

ESA6-05

A Point of View

A One-Round D&D LIVING GREYHAWK[®] Splintered Sun Meta-Regional Adventure

Version 1.0

by **Sampo Haarlaa**

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Since 590CY, the Ahlissans have worked to build a fortification to guard the Adder's Pass that separates Principality of Naerie from the Kingdom of Sunndi. The work is nearing completion but acts of sabotage have hindered the progress. Perhaps you can discover what is really going on? A one round meta-regional set in Principality of Naerie for character levels 1-11 (APL 2-8). Recommended for groups of adventurers who do not have conflicting loyalties.

Resources for this adventure [and the authors of those works] include *Arms & Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Ivory the Undying* [Carl Sargent], *NAE6-03 Sharafon* [Sampo Haarlaa], *NAE6-04 Fair Amount of Intrigue* [Dan Hass], *TSS4-01 Verdant Trail* [Pierre van Rooden], *TSS4-04 Crossfire* [Pieter Sleijpen], *TSS5-04 The Sun and The Nightingale* [Nick Silverstone, Sampo Haarlaa], and *ESA6-03 Shattered* [Pierre van Rooden].

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

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

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to

your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Splintered Suns Metaregional adventure, set in the Adder's Pass in the Principality of Naerie in Ahlissa. Characters native to the Splintered Suns meta-region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Dawn across the land, return to ancient creed. Mother, Father, and child. Now and ever be. Praise the wind and the rain. Praise the joy and pain. Never havoc cry nor loose the dogs of war.

- VNV Nation: "Outremer"

The seeds of this adventure were planted in 592 CY when Idee Volunteers (a rebel organization opposing the Ahlissan presence in Idee) suffered a defeat against Ahlissan forces near the Hollow Highlands. Their leader Staceus of Felten was killed and the few survivors scattered to the Hollow Highlands or were taken prisoner. One of the prisoners was a young idealistic cleric of Trithereon

named Kal, who was captured by a Hextor worshipping soldier named Einhor and then sent to the Calling Mines.

During the prisoner rebellion of 594 CY (TSS4-04 *Crossfire*), Kal escaped from the Calling Mines into the Hollow Highlands. He disappeared into the Underoerth where he ran across a group of grimlocks. Kal defeated their leader and he became their "leader", living with the grimlocks as one of their own for a year.

Early in 595CY a mysterious Oeridian man came to him and offered a chance for revenge. The grimlocks seemed to know this individual and did not raise their hands against him. Kal's mind was already weak due to years spent in the Calling Mines it took little for this newcomer to change Kal's allegiance to Kurell, Oeridian deity of revenge, though in his own mind Kal was still a Tritheronite. In his madness he simply cannot see anything wrong with his association of evil creatures.

His first chance for revenge came in early 596 CY when Kal was sent to a royal fair in Naerie (NAE6-04 *Fair Amount of Intrigue*), where he managed to kill Einhor (who was afterwards *raised* from dead). However, he was not careful enough and in fear of pursuit quickly relocated to the village of Thurbrush. There he killed two Idee Volunteers sent to apprehend him, before fleeing back to the Hollow Highlands.

Encouraged by this mild success, the mysterious contact has sent Kal on a mission to Adderstone, near the border of Naerie and Sunndi. He is to sabotage the construction work there in an attempt to elevate the position of Beddas Haxx. A few days ago, Kal also received word that another Kurell worshipper had been captured and needs rescuing. This person, Elrac Unnar is actually member of Midnight Darkness (an evil organization from the former Great Kingdom) but Kal does not know that. It suits Kal's mysterious contact to help and rescue him.

Beddas Haxx is not a nice person. In fact, he is poster boy for the extremist teachings of Hextor and fully believes that the re-birth of the Great Kingdom must be achieved through force. 'Rebel provinces' such as the 'Kingdom' of Sunndi must be brought back under Ahlissan control through force of arms. These ideas do not go down well with Overking Xavener or prince Barzhaan, current ruler of Naerie and a relative, seriously imposing his chance of promotion.

Beddas is an administrator in Adderstone which was, until recently, a relatively insignificant village on the other end of Adder's Pass. When Barzhaan ordered a castle to be built there, its population tripled. Dwarf workers from the Iron Hills were hired, led by overseer Witigan, to guide a workforce of war prisoners, common laborers and local experts. Beddas hopes that if he proves himself loyal to Barzhaan, he might get into position where he can try to provoke people of the Hollow Highlands or even Sunndi to launch attacks into Naerie, thus justifying a counterattack. He does not yet have control of the garrison but the ongoing construction gives him a chance.

Benrad Lyrthi commands the Adderstone garrison. Until recently he was a Hextorite, but has now abandoned Hextor's teachings as too extreme, though whether he turns to Zilchus, Heironeous or something else is yet to be

seen. Beddas is determined that he can kill two birds with one stone by sabotaging the construction. Beddas has received word about Kal and what he is going to do. Beddas plans to use Kal to delay construction just long enough that Benrad will lose face and possibly get sacked from his position, giving Beddas control of the garrison. Afterwards he can capture Kal and execute him, so Beddas can elevate himself in the eyes of Prince Barzhaan.

The PCs happen upon all of this, and either they become unsuspecting pawns for Kal or Beddas or help Benrad to keep order and finish the construction in time.

Theme: The theme of this module is “appearances can deceive you”. Many might see Ahlissa as the enemy nation here, but the current leadership in Naerie seeks to avoid conflict with surrounding nations.

ADVENTURE SUMMARY

Introduction: The PCs are asked by an Ahlissan or Sunndian employer to travel to Adderstone and investigate what is happening there.

Encounter 1 [Trouble in the Castle]: Creatures scared by recent tremors in the Hollow Highlands rampage through town.

