

BDK3-02

Alhaster Fog

A one–Round D&D Living Greyhawk®
Bandit Kingdoms Regional Adventure

Version 1.0

by Jonathan Cary

Reviewed by Jason Bulmahn

Rumors of an army forming in the Warfields lead prudent individuals to move as far from the battlefield as possible. Prince Zeech's capital at Alhaster should be a quiet place to avoid the upcoming war — until His Grace summons you for a personal interview. An adventure for Character Levels 4–12.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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	5	6	7

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Summary

This module has many opportunities for making friends or enemies of NPCs. As a result, DMs should read over and be familiar with the “NPC Attitudes” section on page 149 of the *Dungeon Master's Guide*, particularly the rules on altering attitude. At your discretion, players may substitute a Diplomacy or Intimidation check for the Charisma check.

Smugglers are moving weapons, ammunition, foodstuffs, clothing, armor, tents, and other necessities of military life through Alhaster, destined for General Hok's budding army. Prince Zeech has been turning a blind eye to this, as anything that causes Iuz difficulty merely accelerates the day when Zeech can break loose. However, as he's now been commanded to stop the smuggling by Iuz, via Marionnen in Trallant, he has to seem to be taking action. Zeech has the PCs called in, demands they find the smugglers in his city, and put a stop to their activities. As a reward, they get to remain in Alhaster, untroubled... refusal would make life very difficult for them. Before they can begin their investigation, however, one of Zeech's secret police contacts them, and redirects their efforts toward a band of “innocent” Rhennee. In this way, Zeech can claim to have taken action, while in fact allowing the smuggling to continue – at least for a little while.

In addition to Zeech, other forces have started taking an interest in the smuggling activities in Alhaster, but for a different reason. Lord Mortoth of Rookroost and Lady Xavendra of Groucester seek to destabilize General Marionnen in Trallant. Distracting Marionnen will provide them with an opportunity to put into motion plans they have held for a long time. To that end, Mortoth has arranged for the Brotherhood of the Sundered Axe to learn of the Brazier of the Brotherhood, a magical device that will free a Shield Lands general held in thrall by Marionnen. Xavendra has allowed the Brazier to reach agents of the Brotherhood in Nyrstran. The Brotherhood have sent one of their own, Sir Ingo (from The Gauntlet), to try arrange recovery of the Brazier of the Brotherhood. (The Brazier was not made by the Brotherhood, but the certificate gets its name from its purpose, which will be revealed during the interactive that occurs in conjunction with the premier of this module.) Sir Ingo may contact one of the PCs during the adventure, asking him or her to make contact with the smuggler that has brought the Brazier to Alhaster.

Finally, General Hok has agents in Alhaster as well, to ensure that the smuggling continues. If that is impossible, they can ensure that Hok can react quickly to ensure the flow of supplies to his army.

In the midst of all this, the PCs must seek out a group of smugglers, put an end to their operation, and (optionally) attempt to recover the Brazier of the Brotherhood.

Before starting the adventure, you should check to see if any PCs have Influence with either the Brotherhood of the Axe or Sir Ingo, are members of the Brotherhood of the Axe, or have the citation of Redhand.

A very brief summary of the encounters in this module follows:

Introduction:

The PCs are awoken before dawn and taken to Prince Zeech's palace. One PC may receive a note asking them to seek out and recover the Brazier of the Brotherhood while they are in Alhaster.

Encounter 1:

All the PCs are dragged before Prince Zeech, who gives them a choice between a mission to rid his city of a certain group of smugglers and being sent to the silver mines.

Encounter 2:

One of Zeech's secret police informs the PCs that he believes a certain group of Rhennee is behind the smuggling.

Encounter 3:

The PCs investigate smuggling activities in Alhaster and may learn the truth about the Rhennee and the smugglers they are looking for.

Encounter 4:

The PCs are approached by one of Hok's agents, who has noticed their sudden interest in smuggling activities.

Encounter 5:

The PCs contact or attack the Rhennee smugglers.

Encounter 6:

The PCs contact or attack Hok's smugglers, and have a chance to acquire the Brazier of the Brotherhood.

***A note on NPC language:** NPCs believe that mentioning a deity's name will call attention to the conversation, allowing the deity to hear and see what is going on during that time. As a result, no NPC will refer to Iuz by his name, using the nickname “Old One” instead.*

A note on the weather: Throughout this module, a heavy fog hangs over the city. Furthermore, there is a heavy cloud cover that keeps the sun from burning it off. The clouds are thick enough that even at noon the light is a dim twilight. Darkness equivalent to night time lasts until 10 am, and returns around 4 pm. Between 10 am and 4 pm, the fog restricts visibility to 40 ft. Before 10 am and after 4pm, visibility is only 20 ft. in the fog. The fires used to heat most buildings keep the fog at bay inside them.

INTRODUCTION

Read or paraphrase the following to the players:

Please remember in the Bandit Kingdoms different rules apply. In the Bandit Kingdoms, heroes can be made, bought, or sold, all in the same day, and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what are the ramifications of any decisions I make? Whose bad side do I not want to be on? When will I need to call in a favor? Remember, everything's negotiable, and some things are more negotiable than others.

Before continuing, make sure you have checked the PCs for any Bandit Kingdoms Influence points, as described in the Adventure Summary.

Player Handout #1 should go to the highest-level PC that is a member of the Brotherhood of the Sundered Axe. If no PCs are members of the Brotherhood, then give the handout to the highest-level PC who has Influence with Sir Ingo. If no PCs have Influence with Sir Ingo, give the handout to the highest-level PC who has Influence with the Brotherhood of the Sundered Axe. If none of the PCs have any of the three certificates mentioned, then no one gets the handout. If you have a tie between players that may receive the handout, roll off.

Note: Before starting the module, ask the players if any of their characters have problems working for Prince Zeech. Be sure to inform them that refusing a Prince's wishes can carry **severe** consequences. If any of the players wish to skip the module, or play a different character, allow them this opportunity to do so.

If anyone wants to play a character with a certificate indicating they are being sought by Prince Zeech, or have the enmity of Prince Zeech, ask them once if they are sure this is what they want to do. Then staple the cert to the adventure sheet, no experience, no gold, and 13 TU

spent in the silver mines. Send their real name, character name, and RPGA number to the BK Triad (bk.poc@verizon.net, or <http://www.banditkingdoms.com/>).

The PCs are woken out of bed in their inn and taken before Prince Zeech. There is no opportunity for them to get away. They were told to leave their weapons, armor, and spell components, as their possessions would be brought to the palace for them.

The PCs are taken unceremoniously to Prince Zeech's palace. Once at the palace, the PCs are escorted to a large, luxuriously-appointed room where Prince Zeech awaits the PCs' arrival.

You and your companions were woken out of a comfortable sleep in the Mariner's Prize and told that Prince Zeech wished to speak with you, at once. Your possessions were left in the care of a detachment of his Palace Guard, to be brought to the Palace for you. Led through the early morning fog in Alhaster's streets to Prince Zeech's palace, you found it to be a large stone castle with 20-foot walls. At the gates, you were scanned briefly by a mage, obviously checking for any magic items. Even at this early hour, with the sky still dark, there was a bustle of activity in the courtyard as troops mustered, getting ready for the day's training and work. You weren't given time to admire the soldiers' skills, however, as the squad escorting you hustled you through the courtyard and into the keep proper. Your path took you through a large dining hall and up a grand staircase to the second floor. Finally, you were shown to an antechamber holding another squad of guards.

Two of them stood at the far end of the room, flanking a large, iron-bound oak door.

The leader of your escort stepped forward, "These are the ones His Grace asked to see."

"Yes, sir. He's expecting them," replied one of the two, opening the door.

You were led into the room while most of your escort waited outside, in the antechamber.

Encounter 1: Zeech

Note: Prince Zeech is an effete ex-Shield Lands noble, and (secretly, at least for now) worshiper of Hextor. Roleplay him as a dandy, but keep in mind that his heart is cold as steel, and twice as hard. He's a Lawful Evil prince, and is only subservient to Iuz because he knows the cambion could squash Redhand and its Prince with no trouble.

Key ideas for this encounter:

- The PCs are to find the smugglers working for General Hok and put an end to their activities in Alhaster.
- The PCs are to bring back proof of their success to the Prince, in the form of severed heads and material evidence (smuggled goods, invoices, etc.)
- The PCs have 24 hours to complete their mission.

Inside, you see two more guardsmen flanking the door on the inside. The walls are all cleanly white-washed, and tapestries hang on them, depicting heroic deeds. At the far end of the room is a smaller, ornate door leading deeper into the palace.

A large fireplace is built into the wall on your left, the well-stoked fire heating the room. A haunch of meat cooks slowly on a spit over the flames, a young boy turning it to ensure even cooking. Dominating the room is a large wooden desk, covered in papers.

Standing to the left of the desk, and behind it, is a short, thin man with a thin mustache. He wears fine clothing in dark hues and a well-used short sword at his side. His eyes dart across your group, obviously assessing your capabilities.

Behind the desk sits a regally-dressed, effete man. He looks up as you enter.

"Your Grace," states the leader of your escort. "This is the group you wanted to see."

"Thank you, Captain," the man behind the desk replies.

"You can be at ease." The Captain nods once and steps aside.

Turning to you, Prince Zeech gestures a lace-shrouded hand at a set of padded chairs in front of his desk, "You, then. Sit down.

"Some of you have done me favors in the past. Others, I have heard tales of. And some of you owe me favors. I have need of your services. I'm sure you're curious, so I shall explain.

"M'lord Marionnen, who rules by the Old One's grace in Trallant, has conveyed his Imperial Majesty's wishes that I put an end to some smuggling that has been conducted within my city," states the Prince, gesturing casually at the thin man beside him.

"These smugglers are supplying an army in the Warfields. This army is led by some upstart who claims to be the resurrected General Hok. If such is the case, I'm sure he'll be a problem for the Old One and all of those who enjoy life under his rule.

"Naturally, I cannot condone such activities, but the Watch is spread thin at this time thanks to all the

new arrivals in the city. I find myself forced to resort to less official means of dealing with the problem.

"Your job is to find these smugglers and stop their operations in Alhaster and Redhand, within the day. M'lord Marionnen made it perfectly clear that this crime is to be stopped at once.

"If you succeed in this assignment, I can assure you that your stay in Alhaster will be pleasant and peaceful.

"I have many responsibilities, but I'm sure you have questions. I'll spare you a few minutes."

Have the PCs make either an Innuendo check (DC 10) or Sense Motive check (DC 25) to realize that Zeech's comment about a peaceful stay in Alhaster means that should they fail, or refuse, their stay will be both longer than they intend, and more painful. Penalties include six months of time spent as slave labor in the silver mines of the Rift Canyon, plus confiscation of all personal property.

While he's opened the floor for questions, Prince Zeech doesn't want to spend too much time on this (give the PCs about 5 minutes). Also, you can safely assume that Zeech has magical protections to thwart any scrying or divination magic that might be used on him by the PCs. Here's the other information Prince Zeech is willing to share, which he does quickly and without elaboration:

- Hok was a general in the Warfields who, in 578 CY, became involved with a war between the Horned Society and the Shield Lands. That war was cut short by Iuz's invasion of the Horned Society, Shield Lands, and Bandit Kingdoms. General Hok was killed by Iuz's invading forces.
- The smugglers are carrying foodstuffs, blankets, tents, tools, weapons, armor, rope, ammunition, and the myriad of other supplies needed by an army in the field.
- The goods are probably coming from Greyhawk, Dyvers, the Duchy of Urnst, or some combination of the three.
- Transshipment may or may not be happening in Alhaster. If it is, they're probably moving the goods under the guise of a normal merchant caravan heading north. If not, they're probably offloading the ships to the east, maybe as far as Axeport. After all, there's a harbor there. Regardless, the Redhand center of operations for the smugglers is known to be in Alhaster.
- He doesn't really care how the PCs stop the smugglers. Killing them or bribing them to stop works equally well, as long as they cease operations in Alhaster. Of course, bringing back corpses he can

use to prove that the smugglers have been dealt with wouldn't be untoward.

- Anyone who refuses the mandate of his Imperial Majesty to stop the smugglers is guilty of treason, and will be dealt with accordingly (6 months in the silver mines, stripped of worldly possessions).
- He doesn't know who's doing the smuggling. Finding the smugglers is the first part of the PCs' job.
- No, he won't give them a writ or other official document. They won't need one, as the Watch, palace guard, and army will all be apprised of the PCs' role, and will not interfere.
- If the PCs ask about their equipment at any time, Prince Zeech looks inquiringly at the guardsman who escorted them from the Mariner's Prize. He explains, frowning, that their equipment has been brought to the palace and they'll be able to get it before they leave, as he explained to them at the inn.
- If the PCs ask about refusing the mission, Prince Zeech promises to find "other duties" for them. Anyone actually refusing to undertake the mission should be dealt with as detailed in the Conclusion.

The man standing behind the desk is Idikk, a wererat messenger from Marionnen. He arrived in the night. He does not get involved in the discussion – he is here purely to observe the actions Zeech takes in dealing with the smugglers and report back to Marionnen.

When the 5 minutes are up, Prince Zeech dismisses the PCs.

"I'm afraid that's all the time I have for you today. Get rid of those smugglers for me, and I'll make sure your stay in Alhaster is a pleasant one. Oh, yes. One more thing: although I have no doubt as to your integrity, M'lord Marionnen is not so trusting. Be sure to bring back some evidence of your success. The guilty individuals will suffice. That may be a rather heavy burden, though. Just bring me their heads. And their goods. No reason to let military supplies go to waste.

"Captain, show these people out."

Situations leading to combat:

Any attempts at spellcasting without permission (and Zeech will not give permission) will be met with an armed response by the guards. Likewise, they attack immediately if they suspect the PCs take any action which might be construed as an attack on the Prince.

Tactics: Note that there are two squads in the antechamber just outside the room at the start of any hostilities. The leader of the escort and one of the two guards will move to protect Zeech as he leaves through a back door, accompanied by Idikk. The other guard opens

the door and yells for help before joining the fray. If brought to battle, both Zeech and Idikk will fight mercilessly until the guards can intervene.

The guards are neither subtle nor merciful, and attack to kill any PCs they perceive as being hostile. One or two guards with drawn swords will watch each clearly non-violent PC until combat ceases. The round after fighting starts, all but one of the guards outside will charge in. The extra guard runs for assistance, returning five rounds later with another squad as listed below. Two rounds after that, another squad arrives, entering through the back door of the room. After that, another squad arrives every round until all the Palace Guards are present (about 200 men). If necessary, you can start sending in the army troops after that. There are about 2,000 army men stationed at the palace, with more in barracks elsewhere in the city. For color, you can throw in some City Watch, too. Use the same stats as the Palace Guardsmen.

Once combat ends and the corpses have been cleaned up, Prince Zeech returns to finish his part, if you feel the PCs need more information and time permits.

Note: The stats listed below are for one squad of the Palace Guard. There are two in the antechamber.

ALL APLS

• **Prince Zeech:** Male human Ftr8/Clr4; hp 136; see Appendix I

• **Idikk:** Male wererat Rgr7/Rog3; hp xx; see Appendix I

• **Palace Guard Captain:** Male human Ftr10; hp 80; see Appendix I

• **Palace Guardsmen:** Male human Ftr9; hp 72 each; see Appendix I

For PCs that accept the assignment, proceed to Encounter 2. If any PCs decline the assignment, they are clapped in chains and lead away. Deal with them as detailed in the Conclusion.

Encounter 2: Elhilbor

The PCs' time in Zeech's palace is not over, however. As they're being shown out, they're intercepted by the head of Zeech's secret police.

Key ideas for this encounter:

- Elhilbor, Captain of Zeech's Secret Police, claims to have identified the smugglers as a Rhennee family living on the barge *Norebo's Fate*.

- Elhilbor claims that the PCs must go down to the docks and dispose of the Rhennee smugglers quickly, as they could leave at any time.

As you make your way back outside through the dining hall, a man dressed in black leather and chain armor calls out in your direction.

"Captain! Bring those people over here. I want a word with them."

"Yes, m'lord," comes the reply. The man disappears through a doorway to one side of the hall, and your escort leads you in that direction.

You follow the passage a short way into another guarded room, only slightly smaller than the Prince's audience chamber. This is set up as a sitting room, with a number of comfortable chairs and a sofa. The man that called your group aside is standing by the lit fireplace, a longsword in a blood red scabbard hanging from his hip. He speaks as you enter.

"I know the errand His Grace has set you on, and I have information that will be of use to you. I won't keep you long.

"There is a group of Rhennee that have made several trips to Alhaster from other ports on the Nyr Dyv recently, and I believe they are behind the smuggling operations you are concerned with. It should be simplicity itself for a group such as yours to put an end to their ill deeds.

"Their barge is the Norebo's Fate. It's in port, but they could leave any time. I suggest you go down there and put an end to them, quickly. Once this band of thieves is dealt with, your task is complete." He nods toward the door.

PCs who played *BDK2-04 Rising Shadow* will recognize this man as Elhilbor, a member of Prince Zeech's secret police.

He'll answer a couple of questions from the PCs, but he doesn't want to go into details. If they ask too many questions, he'll urge them out, explaining that the Rhennee could be escaping as they speak. He knows:

- The Rhennee are behind the smuggling operation. (False, they are smuggling, but aren't working with Hok.)
- Prince Zeech didn't know about this because he just learned of it himself, and didn't want to interrupt His Grace while he was speaking with the PCs. (False, he had one of his men run down to the docks area and find a Rhennee barge to pin the blame on. The man *did* just return.)
- Once the Rhennee are taken care of, the PCs will be free to enjoy the rest of their stay in the city. (True.)

PCs who ask may make a Sense Motive check (DC 20) to determine that Elhilbor is not telling them the whole truth, as appropriate. Do not prompt for Sense Motive checks.

PCs who openly call into question the honesty of Elhilbor's statements will be initially met with a threatening reply such as, "Are you calling into question my word?" Perseverance in insulting Elhilbor will result in the PC(s) being found guilty of treason (see Encounter 1). To quote *Rising Shadow*, "Do you think I need evidence to enforce His Grace's justice?"

Combat:

Treat any combat or spellcasting here the same way you would during the audience with Zeech, with the exception that there is only one squad of palace guard to start with.

Tactics: Elhilbor will attempt to escape if he feels his life is seriously threatened by the PCs. As in Encounter 1, guards keep pouring in to deal with any disturbance, and they take no prisoners.

ALL APLS

- **Elhilbor, Captain of the Secret Police:** Male human Ftr8; hp 76; see Appendix I

Once the PCs leave, read the following:

You are led the rest of the way to the gate out of the courtyard. At the guard captain's command, your equipment is brought out of the gatehouse and returned to you. Then, finally free of Zeech's domain, you stand with your bundled equipment in the plaza outside the palace. The pre-dawn fog hangs heavy and damp in the morning air, showing no indication that it will burn off any time soon.

If the PCs choose to conduct investigations on their own, proceed to Encounter 3. If they go directly to the Rhennee barge, proceed to Encounter 5. If the PCs choose to try to leave the city, proceed to the Conclusion.

Encounter 3: Investigation

This encounter allows the PCs to investigate the city of Alhaster and seek out more information on the smuggling going on. There's actually quite a bit as this is Iuz's only true port city on the Nyr Dyv. This should be a roleplaying encounter.

Key ideas in this encounter

- ☛ There are a number of avenues of investigation available to the PCs, including divination magic.
- ☛ This is an opportunity for PCs to exercise social skills.
- ☛ Make good use of the NPC Attitude rules from page 149 of the *Dungeon Master's Guide*.
- ☛ PCs don't have to get all the information available here. Part of the challenge in this situation is learning the truth behind everything that's going on.

There are basically three non-magical approaches to seeking information on the smugglers. First, PCs can attempt to make Gather Information checks. Second, Bard PCs can use their Bardic Knowledge ability. Finally, the best option is to roleplay the investigation out, but time constraints may keep you from doing so. At your discretion, you may combine these methods (for example, a rogue could try using Gather Information while part of the party looks around town). Note that a combined approach will most likely result in duplicate information.

Of course, the PCs may also try using *divination* or a similar spell to learn the truth behind what's going on.

Wandering aimlessly

If the PCs seem to be lost or have no idea where to seek more information, read the following to them and give them Player Handout #2. Don't jump to this automatically. Give the players a chance to think of some avenues of investigation on their own, and then work them around to useful information.

