iuz); hp 80; see Appendix I.

Tactics: Heurothden allows the characters to open the locked door, hitting the characters with directionless spells such as ice storm and dispel magic if they take too long. He has a number of spells active to make the characters' jobs more difficult. With *improved invisibility* and *fly*, he can hover unseen at the roof of the 20-ft. high ceiling. He is sure to stay out of the fear effect.

❏ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break (DC 25); Average Lock: hardness 15; hp 30; Open Locks (DC 25).

He gathers quite a bit of information even before he attacks the group, through his invisible quasit familiar. He watches to see which characters are spellcasters, arcane or divine, what spells they have up, and so on. The quasit has the same knowledge skills that the wizard has. This is a powerful intelligent wizard, and he should be played as such. Some of his spells can be cast without an obvious source, and the characters will be unaware of what direction the spells even come from, though they may hear the spellcasting. The spells that do come from an obvious direction are cast only after he has summoned a pseudonatural dire bear.

The summoned dire bear attacks characters with high ACs in the non-fear-affected part of the room. The monster uses its *true strike* ability combined with improved grab to stay grappled with characters. The summoned monster used is listed in Appendix 1: NPCs.

His quasit familiar harasses any arcane spellcasters or other lightly armored individuals that might not be resistant to his poisoned claws. He uses hit-and-run tactics as the wizard does, turning invisible after an attack and giving himself a chance to regenerate if needed. He tries to keep aware of *shield* spells, and move accordingly.

Behind the door is a *spiritwall*, which directly obscures the room behind it. The *spiritwall*'s fear effect is directed into the room, so the fear does not affect them until they pass through the wall.

The door opens to a swirling mass of greenish ghostly shapes. The mass of misty humanoid forms seem to wail in silent anguish at the doorway, as if they cannot escape the room from which they lie trapped.

Once the characters are past the doorway and deal with the effects of the wall...

Passing through the wall of undead, a shiver runs through your body. With another step, you emerge into a hallway that runs to your left and right. The corridor ends in an ornate living room. Cushioned sofas and chairs rest on stained tiles of alabaster, and in the center of the sitting area has a low table with a large broad-leafed fern sitting in the center. A stairway in back leads up to a balcony overlooking the entire room. From the twenty foot ceiling hangs a large chandelier from which a number of lit candles illuminate the room.

As long as the characters are in the area effect of the fear from the Spiritwall, they must roll a saving throw every round.

The candles are lit by *continual flame* spells. If the characters are playing at APL 10, a priest of Iuz stands on the balcony, with a *change self* spell to look like Heurothden. If this is the case, read or paraphrase the following:

At the top of the balcony stands a robed figure with a mutilated face. It appears that he's been severely burned and cut around the face and hands in his past, but at the moment he doesn't seem to acknowledge it.

"Ah, it's about time," laughs the wizard. "I thought you whelps would spend the rest of the day getting beaten by my servants, but of course, they did little to deter you from your own impending deaths! Fear not, though. I shall offer you a deal. Hand over the bandit, and I shall spare your miserable lives. The choice is yours...his life or yours?"

Since it is doubtful the characters have the bandit with them, the priest does not believe any information the characters give him. This offer is not debated long, perhaps a round or two with no offensive actions from the characters.

At APL 10, the cleric is there at the request of Heurothden. The wizard suspected the group might be coming here, and someone to pretend to be him could be useful.

As Heurothden summons the dire bear to attack the characters, he summons the creature in the part of the room where they are not affected by the fear effect of the wall. (See the DM map in Appendix 4 for the area covered.)

Unless the wizard uses all of his spells and equipment, he continues to attack the characters. He does not accept defeat with his position so close to being secured.

The ironbound door at the top of the balcony is *Arcane Locked*.

If Heurothden defeats the party, go to Conclusion 1.

3. Top Floor

The wizard's laboratory and bedroom are up here, along with a small supply room. All the doors are locked, and the Laboratory is trapped with a Fire Trap as an 11th level caster.

❖ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break (DC 25); *Average Lock:* hardness 15; hp 30; Open Locks (DC 25).

A. Bedroom

This room is luxurious with a large circular bed in the center of the room. To the right, a freestanding wardrobe hangs on an iron bar, displaying numerous outfits. Off to the left is a writing desk with an ink well & parchment. On the wall over the desk hangs an ornate mirror. A large circular carpet covers the majority of the room's floor.

There is nothing of note here other than the description.

B. Laboratory

This room is obviously a laboratory of some sort. Numerous beakers and vials supported by metal stands are on a table in the center of the room. On the end of the table lies an open book. Other tables are strewn with arcane research in various stages of development.

Aside from the four laboratory tables here, an unadorned stone slab covered in a ruddy stain stands in the back of the room. A metal bucket with metal implements sits at the base of the stone table. The bucket looks half-full of water mixed with a red film.

The book on the table is Heurothden's spell book. The stone altar in back is where he performs his more grisly experiments on live subjects.

C. Supply Room

A few small wooden crates sit in the back of this oddly shaped room.

The crates contain nothing but hay. They are used by The Scarred One to ship items of importance, but at the moment he does not have need of them.

Once the tower is cleaned out, and the wizard defeated, go to Conclusion 3 if Trowain is safe, or Conclusion 2 if he went to the trading post on his own.

ENCOUNTER 13: BACK TO THE RESCUE

Important: If the group takes much more than one and a half days to get back to the trading post, the shopkeeper is dead. Men of the Rift have claimed the business as their own in the aftermath of the attack from Ripper.

You escape the buzz of activity in Riftcrag and speed your way along the rift back to Lookout Point. As you race around the last rise, you come upon the trading post. Along the front of the

building are a number of horses. It looks like the shopkeeper may not be alone.

See the DM map in Appendix 5 for a layout of the Trading Post. The gnoll and his band of hobgoblins have backtracked the group to this outpost, and they're in the process of beating up Keladon and tearing up his place. The assassin is hiding in back and escapes if the characters don't show up.

Through a front window you can see a large extremely hairy gnoll in armor holding down Trowain's friend while he silently growls over him. In the shop, hobgoblin soldiers rummage through his supplies and topple over shelves.

This is the only gnoll in the city of Riftcrag. He has made a reputation for being unusually cruel, and strangely he does not get along with other gnolls. He is larger and hairier than most gnolls that characters may have seen. This is due to the fact that he is in reality a gnoll werewolf. Ripper stays in hybrid form most of the time, and has learned to fight quite well like this. Since he kills other gnolls who have come into the city, he has gained a reputation of extreme cruelty, even for a gnoll.

If the party is APL 2, then the gnoll is merely a large gnoll.

Describe the creatures as they appear, and not as what they are, as not all characters have encountered them before.

APL 2 (EL 4)

❖ **Ripper:** Male gnoll Rgr1/Ftr2; hp 36; see Appendix I.

APL 4 (EL 6)

❖ **Ripper:** Male gnoll Rgr1/Ftr2 (werewolf); hp 36 (46); see Appendix I.

APL 6 (EL 8)

❖ **Ripper:** Male gnoll Rgr1/Ftr4 (werewolf); hp 50 (64); see Appendix I.

APL 8 (EL 10)

❖ **Ripper:** Male gnoll Rgr1/Ftr6 (werewolf); hp 64 (82); see Appendix I.

APL 10 (EL 12)

❖ **Ripper:** Male gnoll Rgr1/Ftr6/Foe Hunter*2 (werewolf); hp 89 (111); see Appendix I.

When combat begins, Trowain tries to move through the group and go in back to get his daughter. If he is left to get her himself, he is assassinated and the assassin escapes over the balcony.

After the battle, the shopkeeper begins to thank you when the front door opens. At the entrance stand three large men and a

half-orc. One of the men, a handsome fellow with a full dark beard looks down at the wreckage that lies scattered across the floor.

"Huh. They really did a number on this place." He looks at the shopkeeper. "Keladon? You OK?"

The shop owner tried to right a large shelf as he replies, "Yeah. If it weren't for these fellows, I'd have been dragged away to the mines. They were after Trowain."

The dark haired man's eyebrows raise, "Seabrow? Is he here?"

These are bandits under the Plar of the Rift. They are not interested in giving their identities, and Keladon does not explain who they are. If Trowain is there with the characters, they ask for him or his dead body to be 'turned over.' If he is not there they thank the characters and exit through his secret trapdoor in the back of the shop.

Trowain stares down the stranger. "Hello, Odalfo. I didn't think I'd see your hide again."

The dark-haired man smiles grimly and picks up a broken shovel. "The Plar wants to see you, Seabrow. You need to come with us."

"Why? I've got my own problems, with my children missing and all...I don't have time to help the Plar again."

Odalfo tosses the remains of the shovel onto the counter. "You remember that silver shipment that got attacked a while back? Cranzer's not too happy about it. It's really miffed his deal with the Plar. If you don't come with us, a lot of good men may pay in your stead for that attack."

The bandit's face drains of blood as his eyes widen with the realization. He points his cane at Odalfo yelling, "You! It was YOU! You sold me out to the Boneheart! For what?! Your little piece of real estate in the Rift? How long do you think Cranzer will put up with all of those little groups of thugs running around right under his nose? I wasn't even involved in the attack!"