Encounter 2 [Construction Problems]: After the fight, the PCs are either asked by Beddas to guard one of the towers, or by Kal, through his familiar Vilryl, to sabotage it for the Idee Volunteers, and to rescue a prisoner.

The PCs need to choose a side: the Ahlissans or the “Idee Volunteers”. How things go from there depends on the PCs actions.

Encounter 3a [Encounters in Adderstone]: This section describes the town of Adderstone.

Encounter 3b [Towers of Adderstone]: This chapter describes the fortifications and the castle. This section only details actual locations of the fortification. Combats the PCs face are detailed in other parts.

Encounter 4 [Good Guys Don’t Always Do the Right Thing]: During the first night that the PCs stay on guard the tower, outsiders attack it.

Encounter 5 [All Roads Lead to a Bar]: This encounter describes the Serpent’s Bite Tavern, a house of ill-repute in Adderstone, ran by a bitter woman named Erlinja.

Encounters 6 [Agent of Revenge]: The PCs locate and face Kal in a camp outside Adderstone.

Encounter 7 [Mission Briefing]: If the PCs accept to side with the Idee Volunteers, Vilryl meets them in the evening with a *word of recall* scroll, and a letter asking the PCs to liberate a prisoner from the castle.

Encounter 8 [Into the Tower]: The PCs need to get into the fort and sabotage it and/or free the prisoner. Refer to Encounter 3b for tower features. The prisoner that they are to rescue attempts to double cross the PCs and leave them behind.

Encounter 9 [Pursuit]: Flying monsters pursue the PCs as they flee Adderstone to the Sunndi border.

Conclusion: The adventure ends with the PCs either escaping over the border, or receiving their rewards from the Ahlissans.

PREPARATION FOR PLAY

Be aware that PCs are in an environment where NPCs are quite powerful, possibly more than the PCs, but who nonetheless need their services or whose goals can be defeated by the PCs. Taking on the entire garrison is not the goal of the adventure.

Also note that worshipping Trithereon, a popular deity elsewhere in the Splintered Suns, is punishable by death in Naerie. Foreigners, and Ahlissans not from Naerie, who flaunt their allegiance are taken through Adder’s Pass and booted over the border of Sunndi since Prince Barzhaan discourages executing citizens of other nations. Citizens of Naerie worshipping Trithereon are executed immediately.

All NPCs except the forced laborers and the dwarfs (who merely see this as another job), are loyal to the current order and are mostly Lawful Neutral. It is possible that the prejudice of the PCs, many who are antagonist of Ahlissa, causes them to side with evil. Aside from Beddas (who is beyond the PCs reach), there are no truly evil individuals in this scenario. Kal himself is a mentally scarred, even insane, individual as a result of his imprisonment; a far cry from the idealistic Tritheronite he was until four years ago. If a *divination* spell is cast, the following rhyme is uttered.

“Misguided fool, fighting for a cause of good, working towards his own doom.”

There is the possibility of apprehending Kal before he summons outsiders through his scroll of *planar ally*. It is quite possible that the story goes outside the written path and you should be ready to improvise things as appropriate.

The actual AR has several items that the PCs may or may not find, so care should be taken when filling it out. Most of the experience is dependant on whether or not PCs achieve their objective, so it is still possible to earn full experience without necessarily fighting every possible opponent.

Since much of this module takes place outside, the light of Oerth’s moons enables characters with low-light vision to see normally during the night. Characters without low-light vision or darkvision treat everything as shadowy illumination, providing concealment to all opponents unless they carry a light source of their own.

If an alarm is raised before the PCs are in the castle (such as when stealing keys from Witigan), any place that is

guarded has double the number of guards instead of the marked amount.

Benrad Lyrthi is known for keeping trustworthy people around him. As a result, the Ahlissan soldiers in this module cannot be bribed but laborers are not so untouchable and a few coins (1 gp x APL) can get PCs worker uniforms, tools and so forth.

Maps: No other locations except the fortification number 4 and Kal's camp have been mapped. Other areas should be relatively free of large terrain features but can certainly include some rocks, bushes and other terrain to add a tactical element to combats.

INTRODUCTION

This adventure can start either in New Keep or Naerie City. New Keep is for those who have a favorable standing with the Iron League or Jade Mask, or who have a favor with Cecila Avon. Naerie City is for those who have a favorable standing with Ahlissa, the temple of Zilchus, or the Royal Guild of Merchants of Aerdy. If PCs have no favors, or favors with both, let them choose a location.

If the PCs start in Naerie City, they are asked to meet with Towrin Ghan in the Headquarters of the Royal Guild of Merchants of Aerdy in Naerie City (conveniently next to the temple of Zilchus).

Read the following, re-phrasing this if the PCs have no favors with Ahlissa, the Royal Guild, etc.

"I am glad you could make it", says Towrin Ghan, as sunlight floods through the windows of the headquarters of the Royal Guild of Merchants of Aerdy.

"Here, have some refreshments while I explain".

Towrin waves his hand and a manservant brings a tray with cups of a steaming black liquid, milk and cakes.

"The Royal Guild has some need for your services. As you perhaps know, the army has been building fortifications in Adderstone to guard against a possible attack from the Kingdom of Sunndi and to make it harder for rebel elements to slip into Naerie.

Recently, there has been some trouble, mainly in the form of sabotage, which has delayed the construction. The army does their own patrolling and guarding, but we feel that adventurers such as yourself might be better suited in uncovering the truth about the matter and revealing what is really behind it.

The Guild will obviously compensate you for [50 gp x APL] if you accept this mission. Any questions?"

The drinks offered are made from seeds of coffee plants, which were recovered from a captured Scarlet Brotherhood ship.

