

KET3-02

And Battles to be Won

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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The Tusman Hills are home to some very independent and difficult tribesmen with some odd practices. How much will you risk to help free some captives from their control?

An adventure for characters level 1-8

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. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 game masters 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, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Summary and Background

The adventure will begin in the city of Lopolla, capital of Ket, located some 3 days hard ride from the Tusman Hills. A young woman will ask the adventurers to rescue her father, a mercenary captain of the Iron Shield who has been captured during a foray into the Hills. If they accept, the party will find themselves in the Hills before long and escorted by tribesmen to a natural arena. Here, they will be told that the “innocent captives” were part of a smuggling operation. They can then choose to get the captives set free or help stop the smuggling – both choices will lead to a chase but they will have different reasons and outcomes. Once the chase begins, the party will have to escape from the Tusman Hills with the tribesmen in hot pursuit, ala “Most Dangerous Game.” There will be some encounters en route with local wildlife and one crossing a small but fast river before they can exit the hills. Once past, they will have to confront the head of the smugglers, a corrupt local military commander, who is waiting for them: he plans to stop their efforts to either free the captives or stop his smuggling.

Background:

Tusman Tribesmen: The tribes of the Tusman hills are independent and fiercely proud of their ability to resist both Ket and Tusmit. They are horsemen when needed, and they do prize the horses raised by both nations for trade. The favored weapon of the Tribesmen is the Longspear, which provides them with a weapon that is not only capable of being thrown for a range attack but can also be set to receive a cavalry charge.

The tribesmen speak Baklunish with a pronounced accent. They are generally contemptuous of “city folk” but find most forms of magic both interesting and useful. Though they lack a formal education, for the most part, tribesmen are all very interested in the world around them, far more so than your average villager or farmer. They take advice to heart, if it is provided openly and with good reason but they frequently have to experience “mistakes” for themselves. Much of this attitude is connected to the strong worship of Istus and the concept of “fate” being a personal and vital element to any long and prosperous life.

Smuggling has been going on in the hills for centuries now, generally as a means of avoiding tariffs or providing merchants in either Ket or Tusmit with illegal goods. Tribesmen generally have few moral qualms about the goods, so long as they do not get hurt in delivering them or passing them through their territory. Recently, however, they have been informed that a string of slaves have been smuggled along with the regular goods and they have reacted poorly to this news – one fact which this particular tribe prides themselves upon in terms of independence from Ket and Tusmit is an absolute ban on slavery.

Many Tusman tribesmen go into the outside world as mercenaries and they have a better understanding than most about the terms and conditions of such service. Whereas many would interpret any incursion onto their soil as a hostile act to result in the deaths of the intruders, the Tusman tribesmen frequently allow mercenaries to go free, though usually only after a substantial payment.

The Hunt of the Spear: The tribesmen of the hills are willing to allow actions to speak louder than words, under their own terms. The worship of Istus plays a major role here, again. The Tribesmen have devised an elaborate ritual to test anyone that wishes to assist them or challenges their laws. The Hunt of the Spear is a huge game, with the tribesmen starting the pursuit of a person or persons some four hours after they are released into the hills. Magic to assist in travel and movement is specifically prohibited in the Hunt, though they really have very little they can do to prevent it. It is a very dangerous affair, as the tribesmen take it very seriously and try to wound, kill or otherwise prevent the quarry from reaching the final destination – killing is generally the last resort but there is no real prohibition at work here, just a societal inclination. Anyone who reaches the final chosen destination are allowed to go free or win their point of contention with the tribes.

The Iron Shield: A mercenary company of light cavalry and light infantry which generally numbers approximately 250 total troops. They hire themselves out in groups of 20, with 5 riders and 15 light infantry. All of the troops are trained with mobility and speed in mind and are generally better at hit and run tactics rather than stand up fights. Most of the members of the *Iron Shield* have been in trouble with the law before joining and seek to travel to distant lands for a variety of reasons – they are not questioned too closely, although the *Iron Shield* will not accept anyone accused of rape or serial murder.

The *Iron Shield* is named for a shield of meteoric iron owned by Elir Bloodax, the Barbarian Elf founder of the company. All prospective members must swear an oath upon the shield itself to uphold the honor and values of the company and it is reputed to have a magical binding effect. Whether this is true or not remains a mystery but Elir does call the shield *Truthbinder*. Members of the *Iron Shield* (upper ranks) are required to learn Sylvan – they use this tongue to communicate and write letters and notes for secrecy, reasoning that the majority of people intercepting them cannot read it.

Standard Iron Shield Infantry: Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10. Uses a longsword and large shield, with a Composite Shortbow for range attacks. Dressed in a chain shirt with good running boots (high quality leather) and a moderate weight backpack. As a highly trained warrior, the tendency is to choose Dodge and Mobility first, followed by Weapon Focus and so on, together with Running at some point in the later levels. The goal for most is to achieve Spring Attack as soon as possible. Many of the better *Iron Shield* become Rogues for at least one level to practice Tumbling and their ability to attack from a flank.

Brotherhood of Sorcery: The Brotherhood has noted rumors recently of slaves in Ket who do not conform to the standards proscribed by the law. Their attempts to track down the source have led to the Tusman Hills and a dead end. They hired the *Iron Shield* captain over and above his standard contract and were hoping he could lead them to the contact in Ket. They are truly sorry he has been captured, both for his sake and their own information, and will be willing to provide both cash to the adventurers and information in order to have them free him from the Tribesmen.

The Brotherhood is worried about this particular incident as they have a high-placed official in the area who is both a member and powerful. He has not heard or seen anything about this, or rather he has not reported anything. They are suspicious of him, but cannot prove anything at this point. If he is involved, however, it is in their best interest to bring him to justice.

Qazir Moquoth: A follower of Al'Akbar in the town of Sirthoq (Lopolla Province, located directly beside the Tusmen hills) and a highly-placed member of the local military, responsible for security in the region bordering on the Tusmen hills. Thus far, he has reasoned his breach of the laws by virtue of the fact that he is only involved in smuggling out of Ket, not

into it. As far as he is concerned, foreigners are benighted, lawless individuals who deserve anything bad that happens to them. It is his weakness for horse races that got him into the monetary troubles enabling the smugglers to entice him into their operation. Gradually, he slid toward Lawful Evil, his current alignment (he started Lawful Neutral). He now has a small stable of fine racehorses that is the envy of his counterparts in Sirthoq – he explains it away as good investments and race winning returns.

Qazir is also a member of the Brotherhood of Sorcery and uses his powers very discretely, so much so that this power is not known outside a very small circle of his closest friends. That the Brotherhood suspects Qazir of some impropriety is not known to him, but he has been informed of the problems in the hills and is taking steps to ensure his participation is not discovered.

Adventure Synopsis

Introduction: Approached by the daughter of the *Iron Shield* captain and asked to rescue him from captivity – also asked by the Brotherhood of Sorcery (if needed).

Encounter #1: A trip from Lopolla to the Tusman hills and probable escort by the Tribesmen to the Arena.

Encounter #2: Confrontation in the arena to start the “Hunt of the Spear”.

Encounter #3: Getting out of the arena into the hills and moving away to escape

Encounter #4: Moving through the hills and a fight with a Griffin or three (at higher levels).

Encounter #5: Find the river that marks the edge of the territory – crossing over and an encounter on the river or just beyond it with a small band of tribesmen.

Encounter #6: Confrontation with the corrupt Military Commander Qazir, who has been waiting for them to get to Cracked Tree Pass.

Conclusion: Thanks of the tribesmen (or not, depending on the choice) or freedom of the captives. Payment and thanks from the Brotherhood of Sorcery for the actions in breaking the band of smugglers. Possible alternate conclusion if the characters are defeated or leave.

Introduction

A slender figure moves through the crowd, dressed in the casual way of foreigners in Ket. She pauses for an instant at the edge of a dark alley, the light of the sun fading away on the horizon. The woman looks at the crowd with a worried expression on her face.

All this happens in an instant and then she is gone, stepping down the alleyway.

It is early evening in Lopolla, the capital of Ket and the party is assumed to already be wandering together. Alternatively, set the introduction in the Golden Gryphon inn and have Jenna hesitate before heading upstairs to her room.

Any PC may attempt a Spot check (DC 20) to note that the woman was specifically looking at the adventurers just before she stepped into the alleyway. Any who succeed may attempt a further Sense Motive (DC 22) to determine she was not worried but rather moving very purposefully.

Jenna is approximately 5'2", 108 pounds, with dusty blonde hair and grey-green eyes. Her clothing is foreign, though she does make some concessions to Kettite tradition and keeps herself mostly covered. At her waist is a rapier and dagger pairing. She has been attending a private school in Lopolla for fencing, somewhat not in keeping with local traditions but allowances have been made because of her father.

Unbeknownst to Jenna, she is actually being followed by an invisible member of the Brotherhood of Sorcery, Vezim. It will take a Spot check (DC 30) to determine the presence of this spellcaster, and a further Spot check (DC 20) to determine roughly where he stands. The surrounding street noise makes it almost impossible (Listen check [DC 35] in the streets) to detect his presence but it is slightly easier in the alleyway (Listen check [DC25]).

If the adventurers do not do anything within a short period of time, Jenna will return and beckon one of them, preferably the military looking types of the group (if there are none that meet this description she will choose someone at random).

It is Jenna's hope to persuade the adventurers to try to rescue her father, a mercenary captain who leads a

company (20 men) of *Iron Shield* troops. She has no valuables to offer, save a gold ring left by her mother as a memento before her death but will be very grateful for any assistance.