Odalfo's face darkens as his voice raises. "Yeah, but you gave us information on it. And now this is the gratitude you show? I just came from Stoink and found your boy Preth for sale in the slave market. I figured I'd give you the news personally. I rescued your son, but that's not enough, is it? We hid you for how long in the Rift? Now things are tough and you want to back out?" He shakes his head. "Someone's gotta pay for that attack, Seabrow. Seems to me that someone needs to be you."

If the characters give Trowain or his body over to the Men of the Rift, and the shopkeeper doesn't pay them, the rest of the characters get favor with the Men of the Rift. They appreciate their help defending the Trading Post, but getting Trowain to turn over to Cranzer is what they are really looking for. If the shopkeeper is dead, however, the men don't know about the characters help, and do not give the favor to them.

If nobody says anything or tries to talk him out of it, he goes with the men, with a beaten expression on his face. If Trowain is turned over to the Men of the Rift, alive or dead, go to Conclusion 2.

If the characters don't turn him over to the men and Trowain is alive, or if he is safe back at the Elk's Hide, go to Conclusion 3.

If the characters keep Trowain's dead body, go to Conclusion 4.

Though they detect as evil, the Men of the Rift do not fight the characters. If threatened, they leave.

ENCOUNTER 14: THE ASSASSIN

If the characters go back to the storeroom after Trowain has been there for 5 full rounds, then he is dead and the assassin is gone. If not, the assassin is still involved with the assassination (see Tactics for an approximate idea of what their situation is).

If the character runs back with Trowain, read the boxed text.

As you run out to the balcony, Trowain opens the storeroom door and steps in to look around. "Patellia? Where are ye?"

Stepping into the room, you look around yourself to the familiar sights of boxes and barrels. Trowain moves toward the back of the room toward the empty cot, his eyes scanning for his daughter. "Patellia?!"

Out from one stack of crates pokes a head. "Papa?"

"There you are! Smart lass! Come here!" The girl runs to her father and the two embrace in a long-overdue hug.

Give the characters a moment to react or leave. If they are still watching, continue.

The two pull themselves apart and Trowain looks down at his daughter. "Ah, it seems like years since I sent you away. What's been goin' on, Patellia? Why is your hair so-?" A look of surprise spreads across his face as the bandit looks down. His daughter quickly pulls the dagger out of his chest.

If the assassin kills Trowain without him suspecting that something is amiss, assume his Fortitude save fails. If the characters mention to him that she might not be who she seems to be, he is suspicious. Treat the attack as a standard sneak attack. She drank her *potion of feather fall* and began studying Trowain for an assassination just before emerging from the barrels. The *potion of feather fall* she drank is cast at 12th level, so it lasts for 12 rounds before she has to jump. If she doesn't jump in that time, she won't be able to escape via the balcony.

The 4th round of the encounter with Trowain consists of stabbing her father and sheathing her dagger (if no character is present). The 5th round consists of her jumping off the balcony quickly followed by casting an *invisibility* spell.

If characters come back here after the fifth round, they need to look over the edge and have some way to see through *invisibility* to see her. Then they get a Spot check DC 15+2 for every round of falling as the chasm goes down 1100 ft.

If the characters search the room where the assassin slept, they find a letter under the cot. Give out Player Handout 3.

Go back to the end of Encounter 13 to play out the Men of the Rift.

CONCLUSION

CONCLUSION 1

For those imprisoned in Riftcrag:

After a month of sitting in Riftcrag's prison, you are finally released. Though all of your belongings are not returned to you, you're still glad to be out of the stinking cells below the city. It may be quite a while before you even think about returning to this place.

As you walk out the city gates, you see a desiccated body hanging from a poll near the opposite side of the bridge. Hushed comments from passers-by speak of it being the remains of a bandit known as Trowain Seabrow. However, time spent baking in the sun has removed any identifying features from the corpse. The sight of it stays burned into your memory as you leave Riftcrag.

Any character that was killed by city guards or the wizard is strung up in a similar fashion. The characters that were imprisoned for a month spend an additional four time units above the normal adventure costs.

The End

CONCLUSION 2

If Trowain is captured by the city guard or Ripper:

As the days pass, you move on to other cities away from the Rift. Word gets back to you that a bandit by the name of Trowain Seabrow has been strung up along the city wall of Riftcrag. His body was apparently left as a message to other would-be bandit heroes to show what happens to those that defy the will of Iuz and his servants.

The End

CONCLUSION 3

If Trowain is alive and free:

After the battle, your group leaves for safer territory, putting as much distance as you can between you and the Boneheart. Eventually, you get word from Trowain that he recovered his youngest son Preth from slavers in Stoink. There is no word about his daughter Patellia.

Though things may not have ended up exactly as you wanted, at least you now know a good man has avoided the clutches of Iuz, at least for the time being.

If the wizard is still alive, and he scried the group:

There is a nagging feeling, though. A thought occurs to you that now the Bonehearts know who you are, which may not be a good thing...

The End

CONCLUSION 4

If Trowain is dead, but the characters still have his body:

After the battle, your group leaves for safer territory, putting as much distance as you can between you and the Boneheart. Eventually, you get word from Gertrude that she recovered her youngest son Preth from slavers in Stoink. There is no word about her daughter Patellia.

If the wizard is still alive, and he scried the group:

There is a nagging feeling, though. A thought occurs to you that now the Bonehearts know who you are, which may not be a good thing...

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 to each character.

Encounter 4-7: Entering the City

Enter the city and reaching the Elk's Hide.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 9: Flee Through the Sewers

Defeat the minotaur(s).

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	330 XP

Encounter 10: Escape Over the Chasm

Defeating the air elemental (optional).

APL 4	90 XP
APL 6	150 XP
APL 8	200 XP
APL 10	270 XP

— OR —

Encounter 11: Flee Over the City

Defeating the manticores.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

– OR –

Encounter 12: The Wizard's Tower

Defeating the clay golem(s).

APL 8	200 XP
APL 10	300 XP

Defeating the wizard and companions.

APL 8	240 XP
APL 10	390 XP

Encounter 13: Back to the Rescue

Defeat Ripper.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 14: The Assassin (or Encounter 3: The Girl)

Defeat the assassin.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Conclusion 3: Alive and Free

Keeping Trowain alive.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	870 XP
APL 8	1200 XP
APL 10	1500 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 treasurer.

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 9: Flee Through the Sewers

Defeat the minotaurs. Their gold is in the room they start from.

APL 2:	L: 2 gp; C: 100 gp; M: 0
APL 4:	L: 4 gp; C: 150 gp; M: 0
APL 6:	L: 24 gp; C: 200 gp; M: 0
APL 8:	L: 24 gp; C: 250 gp; M: 0
APL 10:	L: 48 gp; C: 300 gp; M: 0

Encounter 12: The Wizard's Tower

Get 2 Heal scrolls from Rashton. Defeat the wizard Heurothden and his minions. If any character wizards obtain Heurothden's spellbook, they can scribe *spirit wall* into their spellbook, at normal costs immediately after this adventure only. Also, if the characters encounter the alien dire bear, note on their adventure cert that they have met a pseudonatural creature as per the Alienist prestige class requirements.

APL 8: L: 0 gp; C: 0 gp; M: 2 scrolls of heal (Value 248 gp per scroll per character); scroll of improved invisibility (Value 105 gp per character); scroll of cloudkill (Value 169 gp per character).

APL 10: L: 153 gp; C: 0 gp; M: 2 scrolls of heal (Value 248 gp per scroll per character); scroll of improved invisibility (Value 105 gp per character); scroll of cloudkill

(Value 169 gp per character); *cloak of resistance +1* (Value 150 gp per character).

Encounter 13: Back to the Rescue

Defeat Ripper. Also, if Keladon is alive and the characters asked for payment, they receive 20 gp each. If they didn't get paid, Keladon is alive, and the characters hand over Trowain alive or dead to the Odalfo and his men, the characters gain 1 point of influence with the Men of the Rift.

APL 2: L: 12 gp; C: 20 gp; M: 0

APL 4: L: 12 gp; C: 20 gp; M: 0

APL 6: L: 12 gp; C: 20 gp; M: 0

APL 8: L: 72 gp; C: 20 gp; M: 0

APL 10: L: 72 gp; C: 20 gp; M: 0

Total Possible Treasure

APL 2: 134

APL 4: 186

APL 6: 256

APL 8: 1138

APL 10: 1352

Notes on the Adventure Cert (Cross out all that do not apply)

Access to Spirit Wall

The character named above has access to the spell Spirit Wall from the book *Tome and Blood*. If the character chooses, he can immediately scribe this spell into his spellbook, per normal Living Greyhawk campaign guidelines.

The character must make this decision before his next Core or Regional event, and cannot transfer this right to any other character.

Influence Point with the Men of the Rift

For turning in the notorious bandit Trowain Seabrow, the character has been awarded an influence point with the Men of the Rift.

Knowledge of the Whale

By specifically asking Trowain Seabrow about Auverin Moonblade, the character has gained knowledge of the location known as the Mouth of the Whale.