Prince Zeech didn't give you much to go on, so you find yourselves trying to think of a way to find the smugglers. You recall a number of taverns you saw yesterday when you arrived in town, and there are other places you could seek further information. Perhaps the harbormaster knows some of what you seek, or some of the local merchants may have heard something.

Gather Information

Asking around town can be conducted either cautiously or blatantly. It will be up to you to determine how the PCs are going about asking questions. Try to draw them out and have them describe what kind of questions they're asking. If the questions are fairly blunt, then the PCs are being blatant. If they're crafty, skirting around the real issue or the PCs state they're attempting to be subtle, then assume the PCs are being cautious.

Finding the smugglers:

Remember that Gather Information takes an evening (between four and six hours) for one attempt. A single attempt will cost them 10 gold. Award a +1 circumstance modifier to the roll for every 20 gold beyond the first 10 that they spend trying to gather this information. Inquiries made in this way are sure to attract the attention of Suhit (see Encounter 3).

PCs may not take 10 on this roll, and don't have the time to take 20.

You've spent several hours wandering through bars, speaking with beggars and spreading gold around the city. Here's what you've been able to learn:

Use the following table to determine level of success:

DC	Cautious	Blatant
15	No useful information	Point 1
20	Point 1	Point 2
25	Point 2	Point 3
30	Point 2	Point 3
35	Point 3	Point 4
40+	Point 4	Point 4

Point 1: The *Norebo's Fate* is crewed by smugglers and thieves. They're probably up to no good. They'll be setting sail tomorrow morning.

Point 2: As Point 1, plus the following. The Rhennee from the *Norebo's Fate* aren't the only smugglers in town. There's at least one other group. I hear they operate locally.

Point 3: As point 2, plus the following. A ship pulled into harbor well after dark and was quickly unloaded during the night. It set sail again before the dawn.

Point 4: As Point 3, plus the following. Odd noises have been heard coming from inside a warehouse belonging to the Goldhun merchant house. It sounded like heavy objects being moved around.

Finding Bodil:

Some PCs may inquire as to a half elf with a tattoo (per the note that is Player's Handout #1). This will also attract the attention of Suhit (see Encounter 3). Finding Bodil to get the Brazier is a separate roll from locating the smugglers (above). Hover, making both attempts only takes one evening/day.

Your inquiries about the half-elf have led you around town. You've come away with a lighter purse and the following information:

Use the following chart, with similar modifiers.

DC	Cautious	Blatant
15	No useful information	Point A
20	Point A	Point B
25	Point B	Point C
30+	Point C	Point C

Point 1: A tattooed half-elf matching the description has been seen in the docks area.

Point 2: As point 1, but with the following. The half-elf has been seen leaving the Goldhun merchant house's offices.

Point 3: As point 2, but with the following. The half-elf's name is Bodil.

Bardic Knowledge

Another option for Bard PCs investigating the smuggling operations in Alhaster is to make use of their Bardic Knowledge ability. However, as stated on page 29 of the *Player's Handbook*, PCs may not take 10 or 20 on this roll.

After making the rounds of taverns and inns in the city, you've had a chance to locate some fellow minstrels and exchange information with them. In trade for news of the recent events from the places you've been recently, you've managed to learn the following:

Use the following table to determine the level of success:

DC	Smugglers	Find Bodil
10	Point 1	Point A
15	Point 2	Point B
20	Point 3	Point C
25+	Point 4	Point C

For details on what information each result in the chart above represents, see the section on Gather Information (above).

Using Bardic Knowledge doesn't alert Suhit, as he doesn't have any contacts among the bards in the city.

Roleplaying

More fun, if time permits, is to roleplay the investigation. Alhaster is a big city, but there are only a few places the PCs might go to find information:

- ☛ Inns & Taverns
- ☛ Harbormaster's office

☛ Merchant houses

Inns & Taverns: In addition to the Mariner's Prize, there are Bloody Grunk's Tavern, the Seaman's Widow Tavern, and the Revenire. See Appendix II for information on these locales.

Harbormaster's office: The harbormaster is responsible for collecting docking fees and inspecting cargo going onto and coming off of ships and barges in Alhaster. For details on the harbormaster, see Appendix III.

Merchant houses: There are a number of merchant houses that keep offices and warehouses in the harbor district of Alhaster. If the PCs head to the Goldhun warehouse, proceed to Encounter 5. **Note:** *the Goldhun offices are separate from the warehouse, and are covered in Appendix IV with the other merchant houses. Information on some other merchant houses in Alhaster can also be found in Appendix IV.*

The DM will need to make a determination as to whether or not the PCs attract the attention of Hok's agent, based on the kind of questions they ask, and how wide-ranging their investigation is.

Development: The PCs have most likely done something to attract Suhit's attention during this encounter, which leads to Encounter 4. If they haven't attracted Suhit's attention and decide to head to the *Norebo's Fate*, proceed to Encounter 5. If they decide to head to Goldhun's, warehouse, proceed to Encounter 6. If they give up and decide to flee the city, or report failure back to Prince Zeech, proceed to the Conclusion.

Divination

Higher-level spellcasters will have access to magic that will allow them to seek information from their deity, or other mystical sources. Here are some sample questions and the answers provided by the spells, assuming a successful roll:

Q: Where are the smugglers?

A: "Both over sea and under stone, beneath stars and in sheltered home."

Q: Who is smuggling items to General Hok?

A: "Half-elf and a priest, armed with sword and beast."

Q: Where can we find the smugglers Prince Zeech wants?

A: "Look about you, any will do."

Q: Are the Rhennee the ones smuggling supplies to General Hok?

A: "Though friendship they may feign, to serve they would not deign."

Q: How do we find the smugglers?

A: "Many know some part, making friends is art."

Q: Who has the brazier?

A: "Bodil is dangerous prey, safer by far to parlay."

Q: Where can I find the brazier?

A: "Hiding, like a mouse, in smuggler's warehouse."

Encounter 4: Suhit

In this encounter, the PCs are approached by Suhit Gelari, one of General Hok's agents, who is seeking to learn of their purpose.

Key ideas for this encounter

- ☛ Suhit is either trying to find out what the PCs are up to, or he's decided they are a threat and wants to kill them.
- ☛ If Suhit decides to talk to the PCs, be sure to give any PCs looking for the Brazier a chance to speak with him about it.
- ☛ Speaking with Suhit should be a moment of tension, as both sides try to decide whether they're going to fight each other or not.

Suhit works for General Hok, and has been sent to keep an eye on the smuggling operations in Alhaster. Hok considers the transit through Alhaster to be one of the most vulnerable times for the goods he needs, as Iuz's spies can hide easily amongst the crowds. Suhit's main duty is to ensure that the goods Hok needs for his army continue to flow through Alhaster, preferably with as few people as possible becoming aware of their purpose. Obviously, the second part of his mandate has failed, probably due to actions he had no control over.

Depending on the PC's actions during Encounter 2, Suhit will either attempt to ambush them, or parlay with them to determine their intentions.

At APL8 and above, Suhit brings Nairang along. Nairang is a Sorcerer that provides magical support to Bodil's gang, and has been co-opted by Suhit to help with handling the PCs if a fight breaks out. He's a tall, thin man with prematurely thinning blonde hair over a long, morose face. He's grown a mustache and goatee to give himself a more dashing look, but unfortunately it just makes his face seem even longer.

Ambush

If the PCs have made it clear during their investigation (or chose the blatant option during their use of the Gather Information skill) in Encounter 2 that they are trying to put an end to the smuggling, then Suhit will attempt to ambush the PCs on a crowded street, using the crowd to cover his approach. Just looking for Bodil will not prompt Suhit to ambush the PCs.

Use the map provided as DM Aid #4 for this encounter.

As your group is walking down the street on your way to yet another tavern, you notice movement in the alleyways on either side of you. [Number of Thugs] men spring out at you, weapons drawn.

Have the PCs make Spot checks opposed by the thugs' Hide checks. PCs who beat any of the NPC's rolls are not surprised.

Tactics: Suhit is positioned on top of a building where he can see the PCs. He's quaffed his *potion of fly* in case he needs to make a quick getaway, and is relying on his *potion of invisibility* to keep from being spotted. He attacks with his *summon monster* spells first, trying to overwhelm the PCs. Note that due to his Augment Summoning feat, creatures summoned by Suhit have +1 hp per Hit Die and a +1 competence bonus to attack and damage.

The thugs attack from ground level, moving out of alleys to strike the PCs. They move to assure flanks and sneak attacks during combat, making the best use of the creatures summoned by Suhit. If they get below half their hit points, they attempt to disengage long enough to quaff curing potions before re-entering the fray.

At APL8 and above Nairang will be set up on the roof of a building across the street from Suhit, and attack the PCs with ranged spells, using his most powerful (highest level) spells first, as appropriate to the situation. He also quaffs a *potion of invisibility* before the battle.

Parlay

If the PCs have been more discreet about their intentions, chose the cautious option during their use of the Gather Information skill, only inquired about Bodil in Encounter 2, or otherwise disguised their interest in the smugglers, Suhit will first approach the PCs in an attempt to determine their intentions. He attracts their attention by calling them over to an alley.

Have each PC make a Listen check. The one with the highest check result hears a whisper coming from an alley to the left.

As your group is walking down the street on your way to yet another tavern, you hear a soft sound from off to your left. Turning to look in that direction, you see a figure in a small alley, cloaked in shadow. Seeing you look that direction the figure gestures for you to come closer.

Suhit keeps gesturing the PCs to approach, but does not leave the alley. If they wander away, he resorts to an ambush (as above) a few minutes later.

Once the PCs decide to approach the alley, if possible, he'll lure them into a nearby abandoned warehouse (see DM's Aid #2) by stating that it's not safe for them to be seen speaking for an extended period in the open. The thugs, and possibly Nairang, are hiding in the rafters of the warehouse.

Stepping into the narrow alleyway, you get your first decent look at the figure that called you over. He's a human with short, dark red hair. His deep set eyes give him a brooding look, while a hawk-like nose provides a predatory overtone. A dark cloak hides most of his clothing, but you an occasional metal gleam escapes as he moves.

When he speaks, his voice comes out in a dry whisper.

"I hear you're looking for some information. I may have something you're interested in, but we can't talk here. Too many eyes and ears. Follow me."

With that, he turns and slips further down the alley.

Assuming the PCs follow, he leads them to a warehouse.

The man in the dark cloak leads you to the end of the alley and into the street. Turning right, he leads you a couple of blocks further before opening the door to an old, decrepit warehouse. Without looking behind him, he steps inside the warehouse. The door looms open before you.

The PCs will probably suspect an ambush at this time. Looking inside, they'll see Suhit holding the door open for them. The warehouse behind him is empty. Use the map provided as DM Aid #5 to draw out the warehouse.

After the last of your companions steps into the warehouse, the cloaked man closes the door behind you.

"Much better," he says, walking back around to the front of the group. "Now, what is it, exactly, that you're looking for?"

Suhit is fishing to find out what their purpose is. He'll try to get information from them, disguising his interest as a desire to determine what information they are seeking.

Keep in mind during this encounter that one of your PCs may be looking for Bodil, to take delivery of the Brazier. If this is the case, be sure to give the PC a chance to speak with Suhit about the matter, but don't be obvious about it.

Finding the smugglers

Suhit will continue to press the PCs until he can determine their purpose to his satisfaction. Keep in mind that he is a Lawful Evil cleric of Hextor, and is here on a mission whose success is critical to his order's plans. Deception is a key to the success of this mission.

If pressed about his interest in their investigation, he'll explain that he deals in information, and he's willing to sell them anything he knows, once he's sure what they're looking for.

If Suhit comes to believe that the PCs are seeking the smugglers he's working with to stop their operations, he will try to convince the PCs that it's most likely a group of Rhennee, as it's "well known" that they are thieves and smugglers. If the PCs let slip that they suspect the Rhennee from the *Norebo's Fate* of being the smugglers they seek, he will encourage that belief. Should it become apparent that the PCs are not convinced of this line of reasoning, he signals an attack by flying up to join his companions in the rafters.

In order to get out of the warehouse without a fight, the PCs will need to convince Suhit that they bear him and Hok no ill-will. Convincing him that the PCs are not hostile to his operation will probably require being at least partially honest about their mission, revealing at least that they have been sent by Prince Zeech. If they manage to pull it off and ask for his assistance, he will be willing to aid them with providing sufficient evidence that will prove to Prince Zeech that the PCs have finished off a smuggling ring in Alhaster.

Such evidence, of course, will need to include some of the smuggled goods, a corpse or two, and preferably some documentation.

"Well," muses the cloaked man, "I think we can come to a mutually satisfactory agreement. We'll have to move our operations elsewhere, but I expected that would happen eventually.

"We can provide some goods and equipment that will satisfy His Grace easily enough." Stroking his chin, he continues, "We'll have to find someone expendable to take the blame..."

Pause here for a moment to give the PCs a chance to finger someone to take the fall, based on their investigations in the city.

If the PCs don't jump in right away, continue:

He nods slowly, "Hmm. Yes, I think I know how to handle that."

Apparently making up his mind, the cloaked figure looks at you and finishes, "Alem Goldhun owns a warehouse down on the wharf. Be there two hours after sunset. You'll find the evidence you need."

"I believe our business here is finished, then."

Pause just a second here, so any PCs seeking the Brazier have an opportunity to stop him before he leaves. If they do, see Finding Bodil, below.

Turning to go, he stops and turns back to you, "Oh, one more thing. Use the main doors." With that, he walks out the door and down the street. By the time you get outside, he has faded into the hustle and bustle of the crowd.

Unless the PCs provide a better alternative, Suhit plans to lure Alem Goldhun to his own warehouse and murder him to provide the necessary corpse. Alem is just about the perfect patsy. Bodil's gang is operating out of his warehouse, and he's had a large influx of cash (from Bodil's rent payments) recently, which a careful audit can reveal.

One alternative the PCs can suggest is framing someone without murdering them. Suhit doesn't particularly like the idea of leaving a live witness (or a corpse with a tongue) to his activities in Alhaster, but if the PCs are insistent that no one be killed, he'll pretend to reluctantly go along with them. He plans to provide a corpse anyway, but doesn't want to waste time arguing with the PCs.

Some PCs may offer to help him procure the evidence. While evil acts are par for the course with Suhit, PCs should steer clear of them. Warn any PCs that express an interest in assisting Suhit with his evil deeds. If any PCs commit murder in spite of your warnings, it is clearly an evil act. See campaign documentation for relevant penalties.

Finding Bodil

PCs who inquire about a tattooed half-elf (Bodil) will be told that he "may know someone matching that description." Before providing any more information, though, he'll want to know why the PCs want to talk to him. Convincing him of a face-to-face meeting is necessary will probably require a Diplomacy check (DC 25) or Bluff check opposed by Suhit's Sense Motive

check. Apply a +1 to +4 circumstance bonus if the player provides a good in-character reason for meeting with Bodil. Furthermore, if the PCs have arranged to have Suhit provide the evidence Zeech requires of them, give them a +5 circumstance bonus to either of these checks. These two circumstance bonuses stack.

After the PCs leave, he heads back to the warehouse himself to speak with Bodil and arrange the evidence. First, they have to finish loading the wagons in very short order. Then, of course, Bodil has to forge an invoice for the smuggled goods, with enough hints on it to incriminate the selected fall guy. Finally, they have to lure the patsy into the warehouse and kill him. They finish by cutting out any victim's tongues, so *speak with dead* won't work on them. After the evidence has been planted in the warehouse, they depart the city, with plans never to return. As evidence, they leave behind a corpse, one partially-loaded wagon, and enough goods to be believable.

Tactics: If a fight breaks out, Suhit flies up among the rafters to get away from the PCs, quaffs his *potion of invisibility*, then begins using his *summon monster* spells (see map provided as DM Aid #2). Note that due to his Augment Summoning feat, creatures summoned by Suhit have +1 hp per Hit Die and a +1 competence bonus to attacks and damage. Statistics for Suhit's summoned creatures are provided as DM Aid #2.

The thugs are hiding in the rafters of the warehouse. They have quaffed their *potion of spider climb* to ensure solid footing without needing to make Balance checks.

PCs who manage to get into the rafters will need to make either Climb checks (DC 10) or Balance checks (DC 15) to move at half speed among the rafters. Note that climbing PCs are denied their Dex bonus to AC, and attackers have a +2 bonus to hit them.

At APL 8 and above, Nairang is also in the rafters. He uses his *hold portal* spell to keep the PCs from escaping out the doors of the warehouse. He has also quaffed a *potion of spider climb* and a *potion of invisibility*.

If the fight is clearly going against them, surviving members of the group will attempt to flee out the slotted vents at the ends of the warehouse.

APL4 (EL6)

☛ **Suhit Gelari:** Male human Clr4, hp 36, see Appendix I

☛ **Thugs (2):** Male human Ftr1/Rog1, hp 18 each, see Appendix I

APL6 (EL8)

☛ **Suhit Gelari**: Male human Rog6, hp 54, see Appendix I

☛ **Improved Thugs** (3): Male human Ftr1/Rog2, hp 25 each, see Appendix I

APL8 (EL10)

☛ **Suhit Gelari**: Male human Clr8, hp 72, see Appendix I

☛ **Improved Thugs** (5): Male human Ftr1/Rog2, hp 25 each, see Appendix I

Nairang: Male human Sor3, hp 18, see Appendix I

APL10 (EL12)

☛ **Suhit Gelari**: Male human Clr10, hp 90, see Appendix I

☛ **Brutish Thugs** (5): Male human Ftr3/Rog2, hp 47 each, see Appendix I

☛ **Nairang**: Male human Sor5, hp 30, see Appendix I

APL12 (EL14)

☛ **Suhit Gelari**: Male human Clr12, hp 108, see Appendix I

☛ **Brutish Thugs** (5): Male human Ftr4/Rog3, hp 65 each, see Appendix I

☛ **Nairang**: Male human Sor7, hp 42, see Appendix I

Encounter 5: The *Norebo's Fate*

In this encounter, the PCs meet up with the Rhennee they've been directed towards. Depending on their approach, this will be either a roleplaying encounter, combat encounter, or both.

A map of the barge and the dock has been provided as DM Aid #6.

The following text assumes the PCs head to the Rhennee first thing after leaving the palace.

As you approach the barge, darkness still hangs heavy over the city of Alhaster, and a thick fog restricts visibility to only a few feet. The fog muffles some sounds and amplifies others, making it hard to judge distances by listening.

Over the wet slapping of waves against the columns supporting the dock, you hear occasional voices speaking in the dark. Shouted greetings and muttered curses drift across the water to you from other ships and docks on the waterfront.

More immediately, you hear wood scraping against wood as the faint glow of a few hooded lanterns appears through the fog ahead of you.

A low barge is docked here, a lantern hanging from a pole in the corner of the deck. Through the fog, you get occasional glimpses of shadowed forms moving on the deck. At times you hear grunts and muffled voices as wood scrapes against wood, the sound carrying clearly through the still, damp air.

Matai and his family know nothing of the smuggling going on relating to Hok's army. If the PCs speak with her, they may learn that Dorota noticed a group unloading a ship in the dark of night. Unbeknownst to her, the men she saw are Bodil and his gang of smugglers. They were unloading the latest shipment of goods for Hok's army. Dorota's attitude toward non-Rhennee PCs starts off as indifferent, and she shares her information if the PCs succeed at a Charisma or Diplomacy check (DC 15) to adjust her attitude to friendly. Her attitude towards Rhennee PCs starts off as friendly, and she will gladly tell them of it. Dorota told Matai about this after it happened, and if the PCs make a successful Charisma or Diplomacy check (DC 20), they can adjust Matai's attitude to helpful and he will tell them about it.

If PCs approach Matai on the barge, he'll be happy to speak with them in the hopes they are looking to hire him. Cargo or passengers, legal or illegal, it makes no difference to Matai. Consequently, he starts off with a friendly attitude.

PCs who approach Matai away from the barge will find him to be more guarded (indifferent), but open to conversation if it looks like they're interested in buying or selling cargo, or hiring his barge.

If the PCs inquire directly about smuggling, Matai will protest that he knows nothing of such matters (note his Bluff skill in Appendix I), and that he is a simple merchant. However, if the PCs approach the matter obliquely (such as asking about having him carry a cargo "discreetly"), he'll be willing to entertain the idea, "for a slightly higher fee."

If the PCs inform Matai, at any point, that Zeech or Elhilbor have ordered his family arrested or killed, he thanks them for the warning and gives them a Ring of the Rhennee which will identify them as friends to any other Rhennee they encounter. Matai sets sail within the hour, likely never to return to Alhaster.