Her father, Ulric, was leading his mercenary company that was contracted to guard a caravan from Tusmit to Ket. It was apparently waylaid by the hill tribes and her father and most of the mercenaries were captured – a letter of ransom was delivered to a nearby Kettite military outpost and has just reached her. She has no funds, again, but wants to have her father rescued. Adventurers are her only option, as the military of Ket refuses to go into the hills on such a mission and the merchant was apparently killed in the ambush.

Jenna will lead the adventurers back to her room at the Golden Gryphon Inn and talk with them there, should they so desire. She can show them her possessions (very orderly and located in a single large chest, with some clothes laid out on shelving here) that contain nothing of any assistance.

The letter reads as follows:

"Jenna Ulricsdaughter,

Your father is being held by us. Bring the ransom, either you or your representatives, to the Cracked Tree Pass at high noon on the 7th day. Do not be late."

The letter is unsigned and there is absolutely no indication what the ransom might be. The paper is vellum – expensive but generally available in Ket. The handwriting, if compared, can be determined to not be Jenna's father – who it is will remain a mystery (it is that of the Sub-Chieftain). Jenna does have some papers her father left and will allow the adventurers to see these. They are written in Sylvan and detail movements of the Iron Shield.

One sheet does have a letter to Elir (head of the *Iron Shield*) explaining the new contract to escort merchants for this season and the fact that it is for nearly four times the going rate (2000 gp for the season). Ulric was suspicious but needed the cash so he accepted.

To reach Cracked Tree Pass will require leaving in the morning immediately if the party is walking, or one day later if they are all on horseback. It will take two days by horseback or three walking to reach the Pass.

Vezim, the invisible member of the Brotherhood of Sorcery, will reveal himself after listening outside the room to the tale. He will knock on the door and introduce himself accordingly. If spotted earlier he will not make any threatening gestures and attempt to negotiate peacefully. He will reveal his connection to the Brotherhood and request the assistance of the adventurers again if they have not agreed to help Jenna. Vezim can offer up to 50 gp per adventurer for this task, for the security of Ket.

If asked, he will indicate that the Brotherhood is investigating the hills and is concerned about the latest ambush. They have indications that there is something illicit happening, indeed something rather repugnant, though they have no proof. If pressed, and there are no women present, he will indicate there are slaves who are used for depraved purposes, not to mention the fact that terrible drugs are also being smuggled. (The actual type of drugs is not known and he will refuse to elaborate at all on what is happening with the slaves). Any evidence that the adventurers can gather would be appreciated and perhaps even compensated to a greater degree if it is very important.

Should he be greatly pressed (fail any Sense Motive or opposed Diplomacy roll by 15 or more) or there is a member of the Brotherhood of Sorcery present, he will admit that two ransom notes were sent, one here and one to Sirthoq. The recipient in Sirthoq is not known but is presumably part of the smuggling operation. Another operative is working on that but the news is not expected for a few days, at a minimum (too late to be of use).

Possible Interaction and Red Herrings (Do not use these if you want to avoid this situation or if there are any concerns about timing in the event):

In the common room that night the party will be able to encounter a trio of traveling adventurers as well, if they so desire. Alric, Layta and Aethelia are adventurers from the City of Greyhawk. They are friendly and interested in discussing events and ideas about adventures. This is included strictly for role-playing purposes – they have no bearing on the outcome of the module. Nevertheless, they can interact and discuss whatever is presented to them – if they are encountered in the common room they will be discussing and looking at a treasure map they have just acquired. All three will be quite friendly with people, especially those of the opposite sex, though they do know the laws and traditions of Ket and can follow them if they are so required.

All APLs

♣ **Jenna Ulricsdaughter:** female human Ftr2/Rog1, 23 hp; see Appendix One.

♣ **Vezim al'Hazid:** male human Sor4, 21 hp; see Appendix One.

♣ **Alric;** male human Brd1/Sor1/Bar2; hp 34; see Appendix One.

♣ **Layta/Aethelia;** female humans Brd2/Sor2; hp 16 each; see Appendix One.

Encounter One: Into the Hills!

Travel through Ket is not difficult along the main roads and three days pass quite quickly. Before long, the rugged Tusman Hills are visible.

If desired, have the characters establish a routine for marching order and camps. They will pass a good amount of traffic (in both directions).

Once they enter the Tusman Hills, it is probable that the adventurers will be spotted and tracked by the locals. A Wilderness Lore check (DC 16) roll is required per person in the party to disguise the entry. Those with 5 ranks of Wilderness Lore or more can try to cover more than one set of tracks and the presence of the other but it increases the difficulty by 4 (however it means the other does not have to roll). A party with horses has a situational modifier of +4 to difficulty. If they are spotted, they will be surrounded during the night by a tribal hunting party (14 strong) and given the option of either fighting or surrendering.

In the event that the party tries to fight, the tribesmen will have half their ranks farther back in the night (about 80 feet). The first group will attempt to retreat, while those further back cover them with arrow fire. It is considered a clear, moonlit night for the purposes of vision and the tribesmen have acclimatized enough to not need a light.

If the party avoids being spotted, they can gradually make their way to the Cracked Tree Pass. There, a dozen waiting tribesmen can either be avoided or met – if met they will be led to Encounter Two. If they avoid them, they can listen to the conversation and get the idea where the prisoners are located. Getting there will require two more Wilderness Lore rolls as above.

Any failure will mean being surrounded rapidly by a dozen tribesmen.

The arena is noted in the module under the next encounter, as are the guards associated with the prisoners (6 of them, three located at the entrance to the prison room, three just outside in the arena). Once freed, proceed to the next encounter as the Tribes will call a Hunt of the Spear to get everyone back.

Should the party be caught by the tribesmen, they will be marched for 8 hours straight at a rapid pace and arrive at the arena at nightfall. If not caught, they will also arrive at this time, but on the next day.

APL 2 & 4 (EL 10)

♣**Tusman Tribesmen (14):** Human male Bar1; hp 14; see Appendix One

APL 6 & 8 (EL 12)

♣**Tusman Tribesmen (14):** Human male Bar2.Ftr1; hp 30; see Appendix One

Should anyone be an obvious worshipper of Istus, they will be allowed to put questions to those escorting them and will be answered briefly but informatively (using the information from the module). Clerics of Istus in particular will be treated with the utmost of respect and this will impact on later dealings – always provide them with the most favorable of outcomes with the tribesmen, when at all possible (the tribesmen will target them last, will surrender to them if possible, etc.).

Encounter Two: Test of the Spear – The Arena

The rocky hills are steep and treacherous to travel. Small valleys cut through the hills and shadows dance strange patterns on the rocks. Without warning, over a dip in the hills, a huge natural amphitheater lies ahead, almost 1000 feet in diameter. Rough stones rise upward in a semi-circle, with layers of worn seating chipped into the hill here and there. A sizeable crowd of people stand at the base, perhaps 300 strong.

The party will be led to the middle of the arena. There, they will be approached by the Sub-Chieftain and the two champions. He will introduce himself as the Sub-

Chieftain of the Hands of Istus. This tribe is one of many in the hills and claims this territory.

Off to one side (Spot check [DC 20]) is a well crafted stone doorway into the side of the hill (non-Dwarven make, DC 10 stonemasonry to recognize this). Beyond this door is a twenty foot stone corridor (rough corridor but passable, ten feet wide) leading to an iron bound door. Beyond is a small room (10 by 10) with a set of iron grills with a lock that leads to a larger room (20 by 20) where the 20 guards of the caravan are kept, along with the Captain.

A single party member will be allowed to visit the Captain and ask some questions (keep it brief). Captain Ulric will say little, just that they are prisoners and were all captured alive. The merchants in the caravan are dead as far as he knows (they are not but nobody in the tribes will admit to this). He did not know of the smuggling until after they were captured and would never have accepted the job knowing that.

All APLs

♣**Wounded Iron Shield Guards;** human males War2; hp 17 (currently at 17 hp but 100 points of subdual damage from conditions).

♣**Captain Ulric;** human male Ftr5/Rog3, hp 62 (currently at 62 hp but 100 points of subdual damage from conditions).

APL 2 & 4

♣**Tusman Tribesmen:** Human male Bar1; hp 14; see Appendix One

APL 6 & 8

♣**Tusman Tribesmen:** Human male Bar2.Ftr1; hp 30; see Appendix One

If the visitor indicates they were hired by the Brotherhood of Sorcery or can make a Bluff check (DC 15) or higher, Captain Ulric will also add a few more details:

- 1) The Sub-Chieftain seems at least sympathetic to the cause but Ulric and his men have been unable to provide a satisfactory alibi for their actions;
- 2) All of the slaves that were being carried in the caravan (covered wagons) were released by the Tribesmen and treated with kindness. The

drugs were destroyed, after one sample was used on a merchant;

- 3) He and his men will gladly try to follow anyone who wishes to lead them away but he cautions that his guards are severely wounded and, perhaps more importantly, exhausted.

The caravan guards are all wounded and, if the character present is able to cast healing magics, they will gladly accept. They are all alive and will heal in time but magical healing is much better. Every one of them is exhausted and somewhat weak but not really all that badly off.

After questioning the captain and any of his men, the single party member will be returned to the arena and the Sub-Chieftain will start negotiations.