APPENDIX I: NPCS

ENCOUNTER 2: RESCUED

☛ **Erindalonus the Sage:** Male human Exp9; CR 8; Medium-size humanoid (human); HD 9d6+27; hp 65; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +8/+3 melee (1d8+3/x3, longspear) or +10/+5 ranged (1d8+2, mighty composite longbow) or +8/+3 melee (1d4+2/19-20, dagger); AL NE; SV Fort +6, Ref +5, Will +6; Str 14, Dex 14, Con 16, Int 15, Wis 10, Cha 8.

Skills and Feats: Climb +9, Craft (furrier) +9, Craft (taxidermy) +9, Disable Device +9, Hide +9, Knowledge (local – Bandit Kingdoms) +14, Listen +9, Move Silently +9, Profession (hunter) +12, Sense Motive +7, Spot +9, Swim +9, Use Rope +9, Wilderness Lore +7; Alertness, Far Shot, Point Blank Shot, Skill Focus (Knowledge: local – Bandit Kingdoms), Track, Weapon Focus (composite longbow).

Possessions: masterwork studded leather armor, longspear, masterwork mighty composite longbow (+2), 40 arrows, dagger.

Encounter 3: The Girl and ENCOUNTER 14: THE ASSASSIN

APL 2 (EL 4)

☛ **Nerull Assassin:** Female half-elf Rog2/Clr2 (Nerull); CR 4; Medium-size humanoid (human); HD 2d6+2d8+8; hp 28; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d4 plus poison/19-20, dagger) or +4 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells, rebuke undead; SQ Evasion; AL NE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +3, Bluff +6, Climb +1, Concentration +5, Craft (poison) +3, Diplomacy +4, Disable Device +3, Disguise +6, Escape Artist +3, Forgery +3, Gather Information +2, Hide +9, Innuendo +2, Intuit Direction +1, Jump +1, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +9, Open Locks +5, Pick Pocket +3, Read Lips +3, Search +3, Sense Motive +2, Spellcraft +3 Spot +2, Swim +1, Tumble +7; Improved Initiative, Quick Draw, Weapon Finesse (dagger).

Possessions: 3 daggers (poisoned), *potion of feather fall*
Poison (deathblade): Injury (DC 20);
Initial/Secondary (1d6 Con/2d6 Con).

Spells Prepared: (4/3+1; base DC = 11 + spell level): 0 – cure minor wounds, detect magic, guidance, mending; 1st – change self⁶, cure light wounds (2), sanctuary.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 4 (EL 6)

☛ **Nerull Assassin:** Female half-elf Rog2/Clr3/Asn1 (Nerull); CR 6; Medium-size humanoid (human); HD 3d6+3d8+12; hp 41; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +6 melee (1d4 plus poison/19-20,

dagger) or +6 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use; SQ Evasion; AL NE; SV Fort +5, Ref +8, Will +4; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +4, Bluff +6, Climb +1, Concentration +5, Craft (poison) +3, Diplomacy +4, Disable Device +3, Disguise +10, Escape Artist +3, Forgery +3, Gather Information +2, Hide +10, Innuendo +2, Intuit Direction +1, Jump +1, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +10, Open Locks +5, Pick Pocket +3, Read Lips +3, Search +3, Sense Motive +2, Spellcraft +5 Spot +2, Swim +1, Tumble +7; Improved Initiative, Quick Draw, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: 3 daggers (poisoned), *potion of feather fall*
Poison (deathblade): Injury (DC 20);
Initial/Secondary (1d6 Con/2d6 Con).

Cleric Spells Prepared: (4/3+1/1+1; base DC = 11 + spell level): 0 – cure minor wounds, detect magic, guidance, mending; 1st – change self⁶, cure light wounds (2), sanctuary; 2nd – invisibility*, ~~undetectable alignment~~.

Assassin Spells Prepared: (1; base DC 12 + spell level): 1st – obscuring mist.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 8)

☛ **Nerull Assassin:** Female half-elf Rog2/Clr3/Asn3 (Nerull); CR 8; Medium-size humanoid (human); HD 5d6+3d8+16; hp 53; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +9 melee (1d4 plus poison/19-20, dagger) or +9 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use; SQ Evasion, +1 save vs. poison, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +10, Will +5; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +5, Bluff +12, Climb +1, Concentration +5, Craft (poison) +3, Diplomacy +8, Disable Device +4, Disguise +12, Escape Artist +5, Forgery +3, Gather Information +2, Hide +11, Innuendo +2, Intuit Direction +1, Jump +1, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +11, Open Locks +6, Pick Pocket +4, Read Lips +3, Search +3, Sense Motive +2, Spellcraft +5 Spot +2, Swim +1, Tumble +8; Improved Initiative, Quick Draw, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: 3 daggers (poisoned), *potion of feather fall* (10th)

Poison (deathblade): Injury (DC 20);
Initial/Secondary (1d6 Con/2d6 Con).

Cleric Spells Prepared: (4/3+1/1+1; base DC = 11 + spell level): 0 – cure minor wounds, detect magic, guidance, mending; 1st – change self⁶, cure light wounds (2), sanctuary; 2nd – invisibility*, silence.

Assassin Spells Prepared: (2/1; base DC 12 + spell level): 1st – ghost sound, obscuring mist; 2nd – ~~undetectable alignment~~.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

➤ **Nerull Assassin:** Female half-elf Rog2/Clr3/Asn5 (Nerull); CR 10; Medium-size humanoid (human); HD 7d6+3d8+20; hp 65; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +10/+5 melee (1d4 plus poison/19-20, dagger) or +10/+5 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use; SQ Evasion, +2 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +11, Will +7; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +5, Bluff +14, Climb +1, Concentration +5, Craft (poison) +3, Diplomacy +10, Disable Device +4, Disguise +14, Escape Artist +5, Forgery +3, Gather Information +2, Hide +12, Innuendo +2, Intuit Direction +1, Jump +1, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +12, Open Locks +6, Pick Pocket +4, Read Lips +3, Search +3, Sense Motive +2, Spellcraft +5 Spot +2, Swim +1, Tumble +14; Improved Initiative, Iron Will, Quick Draw, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: 3 daggers (poisoned), *potion of feather fall* (10th)

Poison (deathblade): Injury (DC 20); Initial/Secondary (1d6 Con/2d6 Con).

Cleric Spells Prepared: (4/3+1/1+1; base DC = 11 + spell level): 0 – cure minor wounds, detect magic, guidance, mending; 1st – change self⁶, cure light wounds (2), sanctuary; 2nd – invisibility⁶, silence.

Assassin Spells Prepared: (2/2; base DC 12 + spell level): 1st – ghost sound, obscuring mist; 2nd – darkness, ~~undetectable alignment~~.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 10 (EL 12)

➤ **Nerull Assassin:** Female half-elf Rog2/Clr3/Asn7 (Nerull); CR 12; Medium-size humanoid (human); HD 9d6+3d8+24; hp 77; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +12/+7 melee (1d4 plus poison/19-20, dagger) or +12/+7 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use; SQ Evasion, +3 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +7, Ref +12, Will +8; Str 10, Dex 17, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +5, Bluff +16, Climb +1, Concentration +8, Craft (poison) +3, Diplomacy +12, Disable Device +4, Disguise +16, Escape Artist +5, Forgery +3, Gather Information +2, Hide +12, Innuendo +2, Intuit Direction +1, Jump +1, Knowledge

(arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +12, Open Locks +6, Pick Pocket +4, Read Lips +3, Search +3, Sense Motive +2, Spellcraft +5 Spot +2, Swim +1, Tumble +16; Expertise, Improved Initiative, Iron Will, Quick Draw, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: 3 daggers (poisoned), *potion of feather fall* (10th)

Poison (deathblade): Injury (DC 20); Initial/Secondary (1d6 Con/2d6 Con).

Cleric Spells Prepared: (4/3+1/1+1; base DC = 11 + spell level): 0 – cure minor wounds, detect magic, guidance, mending; 1st – change self⁶, cure light wounds (2), sanctuary; 2nd – invisibility⁶, silence.

Assassin Spells Prepared: (3/2/1; base DC 12 + spell level): 1st – change self, ghost sound, obscuring mist; 2nd – darkness, ~~undetectable alignment~~; 3rd – deeper darkness.

ENCOUNTER 5: INTO THE SEWERS

ENCOUNTER 6: THROUGH THE CITY GATE

ENCOUNTER 9: FLEE THROUGH THE SEWERS

APL 4 (EL 5)

➤ **Hobgoblins (4):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Jump +2, Listen +2, Spot +2; Alertness, Weapon Focus (longsword).

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

APL 6 (EL 7)

➤ **Hobgoblins (6):** Male hobgoblin Ftr1; CR 1; Medium-size humanoid (goblinoid); HD 1d10+1; hp 11; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Jump +2, Listen +2, Spot +2; Alertness, Weapon Focus (longsword).

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

➤ **Human Leader:** Male human Clr4 (Iuz); CR 4; Medium-size humanoid (human); HD 4d8+4; hp 27; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +6 melee (2d6+3/19-20, greatsword) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +2, Concentration +7, Heal +7, Knowledge (religion) +4, Spellcraft +3; Combat Casting, Martial Weapon Proficiency (greatsword), Weapon Focus (greatsword).

