

BNM5-01

Deadly Alliance

A Two-Round D&D LIVING GREYHAWK[®] Bone March Regional Adventure

Version 1.0

Round 1 & 2

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Based on a Story of: Stavros K. Kazakos

A beautiful damsel in distress turns to the PCs for aid to save her brother. The poor young man is being held captive by a mysterious powerful humanoid. Can the PCs infiltrate the cave, and rescue the young man?

A Bone March adventure near the Blemu Hills for APLs 2-8

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

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RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard two-round regional adventure, set in the County of Knurl, inside the borders of Bone March. Characters native to Bone March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters belonging to various Knurl Meta-game organizations have various discounts in their upkeep while adventuring inside the County of Knurl, so please bear in mind to change the cost accordingly. The adventure starts inside the city of Knurl and more specifically inside the acropolis at the artisan's quarter. All three types of upkeep are available for the player characters to choose from.

Travel In Bone March

During 594 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through out the vicious land of Bone March.

For the DM's convenience these are replicated below:

Traitor: It is possible that a PC could be exiled from the County of Knurl, during 594 CY. Please warn the character that a return to the County is punishable by death. If the character decides to take his chances then roll a d100.

There is only a 10% (Knurl), 15% (Nivlek) and 20% (Nlul) chance that the character won't be spotted by the authorities. Otherwise the character is held for execution. The only way of escape is to make a DC 25 Escape Artist check. Even with a successful Escape Artist check, the PC cannot take part in the adventure, but gets away with his life! The authorities of the County are fanatical and do not accept bribes. During this adventure the PCs will most probably start their adventure inside the walls of the city of Knurl so use the first chance given above.

Coward: If a character retreated during the Battle of Nlul, he is considered a coward! The character gains a -10 circumstance penalty to Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform and Sense Motive skill checks when adventuring in the region of Bone March. This penalty applies to every interaction within the County of Knurl. The player character cannot do anything to override this penalty.

Adventure Background

During 592 CY, a new bandit leader named Ardel Hemisal rose up from the ranks of the Screaming Skulls bandit gang. He proved to be a very bright and dexterous boy. He started to hit targets that no one would dare to even think of, and his cool calculations against overwhelming odds soon became legendary among the tribesmen.

Soon Ardel took control of the Skulls, and started organizing them to his designs. His first task was to define his sphere of influence in the region of the Blemu Hills. To this end, he began to take control of nearby bandit tribes. Within the year he convinced two neighboring bandit bands named Strike and Widow Makers to swear allegiance to the Screaming Skulls and swelled his tribe's numbers up to over 3000.

During 593 CY, he began a constant guerilla war against the orcs of the Blemu Hills, funded secretly by the County of Knurl. The skirmishes proved to be successful and the orc population has been reduced to under 5000 throughout the entire Blemu Hills.

During 594 CY however, Ardel was in grave need of funds and started raiding nearby peaceful nomad tribes living off the wild. The County of Knurl did not oppose Ardel's actions because of the mutual agreement between them.

As 594 passed into 595 CY, Ardel has become bolder and bolder. The Screaming Skulls proved more than equal to the challenges of the seeking new funds and fending off the retaliatory raids by the humanoid tribes in the area of the hills, especially orcs and ogres. The addition of many experienced bandits and hillmen has added a much-needed quality in the ranks of the Skulls. As a result the tribe has

started to raid any target, even its previous employers, the County of Knurl. The Count of course was very dissatisfied with Ardel's betrayal and immediately cut off funding. However, Screaming Skulls might be too powerful to be stopped now. A new power is rising in the Blemu Hills.

Of all the new additions to the Skulls, the two most cunning are the vicious half-orc monk Ablaman and the thief Arlen. This dynamic duo used a lot of cons and frauds to steal gold and magic items from their victims, or to lure them to do their bidding. However, they also have the reputation that they never killed anyone in the process. This rumor is quite true because usually they leave people alive to frame them with their professional schemes. Lord-Minister Luce Maharis declared them enemies of the state during Readying of 595 CY and proposed a reward in their heads. He even made two portraits of the bandits in case that a bounty hunter should like to hunt them down. However, the posters are based on many second hand reports and are somewhat misleading to say the least.

Adventure Summary

The adventure is divided to the following chapters:

Introduction: While the PCs are resting inside the Sea Horse Tavern located in the artisans' quarter of Knurl, a beautiful damsel in distress turns to the PCs for aid to save her brother.

Encounter 1 The Vicious Humanoid: The PCs encounter a lone humanoid creature inside the cave in which the woman's brother was lost. The poor girl recognizes the evil humanoid as her brother's captor.

Encounter 2 The Trap: The bandits' trap is laid here. Under normal circumstances the PCs cannot do very much to avoid this well set ambush. Even if they do however, they will face a couple of bandits under very inconvenient circumstances.

Encounter 3 Hot on the Trail: After the PCs are rescued or they free themselves, they must go after the bandits tracks. Its another trap of course, that will lead them to another cave - an undead lair crawling with newly animated undead.

Encounter 4 Retribution: As the PCs camp for the night, they do not know that a lone cleric of Nerull is preparing to unleash his wrath upon them for the slaying of his children earlier inside the insidious cave.

Encounter 5 The Smugglers: As the PCs follow the obvious trail of the bandits, they end up in a weird abandoned hut that looks like a hideout. There they will encounter a group

of smugglers and there is a chance that they will have to fight for their survival once more. Ablaman and Arlen have tricked the smugglers into thinking that the PCs would be an easy mark.

Encounter 6 Bushwhacked: Suddenly the PCs will come upon a lone man at arms in the colours of Knurl, gravely wounded and near death. Badly beaten and stripped of his weapons, he is in no state to speak. He is, however, just bait for a well-set trap. If the adventurers go to help the poor man, bandits assail them.

Encounter 7 The Armored Rider: As the PCs end their encounter with the rogues, a lone rider appears. Once again the group must prove its worth and overcome this obstacle.

Encounter 8 Showdown: It all comes to this point. The bandits are about to ambush a wagon bearing from the treasury of Knurl. Can the PCs stop them, or the County's coin going to end up in the hands of the Screaming Skulls gang?

Introduction

The adventure starts in the city of Knurl, inside the artisan's quarter. There, is situated the luxury Sea Horse Tavern. If the characters don't know each other, now is a great time to encourage them to interact and learn about each other.

After a while the DM can start reading the text below:

It is a very beautiful spring evening in Knurl. The month is already Coldeven and the day is Freeday. Your party is waiting to be served inside the luxury Seahorse Tavern. With the new the Count's new taxes, freeswords and adventurers of all sorts have a few gold coins to spend and they are more than welcome to leave them in one of the most famous taverns of the city of Knurl.

The tavern is very beautiful. There are a lot of everburning torches all around the walls, the flames covered by globes of yellow glass that allow a very pale light to fill the room. The ceiling is quite high and decorated with colorful mosaics of the fishermen working in the waters of the Teesar Torrent. The floor of the establishment is of high quality ocean blue marble brought here in happier times from far-off Medegia. The tile-covered walls are draped with purple curtains.

At the same time a very pleasant smell fills the air - coming as it does from aromatic burning sticks and the kitchen. The tables are made from glass and inside the glass you can see all sorts of fish, shells and crabs, hundreds of miles from the nearest seashore. The establishment is crowded, such is the refinement of its clientele, that the place is filled with a pleasant buzz of

polite conversation instead of the clamour and hubbub of must taverns and inns. The temperature is very pleasant if you consider that Readying has only recently departed the Bone March, along with the chill of winter.

The special plate of the store is about to come as an astonishing young woman approach you and introduces herself:

"Hello my dear people! You seem like sturdy fellows, likely to take care of yourself in a fight or fray. Sorry that I am disturbing your meal but I am in great despair! Would you like to listen to my story as I buy you another round of black roasted dwarven beer to accompany your fish?"

The PCs could turn the girl away, even before hearing what she has to say to their characters. The DM however should prompt the characters to at least hear what the woman has to say, but at the end of the day it is the PCs choice to either invite her to their table or send her away. If the girl sits with the PCs read the text below.

"Me and my brother are miners, you see. We don't own a mining company or anything like that. We don't have no expensive mining gear neither. Just two trusty shovels and sharp wits. We sniff around in caves up in the Blemus looking for gems or seams of gold or silver.

"During our last trip, we got lucky. We came upon a cave filled with diamonds, copper, silver and gold. Before, we could enjoy our luck though - it happened. While my brother was looking at some strange kind of metal, a weird humanoid stepped out of the dark and hit him in the head. My brother fell over - out cold. I - I was scared and...and I ran away!"

At this point the girl bursts into tears:

"Please save my brother and I will reward you in any way I can. You can even keep any gems or gold you find in the cave."

The DM should leave the players discuss the mission for a while. He should note however that helping the young woman is the right thing to do. The PCs can do a lot of things here. They can try to a Sense Motive check on the girl. This is an opposed check vs Arlen's Bluff check. Assuming they fail, the PCs sense that the girl is telling the truth. If however, they discover that the girl is bluffing then things should change dramatically. Arlen will look at the PCs with a wide-eyed innocent expression and announce that there are more that willing adventurers in other tables to help her. If the PCs won't change their minds and agree to believe her, then the DM should go carefully through the troubleshooting sections of the encounters afterwards, so that he knows what to do.

Magic spells like *detect chaos*, will reveal the chaotic nature of the girl. If the girl is confronted about it, she will admit that she lives off the wild and has no desire whatsoever to live inside a town or a city. The spell *discern lies* will automatically reveal the falsehood of the girl, in which case the girl will leave with the same announcement as above.

Arlen has hidden her magic weaponry and armor in her own room, so if a character casts *detect magic* the results will be negative.

As you probably noticed the girl did not introduce herself to the characters. This is not by accident. Even if it is considered extremely rude, Arlen carefully avoided introducing herself. If asked about it, she apologises, saying that in her distress, she forgot to introduce herself. Her name is Maya.

When the PCs agree to help her, Arlen says she will accompany the PCs to the cave to find her brother. If the PCs object to that, she reminds them that she is the only who knows where the cave is and besides, she feels ashamed for leaving her brother behind and she wants to help rescue him.

If asked how far away the cave is, she will say that it's a couple of days walk to the north, somewhere the southern part of the Blemu Hills.

If asked about the humanoid, she will describe it as green skinned with black hair, filthy, using a two handed weapon, maybe an axe or a great sword. In general terms she will try to give a blurry image of the creature that the PCs are going to encounter in Encounter 1 - The Vicious Humanoid, depending on their APL. If the PCs ask for an advance payment, she is able to give them a whole day of her salary, 1 gold piece each.

If the PCs have more questions, Arlen will try her best to answer them in a careful and intelligent way. After that the DM should inform the players that they should stock up and take with them whatever they need for the journey ahead.

The DM should ask about methods of travel. The cave is 48 miles to the north. That means that PCs with base speed 30 ft. can reach the cave at two days walking by themselves. If they use horses however they can reach the cave within the night of the first day of traveling.

Troubleshooting: If the PCs did not buy Arlen's bluff and they now have no hook for the adventure. Leave them be at the Seahorse Tavern and let them finish their meal. After that, a pageboy in the service of Lord Gristla Noewll will appear and summon them to his master's office in the civil district the following day. The boy knows only that the matter is of great importance to the count. With a DC 15 Knowledge (Local - splintered suns) check, most PCs will recognize that Lord Gristla Noewll is the Mayor of the city

of Knurl, a powerful and important man. Bone Marchers receive a +5 circumstance bonus to the roll.

If the PCs show up to his office the next morning read them the following text:

Passing the gate of the acropolis in the heart of the city of Knurl, you are surrounded by the hubbub of the cityfolk going about their no doubt important business. As you enter the Civil District, you see robed clerks and guildsmen scurrying from appointment to appointment and nobles walking the streets, followed by their retinues of guards, servants and hangers on.