The Sub-Chieftain wants to know the following:

- 1) Who are they? (He sent out two ransom demands, one for the caravan guards and one for the merchants in the caravan itself)
- 2) Did they bring the ransom? (He does not really care at all, they are here to solve a problem for him, not pay him in gold or other currency)
- 3) What do they know of the situation? (He is specifically seeking to find out if they know of the smuggling and how they view it)
- 4) Do they believe the caravan guards to be innocent? (He actually does but cannot convince his tribe of that)
- 5) If they believe the caravan guards innocent, will they submit to the Test of the Spear? (He will not elaborate upon it overly, simply to say it is a test of strength, cunning and endurance. The fates will decide who should win – the tribesmen worship Istus, after all)
- 6) Should they not want to submit to the Test, do they have any other acceptable proposals to free the guards? (These will require use of Regional Influence points. The guards can be released by spending 6 points of influence with any single organization in Ket or 8 of combined organizations. No other proposals will be accepted, though consideration should be given if they are actually incredibly well thought out and presented. This will alter the next sequence only inasmuch as the Hunt of the Spear will not take place but all the encounters will still go off)

The Test of the Spear is a three-fold test. First is that of pure combat. The two champions of the tribe will fight the adventurers in the arena. The adventurers may choose to use whatever means are at their disposal in

this combat and may choose as many or as few to enter – but the number of champions will not change. Should the party insult the Sub-Chieftain or otherwise be very antagonistic, he will enter in place of one of the champions at APL 2 or APL 6 (no modification to the EL as this is self-inflicted). At APL 4 or APL 8 he will ignore the party but also not heal them up afterward.

The second part of the test is the Hunt of the Spear through the hills. Here, the resolve and cunning of the participants will be tested. No magic of any type may be used to modify or otherwise assist in movement of the party (spirit of the request, not the literal meaning in some ways). Furthermore, no mounts are allowed, though animal companions can be kept (even if they are mounts) and familiars. The tribes will chase the party after a head start determined by how well the adventurers perform in the combat in the arena. The goal is to reach the edge of Cracked Tree pass before being caught by the Hands of Istus. Again, this is non-lethal but if the party chooses to fight at any time, the Hands will respond in kind.

The Sub-Chieftain will be as helpful as he can about the Hunt of the Spear, even to the point that he will emphasize that the party should not rest. If asked or concerns are mentioned, he can also share the fact that Dire Wolves and Griffons are found in the hills and that the party should be on the lookout.

Finally, at Cracked Tree Pass, the third part of the test will be undertaken. This is a test of intelligence and cunning, which will be presented, for the party to accomplish. No details will be provided at this point, no matter the questioning or provocation.

Acceptance and winning the test is the only regular way to prove the innocence of the caravan guards. Winning requires two of the three tests to be won by one side.

The test is intended to be entirely fair and honorable. Anyone who points out unfair conditions will be given due consideration and the Sub-Chieftain will change conditions to be fair (in his eyes). This includes waiting until morning for the test of combat, to allow a good night's sleep, healing the party after the combat in the arena so the Hunt is fair and providing the party with both a map and a general idea of the location of Cracked Tree pass.

The combat in the arena begins in the center (it is about 1000 feet in diameter). Each side will line up facing one another, 30 feet apart. The arena surface is

coarse sand, with a rocky base some two feet down. There is no cover until the edges are reached, where the walls are 8 feet high (smooth rock). Up in the “stands” the tribe will all watch and cheer. The Sub-Chieftain (or the Champion who is not participating, should the Sub-Chieftain have entered) will commence the fight by dropping a coin. Parties will have three rounds of preparation out on the line if they wish to cast spells, or anything up that point for those of longer duration.

Everyone stands in the arena, facing one another, the heat of the sun pounding down on the sand. A single coin is tossed into the sky, with the combat commencing when it hits the ground.

Combat in the arena is not intended to be lethal. Individuals may surrender at any time and a surrender of one does not mean surrender for the side. The party will be given one hour afterward to rest and relax before the rest of the test will take place.

The Champions and Sub-Chieftain are a higher EL than is actually correct. To compensate, they will not be making any attempt to kill the party members. In particular, they are all in the conspiracy of the Sub-Chieftain, who wants the caravan guards to be proven innocent. As a result, they will pull any blows that might cause death (after a blow that would cause death or even unconsciousness, the NPC may make a Reflex save (DC 15) to stop the blow from connecting. This automatically becomes a Sense Motive check (DC 10 + damage prevented) from the PC, otherwise they are obliged to surrender).

Any tribesmen combatant will surrender on their next action if reduced to 3 hp or less. They will not target any woman unless she is an obvious foreigner or unless she has attacked them in hand-to-hand.

APL 2 (EL 4)

♣**Champion 1:** human male Bar1/Ftr2: hp 28; See Appendix One.

♣**Champion 2:** human male Sor1/Bar1/Ftr1: hp 24; See Appendix One.

APL 4 (EL 6)

♣**Champion 1:** human male Bar1/Ftr4: hp 44; See Appendix One.

♣**Champion 2:** human male Sor1/Bar2/Ftr2: hp 39; See Appendix One.

APL 6 (EL 8)

♣**Champion 1:** human male Bar3/Ftr4: hp 62; See Appendix One.

♣**Champion 2:** human male Sor1/Bar2/Ftr4: hp 53; See Appendix One.

APL 8 (EL 10)

♣**Champion 1:** human male Bar5/Ftr4: hp 80; See Appendix One.

♣**Champion 2:** human male Sor1/Bar4/Ftr4: hp 69; See Appendix One.

If the Chieftain gets involved in the fight.

APL 2 & 4

♣**Sub Chieftain:** human male Bar1/Ftr2/Clr1: hp 37; See Appendix One.

APL 6

♣**Sub Chieftain:** human male Bar1/Ftr4/Clr1: hp 52; See Appendix One.

APL 8

♣**Sub Chieftain:** human male Bar2/Ftr6/Clr1: hp 76; See Appendix One.

Encounter Three: The Hunt of the Spear

The arena is now but a memory. It is hot in the hills and a slight breeze is all that can be felt. The border seems an eternity away as another cliffside rises up, blocking the path out of the territory of the Hands of Istus.

The Hunt of the Spear will begin 8 hours after the combat in the arena, less one hour for every round beyond the first that the combat requires. A loss in the combat will not be considered detrimental, though this will not be explained beforehand. The minimum head start is one hour. The horses and other equipment will be removed before the arena combat and taken to the head of Cracked Tree Pass at a very fast pace.

When the Hunt of the Spear begins, emphasis should be placed on the groups of warriors gathering and the excitement that is building. The trip through the hills is tough as the most direct route will go over the hills themselves. A road trip is possible but it will actually add a lot of time (though preferable under normal

circumstances). The conditions of the hills are such that it is possible to “hustle” for a number of hours equal to two plus the constitution bonus of the character in question. After this, two hours of normal movement or one of rest must be employed before hustling for another hour. If the character ignores this restriction, they will take one point of temporary constitution damage and 1d6 subdual damage (DC 14 Fort save to halve the damage but no way to avoid the loss of constitution) for each hour of hustling beyond the endurance limits. Characters with the Endurance feat can “hustle” for twice the amounts noted above and will not be subject to temporary constitution damage during a hustle.

The Hunt is actually going to be deliberately diverted by the Sub-Chieftain, who wishes to prove the caravan guards innocent. The only exception is if the characters choose to rest for a total of more than 4 hours. At the end of the 4th hour, a group of 10 huntsmen will spy the characters – unless they are taking some extraordinary precautions (Rope Trick or other extra-dimensional escapes are the most obvious). The tribesmen will start about 180 feet distant (impossible Listen Checks, DC 22 Spot to checks to notice them) and move in to a distance of 90 feet (3 rounds of checks for the people on watch). There, they will fire in 3 arrows each over three rounds, using cover to improve their own AC's by 4 each. If hard-pressed, the tribesmen will retreat away. After firing the three arrows each, they will retreat. One hour later, another 10 will arrive and use the same tactics. This is repeated a total of 3 times (including the original attack), after which the party will be left alone.

If the party attempts to enter melee with the Tribesmen, they will simply retreat on their next action. There is no reason for them to engage the party in a straight up fight and they are just seeking to harass and make life miserable for people.

The time it takes for the party to get to the river is the goal in this case. It is a Wilderness Lore (DC 15) roll each hour with the following modifiers:

- +2 for hustling
- +2 situational bonus for using helpful magical spells (which the tribes cannot prevent despite their demands)
- +0 for regular movement
- 2 for any four-legged companions who weight more than 35 lbs (too heavy to carry easily, will need to modify the path accordingly)
- 8 for resting.

The result of each hours roll is rounded down to the nearest 10's digit (i.e. 8 becomes 0, 14 becomes 10, and 28 becomes 20) and added to the previous rolls. Once 12 is reached, move to the next encounter. After it has been resolved, return to the calculations. When 24 is equaled or exceeded, the party has reached the river and is just south of the crossing point. The river is about 100 feet wide, running very, very fast.

All APL

Use Tribesmen stats from Encounter Two

Encounter Four: Clipped Wings

Before you is the mangled body of a once majestic griffon. The body seems almost cut in half. The beast that did this must be truly fiendish in nature.

With the proper skill checks, the PC's can determine that the griffon was attacked with claws (pincers perhaps) from a large sized creature. The body has been here for about a week. Scavengers have been about picking at the carcass.

Weather, as well as the tracks of other creatures over the past week have obscured the tracks of the creature that did this.

No other information can be determined.

Encounter Five: Confrontation at the River

A tall tribesmen steps forward on the opposite side of the river, staring at the party and the river crossing. Behind him are a collection of six other tribesmen, all smiling and pointing in your direction.