A DC 15 Knowledge (local: The Splintered Suns) check reveals that Towrin protects the guild's interests in the whole Principality, and is effectively its leader.

Succeeding by 5 or more reveals that he becoming the leader was a bit of a surprise, and that rumors say that Yarleven, high priest of Zilchus in Naerie, literally has him "in his pocket".

Towrin Ghan: Male human (Oeridian) (Ftr5/Exp3; AL LN).

Appearance: A physically imposing Oeridian man with dark hair and a nicely trimmed beard.

Personality: A courteous but very direct individual. He was originally a soldier and this still shows in his behavior.

Towrin knows some general details about Adderstone. Use the following information to answer PCs questions.

- Adderstone is a small "town" that has developed rapidly over the past few years, though most of it's approximately 1000 inhabitants are either Ahlissan soldiers or old Scarlet Brotherhood prisoners of war who are used as forced labor.
- A small contingent of dwur is also present to direct the construction. Their leader is called Witigan.
- The series of guard towers, along with walls around Adderstone are being built on orders of Prince Barzhaan Haxx to protect Naerie against possible Sunndian attack from Adders Pass.
- His younger brother Beddas Haxx is the ruler of Adderstone.
- The Castle was supposed to be ready in the latter part of 596 CY. Construction started 590 CY and up to 593 CY, Idee Volunteers mounted several attacks against it. After that only few incidents occurred and these most recent sabotages started at the middle of 596 CY
- The sabotage has mainly been small scale but quite effective nonetheless. Scaffoldings have collapsed (a few deaths have occurred as a result), tools have been sabotaged and wooden beams which were going to be used for construction have been burned. (DM info: This was mainly done by Vilryl, using his invisibility.)
- Garrison commander Benrad Lyrthi seems unable to deal with matter.

If the PCs start in New Keep, they are asked to meet with Cecila Avon in the Queen Halls (a center of learning in New Keep, which also has shrines to Lydia, Boccob, and Lirr).

Read the following, re-phrasing this if the PCs have no favors with the Iron League, Jade mask, or Cecila Avon.

"I am glad you could make it", says Cecila Avon, as sunlight floods through the windows of the Queens Hall library.

"I have need for your services again. Let me explain: The Ahlissans have been building fortifications at the other end of Adder's Pass for several years now and they are nearing completion. My divinations have told me that completion of this work can have negative effects for Sunndi but I do not know how. I would like you to go there and find out

what you can of the fortification, pick up any news and rumors you can and then report back to me. I will of course compensate you for [50 gp x APL] if you accept this mission. Any questions?"

Cecila Avon has occurred in various scenarios, and thus PCs may recognize her.

A DC 20 Knowledge (arcana) check reveals that Cecila Avon is an expert in enchantments and elemental magic. Members of the Queens Halls meta-organization know this automatically.

🧙 **Cecila Avon:** Female Half-elf Diviner7/Loremaster2; AL CG;

Appearance: A half-elf with blond hair that is tied to a bun. She is a bit pale but has captivating grey eyes.

Personality: A nice woman but rather detached. Has difficulty in seeing other peoples' point of view.

Cecila's divinations were cast on the behest of the Veil of the Sun – the Sunndi section of the Jade Mask – to benefit the Iron League. She only reveals this if the PCs have a favorable standing with the Iron league, and warns them that revealing themselves to be allied to the Iron League may not go down well with the Ahlissans.

Cecila knows the same general details of Adderstone as Towrin Ghan (see above) and can answer them if the PCs ask.

If specifically asked about her divinations, Cecilia reveals the following:

"The paths of fate are always unclear. I managed to discover a few clues, but did not have time to look at them yet. Apparently, this started with a battle fought in 592 CY. The Calling Mines somehow tie into it as well..."

"Whatever threatens Sunndi is in Adderstone now, or at least it was two days ago. I cannot divine more until I have more solid information."

Cecilia has not yet had time to look into these hints but if the PCs wish to do so, the Queens Halls (which contain a lot of information regarding the nations that used to make up the Great Kingdom) are at their disposal.

PCs whose home region is Ahlissa (Naerie) gain a +2 circumstance bonus to all checks. This stacks with any bonuses from membership of the Queens Halls meta-organization.

A DC 15 Knowledge (local: the Splintered Suns) check reveals that in 594 CY, there was a rebellion in Calling Mines. Many prisoners escaped to the surrounding lands. PCs who were part of this rebellion (TSS4-04 Crossfire) know this automatically.

A DC 20 Knowledge (history) or Bardic knowledge check identifies that in 592 CY Idee Volunteers, an organization opposing the Ahlissan presence in Idee/Naerie, had several fights with Ahlissan troops but at the end of that year were decimated by the Ahlissan armies

in a battle at the Hollow Highlands. Among the dead was the group's founder, Staceus of Felten.

A DC 30 Knowledge (nobility and royalty) check reveals that both Beddas and Benrad Lyrthi are Hextorites. Haxx is the ruling house of Naerie while Lyrthi is a minor noble house originating in Idee.

Treasure: Towrin Ghan or Cecilia Avon give the PCs their money after successful completion of the mission.

APL 2: Coin: 100 gp

APL 4: Coin: 200 gp

APL 6: Coin: 300 gp

APL 8: Coin: 400 gp

Development: Once the PCs have finished asking questions, they may proceed to Adderstone and Encounter 1. It takes approximately two days to reach Adderstone from New Keep and a bit over a day from Naerie City.

ENCOUNTER 1: TROUBLE IN THE CASTLE

Give the players Player's Handout 1 to get an overview of the place. Depending on the direction the PCs are coming from, this encounter happens at tower 1 or 4.