PCs may wait until Matai is gone to approach the barge. If that is the case, Emil greets them warmly, hoping they have work to offer the family. Of course, no details can be finalized until Matai returns...

More details on Matai and his family are in Appendix V.

ALL APLS (EL7)

✦ **Matai**: Male human ExpI/FtrI/Rog2, hp 36, see Appendix I

✦ **Enric**: Male human ComI, hp 4, see Appendix I

✦ **Emil, Ionel and Dumitru**: Male human ExpI/Rog2, hp 24 each, see Appendix I

✦ **Dorota**: female human ExpI/RogI/SorI, hp 19, see Appendix I

✦ **Afina and Estera**: female human ExpI/RogI, hp 14, see Appendix I

✦ **Mihaela**: female human ExpI/Sor3, hp 22, see Appendix I

Matai's family is surprised by any attack – they're not expecting trouble. The adults, and especially Mihaela, will fight a delaying action to let the children (Enric and Dumitru) escape if the battle looks hopeless, which it probably will.

If the PCs follow up on Dorota's clue (see Appendix V) about the ship being unloaded, or decide to seek more information about smuggling activities in the town, proceed (or return) to Encounter 2. Dorota's information is worth a +5 circumstance modifier to Gather Information or Bardic Knowledge checks. If the PCs decide to check out Goldhun's warehouse (perhaps from an earlier clue), then proceed to Encounter 6. If the PCs attack and kill Matai and his family, proceed to the Conclusion.

Encounter 6: Smuggler's Den

In this encounter, the PCs have managed to identify the real smugglers working with General Hok, and tracked them back to their base of operations. If they have not been through Encounter 3, or if Suhit survived the encounter, they will encounter General Hok's agent, Suhit, here. This can be either a combat or roleplaying encounter.

The warehouse you've been directed to sits on the waterfront, the doors opening onto the wharf. While in good repair, it shows no signs of either occupation or recent use. Both the main double doors and the smaller door on the right are closed.

If the PCs arranged for Suhit to provide evidence that they got rid of the smugglers, they will find the evidence here. See Encounter 3 for more details. The warehouse will be otherwise abandoned, unless the PCs decide to show up early. Note that PCs that are looking for the Brazier may, consequently, miss out on the opportunity to pick it up.

Otherwise, there are three approaches the PCs can take to this encounter. First, they can approach openly

and peacefully. Second, they can launch an assault of some sort on the smugglers that have made the warehouse their temporary home. Finally, they can attempt to infiltrate, through stealth or guile, the warehouse.

The peaceful approach

If the PCs try to approach peacefully, they may approach either the main double doors or the smaller side door. Knocking on the single door has no effect (other than to alert the smugglers that someone is investigating the warehouse). Knocking on the main door, also alerts the smugglers, but does get a response.

The door slides open about a foot before stopping. A man, clearly a guard from his armor and blade, stands in the opening. You can glimpse lights hanging from the rafters behind him.

He growls a greeting, "What do you want?"

This is the thug guarding the main doors, as detailed in the warehouse layout, below. The smugglers aren't generally looking for a fight – they value their own skins too much for that. Consequently, they are willing to speak with anyone that approaches in a non-threatening manner. The guard is opening the door to make a determination whether the people knocking are hostile or not. If necessary, he'll ask a few open-ended questions to get more information, such as "Why?", "So?", and "Who?"

Regardless of his conclusion, his action will be the same.

"Hmph," grunts the guard. "Wait here."

He closes the door once again, and you hear a latch slide into place.

What happens next depends on what the PCs told the guard.

Speaking with Bodil

If the PCs gave the guard reason to believe they need to talk to Bodil, he'll fetch the half-elf.

After a few seconds, you hear the latch slide back again, and a different man is standing in the doorway.

As he looks you over, you have a chance to study him. His ears reveal him to be half-elfen, and blonde roots show through his brown hair. A small tattoo of two concentric circles decorates his left cheekbone.

"Alnemmm says you need to speak with me."

Bodil has blonde hair, which he dyes brown to reduce his visibility at night. He's also a worshiper of Rudd, and bears a small tattoo of two concentric circles on his left cheekbone to represent her symbol (a bull's-eye target). The tattoo is generic enough not to be immediately recognizable, and he puts it off as a bit of childhood foolishness to anyone that asks.

Bodil is an independent "businessman". The thugs and Nairang work for him, but none of them are interested in dieing for the goods in the warehouse. Confronted with clearly overwhelming odds, they will attempt to flee. Bodil is also the smuggler that has been contracted to deliver the brazier by the Brotherhood of the Axe (see Player's Handout #1). The challenge and response code phrases are reprinted here for your convenience:

- ☛ PC: "Do you do any business in Axeport?"
- ☛ Bodil: "I used to. I haven't been there in many a year."
- ☛ PC: "The city is lovely this time of year."
- ☛ Bodil: "I prefer it in spring."

Upon hearing the code phrase, Bodil will recognize the PC as his contact. Unless he's alone with the PC, Bodil will continue conversation with the PC to build up the appearance of a developing friendship, and then find an excuse to give the brazier to the PC as a "gift", since he's not sure if the rest of the group can be trusted. If he doesn't think the "gift" will be believable, he will try to "sell" it to the PC for a "good price".

Picking a fight

If the PCs didn't manage to convince the guard of their peaceful intentions, he'll trigger the ambush, as described in the tactics section, below. The only difference is that he will wait while the rest of the smugglers prepare, then open the door to admit the PCs, and then step aside to provide a clear line of fire to his allies.

After a few seconds, you hear the latch slide back again. The guard slides the door open again, wide enough to step through.

"You better come in," he growls as he steps aside to let you pass.

As soon as the first two PCs are in the door, the smugglers start the ambush, leading off with closing the door and Nairang casting *hold portal*. At APL4, the guard closes and latches the door since Nairang is not present.

Suhit

Suhit, as detailed in Encounter 3, is working for General Hok. His primary goal is to safeguard the passage of goods for Hok's budding army through Alhaster. Hok is expecting that the smuggling operation in Alhaster will be discovered and have to be abandoned at some point. He just hopes that it is later rather than sooner. Suhit is aware of Hok's attitude about this mission and realizes that he serves neither himself nor Hok by dying in Alhaster. If the PCs are clearly winning the fight, and Bodil's gang starts to run, he will do so, as well, hoping to report back to Hok and set up another supply route.

Infiltration

One or more of the PCs may try to enter the warehouse covertly, and there are certainly opportunities to do so. Remember that the smugglers have a couple of wolves on their side, who have good ears and the Scent ability. Also, keep in mind that hearing normal conversation is a DC 0 Listen check, with modifiers for distance and intervening obstacles as usual. PCs who stand outside the warehouse discussing their plans may well be overheard by the guards.

If the PCs watch the warehouse for a few hours, eventually one of the smugglers will emerge, either on a minor errand or to find a privy. In either case, there's an opportunity for one of the PCs to disguise themselves and slip into the warehouse to investigate it. You'll need to run this based on the PCs' Disguise and Bluff checks, opposed by NPCs' Spot and Sense Motive checks. The smugglers get a +6 bonus on Spot checks to recognize individuals impersonating one of them because they are considered friends. More information on the Disguise skill is available in the Player's Handbook.

Warehouse layout

Use the map provided as DM Aid #4.

In order to avoid drawing attention to the building, the only guard is posted inside the doors. He will do his best to alert the rest of the building to intruders.

Most of the warehouse is an open area. However, about a quarter of the floor space has been converted into offices. The office area is built on two levels.

The lower floor of the warehouse is divided into three main areas (wagon storage, horse pen, and empty offices). The remainder of the floor space is dedicated to storing smuggled goods.

Wagon storage

There are four wagons stowed here, in various stages of loading. This is where the thugs load the wagons prior to taking them out and through the city streets.

Horse pen

The smugglers keep their ten horses here (two per wagon and another two for Bodil and Suhit to ride). The pen is a hastily constructed wooden fence. Suhit's mount is actually a light warhorse.

Cargo storage

The cargo is stored here in piles of crates and barrels. Goods include:

- ☛ Arrows
- ☛ Bolts
- ☛ Small wooden shields
- ☛ Tents
- ☛ Rope
- ☛ Cured hides
- ☛ Hammers
- ☛ Nails
- ☛ Buckets

Empty offices

The smugglers have set a trap here to reduce the number of guards they have to post. Halfway down the passageway is a pressure plate that triggers an alarm bell and causes the exterior door to swing shut and two iron portcullises to drop inside the doors at the ends of the hallway, trapping characters inside. The doorway at the end of the hallway, into the warehouse floor, has been boarded up from the warehouse side.

All the offices are empty, except for the first one on the left as you come in. As a matter of convenience, they also store food here for Bodil's pets, consisting mainly of dried beef. In order to provide easy access to the trapped area and beef storage, the smugglers have constructed a secret door to allow them access to the trapped area. This door is barred from the warehouse side when not in use.

The walls separating the office area from the warehouse floor have been reinforced from the warehouse side, making them harder to break through.

☛ **Portcullis Trap:** CR 2; +10 melee (3d6/x2 crit); Search (DC20); Disable Device (DC 20). **Note:** Damage applies only to those underneath the portcullises. Portcullises block the passageway.

☛ **Portcullis, iron:** 2 in thick; hardness 10; hp 60; AC 5; Break DC 25 (to lift) or Break DC 28 (to break down).

☛ **Secret Door:** 3 in. thick; hardness 5; hp 30; AC 5; Break DC 20; Search (DC 20).

☛ **Exterior Door:** 1 ½ in. thick; hardness 5; hp 15; AC 5; Break DC 18.

☛ **Wood Walls:** 6 in. thick; hardness 5; hp 60; AC 5; Break DC 20.

☛ **Reinforced Wood Walls:** 8 in. thick; hardness 5; hp 80; AC 5; Break DC 21.

Second floor

The second story consists entirely of offices, which the smugglers are using as living areas. Bodil, Suhit, and Nairang each have their own quarters. The thugs are sharing two rooms. Bodil's pets sleep in his room at night, to keep them away from the horses. The accommodations are sparse, consisting of bedrolls for sleeping and small, portable braziers for keeping warm. Bodil also keeps the Brazier of the Brotherhood in his room, hidden under his bedroll (Search DC 10 to find).

Activity throughout the day

In the morning, Bodil can be found resting in the office he is using as both office and quarters. In the afternoon, he is in the warehouse proper, overseeing the loading of two wagons. His dogs/wolves, Randon and Wulfsige, are always with him. If guards sound the alarm, be sure to give the wolves Listen checks, as they will respond to the alarm by baying and growling. Bodil and anyone around him will take that as a signal that something is wrong, even if they don't hear the guards themselves. There are a number of thugs, in addition to the one standing guard, either resting in other offices or loading the wagons, as appropriate. Smuggled goods are stacked in the warehouse proper. Four wagons and eight horses are stored inside it as well.

There is one thug standing guard at the main door, stationed just inside. The warehouse is small enough that he can rouse assistance by shouting, which he does in the first round of combat if not silenced.

In addition to the guard at the door, there are a number of thugs which varies by APL. See the listings below for totals. In the morning, all the extra thugs are resting in their rooms, recovering from working late into the night. In the afternoon, one of them relieves the guard, who then retires. The remainder of the thugs go to work loading the wagons, supervised by Bodil and Suhit. Nairang has his own quarters, and does not assist in the loading of the wagons unless they are rushed. In the afternoon, he spends his time studying an arcane tome he has brought with him.

Note: If Suhit, Nairang and any of the thugs that died or were defeated in Encounter 3, then they will not be here.

You'll need to modify survivor's stats accordingly. Add any surviving thugs to the smaller number listed, up to the maximum listed.

Combat

If at any time the PCs initiate combat, refer to the information below. Note that you may have to modify NPC tactics based on their awareness of the PCs' actions. Liberal uses of Spot and Listen checks are appropriate here, opposed by Hide and Move Silently checks as necessary. See the section on Infiltration, above, for more on sneaking up on the smugglers.

APL4 (EL7 or 8)

- **Bodil:** Male half-elf Rog4, hp 32, see Appendix I
- **Suhit Gelari*:** Male human Clr4, hp 36, see Appendix I
- **Randon and Wulfsige:** wolves, hp 13 each, see Appendix I
- **Weak Thugs* (4 or 6):** Male human Rog1/War1, hp 16 each, see Appendix I

APL6 (EL8 or 10)

- **Bodil:** Male half-elf Rog6, hp 48, see Appendix I
- **Suhit Gelari*:** Male human Clr6, hp 54, see Appendix I
- **Randon and Wulfsige:** wolves, advanced (4HD, Large), hp 34 each, see Appendix I
- **Thugs* (3 or 6):** Male human Ftr1/Rog1, hp 18 each, see Appendix I

APL8 (EL10 or 12)

- **Bodil:** Male half-elf Rog8, hp 64, see Appendix I
- **Suhit Gelari*:** Male human Clr8, hp 72, see Appendix I
- **Randon and Wulfsige:** dire wolves, hp 45 each, see Appendix I
- **Improved Thugs* (3 or 7):** Male human Ftr1/Rog2, hp 25 each, see Appendix I
- **Nairang*:** Male human Sor3, hp 18, see Appendix I

APL10 (EL12 or 14)

- **Bodil:** Male half-elf Rog10, hp 80, see Appendix I
- **Suhit Gelari*:** Male human Clr10, hp 90, see Appendix I
- **Randon and Wulfsige:** dire wolves, advanced (10HD, Large), hp 75 each, see Appendix I
- **Brutish Thugs* (4 or 8):** Male human Ftr3/Rog2, hp 47 each, see Appendix I
- **Nairang*:** Male human Sor5, hp 30, see Appendix I

APL12 (EL14 or 16)

- **Bodil:** Male half-elf Rog12, hp 96, see Appendix I
- **Suhit Gelari*:** Male human Clr12, hp 108, see Appendix I
- **Randon and Wulfsige:** dire wolves, advanced (14HD, Large), hp 105 each, see Appendix I
- **Brutish Thugs* (4 or 8):** Male human Ftr4/Rog3, hp 65 each, see Appendix I
- **Nairang*:** Male human Sor7, hp 42, see Appendix I

Tactics

If the smugglers have warning of the PCs imminent attack, they prepare as follows:

1st round – Everyone who still has one quaffs a *potion of spider climb*, and starts to move into the rafters. Bodil orders Randon and Wulfsige to the back of the warehouse, out of view of the main doors. Anyone who doesn't have a *potion of spider climb* left moves with Randon and Wulfsige to the back of the warehouse, behind a large stack of crates.

2nd round – Everyone finishes moving up into the rafters, drawing their bows as they go. Everyone hides to the best of their ability. Nairang quaffs his *potion of invisibility*, assuming he still has it. If he doesn't have the potion available, then he moves over the offices, out of sight of the warehouse floor.

3rd round – Nairang casts *unseen servant*.

If the PCs interrupt their preparations, the smugglers will still attempt to move into their ambush positions, as they know it will be difficult for PCs to follow them.

Once the PCs enter the building, Nairang orders his *unseen servant* to close the door the PCs entered through and casts *hold portal* on the main door. Since the *unseen servant* has been commanded to close the door, he will continue to do so until Nairang changes his orders or the spell expires. After casting *hold portal*, Nairang uses his spells to disable intruders as quickly as possible, preferring *Tasha's hideous laughter* and *hold person*. He reverts to damaging spells only if his Enchantments seem to be having no effect.

As described in Encounter 3, Suhit like to let others do his fighting, and relies heavily on *summon monster* spells. Note that any creatures summoned by Suhit have +1 hp per Hit Die and a +1 bonus to attacks and damage due to his Augment Summoning feat.

If the PCs are clearly winning the battle, any surviving smugglers attempt to flee the building via open doors or the vents at the ends of the building. Bodil prefers not to leave his pets, but isn't going to sacrifice himself to save them.

Once the PCs are done here, proceed to the conclusion.

Conclusion

The PCs report their success or failure to Prince Zeech, and receive their reward. Alternately, they may have chosen to flee the city.

Fate of the Brazier

If this module is being run at the premier, and one of the PCs obtains the Brazier, then make a note on his or her Adventure Record in the play notes section indicating possession of the Brazier. It will be used in the interactive run in conjunction with the premier of this module.

For play after the premier, the PC in question receives the Favor of the Brotherhood of the Sundered Axe, but must turn the Brazier over to Sir Ingo after the adventure is concluded.

Conclusion A: Success?

Use this conclusion if the PCs have evidence (including a severed head or two) to show Prince Zeech that they have eliminated Hok's smugglers in Alhaster.

You return to Zeech's palace, bloody evidence in hand. Once again, the palace guards strip you of armor, weapons, magic items, and spellcasting components before leading you to the Prince's study.

Word of your arrival must have preceded you, as the man Zeech indicated as a messenger from Marionnen is back in his place from this morning, observing your interaction with the Prince.

"I trust you've succeeded in the task I gave you," Zeech says, sitting back in his chair.

Give the PCs an opportunity to lay out the evidence for him. Note that setting a bloody severed head on his desk full of paperwork would be in bad taste.

"Good. That riff-raff will pose us no further problems." Glancing at the short man by his side, he continues, "I'm sure Idikk will be pleased to report your success to m'lord Marionnen." A smile graces the Prince's lips, but does not touch his eyes.

"I like to reward those who serve me well. See the chamberlain on your way out. He has a small reward for you."

All PCs who are present receive Influence with Prince Zeech. If they killed Matai or any of his family in Encounter Five, they receive Enmity of the Rhennee. If they killed Suhit, Bodil, or any of the smugglers, they

receive Enmity of General Hok. If they worked with Suhit to provide evidence of their success to Prince Zeech, and did not fight any of the smugglers, they receive Influence with General Hok.

Zeech also provides the PCs with a monetary reward, as detailed in the Treasure Summary.

Conclusion B: Failure

Use this conclusion if the PCs do not bring back trophies to prove their success to Prince Zeech.

With great trepidation, you return to Zeech's palace with nothing to show that you have eliminated the smugglers aiding General Hok. Once again, the palace guards strip you of armor, weapons, magic items, and spellcasting components before leading you to the Prince's study.

Word of your arrival must have preceded you, as the man Zeech indicated as a messenger from Marionnen is back in his place from this morning, observing your interaction with the Prince.

"I trust you've succeed in the task I gave you," Zeech says, sitting back in his chair.

Give the PCs an opportunity to try and explain why they have no evidence to support a claim that they have done as the Prince asked. Note that the Prince will not be satisfied with any explanation that does not include the head(s) of the smuggler(s).

"You have failed me," intones the Prince, his face appearing graven from granite. "Now I shall have to take extreme measures to root out this rot in my fair city. As for you... Guards!"

Guards pour in from the antechamber. Zeech snaps his fingers once, and they grab you and your companions. You are dragged out of the room and through the antechamber. The two guards standing outside the Prince's study close the door, but not before you see a man in black leather with a scarlet-sheathed longsword enter the room you were just removed from.

All PCs who are present must pay 4 extra time units for the adventure as they languish in the dungeons under Prince Zeech's palace and must pay a fine of 50gp per APL. Their equipment is returned to them when they are released. Players with the Citation of Redhand instead lose the Citation, but do not pay the extra time units. If the PCs killed Matai or any of his family in Encounter Five, they receive Enmity of the Rhennee. If they killed Suhit, Bodil, or any of the smugglers, they receive Enmity of General Hok.

Conclusion C: Fly, you fools!

Use this conclusion if the PCs decide to flee the city rather than do as the Prince asks or return to him empty-handed.

Wisely deciding that remaining in Alhaster to face the Prince's wrath would be counterproductive to your health, you flee the city before your deadline arrives. Looking back over your shoulders at the city in the distance, you are glad to be free of the place. You are certain that you do not want to return to the city for a long time.

All PCs receive Banned from Redhand. If the PCs killed Matai or any of his family in Encounter Five, they receive Enmity of the Rhennee. If they killed Suhit, Bodil, or any of the smugglers, they receive Enmity of General Hok.

Conclusion D: Right of Refusal

Use this conclusion for any PCs that decide not to accept Zeech's assignment, and tell him so.

His face a marble mask, Prince Zeech calls out one word, "Guards!"

The door to the room opens and men pour in from the antechamber.

Pause for a moment in case one of the PCs wants to say something before his fate is sealed. If they decide to change their mind about refusing the Prince's generous offer, then return to Encounter 1. Otherwise, proceed:

Still grim, Zeech points at you. The guards grab you. The doors to the antechamber close behind you as the guards drag you to the dungeons beneath the Prince's palace.