This tribesmen are from the Spear of Fate, a neighboring tribe, and has nothing to do with the Hunt of the Spear. Their leader merely seeks to have a challenging fight and perhaps an interesting afternoon. He knows of the Hunt of the Spear but does not know anything about the caravans, just that they were passing through the territory of the Hands of Istus, not his area. This river is actually neutral territory, passing through the lands of both tribes. He

has to stay near it to stay out of the territory of the Hands of Istus but otherwise has free reign.

The river crossing is a series of narrow (5 feet wide, 5 feet long) floating wooden planks, water-soaked and slick. They are lashed together very securely with thick ropes (hardness 5, hp 30 to break).

The tribesman will request to face a champion of the party on the crossing itself. The fight should be fair (no outside magic cast into it, but buffing will be allowed) and non-lethal (eg. subdual damage only). He uses a quarterstaff (two-weapon style).

*** **Note:** Since this is not part of the Hunt of the Spear, magical enhancement is allowed as detailed above. The characters should be warned, however, that they will not be participating in the spirit of the Hunt if they continue on afterward with those enhancement spells still in place.

Because of the narrow crossing over the river, slick and not entirely steady, the fight requires a Balance check at the beginning of each round, save the first (they will start by tapping weapons against the other's, and then commence, which is slow enough to avert the check in the first round). Both combatants will be tied to the side of the bridge (to prevent being swept away in the river if they fall in). It is assumed that both sides will be able to prevent themselves from falling with some caution being applied.

River Combat Rules: The character in question must succeed at a Balance check (DC 22) to avoid the following penalties for fighting on the crossing. The roll is made at the beginning of every round.

River Fight Penalties: -2 AC, -2 Attack and -4 Dexterity.

Situational Modifiers to the Balance Check (Feat Situational bonuses only apply once, even if the character has both feats):

Feats of Combat Reflexes or Dodge: +5 situational bonus

Feats of Weapon Finesse (Weapon being used) or Ambidexterity (Natural not virtual): +5 situational bonus

Feats of Lightning Reflexes or Acrobatic: +5 situational bonus

Light or No Armor: +2 situational bonus

Fighting Defensively: +2 situational bonus

Medium Armor: -2 situational penalty

Heavy Armor: -4 situational penalty

The fight is over when one or the other side surrenders or falls unconscious. If either party falls unconscious, they must also make a Reflex save (DC 15) not to fall in the river.

If asked, these tribesmen will escort the party to Cracked Tree Pass (they find it amusing to help out those in trouble with another tribe) in a matter of two hours. Otherwise, continue with the cumulative rolls until 30 is reached.

Should the party avoid the river crossing or come up with another way to cross (entirely possible), the tribesmen in this Encounter will greet them on the other side (they are watching the river for strangers in any event) and challenge them to a combat nonetheless, save no special rules.

If the party insists on starting a fight with them in some fashion, they will respond in kind. Use stats for the six regular tribesmen from Encounter Two for the appropriate APL. The EL of the encounter will not change as this will essentially be self-inflicted. Because of the fact that the champion will not be trying to kill the party, just have a good fight, the EL has been reduced by one.

Once they are finished with the fight, a member of the opposing side will offer to cure the damages inflicted in the fight. This will take the form of up to 3 *cure light wounds* spells cast at 3rd level of effect (they are actually *faith healing*, so if the particular player worships *Istus*, they will get 11 hp per casting automatically) and 1 *cure moderate wounds* spell cast at 3rd level of effect.

APL 2 (EL 2)

♣ **Spear of Fate Champion**; human male Bar1/Ftr2; hp 30; See Appendix One.

APL 4 (EL 4)

♣ **Spear of Fate Champion**; human male Bar1/Ftr4; hp 46; See Appendix One.

APL 6 (EL 6)

♣ **Spear of Fate Champion**; human male Bar1/Ftr6; hp 62; See Appendix One.

APL 8 (EL 8)

♣ **Spear of Fate Champion**; human male Barī/Ftr8; hp 80; See Appendix One.

Treasure: (The Champion provide any who defeat him with a handful of jewels worth 50 gp per player.

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Six: The Final Challenge

In the distance, perhaps five hundred feet away, a trio of tribesmen awaits the party at the entrance to Cracked Tree Pass. One is leaning up against a hillside while the other two are seated on horseback and talking amongst themselves, examining a gleaming chainmail hauberk.

This is the site of the mental challenge but it will actually not take place. It was to be a test of riddles and require the party to win three before the other side did so. Qazir killed the three tribesmen waiting and has propped one of them up against the hill (This is his second bodyguard at the higher APLs).

It is a Knowledge check (DC 22 [Knowledge Ket or Knowledge Tusmit]) to remember that the tribesmen use light armor in general (and to think to check to see if what is being held is heavier – it is full chain, so heavier than standard for tribesmen). Any characters remembering this will receive a +6 situational modifier to their Spot Roll to act in the surprise round because they will be suspicious. Unless they specifically ask to remember this fact, however, they will not think to share their suspicions (it will just be “feeling”). Any with whom this knowledge has been shared get the same bonus.

Qazir is taking the place of the 2nd tribesman and his bodyguard(s) that of the 3rd. They will greet the party at a distance of 100 feet with a pair of bow shots from stationary horseback, then dismount for the regular combat. The animals of the party are tied up securely some 50 feet beyond Qazir and his bodyguard. Any animal companions sent along have been drugged and knocked out (but not killed) with a total of 20 hp of subdual damage beyond their regular hp. It is a Spot check (DC 20) for a creature that gets close (within 100

feet, probably a familiar or something of that nature) or (DC 30) for somebody from a longer distance to spot the fact that one of the people is dead. Anyone so informed may make a Spot check (DC 15) just before Qazir and his bodyguard(s) fire the arrows (note the modifier above for suspicions) – success means they too can act in the surprise round.

As you approach, the tribesmen turn to watch you. Without warning, they raise their bows and loose shots in a single fluid motion!

Qazir got the note of ransom for the merchants in the caravan and wants to ensure nobody survives to blow his little operation wide open. He is a corrupt and venal man who believes that his word is law to the extent that whatever he decides must simply be correct. His slide towards evil is a complete one. He will not simply try to incapacitate the party, but rather outright kill them, for fear of witnesses.

The bodyguard(s) all act the moment the party gets within his first range increment. At that point they (he) will unleash with a single shot on anyone not wearing armor (presuming they are a spellcaster). Qazir will be expecting the bow shot and get a single shot off that round as well, on the same target. As the party has approached he has cast all of his noted spells for improvement purposes.

This is a tough fight as Qazir has had the opportunity to prepare and ready himself and his companion, which would normally raise the EL, given the potential for ambush as well. There is one main factor to consider however: the bodyguard(s) are just in this for the money. If reduced to ½ hp or less, they will surrender (or try to do so, at least). In addition, Qazir believes he is safe from any possible retribution or backlash by virtue of his position – if anyone reveals that the Brotherhood hired them, he will be automatically stunned for one round and unable to act.

The ambushers are mounted when they begin but have no intentions of using the horses. They will suffer no negatives during the first turn from firing on horseback (there are no negatives in any event). Both horses are hobbled and have been pacified for this result.

Qazir has undertaken the following (under cover of the “conversation” – no roll for Spellcraft unless the party voices suspicions):

Pre-Cast Spells:

APL 2, APL 4, APL 6: Mage Armor, Shield (on himself)

APL 8: As above, but Cat's Grace on all 3 as well.

Qazir will also attempt to dismount as a free action on the first turn – if he fails it is still a move equivalent and he can use the mount for cover (+4 AC generally).

Sethqar (and Yorick if present) have very little to prepare, but have hobbled the horses to use as partial cover (+4 AC) while first firing at the party. The first actions after the surprise round will be to dismount (hopefully as a free action) and use that cover.

Stats are provided for the horses as they may be targeted.

All APL's

☛**Light Warhorses (2);** Large Animal; hp 22 each; see *Monster Manual*, page 197. Hobbled horses need a DC 20 Strength check to break free. Ropes used to hobble them are standard and can be cut free easily by any bladed weapon.

APL 2 (EL 4)

☛**Qazir:** human male Ftr2/Sor1; hp 25; see Appendix One.

☛**Sethqar;** human male Ftr1; hp 11; see Appendix One.

APL 4 (EL 6)

☛**Qazir:** human male Ftr4/Sor1; hp 41; see Appendix One.

☛**Sethqar;** human male Ftr3; hp 25; see Appendix One.

APL 6 (EL 8)

☛**Qazir:** human male Ftr4/Sor3; hp 51; see Appendix One.

☛**Sethqar;** human male Ftr4; hp 32; see Appendix One.

☛**Yorick:** human half-orc Ftr2; hp 18; see Appendix One.

APL 8 (EL 10)

☛**Qazir:** human male Ftr5/Sor4; hp 64; see Appendix One.

☛**Sethqar;** human male Ftr5; hp 39; see Appendix One.

☛**Yorick:** human half-orc Ftr5; hp 44; see Appendix One.

Treasure (the two horses are worth 40 gp per adventurer if returned alive to the authorities in Ket, this is not included below and is dependent on their actions) The authorities from Ket will impound all of the equipment from both Qazir and Sethqar but provide the party with compensation. Note that this is outside Ket and therefore the party is not subject to the laws for any actions they have taken:

APL 2: L: 140 gp; C: 40 gp; M: 0 gp

APL 4: L: 138 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character)

APL 6: L: 200 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character)

APL 8: L: 150 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character)

Conclusion A: The Prisoners Freed

It is not long before everyone notices a cloud of dust in the distance and the thunder of hooves. Riding toward you under the banner of Ket are Vezim and Jenna.