Possessions: chainmail, greatsword, light crossbow, 20 bolts.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0 – detect magic, cure minor wounds, guidance, light, resistance; 1st – bless, cure light wounds, doom, obscuring mist, protection from good*; 2nd – bull's strength, hold person, shatter*, sound burst.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

APL 8 (EL 9)

➤ **Hobgoblins (6):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+2; hp 18; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +5 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Jump +3, Listen +2, Spot +2; Alertness, Dodge, Weapon Focus (longsword).

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

➤ **Human Leader:** Male human Clr7 (Iuz); CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (2d6+3/19-20, greatsword) or +6 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +3, Concentration +10, Heal +8, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword).

Possessions: banded mail armor, greatsword, light crossbow, 20 bolts.

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – detect magic, cure minor wounds (2), guidance, light, resistance; 1st – bless, cure light wounds, doom, obscuring mist, protection from good*, shield of faith; 2nd – bull's strength, hold person (2), shatter*, sound burst; 3rd – dispel magic, magic circle against good*, prayer; 4th – cure critical wounds, unholy blight*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Bull's strength has been precast and is currently active.

APL 10 (EL 11)

➤ **Hobgoblins (6):** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+4; hp 32; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+5/19-20, longsword) or +5 ranged (1d8/19-

20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Jump +6, Listen +2, Spot +2; Alertness, Dodge, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

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

➤ **Human Leader:** Male human Clr7 (Iuz); CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (2d6+3/19-20, greatsword) or +6 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +3, Concentration +10, Heal +8, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword).

Possessions: banded mail armor, greatsword, light crossbow, 20 bolts.

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – detect magic, cure minor wounds (2), guidance, light, resistance; 1st – bless, cure light wounds, doom, obscuring mist, protection from good*, shield of faith; 2nd – bull's strength, hold person (2), shatter*, sound burst; 3rd – dispel magic, magic circle against good*, prayer; 4th – cure critical wounds, unholy blight*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Bull's strength has been precast and is currently active.

➤ **Hobgoblin Sergeant:** Male hobgoblin Ftr7; CR 7; Medium-size humanoid (goblinoid); HD 7d10+14; hp 60; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +12/+7 melee (1d8+5/19-20, longsword) or +10 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +10, Jump +7, Listen +2, Spot +2; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork full plate armor, masterwork large steel shield, masterwork longsword, masterwork light crossbow, 20 masterwork bolts.

Encounter 8: The Elk's Hide

➤ **Gertrude:** Female human Clr7 (Olidammara); CR 7; Medium-size humanoid (human); HD 7d8+21; hp 59; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +5 melee (1d6/18-20, rapier) or +4 ranged (1d4/19-20, thrown dagger); SA Spells, turn undead; AL NG; SV Fort +8, Ref +1, Will +8; Str 11, Dex 9, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +3, Healing +8, Knowledge (arcana) +1,

Knowledge (religion) +6, Listen +5, Profession (tanner) +6, Spellcraft +3, Spot +5; Alertness, Combat Casting, Extend Spell, Martial Weapon Proficiency (rapier)

Possessions: rapier, dagger, 2 scrolls of heal.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, guidance, light, mending, resistance; 1st – bless, change self*, detect evil, endure elements, protection from evil, sanctuary; 2nd – hold person, invisibility*, make whole, silence, zone of truth; 3rd – bestow curse, dispel magic, nondetection*, prayer; 4th – nondetection* (extended), spell immunity.

*Domain Spell. Domains: Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll); Trickery (Bluff, Disguise, and Hide are class skills).

➤**Trowain:** Male human Rog2/Rgr1/Ftr4; CR 7; Medium-size humanoid (human); HD 2d6+5d10; hp 40; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +8/+3 melee (1d6/18-20, rapier) and +8 melee (1d4/19-20, dagger) or +10/+5 ranged (1d4 plus poison/19-20, dagger); SA Sneak attack, favored enemy (orc); SQ Evasion; AL CG; SV Fort +6, Ref +8, Will +4; Str 10, Dex 18, Con 10, Int 13, Wis 12, Cha 10.

Skills and Feats: Balance +5, Bluff +2, Climb +4, Diplomacy +4, Disable Device +5, Disguise +3, Gather Information +5, Hide +9, Innuendo +5, Intuit Direction +2, Jump +5, Knowledge (nature) +2, Listen +5, Move Silently +9, Open Locks +5, Pick Pocket +9, Ride +8, Search +2, Sense Motive +2, Spot +5, Swim +1, Tumble +9, Wilderness Lore +4; Combat Reflexes, Dodge, Expertise, Iron Will, Mobility, Track, Weapon Finesse (rapier and dagger).

Possessions: rapier, 2 daggers, masterwork studded leather armor

ENCOUNTER 9: FLEE THROUGH THE SEWERS

APL 6 (EL 8)

➤**Minotaurs (2):** Male minotaur Bbn2; CR 6; Large monstrous humanoid; HD 6d8+2d12+16; hp 63; Init +0; Spd 40 ft.; AC 18 (touch 9, flat-footed 18); Atk +11/+6 melee (2d8+6/x3, greataxe) and +6 melee (1d8+2, gore); Face/Reach 5 ft. by 5 ft./10 ft.; SA Charge (4d6+6), rage; SQ Scent, natural cunning, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +10, Listen +10, Search +7, Spot +8; Extended Rage*, Great Fortitude, Power Attack

Possessions: chain shirt, huge greataxe

*See Appendix 2: New Rules for additional information.

APL 8 (EL 10)

➤**Fiendish Minotaurs (2):** Male minotaur Bbn2; CR 8; Large monstrous humanoid; HD 6d8+2d12+16; hp 63;

Init +0; Spd 40 ft.; AC 18 (touch 9, flat-footed 18); Atk +11/+6 melee (2d8+6/x3, greataxe) and +6 melee (1d8+2, gore); Face/Reach 5 ft. by 5 ft./10 ft.; SA Charge (4d6+6), rage, smite good; SQ Scent, natural cunning, fast movement, uncanny dodge (Dex bonus to AC), darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 16; AL CE; SV Fort +9, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +10, Listen +10, Search +7, Spot +8; Extended Rage*, Great Fortitude, Power Attack

Possessions: chain shirt, huge greataxe

*See Appendix 2: New Rules for additional information.

APL 10 (EL 12)

➤**Fiendish Minotaurs (4):** Male minotaur Bbn2; CR 8; Large monstrous humanoid; HD 6d8+2d12+16; hp 63; Init +0; Spd 40 ft.; AC 18 (touch 9, flat-footed 18); Atk +11/+6 melee (2d8+6/x3, greataxe) and +6 melee (1d8+2, gore); Face/Reach 5 ft. by 5 ft./10 ft.; SA Charge (4d6+6), rage, smite good; SQ Scent, natural cunning, fast movement, uncanny dodge (Dex bonus to AC), darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 16; AL CE; SV Fort +9, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump +10, Listen +10, Search +7, Spot +8; Extended Rage*, Great Fortitude, Power Attack

Possessions: chain shirt, huge greataxe

*See Appendix 2: New Rules for additional information.

ENCOUNTER 11: FLEE OVER THE CITY

APL 10 (EL 11)

➤**Manticores, Advanced (4):** CR 7; Huge magical beast; HD 10d10+40; hp 90; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 16 (touch 10, flat-footed 14); Atk +13 melee (2d4+5, 2 claws) and +11 melee (1d8+2, bite) or +10 ranged (1d8+2, 6 spikes); Face/Reach 10 ft. by 20 ft./10 ft.; SA Spikes; SQ Scent; SV Fort +11, Ref +9, Will +4; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +11, Spot +11*, Flyby Attack, Multiattack.

*Manticores receive a +4 racial bonus to Spot checks in daylight.

ENCOUNTER 12: THE SCARRED ONE'S TOWER

APL 8 (EL 11)

➤**Heurothden:** Male human Nec5/Alienist*6; CR 11; Medium-size humanoid (human); HD 11d4+25; hp 59; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, thrown dagger); SA Spells; SQ Summon alien, alien blessing, metamagic secret, mad certainty, psuedonatural familiar, extra summoning; AL CE; SV

Fort +6, Ref +5, Will +9; Str 8, Dex 12, Con 14, Int 20, Wis 8, Cha 8.

Skills and Feats: Alchemy +18, Concentration +16, Knowledge (arcana) +19, Knowledge (religion) +6, Knowledge (the planes) +19, Listen +9, Scry +19, Spellcraft +19, Spot +13; Alertness, Craft Wondrous Item, Improved Familiar*, Improved Initiative, Maximize Spell, Spell Focus (Evocation), Spell Focus (Necromancy).

Possessions: scroll of improved invisibility, scroll of cloudkill, 2 daggers, noble's outfit

Spells Prepared (5/7/6/6/5/4/2; base DC = 15 + spell level; 17 + spell level for Evocation and Necromancy spells): 0 – detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic; 1st – ~~mage armor~~, magic missile (3), ray of enfeeblement (2), ~~shield~~; 2nd – ~~cat's grace~~, ~~endurance~~, ghoul's touch, ~~see invisibility~~, shatter, spectral hand; 3rd – dispel magic, fireball, ~~fly~~, haste, lightning bolt, vampiric touch; 4th – enervation (2), ice storm, ~~improved invisibility~~, phantasmal killer; 5th – cone of cold, ~~spiritual~~, teleport, wall of force; 6th – chain lightning, circle of death, summon monster VI (alien) (pseudonatural dire bear).