After your journey, the fortifications of Adderstone are now in front of you. The town itself appears unremarkable but the four watchtowers guarding the entrance to the Adder's Pass and the walls around the village are definitely impressive. Large numbers of Ahlissan soldiers patrol the area. When you get nearer, it is easy to see that two of the towers still seem be under construction. In the east, a large caravan is approaching towards Adderstone.

The caravan is coming from the direction of Naerie City. One of the unfinished fortifications is almost done and should not take long to finish while other is missing a good part of its second tower (this is the one that PCs will protect or try to sabotage). If PCs look around, a DC 25 Spot check allows them to notice a large flock of birds taking flight in the nearby Hollow Highlands. Those who notice the birds may wish to take action. Allow them to do something such as casting a spell. Read the following afterwards:

"Without warning, the ground shakes and a faint rumbling echoes from the Hollow Highlands. Nearby, some people fall over as they fail to maintain the footing but the quake is brief and only lasts for a few moments. All the buildings in Adderstone seem to have weathered it but some trouble ensues nonetheless. The wooden scaffolding next to a nearby tower sways slightly and parts of it fall off. Two dwarf workers leap aside in the nick of time as the entire structure comes down, along with several workers who were still on it."

The PCs have 10 rounds before the monsters appear and they might feel the need to go and help the workers (who are 120 ft. away from PCs at the start). You should have each character make an opposed Move Silently vs. Listen check against the monsters. The monsters receive a +5 circumstance modifier. Anyone with the stonemasonry ability or 5 ranks in Knowledge (dungeoneering) gets a +2 circumstance bonus to this check. You can let the monsters Take 10, in which case the scores to beat are: APL 2: 17, APL 4: 15, APL 6: 17, APL 8: 15 (which includes the circumstance modifiers mentioned above).

If the PCs succeed, they hear a soft rumbling noise and feel a soft tremor and they can act in the surprise round. The monsters burst through the ground on their own initiative and cannot be attacked before that time, but it allows characters to ready an action, cast a spell, etc.

Since the monsters are assumed to move within 10 ft. of the characters and then burrow the rest of the way during the surprise round (except on APL 2), a special notice should be included if any character (or animal companion and wizard's familiar) has a tremorsense ability that extends 10 ft. or more. In this case, you can assume there is no surprise round because of this early warning.

Terrain: There is a wall with the collapsed scaffolding adjacent to it. The rubble of the scaffolding counts as difficult terrain, costing double movement to enter and imposing a -2 penalty on Balance and Tumble checks. Scattered about are piles of cobblestones for road work (which grant cover for those hiding behind it), and count as difficult terrain as well.

Creatures: Because of the recent quakes, many burrowing creatures have had their life complicated by collapsing tunnels and other such hazards. These creatures were hunting underground when the quake struck. Now they are in a bad mood and decide to search for food above ground. Besides these creatures, describe other ankhegs/umber hulks or another bulette coming from the ground in the distance and Ahlissan soldiers attacking them/it, so local authorities don't appear inactive.

APL 2 (EL2)

☛ **Monstrous centipede, medium (8):** hp 4 each; see *Monster Manual* page 286.

APL 4 (EL4)

☛ **Ankheg (3):** hp 28 each; see *Monster Manual* page 14.

APL 6 (EL6)

☛ **Advanced bulette:** hp 117; see Appendix 3.

APL 8 (EL8)

☛ **Umbur hulk (2):** hp 71 each; see *Monster Manual* page 248.

Tactics: **APL2:** Since centipedes don't have the tremorsense or burrowing ability, they emerge from holes that were caused by a recent earthquakes and are obscured.

Choose four of the player characters and place the hole within 4 squares of them. The hole cannot end up on an occupied or obscured square. The centipedes swarm from these holes (2 from each hole) and attack everything they can reach. They fight to the death. Nothing special is found in these holes if PCs investigate it.

APL4/6: Since ankhegs/bulettes have tremorsense and a burrow speed, they use this to get close to characters. Every ankheg/bulette chooses a separate target for itself according to its weight and size, preferring small or lightly armored targets (tremorsense gives an idea of the targets weight) and burst from the ground to attack their selected target (if this turns out to be an elf, the bulette moves to another target). If the ankheg/bulette kills somebody, it burrows back into the ground to eat their catch if they can do this without provoking an attack of opportunity. Note that since the bulette is huge and only burrows 10 ft. a round, it is still partially visible after the first move. If dropped to 10 hit points or less, the ankhegs use their acid spits and flee by burrowing away while the bulette flees if reduced to 25 hit points or less.

APL8: Umbur hulks choose light targets for their physical attacks and direct their confusing gaze against heavily armored targets, hoping to finish their melee targets in leisure. If they manage to drop their target, they pick it up and burrow back underground. The tower guards are familiar with the umbur hulks' gaze (having fought them before) and use ranged weaponry.

Treasure: These monsters carry no treasure.

Tower Guards: (see Encounter 8) These guards are present (aside from dog/worg) to assist characters in this fight. Their presence grants a -2 EL modifier to this encounter, except on APL 8 where ranged attacks might not make that much impact and the modifier is only -1. Afterwards PCs can talk to Lieutenant Anshal. Make sure that even if other guards happen to die, Anshal survives. If any guards die, the full number of guards is still present in Encounter 8.

APL 2

☛ **Lieutenant Anshal:** hp 15; Female human (Oeridian) Clr2; see Appendix 1.

☛ **Guards (6):** hp 5 each; Male human (Oeridian-Suel) War1; see Appendix 1.

APL 4

☛ **Lieutenant Anshal:** hp 27; Female human (Oeridian) Clr4; see Appendix 2.

☛ **Guards (6):** hp 12 each; Male human (Oeridian-Suel) Ftr1; see Appendix 2.

APL 6

☛ **Lieutenant Anshal:** hp 33; Female human (Oeridian) Clr5; see Appendix 3.

