

ONW3-06

For Want of a Nail

A One-Round D&D LIVING GREYHAWK Onnwal
Adventure
Version 2

By Paul Looby

Circle Reviewer: Creighton Broadhurst

The Orcs of the Pomarj ravage the land. Onnwal is in flames and a key agent of the Free State has gone missing behind enemy lines. Her salvation, and that of Onnwal, lies in your hands.

An Onnwal regional module for APLs 2-12.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

- No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any

players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Free State of Onnwal. All characters with Onnwal as their home region pay 1 Time Unit to participate in the adventure. All other characters pay 2 Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit spent; Rich Upkeep costs 50 gp per Time Unit and Luxury Upkeep costs 100 gp per Time Unit.

Campaign Consequences

This adventure has campaign consequences. That is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the module are also welcomed at this address.

1. Did Jillana deliver her message to the Braetern in time?
2. Did Gavran survive?
3. Did the PCs escort Olava and her people back to Free State Lines?
4. Did Markessa the White survive?

Adventure Synopsis and Background

This module centres around Jillana Waterfoot, a Magsman of the Wreckers. A trusted agent of Rakehell Chert, the Wrecker and Lord Marshal of the Army of Rebellion, she was dispatched behind Scarlet Brotherhood lines. Her mission was to learn what she could about the Brotherhood and their new Pomarji allies.

Jillana fulfilled her mission, uncovering parts of the Brotherhood's warplans. However, before she could slip back across the lines, she was betrayed into the hands of the enemy by one of her own - one Gavran. Gavran had been the Boss of a Wrecker Cell in Gearwal (*cf ONW3-or The Prophet*). Though he hated the Brotherhood, he also used to exploit the people under his protection, looting their houses and mistreating those Onnwalons of Suel ancestry. His reign as a robber baron was brought to an end by a War Company of freeswords, who slew his men and brought him for execution at the hands of Baron Kiernal Maldrenn of Gearwal.

However, this was not the end of Gavran. Agents of the Scarlet Brotherhood spirited Gavran's body away and raised him from the dead. They then tortured the newly revived Wrecker, extracting all that he knew, including Jillana's cover identity and her mission.

Jillana was captured and tortured. However, for all the torments the Scarlet Sign visited on her, Jillana kept the full extent of her knowledge from them, knowing that if she admitted to it, the Brotherhood would change their plans. In disgust the Scarlet Brotherhood sold Jillana to the infamous Slavelords, who have come to Onnwal in the wake of the orcs of Turrosh Mak. The Yellow Sails now harvest the fields of Onnwal for a crop of "live cargo".

Rakehell Chert is aware of Jillana's fate, and that she knows something vital to the fortunes of the Free State. Therefore, he is looking for a resourceful group of heroes who can go behind the battle lines and recover his lost Magsman.

Encounter Summary

Introduction

The PCs are summoned by an officer of the Army of Rebellion to meet with his commander.

Encounter 1: A Test of Loyalty

The PCs are shown into the office of the Braetern Farland Marshvel, where their loyalty will be tested by a disguised Rakehell Chert. If they pass, then Chert will inform them of their mission.

Encounter 2: Between the Lines

The PCs set out and have to sneak through orcish picketlines. Detection may mean combat and the possibility of runners warning more of the orcs. If the PCs manage to slip pass undetected go to Encounter 3. Otherwise go to Encounter 4.

Encounter 3: Choices and Chains

If the PCs managed to make it past the pickets undetected or have not engaged them in combat, they will come across a group of orcs rounding up a group of villagers. The PCs will have to decide whether to intervene and risk alerting orcish forces in the area to their presence or whether to turn a blind eye and proceed with the mission at hand. Whatever the outcome they should then proceed to Encounter 4.

Encounter 4: A Familiar Face

The PCs arrive at the orc camp where Chert believes Jillana was being held. The readiness and strength of the camp depends on the PCs' actions in the previous encounters. The PCs can either try to sneak into the cells or storm the camp. Either way they will discover a familiar face in the cells -that of Boss Gavran. Gavran knows where the orcs have taken Jillana, but will refuse to tell the PCs anything unless they swear an oath to spare and protect his life.

Encounter 5: Chasing Jillana

With Gavran leading or directing them, the PCs can track down Jillana. Several agents of the Slavelords, led by Markessa the White, are taking her and the rest of the slaves to a rendezvous with a Slavelord ship at the isolated Esham's Cove. The PCs will have to devise some way of extricating their quarry from the clutches of the Slavers, having to defeat a group of the Slavelords servants to get at her.

Encounter 6: The Yellow Sails

Having dealt with one group of Slavers, Jillana her self is in the clutches of Markessa the White, aboard a longboat being rowed out to meet a waiting ship of the Yellow Sails. The PCs must defeat Markessa before they can get Jillana. If recovered, Jillana can reveal that it was Gavran who betrayed her and will try to kill him if he is present.

Conclusion

If the PCs make it back to Chert, Jillana can divulge her earthshattering information and the PCs can receive their rewards.

If Jillana is not recovered or dies - then, though the PCs receive their reward, the consequences for the Free State are dire.

Past Modules

Players who have played *ONW3-01 The Prophet* will have already met Boss Gavran and are probably responsible for his death. The PCs may have found Rakehell Chert's old short sword, *The Silver Left* in *ONW2-06 Memento*. In *ONW2-07, Marooned*, the PCs may have discovered news that Rakehell Chert has a son, Griff, who is in the hands of the Scarlet Brotherhood. In *ONW1-08 Rashta's Brother*, some PCs may have gained the blue mark of the Ventonii.

Player's Introduction

Once the Players are settled and the Player Characters have been introduced, proceed with the Introduction.

Berendenn, a Sertern of the Gilderond Braetad, will summon the PCs to meet his superior officer, Farland Mashevel.

Read aloud or paraphrase the following:

"Dem's the orders I waz given, surs," Berendenn, Sertern of the Golden Heart says apologetically. "Ye're to come with me quick smart like and attend my commandin' officer."

The burly sertern holds out a scroll sealed with wax bearing the signet of Farland Marshevel, Braetern of Gilderond, one of Onnwal's four field generals.

Give out Player's Handout 1.

☞ **Sertern Berendenn**, Sertern of the Gilderond Braetad, the Golden Heart.

Appearance: Berendenn is a burly, barrel chested man in his late 30's. His olive skin is deeply tanned and lined - evidence of an outdoor life. He speaks with a rustic accent and is clad in the green and gold uniform of a sertern of the Army of Rebellion Regulars.

Character: Berendenn is a salt-of-the-earth man, with a sharp wit and a none-too-wholesome turn of phrase.

Berendenn pretends that he knows nothing about why the PCs are being summoned, just that they must go and he's the one that's going to bring them. He actually knows more than this, but has been ordered not to mention anything.

Encounter 1: A Test of Loyalty

Berendenn escorts the PCs to the headquarters of the 2nd Braetad. They are about to have their loyalty tested in a typically elaborate manner by Rakehell Chert.

Read aloud or paraphrase the following:

The encampment of the 2nd Braetad bustles with activity. Units of Regulars drill, their mail glittering in the bright sunshine. Serterns are barking orders at ranks of peasant Militia, who seem to outnumber the depleted ranks of the Regulars nearly two to one. There is much talk of the fighting in the west and you can see a fierce tension in the faces of the soldiers. Many expect another major battle in the next few days.

Berendenn leads you into a large stone building in the heart of the camp. A faded and cracked hogshead swings above the door, the only evidence of the building's former life as an inn. The old common room is busy with officers poring over maps and dispatching orders to runners. You pass through the organised chaos and up the stairs to what must have been one of the larger bedrooms.

Stepping into the room you are confronted by a shocking sight. The body of Farland Marshevel dangles from a rafter, a rope knotted tightly around his neck. The braetern's face is purple and contorted and his eyes stare glassily into space. The body spins in a slow circle, the rope creaking as it does.

A blonde haired man in a soldier's uniform sits behind a desk in the corner of the room, cleaning his nails with the point of a dagger. As you enter, he pauses, regards you with pale blue eyes and smirks.

"Glad you could join us," he says. "Now shall we discuss terms?"

The situation the PCs find themselves in an elaborate loyalty test set by the justifiably paranoid Rakehell Chert. The man before them is a Wrecker disguised by a *change self* spell. It is probable that the PCs will not even bother with any further parlaying, but immediately attack the apparent Scarlet Brotherhood agent. If so, they have passed (see below).

Some PCs may, however, want to interact with the "kesh". Answers to some of their likely questions are shown below:

Who are you?

"Maranafel Toktot, Kesh of Scant

What terms?

"You have proven worthy adversaries in the past. We want you to work for the greater good of mankind. We want you to work with us. So we want to discuss what your price is. How much it will take to abandon your lost cause and join the side of right."

How did you get in here?

"Our agents are everywhere. The Free State is only free because we allow you to think it is. We hold all the strings. We always have and we always will. While you mewl and exercise yourself about your freedom, we control the real power in Onnwal. Oh and don't bother calling for help. The officers below are all my men. How else could you explain the inept excuse for a war that your Army of Rebellion has fought this past eight years?"

Failing the Test: If the PCs agree to go along with the "kesh", then they have failed. The "kesh" will reveal himself as an agent of the Wreckers and the PCs will be blacklisted as possible traitors to the Free State. Chert will not reveal himself under these circumstances. The adventure is over for them.

Even discussing terms will earn the PCs the suspicion of Chert and the Wreckers, though they will be given a chance to prove themselves on the mission. However, if the mission fails - the PCs will be blacklisted as potential traitors.

Suspicion of the Wreckers: The PCs have earned Disliked Status with Rakehell Chert and the Wreckers. Wrecker PCs will be mistrusted by their peers and barred from promotion within the Wreckers until they clear their name. The Wreckers in future modules will mistrust non-Wreckers.

Passing the Test: As soon as the PCs move to attack the "kesh", they have passed the test.

Read aloud or paraphrase the following:

Before you can strike down the kesh, a commanding voice bellows: "HOLD! In the name of the Free State, hold!"

To your amazement, you turn to see the voice is apparently that of the hanged braetern. However, instead of strangled features of Farland Marshevel, you look up into the grinning face of an Oeridian man of indeterminate years.

"I never did like these things," the man says, removing the noose from his neck, seemingly oblivious to the fact he is floating three feet above the floorboards. He bows deeply in mid air.

"I am at your service, patriots of Onnwal."

Though he will **NOT** directly introduce himself as such, the floating man is Rakehell Chert. The kesh and Berendenn remain where they are, nodding their head respectfully at Chert and giving the PCs broad grins.

Read aloud or paraphrase the following:

"I must apologise for this little pantomime," the Oeridian man says, floating gently to the ground. "However, the Strawhairs have their agents everywhere. I had to be sure of where your loyalties lay. You passed, needless to say or we wouldn't be having this pleasant chat now. Berendenn, some wine if you would."

Chert will bid the PCs sit, while wine is brought to them. The other two men then leave the PCs alone with Chert.

If any of the PCs have at any time earned the **Disfavour of the Wreckers** cert from *ONW3-01 The Prophet* or *ONW3-02 Pyrtura*, even if they have now had it removed, read aloud or paraphrase the following:

The Oeridian man regards you coldly.

"You've crossed my people in the past. Perhaps with good reason, perhaps without. Know you this, cross me in this matter and it shall be the last crossing you shall ever do - bar crossing to meet your ancestors in the afterlife.

"On the other hand, I'm a fair man. Serve me well and I might be inclined to forgive past offences. Forgiveness is a worthy virtue. So much better than any...unpleasantness," he says with a clear edge of menace.

Otherwise, read aloud or paraphrase the following:

The Oeridian man regards you intently with his deepest black eyes.

"I have need of the services of resourceful individuals - people such as yourselves, who are loyal to the Free State.

"A most able servant of Onnwal has been captured by the Scarlet Sign. She was on her way back across the front line with what she said was information vital to the survival of the Free State. I need to know what that information was. I want you to find and rescue her. As far as I know, she is still alive - and that's how I want her returned to the Free State. Dead spies tell no tales.

"Any questions?"

Below are answers to some of the most likely questions:

Who are you?

The man smiles enigmatically.

"Merely a Patriot of Onnwal, like yourselves. My name is unimportant. Loyalty to the Free State is all that matters here."

Why don't you get someone else to rescue her?

"I have reason to suspect that she was betrayed from within. Therefore, I have to ask for outsiders to perform this task for me."

Where is the agent being held?

"The last report I had, she was in a small orc encampment in the southern Volanots. I can give you directions to it."

What's in it for us?

The man grins.

"Ah a man/woman after my own heart! How it must boil the blood of the nobles to deal with such fine entrepreneurs as yourselves. Never trust a man who wants no gold, or wants too much.

"You will be recompensed fairly for your efforts on behalf of me and of the Free State. The oaths of nobles aren't worth the paper they're written on. So you'll be paid in honest coin. If you trust me, of course," he says with a smile.

What aid can you give us?

"Our resources are stretched as it is. You will have to manage on your own means and wits."

What does your agent look like?

"Her name is Jillana Waterfoot. She is about 30 summers, stands about 5 feet and a half a foot, with golden-brown hair and eyes of sea-grey."

If there are no further questions, Chert will give the PCs directions to the camp.

If there are any members of the Wreckers among the PCs, Chert will take them aside and, still not revealing who he is, will whisper to them in the Thieves' Cant:

"Hold a light and you'll be on the pig's back when it comes to a leg up – you've my song bird on it."

Translation:

"Do right by me in this matter and it will not be forgotten when it comes to promotion. You have my word on that."

The PCs may have Rakehell Chert's old short sword *The Silver Left* from *ONW2-06 Memento*. If they do, and Chert spots it read aloud or paraphrase the following:

The Oeridian man smiles ruefully:

"That is a fine blade you bear. Ward it carefully and it will serve you well."

If any of the PCs, guessing to whom they are speaking, offer it to him, he will refuse it saying cryptically:

"What's past is past and what's done is done, for good or for ill".

Of the PCs mention anything about his son, Griff, read aloud or paraphrase the following:

"I think you may have mistaken me for someone else. However, if we succeed here, then we will free all the sons and daughters of Onnwal that are in thrall to the Strawhairs."

If there is nothing else, Berendrenn will usher the PCs out.

Encounter 2: Between the Lines

The directions that the PCs receive will direct them to a point in the Volanots on the southern edge of the Cantred of Gearnwal. Have the PCs set their marching order before the set out.

Read aloud or paraphrase the following:

Leaving the tense bustle of the camp behind, you set off across the fields of the Gildenlea, green and gold with the ripening grain harvest. At first there is a semblance of normality, farmers tending their fields, animals grazing in the shade of scattered copses.

However, as the hills loom closer, the peasants grew scarcer and the Militia patrols more frequent. Burnt out ruins, still smouldering under the summer sun replace peaceful hamlets. In the shadow of the hills, a deathly silence extends over the land, like ink seeping from an overturned pot.

As you move up the first slopes of the Volanots, you realise, almost without noticing that you have passed into enemy territory.

Have the PCs make an opposed Spot check against the Hide check of the orc patrol that is lurking at the top of the slope (add a +2 circumstance bonus to the Orc's Hide for their concealment of the vines). Equally, if the PCs are actively trying to move inconspicuously an opposed Spot check against the worst PC Hide check, to see if they spot the PCs. Otherwise the orcs will automatically spot the PCs from their vantage point. If they do, depending on whether the PCs spot them, they will either withdraw to warn the orc camp in Encounter Four, or if spotted, they will try to engage the PCs.

If the PCs succeed, read aloud or paraphrase the following:

Suddenly you spot a glint of sun on metal in the overgrown grapevines that line the top of the hill. You spot the figure of an orc, darting between the vine rows.

If they've avoided being spotted, the PCs can either try to engage the orc pickets or continue to try to slip past them with little further difficulty by moving around the base of the hill under the cover of the ridge line.

If the PCs fail their Spot checks, but the orcs Spot them, then the orcs will not attempt to engage them, but rather will slink off to report the presence of the PCs to their superiors at the camp in Encounter Four.

APL 2 (EL 1)

➤ **Orc scouts** (2): hp 5; see *Monster Manual* p146

APL 4 (EL 2)

➤ **Orc axeman** (1): Ftr1; hp 12; see Appendix 1

➤ **Orc crossbowmen** (2): Ftr1; hp 12; see Appendix 1

APL 6 (EL 3)

➤ **Orc axeman** (2): Ftr1; hp 12; see Appendix 1

➤ **Orc crossbowmen** (2): Ftr1; hp 12; see Appendix 1

APL 8 (EL 4)

➤ **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

➤ **Orc axeman** (2): Ftr1; hp 12; see Appendix 1

➤ **Orc crossbowmen** (3): Ftr1; hp 12; see Appendix 1

APL 10 (EL 5)

➤ **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

➤ **Orc axeman** (2): Ftr1; hp 12; see Appendix 1

➤ **Orc crossbowmen** (3): Ftr1; hp 12; see Appendix 1

APL 12 (EL 6)

➤ **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

➤ **Orc axeman** (4): Ftr1; hp 12; see Appendix 1

➤ **Orc crossbowmen** (4): Ftr1; hp 12; see Appendix 1

Tactics: If the orcs are ambushed, one of their number will immediately flee to report to the camp, while the remainder give covering fire. They will then try to withdraw themselves in no particular order, fleeing headlong if more than half their number is slain. The shaman will cast *enlarge person* on one of his axemen if possible, (+2 Str, -2 Dex, -1 to attacks, -1 AC, gains 10 ft; reach).