Note: All spells with a strikethrough are pre-cast and currently active. The *cat's grace*, *mage armor*, and *shield* spells are active on Heurothden's familiar as well. All other spells are active on the wizard or in the room. You'll want to make the appropriate dice rolls for these spells in preparation and note the changes in the wizard's stats.

Familiar (Quasit): Tiny outsider (chaotic, evil); HD 11d8; hp 29; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21); Atk +10 melee (1d3-1 plus poison, 2 claws) and +5 melee (1d4-1, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Spell-like abilities, poison; SQ Damage reduction 5/silver, poison immunity, fire resistance 20, alternate form, regeneration 2, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; SR 16; AL CE; SV Fort +3, Ref +6, Will +10; Str 8, Dex 17, Con 10, Int 11, Wis 12, Cha 10.

Skills and Feats: Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +4, Spot +6; Weapon Finesse (bite, claw).

Spell-Like Abilities: At will—detect good, detect magic, and invisibility (self only); 1/day—cause fear (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Once per week a quasit can use *commune* to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, toad, and wolf.

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

When Summoned:

➤ **Pseudonatural Dire Bear:** Large outsider; HD 12d8+48; hp 102; Init +1; Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Atk +18 melee (2d4+10, 2 claws) and +13 melee (2d8+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, *true strike*; SQ Scent, electricity and acid resistance 20, damage reduction 5/+2, alternate form; SR 24; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10.

Skills and Feats: Listen +7, Spot +7, Swim +13

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

APL 10 (EL 13)

As APL 8 plus:

➤ **Pyneth:** Male human Clr11 (Iuz); CR 11; Medium-size humanoid (human); HD 11d8+22; hp 80; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +10/+5 melee (1d8+2, morningstar); SA Spells, rebuke undead; AL CE; SV Fort +10, Ref +5, Will +11; Str 14, Dex 12, Con 14, Int 11, Wis 16, Cha 11.

Skills and Feats: Concentration +14, Disguise +5, Diplomacy +4, Heal +5, Knowledge (arcana) +3, Knowledge (religion) +7, Scry +2, Spellcraft +7; Brew Potion, Cleave, Combat Reflexes, Power Attack, Sunder.

Possessions: full plate armor, large steel shield, cloak of resistance +1, morningstar

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic (2), guidance, light, purify food and drink; 1st – ~~change self~~, command, cure light wounds (2), doom, sanctuary, ~~shield of faith~~; 2nd – ~~bull's strength~~, ~~endurance~~, hold person (2), invisibility*, silence; 3rd – dispel magic, ~~magical vestment~~ (2), ~~magic circle against good~~, ~~protection from elements (fire)~~, searing light; 4th – confusion*, dimensional anchor, ~~greater magic weapon~~, spell immunity (magic missile and lightning bolt); 5th – dispel good*, greater command, slay living; 6th – heal, mislead*.

*Domain Spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Pyneth has precast *shield of faith*, *bull's strength*, *endurance*, *magic circle against good*, *protection from elements (fire)*, *spell immunity (magic missile)*, and *spell*

immunity (lightning bolt) on himself. He has precast *magic vestment* (+3) on both his full plate armor and his shield, and *greater magic weapon* (+3) on his morningstar. Additionally, he has cast change self to make himself appear as Heurothden.

This has the effect of increasing his armor class to AC 31 (touch 14, flat-footed 30), and to AC 33 (touch 16, flat-footed 32) against good aligned opponents. You'll want to make the appropriate dice rolls for his other spells in preparation and note the changes in the cleric's stats.

ENCOUNTER 13: BACK TO THE RESCUE

APL 2 (EL 4)

➤ **Ripper:** Male gnoll Rgr1/Ftr2; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+5; hp 36; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +5/+5 melee (1d6+2/19-20 and 1d6+1/19-20, 2 short swords) or +4 ranged (1d6+2, javelin); SA Favored enemy (humans); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Animal Empathy +2, Handle Animal +1, Hide +1, Intuit Direction +2, Knowledge (nature) +2, Listen +4, Move Silently +1, Ride +1, Search +2, Spot +4, Wilderness Lore +4; Cleave, Expertise, Power Attack, Track, Weapon Focus (short sword).

Possessions: chain shirt, 2 short swords, 3 javelins.

APL 4 (EL 6)

➤ **Ripper:** Male gnoll Rgr1/Ftr2 (werewolf); CR 6; Medium-size shapechanger (gnoll); HD 2d8+3d10+5(+15); hp 36 (46); Init +0, +6 as wolf or hybrid; Spd 30 ft., 50 ft. as wolf or hybrid; AC 17 (touch 10, flat-footed 17), AC 21 (touch 12, flat-footed 19) as wolf or hybrid; Atk +5/+5 (+6/+6) melee (1d6+2 (+3)/19-20 and 1d6+1/19-20, 2 short swords) and (+2) melee (1d6+3, bite) as wolf or hybrid, or +4 (+6) ranged (1d6+2 (+3), javelin); SA Favored enemy (humans), lycanthropic empathy, curse of lycanthropy, (trip); SQ Darkvision 60 ft., alternate form, DR 15/silver, (scent); AL CE; SV Fort +11, Ref +2 (+4), Will +2; Str 15 (17), Dex 10 (14), Con 13 (17), Int 10, Wis 11, Cha 8.

Skills and Feats: Animal Empathy +2, Handle Animal +1, Hide +3, Intuit Direction +2, Knowledge (nature) +2, Listen +8 (+12), Move Silently +4, Ride +1, Search +6 (+10), Spot +8 (+12), Wilderness Lore +4; Cleave, (Blind-Fight), Expertise, (Improved Initiative), Power Attack, Track, (Weapon Finesse [bite]), Weapon Focus (short sword).

Possessions: chain shirt, 2 short swords, 3 javelins.

(): Abilities and statistics listed in parenthesis are available only in hybrid or wolf form.

APL 6 (EL 8)

➤ **Ripper:** Male gnoll Rgr1/Ftr4 (werewolf); CR 8; Medium-size shapechanger (gnoll); HD 2d8+5d10+7(+21); hp 50 (64); Init +0, +6 as wolf or

hybrid; Spd 30 ft., 50 ft. as wolf or hybrid; AC 17 (touch 10, flat-footed 17), AC 21 (touch 12, flat-footed 19) as wolf or hybrid; Atk +8/+8/+3 (+9/+9/+4) melee (1d6+5 (+6)/19-20 and 1d6+3 (+4)/19-20, 2 short swords) and (+8) melee (1d6+4, bite) as wolf or hybrid, or +6/+1 (+8/+3) ranged (1d6+3 (+4), javelin); SA Favored enemy (humans), lycanthropic empathy, curse of lycanthropy, (trip); SQ Darkvision 60 ft., alternate form, DR 15/silver, (scent); AL CE; SV Fort +12, Ref +3 (+5), Will +3; Str 16 (18), Dex 10 (14), Con 13 (17), Int 10, Wis 11, Cha 8.

Skills and Feats: Animal Empathy +2, Handle Animal +3, Hide +3, Intuit Direction +2, Knowledge (nature) +2, Listen +8 (+12), Move Silently +4, Ride +1, Search +6 (+10), Spot +8 (+12), Wilderness Lore +5; Cleave, (Blind-Fight), Expertise, (Improved Initiative), Multiattack, Power Attack, Track, (Weapon Finesse [bite]), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, 2 short swords, 3 javelins.

(): Abilities and statistics listed in parenthesis are available only in hybrid or wolf form.

APL 8 (EL 10)

➤ **Ripper:** Male gnoll Rgr1/Ftr6 (werewolf); CR 10; Medium-size shapechanger (gnoll); HD 2d8+7d10+9(+27); hp 64 (82); Init +0, +6 as wolf or hybrid; Spd 30 ft., 50 ft. as wolf or hybrid; AC 17 (touch 10, flat-footed 17), AC 21 (touch 12, flat-footed 19) as wolf or hybrid; Atk +11/+11/+6 (+12/+12/+7) melee (1d6+5 (+6)/19-20 and 1d6+3 (+4)/19-20, 2 short swords) and (+9) melee (1d6+4, bite) as wolf or hybrid, or +8/+3 (+10/+5) ranged (1d6+3 (+4), javelin); SA Favored enemy (humans), lycanthropic empathy, curse of lycanthropy, (trip); SQ Darkvision 60 ft., alternate form, DR 15/silver, (scent); AL CE; SV Fort +13, Ref +6 (+8), Will +4; Str 16 (18), Dex 10 (14), Con 13 (17), Int 10, Wis 11, Cha 8.

Skills and Feats: Animal Empathy +2, Handle Animal +3, Hide +3, Intuit Direction +2, Knowledge (nature) +2, Listen +8 (+12), Move Silently +4, Ride +1, Search +6 (+10), Spot +8 (+12), Wilderness Lore +7; Cleave, (Blind-Fight), Expertise, (Improved Initiative), Improved Trip, Lightning Reflexes, Multiattack, Power Attack, Track, (Weapon Finesse [bite]), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, 2 masterwork short swords, 3 javelins.