☛ **Guards (6):** hp 31 each; Male human (Oeridian-Suel) Ftr3; see Appendix 3.

APL 8

☛ **Lieutenant Anshal:** hp 39; Female human (Oeridian) Clr6; see Appendix 4.

☛ **Guards (8):** hp 40 each; Male human (Oeridian-Suel) Ftr4; see Appendix 4.

Development: Currently there are 4 workers (3 humans and 1 dwarf) trapped under it while two dwarf workers try to free them. Those trapped count as entangled and require a DC 20 Strength check to be freed. Of the trapped workers, only the dwarf is still able to move. Others have taken damage and are bleeding. The two dwarf workers attempt to stabilize the workers and then pull them free. If the PCs kill any dwarfs, such as through an area effect spell, they get wanted for murder in Ahlissa. Workers count as government property, instead of persons, and killing them is penalized by a light fine due to mitigating circumstances.

☛ **Dwarf workers (Ranuf, Gemil, Elran):** Male dwarf Exp2 (LN, Str 12, Craft (Stoneworking) +6, Heal +2, Profession (Stonemason) +9).

☛ **Human Workers (Hammadh, Kemonah, Vanher):** Male human War1 (hp 8 (at -1 when action starts), CN, NE, CE).

Shortly after the fight, move to Encounter 2. Burrowing creatures leave no navigable tunnel from their passing and thus there is no tunnel for PCs to examine. The Ahlissans collect any monster bodies left behind and burn them. If PCs want to interact with tower guards, see below for extra details on lieutenant Anshal.

☛ **Lieutenant Anshal:** Female human (Oeridian); see Appendix 1-4

Appearance: A lightly tanned woman with brown hair who is a bit short but strongly built. She wears a breastplate with a symbol of book and mace. A DC 10 Knowledge (religion) check identifies this as the symbol of Stern Alia (LN Oeridian demigoddess of Oeridian culture, motherhood and law).

Personality: A career officer and veteran of the war against the Solnor Compact. She thanks the PCs for a job well done and then leaves unless otherwise interacted with. If the PCs act friendly, access to the fort might be easier later.

ENCOUNTER 2: CONSTRUCTION PROBLEMS

Shortly after the fight an Ahlissan military detachment arrives on the scene. The group is led by a young Oeridian woman with a brightly gleaming scale mail. She is flanked by a man in green robes and a rugged looking tracker who carries a spear. A strange looking head has been impaled on it. Two dozen commoners who appear to be loggers and 30 soldiers

form the rest of the detachment. Ten wagons loaded with timber are pulled by accompanying pack animals. A male officer rides to meet this new detachment and a heated argument soon erupts between the two leaders.

The people arriving are Annarin Heshun (leader of military detachment), Walennor (man with a spear), and Aerdan Garasteth (sorcerer). The male officer is Benrad Lyrthi.

Note that if the PCs are on the eastern side of the construction area, the caravan went here to check upon the disturbance.

☛ **Ahlissan Soldiers (30):** Male/female human (Oeridian-Suel) War1; hp 5 each; see Appendix 5.

☛ **Loggers (24):** Male human (Oeridian-Suel) Com1; hp 3 each; see Appendix 5.

☛ **Annarin Heshun (the White Lady):** Female human (Oeridian-Suel); Ran2/Ftr1/Clr3/Pious Templar3; hp 70; see Appendix 5.

Appearance: An Oeridian-Suel woman with short blond hair and brown eyes. She wears a mithral chain mail with a symbol of Hextor on it and coat of arms of House Heshun (pictured below).

Personality: A highly charismatic and efficient leader, loyal to the current order of Naerie and Ahlissa. A DC 20 Knowledge (nobility and royalty) reveals that she is called "the White Lady" due to her armor. This also reveals that she is the commander of House Heshun troops who are fanatically loyal to her. Officially her rank is captain but in reality only one of the four army commanders or Prince Barzhaan hold authority over her in Naerie.

- She was given the mission to accompany this caravan to Adderstone by Naudus Heshun, ruler of House Heshun.
- She knows that construction has faced problems and that Beddas Haxx has sent quite a few complaints about Benrad's lack of success to Prince Barzhaan.



House Heshun coat of arms.

☛ **Aerdan Garasteth:** Male human (Oeridian); Ari1/Sor6; hp 26; see Appendix 5.

Appearance: An Oeridian man with a thin, long face with a jaw that extends slightly ahead, giving him a slightly strange appearance. This is a result of his draconic heritage (green dragon). His hair is grey and eyes blue.

Personality: Political ally of Annarin Heshun, had a fall out with other Garasteth members in Ahlissan heartlands and is trying to build his fortunes anew in Naerie.

- He vouches for Walennor's tale about Menowood.

- If asked, he reveals he has invested some money on this logging operation and will not let some fey bastards or scarlet scum tell him what he can do.

🔱 **Walennor:** Male human (Oeridian) Ran4/Rog3; hp 42; see Appendix 5

Appearance: A rugged looking Oeridian man with a shoulder length mullet. He has not shaved for several days. He seems to be 35-40 years old. Wears traveler's clothes, studded leather armor and wields two shortswords and a longbow. He rides a light horse, his animal companion and he carries a spear with a severed head. It looks like a half-elf but its skin is leafy and green, with pitch black eyes. Any PC who has played TSS5-02 *Seeds*, or who makes a DC 20 Knowledge (nature) check identifies the creature as a Killoren, a mysterious fey creature that has only recently stirred in the Menowood.

Personality: A straight talking, slightly uncharismatic and rude fellow. Nonetheless highly effective tracker/agent who is in service of Damar Rocharion, second in command of the Nasranite Watch.