Finally you arrive at your destination, the Hall of Governance. The building is tall and has two huge statues on either side of the entrance. Upon the right stands a depiction of Heironeous, girthed in armour, a great stone hand resting on the head of his axe. On the other side stands another armoured figure, but the face of Pelor is more wise than fierce. The double doors are massive and made of wood supported by steel in more than one place. Upon each is the heraldry of the County of Knurl (a purple sun coming from the centre along with a crown on the upper part of the shield and the banners of Heironeous and Pelor to the sides).

As you enter the building, the doorman asks you to state your business. Upon hearing the name of Court Lord Gristla Noewll, he waves to a guard and asks him to escort you to his office. Soon you arrive at a very elegant room. A very noble looking man in regal robes sits at a writing desk. About his neck is a golden chain.

He speaks:

"Hello dear freemen. My name is Lord Gristla and as you may know that I am the Lord Mayor of this, our dear city. That means that I have to occupy myself with all the day-to-day matters that His Prominence, the Count cannot.

"This brings us to the reason of your calling my friends. Last year, the garrison captured a few freemen traders trying to import from Ahlissa certain types of pipeweed that cause addiction to the user. As you already know, by law of the state, it is completely unacceptable to import goods that will harm the fellow citizen. The garrison tracked these traders down, brought them to justice. Because of the repeated nature of their crime, the magistrate condemned them to exile.

"However, these men proved to be more able than we thought. They succeeded in survive in the wilds, and set up again their criminal network. My sources indicate that they have a contact in the city to import pipeweed again!

"We must not let this happen. I charge you to set out for their hideout as quickly as you can! Then you must raze their operation to the ground and bring these criminals to

justice. Have no hesitation or care about harming these men if needs be - they are already condemned criminals and have no rights whatsoever. Just do not kill them. I will provide you with the necessary map that leads to their hideout! You have fourteen days to accomplish the deed. If you succeed, I will personally talk to the Magician's Guild about placing some new enchantments on some of your equipment

"Regarding the opposition that you are going to face, I have to say that it will not be as hard as you might think. It's the nature of their vile deed that makes me want to make sure their punishment. However, they must have an ally of some sort or else they could not survive that long in the wild. There are rumors that they are working closely with a notorious pair of bandits, named Ablaman and Ardel. If you can bring those two to justice alive, for a fair trial, I am sure that your deed will reach the Count's ear. But be careful! I want those two alive at any cost!"

If the PCs have any questions about specific numbers of enemies or their weaponry, Gristla will answer that his guess is as good as theirs. Their numbers might have risen during their stay in the wild.

If asked for a greater reward, Gristla will answer that the County gives as much as it can afford but not more. However, he will specify that everything that they will find inside the smugglers hideout is a fair game and they have every legal right to claim it except for any pipeweed, which must be destroyed on sight.

If asked more as to their location of Ablaman and Ardel, he will answer that the smugglers will know more on the subject than he.

If the PCs accept the mission proceed to Encounter 3 – Hot on the Trail, without the PCs knowing anything about the trail of Ablaman and Ardel.

Encounter 1: The Vicious Humanoid

After the character stock up with whatever supplies they need, Arlen will insist that they press on with their objective. Read the following text:

The sun of Oerth burns brightly, shedding its warmth upon the countryside – more than welcome after the short but hard winter that the Bone March suffered. A few clouds are scattered across the sky but none is thick enough the rays of Pelor. You notice that spring flowers are beginning to open – snow drops and bluebells. Looking around you as far as the eye can see you are alone, traveling in the wastelands of the March heading north to the

Blemu hills, home of the ogres and an infamous group known as the Screaming Skulls bandits.

The only thing you can hear is the blow of the wind in your face and the occasional howling of a lone wolf calling for his pack in the hills. The smell of the spring opened fills the air.

As the hours pass, the majestic sun slips westward into the embrace of the peaks of the Flinty Hills. Once the sun has set, night begins to spread her cold touch over the March. Before night is young however 'Maya' announces that you can't be more than 20 miles from the cave.

The night and most of the following day should pass uneventfully. As evening draws in on the second day's travel, the players now should discuss among them on the way that they are going to approach the cave. Make them roll a Spot check and keep the best, multiply the result by 10 and that's the range in feet that they are going to spot the entrance of the cave. When this happens, read them the following text:

At last you spot the entrance of the cave where the brother of your employer was taken captive. At first sight however, there is no guard and the cave entrance is as dark as night itself.

The cave is completely dark inside, so every one should specify the light source that he is going to use during the encounter. When the PCs decide to venture into the cave read them the following text:

As you walk into the cave, you can see it is just a tunnel like natural corridor of stone, heading north into the hill. The floor of the cave is filled with rubble but you can also spot an occasional piece of old leather clothing. The ceiling is also of natural origin and you can almost swear that it has some pieces that glitter in your light source. The cave is fifteen feet wide and is tall enough to accommodate creatures that most people characterize as huge. Suddenly, out of the darkness, you hear a noise like a large growl.

At this point you should let the PCs make a Spot check. Pick the best roll and multiply it by 10. Remember that the maximum Spot distance for *everburning torches* in a line up fashion is 6d6x10 ft. and double that distance for those with low-light vision. If the PCs spot the creature before 60 ft and are **not** using a light source, they gain a surprise round of action. The creature hasn't spotted the PCs yet and its type depends on the APL of the group. When the PCs spot the creature, read them its description.

Creatures: The type of the lone creature that the party encounters depends on the APL of the group.

APL 2 (EL 3)

👉 **Ogre (1):** hp 29; see *Monster Manual* page 199 and Appendix 1.

APL 4 (EL 4)

👉 **Minotaur (1):** hp 39; see *Monster Manual* page 188 and Appendix 2.

APL 6 (EL 6)

👉 **Ettn (1):** hp 65; see *Monster Manual* page 106 and Appendix 3.

APL 8 (EL 7)

👉 **Hill Giant (1):** hp 102; see *Monster Manual* page 123 and Appendix 4.

Tactics: The creature will try to attack any PC wearing heavy armour first. After that he will attack characters wearing medium armor and then light or no armor at all. He will not attempt to flee, or make a morale check when injured badly. If he is slain however, he might (1 chance in 1d10) have a chance to say: "this was not a part of the pl..." and after that he dies.

Treasure: The creature can be looted for its equipment and a single gem that has in its possession. The type of the gem is different depending to the creature and can be found in the appropriate appendix.

APL 2: Loot: 1 gp; Coin: 89 gp.

APL 4: Loot: 1 gp; Coin: 119 gp.

APL 6: Loot: 1 gp; Coin: 179 gp.

APL 8: Loot: 1 gp; Coin: 209 gp.

Development: Arlen will recognize the creature as her brother's captor and prompt the PCs to explore the depths of the cave. If the PCs heard the humanoid saying something about a "pl..." and understand the word "plan", allow them a Sense Motive check against a Bluff check by Arlen. If the PCs fail the check, they do not sense that she is lying to them. If the PCs win the check and challenge her about it, Arlen will run at full speed north to her partner at Encounter 2.

Troubleshooting: It might be possible that the PCs restrain Arlen and prevent her from escaping. In this case her half-orc partner will come from Encounter 2 and engage the PCs here.

Encounter 2: The Trap

Assuming the PCs finish off the humanoid and haven't found out Arlen's lies, they can continue north until they end up at a dead end. If there is a dwarf in the party, he will immediately smell a rare kind of metal called magnetite. A DC 30 Profession (mining) or Profession (alchemist) check will reveal that this metal has the ability to draw steel and iron, but not gold or silver, to itself. Around 60 ft. into the tunnel, Arlen speaks, so read aloud the following text:

As you continue into the cave, you finally arrive at a dead end that seems to be about 60 ft. north from where you slew the creature. The cavern walls here are a deep black colour. You now smell an odd odour and you see that a lone medium sized figure lies on the dark floor, wearing rags in an awful state.

As soon as Arlen sees the figure in this state she cries out "Oh no by Pelor! My brother! Please hold on! My friends, please help him!"

As soon as the PCs are 30 ft. away from the walls of the cave, read the following text to every character that uses an iron/steel weapon, wears an iron/steel armor or shield and wears any amulet, ring, bracers or any type of similar iron or metallic equipment (feel free to alter it depending on the composition of the equipment that the characters carry):

Suddenly, you feel a very powerful force pulling you towards the walls of the cave.

Allow these characters to make a DC 25 Strength check to resist the magnetic attraction of the wall. Apply a penalty equal to their Armour check penalty to the roll. PCs that fail the check are pinned to the wall. Obviously PCs with metallic weapons or shields, small metallic items such as belt buckles, or brooches etc can remove or drop these items. Removing a ring or belt etc is a standard action. Dropping a weapon is a free action. However, unless they have non-metallic weapon, they will have to face the bandits unarmed. PCs pinned to the walls, can try to take off their armour and free themselves. This will take twice as long as the times given in the *Player's Handbook*.

For those PCs that fail their checks, read aloud or paraphrase the following:

As you collide with it, you can feel the coldness of metal against your flesh, but you cannot hear a single sound. As you attempt to speak you, push the air out of your lungs but you cannot hear your own voice.

As you try to leave the wall, you find that it is impossible to move at all against the weird black metal wall. Also at the same time, you see with the corner of your eye that the "brother" is a half-orc rising quickly to his feet and taking his place by his "sister's" side.

Immobilized character should be considered helpless for the rest of the fight. Also there is a 55 ft. radius *silence* effect that starts from the north dead end (another weird metal effect) that prevents any spells with verbal components to be cast.

Depending on circumstances, a number of different situations might occur

1) If all of the PCs fail their Strength checks and are stuck on the wall, then the bandits will happily loot them of their gold and other items (though not obviously the armour or item that is pinning them to the wall). Give the bandits a DC 25 Strength check to pull any of the PCs lost weapons from the wall and remove it from the magnetic field.

2) If some of the PCs are immobilized by the wall and others are free to fight the bandits. In this occasion, Arlen and Abalman use either lethal or non-lethal attacks to put the remaining PCs out of commission. They are very careful however, not to kill the PCs. If this happens, continue with the development paragraph.

3) If the PCs have discovered Arlen's bluff in the previous encounter, Arlen will try to flee here to lure the PCs to the magnetic wall trap. If the follow, then either scenario 1 or 2 above will happen. Proceed then to the development paragraph.

4) If the PCs have detained Arlen in the previous encounter, this area is empty, because the half-orc monk has rushed down the cave to help his companion. Any PCs wearing metal armor may still be trapped, but you should proceed to the development paragraph almost immediately.

Creatures: There is a good chance that some of the PCs will face Ablaman and Arlen here. Their exact level and skill depend on the APL of the PCs. Please remember that the bandits want to rob but not kill the PCs.

APL 2 (EL 4)

- ☛ **Ablaman:** male half-orc Mnk2; hp 15; see Appendix 1
- ☛ **Arlen:** female human Rog2; hp 14; see Appendix 1

APL 4 (EL 6)

- ☛ **Ablaman:** male half-orc Mnk4; hp 27; see Appendix 2
- ☛ **Arlen:** female human Rog4; hp 26; see Appendix 2

APL 6 (EL 8)

- ☛ **Ablaman:** male half-orc Mnk6; hp 39; see Appendix 3

☛ **Arlen:** female human Rog6; hp 38; see Appendix 3

APL 8 (EL 10)

☛ **Ablaman:** male half-orc Mnk8; hp 52; see Appendix 4

☛ **Arlen:** female human Rog8; hp 50; see Appendix 4

Tactics: As said before both bandits will attempt to immobilise any PCs that have not been pinned to the wall. They will try to knock the PCs down to negatives without killing them and Ablaman will continue to deliver subdual damage. Arlen uses subdual damage only if she is afraid that she will kill a PC. Their first targets are remaining monks, magic users and sorcerers.

Treasure: If the PCs engage the bandits in battle and defeat them, use the treasure column of Encounter 8 and NOT this one. If however, the PCs lose the battle, have Arlen laugh ironically and throw at them a bag of coins along with a little message saying that it should be enough to pay for their healing and rescue. The total of coins inside the bag depends on the APL of the group.