In either case, the vines afford both the orcs and the PCs concealment (20% miss chance) from ranged attacks.

Terrain: The vine-rows are 100 feet long, a foot thick and six feet high. They are spaced about five feet apart.

Treasure: The following treasure is available dependant on the APL of the party.

APL 2: *Loot:* 12 gp;

APL 4: *Loot:* 58 gp; *Magic:* *potion of cure light wounds* (3)(3 x 4 gp).

APL 6: *Loot:* 116 gp; *Magic:* *potion of cure moderate wounds* (4)(4 x 25 gp).

APL 8: *Loot:* 275 gp; *Coir:* 1 gp; *Magic:* *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of owl's wisdom* (25 gp).

APL 10: *Loot:* 189 gp; *Coir:* 1 gp; *Magic:* +1 *battleaxe* (2)(167 gp each), +1 *light crossbow* (2)(169 gp each), +1 *shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (2)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (4)(62 gp each).

APL 12: *Loot:* 189 gp; *Coir:* 1 gp; *Magic:* +1 *battleaxe* (2)(167 gp each), +1 *light crossbow* (2)(169 gp each), +1 *shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (2)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (4)(62 gp each).

Development: If the orc runner gets away, he will inform the camp that there are enemies in the area. The guards in the camp in Encounter Four are therefore alert and actively awaiting an attack.

If the PCs slip past the patrol without any combat go to Encounter 3.

Otherwise go to Encounter 4.

Encounter 3: Choices and Chains

Note: Only play this encounter if the PCs have not engaged the orcs in combat in Encounter 2.

As the PCs press onwards into the hills, they will encounter a band of orcs pillaging a captured village and carrying the populace off in chains. The peasants are bound for the camp, where they will be handed over to the Slavers.

Read aloud or paraphrase the following:

Leaving the orcs behind, you press on into the hills towards your target. The trail winds north into the crags of the Volanots. The long scrub-clothed ridges rise up on either side of you.

Cresting a ridge you look down upon a settlement in the valley below, no more than huddle of six humble cottages. Cries of distress float up on the breeze and tiny figures dash about between the cottages. Armed orcs are chasing women and children, beating them to the ground and clapping manacles onto their arms and legs.

What the PCs do next is up to them. As the orcs are intent on their task, the PCs will be easily able to slip on past towards their destination without being noticed.

However, if they want to intervene, make a DC 15 Spot check for the orcs or a opposed check against the worst PC Hide check, if the PCs are trying to be stealthy, applying a -2 circumstance penalty due to the orcs' absorption in the task at hand.

APL 2 (EL 1)

👉 **Orc slavers** (2): hp 5; see *Monster Manual* p146

APL 4 (EL 2)

👉 **Orc axeman** (3): Ftr1; hp 12; see Appendix 1

APL 6 (EL 3)

👉 **Orc axeman** (4): Ftr1; hp 12; see Appendix 1

APL 8 (EL 4)

👉 **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

👉 **Orc axeman** (5): Ftr1; hp 12; see Appendix 1

APL 10 (EL 5)

👉 **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

👉 **Orc axeman** (5): Ftr1; hp 12; see Appendix 1

APL 12 (EL 6)

👉 **Orc shaman** (1): Clr1-Gruumsh; hp 9; see Appendix 1

👉 **Orc axeman** (8): Ftr1; hp 12; see Appendix 1

Tactics: The orcs will try to use the houses as cover and their prisoners as human shields. The villagers will give them soft cover (+4 AC bonus), while the houses give them (+4 AC, +2 Reflex save bonus) or total cover depending on the circumstances. The orcs will attempt to flee the village if they can in the direction of the camp. Any attack that would have hit the orcs using human shields but for the cover AC bonus, hits a human shield. The peasants have AC 10 and 2 hit points each. The shaman will cast *enlarge person* on one of his axemen if possible, (+2 Str, -2 Dex, -1 to attacks, -1 AC, gains 10 ft reach). The enlarged orc will try to fight a delaying action, while the rest withdraw.

Treasure: The following treasure is available dependant on the APL of the party:

APL 2: *Loot:* 12 gp.

APL 4: *Loot:* 108 gp; *Magic:* *potion of cure light wounds* (3)(4 gp each).

APL 6: *Loot:* 144 gp; *Magic:* *potion of cure moderate wounds* (4)(25 gp each).

APL 8: *Loot:* 362 gp; *Coins:* 1 gp; *Magic:* *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of owl's wisdom* (25 gp).

APL 10: *Loot:* 162 gp; *Magic:* +1 *battleaxe* (5)(167 gp each), +1 *shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of bull's strength* (5)(25 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp).

APL 12: *Loot:* 162 gp; *Magic:* +1 *battleaxe* (5)(167 gp each), +1 *shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of bull's strength* (5)(25 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp).

Development: If any orcs get away, they will inform the camp that there are enemies in the area. The guards in the camp in Encounter Four are therefore alert and actively awaiting an attack.

The surviving dozen or so villagers (all women and children) will thank the PCs profusely and ask them which way safety lies. Their spokesperson, is a woman called Olava

👉 **Olava**, peasant woman

Appearance: Olava is a mantronly woman in the late thirties, with sandy blonde hair and broad, plain, freckled face.

Character: Olava's husband was killed in the war. She is desperate to get herself, her family and neighbours to safety. She will plead with the PCs for aid.

They will then attempt to flee their homes in the direction of the Free State forces, carrying what meagre possessions they can carry with them. They will beg the PCs to escort them. Returning will mean a round trip of a day.

However, if the PCs do so, by the time they can return, Jillana will have been taken aboard a Slaver ship bound for the Pomarj and the PCs will have failed their mission.

In this case run them through the rest of the module as written, except for the fact that they will find only the tracks of the slavers at Esham's Cove in Encounter 5, at which point the adventure is over for them.

Encounter 4: A Familiar Face

Whether the PCs have encountered the orc slaver taking party in Encounter 3 or not, they will be able to press on to the camp where Chert believes that Jillana is being held.

Read aloud or paraphrase the following:

You press on, following the directions given you. Late in the day, as the sun is nodding low in the west, you crest yet another hill. Across a broad valley stands a long ridge crowned with a ring of tumbled dry stone walls - the ruins of an ancient Flan hillfort. The sun's rays glint from the armour of orc guards patrolling the walls of the fort. A ragged banner bearing the leering red medusa head device of the Pomarj flutters from a listing makeshift flagpole.

From the description of the orc camp given to you, you have little doubt that this is your destination and your target.

The Ridge

The hill fort stands on a 300-foot high ridgeline. The lower slopes of the hill are covered in loose scrub and a smattering of stunted Storm Pines (providing concealment from ranged attacks). The orcs have cleared the hilltop within 150 feet of the walls, using the scrub for shelter and fuel. This open ground affords no concealment what so ever.

Moreover, within 50 feet of the walls, there is a field of sharpened, pointed stones angled outwards from the fort. The stones stand about 3 feet high and provide concealment and cover for small creatures or PCs lying prone. PCs attempting to move through this field at greater than one half of their normal movement in any round must make a DC 15 Reflex check to avoid being cut on the razor sharp rocks. If a PC roll attacks and damage if applicable for the rock spikes below.

PCs trying to ride through the stones must make a DC 20 Ride check to manage it without injuring their mount. If the mount is injured, the rider must make a DC 15 Ride check to keep the animal on its feet, otherwise it will stumble among the close packed stones and fall, taking attacks and damage shown below.

✦ **Rock Spikes:** +10 melee (1d4 spiked rocks for 1d4+2/x3 per successful hit).

The only clear path through the stones is the winding one that leads to the main entrance of the hillfort (see Map 1).

The Hillfort

The camp is based in the ruins of an ancient Flan ring fort (see Map 1). The fort is composed of a single circular dry stone wall 7 feet high, 6 feet thick and 50 feet in diameter. A low stone step on the inside of the wall allows the defenders to peer over the top of the wall and fire missiles. Characters doing this have cover (+4 AC bonus,

+2 cover Reflex save bonus). Characters behind the wall have total cover.

A 5-foot wide breach on the southern side provides access to the inside. It is routinely blocked after dark or in times of high alert (see below) by a number of small daggerthorn trees that have been hewn down to form a makeshift thorn fence 10 feet thick and 5 feet high (damage and movement rules as per the *wall of thorns* spell [*Player's Handbook*, p271]). The orcs bed down in make shift lean-tos comprising cut logs and scrub-brush laid at an angle against the walls on the northern side of the fort. The prisoners are held in a series of 8 feet deep pits covered by wooden bars, which are located in the centre of the fort.

NOTE: PCs that have the blue mark of the Ventonii from *ONW1-08 Rashta's Brother* feel strangely energised while fighting inside the walls of the hill fort and gain +1 morale bonus to attack and damage rolls for the duration of this combat **only**.

The Garrison

The readiness and strength of the garrison depends on the PCs actions so far. If they have engaged any orc troops in battle on the way to the fort, then the garrison will be depleted somewhat. Otherwise it will be at full strength.

The alertness of the garrison depends on whether it has had any warning of the PCs presence in the hills, from the orcs in either Encounter 2 or Encounter 3.

Garrison Alerted: If the garrison has been alerted, then the orcs will be all roused, armed and watching in all directions for signs of any foes. The orcs will be evenly distributed around the perimeter wall. All guards have a +2 circumstance bonus to their Spot and Listen checks due to their high state of readiness.

Garrison Not Alerted: If the garrison has not been forewarned, then there will only be four sentries posted, one at each of the cardinal points of the ring fort (North, South, East and West). The rest of the orcs (if any) are eating in their lean-tos. The sentries are not particularly vigilant - apply a -2 circumstance penalty to their Spot and Listen checks, until the PCs make their presence known in some fashion.

PCs attempting to approach the fort without being seen will need to make an opposed Hide and Move silently checks against the sentries' Spot and Listen (worst PC result against the best Orc result).

The numbers of orcs in the garrison will depend on the APL and whether the PCs have fought any orcs in Encounter 2 or 3.

Garrison at Full Strength (PCs have not fought any orcs in Encounter 2 or 3):

APL 2 (EL 4)

- **Orc berserkers** (5): Bbn1; hp 14; see Appendix 1
- **Orc shaman**: Clr1-Gruumsh; hp 9; see Appendix 1

APL 4 (EL 6)

- **Orc berserkers** (7): Bbn1; hp 14; see Appendix 1
- **Orc shaman**: Clr1-Gruumsh; hp 9; see Appendix 1
- **Half-orc sorcerer**: Sor1; hp 5; see Appendix 1

APL 6 (EL 8)

- **Orc berserkers** (7): Bbn2; hp 23; see Appendix 1
- **Orc shaman**: Clr2-Gruumsh, hp 15, see Appendix 1
- **Half-orc sorcerer**: Sor2, hp 9, see Appendix 1

APL 8 (EL 10)

- **Orc berserkers** (4): Bbn5; hp 50; see Appendix 1
- **Orc shaman**: Clr4/Bbn1-Gruumsh; hp 37; see Appendix 1
- **Half-orc sorcerer**: Sor5; hp 21; see Appendix 1

APL 10 (EL 12)

- **Orc berserkers** (4): Bbn7; hp 68; see Appendix 1
- **Orc shaman**: Clr6/Bbn1-Gruumsh; hp 49; see Appendix 1
- **Half-orc sorcerer**: Sor7; hp 31; see Appendix 1

APL 12 (EL 14)

- **Orc berserkers** (4): Bbn9; hp 86; see Appendix 1
- **Orc shaman**: Clr9-Gruumsh; hp 57; see Appendix 1
- **Half-orc sorcerer**: Sor9; hp 37; see Appendix 1

Treasure: The following treasure is available dependant on the APL on the party:

APL 2: *Loot:* 213 gp; *Magic:* *potion of cure light wounds* (6) (6 x 4 gp).

APL 4: *Loot:* 298 gp; *Magic:* *potion of cure light wounds* (9) (4 gp each), *potion of bull's strength* (4) (25 gp each), *potion of mage armour* (4 gp).

APL 6: *Loot:* 298 gp; *Magic:* *potion of cure moderate wounds* (9) (25 gp each), *potion of bull's strength* (7) (25 gp each), *potion of owl's wisdom* (25 gp), *potion of mage armour* (25 gp).

APL 8: *Loot:* 295 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2) (62 gp each), *+1 shortspear* (166 gp), *potion of invisibility* (25 gp).

APL 10: *Loot:* 451 gp; *Magic:* *+1 falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of*

haste (2) (62 gp each), *+1 chainmail* (91 gp); *+1 shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire* 20 (58 gp).

APL 12: *Loot:* 451 gp; *Magic:* *+1 falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2) (62 gp), *+1 chainmail* (95 gp), *+1 shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire* 20 (58 gp).

Garrison Depleted (PCs fought orcs in either Encounter 2 or Encounter 3):

APL 2 (EL 3)

- **Orc berserkers** (3): Bbn1; hp 14; see Appendix 1
- **Orc shaman**: Clr1; hp 9; see Appendix 1

APL 4 (EL 4)

- **Orc berserkers** (4): Bbn1; hp 14; see Appendix 1
- **Orc shaman**: Clr1; hp 9; see Appendix 1
- **Half-orc sorcerer**: Sor1; hp 5; see Appendix 1

APL 6 (EL 5)

- **Orc berserkers** (4): Bbn1; hp 14; see Appendix 1
- **Orc shaman**: Clr1; hp 9; see Appendix 1
- **Half-orc sorcerer**: Sor1; hp 5; see Appendix 1

APL 8 (EL 6)

- **Orc berserkers** (4): Bbn2; hp 23; see Appendix 1
- **Orc shaman**: Clr2; hp 15; see Appendix 1
- **Half-orc sorcerer**: Sor2; hp 9; see Appendix 1

APL 10 (EL 7)

- **Orc berserkers** (4): Bbn2; hp 23; see Appendix 1
- **Orc shaman**: Clr2; hp 15; see Appendix 1
- **Half-orc sorcerer**: Sor2; hp 9; see Appendix 1

APL 12 (EL 8)

- **Orc berserkers** (4): Bbn3; hp 30; see Appendix 1
- **Orc shaman**: Clr3; hp 19; see Appendix 1
- **Half-orc sorcerer**: Sor3; hp 11; see Appendix 1

Treasure: The following treasure is available dependant on the APL of the party:

APL 2: *Loot:* 131 gp; *Magic:* *potion of cure light wounds* (4) (4 gp each).

APL 4: *Loot:* 175 gp; *Magic:* *potion of cure light wounds* (6) (4 gp each), *potion of bull's strength* (4) (25 gp each), *potion of mage armour* (4 gp).

APL 6: *Loot:* 175 gp; *Coir:* gp; *Magic:* *potion of cure moderate wounds* (6) (25 gp), *potion of bull's strength* (4) (25 gp each), *potion of owl's wisdom* (25 gp), *potion of mage armour* (25 gp),

APL 8: *Loot:* 177 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp); *potion of haste* (2) (62 gp each), *+1 shortspear* (166 gp), *potion of invisibility* (25 gp).

APL 10: *Loot:* 103 gp; *Coir:* gp; *Magic:* *+1 falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp), *potion of heroism* (4) (62 gp), *potion of owl's wisdom* (25 gp), *potion of haste* (2) (62 gp), *+1 chain shirt* (5) (91 gp each); *+1 shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20* (58 gp).

APL 12: *Loot:* 103 gp; *Coir:* gp; *Magic:* *+1 falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2) (62 gp each), *+1 chain shirt* (5) (91 gp each), *+1 shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20* (58 gp).

Tactics: If the orcs are alert, then the shaman will cast any warding spells he can on the path, entrance, and surroundings of the hill fort. He will also be ready to provide enhancing spells to the soldiers of the garrison.

Whether alert or not, once the PCs make their presence known, the scattered guards will concentrate on the point where the greatest threat appears to be. They will try to keep the PCs out of the fort with missile fire (and spells, if applicable) and repulse any break-in by the PCs with melee combat. The garrison will fight to the death.

Development: Assume the PCs manage to defeat the garrison; they are now free to explore the fort and discover the fate of the prisoners.

Read aloud or paraphrase the following:

The hilltop falls silent, except for the suddenly loud keening of the breeze though the dry stone walls. The bodies of your foes lie scattered around you.