PCs who refuse the assignment Prince Zeech has given them receive Whip Scars and must pay an extra 26 time units for the adventure as slaves in the silver mines of the Rift Canyon. Furthermore, they lose all material possessions they had on them when they started the adventure. PCs with the Citation of Redhand instead pay an extra 13 time units as they languish in the dungeons under Prince Zeech's palace, must pay a fine of 100gp per APL, and lose the Citation of Redhand. Their equipment is returned to them when they are released.

PCs who warn the Rhennee that they are being sought by Zeech's secret police receive a Ring of the

Rhennee (+2 circumstance bonus to all further interaction with Rhennee).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Note: Experience in Encounters 4, 5, and 6 should only be awarded for either combat or peaceful interaction, not both. For example, if the PCs fight and defeat the smugglers in Encounter 6, and subsequently come to an agreement with them, they would only get the experience for the combat, not the experience for gaining their assistance.

Encounter 3: Investigation

Per point of information (1-4) gained

APL4 (Max 160 xp)	40 xp
APL6 (Max 240 xp)	60 xp
APL8 (Max 320 xp)	80 xp
APL10 (Max 400 xp)	100 xp
APL12 (Max 480 xp)	120 xp

Encounter 4: Suhit

Defeating Suhit and the smugglers

APL4	140 xp
APL6	210 xp
APL8	280 xp
APL10	350 xp
APL12	420 xp

– OR –

Gaining Suhit's assistance

APL4	100 xp
APL6	150 xp
APL8	200 xp
APL10	250 xp
APL12	300 xp

Encounter 5: The Norebo's Fate

Getting Dorota's information

APL4	40 xp
APL6	60 xp

APL8	80 xp
APL10	100 xp
APL12	120 xp
Defeating the Rhennee	
APL4	40 xp
APL6	60 xp
APL8	80 xp
APL10	100 xp
APL12	120 xp
Warning the Rhennee	
APL4	40 xp
APL6	60 xp
APL8	80 xp
APL10	100 xp
APL12	120 xp

Encounter 6: Smuggler's Den

Defeating Suhit and the additional thugs	
APL4	140 xp
APL6	210 xp
APL8	280 xp
APL10	350 xp
APL12	420 xp
Defeating Bodil and the smugglers	
APL4	140 xp
APL6	210 xp
APL8	280 xp
APL10	350 xp
APL12	420 xp
– OR –	
Gaining the smuggler's assistance	
APL4	80 xp
APL6	120 xp
APL8	160 xp
APL10	200 xp
APL12	240 xp

Encounter 6: Smuggler's Den

Obtaining the Brazier	
APL4	60 xp
APL6	90 xp
APL8	120 xp
APL10	150 xp
APL12	180 xp

Total possible experience

APL4	600 xp
APL6	900 xp
APL8	1,200 xp
APL10	1,500 xp
APL12	1,800 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold 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 treasures from each encounter add it up and that is the number of gold pieces a character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure record.

TREASURE KEY:

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

Encounter 1: Zeech

Whip Scars and pay an extra 26 Time Units for the adventure if the assignment is refused and the PC does not have the Citation of Redhand.

Pay an extra 13 Time Units for the adventure and lose the Citation of Redhand if the assignment is refused and the PC has the Citation of Redhand.

Encounter 3: Investigation

Pay an extra 3 Time Units if money is stolen from the Harbormaster's vault.

Encounter 4: Suhit

Defeat Suhit and the smugglers:

APL4: L: 0 gp; C: 0 gp; M: *potion of blur* (Value 25 gp per character); *potion of levitate* (Value 25 gp per character); 3 *potions of spider climb* (Value 12 gp per character); 2 divine scrolls of *cure light wounds* (Value 4 gp per character); divine scroll of *doom* (Value 2 gp per character); 2 *potions of cure moderate wounds* (Value 50 gp per character).

APL6: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (Value 83 gp per character); divine scroll of *bless* (Value 2 gp per character); 2 divine scrolls of *cure light wounds* (Value 4 gp per character); divine scroll of *doom* (Value 2 gp per character); divine scroll of *silence* (Value 12 gp per character); *potion of blur* (Value 25 gp per character); *potion of levitate* (Value 25 gp per character); 3 *potions of cure moderate wounds* (Value 75 gp per character).

APL8: L: 0 gp; C: 0 gp; M: divine scroll of *bless* (Value 2 gp per character); 2 divine scrolls of *cure light wounds* (Value 4 gp per character); divine scroll of *doom* (Value 2 gp per character); divine scroll of *silence* (Value 12 gp per character); *ring of protection +1* (Value 166 gp per character); *potion of cat's grace* (Value 25 gp per character); 2 arcane scrolls of *color spray* (Value 4 gp per character); 2 arcane scrolls of *shield* (Value 4 gp per character); 2 arcane scrolls of *web* (Value 25 gp per character).

APL10: L: 0 gp; C: 0 gp; M: *+1 full plate* (Value 220 gp per character); 2 *cloaks of resistance +1* (Value 166 gp per character); 10 *+1 bolts* (Value 40 gp per character); 2 divine scrolls of *cure light wounds* (Value 4 gp per character); divine scroll of *doom* (Value 2 gp per character); divine scroll of *silence* (Value 12 gp per character); *wand of hold person* with 6 charges (Value 42 gp per character); 6 *potions of cure moderate wounds* (Value 150 gp per character); *potion of cure serious wounds* (Value 62 gp per character); arcane scroll of *invisibility* (Value 12 gp per character); 2 arcane scrolls of *shield* (Value 4 gp per character).

APL12: L: 0 gp; C: 0 gp; M: 10 *+1 bolts* (Value 40 gp per character); *+1 full plate* (Value 220 gp per character); *+1 heavy flail* (Value 192 gp per character); 2 *cloaks of resistance +1* (Value 166 gp per character); divine scroll of *bless* (Value 2 gp per character); 2 divine scrolls of *cure light wounds* (Value 4 gp per character); divine scroll of *doom* (Value 2 gp per character); divine scroll of *silence* (Value 12 gp per character); *wand of hold person* with 10 charges (Value 75 gp per character); 5 *potions of cure*

moderate wounds (Value 125 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of hiding* (Value 12 gp per character); arcane scroll of *invisibility* (Value 12 gp per character); 2 arcane scrolls of *shield* (Value 4 gp per character).

Encounter 5: Norebo' Fate

Ring of the Rhennee

Awarded if the PCs warn the Rhennee that Elhilbor wants them killed.

[When worn openly, this ring identifies the wearer as a friend of the Rhennee. The wearer receives a +2 circumstance modifier to all interactions with Rhennee. Furthermore, no Rhennee will knowingly cheat or steal from the wearer.]

Defeat the Rhennee in combat:

ALL APLS: L: 10 gp; C: 10 gp; M: 11 *potions of cure light wounds* (Value 44 gp per character); *potion of blur* (Value 25 gp per character); *potion of cat's grace* (Value 25 gp per character); *potion of invisibility* (Value 25 gp per character); arcane scroll of *color spray* (Value 2 gp per character); 2 arcane scrolls of *shield* (Value 4 gp per character).

Encounter 6: Smuggler's Den

Defeat Bodil and the smugglers (if Suhit is present, add treasure from Encounter 4 as appropriate):

APL4: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (Value 83 gp per character); 6 *potions of cure light wounds* (Value 24 gp per character).

APL6: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (Value 83 gp per character); 5 *potions of cure light wounds* (Value 20 gp per character).

APL8: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (Value 83 gp per character); *potion of haste* (Value 62 gp per character); *potion of cure serious wounds* (Value 62 gp per character); 3 *potions of cure moderate wounds* (Value 75 gp per character).

APL10: L: 0 gp; C: 0 gp; M: *+1 studded leather* (Value 97 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); 5 *potions of cure moderate wounds* (Value 125 gp per character).

APL12: L: 0 gp; C: 0 gp; M: 2 *+1 short swords* (Value 385 gp per character); *+1 studded leather* (Value 97 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *ring of protection +1* (Value 166 gp per character); 5 *potions of cure moderate wounds* (Value 125 gp per character).

Conclusion A: Success?

Returning with proof that the smugglers were eliminated:

APL4: L: 0 gp; C: 375 gp; M: 0 gp.

APL6: L: 0 gp; C: 450 gp; M: 0 gp.

APL8: L: 0 gp; C: 550 gp; M: 0 gp.

APL10: L: 0 gp; C: 650 gp; M: 0 gp.

APL12: L: 0 gp; C: 750 gp; M: 0 gp.

Conclusion C: Fly, You Fools!

Banned from Redhand

[This character has been banned from Redhand, the portion of the Bandit Kingdoms governed by Prince Zeech. If the character ever returns to Redhand, they will be executed, their possessions forfeit to the crown. Corpses of characters killed in this way are not recoverable.]

Conclusion D: Right of Refusal

Whip Scars

[The character named above has received horrible whip scars on his or her back from working in the silver mines of the Rift Canyon.]

Special

Banned from Redhand

[This character has been banned from Redhand, the portion of the Bandit Kingdoms governed by Prince Zeech. If the character ever returns to Redhand, they will be executed, their possessions forfeit to the crown. Corpses of characters killed in this way are not recoverable.]

Enmity of the Rhennee

[The character named above has earned the undying enmity of the Rhennee. The character has a -5 circumstance modifier to all interaction with Rhennee. In addition, Rhennee target the character for theft, cons, and death in preference of all others.]

Enmity of General Hok

[This character has earned the disfavor of General Hok. The General and his agents will regard him or her with suspicion. The character receives a -2 circumstance modifier when interacting with the General or any of his agents. This certificate cancels out 1 Influence Point with General Hok.]

Favor of the Brotherhood of the Sundered Axe

Awarded to whichever character (if any) recovered the Brazier of the Brotherhood.

[This character has performed a valuable service for the Brotherhood of the Sundered Axe. Members of the

Brotherhood of the Sundered Axe hold him or her in high esteem. This respect translates into a +2 circumstance bonus to Diplomacy checks when interacting with members or agents of the Brotherhood. This favor is lost if the PC takes any actions that harm members of the Brotherhood, their agents, or their cause.]

Influence Point

[Influence with Prince Zeech of Redhand. Awarded to you by His Grace.]

Influence Point

[Influence with General Hok. Awarded to you by Suhit.]

Whip Scars

[The character named above has received horrible whip scars on his or her back from working in the silver mines of the Rift Canyon.]

Total Possible Treasure:

APL4: 600 gp

APL6: 800 gp

APL8: 1,250 gp

APL10: 2,100 gp

APL12: 2,500 gp

Appendix I: NPCS

Encounter 1

ALL APLS

➤ **Prince Zeech:** Male human Ftr8/Clr4; Medium-size humanoid (human); HD 8D10+4D8+24; hp 136; Init +5 (Dex, Improved Initiative), Spd 30 ft.; AC 27 (touch 16, flat-footed 26); Atks +19/+14/+9 melee (1d8+1d6+9, +3 *thundering light flail*); SA Spells; SR 15; AL LE; SV Fort +14, Ref +8, Will +9; Str 18, Dex 12, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +7, Diplomacy +14, Handle Animal +11, Jump +12, Knowledge (Arcana) +6, Knowledge (Religion) +7, Ride +18, Swim +14; Expertise, Improved Initiative, Lightning Reflexes, Mounted Combat, Quick-Draw, Ride-By Attack, Shield Expert, Spirited Charge, Trample, Trustworthy, Weapon Specialization (light flail).

Possessions: +3 *elven chain* (SR 15), +3 *thundering light flail*, +2 *large steel shield*, *amulet of natural armor* +2, *boots of speed*, *cloak of resistance* +2, *ring of protection* +2

Spells Prepared (5/4+1/2+1; base DC = 11 + spell level): o—*cure minor wounds* (x2), *detect poison* (x3); 1st—*cure light wounds*, *divine favor* (x3), *inflict light wounds**; 2nd—*bull's strength*, *endurance*, *spiritual weapon**

* Domain spells; *Deity:* Hextor; *Domains:* Destruction (Smite: +4 attack & damage once/day), War (Martial Weapon Proficiency (light flail), Weapon Focus (light flail))

➤ **Idikk:** Male wererat Rgr7/Rog3; Medium-size shapechanger; HD 7D10+3D6+20; hp 108; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (touch 16, flat 21); Atks +14/+9 melee (1d8+4/19-20, +2 *longsword*) or +12/+11/+9 melee (1d8+4/19-20, +2 *longsword* and 1d6+3/19-20, +2 *short sword*) or +14/+9 ranged (1d8+3/x3, +1 *mighty composite longbow* [Str 14]); SA Favored enemy +2 (humans), favored enemy +1 (demons), Sneak Attack +2d6; SQ Alternate Form, Evasion, Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +10, Dex +9, Will +7; Str 15, Dex 18, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Gather Information +8, Handle Animal +3, Hide +24, Listen +8, Move Silently +14, Read Lips +6, Ride +8, Search +13, Spot +12, Swim +1, Tumble +11, Wilderness Lore +13; Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Track, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: +2 *longsword*, +2 *short sword*, +1 *mighty composite longbow* [Str 14], +1 *studded leather*, *cloak of elvenkind*, *eyes of the eagle*, *gloves of dexterity* +2, *ring of protection* +1, 20 arrows.

APL12 (EL16)

➤ **Palace Guard Captain:** Male human Ftr10; Medium-size humanoid (human); HD 10d10+20 hp 80; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atks +15/+10 melee (1d10+6/17-20, bastard sword) or +13 ranged (1d8+2/19-20, light crossbow); AL LE; SV Fort +10, Ref +5, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +4, Jump +8, Ride +14; Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, +1 *crossbow bolts* (10), +1 *large steel shield*, +2 *light crossbow*, +2 *full plate*, *cloak of resistance* +1, *potion of cure moderate wounds*.

➤ **Palace Guardsmen (11);** Male human Ftr9; Medium-size humanoid (human); HD 9d10+18 hp 72 each; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 22 (touch 10, flat-footed 21); Atks +14/+9 melee (1d10+6/17-20, bastard sword) or +12 ranged (1d8+2/19-20, light crossbow); AL LE; SV Fort +9, Ref +5, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Jump +5, Ride +14; Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Point-Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, +1 *crossbow bolts* (10), +1 *large steel shield*, +1 *light crossbow*, *cloak of resistance* +1, *full plate*, *potion of cure moderate wounds*.

Encounter 2

ALL APLS

➤ **Elhilbor, Captain of the Secret Police:** Male human Ftr8/Clr4; Medium-size humanoid (human);

HD 8d10+24; hp 76; Init +3; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atk +14/+9 melee (1d8+4/17-20, longsword) or +11 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 16, Con 16, Int 13, Wis 16, Cha 13.

Skills and Feats: Craft (weaponsmith) +4, Heal +4, Innuendo +5, Jump +4, Listen +5, Move Silently +2, Ride +10, Spellcraft +3, Spot +5, Swim +1; Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Quick Draw, Weapon Focus (long sword), Improved Critical (longsword).

Possessions: +1 chainmail, +1 ring of protection, masterwork longsword, light crossbow, crossbow bolts (10).

Encounter 4

APL4 (EL6)

➤ **Suhit Gelari:** Male human Clr4; Medium-size humanoid (human); HD 4d8+4 hp 36; Init +0 (Dex); Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +7 melee (1d10+2/19-20, heavy flail) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke Undead; AL LE; SV Fort +5, Ref +1, Will +7 Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Skills and Feats: Bluff +7, Concentration +8, Sense Motive +6; Augment Summoning, Charlatan, Combat Casting

Possessions: bolts (x10), full plate, masterwork heavy flail, light crossbow, *potion of blur*, ~~*potion of fly*~~, *potion of levitate*, *potion of spider climb*, divine scroll of *bless*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): *o—cure minor wounds*, *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x2); *2nd—hold person*, *calm emotions**, *summon monster II* (x2)

* Domain spells; **Deity:** Hextor; **Domains:** Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

➤ **Thugs (2):** Male human Ftr1/Rog1; Medium-sized humanoid (human); HD 1d10+1d6+2 hp 18 each; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d8+2/x3, mighty composite longbow); SA Sneak Attack +1d6; AL N; SV Fort +3, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10; Wis 8; Cha 12

Skills and Feats: Appraise +4, Bluff +5, Disable Device +4, Escape Artist +3, Hide +3, Listen +3, Move Silently +3, Spot +3, Swim -1, Tumble +3; Dodge, Iron Will, Weapon Focus (Scimitar)

Possessions: arrows (x20), chain shirt, masterwork scimitar, mighty composite longbow (Str 14), *potion of cure moderate wounds*, *potion of spider climb*, small wooden shield

APL6 (EL8)

➤ **Suhit Gelari:** Male human Clr6; Medium-size humanoid (human); HD 6d8+6 hp 54; Init +4 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +8 melee (1d10+2/19-20, heavy flail) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke Undead; AL LE; SV Fort +7, Ref +3, Will +9 Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Skills and Feats: Bluff +8, Concentration +10, Sense Motive +7; Augment Summoning, Charlatan, Combat Casting, Improved Initiative

Possessions: bolts (x10), *cloak of resistance* +1, divine scroll of *bless*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *silence*, full plate, masterwork heavy flail, masterwork light crossbow, *potion of blur*, *potion of fly*, *potion of levitate*, *potion of spider climb*

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): *o—cure minor wounds*, *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x2); *2nd—hold person* (x2), *calm emotions**, *summon monster II* (x2); *3rd—blindness/deafness*, *magic vestment**, *summon monster III* (x2)

* Domain spells; **Deity:** Hextor; **Domains:** Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

➤ **Improved Thugs (3):** Male human Ftr1/Rog2; Medium-size humanoid (human); HD 1d10+2d6+3 hp 25 each; Init +6 (Dex, Improved Initiative); AC 18 (touch 12, flat-footed 16); Atks +6 melee (1d6+2/18-20, scimitar) or +4 ranged (1d8+2/x3, mighty composite longbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +3, Ref +5; Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Bluff +7, Disable Device +4, Escape Artist +3, Hide +4, Listen +3, Move Silently +4, Spot +3, Swim -2, Tumble +4; Dodge, Improved Initiative, Iron Will, Weapon Focus (Scimitar)

Possessions: arrows (x20), chain shirt; large wooden shield, masterwork scimitar, mighty composite longbow (Str 14), *potion of cure moderate wounds*, *potion of spider climb*

APL8 (EL10)

☛ **Suhit Gelari:** Male human Clr8; Medium-size humanoid (human); HD 8d8+8 hp 72; Init +4 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 11, flat-footed 19); Atks +10/+5 melee (1d10+2/19-20, heavy flail) or +7 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke Undead; AL LE; SV Fort +7, Ref +2, Will +9 Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14

Skills and Feats: Bluff +9, Concentration +12, Sense Motive +8; Augment Summoning, Charlatan, Combat Casting, Improved Initiative

Possessions: bolts (x10), divine scroll of *bless*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *silence*, full plate, masterwork heavy flail, masterwork light crossbow, *potion of fly*, *potion of spider climb*, *ring of protection +1*

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): *o—cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x3); *2nd—hold person* (x2), *calm emotions**, *summon monster II* (x2); *3rd—blindness/deafness* (x2), *magic vestment**, *summon monster III* (x2); *4th—cure critical wounds*, *order's wrath**, *summon monster IV*

* Domain spells; *Deity:* Hextor; *Domains:* Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Improved Thugs (5):** Male human Ftr1/Rog2; Medium-size humanoid (human); HD 1d10+2d6+3 hp 25 each; Init +6 (Dex, Improved Initiative); AC 18 (touch 12, flat-footed 16); Atks +6 melee (1d6+2/18-20, scimitar) or +4 ranged (1d8+2/x3, mighty composite longbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +3, Ref +5; Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Bluff +7, Disable Device +4, Escape Artist +3, Hide +4, Listen +3, Move Silently +4, Spot +3, Swim -2, Tumble +4; Dodge, Improved Initiative, Iron Will, Weapon Focus (Scimitar)

Possessions: arrows (x20), chain shirt; large wooden shield, masterwork scimitar, mighty composite longbow (Str 14), *potion of spider climb*

☛ **Nairang:** Male human Sor3; Medium-size humanoid (human); HD 3d4+6 hp 18; Init +6 (Dex, Improved Initiative); AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d8-1, shortspear) +0 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +3, Ref +3,

Will +4; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +8, Knowledge (arcana) +6, Spellcraft +6; Alertness, Combat Casting, Improved Initiative, Spell Focus (Enchantment)

Possessions: crossbow bolts (10), dagger, masterwork light crossbow, *potion of cat's grace*, *potion of invisibility*, *potion of spider climb*, shortspear, scroll of *color spray* (x2), scroll of *shield* (x2), scroll of *web* (x2), tanglefoot bag (x2)

Spells per Day: (6/6; Spell DC = 12 + spell level) *o—dancing lights*, *daze**, *detect magic*, *ray of frost*, *read magic*; *1st—hold portal*, *magic missile*, *unseen servant*

* Spell DC is 14 + spell level, due to Spell Focus feat.