APL 2: Coin: 90 gp.

APL 4: Coin: 120 gp.

APL 6: Coin: 180 gp.

APL 8: Coin: 210 gp.

Development: There can be two outcomes from this encounter.

The first possibility is that the bandits win. Arlen will give them a small bag of coins, but will steal all the PCs gold, scrolls, potions, spellbooks, wooden armor, non-metal magical clothing. However, they are very careful to leave behind them very clear tracks for the PCs to follow.

The second outcome is that the PCs win. In this occasion refer to the troubleshooting section.

Troubleshooting: If the PCs have defeated Arlen and Ablaman, then the adventure is almost cut in half. It is very crucial to know the fate of the bandits. If Arlen and Ablaman are dead, then the PCs cannot claim the reward for their capture. If they capture them alive and get them back at the city of Knurl, they are entitled to the reward.

For the adventure to continue after the fate of the bandits is determined and the characters return to the city of Knurl, arrange it so that the Lord Mayor asks to see them. Please refer to the troubleshooting paragraph of the introduction so that the PCs can get their second hook. If Arlen and Ablaman are dead or captured rephrase the alternate intro hook accordingly.

Encounter 3: Hot on the Trail

PCs pinned to the walls, can try to take off their armour and free themselves. This will take twice as long as the times given in the *Player's Handbook*. Now the PCs have a variety of choices such as returning to the city of Knurl. The most probable decision that they are going to make is to chase the bandits (if not, refer to the troubleshooting section). When they succeed at it read them the following text:

As you emerge from the cave, you are dazzled by the bright sunlight. All around you is the unwelcoming scenery of the Blemu Hills. The weather is hot and dry today, but fortunately, as far as your eyes can see, there is no sign of any foes.

If the PCs had any horses, then they too have been taken.

You can easily make out a set of clear tracks heading north, deeper into the hills.

Have the PCs make a DC 5 Survival check. If they succeed, read aloud or paraphrase the following:

It seems that the tracks are made by two humanoid: one taller and heavier than the other. You can see that they continue on side by side.

For two hours, you endlessly follow your last hope of recover your equipment. Suddenly you discover with dread that they lead yet again inside another cave. As you scan the area, once again you cannot spot any kind of threat anywhere.

If a character with the Track feat makes a DC 20 Survival check, they can discover another set of tracks made by a humanoid who has taken care to try to cover them, and another set of weird tracks of unknown origin. The PC can determine that this track is not human or humanoid, but most surely whoever made this track was not alive when he did it.

There is no opposition outside the cave. If the PCs venture into the new cave, they once again must declare light sources. Once again, danger awaits them inside the cave. The cave is just a large stone room 50 x 50 ft. with the main entrance to the south and a small exit to the north. However, it isn't empty. Undead creatures whose numbers and type depend on the APL of the group inhabit it.

Alternatively if the PCs use the alternate intro hook of the smugglers hideout quest, this is the place that the PCs find to spend for the night, on their way to the smugglers hideout on Encounter 5, after a day of long trail. In the case

of the alternate quest, the weather today is rainy, so that the PCs may choose to rest inside the cave. If the PCs choose to camp out in the rain, then the undead will attack them in their camp site.

When the PCs enter the cave read them the following text:

You venture into the darkness with your courage as your only ally. The smell of decay is overwhelming as you walk inside the cavern. As your eyes begin to adjust to the dim interior of the cave, you can see that you are inside a natural cave, roughly square in shape and 50 ft. x 50 ft. in proportion. You notice that the ground and the ceiling are made from some kind of rock salt. The walls however are natural, but are decorated with various banners, cloths emblazoned with a scythe and a skull.

In the center of the room stands a desk with various anatomical instruments and papers neatly laid out upon it. Dead bodies lie scattered all around, marked by long scars in various places.

At first you hear nothing but then you hear a loud thump and a number of creatures lurch menacingly out of the shadows towards you.

Consider neither side surprised roll for initiatives normally and start the battle with the creatures depending on the APL.

Creatures: There are a number of undead creatures inside the cave depending on the characters APL.

APL 2 (EL 3)

👁 **Bugbear Zombies (2):** hp 42; see *Monster Manual* page 265 and Appendix 1.

APL 4 (EL 5)

👁 **Ogre Zombies (2):** hp 55; see *Monster Manual* page 265 and Appendix 2.

APL 6 (EL 6)

👁 **Ettin Skeleton (1):** hp 65; see *Monster Manual* page 227 and Appendix 3.

APL 8 (EL 8)

👁 **Advanced Megaraptor Skeletons (2):** hp 78, see *Monster Manual* page 227 and Appendix 4.

Tactics: The undead will attack members of the party randomly without logic or tactics. They will spot the PCs as soon as they enter the cave. If attacked flat-footed they will immediately run full speed to the direction of the attack.

Treasure: If the undead cave is searched, except from the exit to the north, the search will uncover a small number of gold coins and a few other items the exact value of which depends on the APL of the group. At APL 2 they will find a pair of *bracers of armor +1*, at APL 4 they will find a suit of full plate in perfect shape and one royal outfit. At APL 6 they will uncover one set of full plate in perfect condition and two royal outfits. Finally at APL 8, they will uncover a suit of *+1 full plate*.

APL 2: Coin: 7 gp; Magic: *bracers of armor+1* (83 gp).

APL 4: Loot: 141 gp; Coin: 9 gp.

APL 6: Loot: 158 gp; Coin: 22 gp.

APL 8: Coin: 20 gp; Magic: *+1 full plate* (220 gp).

Detect Magic Results: *bracers of armor +1* (Faint conjuration); *+1 full plate* (Faint enchantment).

Development: It doesn't matter how the PCs found their way to this encounter. After they harm even a single undead in any way, Accolon, the cleric of Nerull will try to ambush them at their next nighttime camp after the battle with the undead. So proceed to Encounter 4 – Retribution.

If however the PCs won't destroy or turn even one of the undead, the cleric has no reason to avenge the PCs, so proceed straight to Encounter 5 – The Smugglers.

Troubleshooting: If the PCs decide not to go after the bandits and give up their equipment as lost, allow them to return to the city of Knurl and go to the troubleshooting section in the intro section.

It's possible that the PCs might get hurt and want to retreat during the battle with the undead creatures. The undead will not follow them outside the cave but will attempt to take cover deep inside the cavern if the PCs use missile attacks or ranged spells.

Encounter 4: Retribution

If the PCs harmed at least an undead in any way, they will be stalked by a cleric of Nerull as they make their way north. The journey north is about 60 miles so the PCs will eventually have to camp for the night at least once. During their first camp, the cleric will attack the group, one hour after the group has fallen asleep, despite if the PCs have left a guard or not.

Read aloud or paraphrase the following:

Night falls across the Blemu Hills. Hunting bandits is no easy task, and they seem not to slow their pace either. On the contrary, it seems that they have sped up and press on into the heart of the hills more quickly than before.

If the PCs have set a watch, read aloud the following to the PC standing watch:

However you do not have time to sleep as you have the obligation to watch over your friends. Your eyes scan the horizon endlessly as you search for potential threats. The only thing that you can hear is the wind whistling to your ear and a lone night bird far away searching for a mate. In an instant both sounds are snuffed out by a sudden and absolute silence.

The sudden silence is the result of the magic spell *silence* that Accolon has cast upon the PC(s) guarding the camp. Feel free to add more description to the situation, depending on the actions of the PC, but do not forget to go quickly to the tactics section of this encounter and read about Accolon's actions.

Creatures: A lone cleric of Nerull will attack the sleeping party. His exact equipment and bonuses depend on the APL of the adventure.

APL 2 (EL 3)

☛ **Accolon:** male human Clr3 of Nerul; hp 21; see Appendix 1.

APL 4 (EL 5)

☛ **Accolon:** male human Clr5 of Nerul; hp 33; see Appendix 2.

APL 6 (EL 6)

☛ **Accolon:** male human Clr6 of Nerul; hp 39; see Appendix 3.

APL 8 (EL 8)

☛ **Accolon:** male human Clr8 of Nerul; hp 51; see Appendix 4.

Tactics: Depending on the fact that the PCs have guarded their camp or not Accolon is going to devise two different strategies:

1): In the case that the PCs haven't got a assigned guard duty to each other, Accolon (a cleric of Nerull) will cast a *silence* with such a way that the area effect of the spell catches as many PCs as possible and will attempt to Move Silently to their camp to *coup de grace* them one by one. Give PCs that are awake and outside the area of effect of the silence an opposed Listen vs the cleric's Move Silently to hear the cleric before he enters the area of effect of the silence. He will try to finishes with these easy marks before attempting to Move Silently and close in on the PCs

outside the area effect of the spell. This time roll a Move Silently check for Accolon against a Listen check for the PCs outside the area effect of the spell. Remember to add the PCs penalty for sleeping (-10) and a -1 to their roll result for each 10 ft. distance that they have with Accolon. Remember also to calculate Accolon armor penalty to his check. If Accolon succeeds the check, he may be able to *coup de grace* a character. If the PC dies, however a new opposed Move Silently/Listen check is required.

2) In the case that the PCs have assigned at least a guard Accolon has the necessary wisdom to use his spells to the best of his ability. He will cast every available protection spell on himself, *animate* as many undead as he can (he will animate types of undead appropriate for the APL of the adventure and identical to the ones that the PCs faced in the cave before at Encounter 3). After that he will cast a *silence* in the camp of the PCs with its center on the PC guard. Finally he and his undead will come down on the PCs full charge.

Accolon wants revenge for his fallen 'children' and he won't fall back no matter how injured he is.

Treasure: Accolon carries different items with him regarding the APL of the adventure.

APL 2: Loot: 90 gp.

APL 4: Loot: 144 gp; Coin: 6 gp.

APL 6: Loot: 167 gp; Coin: 13 gp.

APL 8: Loot: 3 gp; Coin: 17 gp; Magic: *+1 full plate armor* (220 gp).

Detect Magic Results: *+1 full plate* (Faint enchantment).

Development: Assuming the PCs defeat the cleric, they can go back to the tracks of the bandits, or in the case of the alternate hook introduction, continue their way to the smuggler's hide-out.

Troubleshooting: If Accolon proves to be too much for the PCs, it's only natural that some characters will retreat, while others may be killed. For these victims there is a sinister fate. Accolon take them back to his cave and will raise them as zombies. Of course this procedure will take 3 days, and the remaining of the party might have a chance to get back in time in Accolon's cave and save their lost comrades.

Encounter 5: The Smugglers

Whether the characters end up here following the bandit's tracks or due to their assignment from the Lord Mayor of Knurl, they will arrive near a house located deep in the Blemu Hills. Make the PCs roll a Spot check and multiply the best result by 10 to find the distance that the group

spots the house. Remember that the maximum Spot distance in Blemu Hills is 2d10 x 10 ft. When the PCs Spot the house read them the following text:

Continuing on, you travel for three further days in the wild. The sun burns brightly for yet another day, and today the air is hot. Sweat drops from your forehead and drops down the dirt. As you inspect the ground ahead, the hills are rugged and stony, clothed in heather and scattered gorse bushes here and there. Suddenly far in the distance, you spot some kind of human made structure. In the Blemu Hills, a hut is a rare sight indeed. At first sight the building seems to be deserted. You can spot a couple of broken barrels, near its door. You also notice of a shattered wagon.