Looking around the interior of the fort, you see a group of very crude lean to's made from logs and scrub set at an angle against the north wall of the fort. In the centre of the fort, a number of evil smelling pits, covered by wooden bars weighted down with stones, have been dug into the ground,

Looking down into them you see they are all empty except for one, which contains a half-starved man, whose pinched face and hollowed cheeks stare up at you. Of Jillana or anyone matching her description, there is no sign.

If any of the PCs have played *ONW3-01 The Prophet*, then read aloud or paraphrase the following:

The prisoner is strangely familiar. A slight and slim man of about 30 years, he wears a scraggly beard that does not quite hide a livid purple weal around his throat. With a shock you realise where you have met this man before - the village of Jeresan.

"Youze looks as if yez have seen a ghost, lads. Wha's wron? Y'd swear ye'd never seen a hanged man before," says Boss Gavran.

What has gone before: Gavran was a boss of Wrecker cell in Gearnwal, until he was found guilty of looting and mistreating the very people he was supposed to liberate and was hanged by Baron Kiernal Maldrenn of Gearnwal. If the PCs have played *ONW3-01 The Prophet*, then they may have had a hand in this (though they may remember events differently, depending on the outcome of the scenario for them).

After his execution, Gavran's body was spirited away by agents of the Scarlet Sign in Tessak's Cove. The Scarlet Brotherhood raised Gavran from the dead and then tortured him for all that he knew. It was through Gavran, that the Brotherhood was able to capture Jillana Waterfoot. Once they got what they wanted from Gavran they abandoned him here, ultimately to provide provisions for the garrison.

☛ **Boss Gavran**, former Wrecker Boss

Appearance: Gavran is a slight and slim man of 30 years. He wears a scraggly matted beard and is prone to grinning broadly to reveal a gaping hole where several of his teeth are missing (the Brotherhood agents pulled out his gold teeth). He is dressed in filthy rags.

Character: Gavran is a cunning and wily thief and former Wrecker. He speaks with a rough uncultured accent and is prone to making bawdy comments, especially to women.

Gavran was a loyal member of the Wreckers before his death and resurrection. Now however, he is loyal only to himself. He feels betrayed by the Free State and the Wreckers for what happened to him and his men. He also hates the Scarlet Brotherhood - not only for the torture they inflicted on him, but because of what they have done to Onnwal.

Gavran's *resurrection* has slightly unhinged his mind, turning him into a psychopath. He now seeks the violent death of all those responsible both for his death and revival. Gavran's main motivation at the moment is to keep on the PCs' good side, long enough to allow him to escape at any rate. He will guess that the PCs are here to find Jillana.

Any PCs that were involved in his death in *ONW3-01 The Prophet*, now receive the *Wrath of Boss Gavran* cert, if they do not already have it. However, the Boss is a cunning man and will hide his hatred for the PCs until he has the power and resources to wreak his revenge on them.

Wrath of Boss Gavran: The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

If the PCs immediately try to kill Gavran, he will say:

"Now hold on lads! Yez are makin' a big mistake there now! Kill me and yez'll never find the woman"

If they do run him through, then they will have track Jillana without his aid (see Encounter 5).

If they do not kill him, or do not know who he is, Gavran will promise to tell them where Jillana is, if they swear not to kill or harm him in any way, and to release him to go upon his way. The first condition is not negotiable; the second is, as Gavran plans to try to slip away at the first opportunity.

Only once the PCs have sworn on whatever gods they hold true - and Gavran will be sure to make any paladins or priests swear such an oath on their holy symbols - will he tell them what he knows.

If none of the PCs know him, he will not seek these assurances, but rather volunteer the information below and strike off on his own as soon as possible, pretending to be just another prisoner of war.

What Gavran Knows:

- Gavran knows whom Jillana is and that she's a Magsman in the Wreckers, a trusted servant of Rakehell Chert.
- She was captured by the Scarlet Brotherhood about a sennight (three weeks) ago.
- Jillana turned up at this camp a week ago. She told Gavran she had been tortured.
- She was taken away in chains by a group of foreigners two days ago, along with the rest of the prisoners that were being held at the fort.
- The foreigners were not Strawhairs (Scarlet Brotherhood). They were led by a white-haired olven woman named Markessa and appeared to be a mix of humans, orcs and half-orcs. Many spoke with a strong Pomarji accent. They seemed to be slavers of some sort.

- Markessa mentioned meeting a ship at a place called Esham's Cove. Gavran knows that it's about a day north of there, on the shores of the Gearnat Sea.

Other Likely Questions:

How did you survive?

"Well - Istus works in strange ways they sez, lads. They're not wrong. I died the day I did the rope dance, but those bastard Strawhairs saw fit to dig me up and raise me up from the dead. The bastards tortured the hell out of me. Jus' fer giggles. Well, mark my words, lads - the Strawhaired bastards will pay for that. As the Gods are my witness, they'll pay,"
Gavran says, a manic gleam in his eye.

Why did you let them raise you?

"Well, lads, given the choice of death or having another chance at livin', no matter how rough - what would youze have done?"

How did you get that mark on your neck:

"The Strawhairs used to threaten to hang me to get information out of me. Used to take me to a tree, swing a rope over a bough and stretch me a little. (true)

Gavran can direct the PCs in the direction of Esham's Cove and unless the PCs take him with them by force, he will loot what equipment he can from the orcs and strike off south on his own.

If the PCs double cross Gavran and kill him having sworn an oath not to - then this is an evil act and is grounds for the disqualification of the Player Character.

If they kill him without having sworn an oath, this is not so severe an act to warrant the disqualification of the PC, although it is enough for a paladin to lose his paladinhood, if he participates in the act. Lawful good priests may also suffer some consequences for breaching the tenets of their faith.

Encounter 5: Chasing Jillana

If the PCs have killed Gavran without discovering what happened to Jillana, they will have to track her down.

An extensive search of the hilltop and its surrounds (which will take at least 2 hours to complete), will allow PCs with the Track feat to make a DC 7 Survival check to try to find the tracks of the Slavers who have taken Jillana.

Higher Survival checks will reveal the following:

DC 7: About a score and ten (30) humanoids moved north two days ago. The trail is heading in the direction of the coast.

DC 10: There are two types of footprints - about a half-dozen (6) booted prints and then about a score of shuffling lighter prints.

DC 15: The heavy prints are those of armoured warriors, some orc, some human. The lighter prints are those of people trying to walk in shackles.

DC 20: There are the very light prints of a olve (elf) travelling with the group. It did not appear to be shackled. There are also signs of blood - where the prisoners have been beaten or scourge perhaps.

If Gavran has informed the PCs of Jillana's fate, then they can proceed directly to Esham's Cove. Use the above tracking results, if they insist on tracking the Slaver band.

About 6 hours into the journey, the PCs will come across a grisly discovery.

Read aloud or paraphrase the following:

As you continue your pursuit of Jillana, you follow streams that cut north through the ridges and valleys of the Volanots. About six hours since setting off, you turn a corner to find a pair of bare and bloodied feet and legs sticking out of a patch of scrub by the side of the trail.

Allow the PCs to react. If any of them investigates the body, read aloud or paraphrase the following:

The legs belong to a young, red-haired woman, who is lying face down in the scrub. Her body is stiff and cold to the touch, barely clothed in the remains of a tattered and blood stained dress. Her back is a whelter of scourge marks.

The woman does not match the description of Jillana, and if Gavran is present, he will confirm this. A DC 15 Heal check will determine that she died about a day ago, most likely from exhaustion and starvation. She bears the marks of shackles on her wrists and ankles.

If the PCs have access to *Speak with Dead*, then they may question the corpse:

Who are you?

"I was Anava."

What happened to you?

"I died."

How did you die?

"I died."

Who killed you?

"The Yellow Sails."

Who are the Yellow Sails?

"Those who killed me."

How many of them are there?

"Seven."

Are they humans?

"Yes."

Are they orcs?

"Yes."

Was there an elf with them?

"Yes."

Did you see/know anyone called Jillana Waterfoot?

"No."

Other than that Anava knows little else that is useful.

Esham's Cove

Read aloud or paraphrase the following:

You follow a gushing Volanots stream down out of the high ridges towards the sea. Distantly you can hear the low rumbling of waves crashing against cliffs and the cries of gulls and sea birds. The trail and the stream follow a winding valley clothed in cosses of storm pines and the remnants of rough pastures, now overgrown and wild and being reclaimed by the scrub.

The Lay of the Land (see Map 2): Esham's Cove is a small inlet from the Sea of Gearnat. A steep cliff backs its small shingle beach. A precarious switchback path, no more than five feet wide, winds down across the face of the slope to the beach. A fast running Volanot stream plunges over the cliff top in a waterfall. The stream cuts a narrow hanging valley back into the hills, clothed with stands of storm pines and scrub.

The Slavers: Markessa the White chose this out-of-the-way place precisely because of its isolation. The Slavelords do not want to openly advertise their allegiance to either the orcs of the Pomarj or the Scarlet Sign. Nor do they want it known that they are operating once again in Onnwal.

Markessa the White came ashore here a week ago, heading inland to meet with Jedurek, the half-orc general commanding the Pomarji forces in Onnwal. She left behind a detachment of Slaver agents to guard the cove, under the command of Kervel Tarn, a priest of the Earth

Dragon, and Markessa the White's second in command. Tarn and his men have set up a carefully concealed camp in a copse of storm pines in the hanging valley overlooking the cove itself.

Markessa, her guard and the slaves from the hill fort returned to the cove a day ago and have been patiently awaiting the arrival of their ship. As fate would have it, the ship arrives just before the PCs do (unless the PCs escorted the villagers back to Free State territory in Encounter Three, in which case Markessa, Tarn, Jilana and the ship are long gone).

Leaving Tarn and his men to watch the approaches to the cove, Markessa is overseeing the transport of the slaves out to the waiting caravel via rowboats. However, to get to Markessa, the PCs will first have to go through Tarn and his men in the valley above.

Tarn has dispersed his men in a loose line (15 feet apart) just inside the tree line of the copse, on guard against anyone coming down the valley. They will easily spot the PCs' approach, unless the PCs are taking precautions not to be seen, in which case make opposed Spot/Listen checks against the PC's Hide and Move Silently (use the worst PC's result).

Equally the PCs will need to make an opposed Spot check against the Slaver's Hide (apply a +4 circumstance bonus the Slaver's Hide due to the cover of the trees and scrub).

Once they spot the PCs, Tarn's men will use their *potions of invisibility* to remain unseen and then allow the PCs to make their way through the copse and down onto the switch back path. There the PCs are vulnerable and will be unable to manoeuvre well. At this point the Slavers will attempt to ambush them with their ranged weapons if possible, sounding a horn to warn Markessa of the danger as they do.

APL 2 (EL 2)

Note: at this APL, Tarn is not personally present

➤ **Half-orc Slavelord soldiers** (4): War1; hp 9; see Appendix 1

APL 4 (EL 4)

➤ **Half-orc Slavelord soldiers** (4): Ftr1; hp 11; see Appendix 1

➤ **Halfling Slavelord scout** (1): Rog1; hp 8; see Appendix 1

➤ **Kervel Tarn**: Clr1 - Earth Dragon; hp 10; see Appendix 1

APL 6 (EL 6)

➤ **Half-orc Slavelord soldiers** (4): Ftr2; hp 20; see Appendix 1

➤ **Halfling Slavelord scout** (1): Rog2; hp 12; see Appendix 1

➤ **Kervel Tarn**: Clr2 - Earth Dragon; hp 17; see Appendix 1

APL 8 (EL 8)

➤ **Half-orc Slavelord soldiers** (4): Ftr3; hp 28; see Appendix 1

➤ **Half-orc Slavelord scout** (1): Rog3; hp 17; see Appendix 1

➤ **Kervel Tarn**: Clr3 - Earth Dragon; hp 24; see Appendix 1

APL 10 (EL 10)

➤ **Half-orc Slavelord soldiers** (4): Ftr5; hp 39; see Appendix 1

➤ **Halfling Slavelord scout** (1): Rog5; hp 37; see Appendix 1

➤ **Kervel Tarn**: Clr5 - Earth Dragon; hp 38; see Appendix 1

APL 12 (EL 12)

➤ **Half-orc Slavelord soldiers** (4): Ftr7; hp 53; see Appendix 1

➤ **Half-orc Slavelord scout** (1): Rog7; hp 51; see Appendix 1

➤ **Kervel Tarn**: Clr7 - Earth Dragon; hp 52; see Appendix 1

Tactics: If the Slavers strike first, they will try to do as much damage as possible in the surprise round, targeting vulnerable looking PCs and spell casters. Tarn will use his enhancing spells on himself and his men and cast *silence* on a stone to throw into the ranks of the PCs in the surprise round to disrupt spell casters. He will use his spells (especially *soften earth and stone* to cause a landslide under the most dangerous looking PC) to try and knock the PCs from the cliff to their deaths on the beach below (the falling damage depends on position on switchback - see Map 2).

At APL 12 he will have cast a *glyph of warding* on the switchback, about 30 feet from the top of the cliff. The glyph is primed to cast *inflict serious wounds* (3d8+7 points of damage) on anyone passing it without speaking the password, known only to Tarn and his men.

Meanwhile the rest of his men shower the PCs with missile fire. The fighters will try to engage any PC rushing back up the path, attempting to keep them from reaching the top and spreading out. The scout will use his sneak attack to the best of his ability, keeping a readied action to fire on PCs attempting to cast a spell or trying to make a run for the beach. The scout has poisoned his first

two bolts. If the PCs refuse to fight and run for the beach, Tarn and his men will continue to pepper them with missile fire. They will not move down the path to engage the PCs, but rather hold their positions and attack the PCs if they try to climb back up the path.

If the Slavers are spotted, then they will try to withdraw towards the cliff top, using the cover (+4 AC bonus, +2 cover Reflex save bonus), their *potions of invisibility* and the concealment (20% miss chance) of the trees. Tarn and the scout will try to conceal themselves at a point overlooking the path and will stay out of the fight. Their hope is that the PCs will assume that they have fled and then make their way down the switchback path. If the PCs do so, the two slavers will ambush them, using the tactics above.

If/when the PCs gain the top of the cliff, read aloud or paraphrase the following:

You come to the edge of a cliff over looking a small cove. The stream tumbles over the edge and down on to a shingle beach below, its water tattered and frayed by the sea winds. As you look downwards, you see a pair of long boats pushing out from the strand. Each is packed with people, most of them women and children. There are about a half dozen armed men among them, split between the boats and a woman with snow-white tresses falling to her shoulders in the lead boat.

Looking out between the cliffs that form the mouth of the cove, you see framed between them, a caravel riding at anchor in the open sea beyond, its yellow sails being unfurled, as if to depart.

As you look on, two armed men are struggling to heave a third longboat down the strand to the crashing waves.

Treasure: The following treasure is available dependant on the APL of the encounter:

APL 2: *Loot:* 48 gp; *Coir:* 4 gp; *Magic:* *potion of cure light wounds* (4)(4 gp each).

APL 4: *Loot:* 362 gp; *Coir:* 11 gp; *Magic:* *potion of cure moderate wounds* (6) (25 gp each), *potion of invisibility* (6)(25 gp each).

APL 6: *Loot:* 404 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6) (6 x 25 gp), *potion of cat's grace* (25 gp), *potion of owl's wisdom* (25 gp), +1 *heavy pick* (168 gp), +1 *chainmail* (96 gp).

APL 8: *Loot:* 94 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6) (25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), +1 *small light crossbow* (170 gp), +1 *small studded leather armour* (87

gp), +1 *heavy pick* (168 gp), +1 *banded mail* (104 gp), +1 *bastard sword* (4) (170 gp).

APL 10: *Loot:* 378 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6) (25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), +1 *small flaming composite shortbow* (672 gp), +1 *small shadow studded leather armour* (191 gp), +1 *heavy pick* (168 gp), +1 *banded mail* (104 gp), +1 *scimitar* (4) (167 gp each), +1 *chainmail* (4) (95 gp).

APL 12: *Loot:* 378 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6) (25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), +1 *small flaming composite shortbow* (672 gp), +1 *small shadow studded leather armour* (191 gp), +1 *heavy pick* (168 gp), +1 *banded mail* (104 gp), +1 *keen scimitar* (4) (667 gp each); +1 *chainmail* (4) (95 gp each).

Development: If the PCs manage to either defeat or at least get past Tarn and his men, go to Encounter Six. It is likely that the PCs will try to engage Markessa and her men before they have fully dealt with Tarn and his troops.

If Gavran is present - he will attempt to slip away during the fight, if this is possible, grappling an overpowering any PC left to watch over him if needs be and then running for his life.

Encounter 6: The Yellow Sails

Having dealt with Tarn, the PCs now have to recover Jillana from the clutches of Markessa the White.

Read aloud or paraphrase the following:

Reaching the base of the cliff, you see the soldiers heave the stubborn longboat free of the shingle and into the sea. They splash into the shallows and then leap aboard, reaching for the oars. By now the other two boats are in the middle of the inlet, making for the waiting ship beyond the cliffs.