APL10 (EL12)

☛ **Suhit Gelari:** Male human Clr10; Medium-size humanoid (human); HD 10d8+10 hp 90; Init +4 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 11, flat-footed 19); Atks +12/+7 melee (1d10+2/19-20, masterwork heavy flail) or +7 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke Undead; AL LE; SV Fort +9, Ref +6, Will +11 Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14

Skills and Feats: Bluff +10, Concentration +14, Sense Motive +9; Augment Summoning, Charlatan, Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: +1 bolts (x10), +1 full plate, cloak of *resistance +1*, divine scroll of *bless*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *silence*, masterwork light crossbow, masterwork heavy flail, *potion of fly*, *potion of spider climb*, wand of *hold person* (6 charges)

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): *o—cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x3h); *2nd—hold person* (x2), *calm emotions**, *summon monster II* (x2); *3rd—blindness/deafness* (x2), *magic vestment**, *summon monster III* (x2); *4th—divine power*, *order's wrath**, *summon monster IV* (x2), *5th—flame strike**, *summon monster V*

* Domain spells; *Deity:* Hextor; *Domains:* Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Brutish Thugs (5):** Male human Ftr3/Rog2; Medium-size humanoid (human); HD 3d10+2d6+5 hp 47 each; Init +6 (Dex, Improved Initiative); AC 19 (touch 12, flat-footed 17); Atks +9 melee (1d6+3/18-20,

scimitar) or +6 ranged (1d8+3/x3, mighty composite longbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +4, Ref +6; Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Bluff +7, Disable Device +4, Escape Artist +1, Hide +2, Listen +3, Move Silently +2, Spot +3, Swim +2, Tumble +2; Dodge, Improved Initiative, Iron Will, Mobility, Weapon Focus (Scimitar)

Possessions: arrows (x20), breastplate, large wooden shield, masterwork scimitar, mighty composite longbow (Str 16), *potion of cure moderate wounds*, *potion of spider climb*

☛ **Nairang:** Male human Sor5; Medium-size humanoid (human); HD 5d4+10 hp 30; Init +6 (Dex, Improved Initiative); AC 16 (touch 12, flat-footed 14); Atks +1 melee (1d8-1, shortspear) +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +10, Knowledge (arcana) +8, Spellcraft +8; Alertness, Combat Casting, Improved Initiative, Spell Focus (Enchantment)

Possessions: *cloak of resistance* +1, masterwork crossbow bolts (10), dagger, masterwork light crossbow, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of invisibility*, *potion of spider climb*, shortspear, scroll of *invisibility*, scroll of *shield* (x2), tanglefoot bag (x2)

Spells per Day: (6/7/5; Spell DC = 13 + spell level) o—*dancing lights*, *daze**, *detect magic*, *ray of frost*, *read magic*, *resistance*; 1st—*hold portal*, *mage armor*, *magic missile*, *unseen servant*; 2nd—*Tasha's hideous laughter**, *web*

* Spell DC is 15 + spell level, due to Spell Focus feat.

APL12 (EL14)

☛ **Suhit Gelari:** Male human Clr12; Medium-size humanoid (human); HD 12d8+12 hp 108; Init +4 (Dex, Improved Initiative); Spd 20 ft; AC 19 (touch 10, flat-footed 19); Atks +13/+8 melee (1d10+3/19-20, +1 *heavy flail*) or +10 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke Undead; AL LE; SV Fort +10, Ref +7, Will +14 Str 12, Dex 10, Con 12, Int 10, Wis 18, Cha 14

Skills and Feats: Bluff +11, Concentration +16, Sense Motive +12; Augment Summoning, Blind-Fight, Charlatan, Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: +1 bolts (x10), +1 *full plate*, +1 *heavy flail*, +1 *light crossbow*, *cloak of resistance* +1, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *silence*, masterwork light crossbow, *potion of fly*, *potion of spider climb*, *wand of hold person* (10 charges)

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level): o—*cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); 1st—*bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x4); 2nd—*hold person* (x2), *calm emotions**, *summon monster II* (x3); 3rd—*blindness/deafness* (x2), *magic vestment**, *summon monster III* (x3); 4th—*cure critical wounds*, *divine power*, *order's wrath**, *summon monster IV* (x2), 5th—*flame strike**, *summon monster V* (x2); 6th—*blade barrier**, *summon monster VI*

* Domain spells; *Deity*: Hextor; *Domains*: Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Improved Brutish Thugs (5):** Male human Ftr4/Rog3; Medium-size humanoid (human); HD 4d10+3d6+7 hp 65 each; Init +6 (Dex, Improved Initiative); AC 19 (touch 12, flat-footed 19); Atks +11/+6 melee (1d6+5/18-20, scimitar) or +10/+5 ranged (1d8+3/x3, mighty composite longbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +6, Ref +6; Will +3; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +5, Bluff +6, Climb +3, Disable Device +5, Escape Artist +4, Hide +9, Listen +4, Move Silently +4, Spot +4, Swim +2, Tumble +8; Dodge, Improved Initiative, Iron Will, Mobility, Point Blank Shot, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: breastplate, large wooden shield, masterwork arrow (x20), masterwork mighty composite longbow (Str 16), masterwork scimitar, *potion of cure moderate wounds*, *potion of spider climb*

☛ **Nairang:** Male human Sor7; Medium-size humanoid (human); HD 7d4+14 hp 42; Init +6 (Dex, Improved Initiative); AC 16 (touch 12, flat-footed 14); Atks +3 melee (1d8-1, shortspear) +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +12, Knowledge (arcana) +10, Spellcraft +10; Alertness, Combat Casting, Greater Spell Focus (Enchantment) Improved Initiative, Spell Focus (Enchantment)

Possessions: cloak of resistance +1, dagger, masterwork crossbow bolts (10), masterwork light crossbow, masterwork shortspear, *potion of cure serious wounds*, *potion of invisibility*, *potion of hiding*, *potion of spider climb*, scroll of *invisibility*, scroll of *shield*(x2), tanglefoot bag (x2)

Spells per Day: (6/7/7/5; Spell DC = 13 + spell level) 0—*dancing lights*, *daze**, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *hold portal*, *mage armor*, *magic missile*, *unseen servant*; 2nd—*see invisibility*, *Tasha's hideous laughter**, *web*; 3rd—*hold person**, *lightning bolt*

* Spell DC is 17 + spell level, due to Greater Spell Focus feat.

Encounter 5

ALL APLS (EL7)

☛ **Matai:** Male human Exp1/Ftr1/Rog2; medium-size humanoid (human); HD 1d10+3d6+8 hp 36; Init +7 (Dex, Improved Initiative); AC 15 (touch 13, flat-footed 12); Atks +7 melee (1d6+1/19-20, short sword) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL CN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Appraise +6, Bluff +7, Climb +4, Diplomacy +8, Escape Artist +7, Hide +7, Intuit Direction +1, Move Silently +8, Pick Pocket +10, Sense Motive +7, Tumble +7, Use Rope +8; Improved Initiative, Iron Will, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: dagger, leather armor, masterwork shortsword, *potion of cure light wounds*(x2)

☛ **Enric:** Male human Com1; small-size humanoid (human); HD 1d4 hp 4; Init +2 (Dex); AC 13 (touch 13, flat-footed 11); Atks -1 melee (1d2-1, unarmed) or -1 melee (1d6-1, club); AL CN; SV Fort +0, Ref +2, Will -1; Str 8, Dex 15, Con 10, Int 12, Wis 8, Cha 14

Skills and Feats: Climb +3, Jump +3, Swim +3, Use Rope +6; Dodge, Mobility

Possessions: None

☛ **Emil, Ionel and Dumitru:** Male human Exp1/Rog2; medium-size humanoid (human); HD 3d6+6 hp 24 each; Init +2 (Dex); AC 15 (touch 12, flat-footed 13); Atks +4 melee (1d6+1/19-20, short sword) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, dagger); SA Sneak Attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Climb +1, Craft (shipmaking) +4, Diplomacy +5, Forgery +2, Intuit Direction +3, Knowledge (geography) +4, Listen +4, Profession (sailor) +4, Spot +4, Swim +1, Use Rope +6, Wilderness Lore +3; Alertness, Dodge, Weapon Finesse (short sword)

Possessions: dagger, masterwork short sword, *potion of cure light wounds*(x2), studded leather

☛ **Dorota:** female human Exp1/Rog1/Sor1; medium-size humanoid (human); HD 2d6+1d4+3 hp 19; Init +2 (Dex); AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); SA Sneak Attack +1d6, Spells; AL CN; SV Fort +1, Ref +4, Will +4; Str 8, Dex 15, Con 13, Int 12, Wis 10, Cha 14

Skills and Feats: Bluff +7, Concentration +5, Craft (leatherworking) +5, Craft (weaving) +6, Diplomacy +11, Heal +4, Knowledge (geography) +5, Pick Pocket +9, Profession (cook) +5, Sense Motive +5; Alertness, Dodge, Spell Focus (Enchantment)

Possessions: masterwork dagger, *potion of blur*, scroll of *shield*

Spells per day: (5/4; Spell DC = 12 + spell level) 0 — *daze**, *detect magic*, *light*, *mending*; 1st — *charm person**, *hypnotism**

* - Spell DC is 14 + spell level, due to Spell Focus feat

☛ **Afina and Estera:** female human Exp1/Rog1; medium-size humanoid (human); HD 2d6+2 hp 14 each; Init +2 (Dex); AC 14 (touch 12, flat-footed 12); Atks +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-1/19-20, dagger); AL CN; SV Fort +1, Ref +4, Will +2; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15

Skills and Feats: Bluff +7, Craft (leatherworking) +3, Craft (weaving) +3, Diplomacy +11, Heal +4, Hide +7, Innuendo +4, Listen +6, Sense Motive +5, Spot +6, Tumble +4; Alertness, Dodge

Possessions: leather armor, masterwork dagger, *potion of cure light wounds*

☛ **Mihaela:** female human Exp1/Sor3; medium-size humanoid (human); HD 1d6+3d4+4 hp 22; Init +0; AC 10 (touch 10, flat-footed 10); Atks +1 melee (1d6-1, quarterstaff); AL CN; SV Fort +4, Ref +3, Will +7; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 16

Skills and Feats: Appraise +5, Bluff +7, Concentration +8, Diplomacy +7, Heal +6, Innuendo +6, Intimidate +7, Profession (cook) +6, Sense Motive +6, Spellcraft +6; Combat Casting, Great Fortitude, Lightning Reflexes

Possessions: masterwork quarterstaff, *potion of cat's grace*, *potion of cure light wounds*, *potion of*

invisibility, scroll of *color spray*, scroll of *shield*, tanglefoot bag (x2)

Spells per day: (6/6; Spell DC = 13 + spell level) *o* — *daze*, *detect magic*, *light*, *mage hand*, *read magic*; *1st* — *animate rope*, *cause fear*, *magic missile*

Encounter 6

Note: If the PCs fought Suhit, Nairang and the thugs in Encounter 3, then do **not** include them in this encounter. Use only Bodil, the (dire) wolves, and the smaller number of thugs.

APL4 (EL7 or 8)

☛ **Bodil:** Male half-elf Rog4, Medium-size humanoid (half-elf); HD 4D6+8 hp 32; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +6 melee (1d6+2/19-20, short sword) or +4/+4 melee (1d6+2/19-20, short sword) or +6 ranged (1d6/x3, composite shortbow); SA Sneak Attack +2d6; SQ Elven blood, Evasion, Immunity to sleep, save +2 vs. Enchantment spells, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +8, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Bluff +7, Diplomacy +9, Disguise +7, Forgery +8, Hide +9, Innuendo +7, Intimidate +9, Move Silently +9, Tumble +9; Ambidexterity, Two-weapon Fighting

Possessions: +1 *cloak of resistance*, arrows (x20), composite shortbow, masterwork short sword (x2), *potion of cure light wounds* (x2), *potion of spider climb*, studded leather

☛ **Suhit Gelari*:** Male human Clr4; Medium-size humanoid (human); HD 4d8+4 hp 36; Init +0 (Dex); Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +7 melee (1d10+2/19-20, heavy flail) or +3 ranged (1d8/19-20, light crossbow); SA Rebuke Undead; AL LE; SV Fort +5, Ref +1, Will +7 Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Skills and Feats: Bluff +7, Concentration +8, Sense Motive +6; Augment Summoning, Charlatan, Combat Casting

Possessions: bolts (x10), full plate, masterwork heavy flail, light crossbow, *potion of blur*, *potion of fly*, *potion of levitate*, *potion of spider climb*, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): *o*—*cure minor wounds*, *guidance* (x2), *resistance* (x2); *1st*—*bane*, *cure light wounds*, *magic weapon**; *summon monster I* (x2); *2nd*—*hold person*, *calm emotions**, *summon monster II* (x2)

* Domain spells; *Deity:* Hextor; *Domains:* Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Randon and Wulfsige:** wolves, hp 13 each, see *Monster Manual*, page 204.

☛ **Weak Thugs* (4 or 6):** Male human Rog1/War1, Medium-size humanoid (human); HD 1d8+1d6+2 hp 16; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d6+2/19-20, short sword) or +3 ranged (1d8/x3, longbow); SA Sneak Attack +1d6; AL N; SV Fort +3, Ref +4, Will +0; Str 14, Dex 15, Con 12, Int 13, Wis 0, Cha 8

Skills and Feats: Climb +5, Handle Animal +3, Listen +4, Profession (sailor) +2, Ride +6, Sense Motive +2, Spot +4, Swim +2, Tumble +3; Alertness, Improved Initiative

Possessions: longbow, *potion of cure light wounds*, *potion of spider climb*, short sword, studded leather

APL6 (EL8 or 10)

☛ **Bodil:** Male half-elf Rog6, Medium-size humanoid (half-elf); HD 4D6+12 hp 48; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +7 melee (1d6+2/19-20, short sword) or +5/+5 melee (1d6+2/19-20, short sword) or +7 ranged (1d6+1/x3, mighty composite shortbow); SA Sneak Attack +3d6; SQ Elven blood, Evasion, Immunity to sleep, save +2 vs. Enchantment spells, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +5, Ref +9, Will +3; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Bluff +9, Diplomacy +11, Disguise +9, Forgery +10, Hide +11, Innuendo +9, Intimidate +11, Move Silently +11, Tumble +11; Ambidexterity, Quick Draw, Two-weapon Fighting

Possessions: +1 *cloak of resistance*, arrows (x20), masterwork short sword (x2), mighty composite shortbow (Str 12), *potion of cure light wounds* (x2), *potion of spider climb*, studded leather

☛ **Suhit Gelari*:** Male human Clr6; Medium-size humanoid (human); HD 6d8+6 hp 54; Init +4 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atks +8 melee (1d10+2/19-20, heavy flail) or +5 ranged (1d8+1/19-20, +1 *light crossbow*); SA Rebuke Undead; AL LE; SV Fort +7, Ref +3, Will +9 Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Skills and Feats: Bluff +8, Concentration +10, Sense Motive +7; Augment Summoning, Charlatan, Combat Casting, Improved Initiative

Possessions: +1 full plate, +1 light crossbow, bolts (x10), cloak of resistance +1, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *silence*, masterwork heavy flail, *potion of blur*, *potion of fly*, *potion of levitate*, *potion of spider climb*

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): *o—cure minor wounds*, *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x2); *2nd—hold person* (x2), *calm emotions**, *summon monster II* (x2); *3rd—blindness/deafness*, *magic vestment**, *summon monster III* (x2)

* Domain spells; Deity: Hextor; Domains: Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

➤ **Randon and Wulfsig:** wolves, advanced, Large animal; HD 4d8+16 hp 34; Init +1 (Dex); Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Atks +6 melee (1d8+5, bite); SA Trip; SQ Scent; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +6, Move Silently +3, Spot +4, Wilderness Lore +1; Weapon Finesse (bite)

➤ **Thugs* (3 or 6):** Male human Ftr1/Rog1; Medium-sized humanoid (human); HD 1d10+1d6+2 hp 18 each; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d8+2/x3, mighty composite longbow); SA Sneak Attack +1d6; AL N; SV Fort +3, Ref +4, Will +1; Str 15, Dex 14, Con 13, Int 10; Wis 8; Cha 12

Skills and Feats: Appraise +4, Bluff +5, Disable Device +4, Escape Artist +3, Hide +3, Listen +3, Move Silently +3, Spot +3, Swim -1, Tumble +3; Dodge, Iron Will, Weapon Focus (Scimitar)

Possessions: arrows (x20), chain shirt, masterwork scimitar, mighty composite longbow (Str 14), *potion of cure moderate wounds*, *potion of spider climb*, small wooden shield

APL8 (EL10 or 12)

➤ **Bodil:** Male half-elf Rog8, Medium-size humanoid (half-elf); HD 8D6+16 hp 64; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +9/+4 melee (1d6+2/19-20, short sword) or +7/+7/+2 melee (1d6+2/19-20, short sword) or +9/+4 ranged (1d6+2/x3, mighty composite shortbow); SA Sneak Attack +4d6; SQ Elven blood, Evasion, Immunity to sleep, save +2 vs. Enchantment spells, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +10, Will +3; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Bluff +11, Diplomacy +13, Disguise +11, Forgery +12, Hide +13, Innuendo +11, Intimidate +13, Move Silently +13, Tumble +13; Ambidexterity, Quick Draw, Two-weapon Fighting

Possessions: +1 cloak of resistance, masterwork short sword (x2), arrows (x20), mighty composite shortbow (Str 14), *potion of haste*, *potion of cure serious wounds*, *potion of spider climb*, studded leather

➤ **Suhit Gelari:** Male human Clr8; Medium-size humanoid (human); HD 8d8+8 hp 72; Init +4 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (touch 11, flat-footed 20); Atks +10/+5 melee (1d10+2/19-20, heavy flail) or +7 ranged (1d8+1/19-20, +1 light crossbow); SA Rebuke Undead; AL LE; SV Fort +8, Ref +3, Will +10; Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14

Skills and Feats: Bluff +9, Concentration +12, Sense Motive +8; Augment Summoning, Charlatan, Combat Casting, Improved Initiative

Possessions: +1 full plate, +1 light crossbow, bolts (x10), cloak of resistance +1, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *flame strike*, divine scroll of *silence*, masterwork heavy flail, *potion of fly*, *potion of spider climb*, *ring of protection* +1

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): *o—cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); *1st—bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x3); *2nd—hold person* (x2), *calm emotions**, *summon monster II* (x2); *3rd—blindness/deafness* (x2), *magic vestment**, *summon monster III* (x2); *4th—cure critical wounds*, *order's wrath**, *summon monster IV*

* Domain spells; Deity: Hextor; Domains: Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

➤ **Randon and Wulfsig:** dire wolves, hp 45 each, see *Monster Manual*, page 57

➤ **Improved Thugs* (3 or 7):** Male human Ftr1/Rog2; Medium-size humanoid (human); HD 1d10+2d6+3 hp 25 each; Init +6 (Dex, Improved Initiative); AC 18 (touch 12, flat-footed 16); Atks +6 melee (1d6+2/18-20, scimitar) or +4 ranged (1d8+2/x3, mighty composite longbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +3, Ref +5; Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Bluff +7, Disable Device +4, Escape Artist +3, Hide +4, Listen +3, Move Silently +4, Spot +3, Swim -2, Tumble +4; Dodge, Improved Initiative, Iron Will, Weapon Focus (Scimitar)

Possessions: arrows (x20), chain shirt; large wooden shield, masterwork scimitar, mighty composite longbow (Str 14), *potion of cure moderate wounds*, *potion of spider climb*

☛ **Nairang***: Male human Sor3; Medium-size humanoid (human); HD 3d4+6 hp 18; Init +6 (Dex, Improved Initiative); AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d8-1, shortspear) +0 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 15

Skills and Feats: Concentration +8, Knowledge (arcana) +6, Spellcraft +6; Alertness, Combat Casting, Improved Initiative, Spell Focus (Enchantment)

Possessions: crossbow bolts (10), dagger, masterwork light crossbow, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of spider climb*, shortspear, scroll of *color spray* (x2), scroll of *shield* (x2), scroll of *web* (x2), tanglefoot bag (x2)

Spells per Day: (6/6; Spell DC = 12 + spell level) o—*dancing lights*, *daze**, *detect magic*, *ray of frost*, *read magic*; 1st—*hold portal*, *magic missile*, *unseen servant*

* Spell DC is 14 + spell level, due to Spell Focus feat.