(): Abilities and statistics listed in parenthesis are available only in hybrid or wolf form.

APL 10 (EL 12)

➤ **Ripper:** Male gnoll Rgr1/Ftr6/Foe Hunter*2 (werewolf); CR 12; Medium-size shapechanger (gnoll); HD 2d8+9d10+22(+44); hp 89 (111); Init +0, +6 as wolf or hybrid; Spd 30 ft., 50 ft. as wolf or hybrid; AC 17 (touch 10, flat-footed 17), AC 21 (touch 12, flat-footed 19) as wolf or hybrid; Atk +12/+12/+7/+7 (+13/+13/+8/+8) melee (1d6+5 (+6)/19-20 and 1d6+3 (+4)/19-20, 2 short swords) and (+10) melee (1d6+4,

bite) as wolf or hybrid, or +9/+4 (+11/+6) ranged (1d6+3 (+4), javelin); SA Favored enemy (humans), lycanthropic empathy, curse of lycanthropy, (trip), hated enemy, rancor (+1d6); SQ Darkvision 60 ft., alternate form, DR 15/silver, (scent), hated enemy damage reduction 3/-; AL CE; SV Fort +17, Ref +9 (+11), Will +4; Str 16 (18), Dex 10 (14), Con 14 (18), Int 10, Wis 11, Cha 8.

Skills and Feats: Animal Empathy +2, Handle Animal +3, Hide +3, Intuit Direction +2, Knowledge (nature) +2, Listen +8 (+12), Move Silently +5, Ride +1, Search +6 (+10), Spot +8 (+12), Wilderness Lore +13; Cleave, (Blind-Fight), Expertise, (Improved Initiative), Improved Trip, Improved Two-Weapon Fighting, Lightning Reflexes, Multiattack, Power Attack, Track, (Weapon Finesse [bite]), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, 2 masterwork short swords, 3 javelins.

(): Abilities and statistics listed in parenthesis are available only in hybrid or wolf form.

*See Appendix 2: New Rules for additional information.

Appendix 2: New Rules

SPIRITWALL AS PRESENTED IN *TOME AND BLOOD*

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semi-material and opaque, providing total concealment. It blocks magical effects and provides nine-tenths cover against physical attacks. Creatures can easily move through a spiritwall, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 damage, as above, and must make a successful Fortitude save or receive one negative level.

Material Component: A clear, faceted gemstone.

EXTENDED RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

FOE HUNTER AS PRESENTED IN *MASTERS OF THE WILD*

The foe hunter has but one purpose in life: to kill creatures of the type she hates. She is willing to pay any price or risk any danger to prevail against this hated foe. Her blade is anathema to such creatures, and her body is more often than not proof against their attacks. Though her hatred of this enemy is boundless and unending, it is not unthinking or rash. She lives to put an end to her hated foe, but she does not throw away her own life needlessly.

The foe hunter's path is open to any creature, good or evil. Some hunt humans of even celestials; others hunt the foulest spawn of the underworld. NPC foe hunters can be fierce allies against formidable enemies or implacable opponents dedicated to killing those the heroes love.

A character can choose this prestige class more than once but must select a different hated enemy and start again at 1st level each time. Levels of different foe hunter classes do not stack when determining level-based features.

Hit Die: d10.

Requirements

To become a foe hunter, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

Class Skills

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2 nd	+1	+3	+3	+0	Hated enemy damage reduction 3/-
3 rd	+2	+3	+3	+1	Rancor +2d6
4 th	+3	+4	+4	+1	Hated enemy damage reduction 5/-, hated enemy

					spell resistance
5 th	+3	+4	+4	+1	Rancor +3d6
6 th	+4	+5	+5	+2	Hated enemy damage reduction 7/-
7 th	+5	+5	+5	+2	Rancor +4d6
8 th	+6	+6	+6	+2	Hated enemy damage reduction 9/-
9 th	+6	+6	+6	+3	Rancor +5d6
10 th	+7	+7	+7	+3	Death attack, hated enemy damage reduction 11/-

Class Features

The following are class features of the foe hunter prestige class.

Weapon and Armor Proficiency: Foe hunters gain no weapon or armor proficiencies.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack. She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual –4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *DUNGEON MASTER's Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

CROSSBOW, GRAPPLE-FIRING AS PRESENTED IN *SONG AND SILENCE*

Cost 70 gp; Damage 1d3; Range 120 feet; Weight 12 lb; Type piercing; Hardness 10; Hit Points 10

Bolts, grapple (10): Cost 200gp; Weight 8 lb; Hardness 10; Hit Points 1

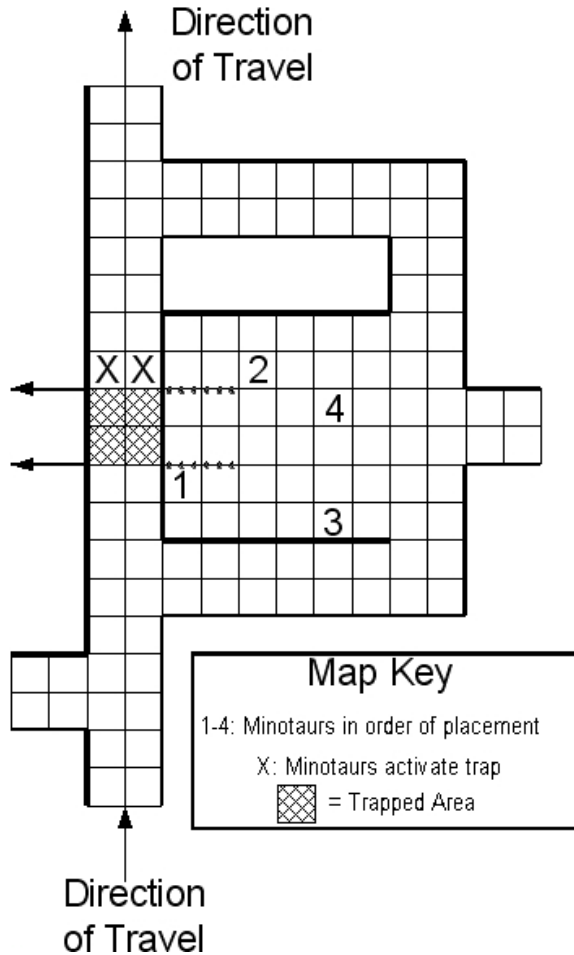
This device helps adventures scale unclimbable walls, bridge chasms, escape down sheer cliffs, and the like. A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 feet of thin, light rope.

A successful shot at an appropriate target (see the Attack an Object section in Chapter 8 of the *Player's Handbook*) indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful Climb check (DC 15). Failure brings one of three results: that the grapple simply failed to snag anything, that it has lodged but is not secure enough to support a character's weight, or that there's simply nothing up there for it to catch. In the first case, the user can simply recoil the rope and try again. In the second case, a successful Use Rope check (DC 15) made before anyone tries to climb reveals the instability. The user cannot free that grapple but may try to fire another. (Should anyone try to climb the unstable rope, the grapple gives way after the climber has progressed 1d10 feet. Determine damage normally for the resulting fall.) In the third case, retries automatically fail.

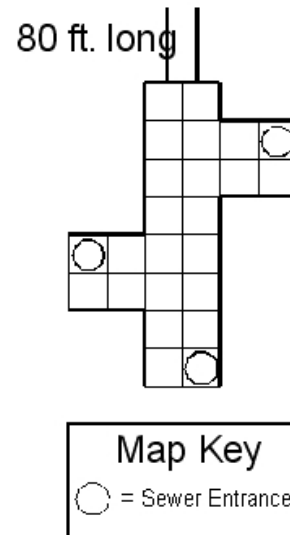
A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on smooth stone. This provides the same aid for descent without the need to fire the weapon.