Jillana is in the lead boat, along with five other women, guarded by two soliders and Markessa the White (except at APL 2, in which case, Markessa will fly out to the ship and leave her minions to deal with the insolent PCs)

APL 2 (EL 6)

Note: at this APL, Markessa the White will fly off onto the caravel, leaving her minions to deal with the PCs.

Human Slavelord soldiers (6): Ftr2, hp 19, see Appendix 1

APL 4 (EL 8)

➤ **Markessa the White:** Sor8; hp 25; see Appendix 1

➤ **Human Slavelord soldiers** (6): Ftr1; hp 11; see Appendix 1

APL 6 (EL 10)

➤ **Markessa the White:** Sor10; hp 34; see Appendix 1

➤ **Human Slavelord soldiers** (6): Ftr2; hp 18; see Appendix 1

APL 8 (EL 12)

➤ **Markessa the White:** Sor12; hp 43; see Appendix 1

➤ **Human Slavelord soldiers** (6): Ftr4; hp 32; see Appendix 1

APL 10 (EL 14)

➤ **Markessa the White:** Sor14; hp 49; see Appendix 1

➤ **Human Slavelord soldiers** (6): Ftr6; hp 46; see Appendix 1

APL 12 (EL 16)

➤ **Markessa the White:** Sor14; hp 49; see Appendix 1

➤ **Human Slavelord soldiers** (6): Ftr8; hp 60; see Appendix 1

Tactics: The slaver soldiers on the beach will try to get their boat out into the water and then fight off any PCs trying to capture their vessel.

The soldiers in the middle boat (not the one with Markessa) will fire on the PCs and use the prisoners as human shields against PC missile fire and spells (soft cover: +4 AC; attacks that would have hit the soldiers but for the soft cover, hit the slaves: AC 10, 2 hp). If the PCs take control of one longboat, the soldiers in the middle boat will move to try to intercept it, thus aiding Markessa to make her escape. The soldiers in Markessa's boat will keep rowing unless engaged in melee.

If present, Markessa will cast her protective spells as soon as she hears Tarn's warning or as she sees evidence of trouble (smoke from *fireballs*, anyone other than Tarn moving on the clifftop or switchback path). Markessa will then try to engage the PCs with spells at long range. Flying or water walking/breathing PCs will be subject to *dispel magic* (or *greater dispelling* if applicable). If

applicable, she will use *summon monster V* to summon a chaos beast onto the most threatening looking PC within range. If directly pressed, and in danger of her life, she will order one of her men to *coup de grace* Jillana (or kill the Wrecker herself by blade or magic, if she has the opportunity). Markessa will then cast *water breathing* (or use her *potion of water breathing*) and jump overboard into the sea and try to swim underwater for the slaver ship. If she can she will try to kill Jillana from afar, knowing that her allies will not be pleased if the Wrecker returns to the Free State. If in dire straits, Markessa will *teleport* out, back to her lair in the port of Blue in the Pomarj.

Movement: The rowboats can move 15 feet per round per person rowing. When the PCs arrive at the top of the cliff, Markessa's boat is 250 feet from the shore and 300 feet from the cliff top in (straight-line distance). The middle boat is 100 feet from the shore and 1250 feet from the cliff top in (straight-line distance), and the boat on the beach is on the shore and 50 feet from the cliff top in (straight-line distance). The slaver vessel is about 1,000 feet from the shore, so if unhindered, Markessa will reach the ship in 30 rounds and will be within the firing range of the ship's crossbows (see below) in 20 rounds.

The Slaver Ship: The slaver ship is fully crewed and armed with 24 heavy crossbows (12 firing in alternate rounds) and 3 ballistae (one firing every round). Any PCs getting within 360 feet of the ship will receive a broadside of missiles from the crew. As long as the PCs stay at least 100 feet from the boat, do not actually roll to hit. Just describe bolts falling thickly around the PCs. If the PCs are foolish enough to approach any closer – begin rolling attacks for real. The crew will not fire on Markessa's boat if the PCs are engaged in melee with her (though they are not bothered about the soldiers) for fear of hitting the olve. None of the crew wants to accept the consequences that would follow from that, if the sorcerer survived to wreak her vengeance.

As soon as there is the first sign of trouble, the captain will order for her to make ready to set sail, so that as soon as Markessa makes it along side, he will weigh anchor, and using a *scroll of control winds* to propel the ship rapidly away from shore.

Treasure: Dependant on the APL of the event the following treasure is available:

APL 2: *Loot:* 36 gp; *Coin:* 12 gp; *Magic:* *potion of cure light wounds* (6) (4 gp each).

APL 4: *Loot:* 40 gp; *Coin:* 10 gp; *Magic:* *potion of cure moderate wounds* (7) (25 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp).

APL 6: *Loot:* 190 gp; *Coin:* 10 gp; *Magic:* *potion of cure serious wounds* (7) (62 gp each), *potion of water*

breathing (62 gp), *potion of remove blindness/deafness* (62 gp), *+1 bracers of armour* (83 gp), *potion of protection from energy (fire)* (62 gp); *cloak of resistance +1* (83 gp), *potion of bull strength* (6) (25 gp each).

APL 8: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds (7)* (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +2* (333 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *+1 scimitar* (6) (168 gp each), *+1 studded leather armour* (6) (87 gp), *potion of bull strength* (6) (25 gp each), *potion of heroism* (6) (62 gp each).

APL 10: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds (7)* (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +3* (750 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *scimitar +1* (6) (168 gp each), *studded leather armour +1* (6) (87 gp each), *potion of bull strength* (6) (25 gp), *potion of heroism* (6) (62 gp each).

APL 12: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds (7)* (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +3* (750 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *+1 scimitar* (6) (168 gp each), *+1 studded leather armour* (6) (87 gp each), *potion of bull strength* (6) (25 gp each), *potion of heroism* (6) (62 gp each), *ring of force shield* (708 gp).

Development: If the PCs manage to recover Jillana alive, they will find that she is unconscious and must be carried to safety. A DC 15 Heal check will revive her sufficiently to speak and walk. Otherwise she will have to be carried until she awakens herself the following morning.

Initially upon waking, Jillana will be disorientated and distrustful of the PCs. It will take a DC 20 Diplomacy check to convince her that the PCs are not agents of the Scarlet Brotherhood and that she is not somehow being duped (allow modifiers for the quality of the PCs' roleplaying).

Jillana Waterfoot, Wrecker Magsman

Appearance: Jillana is an attractive woman in her late twenties or early thirties. She has a freckled complexion, grey-green eyes and golden-brown hair. She is currently dressed in a filthy blouse and pantaloons.

Character: Jillana is one of Rakehell Chert's most trusted agents. As such she is very shrewd and resourceful, and does not trust people easily. She has suffered a terrible ordeal and is somewhat withdrawn and paranoid. Only the importance of the information she carries is keeping her from total emotional collapse.

If Gavran is Present: Read aloud or paraphrase the following:

Jillana's eyes fall on Gavran and widen. Suddenly she leaps up and grasping a weapon, lurches towards the wrecker, her face contorted with rage, screaming: "Traitor!"

What the PCs do next is up to them - though they may be under an oath to protect the Wrecker. Unless he is prevented, she will attack Gavran, who will defend himself, if he has any weapons. Given her weakened state, he will easily be able to either dodge her blow if unarmed or seriously wound her, if he is armed and she is not restrained by the PCs. He will try to use the confusion to escape, if this is possible leaping into the cover and concealment of the undergrowth and running for his life. He has already been executed once and does not want to find himself at the wrong end of a rope again.

If Gavran is Not Present: If the PCs gain her trust, Jillana will reveal, if asked, that she was betrayed by a renegade Wrecker called Gavran. However, she will not speak of her ordeal, nor will she tell the PCs what important tidings she has discovered. She still does not trust the PCs fully. Jillana will insist that the PCs take her to safety immediately, as time is of the essence.

If Jillana is killed in the battle, unless the PCs have the power to raise her from the dead themselves, then they have failed their mission. *Speak with dead* will not produce the required results, merely that the Army of Rebellion is in danger. The Scarlet Brotherhood battle plan is too complex to be related by the short cryptic answers that the spell elicits. See Conclusion A below.

If Markessa the White survives the PCs' attack, then she will report their meddling to her superiors in the Pomarj, earning the PCs the enmity of the Slavelords.

Wrath of the Slavelords: For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj and in particular of Markessa the White. This may have far-reaching consequences in future modules.

Conclusion

The conclusion of the module depends on whether the PCs recovered Jillana alive or not.

Jillana Killed or Not Recovered

Read aloud or paraphrase the following:

You sorrowfully make your way back through the Volanots and across the front line without incident. It is with profound relief that you are challenged by a patrol of Free State Regulars; their green cloaks the most welcome sight you have seen in days. After explaining your mission, you are conveyed to the Golden Heart's headquarters at Arbend.

The camp is even busier than when you left, with units forming up and marching out westwards towards the leaguer lines around Scant. Everywhere there is talk of heavy fighting there and an attempt by the Strawhairs to break through the siege lines.

You are ushered into the headquarters and admitted into the upper room as before. Awaiting you are Farland Marshevel and the Oeridian man who set you your task. Both look tense as you enter.

"What is your report?" Marshevel asks. "Where is the Magsman?"

Allow the PCs to respond.

As you relate the grim news, a pall falls across the face of the Oeridian man. Without a word he walks, stonefaced, from the room, leaving you alone with the Braetern.

Marshevel will deal with the matter of the PCs reward, paying them the amount that the now departed Oeridian man agreed.

If the PCs negotiated with the "kesh" in Encounter 1, even if they did not agree to any terms, they have earned the *Suspicion of the Wreckers*.

Suspicion of the Wreckers: The PCs have earned Disliked Status with Rakehell Chert and the Wreckers. Wrecker PCs will be mistrusted by their peers and barred from promotion within the Wreckers until they clear their name. The Wreckers in future modules will mistrust non-Wreckers.

Treasure: Chert will now pay out the agreed sum to the PCs as their reward.

APL 2: *Coin:* 50 gp

APL 4: *Coin:* 75 gp

APL 6: *Coin:* 100 gp

APL 8: *Coin:* 125 gp

APL 10: *Coin:* 150 gp

APL 12: *Coin:* 200 gp

The PCs' mission has ended in failure, but their failure is only the herald for a greater disaster for the Free State...

Read aloud or paraphrase the following:

You emerge despondently from the headquarters. Serried columns of green cloaked Regulars of the Golden Heart are marching past, led by proud officers astride white horses. Behind the Regulars come squares of Militia - spears and bows shouldered. As they pass the Militia break into song.

"Onward Onnwallon Soliders!" they sing their voices swelling with pride as they march out eastwards to meet the Brotherhood before Myrhill, marching to their doom.

The End

Jillana Recovered Alive

Read aloud or paraphrase the following:

You make all haste in your journey south, dodging patrols of orcs and pressing on even through the night at Jillana's instance to reach safety. Jillana, though clearly teetering on mental and physical collapse never once falters. You come to realise there is a core of steel inside this seemingly frail woman.

It is with profound relief that you are challenged by a patrol of Free State Regulars, their green cloaks the most welcome sight you have seen in days. After explaining your mission, you are conveyed with all speed to the Golden Heart's headquarters at Arbend.

The camp is even busier than when you left, with units forming up and marching out westwards towards the leaguer lines around Scant. Everywhere there is talk of heavy fighting there and an attempt by the Strawhairs to break through the siege lines.

Jillana is ushered into the headquarters, with you in her wake. An altern makes to prevent you from carrying on any further, but Jillana overrules him and you are admitted into the upper room as before.

Awaiting you are Farland Marshevel and the Oeridian man who set you your task. Both look tense as you enter, but on seeing Jillana, the Oeridian man smiles broadly and gives her a nod. As she crosses the floor, Jillana falters and stumbles.

If the PCs don't move to catch her, the Oeridian man (Chert) will, moving with remarkable speed and agility. Allow the PCs to interact with the NPCs in the following scene - but be sure to deliver the information contained herein.

A chair is brought for the exhausted Magman, but she refuses it, standing unsteadily to make her report.

"Recall your men, Braetern" she croaks. "Recall them now."

Marshevel frowns. "They are needed to support the altads holding the leaguer line around Myrhill and Scant. The Brotherhood have launched a heavy assault against it yestereve and our lines cannot hold much long-..."

"Pull them ALL back - the leaguer line, the reinforcements, everyone," Jillana says. "The attack in the west is a feint, a distraction. The real assault on the Gildenlea will come from the north."

If the PCs do not, then Marshevel, will ask the next and most obvious question:

"How do you know this?" Marshevel asks doubtfully, glancing at the Oeridian man, who looks on impassively.

"I was in Jedurek's camp when the order to attack came from Brother Kerav, the new commander of the Brotherhood army in Onnwal. His adjutant Jorala bore the orders to Jedurek personally.

"Kerav plans to draw you into committing your reserves to bolster the leaguer line. This done, Jedurek will give Halwyr the slip in the Volanots and, leaving a masking force to hide his departure, turn his main column south onto the plains of the Gildenlea, striking at Bergardbridge and cutting off the 2nd Braetad and its militias. You'll be crushed between Jedurek's hammer and Kerav's anvil."

"You're sure of this, Jillana?" the Oeridian man asks softly.

"More sure than I have been about anything, Wrecker," she replies grimly.

Marshevel leaps from his desk and rushes from the room, calling for his officers he goes. Within seconds, a cacophany of signal horns breaks out in the camp.

Treasure: Chert will now pay out the agreed sum to the PCs as their reward.

APL 2: *Coin:* 50 gp

APL 4: *Coin:* 75 gp

APL 6: *Coin:* 100 gp

APL 8: *Coin:* 125 gp

APL 10: *Coin:* 150 gp

APL 12: *Coin:* 200 gp

Favour of the Wreckers: The PC has been granted Well-Liked status with the Wreckers and 3 RIPS with the Wreckers and Rakehell Chert. In addition, any PC that still has the *Disfavour of the Wreckers* is not no longer affected by it.

Finally, read aloud or paraphrase the following:

You emerge from the headquarters into a frenzy of activity. The columns forming up to march west are now wheeling about and heading east for Bergardbridge. Dispatch riders are galloping towards the front as though all the devils of the Hells were on their heels. Around you the camp is being dismantled before your eyes. Everything is being uprooted and loaded onto wains heading east. The banner of the green and gold is lowered from roof of the headquarters.

The Army of Rebellion is in retreat.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

Encounter One: A Test of Loyalty

Pass the loyalty test:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

Encounter Two: Between the Lines

Slay the orc scouts or put them to flight:

APL2:	30 XP
APL4:	60 XP
APL6:	90 XP
APL8:	120 XP
APL10:	150 XP
APL12:	180 XP

OR

Encounter Three: Choices and Chains

Defeat the orc slavers:

APL2:	30 XP
APL4:	60 XP
APL6:	90 XP
APL8:	120 XP
APL10:	150 XP
APL12:	180 XP

Encounter Four: A Familiar Face

Defeat the **FULL STRENGTH** orc garrison

APL2:	120 XP
APL4:	180 XP
APL6:	240 XP
APL8:	300 XP
APL10:	360 XP
APL12:	420 XP

OR

Defeat the **DEPLETED** orc garrison

APL2:	90 XP
APL4:	120 XP
APL6:	150 XP
APL8:	180 XP
APL10:	210 XP
APL12:	240 XP

Discover Jillana's plight from Gavran:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90XP
APL12:	105 XP

Encounter Five: Chasing Jillana

Defeat Tarn and the Slavelord soldiers

APL2:	60 XP
APL4:	120 XP
APL6:	180 XP
APL8:	240 XP
APL10:	300 XP
APL12:	360 XP

Encounter Six: The Yellow Sails

Defeat Markessa the White and the Slavelord soldiers:

APL2:	180 XP
APL4:	240 XP
APL6:	300 XP
APL8:	360 XP
APL10:	420 XP
APL12:	480 XP

Recover Jillana Waterfoot alive:

APL2:	30 XP
APL4:	45 XP
APL6:	60 XP
APL8:	75 XP
APL10:	90 XP
APL12:	105 XP

Total possible experience

APL2:	450 XP
APL4:	675 XP
APL6:	800 XP
APL8:	1,125 XP
APL10:	1,350 XP
APL12:	1,575 XP

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter, add it up and that it’s the number of gold pieces a character’s total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

APL 12: 3,000 gp

Treasure Key

Encounter 1: A Test of Loyalty

All APLs: If the PCs fail the loyalty test:

Suspicion of the Wreckers: The PCs have earned Disliked Status with Rakehell Chert and the Wreckers. Wrecker PCs will be mistrusted by their peers and barred from promotion within the Wreckers until they clear their name. Non-Wreckers will be mistrusted by the Wreckers in future modules.

Encounter 2: Between the Lines

APL 2: *Loot:* 12 gp;

APL 4: *Loot:* 58 gp; *Magic:* *potion of cure light wounds* (3)(3 x 4 gp).

APL 6: *Loot:* 116 gp; *Magic:* *potion of cure moderate wounds* (4)(4 x 25 gp).