APL10 (EL12 or 14)

☛ **Bodil:** Male half-elf Rog10, Medium-size humanoid (half-elf); HD 10d6+20 hp 80; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +11/+6 melee (1d6+2/19-20, masterwork short sword) or +9/+9/+4 melee (1d6+2/19-20, masterwork short sword) or +12/+7 ranged (1d6+2/x3, mighty composite shortbow); SA Sneak Attack +5d6; SQ Elven blood, Evasion, Immunity to sleep, Improved Evasion, save +2 vs. Enchantment spells, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +5, Ref +10, Will +3; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Bluff +13, Diplomacy +15, Disguise +13, Forgery +14, Hide +15, Innuendo +13, Intimidate +15, Move Silently +15, Tumble +15; Ambidexterity, Quick Draw, Two-weapon Fighting, Weapon Focus (short sword)

Possessions: +1 *studded leather*, masterwork arrows (x20), masterwork mighty composite shortbow (Str 14), masterwork short sword (x2), *potion of cure serious wounds*, *potion of haste*, *potion of spider climb*

☛ **Suhit Gelari:** Male human Clr10; Medium-size humanoid (human); HD 10d8+10 hp 90; Init +4 (Dex,

Improved Initiative); Spd 20 ft.; AC 21 (touch 13, flat-footed 21); Atks +12/+7 melee (1d10+3/19-20, +1 *heavy flail*) or +8 ranged (1d8+1/19-20, +1 *light crossbow*); SA Rebuke Undead; AL LE; SV Fort +9, Ref +6, Will +12 Str 12, Dex 10, Con 12, Int 10, Wis 19, Cha 14

Skills and Feats: Bluff +10, Concentration +14, Sense Motive +10; Augment Summoning, Charlatan, Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: +1 *bolts* (x10), +1 *full plate*, +1 *heavy flail*, +1 *light crossbow*, *cloak of resistance* +1, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *flame strike*, divine scroll of *silence*, *periapt of wisdom* +2, *potion of fly*, *potion of spider climb*, *wand of hold person* (10 charges), *ring of protection* +2

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): o—*cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); 1st—*bane*, *cure light wounds*, *magic weapon**, *summon monster I* (x3h); 2nd—*hold person* (x2), *calm emotions**, *summon monster II* (x2); 3rd—*blindness/deafness* (x2), *magic vestment**, *summon monster III* (x2); 4th—*cure critical wounds*, *divine power*, *order's wrath**, *summon monster IV* (x2), 5th—*flame strike**, *summon monster V*

* Domain spells; *Deity:* Hextor; *Domains:* Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Randon and Wulfsige:** dire wolves, advanced, Large animal; HD 10d8+30 hp 75; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atks +14 (1d8+10, bite); SA Trip; SQ Scent; AL N; SV Fort +10, Ref +9, Will +4; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1

☛ **Brutish Thugs (5 or 9):** Male human Ftr3/Rog2; Medium-size humanoid (human); HD 3d10+2d6+5 hp 47 each; Init +6 (Dex, Improved Initiative); AC 19 (touch 12, flat-footed 17); Atks +9 melee (1d6+3/18-20, scimitar) or +6 ranged (1d8+3/x3, mighty composite longbow); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +5, Ref +7; Will +3; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +4, Bluff +7, Disable Device +4, Escape Artist +1, Hide +2, Listen +3, Move Silently +2, Spot +3, Swim +2, Tumble +2; Dodge, Improved Initiative, Iron Will, Mobility, Weapon Focus (Scimitar)

Possessions: arrows (x20), breastplate; *cloak of resistance* +1, large wooden shield, masterwork

scimitar, mighty composite longbow (Str 16), *potion of cure moderate wounds*, *potion of spider climb*

☛ **Nairang***: Male human Sor5; Medium-size humanoid (human); HD 5d4+10 hp 30; Init +6 (Dex, Improved Initiative); AC 17 (touch 13, flat-footed 15); Atks +1 melee (1d8-1, shortspear) +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +10, Knowledge (arcana) +8, Spellcraft +8; Alertness, Combat Casting, Improved Initiative, Spell Focus (Enchantment)

Possessions: *cloak of resistance* +1, masterwork crossbow bolts (10), dagger, masterwork light crossbow, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of invisibility*, *potion of spider climb*, *ring of protection* +1, shortspear, scroll of *invisibility*, scroll of *shield* (x2), tanglefoot bag (x2)

Spells per Day: (6/7/5; Spell DC = 13 + spell level) o—*dancing lights*, *daze**, *detect magic*, *ray of frost*, *read magic*, *resistance*; 1st—*hold portal*, *mage armor*, *magic missile*, *unseen servant*; 2nd—*Tasha's hideous laughter**, *web*

* Spell DC is 15 + spell level, due to Spell Focus feat.

APL12 (EL14 or 16)

☛ **Bodil**: Male half-elf Rog12, Medium-size humanoid (half-elf); HD 12D6+24 hp 96; Init +4 (Dex); Spd 30 ft.; AC 19 (touch 17, flat-footed 19); Atks +13/+8 melee (1d6+3/19-20, +1 *short sword*) or +11/+11/+6 melee (1d6+3/19-20, +1 *short sword*) or +15/+10 ranged (1d6+2/x3, mighty composite shortbow); SA Sneak Attack +6d6; SQ Elven blood, Evasion, Immunity to sleep, Improved Evasion, save +2 vs. Enchantment spells, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +6, Ref +12, Will +4; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Bluff +15, Diplomacy +17, Disguise +15, Forgery +16, Hide +18, Innuendo +15, Intimidate +17, Move Silently +19, Tumble +19; Ambidexterity, Dodge, Quick Draw, Two-weapon Fighting, Weapon Focus (short sword)

Possessions: +1 *short sword* (x2), +1 *studded leather*, masterwork arrows (x20), masterwork mighty composite shortbow (Str 14), *potion of cure serious wounds*, *potion of haste*, *potion of spider climb*, *ring of protection* +1

☛ **Suhit Gelari**: Male human Clr12; Medium-size humanoid (human); HD 12d8+12 hp 108; Init +4 (Dex,

Improved Initiative); Spd 20 ft.; AC 21 (touch 12, flat-footed 21); Atks +13/+8 melee (1d10+3/19-20, +1 *heavy flail*) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); SA Rebuke Undead; AL LE; SV Fort +10, Ref +7, Will +14 Str 12, Dex 10, Con 12, Int 10, Wis 20, Cha 14

Skills and Feats: Bluff +11, Concentration +16, Sense Motive +12; Augment Summoning, Blind-Fight, Charlatan, Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: +1 *bolts* (x10), +1 *full plate*, +1 *heavy flail*, +1 *light crossbow*, *cloak of resistance* +1, divine scroll of *bleed*, divine scroll of *cure light wounds* (x2), divine scroll of *doom*, divine scroll of *flame strike*, divine scroll of *silence*, *periapt of wisdom* +2, *potion of fly*, *potion of spider climb*, *wand of hold person* (10 charges), *ring of protection* +2

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level): o—*cure minor wounds* (x2), *guidance* (x2), *resistance* (x2); 1st—*bane* (x2), *cure light wounds*, *magic weapon**, *summon monster I* (x4); 2nd—*hold person* (x2), *calm emotions**, *summon monster II* (x3); 3rd—*blindness/deafness* (x2), *magic vestment**, *summon monster III* (x3); 4th—*cure critical wounds*, *divine power*, *order's wrath**, *summon monster IV* (x2), 5th—*circle of doom*, *flame strike**, *summon monster V* (x2); 6th—*blade barrier**, *summon monster VI*

* Domain spells; *Deity*: Hextor; *Domains*: Law (+1 Law spells), War (Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail))

☛ **Randon and Wulfsige**: dire wolves, advanced, Large animal; HD 14d8+42 hp 105; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atks +17 (1d8+10, bite); SA Trip; SQ Scent; AL N; SV Fort +12, Ref +11, Will +5; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1

☛ **Improved Brutish Thugs (5 or 9)**: Male human Ftr4/Rog3; Medium-size humanoid (human); HD 4d10+3d6+7 hp 65 each; Init +6 (Dex, Improved Initiative); AC 19 (touch 12, flat-footed 19); Atks +11/+6 melee (1d6+5/18-20, scimitar) or +10/+5 ranged (1d8+3/x3, mighty composite longbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +7, Ref +7; Will +4; Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Skills and Feats: Appraise +5, Bluff +6, Climb +3, Disable Device +5, Escape Artist +4, Hide +9, Listen +4, Move Silently +4, Spot +4, Swim +2, Tumble +8; Dodge, Improved Initiative, Iron Will, Mobility, Point Blank Shot, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: breastplate; *cloak of resistance* +1, large wooden shield, masterwork arrow (x20), masterwork mighty composite longbow (Str 16), masterwork scimitar, *potion of cure moderate wounds*, *potion of spider climb*

☛ **Nairang***: Male human Sor7; Medium-size humanoid (human); HD 7d4+14 hp 42; Init +6 (Dex, Improved Initiative); AC 17 (touch 13, flat-footed 15); Atks +3 melee (1d8-1, shortspear) +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Toad Familiar; AL N; SV Fort +5, Ref +5, Will +7; Str 8, Dex 14, Con 13 (15), Int 10, Wis 12, Cha 16

Skills and Feats: Concentration +12, Knowledge (arcana) +10, Spellcraft +10; Alertness, Combat Casting, Greater Spell Focus (Enchantment) Improved Initiative, Spell Focus (Enchantment)

Possessions: *cloak of resistance* +1, dagger, masterwork crossbow bolts (10), masterwork light crossbow, masterwork shortspear, *potion of cure serious wounds*, *potion of invisibility*, *potion of hiding*, *potion of spider climb*, *ring of protection* +1, scroll of *invisibility*, scroll of *shield* (x2), tanglefoot bag (x2)

Spells per Day: (6/7/7/5; Spell DC = 13 + spell level) 0—*dancing lights*, *daze**, *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *hold portal*, *mage armor*, *magic missile*, *unseen servant*; 2nd—*see invisibility*, *Tasha's hideous laughter**; *web*; 3rd—*hold person**, *lightning bolt*

* Spell DC is 17 + spell level, due to Greater Spell Focus feat.

Appendix II: Inns and Taverns

The taverns listed here won't be open for business early in the morning, so if the PCs go looking for information first thing out of the Zeech's palace, they won't find it at Bloody Grunk's, the Seaman's Widow, or the Revenire

Bloody Grunk's

This is a small, seedy tavern in one of the nastier parts of the city of Alhaster. The barkeep and owner is a barrel-chested human named Bayard. He wears a stained leather apron over his hirsute chest, and undyed cotton trousers. A once-white rag hangs from his belt. He keeps a loaded heavy crossbow and a greatclub under the bar.

Patrons include a number of local toughs, who have information about some of the local criminal element. Their attitude towards the PCs starts off as indifferent. If adjusted to friendly, they will tell the PCs that they believe that something's up at one of Goldhun's harbor district warehouses. If their attitude is adjusted to helpful by a successful Charisma or Diplomacy Check (DC 30), one of them will recall seeing a ship sail into the harbor after midnight two nights ago. It was unloaded by a group of about half a dozen, then it sailed out again before dawn. They don't know where the goods were taken.

Seaman's Widow

This tavern is owned by Otha, a middle-aged woman whose husband sailed out to sea 12 years ago and never returned. She took what little cash they had saved up and used it to turn their small home in the harbor district into a tavern. While the ale wasn't particularly good, Otha's a good cook, and had an early clientele among the sympathetic sailors. Her cooking skills brought in enough customers that she was able to buy a nicer, waterfront building for her tavern a few years ago. Otha has graying dark hair, with a cheerful face that is uncommon in Alhaster.

Patrons include a number of local sailors and old salts, who have information on the comings and goings of ships in the harbor. These sailors start off with an attitude of friendly due to the setting. If they can be brought up to helpful by a successful Charisma or Diplomacy check (DC 20), they will recall hearing odd noises coming from one of Goldhun's warehouses late at night. The noises sounded like crates and barrels being moved about, which is unusual at that time of night. Unbeknownst to the sailors, the sounds

are Bodil's men, who work in the afternoon and at night (see Encounter 5).

Revenire

Owned by Vadim, an Attloi Rhennee, this dilapidated tavern sees most of its custom from Rhennee in port for a day or two before passing on, and other Attloi like Vadim. Vadim is an overweight Rhennee man who inherited this tavern from his father. He didn't particularly want to be a barkeep, but it was really the only avenue open to him. His lack of interest has taken its toll on the tavern his father built, and the only thing that keeps customers in the tavern is the cheap alcohol and the company of other Rhennee. PCs who speak Rhopan will recognize that "Revenire" translates to "the Return", probably a reference to the origins of the Rhennee on Oerth.

The Rhennee in this tavern will have an initial attitude of friendly towards Rhennee PCs. They will have an initial attitude of unfriendly towards non-Rhennee PCs. Note that unfriendly Rhennee won't necessarily be overtly hostile, but they will lie to, cheat and steal from non-Rhennee.

The Rhennee patrons know information about the *Norebo's Fate*, her crew, and their dealings. In addition, Matai frequents the Revenire in the evenings, looking for leads on tax-averse cargo. PCs who succeed at a Charisma or Diplomacy check (DC 25 for non-Rhennee, DC 1 for Rhennee) manage to change Rhennee attitudes to friendly can learn that Matai and his family have nothing to do with smuggling supplies for an army. With a successful Charisma or Diplomacy check (DC 40 for non-Rhennee, DC 20 for Rhennee), the now-helpful Rhennee will reveal that while Matai does engage in smuggling, as most Rhennee barge captains do, he usually deals in smaller, more valuable goods, since his cargo space on the barge is limited.

Appendix III: The Harbormaster

The harbormaster in Alhaster is responsible for collecting docking fees, conducting customs inspections, and collecting customs tax. The harbormaster and his assistants operate out of his office in the harbor district.

Harbormaster's Offices

The harbormaster's offices are in a large, well-maintained two-story building with a clear view of the harbor and docks. The lower story is dedicated to official business, while the harbormaster himself lives upstairs.

The lower floor is built of stone, and the pieces are so well put together that the walls count as a rough surface. The exterior doors are heavy oak, bound by iron, and locked with good locks. The windows are normal-sized, although covered with inch-thick iron bars. Inside, there are two small offices for the harbormaster's assistants, a larger office for the harbormaster, a reception area, and the vault.

The vault is made of magically treated, reinforced masonry walls, floor, and ceiling, with an iron door and a built-in amazing lock.

The second story is constructed of wood. It has three bedrooms, a kitchen, parlor, and privy.

First floor walls: Hardness 8; hp 90; Climb (DC 25; Strength check (DC 30) to break.

Exterior doors: Hardness 5; hp 20; Strength check (DC 23) to break. *Good quality lock:* Hardness 15; hp 30; Open Locks (DC 30).

Window bars: Hardness 10; hp 60; Strength check (DC 28) to break. *Good quality lock:* Hardness 15; hp 30; Open Locks (DC 30).

Vault exterior: Hardness 16; hp 360; Climb (DC 25); Strength check (DC 65) to break.

Vault interior: As Vault exterior, except Climb (DC 15).

Iron vault door: Hardness 10; hp 60; Strength check (DC 28) to break. *Amazing quality lock:* Open Locks (DC 40); built into door.

Second floor walls: Hardness 5; hp 60; Climb (DC 21); Strength check (DC 20) to break.

Harbormaster

The harbormaster, Delmer Hardnette, is a middle-aged, portly man. He dresses well and dislikes exertion. He takes his duty, and his bribes, seriously. His duty, of course, is to collect taxes from the merchants who

make use of the port facilities. Successful merchants in Alhaster have learned that they can get a 25% discount on their import/export duties if they offer the harbormaster a cut. Delmer knows Zeech won't ask too many questions as long as the tax money keeps flowing into the royal coffers.

The harbormaster is interested in any smuggling activities in Alhaster, as he gets a cut of any fines that are doled out. However, he's not particularly zealous in hunting offenders down, as he makes a very comfortable living just off the bribes he receives from legitimate merchant traffic. As a result, he hasn't noticed anything unusual.

Harbormaster's Staff

Delmer's assistants, Thib and Rinoc, are younger than he is. Rinoc is more zealous about his duty. Thib appears to be, but has already been subverted by Suhit. Most merchants are disappointed to deal with the assistants rather than the harbormaster himself.

As mentioned above, Thib has been bribed by Suhit (see Encounter 3 and Encounter 5) to warn him if anyone starts taking an interest in Bodil's (see Encounter 5) activities in the city. Should the PCs make inquiries into smuggling activities at the harbormaster's office, Thib will head out to warn Suhit at the warehouse at his earliest opportunity. He doesn't know anything about Suhit's activities in Alhaster, but he's being paid 2 sp a day by Suhit, plus a bonus of 10 gp for any useful information. Thib's attitude towards the PCs starts off as indifferent. A successful Intimidate check (DC 30) will cause him to reveal what little he knows.

Appendix IV: Merchant Houses

Goldhun merchant House

The Goldhuns provide a legitimate business front for Hok's agents in Alhaster. Their main offices are separate from the warehouse where Bodil and Suhit are operating. The head of the family is Alem Goldhun. Alem is a man in his late fifties, with a hair gone gray from worrying about business transactions. He wears expensive clothing, although it is a bit out of date, and starting to go threadbare. The Goldhuns trade mostly in high-volume, low-margin goods imported from ports around the Nyr Dyv. Chief among these are cloth (from the County of Urnst), and shipbuilding supplies (from Furyondy).

Alem has rented out a warehouse at the dockside to Bodil, who is paying him well beyond market rates to ensure his silence about the deal. Alem isn't keeping any paper records of the transaction.

PCs can make a Sense Motive check (DC 25) to realize that Alem is hiding something. They can also make an Intimidation check (DC 25) to get him to confess that he's rented out the warehouse to a group. He doesn't know what Bodil and his gang (see Encounter 5) are up to, and he doesn't want to know.

Blackhammer merchant house

This dwarven merchant house is led by a dwarf named Osk Blackhammer. Osk is a broad-shouldered dwarf. His beard, black and laced with silver, is kept in two braids that he usually tucks into his belt. The Blackhammers specialize in metal gear, from pots and pans to weapons and armor. Their goods are invariably masterwork, and command top prices in Alhaster. The Blackhammers are consequently one of the wealthier families in Alhaster.

Osk is an honest, hard-working merchant, and doesn't condone any illegal activities such as smuggling. He'll be mildly offended that anyone would think he might have any knowledge of such activities, but understands that the PCs don't know him, so he'll be willing to forgive an initial inquiry. Pushing too hard for information he doesn't have, however, not only insults him, but wastes his time. And, as everyone knows, time is money...

Taranor merchant house

The Taranors are led by Adel bin Faisal bin Da'ud alTaranor. Adel is your typical Ketite, with the golden skin and straight, black hair that identifies him as Backlunish. The Taranors import a number of goods

from the Paynims, Zeif, Ekbir, Tusmit, and Ket. Notable among their imports are gems, finished and unfinished (from all four nations), galda fruit preserves (from the Udgru Forest in Ekbir), wool (from the Tusman Hills), and dried herbs (from the Plains of the Paynims).

The Taranors aren't directly aware of any smuggling activities, but will direct the PCs to look into the Rhennee. One of the servants has been hired by Suhit to keep an ear out for anything suspicious. The servant will pass information on the PCs along to Suhit (see Encounter 3 and Encounter 5) at the earliest opportunity.

Appendix V: The *Norebo's Fate*

The *Norebo's Fate* is a fairly large barge, home to a group of Rhennee that ply the coastal waters of the Nyr Dyv, lower Artonsamay River, Franz River, northern Nesser River, Selintan River, Velverdyva (plus its tributaries, the Att and Fals Rivers), Lake Quag as far north as Ungra Balan, and the lower Ritensa River (plus its tributaries, the Crystal and Veng Rivers).

Matai Gilca, the captain, is a wiry, middle-aged Rhennee. He's been plying the waters listed above his whole life, having inherited the barge from his father.