If the DM truly wishes, he can make the party roll a Spot or Listen check (DC 5) to notice the approaching horsemen but this is really not terribly important.

Vezim and Jenna will ride up some 10 minutes after the combat takes place, with a squad of Threshers (10) in tow, as well as 10 local military outriders (Light Cavalry, treat as identical to Iron Shield Infantry, save that they are armed with Scimitars and Composite Shortbows). Vezim will apologize for not getting here in time and be pleased to take Qazir into custody (alive or dead). The Threshers will be out of their jurisdiction and are only interested in the corrupt garrison commander. They will ignore any breaches of Ket law (because, after all, this is not Ket but just outside the borders) however explain what actions might mean to foreigners. They will be displeased if either has been killed, but only in as much as they

should be forced to work in the mines, not allowed an early release.

Vezim will present all party members who actively helped with a small piece of silver jewelry (a tiny scimitar in silver with an onyx hilt), a token of the Brotherhood of Sorcery (influence point with the Brotherhood and a value of 25gp). He will be very pleased by the fact that the caravan guards are to be freed and that the smugglers have been stopped. Should the party know that some of the caravan merchants are still alive (or suspect as much) they may inform him. He will then provide an additional 50 gp of compensation to the party (each) for this information and hope to negotiate with the tribe to go further down the chain of command.

Jenna will thank the party with a gift of her weapon, the dagger Silentstrike.

Later that day (about two hours later) the Sub-Chieftain and the Champions from the arena will arrive with the caravan guards and Captain Ulric in tow. The tribesmen will be shocked by the death of their companions before the test could be administered but thank the party for their actions (presuming they were honorable).

If the party has participated within the spirit of the Test of the Spear, they will each be provided with a Favor of Istus from the Sub-Chieftain. This includes the Confrontation at the River and all of the other restrictions on the Test (eg. no movement magic employed and so on).

Treasure:

All APL's: L: 0 gp; C: 50 gp; M: Silentstrike (275 gp per character)

Conclusion B: Failure

It is entirely possible that the party will be stymied at some point or defeated by Qazir. Should they be defeated or otherwise concede before reaching Qazir, they will be unharmed but the prisoners will not be released. There will be no gift from either Vezim or Jenna, but the party will be alive and able to leave in one piece.

If the party reaches Qazir only to be defeated there, they will be left alive. All of their animals and animal companions will be killed and they will be stripped of

their equipment. However, thanks to the rapid approach of Vezim and Jenna, they will be kept alive and a Tracking Roll (DC 15) will find all of their equipment dumped in a nearby cave, save the most valuable magical item (1 per character is taken). If the Tracking Roll does not succeed, let them stew for a short time and then the Tribesmen arrive to find it.

In this case, the prisoners will still be freed but Vezim will not present his favor – Jenna will still do so and the Sub-Chieftain may, depending on the actions as per Conclusion A above.

The End

Experience Point Summary

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

Encounter Two: Test of the Spear: The Arena

Fight in the Arena (win or lose)

APL 2 - 120 xp
APL 4 - 180 xp
APL 6 - 240 xp
APL 8 - 300 xp

Encounter Five: Confrontation at the River

Fight the Champion from the Spears of Fate

APL 2 - 60 xp
APL 4 - 120 xp
APL 6 - 180 xp
APL 8 - 240 xp

Encounter Six: The Final Challenge

Defeat Qazir and his bodyguard(s)

APL 2 - 120 xp
APL 4 - 180 xp
APL 6 - 240 xp
APL 8 - 300 xp

Story Award

Free the captives or work to prevent smuggling

APL 2 - 60 xp
APL 4 - 60 xp

APL 6 - 60 xp
APL 8 - 60 xp

Discretionary role-playing award

APL 2 - 90 xp
APL 4 - 135 xp
APL 6 - 180 xp
APL 8 - 225 xp

Total possible experience:

APL 2 - 450 xp
APL 4 - 675 xp
APL 6 - 900 xp
APL 8 - 1,125 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

Treasure Key:

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

Introduction

Accepting the task of investigating

APL 2: L: 0 gp; C: 50 gp; M: 0 gp
APL 4: L: 0 gp; C: 50 gp; M: 0 gp
APL 6: L: 0 gp; C: 50 gp; M: 0 gp
APL 8: L: 0 gp; C: 50 gp; M: 0 gp

Encounter 5: Confrontation at the River

Defeat the Spear of Fate Champion

APL 2: L: 0 gp; C: 50 gp; M: 0 gp
APL 4: L: 0 gp; C: 50 gp; M: 0 gp
APL 6: L: 0 gp; C: 50 gp; M: 0 gp
APL 8: L: 0 gp; C: 50 gp; M: 0 gp

Encounter 6: The Final Challenge

Defeat Qazir and his bodyguard(s)

APL 2: L: 140 gp; C: 40 gp; M: 0 gp
APL 4: L: 138 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character)
APL 6: L: 200 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character)
APL 8: L: 150 gp; C: 40 gp; M: +1 *Scimitar* (193 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character); +1 Mighty Composite Longbow (+2) (217 gp per character)

Conclusion A: The Prisoners Freed

All APL's: L: 0 gp; C: 50 gp; M: Silentstrike (275 gp per character)

Adventure Maximums

APL 2:	300 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1225gp

Appendix I: NPC's

Introduction:

All APL's

♣**Jenna Ulricsdaughter**; female human Ftr2/Rog1; CR 3; Medium Human (5' 2" tall); hp 21; Init +3; Spd 30 ft; AC 17 (+4 for Chain Shirt, +3 Dex); Atks +5 two-weapon melee (d6 [crit 18-20] [x2], masterwork rapier) and +4 two-weapon melee (d4 [crit 19-20] [x2], masterwork dagger); Face/Reach 5 ft. x 5 ft./5 ft.; SA Sneak Attack +1d6; SQ None; AL CG; SV Fort +4, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +7, Climb +6, Diplomacy +6, Escape Artist +7, Hide +7, Jump +6, Languages: Baklunish, Common, Search +5, Sense Motive +4, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility, Weapon Finesse (Rapier), Ambidexterity, Two Weapon Combat.

Special Attack: *Sneak Attack* +1d6 if opponent is flanked or denied dex.

Possessions: Chain Shirt, Backpack, Masterwork Rapier, Masterwork Dagger, Gold Ring.

♣**Vezim al'Hazid, Brotherhood of Sorcery**; male human Sor4; CR 4; Medium Humanoid (5' 6" tall); hp 21; Init +3; Spd 30 ft; AC 13 (+3 Dex); Atks +3 melee (d4, [crit 19-20] [x2], masterwork dagger); or +5 ranged (d8 [crit 19-20] [x2] masterwork light crossbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ None; AL LG; SV Fort +2, Ref +4, Will +4; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Knowledge (Arcana) +7, Languages: Baklunish, Common, Spellcraft +7; Dodge, Point Blank Shot, Precise Shot

Spells: (6/7/4): O Lvl: *Daze, Detect Magic, Light, Ray of Frost, Read Magic, Resistance* 1 Lvl: *Expeditious Retreat, Mage Armor, Magic Missile* 2 Lvl: *Invisibility*

Possessions: Masterwork Dagger, Mastwork Light Crossbow, 20 bolts, Signet Ring (Brotherhood of Sorcery).

♣**Alric**; male human; Brd1/Sor1/Bar2; CR 4; Medium Humanoid (6' 3" tall); hp 34; Init +2; Spd 40 ft; AC 12 (+2 Dexterity); Atks +7 melee (2d6+4, [crit 19-20] [x2], masterwork greatsword); or +4 ranged (d8 [crit 19-20] [x2] light crossbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: Rage 1/day, Fast Movement, Uncanny Dodge (Dex bonus to AC), Bardic Music, Bardic Knowledge; AL CG; SV Fort +5, Ref +4, Will +3; Str 17 Dex 14 Con 14 Int 8 Wis 8 Cha 14.

Skills and Feats: Handle Animal +7, Intimidate +7, Jump +8, Languages: Common, Perform +5, Spellcraft

+2, Wilderness Lore +4; Dodge, Mobility, Weapon Focus Greatsword,

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Bard Spells: (2): O Lvl: *Daze, Detect Magic, Light, Mage Hand*

Sorcerer Spells: (5/4): O Lvl: *Daze, Disrupt Undead, Ray of Frost, Read Magic* 1 Lvl: *Mage Armor, True Strike*

Possessions: Masterwork Greatsword, Backpack, bedroll, flint & steel, 3 days rations, watersack, lantern, 3 steel flasks of oil, Light Crossbow, 20 bolts.

♣**Knifespray, Familiar**; snake; Tiny magical animal; CR 1/6; Hp 17; 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 18 (+2 size, +3 Dex, +3 natural armor); +4 melee (0 [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); Face/Reach 2 1/2 ft. x 2 1/2 ft./0 ft.; SA None; SQ Familiar defences; AL N; SV Fort +3, Ref +6, Will +6; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills, Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (Bite).

Special Qualities: *Improved Evasion*: Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

♣**Layta/Aethelia**: female human Brd2/Sor2; CR 4 each; Medium Humanoid (5' 10" tall); hp 16; Init +6 (Dex, Improved Initiative); Spd 30 ft; AC 12 (+2 Dexterity); Atks +5 melee (d6, [crit 18-20] [x2], masterwork rapier); or +5 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: Bardic Music, Bardic Knowledge; AL CG; SV Fort +0, Ref +6, Will +6; Str 10 Dex 16 Con 10 Int 10 Wis 12 Cha 17.