APL 8: *Loot:* 275 gp; *Coir:* 1 gp; *Magic:* *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of owl's wisdom* (25 gp).

APL 10: *Loot:* 189 gp; *Coir:* 1 gp; *Magic:* *+1 battleaxe* (2)(167 gp each), *+1 light crossbow* (2)(169 gp each), *+1 shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (2)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (4)(62 gp each).

APL 12: *Loot:* 189 gp; *Coir:* 1 gp; *Magic:* *+1 battleaxe* (2)(167 gp each), *+1 light crossbow* (2)(169 gp each), *+1 shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (2)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (4)(62 gp each).

OR

Encounter Three: Choices and Chains

APL 2: *Loot:* 12 gp.

APL 4: *Loot:* 108 gp; *Magic:* *potion of cure light wounds* (3)(4 gp each).

APL 6: *Loot:* 144 gp; *Magic:* *potion of cure moderate wounds* (4)(25 gp each).

APL 8: *Loot:* 362 gp; *Coir:* 1 gp; *Magic:* *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of owl's wisdom* (25 gp).

APL 10: *Loot:* 162 gp; *Magic:* *+1 battleaxe* (5)(167 gp each), *+1 shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of bull's strength* (5)(25 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp).

APL 12: *Loot:* 162 gp; *Magic:* *+1 battleaxe* (5)(167 gp each), *+1 shortspear* (167 gp), *potion of cure serious wounds* (6)(62 gp each), *potion of heroism* (5)(62 gp each), *potion of bull's strength* (5)(25 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp).

Encounter 4: A Familiar Face

Garrison At Full Strength

APL 2: *Loot:* 213 gp; *Magic:* *potion of cure light wounds* (6)(6 x 4 gp).

APL 4: *Loot:* 298 gp; *Magic:* *potion of cure light wounds* (9)(4 gp each), *potion of bull's strength* (4)(25 gp each), *potion of mage armour*(4 gp).

APL 6: *Loot:* 298 gp; *Magic:* *potion of cure moderate wounds* (9) (25 gp each), *potion of bull's strength* (7) (25 gp each), *potion of owl's wisdom* (25 gp), *potion of mage armour*(25 gp).

APL 8: *Loot:* 295 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2) (62 gp each), *+I shortspear* (166 gp), *potion of invisibility* (25 gp).

APL 10: *Loot:* 451 gp; *Magic:* *+I falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4)(25 gp each), *potion of heroism* (4)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2)(62 gp each), *+I chainmail*(91 gp); *+I shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20* (58 gp).

APL 12: *Loot:* 451 gp; *Magic:* *+I falchion* (4) (172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4)(25 gp each), *potion of heroism* (4)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2)(62 gp), *+I chainmail*(95 gp), *+I shortspear*(166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20*(58 gp).

All APLs: If Gavran Survives:

Wrath of Boss Gavran Cert. The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

OR

Garrison Depleted

APL 2: *Loot:* 131 gp; *Magic:* *potion of cure light wounds* (4)(4 gp each).

APL 4: *Loot:* 175 gp; *Magic:* *potion of cure light wounds* (6)(4 gp each), *potion of bull's strength* (4) (25 gp each), *potion of mage armour*(4 gp).

APL 6: *Loot:* 175 gp; *Coir:* gp; *Magic:* *potion of cure moderate wounds* (6) (25 gp), *potion of bull's strength* (4) (25 gp each), *potion of owl's wisdom* (25 gp), *potion of mage armour*(25 gp),

APL 8: *Loot:* 177 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp); *potion of haste* (2) (62 gp each), *+I shortspear* (166 gp), *potion of invisibility* (25 gp).

APL 10: *Loot:* 103 gp; *Coir:* gp; *Magic:* *+I falchion* (4)(172 gp each), *potion of cure serious wounds* (6)(62 gp each), *potion of bull strength* (4) (25 gp), *potion of heroism* (4) (62 gp), *potion of owl's wisdom* (25 gp), *potion of haste* (2)(62 gp), *+I chain shirt* (5)(91 gp each); *+I shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20*(58 gp).

APL 12: *Loot:* 103 gp; *Coir:* gp; *Magic:* *+I falchion* (4)(172 gp each), *potion of cure serious wounds* (6) (62 gp each), *potion of bull strength* (4) (25 gp each), *potion of heroism* (4)(62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (2)(62 gp each), *+I chain shirt* (5)(91 gp each), *+I shortspear* (166 gp), *potion of invisibility* (25 gp), *potion of resistance to fire 20*(58 gp).

All APLs: If Gavran Survives:

Wrath of Boss Gavran Cert. The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

Encounter 5: Chasing Jillana

APL 2: *Loot:* 48 gp; *Coir:* 4 gp; *Magic:* *potion of cure light wounds* (4)(4 gp each).

APL 4: *Loot:* 362 gp; *Coir:* 11 gp; *Magic:* *potion of cure moderate wounds* (6) (25 gp each), *potion of invisibility* (6)(25 gp each).

APL 6: *Loot:* 404 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6) (6 x 25 gp), *potion of cat's grace* (25 gp), *potion of owl's wisdom* (25 gp), *+I heavy pick*(168 gp), *+I chainmail*(96 gp).

APL 8: *Loot:* 94 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6)(25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), *+I small light crossbow* (170 gp), *+I small studded leather armour* (87 gp), *+I heavy pick* (168 gp), *+I banded mail* (104 gp), *+I bastard sword*(4) (170 gp).

APL 10: *Loot:* 378 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6)(25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), *+I small flaming composite shortbow* (672 gp), *+I small shadow studded leather armour* (191 gp), *+I heavy pick* (168 gp), *+I banded mail* (104 gp), *+I scimitar* (4) (167 gp each), *+I chainmail* (4)(95 gp).

APL 12: *Loot:* 378 gp; *Coir:* 11 gp; *Magic:* *potion of cure serious wounds* (6) (62 gp each), *potion of invisibility* (6)(25 gp each), *potion of cat's grace* (25 gp), *potion of heroism* (4) (62 gp each), *potion of owl's wisdom* (25 gp), *potion of haste* (62 gp), *+I small flaming*

composite shortbow (672 gp), *+1 small shadow studded leather armour* (191 gp), *+1 heavy pick* (168 gp), *+1 banded mail* (104 gp), *+1 keen scimitar* (4) (667 gp each); *+1 chainmail* (4) (95 gp each).

Encounter 6: The Yellow Sails

APL 2: *Loot:* 36 gp; *Coir:* 12 gp; *Magic:* *potion of cure light wounds* (6) (4 gp each).

APL 4: *Loot:* 40 gp; *Coir:* 10 gp; *Magic:* *potion of cure moderate wounds* (7) (25 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp).

APL 6: *Loot:* 190 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds* (7) (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *+1 bracers of armour* (83 gp), *potion of protection from energy (fire)* (62 gp); *cloak of resistance +1* (83 gp), *potion of bull strength* (6) (25 gp each).

APL 8: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds* (7) (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +2* (333 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *+1 scimitar* (6) (168 gp each), *+1 studded leather armour* (6) (87 gp), *potion of bull strength* (6) (25 gp each), *potion of heroism* (6) (62 gp each).

APL 10: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds* (7) (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +3* (750 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *scimitar +1* (6) (168 gp each), *studded leather armour +1* (6) (87 gp each), *potion of bull strength* (6) (25 gp), *potion of heroism* (6) (62 gp each).

APL 12: *Loot:* 21 gp; *Coir:* 10 gp; *Magic:* *potion of cure serious wounds* (7) (62 gp each), *potion of water breathing* (62 gp), *potion of remove blindness/deafness* (62 gp), *bracers of armour +3* (750 gp), *potion of protection from energy (fire)* (62 gp), *cloak of resistance +2* (333 gp), *+1 scimitar* (6) (168 gp each), *+1 studded leather armour* (6) (87 gp each), *potion of bull strength* (6) (25 gp each), *potion of heroism* (6) (62 gp each), *ring of force shield* (708 gp).

All APLs: If Markessa the White survives:

Wrath of the Slavelords: For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj and in particular of Markessa the White. This may have far reaching consequences in future modules.

Conclusion

APL 2: *Coir:* 50 gp

APL 4: *Coir:* 75 gp

APL 6: *Coir:* 100 gp

APL 8: *Coir:* 125 gp

APL 10: *Coir:* 150 gp

APL 12: *Coir:* 200 gp

All APLs: If Jillana Was Not Recovered

If the PCs negotiated with the “kesh” in Encounter 1, even if they did not agree to any terms, they have earned the *Suspicion of the Wreckers*.

Suspicion of the Wreckers: The PCs have earned Disliked Status with Rakehell Chert and the Wreckers. Wrecker PCs will be mistrusted by their peers and barred from promotion within the Wreckers until they clear their name. Non-Wreckers will be mistrusted by the Wreckers in future modules.

If Jillana was Recovered

Favour of the Wreckers: The PC has been granted Well-Liked status with the Wreckers and 3 RIPs with the Wreckers and Rakehell Chert. In addition, any PC that still has the *Disfavour of the Wreckers* is not no longer affected by it.

Items for the Adventure Record

Wrath of Boss Gavran Cert: The bearer has crossed Gavran, a Wrecker Boss. Gavran now considers the bearer a mortal enemy and will work towards their downfall at all costs.

Wrath of the Slavelords: For your part in thwarting the operations of the Slavelords in Onnwal, you have earned the enmity of the Slavelords of the Pomarj and in particular of Markessa the White. This may have far reaching consequences in future modules.

Suspicion of the Wreckers: The PCs have earned Disliked Status with Rakehell Chert and the Wreckers. Wrecker PCs will be mistrusted by their peers and barred from promotion within the Wreckers until they clear their name. Non-Wreckers will be mistrusted by the Wreckers in future modules.

Favour of the Wreckers: The PC has been granted Well-Liked status with the Wreckers and 3 RIPs with the Wreckers and Rakehell Chert. In addition, any PC that still has the *Disfavour of the Wreckers* is not no longer affected by it.

Item Access

Note: PCs only get access to items they encounter. As this module involves random encounters, the PCs will not encounter all of the items listed below for each APL.

APL 6: *bracers of armour +1, cloak of resistance +1.*

APL 8: *bracers of armour +2, cloak of resistance +2.*

APL 10: *+1 small flaming composite shortbow, +1 small shadow studded leather armour, bracers of armour +3, cloak of resistance +2.*

APL 12: *+1 small flaming composite shortbow, +1 small shadow studded leather armour, +1 keen scimitar, bracers of armour +3, cloak of resistance +2, ring of force shield.*

Appendix I: NPC Statistics

APL 2

Encounter Two: Between the Lines

👉 **Orc scouts:** hp 5 see *Monster Manual*, p146

Encounter Three: Choices and Chains

👉 **Orc scouts:** hp 5 see *Monster Manual*, p146

Encounter Four: A Familiar Face

👉 **Orc Berserker, orc Bbn1:** CR 1; Medium-sized humanoid; HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17, flat-footed 14, touch 13; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Full Atk 6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Space/Reach 5 ft./5ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +4, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Hide +5, Jump +8; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure light wounds*.

👉 **Orc Shaman, Clr1 - Gruumsh:** CR 1; Medium-sized humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+1, shortspear); Full Atk +2 melee (1d8+1, shortspear); Space/Reach 5 ft./5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): 0 - *guidance, resistance, virtue*, 1 - *cause fear, entropic shield, magic weapon**

* Domain Spell. *Domains:* War: free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure light wounds*.

👉 **Gavran, male human Rog1:** CR 1; Medium-sized humanoid; HD 1d6; hp 6; Init +6; Spd 30 ft.; AC 12 flat-footed 10; touch 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, shortspear); Full Atk Atk +1 melee (1d6+1,

shortspear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6; AL N; SV Fort +0; Ref +4; Will +0; Str 12, Dex 15, Con 11, Int 14, Wis 10, Cha 8.

Skills and Feats: Hide +6, Move Silently +6, Tumble +6, Open Locks +6, Search +6, Appraise +6, Disable Device +6, Listen +4, Spot +4, Use Magic Device +3; Alertness, Improved Initiative.

Encounter Five: Chasing Jillana

👉 **Half-orc Slavelord soldiers, Warr:** CR 1/2; Medium-sized humanoid; HD 1d8+1; hp 9; Init +7; Spd 30 ft.; AC 17 touch 13, flatfooted 14; Base Atk +1; Grp +4; Atk +4 melee (1d6+3/18-20, scimitar) or +4 ranged (1d8/, light crossbow); Full Atk +4 melee (1d6+3/18-20, scimitar) or +4 ranged (1d8/, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL LE; SV Fort +3, Ref +3, Will +1; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +5, Hide +3; Improved Initiative.

Possessions: Scimitar, light crossbow, crossbow bolts (20), chain shirt, *potion of cure light wounds*, 6 gp.

Encounter Six: The Yellow Sails

👉 **Human Slavelord soldiers, Ftr2:** CR 2; Medium-sized humanoid; HD 2d10+4; hp 19; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/18-20, scimitar) or +6 ranged (1d8, light crossbow) or +4 melee (1d4+2/19-20, dagger); Full Atk +4 melee (1d6+2/18-20, scimitar) or +6 ranged (1d8, light crossbow) or +4 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +2, Swim +7; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: Scimitar, dagger, light crossbow, crossbow bolts (20), studded leather, *potion of cure light wounds*, 12 gp.

👉 **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14,

Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

APL 4

Encounter Two: Between the Lines

👉 **Orc Axeman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Battleaxe, throwing axe, handaxe, chain shirt, *potion of cure light wounds*, 1 gp.

👉 **Orc Crossbowman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +7 (+3 Dex; +4 Imp. Init.); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +4; Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d6+3/x3, handaxe); Full Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d6+3/x3, handaxe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3, Spot +2; Improved Initiative, Weapon Focus (light crossbow).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Light crossbow, crossbow bolts (20), handaxe, chain shirt, *potion of cure light wounds*, 1 gp.

Encounter Three: Choices and Chains

👉 **Orc Axeman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Battleaxe, throwing axe, handaxe, chain shirt, *potion of cure light wounds*, 1 gp.

Encounter Four: A Familiar Face

👉 **Orc Berserker, orc Bbn1:** CR 1; Medium-sized humanoid; HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17, flat-footed 14, touch 13; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Full Atk 6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Space/Reach 5 ft./5ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +4, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Hide +5, Jump +8; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure light wounds*.

👉 **Orc Shaman, Clr1 - Gruumsh:** CR 1; Medium-sized humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+1, shortspear); Full Atk +2 melee (1d8+1, shortspear); Space/Reach 5 ft./5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): 0 - *guidance, resistance, virtue*, 1 - *cause fear, entropic shield, magic weapon**

* Domain Spell. *Domains:* War: free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure light wounds*.

👉 **Half-Orc Sorcerer, Sor1:** CR 1; Medium-sized humanoid; HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d8, shortspear) or +2 ranged (1d8, light crossbow); Full Atk +0 melee (1d8, shortspear) or +2 ranged (1d8, light crossbow); SQ Darkvision; AL CE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells: (known 4/2; per day 5/4; base DC = 12 + spell level): 0 - *acid splash, flare, ghost sound, touch of fatigue*, 1st - *magic missile, shield*.

Possessions: Short spear, dagger, light crossbow plus crossbow bolts (20), *potion of cure light wounds*, *potion of mage armour*.

☛ **Gavran, male human Rog2:** CR 2; Medium-sized humanoid; HD 2d6+2; hp 11; Init +6; Spd 30 ft.; AC 12, flat-footed 10; touch 12; Base Atk +1; Grp +2; Atks +2 melee (1d6+1, shortspear); Full Atk +2 melee (1d6+1, shortspear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 16.

Skills and Feats: Hide +7, Move Silently +7, Tumble +7, Open Locks +9, Search +7, Appraise +7, Disable Device +9, Listen +7, Spot +7, Use Magic Device +4; Alertness, Improved Initiative.

Encounter Five: Chasing Jillana

☛ **Half-orc Slavelord soldiers, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+1; hp 11; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +5 melee (1d6+4/19-20, scimitar) or +4 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk +5 melee (1d6+4/19-20, scimitar) or +4 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +3, Ref +2, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (composite longbow).

Possessions: Scimitar, mighty composite longbow +4, arrows (20), chain shirt, *potion of cure moderate wounds*, *potion of invisibility*.

☛ **Halfling Slavelord scout, Rog1:** Small humanoid; HD 1d6+2; hp 8; Init +8; Spd 20 ft.; AC 18, touch 14, flatfooted 14; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d4, composite shortbow); Full Atk +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d4, composite shortbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6; SQ Halfling traits, evasion, trapfinding; AL NE; SV Fort +4, Ref +8, Will +3; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +7, Climb +6, Escape Artist +7, Hide +11, Jump +2, Listen +7, Move Silently +9, Spot +5, Tumble +7; Improved Initiative.