The crew includes his wife, Dorota, their three sons Ionel (18), Dumitru (16), and Enric (8). Their daughter Afina (20) and her husband Emil Hila (21) also live on the barge. In addition, Ionel's wife Estera (17) and her mother Mihaela Hagi (56). Estera is Mihaela's youngest daughter.

Matai Gilca, Emil, and Dumitru leave the barge early in the morning and go into town. Following them will reveal that they are conducting a series of errands, including purchasing a few goods they need (rope, nails, canvas, wooden planks, cheap wine, bread, vegetables, beans, and salted meats). Several hours later, they return to the barge, pushing a hand cart loaded with their goods. Then Matai heads out into town again, this time taking his oldest son, Ionel, with him. He visits the market district, looking for cargo to buy for his trip to Critwall. In the evening, they head to the Revenire (see Appendix II), where they socialize with other Rhennee and look for more business. Anyone who manages to listen in on their conversation, and speaks Rhopan, will learn that Matai is a veteran of this area, with many contacts among the local Rhennee. One conversation of note indicates that a resourceful captain could profit shipping silk into Critwall, in spite of the high the taxes on it. It is a luxury item in the New Shield Lands, and the government taxes such items quite heavily to support the war effort.

Back at the barge, his family works on the barge, the men re-arranging cargo on the deck and replacing rotting or damaged pieces of wood. The women cook and work on repairing nets and patching holes and small tears in the canvas sails, which get spread out on the deck as they work.

Matai has most recently arrived from Radigast City, where he picked up brandy made from the fruits in the Gamboe Forest. Such beverage is a luxury in the Bandit Kingdoms, and commands a high price in Alhaster. So far, he has managed to avoid paying any

taxes on it, and he'd like to keep it that way. In order to do so, he's also brought a fairly high volume of flour from the rich farmlands of the County of Urnst. As much of the Shield Lands' farmland still hasn't recovered from Iuz's invasion, the flour is an easy-selling, although barely profitable, cargo.

The *Norebo's Fate* sets sail for Critwall early in the morning on the second day of the adventure, unless the PCs do something to stop it or hurry it along (such as warning Matai that someone in Prince Zeech's palace wants them arrested or killed).

DM Aid #1: Timeline

The follow events assume no action on the PC's part.

Day -3: The *Norebo's Fate* arrives in Alhaster in the afternoon. Delmer Hardnette inspects the barge himself, and Matai pays him his usual bribe to lower the taxes and overlook certain parts of the cargo.

Day -2: The last portion of the current shipment for Hok arrives in the harbor late at night. Bodil and his men receive the shipment, and the ship sails out again before dawn. No one from the harbormaster's office is aware of its arrival or departure.

Day -1: Bodil and his men finish sorting through the cargo and load the first wagon.

Day 0: Adventure starts. PCs are brought before Prince Zeech.

Day 1: Early in the morning, Bodil and his gang leave the warehouse with the smuggled goods, heading for Hok's encampment. At dawn, the *Norebo's Fate* is attacked by palace guards and everyone aboard is slaughtered.

DM Aid #2: New Feats and Suhit's Summoned Creatures

Augment Summoning [General]

Your summoned creatures are better than normal.

Prerequisites: Spellcaster level 2nd +.

Benefit: Creatures you conjure with any summon spell gains +1 hit point per Hit Dice and a +1 competence modifier on attack and damage rolls.

Summon Monster I

Fiendish dire rat: CR 1/3; Small magical beast; HD 1d8+1; hp 6; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (touch 14, flat-footed 12); Atk Bite +5 melee (1d4+1); SA Disease, Smite Good; SQ Darkvision (60'), Cold and Fire Resistance 5, Scent; SR 2; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

SA: *Smite Good (Su)* — Once per day the fiendish dire rat can make a normal attack to deal +1 additional damage against a good foe. *Disease (Ex)* — Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Summon Monster II

Fiendish wolf: CR 1; Medium-size magical beast; HD 2d8+4; hp 15; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk Bite +4 melee (1d6+2); SA Smite Good, Trip; SQ Darkvision (60'), Cold and Fire Resistance 5, Scent; SR 4; AL LE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite). *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

SA: *Smite Good (Su)* — Once per day the fiendish wolf can make a normal attack to deal +2 additional damage against a good foe.

Summon Monster III

Fiendish dire weasel: CR 1/3; Medium-Size Magical beast; HD 3d8; hp 16; Init +4 (Dex); Spd 40 ft.; AC 16 (touch 14, flat-footed 12); Atk Bite +7 melee (1d6+4); SA Attach, Blood Drain, Smite Good; SQ Darkvision (60'), Cold and Fire Resistance 5, Scent; SR 6; AL LE; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 3, Wis 12, Cha 11.

Skills and Feats: Move Silently +10, Spot +5; Weapon Finesse (bite).

SA: *Attach (Ex)* — A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dex bonus to AC and thus has an AC of 12. *Blood Drain (Ex)* — A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached. *Smite Good (Su)* — Once per day the fiendish dire weasel can make a normal attack to deal +3 additional damage against a good foe.

Fiendish gorilla: CR 3; Large Magical beast; HD 4d8+8; hp 30; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (touch 11, flat-footed 12); Atk 2 claws +8 melee (1d6+6), bite +2 melee (1d6+2); SA Smite Good; SQ DR 5/+1, Darkvision (60'), Cold and Fire Resistance 10, Scent; SR 8; AL LE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +18, Listen +6, Spot +6.

SA: *Smite Good (Su)* — Once per day the fiendish gorilla can make a normal attack to deal +4 additional damage against a good foe.

Fiendish snake, constrictor: CR 2; Medium-Size Magical beast; HD 3d8+3; hp 19; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (touch 13, flat-footed 12); Atk Bite +6 melee (1d3+5); Face/Reach: 5 ft. by 5 ft. (coiled)/5 ft.; SA Improved Grab, Constrict 1d3+4, Smite Good; SQ Darkvision (60'), Cold and Fire Resistance 5, Scent; SR 6; AL LE; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved Grab (Ex)* — To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict. *Constrict (Ex)* — A constrictor snake deals 1d3+4 points of damage with a successful grapple check against Medium-size or smaller creatures. *Smite Good (Su)* — Once per day the fiendish constrictor snake can make a normal attack to deal +3 additional damage against a good foe.

Summon Monster IV

Imp: CR 2; Tiny outsider (Evil, Lawful); HD 3d8; hp 16; Init +3 (Dex); Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15); Atk Sting +9 melee (1d4+1 and poison); Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.; SA Spell-like abilities, Poison; SQ DR 5/silver, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; SR 5; AL LE; SV Fort +3,

Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (sting). Imps speak Infernal, Celestial, and Draconic.

SA: *Spell-Like Abilities* — At will: *detect good*, *detect magic*, and *invisibility* (self only); 1/day-*suggestion*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level). ***Poison (Ex)*** — Sting, Fort save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

SQ: *Polymorph (Su)* — An imp can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar. ***Regeneration (Ex)*** — Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted). ***See in Darkness (Su)*** — All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Fiendish dire ape: CR 4; Large magical beast; HD 5d8+10; hp 37; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 15 (touch 11, flat-footed 13); Atk 2 claws +9 melee (1d6+7), bite +4 melee (1d8+4); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12, smite good; SQ DR 5/+1, darkvision (60'), Cold and fire resistance 10, Scent; SR 10; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

SA: *Rend (Ex)* — A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage. ***Smite Good (Su)*** — Once per day the fiendish dire ape can make a normal attack to deal +5 additional damage against a good foe.

Fiendish dire wolf: CR 4; Large magical beast; HD 6d8+18; hp 51; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk Bite +11 melee (1d8+11); Face/Reach: 5 ft. by 10 ft./5 ft.; SA Smite good, trip; SQ DR 5/+1, darkvision (60'), Cold and fire resistance 10, Scent; SR 12; AL LE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*. A dire wolf receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *It

also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

SA: *Smite Good (Su)* — Once per day the fiendish dire wolf can make a normal attack to deal +6 additional damage against a good foe.

Hell Hound: CR 3; Medium-size outsider (Evil, Fire, Lawful); HD 4d8+4; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 11, flat-footed 15); Atk Bite +6 melee (1d8+2); SA Breath weapon; SQ Scent, fire subtype; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*; Improved Initiative, Track. Hell hounds do not speak but understand Infernal. Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

SA: *Breath Weapon (Su)* — Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath weapon while biting.

SQ: *Fire Subtype (Ex)* — Fire immunity, double damage from cold except on a successful save.

Summon Monster V

Achaierai: CR 5; Large outsider (Evil, Lawful); HD 6d8+12; hp 45; Init +1 (Dex); Spd 50 ft.; AC 20 (touch 10, flat-footed 19); Atk 2 claws +10 melee (2d6+5), bite +5 melee (4d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Black cloud; SR 19; AL LE; SV Fort +7, Ref +6, Will +7; Str 19, Dex 13, Con 14, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +13, Jump +13, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility. Achaierai speak Infernal.

SA: *Black Cloud (Ex)* — Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed at a Fortitude save (DC 15) or be affected for 3 hours as though by an insanity spell cast by a 16th-level sorcerer.

Fiendish griffon: CR 5; Large magical beast; HD 7d10+21; hp 66; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (touch 11, flat-footed 15); Atk Bite +9 melee (2d6+5), 2 claws +4 melee (1d4+3); Face/Reach: 5 ft. by 10 ft./5 ft.; SA Pounce, rake 1d6+2, smite good; SQ DR 5/+1, darkvision (60'), Cold and fire resistance

10, scent; SR 14; AL LE; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 3, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +11*. Griffons receive a +4 racial bonus to Jump checks. *They also receive a +4 racial bonus to Spot checks in daylight.

SA: Pounce (Ex) — If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. **Rake (Ex)** — A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each. **Smite Good (Su)** — Once per day the fiendish griffon can make a normal attack to deal +7 additional damage against a good foe.

Fiendish snake, giant constrictor: CR 7; Huge magical beast; HD 11d8+11; hp 126; Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (touch 11, flat-footed 12); Atk Bite +14 melee (1d8+11); Face/Reach: 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10, smite good; SQ DR 5/+2, darkvision (60'), Cold and fire resistance 15, Scent; SR 22; AL LE; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: Improved Grab (Ex) — To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict. **Constrict (Ex)** — A constrictor snake deals 1d8+10 points of damage with a successful grapple check against Large-size or smaller creatures. **Smite Good (Su)** — Once per day the fiendish giant constrictor can make a normal attack to deal +11 additional damage against a good foe.

Summon Monster VI

Barbazu (devil, baatezu): CR: 7; Medium-size outsider (Evil, Lawful); HD 6d8+6; hp 39; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (touch 10, flat-footed 17); Atk Glaive +9/+4 melee (1d10+4 and wounding), or claws +9 melee (1d4+3); SA Wounding, beard, battle frenzy; SQ DR 10/+1, baatezu qualities; SR 23; AL LE; SV Fort +6, Ref +5, Will +5; Str 15, Dex 11, Con 13, Int 6, Wis 10, Cha 10.

Skills and Feats: Concentration +7, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6; Cleave, Improved Initiative. Barbazu speak Infernal, Celestial, and Draconic.

SA: Battle Frenzy (Ex) — A barbazu can work itself into a battle frenzy similar to the barbarian's rage ability (+4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 AC penalty), for a +2 morale bonus to attacks and damage and 12 extra hit points. The frenzy

lasts 6 rounds, and the barbazu suffers no ill effects afterward. **Beard (Ex)** — If a barbazu hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature must succeed at a Fortitude save (DC 14) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). Damage is dealt each day until the afflicted creature succeeds at three consecutive Fortitude saves, the disease is cured magically, or the creature dies. **Wound (Su)** — A hit from a barbazu's glaive causes a bleeding wound. The injured creature loses 2 additional hit points each round until the wound is bound (a DC 10 Heal check) or the creature dies. This is an ability of the barbazu, not of the weapon.

SQ: Immunities (Ex) — Baatezu are immune to fire and poison. **Resistances (Ex)** — Baatezu have cold and acid resistance 20. **See in Darkness (Su)** — All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells. **Telepathy (Su)** — Baatezu can communicate telepathically with any creature within 100 feet that has a language.

Bezekira: CR: 7; Large outsider (Evil, Lawful); HD 7d8+21; hp 59; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14 (touch 11, flat-footed 12); Atk 2 claws +13 melee (1d4+7), bite +8 melee (2d6+4); Face/Reach: 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake 1d4+3; SQ Scent, invisible in light, DR 20/+2, fire resistance 20; SR 16; AL LE; SV Fort +8, Ref +7, Will +7; Str 23, Dex 15, Con 17, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +16, Jump +16, Listen +16, Move Silently +16, Spot +12, Swim +12; Dodge, Improved Initiative. Hellcats receive a +4 racial bonus to Listen and Move Silently checks. Hellcats use a natural telepathy to communicate with one another and those they encounter.

SA: Pounce (Ex) — If a hellcat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. **Improved Grab (Ex)** — To use this ability, the hellcat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex) — A hellcat can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d4+3 damage each. If the hellcat pounces on an opponent, it can also rake.

SQ: Invisible in Light (Ex) — A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline. **See in Darkness (Su)** — All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Erinyes (devil, baatezu): CR: 7; Medium-size outsider (Evil, Lawful); HD 6d8+6; hp 39; Init +1 (Dex); Spd 30 ft., fly 50 ft. (average); AC 20 (touch 11, flat-footed 19); Atk +9/+4 melee (1d8+4/19-20, longsword), or +8/+3 ranged (1d8+1/x3, longbow), or +8 ranged (special, rope); SA Rope entangle, charm person; SQ DR 10/+1, baatezu qualities, tongues; SR 12; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills and Feats: Concentration +9, Disguise +11, Escape Artist +8, Hide +9, Listen +10, Move Silently +9, Search +9, Spot +10; Dodge, Mobility. Erinyes speak Infernal, Celestial, and Draconic.

SA: Spell-Like Abilities — At will: animate dead, charm monster, desecrate, invisibility (self only), magic circle against good (self only), major image, polymorph self, produce flame, see invisibility, suggestion, and unholy blight. These abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level). An erinyes also can teleport without error (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer. *Charm Person (Su)* — An erinyes can charm a humanoid creature with a look. This is not a gaze attack, and the target need not meet the erinyes's eye. The ability has a range of 60 feet; an affected opponent must succeed at a Will save (DC 18) or become utterly loyal to the erinyes. The victim will do anything to protect the erinyes, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to charm person cast by an 8th-level sorcerer. *Entangle (Ex)* — Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell cast by a 16th-level sorcerer. The erinyes can hurl the rope 30 feet with no range penalty.

SQ: *Immunities (Ex)* — Baatezu are immune to fire and poison. *Resistances (Ex)* — Baatezu have cold and acid resistance 20. *See in Darkness (Su)* — All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells. *Telepathy (Su)* — Baatezu can communicate telepathically with any creature within 100 feet that has a language. *Tongues (Su)* — An erinyes has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer. Erinyes usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Devil, Kyton: CR: 6; Medium-size outsider (Evil, Lawful); HD 8d8+8; hp 52; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk 2 chain rakes +10 melee (1d8+1); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Dancing chains, unnerving gaze; SQ

DR 20/+2, cold immunity, regeneration 2; SR 17; AL LE; SV Fort +7, Ref +6, Will +6; Str 13, Dex 11, Con 13, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13; Alertness, Improved Critical (chain), Improved Initiative. Kytons receive a +8 racial bonus to Craft skills involving metalwork. Kytons speak Infernal and Common.

SA: *Dancing Chains (Su)* — A kyton can control all chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, the kyton can increase the chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without a Climb check. *Unnerving Gaze (Su)* — A kyton can make its face resemble one of the opponent's departed loved ones or bitter enemies. Those subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

SQ: *Regeneration (Ex)* — Kytons take normal damage from fire, acid, and blessed weapons. *See in Darkness (Su)* — All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells

DM Aid #3: Dramatis Personae

Below is a list of all the NPCs appearing or mentioned in this module. They have been divided up by allegiance. Non-humans, or individuals of specific cultural groups are noted as such. All others can be assumed to be “generic” humans.

Crew of the Norebo's Fate

Afina Hila: (Rhennee) Matai's only daughter, age 21, married to Emil.

Dorota Gilca: (Rhennee) Matai's wife, age 40, sorcerer. She saw Bodil's gang unloading a ship in the middle of the night two nights ago.

Dumitru Gilca: (Rhennee) Matai's middle son, age 16.

Emil Hila: (Rhennee) Matai's son-in-law, age 21, married to Afina.

Enric Gilca: (Rhennee) Matai's youngest son, age 8

Estera Gilca: (Rhennee) Matai's daughter-in-law, age 17, married to Ionel.

Ionel Gilca: (Rhennee) Matai's eldest son, age 18.

Matai Gilca: (Rhennee) Owner and captain of the Norebo's Fate, age 42. He knows what Dorota saw two nights ago.

Mihaela Hagi: (Rhennee) Estera's mother, age 56, widowed, sorcerer.

Hok's Faction

Alnemm: One of Bodil's thugs.

Bodil: (Half-elf) Smuggler, working for Hok.

Nairang: Sorcerer, one of Bodil's smugglers.

Randon: (Wolf or Dire Wolf) One of Bodil's pets.

Suhit Gelari: Hok's agent in Alhaster and a cleric of Hextor.

Thugs: Men working for Bodil as guards and teamsters.

Wulfsige: (Wolf or Dire Wolf) One of Bodil's pets.

Iuz's Faction

Idikk: (Wererat) Messenger from Marionnen to Prince Zeech, carrying instructions to stop Hok's smuggling operations in Alhaster.

Marionnen: (Cambion) General of Iuz's forces stationed at the fortress of Trallant, and loyal to Iuz.

Others

Adel al'Taranor: (Ketite) Head of the Taranor merchant house, he has no involvement with or knowledge of Bodil's smugglers.

Alem Goldhun: Head of the Goldhun merchant house, he is renting one of his warehouses to Bodil. He naturally suspects that Bodil is involved in smuggling operations, but doesn't know any details.

Bayard: Owner of Bloddy Grunk's tavern.

Osk Blackhammer: (Dwarf) Head of the Blackhammer merchant house, he has no involvement with or knowledge of Bodil's smugglers.

Otha: Owner of the Seaman's Widow tavern.

Vadim (Rhennee) Owner of the Revenire tavern.

Zeech's Faction

Elhilbor: Captain in Prince Zeech's Secret Police. He first appeared in *BDK2-04 Rising Shadow*.

Prince Zeech: Iuz's Governor of Redhand, with his capital in Alhaster. Zeech is rumored to desire independence from Iuz's rule.

Delmer Hardnette: Zeech's harbormaster in Alhaster, he takes bribes to reduce taxes paid by ship captains but knows nothing of Bodil's smugglers.

Thib: One of Delmer's assistants, he is a spy for Suhit in Delmer's office. He doesn't know what Suhit is up to, although knows where the smuggler's den is so he can report.

Rinoc: One of Delmer's assistants, he is an honest individual and knows nothing of Bodil's smugglers.