Let the PCs choose their way of approaching the house. Unless the PCs hide or cast *invisibility* upon themselves, they are likely to be spotted by the smugglers. If the PCs are attempting to sneak up on the hut, have them roll an opposed Hide check versus the smuggler's Spot. Again there are two possible scenarios:

1) The PCs followed the tracks of the bandits here. In this case Ablaman and Arlen have passed this point just three hours ago. They told the smugglers that a company of soldiers from Knurl was behind them and that they are going to bring reinforcements from the Screaming Skulls tribe. Another lie of course. Ablaman and Arlen wants control of the smuggler's illegal pipeweed operation, but they don't want the blood of the smugglers on their hands, due to the petty politics of the bandit gangs that reside in the vicinity of the Blemu Hills. So for the following encounter treat the smugglers as an alerted group. They have posted a look out on the hill behind the hut. They scout the area all the time and also they have laid some wire trip alarms in a 10 ft. radius perimeter around the hut to notify them if the PCs arrive that close to the hut undetected. If the PCs make a DC 15 Spot check for them to detect the tripwire before they set it off

If the PCs fail the check, read to the player's the following text:

As you draw close to the hut, there seems to be no signs of life. Just ten feet from the door, your foot catches in something and many tiny bells tinkle loudly. Looking down you notice that you have tripped some kind of white thread.

Suddenly the door swings open and a bearded man rushes out the hut screaming: "Let's finish off the dogs of the guard, lads! They're trouble!"

In this case, assuming that the PCs have either been spotted by the lookout and/or tripped the alarm, treat the PCs as surprised and give the smugglers a surprise round of action.

If the PCs made their opposed roll and spotted the tripwire, they will get the jump on the smugglers, as described below in 2).

2) If the PCs came here following the alternate introduction hook, the smugglers are pretty unaware of the PCs and they are resting inside their hut. Their weapons are sheathed, but they are in armor. Despite the information that they got, Ablaman or Arlen aren't here. The smugglers will not try to harm the PCs directly. They are not aware of their powers and they would like to drug them first and then take them on. When the PCs approach the hut this way or even enter the house, the smugglers will invite them to join for dinner.

Assuming the PCs want to enter the hut, read to the players the following text:

You succeed in coming undetected to the door of the hut. Opening the door, you find a number of people staring at you with looks of utter surprise.

One of them takes the liberty to speak: "Well met! Hello dear sirs! You seem a bit irritated. Why don't you sit at the table beside as and drink a pint of good Ahlissan beer?"

The PCs can do almost anything from this point and on. It's up to the DM to handle the situation as he sees fit. The smugglers are very afraid and they know that the PCs group are probably employed by the authorities to bring them back to Knurl. Of course in their case, returning to the Knurl is a death sentence according to the Count's law. So they will ask forgiveness and they will say that they will burn any pipeweed they have as well as their hut, and go and live with a hillman tribe, abandoning the life of crime. They will even inform the PCs on the exact position of the Ablaman or Arlen and they will say that they are ready to lay ambush on a wagon of some sort, about two hours to the west.

If however the PCs are relentless and do not allow them to escape, the smugglers understand that they have will have to flee and if necessary to fight. They will grab their weapons and move to the door, without attacking the PCs. If the PCs attack, they will charge the party. Roll for initiatives normally and start the battle.

Creatures: There are a number of human warriors here, depending on the APL of the group.

APL 2 (EL 2)

☛ **Smugglers (3):** male human War1; hp 9; see Appendix 1.

APL 4 (EL 3)

☛ **Smugglers (3):** male human War2; hp 15; see Appendix 2.

APL 6 (EL 4)

☛ **Smugglers (6):** male human War2; hp 15; see Appendix 3.

APL 8 (EL 5)

☛ **Smugglers (6):** male human War2; hp 15; see Appendix 4.

Tactics: The smugglers know that they are too weak to defeat the PCs. So they will attack all together one unarmed PC, hoping that they can bring him down and then take him as a hostage to save themselves. If Ablaman or Arlen has warned the smugglers about the characters, treat them as fearless.

Treasure: If the PCs defeat or loot the warriors for their equipment and search their hut they will find a great amount of gold coins depending on the APL of the adventure, they will also find about 3 kilos of illegal tobacco that has no value to the honest merchants of Knurl.

APL 2: Loot: 21 gp; Coin: 39 gp.

APL 4: Loot: 21 gp; Coin: 69 gp.

APL 6: Loot: 42 gp; Coin: 78 gp.

APL 8: Loot: 42 gp; Coin: 102 gp.

Development: If the PCs followed the tracks of the bandits, this encounter doesn't change a thing. After the battle is over they will continue to follow the tracks to the west. They do not know that the smugglers have a bounty on their head anyway.

If the PCs used the alternate hook to come here it is almost certain that they will understand that their objective is not yet accomplished. They must decide on a very crucial matter, which is the fate of the smugglers and more importantly retrieve information on the whereabouts of Ablaman and Arlen. There can be a lot of different scenarios:

1) The PCs take the smugglers back to the city of Knurl and accomplish the first part of the mission. In this case, Ablaman and Arlen hit the wagon as described later and there is only one chance to find them with a DC 30 Survival

check made by any PC with the Track feat. If they do not find them, the adventure is over.

2) The PCs go after the two bandit leaders and leave the smugglers flee. In this case head immediately to Encounter 8 – Showdown for the encounter with Ablaman and Arlen. However the PCs do not get the smugglers reward.

3) The PCs tie up the smugglers inside the hideout and go after Ablaman and Arlen to help the wagon and then come back for the smugglers. As above but the smugglers are considered retrieved unless they make an opposed Escape Artist check against the Use Rope Check of the PC who tied them. So the PCs may claim both rewards (smugglers and bandits)

4) The PCs leave one PC behind to watch the prisoners and the rest of the party go after Ablaman and Arlen. The smugglers are automatically considered prisoners (no Escape Artist check is allowed) and proceed to Encounter 8 – Showdown.

Finally there is another possibility here. The PCs could arrive here using the alternate hook but after they have defeated Ablaman and Arlen during Encounter 2. In this case they capture the smugglers but lose the Ablaman and Arlen reward, unless they have previously returned them alive to Knurl.

Troubleshooting: There are many things that could go bad in this encounter when the PCs arrive here using the alternate intro hook. First the PCs could be forced to kill the smugglers before they have a chance to learn the location of Ablaman and Arlen. In this case they have one shot, a DC 30 Survival check by a PC with the Track feat to find their tracks, so that they can proceed immediately to Encounter 6 – Bushwhacked.

Second, the PCs could leave the smugglers tied but the smugglers would succeed in their Escape Artist attempt and flee from the hideout after the PCs leave. In this case PCs with the Track feat get a DC 20 Survival check to find their tracks and go after them. This time, the smugglers will fight to the death.

The DM is strongly advised to keep an open mind and give more opportunities for tracking the bandits or the smugglers if the PCs do something really clever that cannot be anticipated during the writing of the scenario.

Encounter 6: Bushwhacked

The PCs can only participate in this encounter if they are following the tracks of the bandits since Encounter 2. If they follow the alternate introduction hook, then proceed directly to Encounter 8 – The Showdown. It is of crucial importance that the PCs do not know that the bandits have

any plans about hitting a wagon, because during the last encounter the smugglers attacked them fanatically. They are after the bandits to get their gold and possessions back. When the PCs have move around two hours to the west, read them the following text:

The sun continues to shine with great power for a spring day. The sky is very blue but at this point of hour you would gladly welcome a cloth to cover the cruel sun. The ground also seems to be burning and all wearing steel armors begin to feel much uncomfortable.

As you head west, the ground climbs and as you come out of the valley, the air is cooler and fresher. You can catch the smell of chamomile in the air. As you try to listen for any sounds you cannot hear a thing except the occasional cry of a bird or of a wolf.

As you press on, you see that the tracks are becoming fresher and clearer. Suddenly you notice a single body of a young man in his early twenties lying in the heather to one side of the track, at the foot of a low cliff. You recognize that he is a member of the guards of Knurl due to the orange trousers and black breastplate armor that he is wearing. He is lying face down in the dirt, bleeding and unconscious.

Treat the guard as injured to -3 hit points. Allow the PCs to approach the man and scout the area if they wish. Allow the PCs an opposed Spot check against the Hide checks of the group of rogues that has prepared an ambush for them. If the PCs are successful, roll for initiative normally. Otherwise give the rogues a surprise round to act against the PCs. Remember that rogues deliver extra damage to flat-footed targets and that they start their actions on higher ground when comes to comparison with the PCs.

When the rogues attack read to the players the following paragraph:

Suddenly you spot several human sized figures that drop beside you from the cliff above. They wear black leather armor emblazoned over their hearts with a white skull with its mouth wide open. These men are armed with rapiers and shortbows. Their skin is brown, though whether from dirt or the sun, you cannot tell, but it's clear that they have been living in the wilderness for years, perhaps decades. They have a grim and determined look as they set upon you. You notice that they start to take flanking positions against you, as they jump in front and behind you.

These rogues have been paid by Ablaman and Arlen to keep any trespassers away from the wagon. Their main function is to soften up the PCs and make them as ripe as possible

for Cole's ride-by attack skills, but of course the PCs don't know that. Ablaman and Arlen promised the rogues that if eventually someone shows up, he's a fair game for them and they could loot him if they wish.

The rogues are not fanatical soldiers of course but they like the idea of increasing their wealth a bit more. So they used one of the guards of the wagon to lure any unsuspected traveler, or good Samaritan to their ambush.

Creatures: The exact number and level of the rogues depend on the APL of the party.

APL 2 (EL 2)

☛ Rogues (2): male human Rog1; hp 8; see Appendix 1.

APL 4 (EL 3)

☛ Rogues (3): male human Rog1; hp 8; see Appendix 2.

APL 6 (EL 4)

☛ Rogues (6): male human Rog1; hp 8; see Appendix 3.

APL 8 (EL 5)

☛ Rogues (6): male human Rog1; hp 8; see Appendix 4.

Tactics: The rogues will attack any flat-footed opponents and then they will work in pairs to flank their opponents, so that they can get their sneak attack on them. If a rogue loses more that 4 hit points, he will make a DC 20 Will save. If he fails it, he retreats. If he succeeds, he will stay and fight until the end.

Treasure: The rogues can be looted for their equipment and their gold. They have been paid in advance by dynamic duo to intercept any trespassers and they have a lot of gold with them.

APL 2: Loot: 10 gp; Coin: 50 gp.

APL 4: Loot: 15 gp; Coin: 75 gp.

APL 6: Loot: 30 gp; Coin: 90 gp.

APL 8: Loot: 30 gp; Coin: 120 gp.

Development: After this battle is over, the PCs have a round or two in their disposal to stabilize the poor guard or even heal him and talk to him. If returned to his senses, after a short gasp, the guard will demand to know who the PCs are. He might even recognize any member of the garrison of Knurl, especially a Captain. He will say that he is one of the three guards of a wagon carrying coin for the exchequer of Knurl. He will also state that they were under attack a while ago by a group of nine men. One of them, a rider in heavy armor, used his bow to fire at the wagon and eventually wounded him.

As he completes his sentence, he opens wide his eyes in horror and screams 'enemy!'. Proceed to Encounter 7 – The Lone Rider.

Troubleshooting: If the PCs are wounded and they retreat at this point, they will lose the tracks of Ablaman and Arlen. They will only be able to find them with a DC 20 Survival check, and even then proceed immediately to Encounter 8 - Showdown.

If the PCs don't rescue the guard, they won't get the extra info, but Cole will show up immediately. Please proceed to Encounter 7 – The Lone Rider.

Encounter 7: The Lone Rider

When the PCs have neutralized the bandits they should hear the clatter of metal on metal and a whinnying noise. If they wish to investigate then please read them the following paragraph.

Please keep in mind that the PCs can participate in this encounter only if they encountered the bandits of Encounter 6. If they are following the alternate introduction hook, they will go straight from Encounter 5 to Encounter 8, bypassing Encounters 6 and 7 completely.

Not long after you catch up your breath, you suddenly hear a loud clash of steel. There is a second of silence and then same clash again, this time accompanied by the whinnying of a horse. In the distance, you see a rider wearing heavy armor, sitting astride a light horse. He seems like a well-shaped lad, strong and dexterous.

He holds a lance and glares at you. Finally he speaks with a solid and determined voice, as if he has been in many battles:

"So you are the freeswords that have been tracking Arlen and Ablaman for so many days. You are persistent and this is very good indeed. However Arlen and Ablaman have a very important task at hand and they cannot be bothered. So I am afraid that I cannot let you continue any further. Don't worry my friends! It won't make a difference when I am done with you!"