Possessions: Studded leather armour, small short sword, small composite shortbow + 20 arrows, *potion of cure moderate wounds*, *potion of invisibility*, 2 vials of large spider venom (Injury; DC 18; Initial and secondary damage 1d6 Str), 10 gp.

☛ **Kervel Tarn, Clr1 - Earth Dragon:** CR 1; Medium-sized Humanoid; HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 17, touch 11, flatfooted 16; Base Atk +0; Grp +1; Atk +1

melee (1d6+1/x4, heavy pick) or +1 ranged (1d8, light crossbow,); Full Atk 1 melee (1d6+1/x4, heavy pick) or +1 ranged (1d8, light crossbow,); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +4, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Heal +7, Hide -2; Combat Casting, Martial Weapon Proficiency (heavy pick).

Spells Prepared (3/2+1; Base DC = 13 + spell level): 0 – *detect magic, guidance, resistance, 1st – cause fear, protection from good*, shield of faith.*

* Domain Spell. *Domains:* Earth: turn or destroy air creatures. Rebuke, command, or bolster earth creatures, 3/day. Evil: cast evil spells at +1 caster level;

Possessions: heavy pick, light crossbow, crossbow bolts (20), light steel shield, chainmail, *potion of cure moderate wounds*, *potion of invisibility*.

Encounter Six: The Yellow Sails

☛ **Markessa the White:** Sor8, CR 8; Medium-sized humanoid; HD 8d4; hp 25; Init +1; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +4; Grp +4; Atk +5 ranged (1d8, light crossbow,) or +4 melee (1d4, dagger); Full Atk +5 ranged (1d8, light crossbow,) or +4 melee (1d4, dagger); Space/Reach 5 ft./ 5 ft.; SQ Elven traits, *sleep* immunity, low-light vision; AL LE; SV Fort +2, Ref +3, Will +6; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +11, Listen +2, Search +2, Spot +2; Combat Casting, Silent Spell, Spell Focus (Evocation).

Spells (known: 8/5/3/2/1; per day: 6/7/7/6/4; Base DC = 14 + spell level; Evocation = 15 + spell level): 0 – *acid splash, daze, detect magic, flare, ghost sound, ray of frost, resistance, touch of fatigue, 1st – mage armour, magic missile, protection from good, ray of enfeeblement, shield; 2nd – bear's endurance, eagle's splendour, scorching ray; 3rd – haste, fireball; 4th – silent dispell magic*

Possessions: Dagger, light crossbow, crossbow bolts (20), *potion of cure moderate wounds*, *potion of water breathing*, *potion of remove blindness/deafness*.

☛ **Human Slavelord soldiers, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+1; hp 11; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d6+3/18-20, scimitar) or +4 melee (1d4+3/19-20, dagger) or +5 ranged (1d8, light crossbow); Full Atk +4 melee (1d6+3/18-20, scimitar) or +4 melee (1d4+3/19-20, dagger) or +5 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +3, Ref +3, Will +0; Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6, Swim +7; Endurance, Improved Initiative, Weapon Focus: (light crossbow).

Possessions: Scimitar, dagger, light crossbow, crossbow bolts, studded leather, *potion of cure moderate wounds*.

◆ **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14, Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

APL 6

Encounter Two

👉 **Orc Axeman, Ftri:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Battleaxe, throwing axe, handaxe, chain shirt, *potion of cure moderate wounds*, 1 gp.

👉 **Orc Crossbowman, Ftri:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +7 (+3 Dex; +4 Imp. Init.); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +4; Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d6+3/x3, handaxe); Full Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d6+3/x3, handaxe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3, Spot +2; Improved Initiative, Weapon Focus (light crossbow).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Light crossbow, crossbow bolts (20), handaxe, chain shirt, *potion of cure moderate wounds*, 1 gp.

Encounter Three

👉 **Orc Axeman, Ftri:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +5; Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +6 melee (1d8+6/x3, battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Battleaxe, throwing axe, handaxe, chain shirt, *potion of cure moderate wounds*, 1 gp.

Encounter Four

Garrison at Full Strength:

👉 **Orc Berserker, Bbn2:** CR 2; Medium-sized humanoid; HD 2d12+4; hp 23; Init +3; Spd 40 ft.; AC 17, flat-footed 14, touch 13; Base Atk +2; Grp +6; Atk +7 melee (2d4+6/18-20, falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Full Atk +7 melee (2d4+6/18-20, falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +3, Jump +7, Swim +5; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure moderate wounds*, *potion of bull's strength*.

👉 **Orc Shaman, Clr2 - Gruumsh:** CR 2; Medium-sized humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, shortspear); Full Atk +3 melee (1d8+1, shortspear); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (4/3); base DC = 13 + spell level): 0 – *detect magic, guidance, resistance, virtue*, 1st – *bless, entropic shield, protection from good, magic weapon**

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +2 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure moderate wounds*, *potion of owl's wisdom*.

👉 **Half-orc Sorcerer, Sor2:** CR 2; Medium-sized Humanoid; HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, shortspear) or +3 ranged (1d8, light crossbow); Full Atk +1 melee (1d8, shortspear) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting.

Spells (known 5/2; per day 6/5; Base DC = 12 + spell level): 0 – *acid splash, flare, daze, ghost sound, touch of fatigue*, 1st – *magic missile, shield*.

Possessions: Shortspear, dagger, light crossbow, *potion of cure moderate wounds, potion of mage armour*.

Garrison depleted:

☛ **Orc Berserker, orc Bbn1**: CR 1; Medium-sized humanoid; HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17, flat-footed 14, touch 13; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Full Atk 6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Space/Reach 5 ft./5ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +4, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +8, Hide +5, Jump +8; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure moderate wounds, potion of bull's strength*.

☛ **Orc Shaman, Clr1 - Gruumsh**: CR 1; Medium-sized humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+1, shortspear); Full Atk +2 melee (1d8+1, shortspear); Space/Reach 5 ft./5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): 0 – *guidance, resistance, virtue*, 1 – *cause fear, entropic shield, magic weapon**

* Domain Spell. *Domains*: War: free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure moderate wounds, potion of owl's wisdom*.

☛ **Half-Orc Sorcerer, Sor1**: CR 1; Medium-sized humanoid; HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +0; Grp +0; Atk +0 melee (1d8, shortspear) or +2 ranged (1d8, light crossbow); Full Atk +0 melee (1d8, shortspear) or +2 ranged (1d8, light crossbow); SQ Darkvision; AL CE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells: (known 4/2; per day 5/4; base DC = 12 + spell level): 0 – *acid splash, flare, ghost sound, touch of fatigue*, 1st – *magic missile, shield*.

Possessions: Shortspear, dagger, light crossbow plus crossbow bolts (20), *potion of cure moderate wounds, potion of mage armour*.

☛ **Gavran, Human Rog3**: CR 3; Medium-sized humanoid; HD 3d6+3; hp 17; Init +6; Spd 30 ft.; AC 12, flat-footed 10; touch 12; Base Atk +3; Grp +4; Atks +4 melee (1d6+1, shortspear); Full Atk +4 melee (1d6+1, shortspear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +2d6; SQ Evasion; uncanny dodge; AL LE; SV Fort +2; Ref +5; Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 16.

Skills and Feats: Hide +8, Move Silently +8, Tumble +8, Open Locks +10, Search +8, Appraise +8, Disable Device +10, Listen +8, Spot +8, Use Magic Device +5; Improved Initiative; Alertness; Shield Proficiency

Encounter Five

☛ **Half-Euroz Slavelord soldiers, Ftr2**: CR 2; Medium-sized humanoid; HD 2d10+4; hp 20; Init +5; Spd 30 ft.; AC 16, flat-footed 15, touch 11; Base Atk +2; Grp +5; Atks +7 melee (1d10+3/19-20, masterwork bastard sword) or +3 ranged (1d8/x3, composite longbow); Full Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +3 ranged (1d8/x3, composite longbow); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +5; Ref +1; Will +3; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +3, Spot +3; Exotic Weapon Proficiency (bastard sword); Improved Initiative; Point Blank Shot, Weapon Focus (bastard sword).

Possessions: Chain mail, masterwork bastard sword, mighty [Str14] composite longbow + 20 arrows, *potion of cure serious wounds, potion of invisibility*, 10 gp.

☛ **Halfling Slavelord Scout, Rog2**; CR 2; Small humanoid; HD 2d6+1; hp 12; Init +7; Spd 20 ft.; AC 17, flat-footed 14, touch 14; Base Atk +2; Grp +2; Atks +3 melee (1d4+1/19-20, short sword) or +5 ranged (1d6/19-20, light crossbow); Full Atk +3 melee (1d4+1/19-20, short sword) or +5 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +1d6; SQ Evasion, uncanny dodge, trapfinding; AL N; SV Fort +2; Ref +6; Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and feats: Appraise +8, Climb +2, Disable Device +10, Hide +12, Jump +2; Listen +8, Move Silently +8, Open Locks +5, Search +4, Spot +4, Tumble +4; Improved Initiative.

Possessions: Studded leather armour, small short sword, small light crossbow + 20 arrows, *potion of cure serious wounds*, *potion of invisibility*, *potion of cat's grace*, 2 vials of large spider venom (Injury; DC 18; Initial and secondary damage 1d6 Str), 10 gp.

➤ **Kervel Tarn, Clr2 - Earth Dragon:** CR 2; Medium-sized humanoid; HD 2d8+4; hp 17; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +2; Atk +3 melee (1d6+2/x4, +1 *heavy pick*), or +2 ranged (1d8, light crossbow); Full Atk +3 melee (1d6+2/x4, +1 *heavy pick*) or +2 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +1, Will +6; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Heal +7, Hide -1; Combat Casting, Martial Weapon Proficiency (heavy pick).

Spells Prepared (4/3+1; Base DC = 13 + spell level): 0 – *detect magic*, *guidance*, *resistance virtue*, 1st – *bless*, *cause fear*, *protection from good**, *shield of faith*.

* Domain Spell. *Domains:* Earth: turn or destroy air creatures. Rebuke, command, or bolster earth creatures, 3/day. Evil: cast evil spells at +1 caster level;

Possessions: +1 *heavy pick*, light crossbow, crossbow bolts (20), light steel shield, +1 *chainmail*, *potion of cure serious wounds*, *potion of invisibility*, *potion of owl's wisdom*.

Encounter Six

➤ **Markessa the White, Sor10:** CR 10; Medium-sized humanoid; HD 10d4; hp 31; Init +5; Spd 30 ft.; AC 12, touch 11, flatfooted 11; Base Atk +5; Grp +5; Atk +6 ranged (1d8, light crossbow) or +5 melee (1d4, dagger); Full Atk +6 ranged (1d8, light crossbow) or +5 melee (1d4, dagger); Space/Reach 5 ft./ 5 ft.; SQ Elven traits, *sleep* immunity, low-light vision; AL LE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +13, Listen +2, Search +2, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation).

Spells (known: 9/5/4/3/2/1; per day: 6/8/7/7/6/4; base DC = 15 + spell level; Evocation = 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light ray of frost*, *resistance*, *touch of fatigue*, 1st – *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd – *bear's endurance*, *eagle's splendour*, *protection from arrows*, *scorching ray*; 3rd – *haste*, *lightning bolt*, *fireball*; 4th – *silent dispel magic*, *lesser globe of invulnerability*; 5th – *cloudkill*

Possessions: Dagger, light crossbow, crossbow bolts, (20), *potion of water breathing*, *potion of cure serious wounds*, *potion of remove blindness/deafness*, *potion of*

protection from energy (fire), *bracers of armour* +1, *cloak of resistance* +1.

➤ **Human Slavelord soldiers, Ftr2:** CR 2; Medium-sized humanoid; HD 2d10+4; hp 19; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d6+2/18-20, masterwork scimitar) or +6 ranged (1d8, light crossbow) or +4 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d6+2/18-20, masterwork scimitar) or +6 ranged (1d8, light crossbow) or +4 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Jump +6, Spot +2, Swim +7; Diehard, Endurance, Improved Initiative, Weapon Focus (light crossbow).

Possessions: Masterwork scimitar, dagger, light crossbow, crossbow bolts (20), studded leather, *potion of cure serious wounds*, *potion of bull's strength*, 12 gp.

➤ **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14, Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

APL 8

Encounter Two

➤ **Orc Axeman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +5; Atk +7 melee (1d8+6/x3, masterwork battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+6/x3, masterwork battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork battleaxe, throwing axe, handaxe, chain shirt, *potion of cure serious wounds*, *potion of heroism*, 1 gp.

➤ **Orc Crossbowman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +7 (+3 Dex; +4 Imp. Init.); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +1; Grp +4; Atk +6 ranged (1d8/19-20, masterwork light crossbow) or +4 melee (1d6+3/x3, handaxe); Full Atk +6 ranged (1d8/19-20, masterwork light crossbow) or +4 melee (1d6+3/x3, handaxe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3, Spot +2; Improved Initiative, Weapon Focus (light crossbow).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Light crossbow, crossbow bolts (20), handaxe, chain shirt, *potion of cure moderate wounds*, 1 gp.

➤ **Orc Shaman, Clr1 - Gruumsh:** CR 1; Medium-sized humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +0; Grp +2; Atk +3 melee (1d8+1, masterwork shortspear); Full Atk +3 melee (1d8+1, masterwork shortspear); Space/Reach 5 ft./5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): o - guidance, resistance, virtue, 1 - cause fear, entropic shield, magic weapon*

* Domain Spell. *Domains:* War: free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*.

Encounter Three

➤ **Orc Axeman, Ftr1:** CR 1; Medium-sized humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +5; Atk +7 melee (1d8+6/x3, masterwork battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+6/x3, masterwork battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork battleaxe, throwing axe, handaxe, chain shirt, *potion of cure serious wounds*, *potion of heroism*, 1 gp.

➤ **Orc Shaman, Clr1 - Gruumsh:** CR 1; Medium-sized humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +0; Grp +2; Atk +3 melee (1d8+1, masterwork shortspear); Full Atk +3 melee (1d8+1, masterwork shortspear); Space/Reach 5 ft./5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): o - guidance, resistance, virtue, 1 - cause fear, entropic shield, magic weapon*

* Domain Spell. *Domains:* War: free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: Shortspear, chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*.

Encounter Four

Garrison at Full Strength

➤ **Orc berserker, Bbn5:** CR 5; Medium Humanoid; HD 5d12+10; hp 50; Init +6; Spd 40 ft.; AC 16, touch 12, flatfooted 14; Base Atk +5; Grp +10; Atk +12 melee (2d4+7/18-20, masterwork falchion) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk Atk +12 melee (2d4+7/18-20, masterwork falchion) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ rage 2/day, fast movement, improved uncanny dodge, trap sense +1, light sensitivity, darkvision; AL CE; SV Fort +6, Ref +3, Will +2; Str 21, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +9, Spot +5; Improved Initiative, Weapon Focus (falchion)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork falchion, mighty composite longbow +4, chain shirt, *potion of bull's strength*, *potion of cure serious wounds*, *potion of heroism*.

➤ **Orc Shaman, Clr4/Bbn1:** CR 5; Medium-sized humanoid; HD 4d8+4 plus 1d12+1; hp 37; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +7 melee (1d8+2, +1 shortspear); Full Atk +7 melee (1d8+2, +1 shortspear); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +7, Ref +2, Will +7; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +9, Spellcraft +6; Combat Casting, Improved Initiative, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (5/4/3; Base DC = 13 + spell level): 0 - *detect magic*, *guidance x 2*, *resistance*, *virtue*; 1st - *bless*, *entropic shield magic weapon**, *protection from good*; 2nd - *bear's endurance*, *bull's strength*, *silence*, *spiritual weapon**

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +4 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, chain mail, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

➤ **Half-Orc Sorcerer, Sor5:** Medium-sized humanoid; HD 5d4+5; hp 21; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d8, shortspear) or +4 ranged (1d8, light crossbow); Full Atk +2 melee (1d8, shortspear) or +4 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +9, Spellcraft +8; Combat Casting, Improved Familiar.

Spells (known: 6/4/2 per day: 6/7/5; Base DC = 12 + spell level): 0 – *acid splash*, *daze*, *flare*, *ghost sound*, *resistance*, *touch of fatigue*, 1st – *magic missile*, *mage armour*, *ray of enfeeblement*, *shield*; 2nd – *eagle's splendor*, *scorching ray*.

Possessions: Shortspear, dagger, light crossbow, *potion of cure serious wounds*, *potion of invisibility*, *potion of haste*.

➤ **Stirge;** CR 1/2; Tiny magical beast; HD 1d10; hp 5; Init +4; Spd 10 ft., fly, average 40 ft.; AC 19, touch 16, flatfooted 15; Base Atk +3; Grp -1; Atk, +7 melee (1d3-4, touch); Full Atk +7 melee (1d3-4, touch); Space/Reach 5 ft./ 5 ft.; SA Attach, blood drain; SQ Darkvision 60 ft., low-light vision, share spells, empathy, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Improved Evasion Weapon Finesse (bite).

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks.