Not appearing, but mentioned

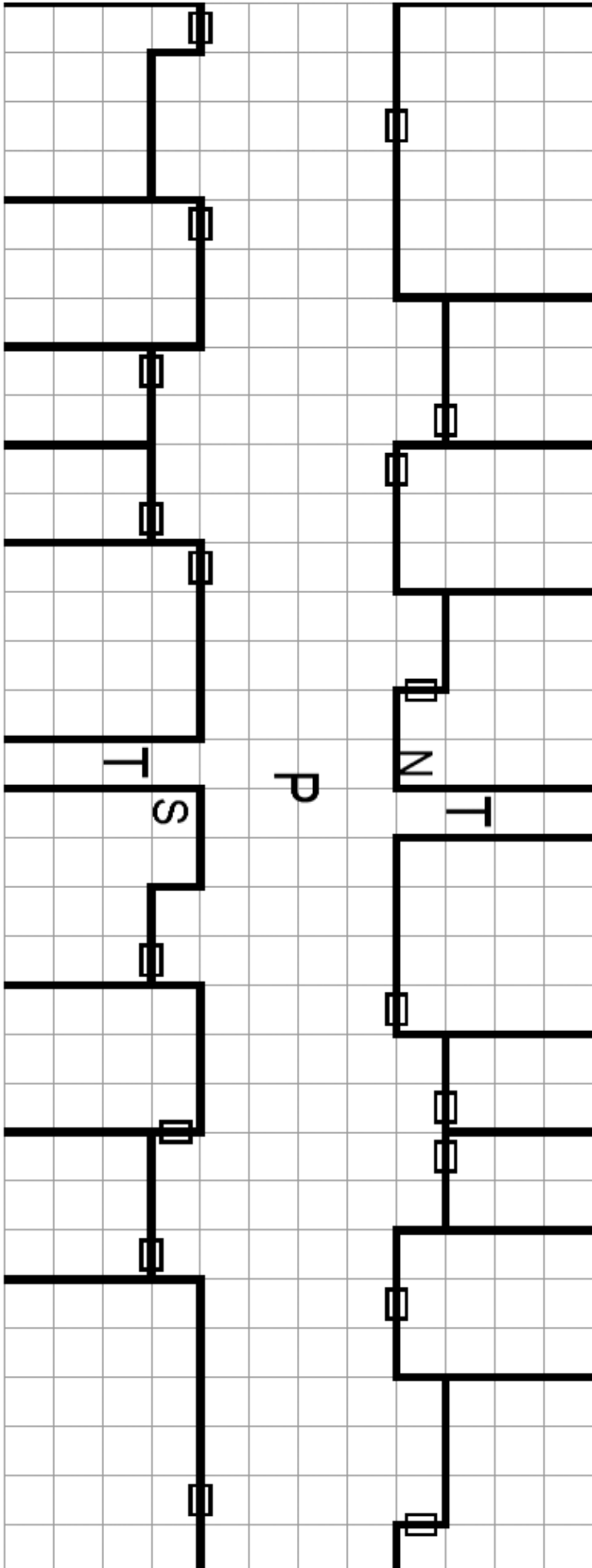
Mortoth: Iuz's Governor of Rookroost, he is constantly jockeying for better position amongst Iuz's other governors.

Sir Ingo: Knight of the Shield Lands and an agent for the Brotherhood of the Sundered Axe. He first appeared in *BDK2-01 The Gauntlet*.

Xavendra: Iuz's Governor of Groucester, she is constantly jockeying for better position amongst Iuz's other governors.

Encounter 3: *Street Scene*

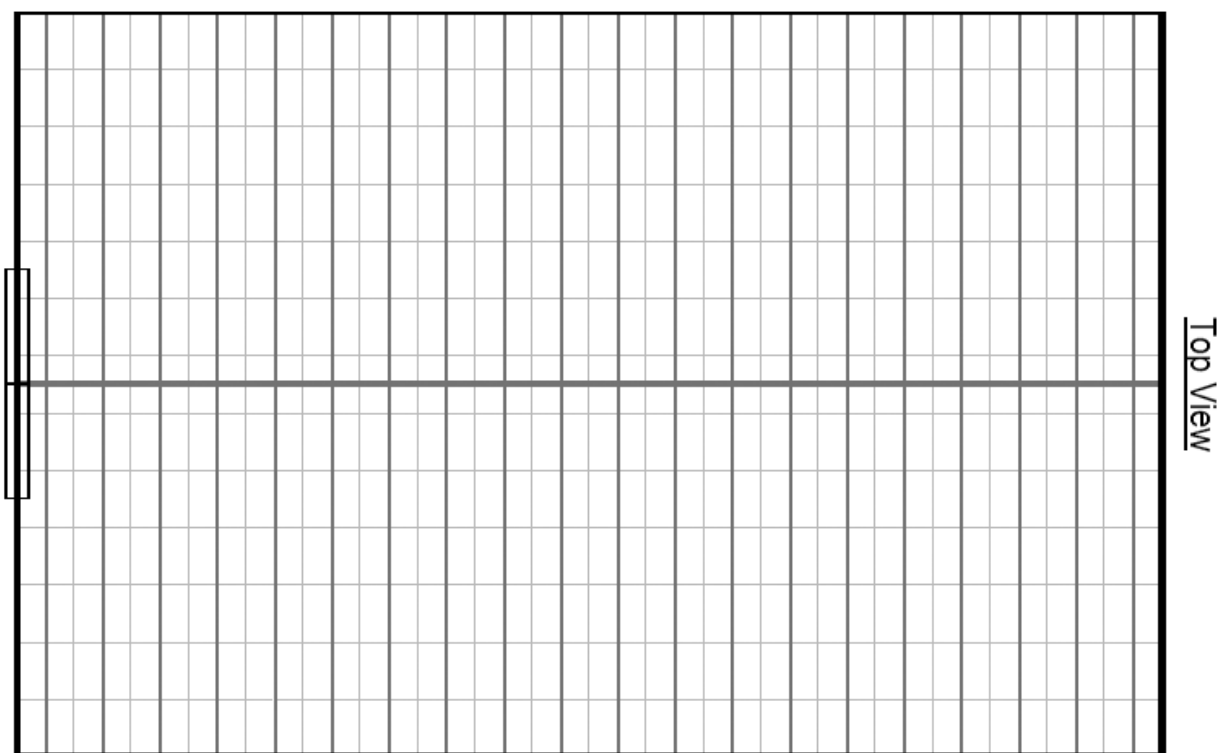
DM Aid #4: Street Scene



Map Key

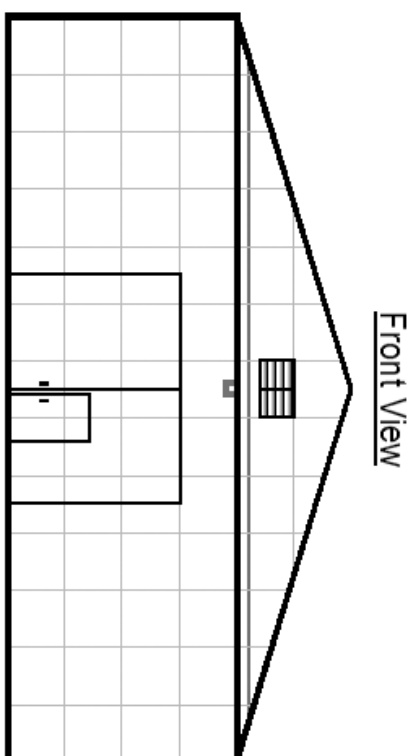
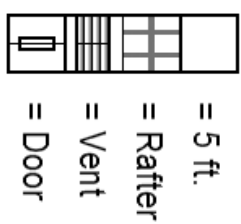
N = Nairang P = PCs
S = Suhit T = Thugs

DM Aid #5: Abandoned Warehouse

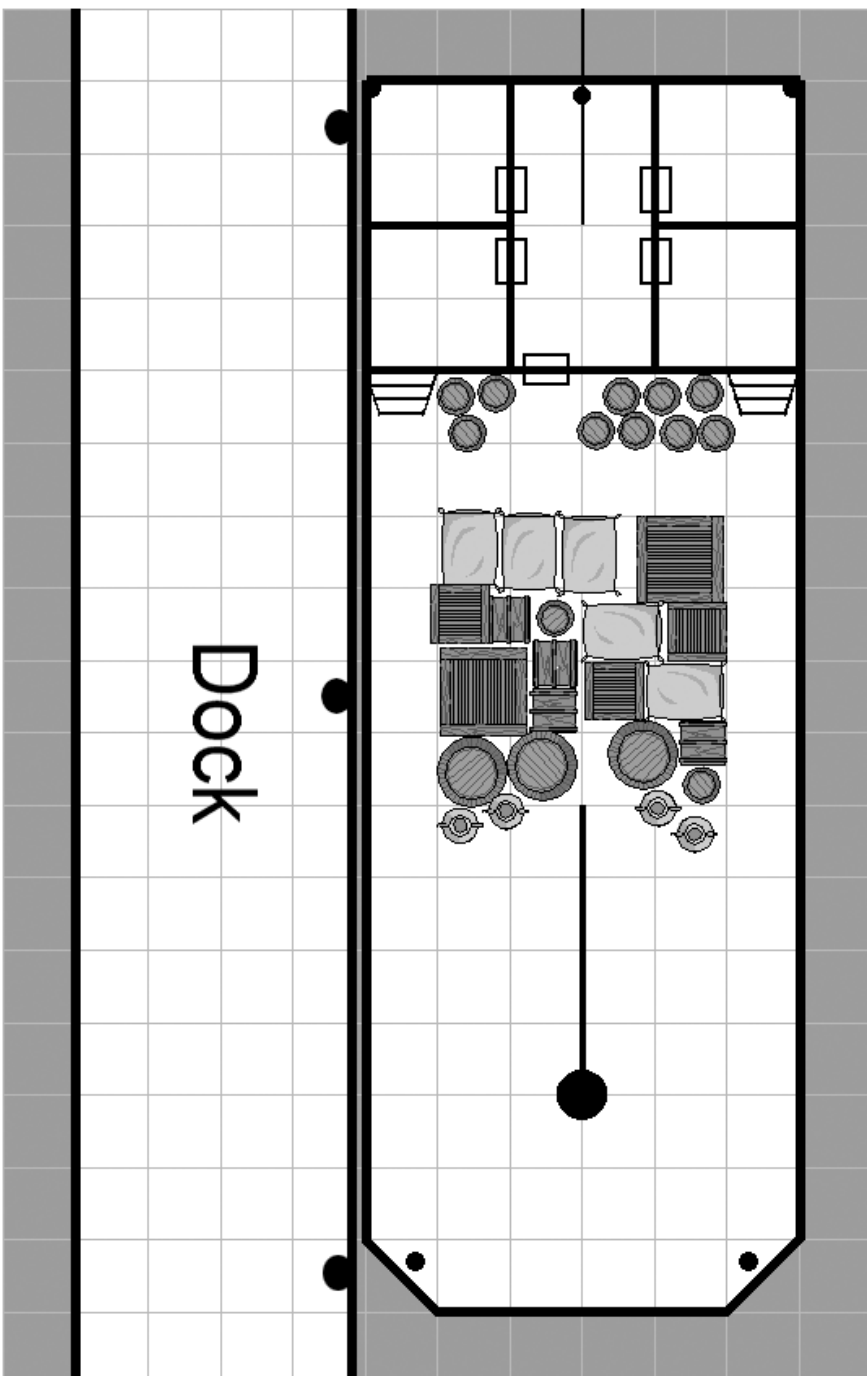


Encounter 4: Abandoned Warehouse

Map Key

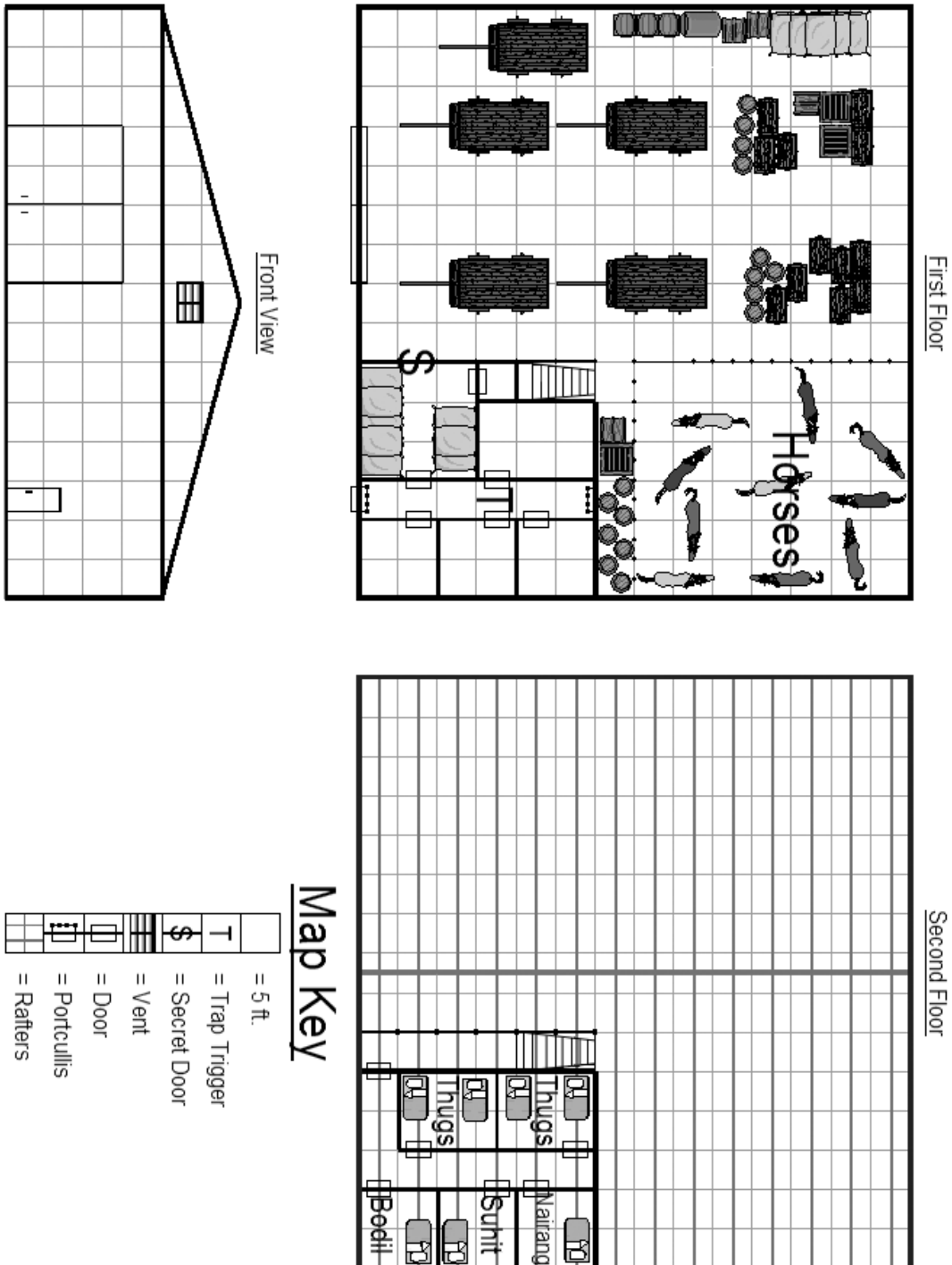


Encounter 5: *Norebo's Fate*

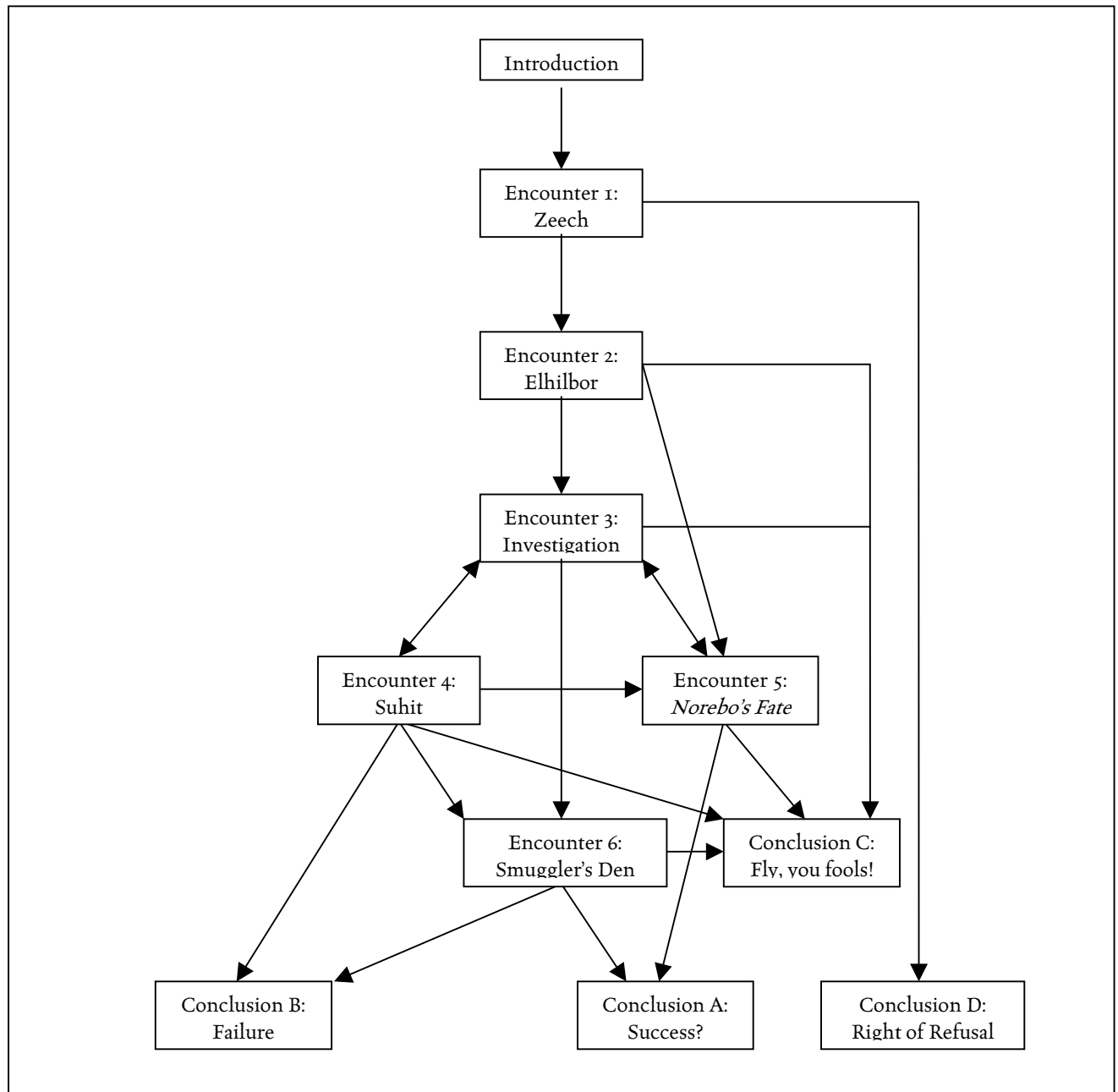


DM Aid #7: Smuggler's Den

Encounter 6: Smuggler's Den



DM AID #8: ADVENTURE FLOWCHART



Player Handout #1

Shortly after your arrival at Alhaster, you received the following message:

My friend,

Your help in the past has been appreciated, and I hope I can count on you once again. There is a smuggler in Alhaster who has been contracted to deliver a small brazier that will be of assistance to us in a future endeavor. I ask you to locate him and obtain the brazier for us. The man you seek is a tattooed half-elf. I have not been given his name, but you will be able to recognize him by his response to the following question:

"Do you do any business in Axeport?"

To which he will reply: "I used to. I haven't been there in many a year."

To verify that you are, indeed, the recipient of the brazier, you must answer him with: "The city is lovely this time of year."

He will reply: "I prefer it in spring."

This half-elf has already been paid for his services. I, or one of the Brotherhood, will be in contact with you at a later time to either reclaim the brazier, or provide you with further instructions. Until that time, keep it safe.

As always, discretion in this matter is of vital importance. Should our enemies catch wind of our activities, they will attempt to frustrate our attempt.

Sir Ingo, for the Brotherhood

Player Handout #2

Due to a large number of newcomers in the city, you spent half the day yesterday looking around town for an inn. As a result, you remember seeing a number of different locales around the city, any of which might have helpful information. A few of the ones that stand out in your memory are listed here. There may be others.

Harbor District

The Harbormaster's office: The Harbormaster should be up to speed on the legitimate shipping in Alhaster. He may also have some knowledge of illegal activities.

Merchant Houses

Blackhammer: You've heard the Blackhammer merchant house imports some of the finest metal items in Alhaster. If someone's moving weapons and armor through Alhaster, it's possible they've heard something about it.

Goldhun: The Goldhun merchant house is rumored to be in financial difficulty. They might be willing to assist a group of smugglers for a cut of the action.

Taranor: Everyone in Redhand has heard of the Taranor merchant house. They're among the richest traders on the northern Nyr Dyv, and probably the wealthiest in Alhaster. You imagine they probably have good sources of information, and you might be able to learn something from them.

Taverns

Bloody Grunk's: You saw this tavern while looking into some of the cheaper inns in Alhaster. It looked like a rowdy place, filled with lowlifes, scum, and other unsavory types. If anyone in Alhaster knows about illegal activity, odds are good it's the people here. Of course, you imagine it can get a little rough.

Revenire: You noticed this run-down drinking establishment on your way to an inn on the edge of town. The custom was, as far as you could tell, entirely Rhennee. You're not sure that non-Rhennee would be welcome in such a place, but most of them spend their lives on the water. They probably know about most of the ships that arrive and leave from Alhaster.

Seaman's Widow: In surprising good repair, this dockside tavern looks to be frequented by longshoremen and sailors. You might also find some old salts there that have nothing better to do all day than gossip about the goings-on in the port.