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Languages: Common, Perform +8, Spellcraft +7, Tumble +8; Combat Reflexes, Improved Initiative, Weapon Finesse Rapier.

Bard Spells: (3/1): O Lvl: *Daze, Detect Magic, Light, Mage Hand, Prestidigitation* 1 Lvl: *Cure Light Wounds, Sleep*

Sorcerer Spells: (6/5): O Lvl: *Daze, Disrupt Undead, Flare, Ray of Frost, Read Magic* 1 Lvl: *Mage Armor, Shield*

Possessions: Masterwork Rapier, Backpack, bedroll, flint & steel, 3 days rations, watersack, lantern, 3 steel flasks of oil, Longbow, 20 arrows.

🐍 **Grin and Twist, Familiars:** snake; Tiny magical animal; CR 1/6; Hp 8; 1/4d8; Init +3 (Dex); Spd 15 ft, climb or swim as well; AC 18 (+2 size, +3 Dex, +3 natural armor); +4 melee (o [crit 20] [x2] bite, poison, DC 11 Fort save or 1d6 Con); Face/Reach 2 1/2 ft. x 2 1/2 ft./o ft.; SA None; SQ Familiar defences; AL N; SV Fort +2, Ref +6, Will +6; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills, Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (Bite).

Special Qualities: *Improved Evasion:* Successful Ref save for half results in no damage, only take half on failed save.

Share Spells: Can Cast personal spells on familiar

Empathic Link: Can communicate up to one mile distant.

Encounter #2:

All APL's

🛡️ **Wounded Iron Shield Guards:** male humans War2: CR 1; Medium Humanoid (5' 7" tall); hp 17 (currently have 100 hp of subdual damage as well, effectively at -80 hp - mostly from the effects of food and water shortages); Init +2; Spd 30 ft; AC 17 (+4 for Chain Shirt, +2 Dex, +1 for Small Shield - no equipment or weapons at this point, they have been stripped by the Tribesmen); Atks +5 melee (d8+2, [crit 19-20] [x2], longsword); or +4 ranged (d6 [crit 20] [x3] Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ None; AL LG; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Languages: Baklunish, Common, Spot +2, Swim +7; Dodge, Mobility.

Possessions: None.

👤 **Captain Ulric:** male human Ftr5/Rog3: CR 8; Medium Humanoid (6' 0" tall); hp 62 (currently has 100 hp of subdual damage as well, effectively at -38 hp - mostly from the effects of food and water shortages); Init +2; Spd 30 ft; AC 17 (+5 for +1 Chain Shirt, +2 Dex, +2 for +1 Small Shield - no equipment or weapons at this point, has been stripped by the Tribesmen); Atks +11/+6 melee (d8+5, [crit 19-20] [x2], +1 longsword); or +9/+4 ranged (d6+2 [crit 20] [x3] Mighty Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Evasion, Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC); AL LG; SV Fort +7, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 14, Wis 11, Cha 10.

Skills and Feats: Climb +9, Decipher Script +7, Handle Animal +7, Innuendo +5, Jump +10, Languages: Baklunish, Common, Sylvan, Spot +8, Swim +8, Tumble +10; Dodge, Expertise, Mobility, Running,

Spring Attack, Weapon Focus longsword, Weapon Specialization longsword.

Possessions: None.

APL 2, 4

👤 **Tusman Tribesmen;** male humans Bar1: CR 1; Medium Humanoid (5' 9" tall); hp 14; Init +2; Spd 40 ft; AC 15 (+3 for Studded Leather, +2 Dex); Atks +5 melee (d8+4, [crit 20] [x2], longspear); or +4 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement; AL CG; SV Fort +3, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +6, Intuit Direction +4, Languages: Baklunish, Common, Move Silently +6, Spot +4, Wilderness Lore +4; Tracking, Weapon Focus Longbow, Weapon Focus Longspear

Special Qualities: *Rage:* +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Longspear, Longbow, 40 arrows, Studded Leather Armor.

APL 6, 8

👤 **Tusman Tribesmen;** male humans; Bar2/Ftr 1: CR 3; Medium Humanoid (5' 9" tall); hp 30; Init +2; Spd 40 ft; AC 15 (+3 for Studded Leather, +2 Dex); Atks +8 melee (d8+4, [crit 20] [x2], masterwork longspear); or +6 ranged (d8+3 [crit 20] [x3] Mighty Strength longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement; AL CG; SV Fort +7, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +7, Intuit Direction +5, Languages: Baklunish, Common, Move Silently +7, Spot +5, Wilderness Lore +5; Dodge, Mobility, Tracking, Weapon Focus Longbow, Weapon Focus Longspear

Special Qualities: *Rage:* +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Masterwork Longspear, Mighty Strength (+3) Longbow, 40 arrows, Studded Leather Armor.

APL 2, 4

👤 **Sub-Chieftain Menthek;** male human Bar1/Ftr2/Clr1: CR 4; Medium Humanoid (6' 2" tall); hp 37; Init +1; Spd 40 ft; AC 15 (+4 for Chain Shirt, +1 Dex); Atks +8 melee (d8+4, [crit 20] [x2], masterwork longspear); or +6 ranged (d8 [crit 20] [x3] masterwork longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement, Cleric of Istus; AL CG; SV

Fort +9, Ref +1, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +6, Hide +6, Intuit Direction +4, Languages: Baklunish, Common, Move Silently +6, Spot +4, Wilderness Lore +4; Combat Reflexes, Hold the Line, Tracking, Weapon Focus Longbow, Weapon Focus Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Spells: (3/2+1): 0 Lvl: *Create Water, Detect Magic, Light* 1 Lvl: *Entropic Shield, Protection from Law, Shield of Faith*

Possessions: Chain Shirt, Masterwork Longspear, Masterwork Longbow, 40 arrows.

APL 6

♣**Sub-Chieftain Menthek**; male human Bar2/Ftr4/Clr 1: CR 7; Medium Humanoid (6' 2" tall); hp 62; Init +1; Spd 40 ft; AC 15 (+4 for Chain Shirt, +1 Dex); Atks +11/+6 melee (d8+6, [crit 20] [x2], masterwork longspear); or +9/+4 ranged (d8 [crit 20] [x3] masterwork longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ *Rage* 1/day, Fast Movement, Uncanny Dodge (dex bonus to AC), Cleric of Istus; AL CG; SV Fort +10, Ref +2, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +12, Hide +7, Intuit Direction +5, Languages: Baklunish, Common, Move Silently +7, Spot +7, Wilderness Lore +6; Alertness, Combat Reflexes, Hold the Line, Tracking, Weapon Focus Longbow, Weapon Focus Longspear, Weapon Specialization Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Spells: (3/2+1): 0 Lvl: *Create Water, Detect Magic, Light* 1 Lvl: *Entropic Shield, Protection from Law, Shield of Faith*.

Possessions: Chain Shirt, Large Wooden Shield, Masterwork Longspear, Masterwork Longbow, 40 arrows.

APL 8

♣**Sub-Chieftain Menthek**; male human Bar2/Ftr6/Clr1: CR 9; Medium Humanoid (6' 2" tall); hp 76; Init +1; Spd 40 ft; AC 17 (+5 for +1 Chain Shirt, +1 Dex, +1 *Ring of Protection*); Atks +13/+8 melee (d8+7, [crit 19-20] [x2], +1 longspear); or +11/+6 ranged (d8+3 [crit 20] [x3] masterwork Mighty Composite longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ *Rage* 1/day, Fast Movement, Uncanny Dodge (dex bonus to AC), Cleric of Istus; AL CG; SV Fort +11, Ref

+3, Will +7; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +14, Hide +7, Intuit Direction +5, Languages: Baklunish, Common, Move Silently +7, Spot +7, Wilderness Lore +7; Alertness, Combat Reflexes, Hold the Line, Iron Will, Tracking, Weapon Focus Longbow, Weapon Focus Longspear, Weapon Specialization Longspear, Improved Critical Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Spells: (3/2+1): 0 Lvl: *Create Water, Detect Magic, Light* 1 Lvl: *Entropic Shield, Protection from Law, Shield of Faith*

Possessions: +1 Chain Shirt, +1 Ring of Protection, +1 Longspear, Masterwork Mighty Composite (+3) Longbow, 40 arrows.

APL 2

♣**Champion 1, Surtol**; male human Bar1/Ftr2: CR 3; Medium Humanoid (6'0" tall); hp 28; Init +2; Spd 40 ft; AC 16 (+4 for Chain Shirt, +2 Dex); Atks +8 melee (d8+4, [crit 20] [x2], masterwork longspear); or +6 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ *Rage* 1/day, Fast Movement; AL CG; SV Fort +7, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Handle Animal +2, Jump +9, Languages: Baklunish, Common, Wilderness Lore +5; Dodge, Mobility, Power Attack, Tracking, Weapon Focus Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Chain Shirt, Masterwork Longspear, Longbow, 40 arrows.

♣**Champion 2, Vithoq**; male human Sor1/Bar1/Ftr1; CR 3; Medium Humanoid (6' 1" tall); hp 24; Init +3; Spd 40 ft; AC 13 (+3 Dexterity); Atks +5 melee (1d12+3, [crit 20] [x3], masterwork greatax); or +4 ranged (d8 [crit 19-20] [x2] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: *Rage* 1/day, Fast Movement; AL CG; SV Fort +5, Ref +5, Will +2; Str 14 Dex 16 Con 12 Int 10 Wis 10 Cha 12.