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Garrison Depleted:

➤ **Orc Berserker, Bbn2:** CR 2; Medium-sized humanoid; HD 2d12+4; hp 23; Init +3; Spd 40 ft.; AC 18, flat-footed 15, touch 13; Base Atk +2; Grp +6; Atk +8 melee (2d4+6/18-20, masterwork falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Full Atk +8 melee (2d4+6/18-20, masterwork falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +3, Jump +7, Swim +5; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork falchion, hand axe, throwing axe, *chain shirt +1*, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

➤ **Orc Shaman, Clr2 - Gruumsh:** CR 2; Medium-sized humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +4 melee (1d8+2, +1 *shortspear*); Full Atk +4 melee (1d8+2, +1 *shortspear*); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (4/3); base DC = 13 + spell level): 0 – *detect magic*, *guidance*, *resistance*, *virtue*, 1st - *bless*, *entropic shield*, *protection from good*, *magic weapon* *

* Domain Spell. **Domains:** War – free Weapon Focus; Strength: +2 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 *shortspear*, chainmail, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

➤ **Half-orc Sorcerer, Sor2:** CR 2; Medium-sized Humanoid; HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, *shortspear*) or +3 ranged (1d8, light crossbow); Full Atk +1 melee (1d8, *shortspear*) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting.

Spells (known 5/2; per day 6/5; Base DC = 12 + spell level): 0 – *acid splash*, *flare*, *daze*, *ghost sound*, *touch of fatigue*, 1st – *magic missile*, *shield*.

Possessions: *Shortspear*, dagger, light crossbow, *potion of cure serious wounds*, *potion of mage armour*, *potion of invisibility*, *potion of haste*.

➤ **Gavran, Human Rog4:** CR 4; Medium-sized humanoid; HD 4d6+3; hp 20; Init +6; Spd 30 ft.; AC 12, flat-footed 10, touch 12; Base Atk +3; Grp +4; Atks +4 melee (1d6+1, short spear); Full Atk+4 melee (1d6+1, short spear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +8; Will +2; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Hide +10, Move Silently +10, Tumble +10, Open Locks +12, Search +9, Appraise +9, Disable Device +11, Listen +7, Spot +7, Use Magic Device +6; Improved Initiative; Alertness; Shield Proficiency.

Encounter Five

➤ **Half-Euroz Slavelord Soldiers, Ftr3:** CR 3; Medium-sized humanoid; HD 3d10+6; hp 28, Init +5; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +6; Atks +9 melee (1d10+4/19-20, +1 *bastard sword*) or +4 ranged (1d10/x3, heavy crossbow); Full Atk +9 melee (1d10+4/19-20, +1 *bastard sword*) or +4 ranged (1d10/x3, heavy crossbow); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +5, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump -4; Listen +2; Spot +2; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: Splint mail, heavy steel shield, *bastard sword +1*, heavy crossbow, 20 bolts, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*, 5 gp each.

➤ **Halfling Slavelord Scout, Rog3:** CR 3; Medium-sized humanoid; HD 3d6+3; hp 17; Init +7; Spd 20 ft.; AC 18, flat-footed 15; touch 14; Base Atk +2; Grp +2; Atks +3 melee (1d4+1/19-20, small short sword) or +8 ranged (1d6+1/19-20, +1 *small light crossbow*); Full Atk +3 melee (1d4+1/19-20, small short sword) or +7 ranged (1d6/19-20, small light crossbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +2d6; SQ Evasion, uncanny dodge, trap sense +1; AL LE; SV Fort +3; Ref +6; Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Appraise +8, Climb +2, Disable Device +10, Hide +12, Jump +2, Listen +8, Move Silently +10, Open Locks +7, Search +4, Spot +4, Tumble +3; Improved Initiative, Weapon Focus (light crossbow).

Possessions: +1 *studded leather armour*, small short sword, small light crossbow, 20 bolts; *potion of cure serious wounds*, *potion of cat's grace*, *potion of haste*, *potion of invisibility*, 2 vials of wyvern poison (Injury; DC 17; Initial and secondary damage 2d6 Con), 10 gp.

➤ **Kervel Tarn, Clr3 - Earth Dragon:** CR 3; Medium-sized humanoid; HD 3d8+6; hp 24; Init +5; Spd 20 ft.; AC 18, touch 11, flatfooted 17; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/x4, heavy pick) or +3 ranged (1d8, light crossbow,); Full Atk +4 melee (1d6+2/x4, +1 *heavy pick*) or +3 ranged (1d8, light crossbow,);

Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +7, Hide +0; Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy pick).

Spells Prepared (Clr 4/3+1/2+1; Base DC = 13 + spell level): 0 – *detect magic, guidance, resistance, virtue*; 1st – *bless, cause fear, protection from good**; *shield of faith*; 2nd – *bull's strength, silence, soften earth and stone**.

* Domain Spell. **Domains:** Earth: turn or destroy air creatures. Rebuke, command, or bolster earth creatures, 3/day. Evil: cast evil spells at +1 caster level;

Possessions: +1 heavy pick, light crossbow, crossbow bolts (20), +1 banded mail, *potion of cure serious wounds, potion of invisibility, potion of owl's wisdom.*

Encounter Six

➤ **Markessa the White:** Sor12, CR 12; Medium-sized humanoid; HD 12d4; hp 40; Init +5; Spd 30 ft.; AC 13 (touch 11, flatfooted 12); Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger) or +7 ranged (1d8, light crossbow); Full Atk +6/+1 melee (1d4/19-20, dagger) or +7/+2 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Elven traits, *sleep* immunity, low-light vision; AL LE; SV Fort +6, Ref +7, Will +10; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +15, Listen +2, Search +2, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation), Toughness.

Spells (known: 9/5/5/4/3/2/1; per day: 6/8/7/7/7/6/3; Base DC = 15 + spell level; Evocation = 16 + spell level): 0 – *acid splash, daze, detect magic, flare, ghost sound, light, ray of frost, resistance, touch of fatigue*; 1st – *mage armour, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *bear's endurance, eagle's splendour, mirror image, protection from arrows, scorching ray*; 3rd – *fly, haste, fireball; lightning bolt*; 4th – *silent dispel magic, lesser globe of invulnerability, stone skin*; 5th – *cloudkill, teleport*; 6th – *chain lightning*

Possessions: Dagger, light crossbow, crossbow bolts, (20), *potion of cure serious wounds, potion of water breathing, potion of remove blindness/deafness, bracers of armour +2, cloak of resistance +2*

➤ **Human Slavelord soldiers, Ftr4:** CR 4; Medium-sized humanoid; HD 4d10+4; hp 32; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +7; Atk +8 melee (1d6+4/18-20, +1 scimitar); or +7 melee (1d4+3/19-20, dagger) or +8 ranged (1d8+2, light

crossbow); Full Atk +8 melee (1d6+4/18-20, +1 scimitar); or +7 melee (1d4+3/19-20, dagger) or +8 ranged (1d8+2, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +4, Will +1; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +9, Jump +9, Swim +10; Endurance, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow), Weapon specialization (light crossbow).

Possessions: +1 scimitar, dagger, light crossbow, crossbow bolts, +1 studded leather, *potion of cure serious wounds, potion of bull's strength, potion of heroism.*

➤ **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14, Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

APL 10

Encounter 2

➤ **Orc Axeman:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 battleaxe, throwing axe, handaxe, masterwork chainmail, *potion of cure serious wounds*, *potion of heroism*, *potion of bull's strength*, 1 gp.

Orc Crossbowman: Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +4; Atk; +6 ranged (1d8+1/19-20, +1 light crossbow) or +4 melee (1d6+3/x3, handaxe); Full Atk +6 ranged (1d8+1/19-20, +1 light crossbow) or +4 melee (1d6+3/x3, handaxe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3, Spot +2; Improved Initiative, Weapon Focus (light crossbow)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 light crossbow, crossbow bolts (20), handaxe, masterwork chain shirt, *potion of cure serious wounds*, *potion of haste*, 1 gp.

➤ **Orc Shaman:** Clr1 - Groomsh; CR 1; Medium humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk +3 melee (1d8+2, +1 shortspear); Full Atk +3 melee (1d8+2, +1 shortspear); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (Clr 3/2; Save DC13 + spell level): 0 - *guidance*, *resistance*, *virtue*, 1st - *bless*, *entropic shield*, *enlarge person* *

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, masterwork chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

Encounter 3

➤ **Orc Axeman:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 battleaxe, throwing axe, handaxe, masterwork chainmail, *potion of cure serious wounds*, *potion of heroism*, *potion of bull's strength*, 1 gp.

➤ **Orc Shaman:** Clr1 - Groomsh; CR 1; Medium humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk +3 melee (1d8+2, +1 shortspear); Full Atk +3 melee (1d8+2, +1 shortspear); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (Clr 3/2; Save DC13 + spell level): 0 - *guidance*, *resistance*, *virtue*, 1st - *bless*, *entropic shield*, *enlarge person* *

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, masterwork chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

Encounter 4

Garrison at Full Strength

➤ **Orc berserkers:** Bbn7; CR 7; Medium Humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +7; Grp +11; Atk +14 (2d4+8/18-

20, +1 *falchion*) or +9 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk 14/+9 (2d4+8/18-20, +1 *falchion*) or +9/+4 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ: Rage 2/day, damage reduction 1/-; improved uncanny dodge, trapsense +2, fast movement, light sensitivity, darkvision; AL CE; SV Fort +7, Ref +4, Will +3; Str 21, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +11, Spot +6; Improved Initiative, Power Attack, Weapon Focus (*falchion*).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): A barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: +1 *falchion*, mighty composite longbow +4; masterwork chain shirt, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

➤ **Orc Shaman:** Clr6/Bbn1 - Gruumsh; CR 7' Medium humanoid; HD 6d8+6 plus 1d12+1; hp 49; Init +5; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +6; Atk +8 melee (1d8+2, +1 *shortspear*); Full Atk +8 melee (1d8+2, +1 *shortspear*); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +8, Ref +3, Will +8; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +11, Spellcraft +8. Combat Casting, Improved Initiative, Weapon Focus: (*shortspear*).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (Clr 5/4/4/3; Save DC13 + spell level): 0 - *detect magic*, *guidance* x2, *resistance* x2, *virtue*, 1st - *bless*, *entropic shield*, *magic weapon**; *protection from good*; 2nd - *bull's strength*, *owl's wisdom*, *silence*, *spiritual weapon**; *summon monster*

1E; 3rd - *bestow curse*, *dispel magic*, *glyph* or *warding*, *magic vestment**.

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +6 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 *shortspear*, +1 *chain shirt*, *potion of bull's strength*, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

➤ **Half-Orc sorcerer:** Sor7; CR 7; Medium humanoid; HD 7d4+7; hp 31; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d8, *shortspear*) or +5 ranged (1d8, light crossbow); Full Atk +3 melee (1d8, *shortspear*) or +5 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ: Darkvision, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +11, Spellcraft +10; Combat Casting, Improved Familiar, Improved Initiative.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Quasit: CR 2 Tiny outsider (chaotic, evil); HD 3d8; hp 13; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 13, flat-footed 18; Base Atk +8; Grp +8; Atk +8 melee (1d3-1 plus poison, 2 claws) or +3 melee (1d4-1, bite); Full Atk +8 melee (1d3-1 plus poison, 2 claws) or +3 melee (1d4-1, bite); Space/Reach 5 ft./ 5 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (The Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6 Improved Initiative, Weapon Finesse (bite).

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Sorcerer Spells Known: (7/5/3/2; save DC 12 + spell level): 0 – *acid splash*, *daze*, *flare*, *ghost sound*, *ray of frost*, *resistance*, *touch of fatigue*; 1st – *magic missile*, *mage armour*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *blur*, *eagle’s splendour*, *scorching ray*; 3rd – *dispel magic*, *lightning bolt*.

Possessions: Shortspear, dagger, light crossbow, *potion of cure serious wounds*, *potion of invisibility*, *potion of haste*, *potion of resist fire 20*.

Garrison Depleted:

➤ **Orc Berserker, Bbn2:** CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +3; Spd 40 ft.; AC 18, flat-footed 15, touch 13; Base Atk +2; Grp +6; Atk +8 melee (2d4+7/18-20, +1 *falchion*) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Full Atk +8 melee (2d4+7/18-20, +1 *falchion*) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +3, Jump +7, Swim +5; Weapon Focus (*falchion*).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: +1 *falchion*, hand axe, throwing axe, *chain shirt* +1, *potion of cure serious wounds*, *potion of bull’s strength*, *potion of heroism*.

➤ **Orc Shaman, Clr2 - Gruumsh:** CR 2; Medium humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +2; Atk +4 melee (1d8+2, +1 *shortspear*); Full Atk +4 melee (1d8+2, +1 *shortspear*); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (4/3; save DC 13 + spell level): 0 – *detect magic*, *guidance*, *resistance*, *virtue*; 1st – *bless*, *entropic shield*, *protection from good*, *magic weapon**

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +2 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 *shortspear*, +1 *chainmail*, *potion of cure serious wounds*, *potion of owl’s wisdom*, *potion of haste*.

➤ **Half-orc Sorcerer, Sor2:** CR 2; Medium Humanoid; HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12,

flatfooted 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, shortspear) or +3 ranged (1d8, light crossbow); Full Atk +1 melee (1d8, shortspear) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting.

Sorcerer Spells Known: (5/2; save DC 12 + spell level): 0 – *acid splash, flare, daze, ghost sound, touch of fatigue*, 1st – *magic missile, shield*.

Possessions: Shortspear, dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of invisibility, potion of haste, potion of resist fire 20*.

☛**Gavran:** Human Rog8; CR 8; Medium humanoid; HD 8d6+3; hp 42; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +8; Atks +8 melee (1d6+1, shortspear); Full Atk +8/+3 melee (1d6+1, shortspear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +4; Ref +10; Will +3; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Hide +14, Move Silently +14, Tumble +14, Open Locks +16, Search +13, Appraise +13, Disable Device +15, Listen +13, Spot +13, Use Magic Device +10; Improved Initiative; Alertness; Shield Proficiency, Combat Reflexes.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Encounter 5

☛**Half-orc Slavelord soldiers:** Ftr5; CR 5; Medium humanoid; HD 5d10+5; hp 39; Init +6; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk +5; Grp +9; Atk +11 melee (1d6+7/18-20, +1 scimitar) or +8 ranged (1d8+6/x3, Mighty composite longbow +4); Full Atk +11 melee (1d6+7/18-20, +1 scimitar) or +8 ranged (1d8+6/x3, Mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +5, Ref +3, Will +2; Str 19, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +4, Spot +5; Improved Initiative, Weapon Focus (composite longbow), Weapon Focus (scimitar), Weapon Specialization (composite longbow), Weapon Specialization (scimitar).

Possessions: +1 scimitar, mighty composite longbow +4, arrows (20), +1 chainmail, *potion of invisibility, potion of cure serious wounds, potion of bull's strength, potion of heroism*, 12 gp

☛**Halfling Slavelord scout:** Rog5; CR 5; Small humanoid; HD 5d6+10; hp 37; Init +8; Spd 20 ft.; AC 18, touch 14, flat footed 14; Base Atk +5; Grp +6; Atk +6 melee (1d4+1, short sword) or +11 ranged (1d4+1, +1 composite shortbow); Full Atk +6 melee (1d4+1, short sword) or +11 ranged (1d4+1, +1 composite shortbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +3d6; SQ Halfling traits, evasion, trapfinding, uncanny dodge, trap sense +1; AL N; SV Fort +5, Ref +10, Will +4; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +11, Climb +10, Escape Artist +11, Hide +20, Jump +2, Listen +11, Move Silently +13, Spot +9, Tumble +11; Improved Initiative, Weapon Focus (composite shortbow).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or

struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Possessions: shadow +1 studded leather armour, small short sword, +1 flaming small composite shortbow, 20 bolts; *potion of cure serious wounds*, *potion of invisibility*, *potion of cat's grace*, *potion of haste*, 2 vials of wyvern poison (Injury; DC 17; Initial and secondary damage 2d6 Con), 10 gp.

☛ **Kervel Tarn:** Clr5 - Earth Dragon; CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +5; Spd 20 ft.; AC 18, touch 11, flatfooted 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+2/x4, +1 heavy pick) or +4 ranged (1d8, light crossbow); Full Atk +5 melee (1d6+2/x4, +1 heavy pick) or +4 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Heal +9, Hide +1; Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy pick).

Cleric Spells Prepared (Clr 5/4+1/3+1/2+1; Save DC13 + spell level): 0 – *detect magic*, *guidance* x 2, *resistance*, *virtue*, 1st – *bless*, *divine favour*, *magic weapon*, *protection from good**, *shield of faith*, 2nd – *bull's strength*, *silence*, *soften earth and stone**, *spiritual weapon*; 3rd – *dispel magic*, *glyph of warding*, *stone shape**.