APPENDIX 3: DM'S SEWER MAPS

Minotaur Ambush

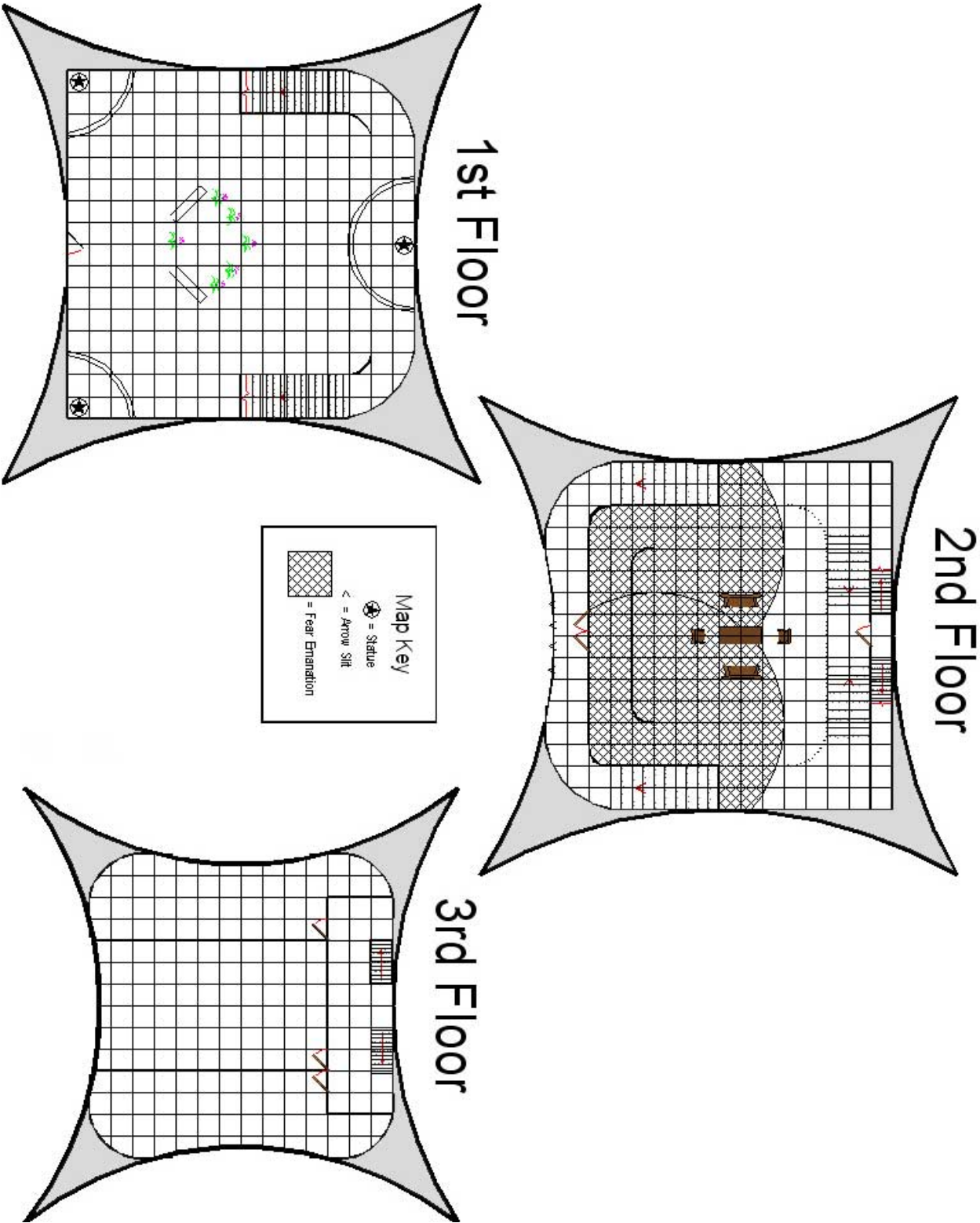


Narrow Sewers

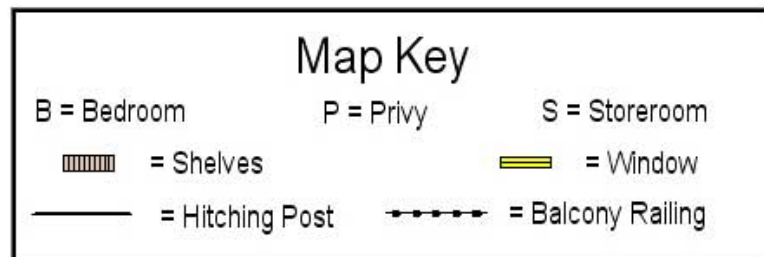
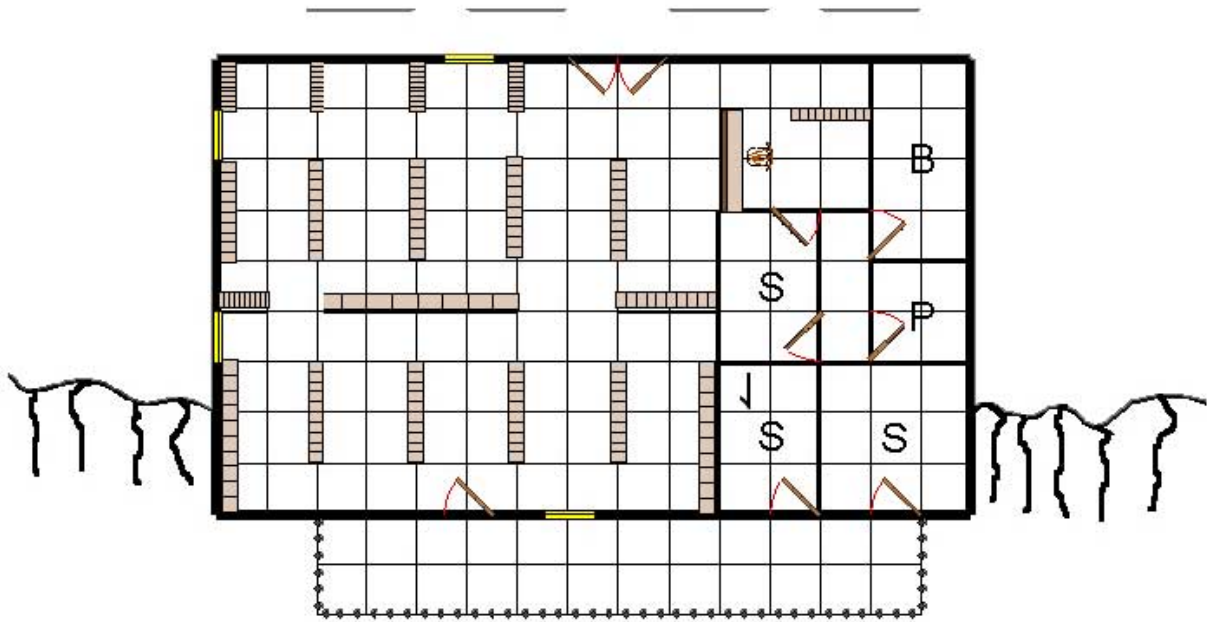


Scale
One square = 5 ft.