Skills and Feats: Climb +7, Handle Animal +7, Jump +8, Languages: Common, Ride +8, Spellcraft +3, Wilderness Lore +4; Dodge, Mobility, Tracking, Weapon Focus Greatax.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Sorcerer Spells: (5/4): O Lvl: *Daze, Disrupt Undead, Ray of Frost, Read Magic* 1 Lvl: *Mage Armor, True Strike*

Possessions: Masterwork Great Ax, Longbow, 40 arrows.

APL 4

☛ **Champion 1, Surtol**; male human Bar1/Ftr4; CR 5; Medium Humanoid (6'0" tall); hp 44; Init +2; Spd 40 ft; AC 16 (+4 for Chain Shirt, +2 Dex); Atks +10 melee (d8+7, [crit 20] [x2], +1 longsword); or +8 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement; AL CG; SV Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Handle Animal +4, Jump +11, Languages: Baklunish, Common, Wilderness Lore +5; Dodge, Mobility, Power Attack, Tracking, Weapon Focus Longspear, Weapon Specialization Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Chain Shirt, Masterwork Longspear, Longbow, 40 arrows.

☛ **Champion 2, Vithoq**; male human Sor1/Bar2/Ftr2; CR 5; Medium Humanoid (6' 1" tall); hp 39; Init +3; Spd 40 ft; AC 13 (+3 Dexterity); Atks +7 melee (1d12+4, [crit 19-20] [x2], +1 greataxe); or +6 ranged (d8 [crit 19-20] [x2] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: Rage 1/day, Fast Movement; AL CG; SV Fort +7, Ref +5, Will +2; Str 14 Dex 17 Con 12 Int 10 Wis 10 Cha 12.

Skills and Feats: Climb +7, Handle Animal +7, Jump +8, Languages: Common, Ride +8, Spellcraft +3, Wilderness Lore +4; Dodge, Mobility, Tracking, Weapon Focus Greataxe.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Sorcerer Spells: (5/4): O Lvl: *Daze, Disrupt Undead, Ray of Frost, Read Magic* 1 Lvl: *Mage Armor, True Strike*

Possessions: +1 Great Ax, Longbow, 40 arrows.

APL 6

☛ **Champion 1, Surtol**; male human Bar3/Ftr4; CR 7; Medium Humanoid (6'0" tall); hp 62; Init +2; Spd 40 ft; AC 16 (+4 for Chain Shirt, +2 Dex); Atks +12/+7 melee (d8+7, [crit 20] [x2], +1 longsword); or +10/+5 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 1/day, Fast Movement, Uncanny

Dodge (Dex bonus to AC); AL CG; SV Fort +8, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Handle Animal +6, Intuit Direction +2, Jump +13, Languages: Baklunish, Common, Wilderness Lore +7; Dodge, Mobility, Power Attack, Spring Attack, Tracking, Weapon Focus Longspear, Weapon Specialization Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Chain Shirt, +1 Longspear, Longbow, 40 arrows.

☛ **Champion 2, Vithoq**; male human Sor1/Bar2/Ftr4; CR 7; Medium Humanoid (6' 1" tall); hp 53; Init +3; Spd 40 ft; AC 13 (+3 Dexterity); Atks +9/+4 melee (1d12+6, [crit 19-20] [x2], +1 greataxe); or +8/+3 ranged (d8 [crit 19-20] [x2] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: Rage 1/day, Fast Movement; AL CG; SV Fort +8, Ref +6, Will +3; Str 14 Dex 17 Con 12 Int 10 Wis 10 Cha 12.

Skills and Feats: Climb +9, Handle Animal +9, Jump +10, Languages: Common, Ride +8, Spellcraft +3, Wilderness Lore +4; Dodge, Mobility, Spring Attack, Tracking, Weapon Focus Greataxe, Weapon Specialization Great ax.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Sorcerer Spells: (5/4): O Lvl: *Daze, Disrupt Undead, Ray of Frost, Read Magic* 1 Lvl: *Mage Armor, True Strike*

Possessions: +1 Great Ax, Longbow, 40 arrows.

APL 8

☛ **Champion 1, Surtol**; male human Bar5/Ftr4; CR 9; Medium Humanoid (6'0" tall); hp 80; Init +2; Spd 40 ft; AC 17 (+5 for +1 Chain Shirt, +2 Dex); Atks +15/+10 melee (d8+9, [crit 20] [x2], +1 longsword); or +12/+7 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA None; SQ Rage 2/day, Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +9, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +15, Handle Animal +8, Intuit Direction +4, Jump +15, Languages: Baklunish, Common, Wilderness Lore +9; Cleave, Dodge, Mobility, Power Attack, Spring Attack, Tracking, Weapon Focus Longspear, Weapon Specialization Longspear.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: +1 Chain Shirt, +1 Longspear, Masterwork Longbow, 40 arrows.

☛ **Champion 2, Vithoq**; male human Sor1/Bar4/Ftr4; CR 9; Medium Humanoid (6' 1" tall); hp 69; Init +4; Spd 40 ft; AC 15 (+4 Dexterity, +1 Ring of Protection); Atks +11/+6 melee (1d12+6, [crit 19-20] [x2], +1 greatax); or +8/+3 ranged (d8 [crit 19-20] [x2] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: none; SQ: Rage 2/day, Fast Movement; AL CG; SV Fort +9, Ref +8, Will +4; Str 14 Dex 18 Con 12 Int 10 Wis 10 Cha 12.

Skills and Feats: Climb +9, Handle Animal +9, Jump +10, Languages: Common, Ride +8, Spellcraft +3, Wilderness Lore +4; Combat, Reflexes, Dodge, Mobility, Spring Attack, Tracking, Weapon Focus Greatax, Weapon Specialization Great ax.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter

Sorcerer Spells: (5/4): O Lvl: *Daze*, *Disrupt Undead*, *Ray of Frost*, *Read Magic* 1 Lvl: *Mage Armor*, *True Strike*

Possessions: +1 Great Ax, +1 Ring of Protection, Longbow, 40 arrows.

Encounter #5:

APL 2

☛ **Spear of Fate Champion**: male human Bar1/Ftr2; CR 3; Medium Humanoid (6' 6" tall); hp 30; Init +3 (Dex); Spd 40 ft; AC 17 (+3 Dex, +4 for Chain Shirt); Atks +5/+5 two-handed melee (d6+3, [crit 20] [x2], masterwork quarterstaff); or +6 ranged (d8 [crit 20] [x3] longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: None; SQ: Rage 1/day, Fast Movement; AL CN; SV Fort +7, Ref +5, Will +0; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +7, Jump +8, Languages: Baklunish, Move Silently +8, Spot +7, Wilderness Lore +4; Ambidexterity, Combat Reflexes, Lightning Reflexes, Two Weapon Fighting, Weapon Focus Quarterstaff.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: Chain Shirt, Masterwork Quarterstaff, Longbow, 40 arrows.

APL 4

☛ **Spear of Fate Champion**: male human Bar1/Ftr4; CR 5; Medium Humanoid (6' 6" tall); hp 46; Init +4 (Dex); Spd 40 ft; AC 19 (+4 Dex, +5 for +1 Chain Shirt); Atks +7/+7 two-handed melee (d6+6, [crit 20] [x2], masterwork quarterstaff); or +9 ranged (d8+2 [crit 20] [x3] Mighty +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: None; SQ: Rage 1/day, Fast Movement; AL CN; SV Fort +8, Ref +7, Will +1; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +7, Jump +10, Languages: Baklunish, Move Silently +8, Spot +9, Wilderness Lore +4; Ambidexterity, Combat Reflexes, Lightning Reflexes, Two Weapon Fighting, Weapon Focus Quarterstaff, Weapon Specialization Quarterstaff.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: +1 Chain Shirt, Masterwork Quarterstaff, Mighty Composite Strength (+2) Longbow, 40 arrows.

APL 6

☛ **Spear of Fate Champion**: male human Bar1/Ftr6; CR 7; Medium Humanoid (6' 6" tall); hp 62; Init +4 (Dex); Spd 40 ft; AC 20 (+4 Dex, +5 for +1 Chain Shirt, +1 Ring of Protection); Atks +9/+9/+4 two-handed melee (d6+7, [crit 20] [x2], +1 quarterstaff); or +11/+6 ranged (d8+2 [crit 20] [x3] Mighty +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA: None; SQ: Rage 1/day, Fast Movement; AL CN; SV Fort +9, Ref +8, Will +2; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +7, Jump +12, Languages: Baklunish, Move Silently +8, Spot +11, Wilderness Lore +4; Ambidexterity, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Two Weapon Fighting, Weapon Focus Quarterstaff, Weapon Specialization Quarterstaff.

Special Qualities: *Rage*: +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: +1 Chain Shirt, +1 Ring of Protection, +1 Quarterstaff, Mighty Composite Strength (+2) Longbow, 40 arrows.

APL 8

☞Spear of Fate Champion: male human Bar1/Ftr8; CR 9; Medium Humanoid (6' 6" tall); hp 80; Init +4 (Dex); Spd 40 ft; AC 21 (+4 Dex, +6 for +2 Chain Shirt, +1 Ring of Protection); Atks +11/+11/+6 two-handed melee (d6+8, [crit 20] [x2], +1 quarterstaff); or +13/+8 ranged (d8+2 [crit 20] [x3] Mighty +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ Rage 1/day, Fast Movement; AL CN; SV Fort +10, Ref +9, Will +3; Str 14, Dex 19, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +7, Jump +14, Languages: Baklunish, Move Silently +8, Spot +13, Wilderness Lore +4; Ambidexterity, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Spring Attack, Tracking, Two Weapon Fighting, Weapon Focus Quarterstaff, Weapon Specialization Quarterstaff.