After making his little speech, Cole will charge the PCs. Witnessing this event, it is more than certain that the PCs will assume combat positions. When this happens read them the following text:

The heavy armored cavalier spurs his horse and gallops towards, lowering his lance at one of you.

Roll for initiatives normally. Neither side has a surprise round.

Creatures: The exact level of the cavalier depends on the APL of the group.

APL 2 (EL 4)

♣ **Cole:** male human Ftr4; hp 28; see Appendix 1

APL 4 (EL 6)

♣ **Cole:** male human Ftr6; hp 40; see Appendix 2

APL 6 (EL 8)

♣ **Cole:** male human Ftr8; hp 52; see Appendix 3

APL 8 (EL 10)

♣ **Cole:** male human Ftr10; hp 64; see Appendix 4

Tactics: Cole will try to use his ride-by attack to defeat any fighter. If his horse dies, or he is unhorsed, he will immediately get his longsword and trusty large steel shield into play.

Treasure: If the PCs defeat Cole, he can be looted for his equipment.

APL 2: Loot: 93 gp; Coin: 2 gp; Magic: *potion of cure moderate wounds*- (25 gp).

APL 4: Loot: 168 gp; Coin: 12 gp.

APL 6: Loot: 209 gp; Coin: 6 gp; Magic: *potion of cure moderate wounds* (25 gp).

APL 8: Loot: 246 gp; Coin: 29 gp; Magic: *potion of cure moderate wounds* (25 gp).

Detect Magic Results: *Potion of cure moderate wounds* (Faint Conjuration);

Development: Assuming the PCs defeat Cole, they will hear sounds of battle. Please proceed to Encounter 8 – Showdown. If the PCs are forced to retreat, please refer to the troubleshooting section.

Troubleshooting: If the PCs are wounded and they retreat at this point, they will lose the tracks of the bandits. They will only be able to find them if a PC with the Track feat makes a DC 20 Survival check, and even then proceed immediately to Encounter 8 - Showdown.

The same rules apply when they defeat Cole and they are in need of a rest.

Encounter 8: Showdown

It all comes to this point. Eventually one way or the other the PCs are going to find their way here, to the final encounter with Arlen and Ablaman. There are a lot of possibilities however, so please alter the highlighted text below according to the scenario:

1) The PCs came here while following the tracks. In this case the bandits will be ready to highjack the wagon. Read the text as it is.

2) The PCs came here following the alternate intro. The smugglers informed the PCs about Arlen and Ablaman's plans and the PCs catch them just in time, before they attack the wagon. Read the text as it is but skip any reference to the tracks.

3) The PCs came here following the troubleshooting section. In this case Arlen and Ablaman have already robbed the wagon. So no guards are present. So refer to the tracks but skip any reference to the wagon.

When to decide which the case is, read them the text below:

Finally after following the tracks for so much time you encounter the famous. Ablaman and Arlen. They are just a hundred feet away from you and all that remains for you to catch up with them are just a few quick steps.

However, both of the bandits seem to be distracted by their attack on a wagon that bears the heraldry of the Nivlek family estate. You also see two men on the wagon that wear standard uniforms of the garrison of Knurl.

If the PCs have encountered the bandits distracted, please give the PCs a surprise round.

Creatures: There are four people here. The two guards that are going to help the PCs any way they can and the two bandits that will attack solely the PCs.

♣ **Guards (2):** Male human War1, hp 10.

APL 2 (EL 4)

♣ **Ablaman:** male half-orc Mnk2; hp 15; see Appendix 1

♣ **Arlen:** female human Rog2; hp 14; see Appendix 1

APL 4 (EL 6)

♣ **Ablaman:** male half-orc Mnk4; hp 27; see Appendix 2

♣ **Arlen:** female human Rog4; hp 26; see Appendix 2

APL 6 (EL 8)

♣ **Ablaman:** male half-orc Mnk6; hp 39; see Appendix 3

♣ **Arlen:** female human Rog6; hp 38; see Appendix 3

APL 8 (EL 10)

♣ **Ablaman:** male half-orc Mnk8; hp 52; see Appendix 4

♣ **Arlen:** female human Rog8; hp 50; see Appendix 4

Tactics: The two bandits will try to flank one PC, preferably one with no armor, get him to negative hit points as quickly

as possible, and then they will use the unconscious character as a hostage to get away from the rest of the party.

Treasure: If the bandits are defeated, they can be looted for their equipment. The value of the items varies depending on the APL of the group.

APL 2: Coin: 13 gp; Magic: +1 leather armor (96 gp), +1 club (191 gp).

APL 4: Coin: 30 gp; Magic: Magic: +1 leather armor (96 gp), +1 club (191 gp), bracers of armor +1 (83 gp).

APL 6: Coin: 63 gp; Magic: +2 leather armor (346 gp), +1 club (191 gp).

APL 8: Coin: 63 gp; Magic: +3 leather armor (763 gp), +1 club (191 gp), +1 bracers of armor (83 gp).

Detect Magic Results: +1 leather armor (faint enchantment), bracers of armor +1 (faint enchantment), +1 club (faint enchantment), +2 leather armor (moderate enchantment), +3 leather armor (moderate enchantment);

Development: If the PCs defeat the bandits and they leave no loose ends anywhere else, they have concluded the adventure. The wagon will give them a free ride to Knurl and the PCs can head to the conclusion of the adventure.

Troubleshooting: This is the only chance for the PCs to catch the bandits. If the PCs are forced to retreat then the bandits cannot be tracked anymore. If the bandits take a PC hostage however, the bleeding character will leave a trail of blood drops behind them. In this case a PC with the Track feat with a DC 20 Survival check can track the bandits. If this check fails however, the PCs will discover the trussed up and body of their fellow PC 48 hours afterwards, and the bandits cannot be tracked anymore!

Conclusion

Use the best conclusion depending on the way that things went for the PCs:

A: The PCs did not cripple the smuggler's operation and did not arrest the bandits:

Returning in shame in Knurl is not the best for a group like yours! Oh well, better days will come. For the time being perhaps some ale will help you forget.

B: The PCs captured the bandits but did not get the smugglers:

You return in the city of Knurl along with the two infamous villains. The officer of the gate takes the two thieves to prison for a fair trial. You go back to the civil district and to the government building. There Lord Gristla will thank the PCs:

"Dear Friends! Thanks for delivering the bandits into our hands. I will make sure that the Count hears for your exploits!"

C: The PCs crippled the smuggler's operation and return with evidence of the destroyed pipeweed (or the smugglers), but did not arrest the bandits:

You return in the city of Knurl along with the evidence of the destroyed illegal pipeweed and/or accompanying the smugglers. The officer of the gate takes the smugglers for immediate execution due to violation of the Count's Law. You go back to the civil district and to the government building to present the destroyed illegal tobacco.

There Lord Gristla will thank the PCs: "Dear Friends! Thanks for crippling the smuggler's operation. Keeping my end of the deal I will speak to the Magician Guild for the upgrade of one of your weapons, shields, or armor."

D: The PC's crippled the smuggler's operation and arrested the bandits:

You return in the city of Knurl along with the two infamous villains and the destroyed pipeweed/or the smugglers. The officer of the gate takes the two thieves to prison for a fair trial. The smugglers are shown to the death cells to await execution. You go back to the civil district and to the government building.

There town master Lord Gristla will thank the PCs: "Dear Friends! I have to congratulate you twice for your performance. Not only you earned yourself an upgrade for any one of your weapons, shields, or armor, by crippling the smuggler's operation but also you succeeded in delivering the bandits. I will make sure that the Count hears for your exploits!"

Proceed to give experience and gold to the characters.

Campaign Consequences

Please email to cman@cman.gr the answers to the following questions:

Did the wagon reached Knurl with safety?

What was the fate of Accolon?

What was the fate of Arlen and Ablaman?

The End

Experience Point Summary

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

Introduction

Reveal Arlen's bluff

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	210 XP

Encounter 1: The Vicious Humanoid

Destroy the humanoid

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	210 XP

Encounter 2: The Trap

PCs are looted by the bandits

APL2	90 XP
APL4	120 XP
APL6	180 XP
APL8	210 XP

OR

Defeat Arlen and Ablaman

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 3: Hot on the Trail

Destroy the undead

APL2	90 XP
APL4	150 XP
APL6	180 XP
APL8	240 XP

Encounter 4: Retribution

Destroy the Cleric of Nerul

APL2	90 XP
APL4	150 XP
APL6	180 XP
APL8	240 XP

Encounter 5: The Smugglers

Cripple the Smugglers Operation

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Encounter 6: Bushwhacked

Defeat the Rogues

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Encounter 7: The Lone Rider

Defeat Cole

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 8: Showdown

Defeat Arlen and Ablaman

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP
APL8	450 XP

Total Possible Experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 XP

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is

reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1: The Vicious Humanoid

APL 2: Loot: 1 gp; Coin: 89 gp; Magic: 0 gp
APL 4: Loot: 1 gp; Coin: 119 gp; Magic: 0 gp
APL 6: Loot: 1 gp; Coin: 179 gp; Magic: 0 gp
APL 8: Loot: 1 gp; Coin: 209 gp; Magic: 0 gp

Encounter 2: The Trap

APL 2: Loot: 0 gp; Coin: 90 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 120 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 180 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 210 gp; Magic: 0 gp

Encounter 3: On Hot Tracks

APL 2: Loot: 0 gp; Coin: 7 gp; Magic: 83 gp
APL 4: Loot: 141 gp; Coin: 9 gp; Magic: 0 gp
APL 6: Loot: 158 gp; Coin: 22 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 20 gp; Magic: 220 gp

Encounter 4: Retribution

APL 2: Loot: 90 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 144 gp; Coin: 6 gp; Magic: 0 gp
APL 6: Loot: 167 gp; Coin: 13 gp; Magic: 0 gp
APL 8: Loot: 3 gp; Coin: 17 gp; Magic: 220 gp

Encounter 5: The Smugglers

APL 2: Loot: 21 gp; Coin: 39 gp; Magic: 0 gp
APL 4: Loot: 21 gp; Coin: 69 gp; Magic: 0 gp
APL 6: Loot: 42 gp; Coin: 78 gp; Magic: 0 gp
APL 8: Loot: 42 gp; Coin: 108 gp; Magic: 0 gp

Encounter 6: Jumped Upon

APL 2: Loot: 10 gp; Coin: 50 gp; Magic: 0 gp
APL 4: Loot: 15 gp; Coin: 75 gp; Magic: 0 gp
APL 6: Loot: 30 gp; Coin: 90 gp; Magic: 0 gp
APL 8: Loot: 30 gp; Coin: 120 gp; Magic: 0 gp

Encounter 7: The Money Wagon

APL 2: Loot: 87 gp; Coin: 8 gp; Magic: 25 gp
APL 4: Loot: 168 gp; Coin: 12 gp; Magic: 0 gp
APL 6: Loot: 209 gp; Coin: 6 gp; Magic: 25 gp
APL 8: Loot: 246 gp; Coin: 29 gp; Magic: 25 gp

Encounter 8: Showdown

APL 2: Loot: 0 gp; Coin: 13 gp; Magic: 287 gp
APL 4: Loot: 0 gp; Coin: 30 gp; Magic: 370 gp
APL 6: Loot: 0 gp; Coin: 63 gp; Magic: 537 gp
APL 8: Loot: 0 gp; Coin: 63 gp; Magic: 1037 gp

Total Possible Treasure

APL 2: Loot: 209 gp; Coin: 296 gp; Magic: 395 gp -
Total: 900 gp
APL 4: Loot: 490 gp; Coin: 440 gp; Magic: 370 gp -
Total: 1300 gp
APL 6: Loot: 607 gp; Coin: 631 gp; Magic: 562 gp -
Total: 1800 gp
APL 8: Loot: 322 gp; Coin: 776 gp; Magic: 1502 gp -
Total: 2600 gp

Special

☛ **Two Influence Points With Count Joachim Dunstan:** The PCs succeeded in bringing Ablaman and Arlen alive back in the free city of Knurl. Their deed has reached the Count's ears. Maybe this will prove useful in future scenarios.