* Domain Spell. *Domains:* Earth: turn or destroy air creatures. Rebuke, command, or bolster earth creatures, 3/day. Evil: cast evil spells at +1 caster level;

Possessions: +1 heavy pick, light crossbow, crossbow bolts (20), +1 banded mail, *potion of cure serious wounds*, *potion of invisibility*, *potion of owl's wisdom*.

Encounter 6

☛ **Markessa the White:** Sor14; CR 14; Medium Humanoid; HD 14d4; hp 46; Init +5; Spd 30 ft.; AC 14, touch 11, flatfooted 13; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20, dagger) or +8 ranged (1d8, light crossbow); Full Atk +7/+2 melee (1d4/19-20, dagger) or +8/+3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Elven traits, sleep immunity, low-light vision; AL LE; SV Fort +6, Ref +7, Will +11; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +17, Listen +2, Search +2, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation) Toughness.

Sorcerer Spells Known: (9/5/5/4/4/3/2/1; save DC 15 + spell level; Evocation save DC 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *ray of frost*, *resistance*, *touch of fatigue*, 1st – *mage*

armour, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, 2nd – *bear's endurance*, *eagle's splendour*, *mirror image*, *protection from arrows*, *scorching ray*, 3rd – *fly*, *haste*, *fireball*; *lightning bolt*; 4th – *ice storm*, *lesser globe of invulnerability*, *silent dispel magic*, *stone skin*; 5th – *cloudkill*, *cone of cold*, *teleport*; 6th – *chain lightning*, *disintegrate*; 7th – *spell turning*

Possessions: Dagger, light crossbow, crossbow bolts, (20) *potion of cure serious wounds*, *potion of water breathing*, *potion of remove blindness/deafness*, *bracers of armour* +3, *cloak of resistance* +2

☛ **Human Slavelord soldiers:** Ftr6; CR 6; Medium humanoid; HD 6d10+6; hp 46; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +9; Atk +10 melee (1d6+4/18-20, scimitar) or +9 melee (1d4+3/19-20, dagger) or +10 ranged (1d8+2, light crossbow); Full Atk +10/+5 melee (1d6+4/18-20, scimitar) or +9/+4 melee (1d4+3/19-20, dagger) or +10/+5 ranged (1d8+2, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +6, Ref +5, Will +2; Str 17, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11, Jump +11, Swim +12; Diehard, Endurance, Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialisation (light crossbow).

Possessions: +1 scimitar, dagger, light crossbow, crossbow bolts, +1 studded leather, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

☛ **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14, Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2

bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

APL 12

Encounter 2

➤ **Orc Axeman:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 battleaxe, throwing axe, handaxe, masterwork chainmail, *potion of cure serious wounds*, *potion of heroism*, *potion of bull's strength*, 1 gp.

Orc Crossbowman: Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +4; Atk; +6 ranged (1d8+1/19-20, +1 light crossbow) or +4 melee (1d6+3/x3, handaxe); Full Atk +6 ranged (1d8+1/19-20, +1 light crossbow) or +4 melee (1d6+3/x3, handaxe); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +3, Spot +2; Improved Initiative, Weapon Focus (light crossbow)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 light crossbow, crossbow bolts (20), handaxe, masterwork chain shirt, *potion of cure serious wounds*, *potion of haste*, 1 gp.

➤ **Orc Shaman:** Clr1 - Gruumsh; CR 1; Medium humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk +3 melee (1d8+2, +1 shortspear); Full Atk +3 melee (1d8+2, +1 shortspear); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (3/2; save DC 13 + spell level): 0 - *guidance*, *resistance*, *virtue*, 1st - *bless*, *entropic shield*, *enlarge person**

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, masterwork chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

Encounter 3

➤ **Orc Axeman:** Ftr1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp +5; Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Full Atk +7 melee (1d8+7/x3, +1 battleaxe) or +5 melee (1d6+4/x3, handaxe) or +3 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +2, Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 battleaxe, throwing axe, handaxe, masterwork chainmail, *potion of cure serious wounds*, *potion of heroism*, *potion of bull's strength*, 1 gp.

➤ **Orc Shaman:** Clr1 - Gruumsh; CR 1; Medium humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk +3 melee (1d8+2, +1 shortspear); Full Atk +3 melee (1d8+2, +1 shortspear); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (3/2; save DC 13 + spell level): 0 - *guidance*, *resistance*, *virtue*, 1st - *bless*, *entropic shield*, *enlarge person**

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +1 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, masterwork chain shirt, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

Encounter 4

Garrison at Full Strength

➤ **Orc berserkers:** Bbn9; CR 9; Medium humanoid; HD 9d12+18; hp 86; Init +6; Spd 40 ft.; AC 16, touch 12, flatfooted 14; Base Atk +9; Grp +15; Atk +17 (2d4+10/15-20, +1 falchion) or +11 (1d8+4/x3, mighty composite longbow +4); Full Atk +17/+12 (2d4+10/15-20, +1 falchion) or +11/+6 (1d8+4/x3, mighty composite

longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Rage 3/day, fast movement, improved uncanny dodge, trap sense +3, damage reduction 1/-, light sensitivity, darkvision; AL CE; SV Fort +8, Ref +5, Will +4; tr 22, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +13, Spot +7; Improved Critical (falchion), Improved Initiative, Power Attack, Weapon Focus (falchion).

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): A barbarian gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. **Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 falchion, mighty composite longbow +4; master work chain shirt, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

🗡️ **Orc shaman:** Clr9-Gruumsh; CR 9; Medium humanoid; HD 9d8+9; hp 51; Init +5; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +6; Grp +8; Atk +10 melee (1d8+4, +1 shortspear) or +7 ranged (1d8, light crossbow); Full Atk +10/+5 melee (1d8+4, +1 shortspear) or +7/+2 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ: Light sensitivity, darkvision; AL CE; SV Fort +7, Ref +4, Will +10; Str 14, Dex 12, Con 12, Int 8, Wis 18, Cha 6.

Skills and Feats: Concentration +13; Combat Casting, Combat Reflexes, Improved Initiative, Weapon Focus (Shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared: (6/5+1/5+1/4+1/3+1 /1+1; save DC 14 + spell level): 0 - *detect magic*, *guidance* x2, *resistance* x2, *virtue*, 1st - *Bless*, *enlarge person*, *entropic shield*, *magic weapon**, *obscuring mist*, *protection from good*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *silence*, *spiritual weapon**, *summon monster II*; 3rd - *bestow curse*, *blindness*, *dispel magic*, *glyph of warding*, *magic vestment**; 4th - *divine power**, *freedom of*

movement, *greater magic weapon*, *poison*; 5th - *flame strike**; *righteous might*.

* Domain Spell. *Domains:* War - free Weapon Focus; Strength: +9 enhancement bonus to Strength as a free action, for 1 round, 1/day.

Possessions: +1 shortspear, +1 chainmail, *potion of bull's strength*, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

🗡️ **Half-orc Sorcerer:** Sor9; CR 9; Medium humanoid; HD 9d4+9; hp 37; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d8, shortspear) or +6 ranged (1d8, light crossbow); Full Atk +4 melee (1d8, shortspear) or +6 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ: Darkvision, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +13, Spellcraft +12; Combat Casting, Improved Familiar, Improved Initiative, Spell Focus (evocation).

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the

master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

☛ **Quasit;** CR 2 Tiny outsider (chaotic, evil); HD 3d8; hp 13; Init +7 (+3 Dex, +4 Imp. Init.); Spd 20 ft., fly 50 ft. (perfect); AC 23 (touch 13, flat-footed 19); Base Atk + ; Grp + ; Atk +8 melee (1d3-1 plus poison, 2 claws); +3 melee (1d4-1, bite); Space/Reach 5 ft./ 5 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (The Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6 Improved Initiative, Weapon Finesse (bite).

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Sorcerer Spells Known: (8/5/4/3/2; save DC 13 + spell level; evocation save DC 15 + spell level): 0 – *acid splash*, *daze*, *flare*, *ghost sound*, *light*, *ray of frost*, *resistance*, *touch of fatigue*, 1st – *magic missile*, *mage armour*, *ray of enfeeblement*, *shield*, *true strike*, 2nd – *blur*, *eagle's splendor*, *scorching ray*, *touch of idiocy*; 3rd – *dispel magic*, *haste*, *lightning bolt*; 4th – *lesser globe of invulnerability*, *ice storm*.

Possessions: Shortspear, dagger, light crossbow, *potion of cure serious wounds*, *potion of invisibility*, *potion of haste*, *potion of resist fire 20*.

Garrison Depleted

☛ **Orc berserkers:** Bbn3; CR 3; Medium Humanoid; HD 3d12+6; hp 32; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +3; Grp +8; Atk +10 melee (2d4+8/18-20, +1 *falchion*) or +5 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk +10 melee (2d4+8/18-20, +1 *falchion*) or +5 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SA: rage 1/day; SQ Light sensitivity; fast movement, illiteracy; uncanny doge trap sense; darkvision; AL CE; SV Fort +5, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +4; Improved Initiative, Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: +1 *falchion*, hand axe, throwing axe, *chain shirt* +1, *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*.

☛ **Orc shaman:** Clr3 - Gruumsh; CR 3; Medium humanoid; HD 3d8+3; hp 21; Init +5; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +2; Grp +4; Atk +6 melee (1d8+3, +1 *shortspear*) or +3 ranged (1d8, light crossbow); Full Atk +6 melee (1d8+3, +1 *shortspear*) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +7; Combat Casting, Improved Initiative, Weapon Focus (Shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (4/3+1/2+1; save DC 13 + spell level): 0 – *detect magic*, *guidance*, *resistance*, *virtue*; 1st – *bless*, *divine favour*, *enthropic shield*, *enlarge person**; 2nd – *bull's strength**, *silence*; *spiritual weapon*;

* Domain Spell. **Domains:** War – free Weapon Focus; Strength: +3 enhancement bonus to Strength as a free action, for 1 round, 1/day

Possessions: +1 *shortspear*, +1 *chainmail*, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

☛ **Half-orc sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +1; Grp +1; Atk +1 melee (1d8,

shortspear) or +3 ranged (1d8, light crossbow); Full Atk 1 melee (1d8, shortspear) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ: Darkvision (Ex); Space/Reach 5 ft./ 5 ft.; AL CE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Spellcraft +6; Combat Casting, Improved Initiative.

Sorcerer Spells Known: (5/3; save DC 12 + spell level): 0 – *acid splash, flare, daze, ghost sound, touch of fatigue, 1st – magic missile, ray of enfeeblement, shield.*

Possessions: Shortspear, dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of invisibility, potion of haste, potion of resist fire 20.*

☛ **Gavran:** Human Rog8; CR 8; Medium humanoid; HD 8d6+3; hp 42; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +8; Atks +8 melee (1d6+1, shortspear); Full Atk +8/+3 melee (1d6+1, shortspear); Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +4; Ref +10; Will +3; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Hide +14, Move Silently +14, Tumble +14, Open Locks +16, Search +13, Appraise +13, Disable Device +15, Listen +13, Spot +13, Use Magic Device +10; Improved Initiative; Alertness; Shield Proficiency, Combat Reflexes.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Encounter 5

☛ **Half-orc Slavelord soldiers:** Ftr7; CR 7; Medium humanoid; HD 7d10+7; hp 53; Init +6; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk +7; Grp +11; Atk +13 (1d6+7/18-20, +1 scimitar) or +10 melee (1d8+6, mighty composite longbow +4); Full Atk +13/+8 (1d6+7/18-20, +1 scimitar) or +10/+5 melee (1d8+6, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL CE; SV Fort +6, Ref +4, Will +3; Str 19, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +5, Spot +6; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (scimitar), Weapon Specialization (composite longbow), Weapon Specialization (scimitar).

Possessions: +1 scimitar, mighty composite longbow +4, arrows (20), +1 chainmail, *potion of invisibility, potion of cure serious wounds, potion of bull's strength, potion of heroism, 12 gp*

☛ **Halfling Slavelord scout:** Rog7; CR 7; Small humanoid; HD 7d6+14; hp 51; Init +8; Spd 20 ft.; AC 19, touch 14, flatfooted 15; Base Atk +6; Grp +7; Atk +7 melee (1d4+1, small short sword) or +12 ranged (1d4+1, *small +1 flaming composite shortbow*); Full Atk +7 melee (1d4+1, small short sword) or +12 ranged (1d4+1, *small +1 flaming composite shortbow*); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Halfling traits, evasion, trapfinding, uncanny dodge, trap sense +2; AL N; SV Fort +5, Ref +10, Will +4; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +13, Climb +12, Escape Artist +13, Hide +22, Jump +2, Listen +13, Move Silently +15, Spot +11, Tumble +13; Improved Initiative, Point Blank Shot, Weapon Focus (composite shortbow).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Possessions: shadow +1 studded leather armour, small short sword, +1 flaming small composite shortbow, 20 bolts; *potion of cure serious wounds, potion of*

invisibility, potion of cat's grace, potion of haste, 2 vials of wyvern poison (Injury; DC 17; Initial and secondary damage 2d6 Con), 10 gp.

➤ **Kervel Tarn:** Clr7 - Earth Dragon; CR 7; Medium humanoid; HD 7d8+14; hp 52; Init +5; Spd 20 ft.; AC 18, touch 11, flatfooted 17; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/x4, +1 heavy pick) or +6 ranged (1d8, light crossbow); Full Atk +8 melee (1d6+2/x4, +1 heavy pick) or +6 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Heal +11, Hide +2; Combat Casting, Improved Initiative, Martial Weapon Proficiency (heavy pick), Weapon Focus (heavy pick).

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; save DC 13 + spell level): 0 – *detect magic, guidance x 2, resistance, virtue x 2*; 1st – *bane, bless, divine favour, magic weapon, protection from good**, *shield of faith*; 2nd – *bull's strength, owl's wisdom, silence, soften earth and stone**, *spiritual weapon*; 3rd – *dispel magic, glyph of warding, stone shape**, *windwall*; 4th – *poison, unholy blight*.

* Domain Spell. *Domains:* Earth: turn or destroy air creatures. Rebuke, command, or bolster earth creatures, 3/day. Evil: cast evil spells at +1 caster level;

Possessions: +1 heavy pick, light crossbow, crossbow bolts (20), +1 banded mail, *potion of cure serious wounds, potion of invisibility, potion of owl's wisdom.*

Encounter 6

➤ **Markessa the White:** Sor14; CR 14; Medium Humanoid; HD 14d4; hp 46; Init +5; Spd 30 ft.; AC 14, touch 11, flatfooted 13; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20, dagger) or +8 ranged (1d8, light crossbow); Full Atk +7/+2 melee (1d4/19-20, dagger) or +8/+3 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Elven traits, sleep immunity, low-light vision; AL LE; SV Fort +6, Ref +7, Will +11; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +17, Listen +2, Search +2, Spot +2; Combat Casting, Improved Initiative, Silent Spell, Spell Focus (Evocation) Toughness.

Sorcerer Spells Known: (9/5/5/4/4/3/2/1; save DC 15 + spell level; Evocation save DC 16 + spell level): 0 – *acid splash, daze, detect magic, flare, ghost sound, light, ray of frost, resistance, touch of fatigue*; 1st – *mage armour, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *bear's endurance, eagle's splendour, mirror image, protection from arrows, scorching ray*; 3rd – *fly, haste, fireball; lightning bolt*; 4th – *ice storm, lesser globe of invulnerability, silent dispel*

magic, stone skin; 5th – *cloudkill, cone of cold, teleport*; 6th – *chain lightning, disintegrate*; 7th – *spell turning*

Possessions: Dagger, light crossbow, crossbow bolts, (20) *potion of cure serious wounds, potion of water breathing, potion of remove blindness/deafness, bracers of armour +3, cloak of resistance +2, ring of force shield.*

➤ **Human Slavelord soldiers:** Ftr8; CR 8; Medium humanoid; HD 8d10+8; hp 51; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +8; Grp +12; Atk +13 (1d6+5/15-20, +1 scimitar) or +12 melee (1d4+4/19-20, dagger) or +12/+7 ranged (1d8+2, light crossbow); Full Atk +13/+8 (1d6+5/15-20, +1 scimitar) or +12/+7 melee (1d4+4/19-20, dagger) or +12/+7 ranged (1d8+2, light crossbow); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +14, Jump +14, Swim +15; Diehard, Endurance, Far Shot, Improved Critical (scimitar), Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialisation (light crossbow).

Possessions: +1 scimitar, dagger, light crossbow, crossbow bolts, +1 studded leather, *potion of cure serious wounds, potion of bull's strength, potion of heroism.*

➤ **Jillana:** Human Rog8; CR 8; Medium humanoid; HD 8d6; hp 34; Init +6; Spd 30 ft.; AC 13, flat-footed 10; touch 13; Base Atk +7; Grp +7; Space/Reach 5 ft./ 5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +3; Ref +10; Will +3; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Disguise +18, Forgery +15, Hide +14, Intimidate +5, Move Silently +14, Tumble +14, Search +13, Listen +13, Sense Motive +13, Spot +13; Alertness, Deceitful, Improved Initiative, Persuasive.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the

character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Appendix II – Maps