Has appeared in BNMI4-02 *Badlands*, TSS5-04 *the Sun and the Nightingale* and NAE6-05 *Sharafon*.

PCs who have met Walennor are treated friendly. Walennor can tell the following:

- He is working for Nasranite Watch (Cityguard of Naerie City)
- There have been some developments recently in Naerie regarding Hepmonalander Suel (NAE6-05 *Sharafon*), attacks against some people who support their integration, and rabble-rousing for and against them.
- His job is to escort Annarin Heshun to Barony of Foelt. After that he returns to Naerie City.

If asked about the head, Walennor says:

“Yes, it was quite strange. We were in Menowood, Damar, Callisto, Aerdan and a few others, protecting these workers. I think Damar wandered off at some point since suddenly in his place was this strange looking green thing that spouted about ‘despoilers of nature’ and such. Well, Aerdan told him to get lost but then it summoned some animals to attack us. Fortunately Aerdan here knows a thing or two about magic and could banish them. It was still pretty strong and threw me away when I attacked. Young Callisto must have been getting worried for a while there I tell ya! Then this cloud of shadow appeared and out from it jumped Damar, knocking the creature down. I did not see what happened since this cloud somehow enveloped itself around them both. There was some screaming and shouting but in a few seconds the darkness lifted and then Damar tossed this head to me. The creatures’ body was completely ripped to pieces but Damar is pretty handy with those swords so it does not really surprise me. Then he just said he would go home and left. Pretty strange and I’ve known him even before he went into Rauxes. Well, we

burned the rest of the body and we were not bothered anymore after that.”

If asked about Rauxes, Walennor says that apparently Damar was there a few days before it went “straight to the Abyss” but does not talk about that experience.

🔱 **Benrad of House Lyrthi:** Male human (Oeridian-Suel) Ftr6; hp 60; see Appendix 5.

Appearance: A man of Oeridian-Suel heritage near his 50s. Dresses in a chain shirt and has a short unkempt beard. His light brown hair is short from the front and long on the sides. His eyes are blue and his left eye has an unfortunate tick, due to torture he suffered in the hands of the Scarlet Brotherhood.

Personality: Career officer. Believes in strong laws and a just monarch such as (in his eyes) Prince Barzhaan.

Development: Instead of box text, improvise the discussion and try to bring out the following points:

- Annarin Heshun says Benrad did well in containing this latest debacle in his construction yard, though obviously he had some assistance from outsiders, referring to PCs.
- Benrad would be well advised to finish construction quickly. The Prince would be ‘most disappointed’ if it was not so.
- Prince Barzhaan has recently commanded that Ahlissans need cut down timber from Menowood to see how viable it would be to use it for for shipbuilding and construction material (even with the threat of fey and Scarlet Brotherhood remnants in the Menowood). This timber is for the remaining construction in Adderstone. Some other went to shipyards and Barzhaan will make a decision about further cuts later. Other reason is that parts of the forest come too close to farms and other places and offer too much cover for possible attackers to infiltrate into Naerie.
- Annarin Heshun is here to take some of the laborers away. They will be taken to their settlement in barony of Monne.
- Benrad says he shall double the efforts where Annarin Heshun notes ‘See that you do. The prince is not as forgiving as me and he shall be here in two weeks.’
- Benrad recognizes capable individuals when he sees some and wants to ask PCs to look for a cause of recent sabotage. See ‘first offer’ below.

FIRST OFFER

Once the discussion ends and possible questions have been answered, Benrad approaches the PCs. If the offer has already been given before, then this box text might be irrelevant but Benrad still wants to know what the PCs do in Adderstone.

After the woman leaves, the mounted officer who was talking to her approaches you.

“Thank you for your assistance against these creatures. We have had few such disturbances. May I ask what brings you to Adderstone?”

If the PCs openly say they are with Iron League, then Benrad warns them to be on their best behavior as agents of Iron League are not well liked here. If the PCs give a reasonable explanation such as being sent by the Royal Guild of Merchants of Aerdy or just passing through, then continue with the following:

“I am Benrad Lyrthi, commander of the garrison and I thank you again. I can see you are capable individuals and I have need for such people. Could you come and meet me in two hours in my office? I will give you details then.”

If the PCs accept, he tells them his office is in Adderstone, behind the church of Stern Alia. If they decline, Benrad is unhappy but does not press the matter unless there are people who belong to the Ahlissan army or law enforcement organizations in which case he can order them to help (resisting leads to arrest, loss of 26 TU and a permanent ban on joining said MO again).

If the PCs do not express much interest on helping the Ahlissans, you should run “second offer” as discussed below as soon as you can.

Development: When the PCs arrive at his office (see Encounter 3a for a detailed description) 2 hours later, he gets to the point quickly and tells the following things:

- Recently, there have been a number of sabotages in the construction yard. Minor ones such as scaffoldings being damaged by fire, tools that have been sprinkled with acid and so on.
- The tremors have started only recently; they originate in the Hollow Highlands, some distance across the border. They are not serious for constructions but when a tremor comes, it can collapse scaffoldings or people might lose their balance while on walls. This has caused some injuries and even two deaths among the workers.
- There is a dangerous prisoner in one of the towers who must be guarded until he can be transferred to Naerie City. If the PCs ask why this person is not in proper prison, Benrad initially only says that orders have come down from higher ups and even though he is a garrison commander, he cannot argue with it. A DC 15 Diplomacy check makes him add that Beddas Haxx thinks it is a good idea to hide the prisoner in an unexpected place rather than in prison. Benrad himself thinks this is nonsense.
- The prisoner says he is an Idee Volunteer but Benrad has some reservations about this.
- Benrad can explain that while the garrison is sizable, some of the men will leave temporarily to escort part of the laborers back to the prison camp of Okalasma or to the Barony of Menst (describe this happening at some point, with over a hundred laborers being

marched away in a column). He would rather place adventurers to guard the prisoner than regular soldiers as there might be Idee Volunteer loyalists who could use this change to infiltrate into Adderstone.