☛ **Upgrade Equipment by Mage's Guild:** For crippling the smuggler's operation, the Lord Mayor of Knurl, Lord Gristla has allowed the PCs to gain one time access to the upgrade of a single piece of weapon, armor, or shield. This upgrade can be made for a masterwork item to +1, for a +1

similar magic item to +2, for a +2 similar magic item to +3, or for a +3 similar magic item to +4. A single item can only be upgraded once.

Items for the Adventure Record

☛ **Two Influence Points With Count Joachim Dunstan:** The PCs succeeded in bringing Ablaman and Arlen alive back in the free city of Knurl. Their deed has reached the Count's ears. Maybe this will prove useful in future scenarios.

☛ **Upgrade Equipment by Mage's Guild:** For crippling the smuggler's operation, the Lord Mayor of Knurl, Lord Gristla has allowed the PCs to gain one time access to the upgrade of a single weapon, shield or piece of armor. This upgrade can be made for a masterwork item to +1, for a +1 similar magic item to +2, for a +2 similar magic item to +3, or for a +3 similar magic item to +4. A single item can only be upgraded once.

☛ **+3 Leather Armor (The Viper's Skin):** This item has a very sad tale indeed. It used owned by a Suel man named Diogenis. He was very a very talented scout of Spinecastle. In 563 CY however he was killed during the fall of the citadel. The armor fell into the hands of orcs and finally found its way to the Blemu Hills. There Arlen killed the orc sergeant who wore it and claimed it for her own use. The armor is made from pure leather. However the skin itself shines as if the armor was made yesterday. There is an inscription inside the armor that says: "Don't forget me, Eleni".

Item Access

APL 2

- ❖ *bracers of armor +1* (Any, CL 6th, DMG)
- ❖ *potion of cure moderate wounds* (Any, CL 3rd, DMG)
- ❖ *+1 leather armor* (Any, CL 5th, DMG)
- ❖ *+1 club* (Any, CL 5th, DMG)

APL 6 (All of APLs 2-4 plus the following)

- ❖ *+2 leather armor* (Any, CL 6th, DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *+1 full plate* (any, CL 5th, DMG)
- ❖ *+3 leather armor* (Any, CL 6th, DMG)

Appendix 1: APL 2

Ogre: Male ogre warrior 1; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Base Atk +3; Grp +12; Atk +8 melee (2d8+7/[x2], greatclub) or +1 ranged (1d8+5/[x2], javelin); Full Atk +8 melee (2d8+7/[x2], greatclub); Space/Reach 10ft./ 10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: Hide armor, greatclub, javelin, alexandrite gem.

Physical Description: This hulking brute appears to be at least 9 feet tall. It has a thick greenish, apparently painted, hide covered in dark, warty bumps. It wears smelly skins and its hair is long, unkempt and greasy.

Ablaman: Male half-orc monk 2; CR 2; Medium humanoid half-orc; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Base Atk +1; Grp +4; Atk +5 melee (1d6+3, unarmed strike); Full Atk +5 melee (1d6+3, unarmed strike); SA Flurry of blows, unarmed strike; SQ AC bonus; AL LN; SV Fort +4, Ref +4, Will +5; Str 16, Dex 14, Con 13, Int 11, Wis 14, Cha 6.

Skills and Feats: Balance +7, Climb +8, Concentration +6, Diplomacy +3; Combat Reflexes, Evasion, Stunning Fist, Weapon focus (unarmed strike).

Flurry of Blows (Ex): Ablaman will attack twice in a full round action with +2/+2 melee (1d6+3, unarmed strike) when utilizes this special technique as a full round action.

Physical Description: A plain dressed half-orc. Looks powerful and agile but a terrible scar in his face ruins his looks.

Arlen: Female human rogue 2; CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +4 melee (1d6+3, +1 club); Full Atk +4 melee (1d6+3, +1 club); SA Sneak Attack; AL CN; SV Fort +2, Ref +5, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +5, Balance +7, Bluff +6, Climb +7, Decipher Script +5, Diplomacy +8, Disable Device +5, Disguise +8, Escape Artist +8; Dodge, Evasion.

Sneak Attack (Ex): Arlen deals extra 1d6 damage to any flat-footed target. Also a flanked opponent receives also extra damage by her. Missile attacks must be within 30 ft. for the ability to work.

Possessions: +1 leather armor, +1 club, bag of coins.

Physical Description: Arlen is a very beautiful woman because of her disguise skill. In reality is just another sweet face. In this occasion however we are talking about one of the best rising thieves in the region of the Blemu hills.

Bugbear Zombie: CR 2; Medium undead; HD 6d12+3; hp 42; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +3; Grp +6; Atk +6 melee (1d6+3/[x2], slam); Full Atk +6 melee (1d6+3/[x2], slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie stands seven feet tall. It has coarse hair that has fallen off in several places. Its mouth is full of long sharp fangs that resemble a bear. There are several places that are proving evident that the creature had suffered a violent death.

Accolon, Cleric of Nerul: Male human cleric 3; CR 3; Medium humanoid; HD 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Base Atk: +2; Grp +3; Atk +4 melee (2d4+1 [x4], scythe); Full Atk +4 melee (2d4+1 [x4], scythe); SA Death Touch; SQ Divine Magic, Rebuke Undead, Spontaneous Casting; AL CE; SV Fort +4, Ref +2, Will +4; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 14.

Skills and Feats: Appraise (armor only) +3, Concentration +7, Craft (armorsmithing) +7, Diplomacy +8, Heal +7; Improved Unarmed Strike, Weapon Focus (Scythe), Weapons Proficiency (Scythe).

Death Touch (Su): May use Death Touch once per day. Accolon must succeed on a melee touch attack that deals 3d6 points of damage. If damage exceeds the target current hit points, the target dies (no save). The attack scores a critical hit on a natural 20.

Evil Spells +1 Caster Level: Due to his evil domain, Accolon can cast all evil spells as a 4th level spell caster.

Rebuke Undead (Su): Evil Clerics have the ability to rebuke undead rather than turning them. Five times per day, Accolon can make a rebuke check (1d20 +2) to see if he will control the undead.

Spontaneous Casting: Can lose any prepared spell and replace it with another of the same level, which starts with the word *inflict*.

Possessions: Everburning torch, half plate armor, hour glass, magnifying glass, royal outfit, scythe, silver unholy symbol, sunrod.

Physical Description: Accolon is a young man around his 25th year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0—*guidance* +1 (2) *resistance* (2); 1st—*bane*, *cause fear**, *shield of faith*, *inflict light wounds*; 2nd—*death knell**, *silence*.

*Domain spell.

Domains: Death (Death Touch); Evil (cast evil spells as +1 caster level).

Smuggler: Male human warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +4 melee (2d4+3 (18-20/x2), falchion); Full Atk +4 melee (2d4+3 [18-20/x2], falchion); AL CN SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +6; Weapon Focus (falchion).

Possessions: Falchion, leather armor.

Physical Description: This man appears to be a man of average height and seems like an ordinary folk. He doesn't seem to be either ugly or good looking. He speaks with a voice revealing that he has been through many rough weeks and the wilderness has hardened him. He seems to be strong, dexterous and in good health. He is armed with a falchion and wears leather armor.

Rogue: Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +0; Grp +0; Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); Full Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); SA Sneak Attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +4, Diplomacy +4, Disable Device +3, Escape Artist +7, Hide +7, Jump +4, Listen +4; Weapon Focus (shortbow).

Possessions: Leather Armor, rapier, shortbow.

Physical Description: This human wears black leather armor. At the site of the heart you can see a painting of a skull with its mouth wide open. This man is armed with a rapier and a shortbow.

Cole: Male human Fighter 4; CR 4; Medium humanoid (human); HD 4d10; hp 28; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) or 20 (touch 11, flat-footed 18) with shield; Base Atk +4; Grp +8; Atk +8 melee (1d8+4 [x3], lance) or +8 melee (1d8+4 [19-20x2], longsword) or +5 ranged (1d8 [x3], longbow); Full Atk +8 melee (1d8+4 [x3], lance) or +8 melee (1d8+4 [19-20x2], longsword) or +5 ranged (1d8 [x3], longbow); SA Mounted Charge; AL CN; SV Fort +4, Ref +2, Will +0; Str 19, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Diplomacy +6, Handle Animal +3, Ride -3; Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Mounted Charge: When Cole attacks with a charge using his lance and because he has the Spirited Charge feat, Cole deals triple damage during his charge. Also using the Ride-By Attack feat, Cole doesn't provoke an attack of opportunity while he makes his run from his target.

Possessions: *Potion of cure moderate* wounds, half plate, heavy steel shield, lance, light warhorse, longbow, longsword.

Physical Description: Cole appears as a very tall and well built fighter in heavy armor. He seems to be in excellent control of his heavy warhorse and he seems to be fearless. His armor is painted black and before he makes an attack he seems to shout a lot. He appears to be using a lance when mounted. However on the side of his horse one can see a sword and a shield, alongside with a very strong-looking bow.

Light Warhorse: Male horse; CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, hoof); Space/Reach 10ft. / 5 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Physical Description: This is Cole warhorse. It seems to be bred for speed.

Guard of Knurl: Male human warrior 1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20x2], longsword); Full

Atk +4 melee (1d8+2 [19-20x2], longsword); AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Knowledge (local-Splintered Suns) +3, Listen +6, Spot +6; Alertness, Weapon Focus (longsword).

Possessions: Breastplate, large wooden shield, longsword.

Physical Description: This is the typical garrison trooper of Knurl, wearing his orange pants and studded leather armor. He also carries his longsword and his wooden large shield. As always he seems alerted and dedicated.

Appendix 2: APL 4

Minotaur: Male minotaur; CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed -); Base Atk +6; Grp +14; Atk +9 melee (3d6+6/x3, greataxe) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (3d6+6/x3, greataxe), +4 melee (1d8+4, gore); Space/Reach 10 ft./ 10 ft.; SA powerful charge 4d6+6; SQ Darkvision 60 ft. natural cunning, scent.; AL usually CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): a minotaur typically begins a battle by charging at an opponent, lowering his head to bring its mighty horns into play. In addition to the normal benefits and hazards of charging, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat footed.

Darkvision 60 ft. (Ex): Minotaurs see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

Scent (ex): The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

Possessions: Greataxe, aquamarine gem.

Physical Description: This creature looks like an incredibly tall, powerful, muscled human, covered in shaggy greenish fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Ablaman: Male half-orc monk 4; CR 4; Medium humanoid half-orc; HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Base Atk +3; Grp +6; Atk +6 melee (1d6+3, unarmed strike); Full Atk +6 melee (1d6+3, unarmed strike); SA Flurry of blows, unarmed strike; SQ AC bonus; AL LN; SV Fort +5, Ref +6, Will +6; Str 16, Dex 14, Con 13, Int 11, Wis 15, Cha 6.

Skills and Feats: Balance +9, Climb +10, Concentration +8, Diplomacy +5; Combat Reflexes, Dodge, Evasion, Ki Strike, Slow Fall 20 ft., Still Mind, Weapon focus (unarmed strike).

Flurry of Blows (Ex): Ablaman will attack twice in a full round action with +4/+4 melee (1d6+3, unarmed strike) when utilizes this special technique as a full round action.

Physical Description: A plain dressed half-orc. Looks powerful and agile but a terrible scar in his face ruins his looks.

Possessions: +1 bracers of armor.

Arlen: Female human rogue 4; CR 4; Medium humanoid; HD 4d6+8; hp 26; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +3; Grp +5; Atk +7 melee (1d6+3, +1 club); Full Atk +7 melee (1d6+3, +1 club); SA Sneak Attack; SQ Trap finding, Trap Sense+1, Uncanny Dodge; AL CN; SV Fort +3, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +7, Balance +9, Bluff +8, Climb +9, Decipher Script +7, Diplomacy +8, Disable Device +8, Disguise +10, Escape Artist +9; Dodge, Evasion, Weapon Focus (club).