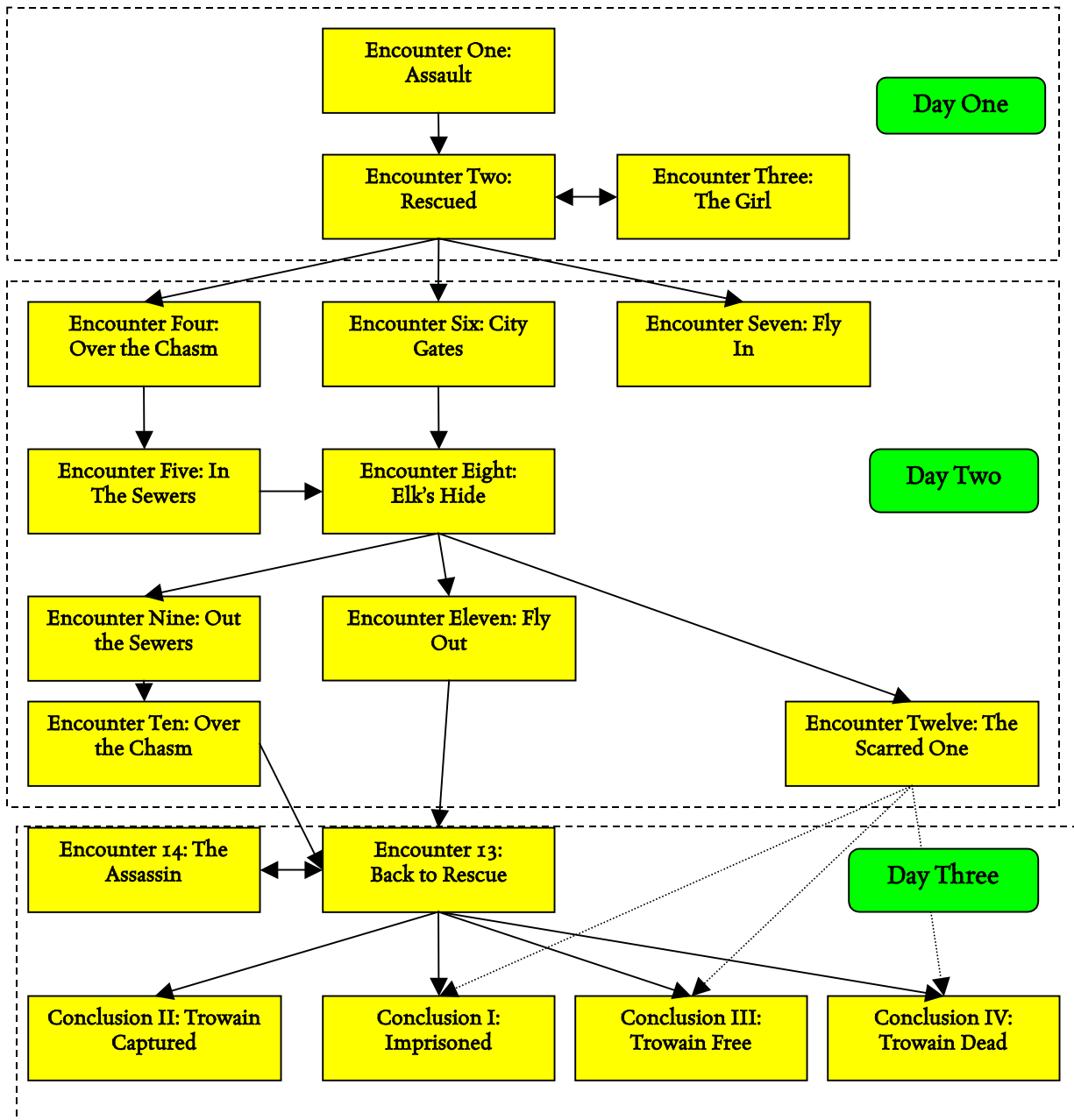
APPENDIX 4: DM'S MAP OF WIZARD TOWER



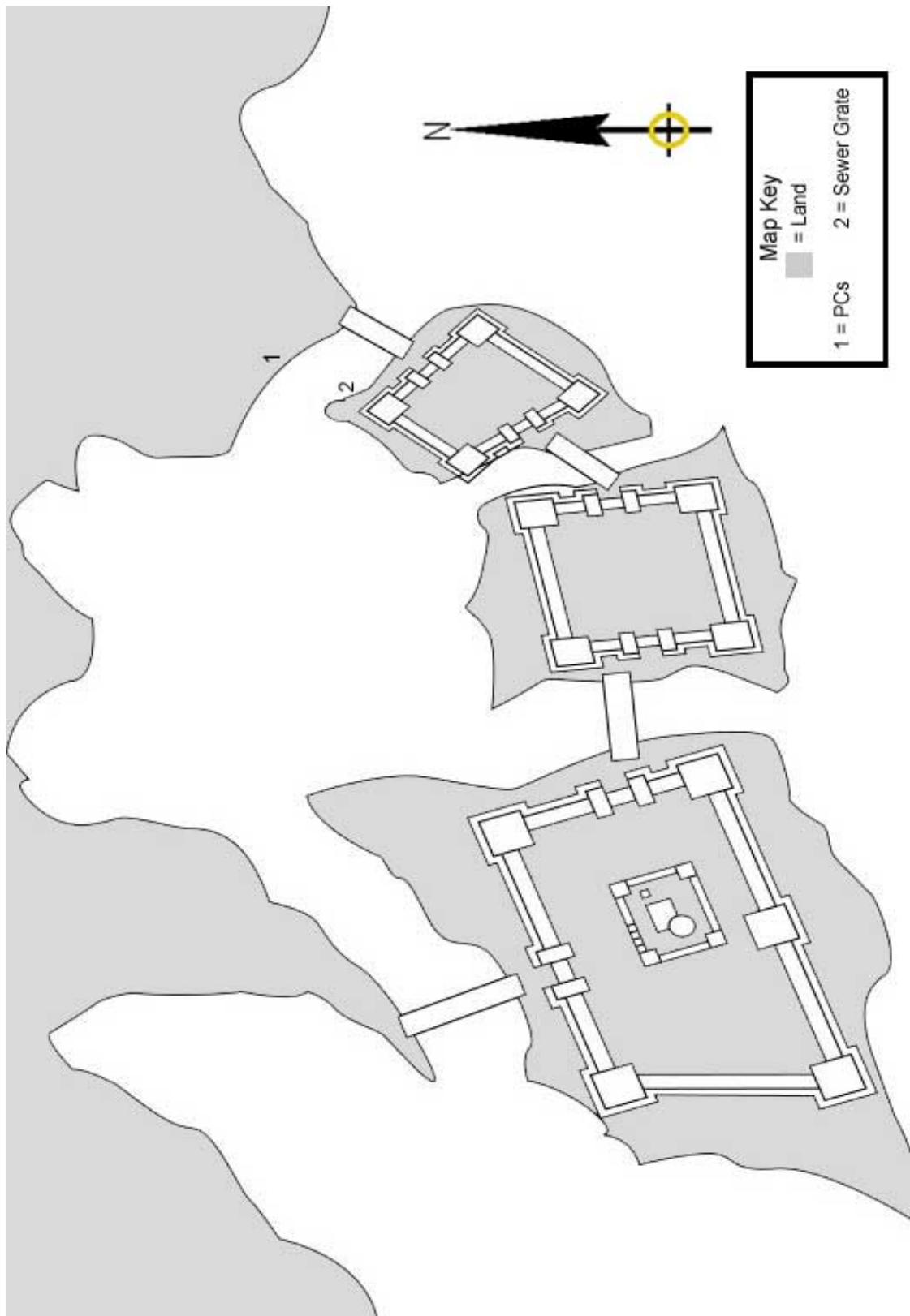
Appendix 5: DM's Map of the Trading Post



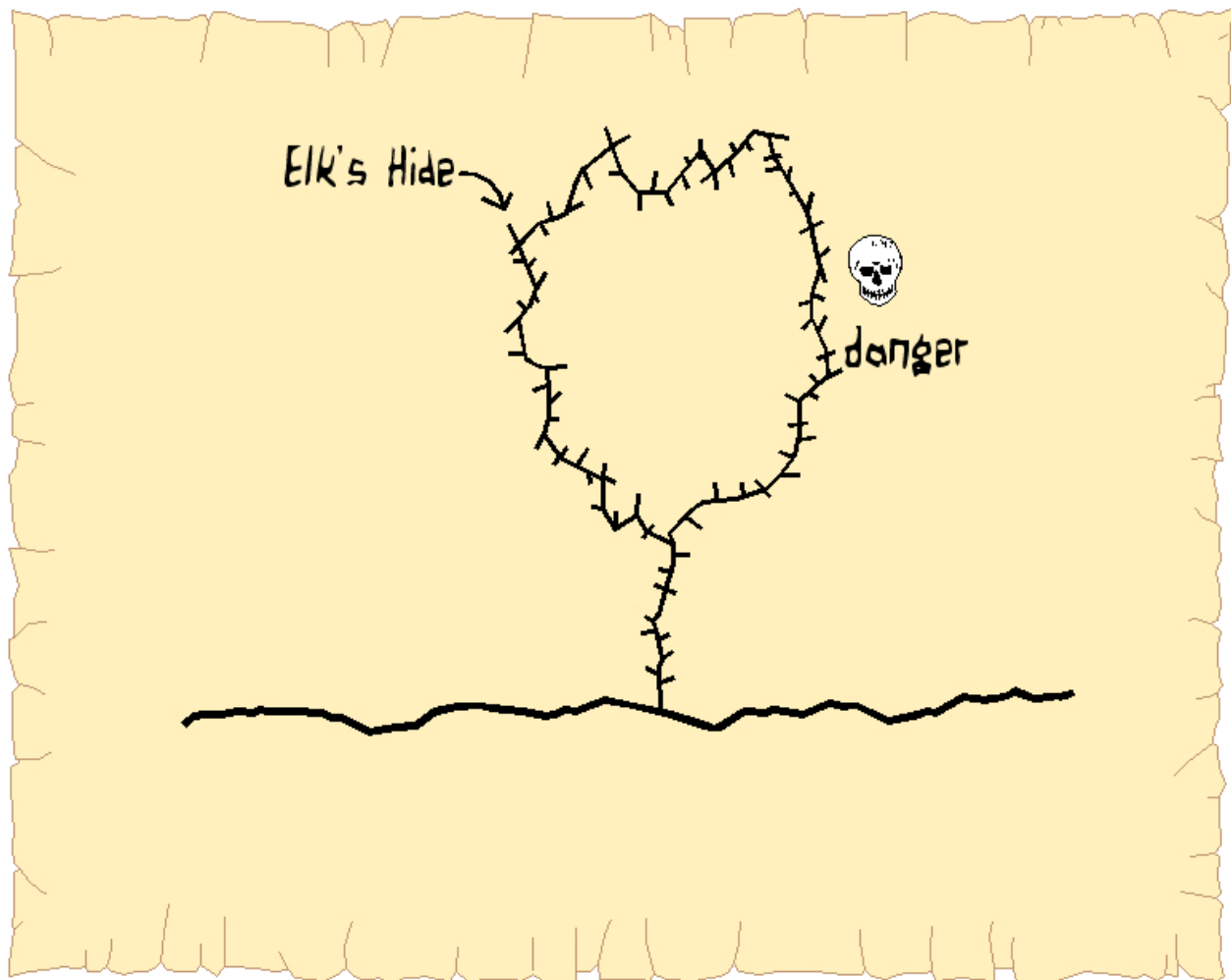
Appendix 6: Adventure Flowchart



Player's Handout 1



Player's Handout 2



Two paths through the sewers to reach the Elk's Hide.

Player's Handout 3

My Lord,

The task you have placed upon me is going as planned. Some fool adventurers have just left to deliver the bandit into my grasp. They suspect little if anything, and Trowain should be dead within a matter of days. As you have bidden, I shall deliver him into the Reaper's arms. His knowledge shall not endanger our plans in the Felreev and the Boneheart will be none the wiser.

I shall try to send off this letter as soon as I can, depending on how close an eye the shopkeeper keeps on me. My charade has him quite convinced, but I doubt my absence would go unnoticed.

May you go unseen,
K.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.