- If asked about a reward, Benrad offers his connections for future use to the PCs as compensation, besides a soldier's pay (this translates as free adventurer's upkeep for this module).
- If the PCs ask, they should come to fortification number four later this evening so they can be shown around.

When the PCs are ready to go to tower number 4, draw the map of the area for them. However, before they are allowed in, Matron Nelrana comes to cast *zone of truth* to make sure they are not planning to trick Benrad. If Nelrana becomes aware the PCs are resisting the spell she becomes suspicious and those PCs are not allowed into the fortress.

Attacking: If PCs attack and kill Benrad, the alarm is raised almost automatically unless the area is magically *silenced* or the killing is done silently. Benrad is missed in two hours nonetheless, so PCs should be in a great hurry to do their job.

SECOND OFFER

After the PCs have listened to Benrad's offer (or after they decline his initial offer), Kal contacts them. Kal is a misguided agent of the Idee Volunteers. His quasit companion assumes the form of a raven and does the talking, saying it is a wizard's familiar. Vilryl talks from a rooftop to avoid being caught too easily. Vilryl does not detect as evil due to an *undetected alignment* spell. If subjected to *detect magic* and asked about the abjuration aura, Vilryl says that his master cast *protection from arrows* on him since Ahlissan soldiers sometimes like to take pot shots at passing birds.

🦇 **Vilryl the Quasit:** hp 13; see *Monster Manual* page 46.

Vilryl says he is talking on behalf of his master who is in desperate need of aid. If need be, it has a holy symbol of Trithereon stashed to a nearby roof it can show to PCs to convince them of his masters good graces. He tells the following things:

- A friend of the Idee Volunteers is imprisoned by the Ahlissans. He should be rescued.
- The Idee Volunteers believe that Adderstone is merely a staging ground for an attack against Sunndi.
- Vilryl does not yet know where the prisoner is but should have the information by the evening (actually Kal does not wish to hand out the scroll until the PCs accept the mission).
- Vilryl cannot talk about a monetary reward since he is just a simple bird but is sure that the Ideeans will owe the PCs a favor.

In this alternate form Vilryl has Bluff +2 and Disguise +12. If his lies are exposed, he turns *invisible* and flies away. If

captured he avoids talking unless magically coerced or beaten close to death with a silver weapon since he has been called to this plane and will truly die if killed here (he can rat out on Kal if allowed to leave). If the PCs accept the job, Vilryl contacts them later in the evening. Even if the PCs accept, Vilryl turns *invisible* when out of sight to stop familiars and animal companions from pursuing him.

Development: From here the module moves to Encounter 5b or 5c if the PCs take up either Kal's or Benrad's offer for work. If the PCs are doing some investigation first, move to Encounter 4. If they wish to do Gather Information checks, move to Encounter 5.

ENCOUNTER 3A: ENCOUNTERS IN ADDERSTONE

🏰 **Adderstone (Village):** Conventional (Beddas of House Haxx); AL LN; 200 gp limit; Assets 11,200 gp; Population 568 (plus approx. 400 Hepmonalander slaves); Mixed (Humans O/S (503), Dwur (31), Half-Orc (22), Gnome (11).

Authority figures: Beddas of House Haxx (LE male Ari5/War3), Benrad Lyrthi (LN male Ftr7), Commander of the garrison.

Important characters: Witigan (LN male dwarf Exp6), Overseer of the castle construction.

Adderstone is a large village that has developed rapidly over the past few years. Prince Barzhaan was inspired after his visit to New Keep in Sunndi and decided that there should be a similar fortification to guard the Ahlissan side of the Adder's Pass. He awarded the rulership of this town to his younger brother Beddas of House Haxx.

The main source of revenue is the taxation of traders passing through Adder's Pass. Many forced laborers (old Scarlet Brotherhood soldiers) have been brought from the area around Naerie City to build a series of fortifications to the mouth of Adder's Pass.

Anyone who does not appear too suspicious is let into Adderstone. PCs living of the wild or with no upkeep fall into "suspicious" category, requiring a DC 15 Diplomacy check to enter Adderstone.

The whole town has a 'rugged' appearance to it, as it has really been built in a hurry. Streets are narrow and human feces and trash gets flung to the streets (where low-income street cleaners pick it up for fertilizer) if it cannot be stored to backyards or gardens (where nightsoil collectors pick it up).

As long as the PCs do not cause trouble, nothing will trouble them in Adderstone. If the alarm is raised for any reason, refer to Appendix 5 for the Adderstone garrison statistics as apprehending troops.

The following places are of interest in Adderstone. The PCs can easily see the temple of Stern Alia near the gate while other locations can be found by walking or asking around.

TEMPLE OF STERN ALIA

The temple of Stern Alia is the biggest temple in Adderstone. It has been opened only recently by Matron Nelrana who converted from Hextor to Stern Alia years ago while serving in the army in Medegia. The temple still has a certain 'rustic' feeling to it. A large statue of Stern Alia dominates this place. The statue is a robed Oeridian woman of undefined age. In her hands is a book with a symbol of a heavy mace on it. Chainmail armor is visible beneath her robes. Two smaller statues, those of a six handed grey humanoid (Hextor) and tall, blond warrior (Heironeous) are placed on both sides, looking towards the woman. A DC 10 Knowledge (religion) or Bardic Knowledge check identifies the deities. Succeeding by 5 or more identifies Stern Alia as the mother of both Heironeous and Hextor. The father of the two brothers is unknown.

👤 **Matron Nelrana:** hp 57; Female human (Oeridian) Clr9; AL LN; see Appendix 5.