Sneak Attack (Ex): Arlen deals extra 2d6 points of damage to any flat-footed target. Also a flanked opponent receives also extra damage by her. Missile attacks must be within 30 ft. for the ability to work.

Possessions: +1 leather armor, +1 club, bag of coins.

Physical Description: Arlen is a very beautiful woman because of her disguise skill. In reality is just another sweet face. In this occasion however we are talking about one of the best rising thieves in the region of the Blemu hills.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft.; AC 15 (touch 7, flat-footed 15); Base Atk +4; Grp +14; Atk +9 melee (2d8+9/[x2], slam); Full Atk +9 melee (2d8+9/[x2], slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Physical Description: This zombie is a hulking brute that appears to be at least 9 feet tall. It has a thick hide covered in dark, warty bumps. It wears smelly skins and its hair is long, unkempt and greasy. There are several places that are proving evident that the creature had suffered a violent death.

Accolon, Cleric of Nerul: Male human cleric 5; CR 5; Medium humanoid; HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk: +3; Grp +4; Atk +5 melee (2d4+1 [x4], scythe); Full Atk +5 melee (2d4+1 [x4], scythe); SA Death Touch; SQ Divine Magic, Rebuke Undead, Spontaneous Casting; AL CE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 13, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Appraise (armor only) +3, Concentration +9, Craft (armorsmithing) +9, Diplomacy +10, Heal +11; Improved Unarmed Strike, Weapon Focus (Scythe), Weapons Proficiency (Scythe).

Death Touch (Su): May use Death Touch once per day. Accolon must succeed on a melee touch attack that deals 5d6 points of damage. If damage exceeds the target current hit points, the target dies (no save). The attack scores a critical hit on a natural 20.

Evil Spells +1 Caster Level: Due to his evil domain, Accolon can cast all evil spells as a 6th level spell caster.

Rebuke Undead (Su): Evil Clerics have the ability to rebuke undead rather than turning them. Five times per day, Accolon can make a rebuke check (1d20 +2) to see if he will control the undead.

Spontaneous Casting: Can lose any prepared spell and replace it with another of the same level, which starts with the word inflict.

Possessions: Bag of coins, everburning torch, full plate armor, magnifying glass, scythe, wooden unholy symbol.

Physical Description: Accolon is a young man around his 25th year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*guidance* +1 (3) *resistance* (2); 1st—*bane* (2), *cause fear**, *shield of faith*, *inflict light wounds*; 2nd—*aid*, *bull's strength*, *death knell**; *silence*; 3rd—*bestow curse*, *magic circle against good**

*Domain spell.

Domains: Death (Death Touch); Evil (cast evil spells as +1 caster level).

Smuggler: Male human warrior 2; CR 1; Medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +4 melee (2d4+3 (18-20/x2), falchion); Full Atk +4 melee (2d4+3 [18-20/x2], falchion); AL CN SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +9; Weapon Focus (falchion).

Possessions: Falchion, leather armor.

Physical Description: This man appears to be a man of average height and seems like an ordinary folk. He doesn't seem to be either ugly or good looking. He speaks with a voice revealing that he has been through many rough weeks and the wilderness has hardened him. He seems to be strong, dexterous and in good health. He is armed with a falchion and wears leather armor.

Rogue: Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +0; Grp +0; Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); Full Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); SA Sneak Attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +4, Diplomacy +4, Disable Device +3, Escape Artist +7, Hide +7, Jump +4, Listen +4; Weapon Focus (shortbow).

Possessions: Leather Armor, rapier, shortbow.

Physical Description: This human wears black leather armor. At the site of the heart you can see a painting of a skull with its mouth wide open. This man is armed with a rapier and a shortbow.

Cole: Male human Fighter 6; CR 6; Medium humanoid (human); HD 6d10; hp 40; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) or 21 (touch 11, flat-footed 20) with shield; Base Atk +6/+1; Grp +10; Atk +10 melee (1d8+4 [x3], lance) or +10 melee (1d8+4 [19-20x2], longsword) or +7 ranged (1d8 [x3], longbow); Full Atk +10 melee (1d8+4 [x3], lance), +5 melee (1d8+4 [x3], lance), or +10 melee (1d8+4 [19-20x2], longsword), +5

melee (1d8+4 [19-20x2], longsword), or +7 ranged (1d8 [x3], longbow), +2 ranged (1d8 [x3], longbow); SA Mounted Charge; AL CN; SV Fort +5, Ref +3, Will +1; Str 19, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Diplomacy +6, Handle Animal +6, Ride +3; Animal Affinity, Cleave, Combat Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Mounted Charge: When Cole attacks with a charge using his lance and because he has the Spirited Charge feat, Cole deals triple damage during his charge. Also using the Ride-By Attack feat, Cole doesn't provoke an attack of opportunity while he makes his run from his target.

Possessions: Full plate, heavy steel shield, lance, light warhorse, longbow, longsword.

Physical Description: Cole appears as a very tall and well built fighter in heavy armor. He seems to be in excellent control of his heavy warhorse and he seems to be fearless. His armor is painted black and before he makes an attack he seems to shout a lot. He appears to be using a lance when mounted. However on the side of his horse one can see a sword and a shield, alongside with a very strong-looking bow.

Light Warhorse: Male horse; CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, hoof); Space/Reach 10ft. / 5 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Physical Description: This is Cole warhorse. It seems to be bred for speed.

Guard of Knurl: Male human warrior 1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20x2], longsword); Full Atk +4 melee (1d8+2 [19-20x2], longsword); AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +6, Spot +6; Alertness, Weapon Focus (longsword).

Possessions: Breastplate, large wooden shield, longsword.

Physical Description: This is the typical garrison trooper of Knurl, wearing his orange pants and studded leather armor. He also carries his longsword

and his wooden large shield. As always he seems alerted and dedicated.

Appendix 3: APL 6

Ettin: Male ettin; CR 6; Large giant; HD 10d8+20; hp 65; Init +3; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +7; Grp +17; Atk +12 melee (2d6+6, morningstar); Full Atk +12/+7 melee (2d6+6, morningstar); Space/Reach 10 ft./ 10 ft.; SQ Low-light vision, superior two weapon fighting; AL usually CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness.

Possessions: Hide armor, 2 morningstars, emerald gem.

Physical Description: This hulking giant has two heads. Each head has a porcine face with a shovel jaw and protruding lower canines like a boar's tusks. The rest of its teeth are large and rotten. Its stringy hair is filthy just like the rest of the creature. You also notice that he has painted his body in a greenish color.

Ablaman: Male half-orc monk 6; CR 6; Medium humanoid half-orc; HD 6d8+6; hp 39; Init +2; Spd 30 ft.; AC 15 (touch 15, flat-footed 13); Base Atk +4; Grp +7; Atk +7 melee (1d6+3, unarmed strike); Full Atk +7 melee (1d6+3, unarmed strike); SA Flurry of blows, unarmed strike; SQ AC bonus; AL LN; SV Fort +6, Ref +7, Will +7; Str 16, Dex 15, Con 13, Int 11, Wis 15, Cha 6.

Skills and Feats: Balance +11, Climb +12, Concentration +9, Diplomacy +7; Combat Reflexes, Dodge, Evasion, Improved Grapple, Improved Trip, Ki Strike, Purity of Body, Slow Fall 30 ft., Still Mind, Weapon focus (unarmed strike).

Flurry of Blows (Ex): Ablaman will attack twice in a full round action with +6/+6 melee (1d6+3, unarmed strike) when utilizes this special technique as a full round action.

Physical Description: A plain dressed half-orc. Looks powerful and agile but a terrible scar in his face ruins his looks.

Arlen: Female human rogue 6; CR 6; Medium humanoid; HD 6d6+12; hp 38; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +4; Grp +6; Atk +8 melee (1d6+3, +1 club); Full Atk +8 melee (1d6+3, +1 club); SA Sneak Attack; SQ Trap finding, Trap Sense+2, Uncanny Dodge; AL CN; SV Fort +4, Ref +7, Will +3; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +9, Balance +11, Bluff +10, Climb +11, Decipher Script +9, Diplomacy +10,

Disable Device +10, Disguise +12, Escape Artist +11; Combat Reflexes, Dodge, Evasion, Weapon Focus (club).

Sneak Attack (Ex): Arlen deals 3d6 extra points of damage to any flat-footed target. Also a flanked opponent receives also extra damage by her. Missile attacks must be within 30 ft. for the ability to work.

Possessions: +2 leather armor, +1 club, bag of coins.

Physical Description: Arlen is a very beautiful woman because of her disguise skill. In reality is just another sweet face. In this occasion however we are talking about one of the best rising thieves in the region of the Blemu hills.

Ettin Skeleton: Skeletal male ettin warrior; CR 5; Large undead; HD 10d12; hp 65; Init +4; Spd 40 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +5; Grp +15; Atk +10 melee (1d6+6/[x2], claw); Full Atk +10 melee (1d6+6/[x2], claw), +10 melee (1d6+6/[x2], claw); Space/Reach 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton has two heads. Each has with a shovel jaw and protruding lower canines like a boar's tusks. The rest of its teeth are large and rotten. There are several places that are proving evident that the creature suffered a violent death.

Accolon, Cleric of Nerul: Male human cleric 6; CR 6; Medium humanoid; HD 6d8+6; hp 39; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk: +4; Grp +5; Atk +6 melee (2d4+1 [x4], scythe); Full Atk +6 melee (2d4+1 [x4], scythe); SA Death Touch; SQ Divine Magic, Rebuke Undead, Spontaneous Casting; AL CE; SV Fort +6, Ref +3, Will +7; Str 12, Dex 13, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Appraise (armor only) +3, Concentration +10, Craft (armorsmithing) +10, Diplomacy +11, Heal +11; Combat Reflexes, Improved Unarmed Strike, Weapon Focus (Scythe), Weapons Proficiency (Scythe).

Death Touch (Su): May use Death Touch once per day. Accolon must succeed on a melee touch attack that deals 6d6 points of damage. If damage exceeds the

target current hit points, the target dies (no save). The attack scores a critical hit on a natural 20.

Evil Spells +1 Caster Level: Due to his evil domain, Accolon can cast all evil spells as a 7th level spell caster.

Rebuke Undead (Su): Evil Clerics have the ability to rebuke undead rather than turning them. Five times per day, Accolon can make a rebuke check (1d20 +2) to see if he will control the undead.

Spontaneous Casting: Can lose any prepared spell and replace it with another of the same level, which starts with the word inflict.

Possessions: Everburning torch, full plate armor, hourglass, *potion of cure moderate* wounds, *scroll of cause fear*, scythe, silver unholy symbol, sunrod.

Physical Description: Accolon is a young man around his 25th year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*guidance* +1 (3) *resistance* (2); 1st—*bane* (2), *cause fear**, *shield of faith*, *inflict light wounds*; 2nd—*aid*, *bull's strength*, *death knell**, *silence*, *spiritual weapon*; 3rd—*animate dead*, *bestow curse*, *magic circle against good*.*

*Domain spell.

Domains: Death (Death Touch); Evil (cast evil spells as +1 caster level).

Smuggler: Male human warrior 2; CR 1; Medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +4 melee (2d4+3 (18-20/x2), falchion); Full Atk +4 melee (2d4+3 [18-20/x2], falchion); AL CN SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Ride+7; Weapon Focus (falchion).

Possessions: Falchion, leather armor.

Physical Description: This man appears to be a man of average height and seems like an ordinary folk. He doesn't seem to be either ugly or good looking. He speaks with a voice revealing that he has been through many rough weeks and the wilderness has hardened him. He seems to be strong, dexterous and in good health. He is armed with a falchion and wears leather armor.