Special Qualities: *Rage:* +4 Str, +4 Con, -2 AC for 7 rounds. Afterward, -2 Str, -2 Dex for duration of encounter.

Possessions: +2 Chain Shirt, +1 Ring of Protection, +1 Quarterstaff, Mighty Composite Strength (+2) Longbow, 40 arrows.

Encounter #6:

ALL APLs

☞Light Warhorses (2): Large Animals; CR 1; 3d8+9 hp 22; Init +1 (Dex); Spd 60 ft; AC 17 (-1 size, +3 for Studded Leather Barding, +4 Natural, +1 Dexterity); 2 Atks +4 melee (d4+3 [crit 20] [x2] hooves) and -1 melee (d3+1 [crit 20] [x2] bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA; None; Scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; None.

Possessions: Studded Leather Barding.

APL 2

☞Qazir Moquoth: male human Ftr2/Sor1; CR 3; Medium Humanoid (5' 6" tall); 2d10+4+1d4+2; hp 25; Init +2 (Dex); Spd 30 ft; AC 18 (+2 Dex, +4 for Mage Armor, +2 Large Steel Shield); Atks +6 melee (d6+2, [crit 18-20] [x2], masterwork scimitar); or +6 ranged (d8+2 [crit 20] [x3] Masterwork Strength Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +5, Jump +7, Languages: Baklunish, Common, Ride +7, Spellcraft +3; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Focus Scimitar.

Spells (5/4) o Lvl *Daze*, *Detect Magic*, *Light*, *Ray of Frost* 1 Lvl *Mage Armor*, *Shield*.

Possessions: Large Steel Shield, Masterwork Scimitar, Masterwork Mighty Composite Strength (+2) Longbow, 40 arrows.

☞Sethqar; male human Ftr1; CR 1; Medium Humanoid (5' 8" tall); 1d10+1; hp 11; Init +4 (Dex); Spd 30 ft; AC 20 (+4 Dex, +4 Chain Shirt, +2 Large Steel Shield); Atks +3 melee (1d6+2, [crit 18-20] [x2], scimitar); or +7 ranged (d8+2 [crit 20] [x3] Mighty Masterwork +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +3, Ref +4, Will +0; Str 14, Dex 18, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Languages: Baklunish, Ride +8; Far Shot, Point Blank Shot, Weapon Focus Composite Longbow.

Possessions: Large Steel Shield, Chain Shirt, Scimitar, Masterwork Mighty Composite Strength (+2) Longbow, 40 arrows.

APL 4

☞Qazir Moquoth: male human Ftr4/Sor1; CR 5; Medium Humanoid (5' 6" tall); 4d10+8+1d4+2; hp 41; Init +3 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 for Mage Armor, +2 Large Steel Shield); Atks +8 melee (d6+3, [crit 18-20] [x2], +1 scimitar); or +9 ranged (d8+4 [crit 20] [x3] Masterwork Strength Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LE; SV Fort +6, Ref +4, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +7, Jump +9, Languages: Baklunish, Common, Ride +9, Spellcraft +3; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Focus Scimitar, Weapon Specialization Composite Longbow.

Spells (5/4) o Lvl *Daze*, *Detect Magic*, *Light*, *Ray of Frost* 1 Lvl *Mage Armor*, *Shield*.

Possessions: Large Steel Shield, +1 Scimitar, Masterwork Mighty Composite Strength (+2) Longbow, 40 arrows.

☞Sethqar; male human Ftr3; CR 3; Medium Humanoid (5' 8" tall); 3d10+3; hp 25; Init +4 (Dex); Spd 30 ft; AC 20 (+4 Dex, +4 Chain, +2 Large Steel Shield); Atks +6 melee (1d6+2, [crit 18-20] [x2], masterwork scimitar); or +9 ranged (d8+2 [crit 20] [x3] Mighty Masterwork +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +4, Ref +5, Will +1; Str 14, Dex 18, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Languages: Baklunish, Ride +10; Far Shot, Point Blank Shot,

Precise Shot, Rapid Shot, Weapon Focus Composite Longbow.

Possessions: Large Steel Shield, Chain Shirt, Masterwork Scimitar, Masterwork Mighty Composite Strength (+2) Longbow, 40 arrows.

APL 6

☛ **Qazir Moquoth:** male human; Ftr4/Sor3; CR 7; Medium Humanoid (5' 6" tall); 4d10+8+3d4+6; hp 51; Init +3 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 for Mage Armor, +2 Large Steel Shield); Atks +9 melee (d6+5, [crit 18-20] [x2], +1 scimitar); or +10 ranged (d8+5 [crit 20] [x3] +1 Strength Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +7, Jump +9, Knowledge Arcana +3, Languages: Baklunish, Common, Ride +9, Spellcraft +6; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Focus Scimitar, Weapon Specialization Composite Longbow, Weapon Specialization Scimitar.

Spells (6/6) o Lvl *Daze, Detect Magic, Flare, Light, Ray of Frost* 1 Lvl *Mage Armor, Magic Missile, Shield*.

Possessions: Large Steel Shield, +1 Scimitar, +1 Mighty Composite Strength (+2) Longbow, 40 arrows.

☛ **Sethqar;** male human Ftr4; CR 4; Medium Humanoid (5' 8" tall); 4d10+4; hp 32; Init +4 (Dex); Spd 30 ft; AC 20 (+4 Dex, +4 Chain Shirt, +2 Large Steel Shield); Atks +7 melee (1d6+2, [crit 18-20] [x2], masterwork scimitar); or +10 ranged (d8+4 [crit 20] [x3] Mighty Masterwork +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +4, Ref +5, Will +1; Str 14, Dex 19, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Languages: Baklunish, Ride +11; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Specialization Composite Longbow.

Possessions: Large Steel Shield, Chain Shirt, Masterwork Scimitar, Masterwork Mighty Composite Strength (+2) Longbow, 40 arrows.

☛ **Yoric;** male half-orc Ftr2; CR 2; Medium Humanoid (6' 5" tall); 2d10+4; hp 18; Init +2 (Dex); Spd 20 ft; AC 19 (+2 Dex, +5 Breast Plate, +2 Large Steel Shield); Atks +8 melee (1d6+5, [crit 18-20] [x2], masterwork scimitar); or +6 ranged (d8+4 [crit 20] [x3] Mighty Masterwork +4 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Languages: Baklunish, Ride +7; Far Shot, Point Blank Shot, Weapon Focus Composite Longbow.

Possessions: Breast Plate, Large Steel Shield, Masterwork Scimitar, Masterwork (+4) Strength Composite Longbow, 20 arrows.

APL 8

☛ **Qazir Moquoth:** male human Ftr5/Sor4; CR 9; Medium Humanoid (5' 6" tall); 5d10+10+4d4+8; hp 64; Init +5 (Dex); Spd 30 ft; AC 21 (+5 Dex, +4 for Mage Armor, +2 Large Steel Shield); Atks +11/+6 melee (d6+5, [crit 18-20] [x2], +1 scimitar); or +14/+9 ranged (d8+5 [crit 20] [x3] +1 Mighty Strength Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 17/20, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +9, Jump +10, Knowledge Arcana +6, Languages: Baklunish, Common, Ride +10, Spellcraft +6; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Focus Scimitar, Weapon Specialization Composite Longbow, Weapon Specialization Scimitar.

Spells (6/6/3) o Lvl *Daze, Detect Magic, Flare, Light, Ray of Frost, Read Magic* 1 Lvl *Mage Armor, Magic Missile, Shield*. 2 Lvl *Cat's Grace*

Possessions: Large Steel Shield, +1 Scimitar, +1 Mighty Composite Strength (+2) Longbow, 40 arrows.

☛ **Sethqar;** male human Ftr5; CR 5; Medium Humanoid (5' 8" tall); 5d10+5; hp 39; Init +6 (Dex); Spd 30 ft; AC 20 (+4 Dex, +4 Chain Shirt, +2 Large Steel Shield); Atks +8 melee (1d6+2, [crit 18-20] [x2], masterwork scimitar); or +14 ranged (d8+5 [crit 20] [x3] +1 Mighty +2 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +4, Ref +7, Will +1; Str 14, Dex 19/22, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Languages: Baklunish, Ride +14; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Specialization Composite Longbow.

Possessions: Large Steel Shield, Chain Shirt, Masterwork Scimitar, +1 Mighty Composite Strength (+2) Longbow, 40 arrows.

☛ **Yoric;** male half-orc Ftr5; CR 5; Medium Humanoid (6' 5" tall); 5d10+10; hp 44; Init +4 (Dex); Spd 20 ft; AC 20 (+3 Dex, +5 Breast Plate, +2 Large Steel Shield); Atks +11 melee (1d6+5, [crit 18-20] [x2], masterwork scimitar); or +11 ranged (d8+6 [crit 20] [x3] Mighty

Masterwork +4 Composite Longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +5, Ref +5, Will +0; Str 20, Dex 15/18, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Languages: Baklunish, Ride +12; Far Shot, Point Blank Shot, Rapid Shot, Weapon Focus Composite Longbow, Weapon Specialization Composite Longbow.

Possessions: Breast Plate, Large Steel Shield, Masterwork Scimitar, Masterwork (+4) Strength Composite Longbow, 20 arrows.