Rogue: Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +0; Grp +0; Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); Full Atk +0 melee (1d6 [18-20x2], rapier) or

+4 ranged (1d6 [x3], shortbow); SA Sneak Attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +4, Diplomacy +4, Disable Device +3, Escape Artist +7, Hide +7, Jump +4, Listen +4; Weapon Focus (shortbow).

Possessions: Leather Armor, rapier, shortbow.

Physical Description: This human wears black leather armor. In the site of the heart you can see a painting of a skull with its mouth wide open. This man is armed with a rapier and a shortbow.

Cole: Male human Fighter 8; CR 8; Medium humanoid (human); HD 8d10; hp 52; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) or 21 (touch 11, flat-footed 20) with shield; Base Atk +8/+3; Grp +13; Atk +14 melee (1d8+5 [x3], lance) or +13 melee (1d8+5 [19-20x2], longsword) or +9 ranged (1d8+4 [x3], longbow); Full Atk +14 melee (1d8+5 [x3], lance), +9 melee (1d8+5 [x3], lance), or +13 melee (1d8+4 [19-20x2], longsword), +8 melee (1d8+4 [19-20x2], longsword), or +9 ranged (1d8+4 [x3], longbow), +4 ranged (1d8+4 [x3], longbow); SA Mounted Charge; AL CN; SV Fort +6, Ref +3, Will +1; Str 20, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Diplomacy +10, Handle Animal +7, Ride +4; Animal Affinity, Cleave, Combat Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance).

Mounted Charge: When Cole attacks with a charge using his lance and because he has the Spirited Charge feat, Cole deals triple damage during his charge. Also using the Ride-By Attack feat, Cole doesn't provoke an attack of opportunity while he makes his run from his target.

Possessions: Composite longbow Str+4, *potion of cure moderate* wounds, full plate, heavy steel shield, lance, light warhorse, longsword.

Physical Description: Cole appears as a very tall and well built fighter in heavy armor. He seems to be in excellent control of his heavy warhorse and he seems to be fearless. His armor is painted black and before he makes an attack he seems to shout a lot. He appears to be using a lance when mounted. However on the side of his horse one can see a sword and a shield, alongside with a very strong-looking bow.

Light Warhorse: Male horse; CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, hoof); Space/Reach 10ft. / 5 ft.; SQ Low-light vision, scent; AL N; SV Fort

+6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Physical Description: This is Cole warhorse. It seems to be bred for speed.

Guard of Knurl: Male human warrior 1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20x2], longsword); Full Atk +4 melee (1d8+2 [19-20x2], longsword); AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +6, Spot +6; Alertness, Weapon Focus (longsword).

Possessions: Breastplate, large wooden shield, longsword.

Physical Description: This is the typical garrison trooper of Knurl, wearing his orange pants and studded leather armor. He also carries his longsword and his wooden large shield. As always he seems alerted and dedicated.

Appendix 4: APL 8

Hill Giant: Male hill giant; CR 7; Large giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Base Atk +9; Grp +20; Atk +16 melee (2d8+10, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10, greatclub), or +15/+15 (1d4+7, slam) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./ 10 ft.; SA Rock Throwing; SQ Low-light vision, rock catching; AL often CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (Greatclub).

Rock Throwing (Ex): The range increment of rock throw is 120 feet.

Possessions: Greatclub, hide armor, white opal gem.

Physical Description: This giant has an oddly simian appearance, with overlong arms, stooped shoulders, low foreheads, and thick powerful limbs. You also notice that this giant has painted his skin with a kind of greenish paint.

Ablaman: Male half-orc monk 8; CR 8; Medium humanoid half-orc; HD 8d8+7; hp 52; Init +2; Spd 30 ft.; AC 16 (touch 15, flat-footed 14); Base Atk +6/+1; Grp +9; Atk +9 melee (1d6+3, unarmed strike); Full Atk +9 melee (1d6+3, unarmed strike), +4 melee (1d6+3, unarmed strike); SA Flurry of blows, unarmed strike; SQ AC bonus; AL LN; SV Fort +7, Ref +8, Will +8; Str 16, Dex 15, Con 14, Int 11, Wis 15, Cha 6.

Skills and Feats: Balance +13, Climb +14, Concentration +13, Diplomacy +9; Combat Reflexes, Dodge, Evasion, Improved Grapple, Improved Trip, Ki Strike, Purity of Body, Slow Fall 40 ft., Still Mind, Weapon focus (unarmed strike) Wholeness of Body.

Flurry of Blows (Ex): Ablaman will attack twice in a full round action with +8/+8/+3 melee (1d6+3, unarmed strike) when utilizes this special technique as a full round action.

Possessions: +1 bracers of armor.

Physical Description: A plain dressed half-orc. Looks powerful and agile but a terrible scar in his face ruins his looks.

Arlen: Female human rogue 8; CR 8; Medium humanoid; HD 8d6+16; hp 50; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +6/+1; Grp +6; Atk +10 melee (1d6+3, +1 club); Full Atk +10 melee (1d6+3,

+1 club), +5 melee (1d6+3, +1 club); SA Sneak Attack; SQ Trap finding, Trap Sense+3, Improved Uncanny Dodge; AL CN; SV Fort +4, Ref +8, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Appraise +11, Balance +13, Bluff +12, Climb +13, Decipher Script +11, Diplomacy +12, Disable Device +12, Disguise +12, Escape Artist +14; Combat Reflexes, Dodge, Evasion, Weapon Focus (club).

Sneak Attack (Ex): Arlen deals 4d6 extra points of damage to any flat-footed target. Also a flanked opponent receives also extra damage by her. Missile attacks must be within 30 ft. for the ability to work.

Possessions: +3 leather armor, +1 club, bag of coins.

Physical Description: Arlen is a very beautiful woman because of her disguise skill. In reality is just another sweet face. In this occasion however we are talking about one of the best rising thieves in the region of the Blemu hills.

Advanced Megaraptor Skeleton: CR 6; Huge undead; HD 12d12; hp 78; Init +7; Spd 60 ft.; Base Atk +6; Grp +19; Atk +9 melee (2d8+5/[x2], talons); Full Atk +9 melee (2d8+5/[x2], talons), +4 melee (2d6+2/[x2], bite), +4 melee (1d8+2/[x2], claw), +4 melee (1d8+2/[x2], claw); Space/Reach 15 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +7, Will +8; Str 21, Dex 17, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Items worn or carried.

Physical Description: This skeleton is purely made out of some kind of a huge lizard that had the ability to stand in two legs and hunt with its huge mouth. The teeth seem like sharp razors even now prompting to think that the creature was once a carnivore. There are several places that are proving evident that the creature suffered a violent death.

Accolon, Cleric of Nerul: Male human cleric 8; CR 8; Medium humanoid; HD 8d8+8; hp 51; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Base Atk: +6/+1; Grp +7; Atk +8 melee (2d4+1 [x4], scythe); Full Atk +8 melee (2d4+1 [x4], scythe), +3 melee (2d4+1 [x4], scythe); SA Death Touch; SQ Divine Magic, Rebuke Undead, Spontaneous Casting; AL CE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 13, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +12, Craft (armorsmithing) +12, Diplomacy +13, Heal +13; Combat Reflexes, Improved Unarmed Strike, Weapon Focus (Scythe), Weapons Proficiency (Scythe).

Death Touch (Su): May use Death Touch once per day. Accolon must succeed on a melee touch attack that deals 8d6 points of damage. If damage exceeds the target current hit points, the target dies (no save). The attack scores a critical hit on a natural 20.

Evil Spells +1 Caster Level: Due to his evil domain, Accolon can cast all evil spells as a 9th level spell caster.

Rebuke Undead (Su): Evil Clerics have the ability to rebuke undead rather than turning them. Five times per day, Accolon can make a rebuke check (1d20 +2) to see if he will control the undead.

Spontaneous Casting: Can lose any prepared spell and replace it with another of the same level, which starts with the word *inflict*.

Possessions: +1 full plate armor, scythe, silver unholy symbol.

Physical Description: Accolon is a young man around his 25th year of age. He is of average height and build. One could say that he is very handsome if not for his cruel black eyes.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 12 + spell level): 0—*guidance* +1 (3) *resistance* (3); 1st—*bane* (2), *cause fear**, *shield of faith*, *inflict light wounds* (2); 2nd—*aid*, *bull's strength*, *death knell**, *silence*, *spiritual weapon*; 3rd—*animate dead*, *bestow curse*, *blindness*, *magic circle against good**; 4th—*divine power*, *dismissal*, *inflict critical wounds*.

*Domain spell.

Domains: Death (Death Touch); Evil (cast evil spells as +1 caster level).

Smuggler: Male human warrior 2; CR 1; Medium humanoid; HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +4 melee (2d4+3 (18-20/x2), falchion); Full Atk +4 melee (2d4+3 [18-20/x2], falchion); AL CN SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +7; Weapon Focus (falchion).

Possessions: Falchion, leather armor.

Physical Description: This man appears to be a man of average height and seems like an ordinary folk. He doesn't seem to be either ugly or good looking. He speaks with a voice revealing that he has been through many rough weeks and the wilderness has hardened him. He seems to be strong, dexterous and in good

health. He is armed with a falchion and wears leather armor.

Rogue: Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +0; Grp +0; Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); Full Atk +0 melee (1d6 [18-20x2], rapier) or +4 ranged (1d6 [x3], shortbow); SA Sneak Attack +1d6; AL CN; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +4, Diplomacy +4, Disable Device +3, Escape Artist +7, Hide +7, Jump +4, Listen +4; Weapon Focus (shortbow).

Possessions: Leather Armor, rapier, shortbow.

Physical Description: This human wears black leather armor. In the site of the heart you can see a painting of a skull with its mouth wide open. This man is armed with a rapier and a shortbow.

Cole: Male human Fighter 10; CR 10; Medium humanoid (human); HD 10d10; hp 64; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) or 21 (touch 11, flat-footed 20) with shield; Base Atk +10/+5; Grp +15; Atk +19 melee (1d8+7 [x3], lance) or +15 melee (1d8+5 [19-20x2], longsword) or +11 ranged (1d8+4 [x3], longbow); Full Atk +19 melee (1d8+7 [x3], lance), +14 melee (1d8+7 [x3], lance), or +15 melee (1d8+4 [19-20x2], longsword), +10 melee (1d8+4 [19-20x2], longsword), or +11 ranged (1d8+4 [x3], longbow), +6 ranged (1d8+4 [x3], longbow); SA Mounted Charge; AL CN; SV Fort +7, Ref +4, Will +2; Str 20, Dex 12, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Diplomacy +12, Handle Animal +8, Ride +6; Animal Affinity, Cleave, Combat Reflexes, Greater Weapon Focus (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Mounted Charge: When Cole attacks with a charge using his lance and because he has the Spirited Charge feat, Cole deals triple damage during his charge. Also using the Ride-By Attack feat, Cole doesn't provoke an attack of opportunity while he makes his run from his target.

Possessions: Composite longbow Str+4, *potion of cure moderate* wounds, masterwork full plate, heavy steel shield, master work lance, light warhorse, longsword.

Physical Description: Cole appears as a very tall and well built fighter in heavy armor. He seems to be in excellent control of his heavy warhorse and he

seems to be fearless. His armor is painted black and before he makes an attack he seems to shout a lot. He appears to be using a lance when mounted. However on the side of his horse one can see a sword and a shield, alongside with a very strong-looking bow.

Light Warhorse: Male horse; CR 1; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, hoof); Space/Reach 10ft. / 5 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Physical Description: This is Cole warhorse. It seems to be bred for speed.

Guard of Knurl: Male human warrior 1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d8+2 [19-20x2], longsword); Full Atk +4 melee (1d8+2 [19-20x2], longsword); AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +6, Spot +6; Alertness, Weapon Focus (longsword).

Possessions: Breastplate, large wooden shield, longsword.

Physical Description: This is the typical garrison trooper of Knurl, wearing his orange pants and studded leather armor. He also carries his longsword and his wooden large shield. As always he seems alerted and dedicated.