Appearance: A pale woman in her late 40s with green eyes. Her long brown hair is kept in place behind her head with numerous hairpins. She finds it necessary to use her armor most of the time due to fear of assassination.

Personality: Veteran of a war in Medegia, extremely lawful, hopes to spread the influence of Stern Alia throughout Ahlissa to lessen the impact of Zilchus. She is not very fond of Zilchans, thinking them as lazy tricksters where Ahlissa needs strong arms to keep it together. She can tell that this temple was once dedicated to Wee Jas and left to ruin. Stern Alia's church bought it and now it is the first temple of its kind in Naerie.

Nelrana can supply PCs with any spellcasting services for regular costs. Divine spellcasters of Heironeous/Zilchus and members of the Ahlissan army or other pro-government meta-organisations receive 50% reduction in price but must still pay full price for material components. Other PCs must pay as normal.

If the PCs tell that they are planning on helping to finish the construction, Nelrana is willing (as a reward) to cast *atonement* (see AR) to any PC who wishes to convert and abandon their old deities but only after the construction work has been completed.

Nelrana keeps a juvenile arrowhawk (*Monster Manual* page 19) in the temple which acts as her pet. Nelrana says she found it in Medegia, badly wounded, and healed it, and now it helps her. Melrana calls it Azure.

This arrowhawk might attack PCs in Encounter 9.

WORKERS AREA

This is the area where the dwarf workers sleep. Forced laborers have their own compound elsewhere. Overseer Witigan can be found here.

👤 **Witigan:** Male dwarf Exp6; see Appendix 5.

Appearance: A dwarf male of undetermined age with black hair and brown eyes. He is never seen without his thick workers clothing, tools, large key ring, pens and notepad which is full of scribbles about things that need to be done.

Personality: Takes life as a business matter. If money is involved, he is interested. If not, it better be something else worth doing or he ignores it. He can tell the following things but does not talk to half-orcs.

- He has been working here since 591 CY when Barzhaan asked dwarfs in Poelitz if there was interest in building a fort.
- Witigan does not care about forced laborers, saying it is something that humans have to worry about.
- Witigan can, if successfully swayed with a DC 15 Bluff or Diplomacy check, tell almost anything about the towers such as that the floors of the basement are of iron, or the layout. He is very proud of his work and once persuaded, the floodgates open "I bet no-one expects iron floors! Well, neither did I but you see, this sorcerer from Zelradtron apparently owed some favor to Barzhaan." etc. If any half-orcs are present, then he cannot be swayed as his racial distrust takes hold.

Witigan also has keys that open every door in the workers area as well as in the towers. These can be pickpocketed (Witigan notices them missing next morning and gives out alert) while talking to Witigan with a successful opposed Sleight of Hand vs. Spot check (Witigan has +5). Failure indicates that Witigan does not notice the attempt but PC does not get the keys either. If PCs take him out in combat he is missed when morning comes, so the best time to do this is during the evening, which leaves many hours for the PCs to operate.

If the PCs at some point wish to get worker uniforms and tools for infiltrating into tower, they have to get them here. The equipment is not guarded, though guards occasionally pass through the area during the night and it is relatively easy to get in. PCs must first get inside without being seen or heard which requires an opposed Move Silently and Hide check against an Ahlissan soldier (who has Listen/Spot bonus +3) who is likely to wander by at some point. Inside, the tools and clothes are in locked cabins but the lock of average quality and can be bypassed with a DC 25 Open Locks check, unless the PCs have Witigan's keys.

Forcing the crates open is automatically heard and the robbery fails unless spells such as *silence* are used. If one of the initial checks fails, the robbery is botched but the only repercussion is that one Ahlissan soldier is placed at the door. There have been numerous pick pocketings and small time burglaries by locals so this does not initially cause too much concern with the authorities. Of course with the guard present things can be much more complicated for the PCs. Improvise the situation if needed. The storage area is a 25 by 30 ft. room with a single door and one shuttered window, which is closed from inside.

MATERIAL STORAGE

There are several material storages in the camp where wood, bricks, stone and so forth are kept. At all times two Ahlissan soldiers stay on guard, one at the door while the other walks around the storage. If a map is needed, each building is 20 ft. wide, 15 ft. high and 50 ft. long and is made of wood.

A 10 ft. wide double door is the easiest way in. If the PCs wish to sabotage these places, such as by lighting one up with flaming oil before they start their operations in the tower, this delays response of the garrison by 10 rounds.

FORCED LABORERS

The forced laborers are kept in separate pens which are 50 ft. wide areas. Each is surrounded by a 15 ft. high palisade (DC 25 Climb) and houses 20 prisoners. A wooden gate, locked by a good quality lock, grants access. Six Ahlissan soldiers are on guard at all time. If the PCs manage to breach the wall or open the gate, the laborers disperse into the countryside. This delays the response time of the garrison by 20 rounds.

🗡️ **Wooden gate:** 4 in. thick wood; hardness 5; hp 40; Break DC 26; Open Lock DC 30.

🗡️ **Palisade wall:** 1ft thick. wood; hardness 5, hp 120; Break DC 30.

OFFICE OF BENRAD

Benrad keeps his office just behind the temple of Stern Alia. When the PCs arrive, he is throwing some bread crumbs to various birds, including a large black raven (really Vilryl) and writing official letters. A shield with the gauntlet of Hextor is hanging on the wall, collecting dust.

In here they can find a few almost ready order letters which grant a +5 bonus to any Forgery checks done to influence guards, and keys to all doors of the fort.

Breaking in: The PCs can break into the office, which is always guarded by two Ahlissan soldiers. Windows offers the easiest way and can be opened with a DC 20 Open Lock check. Unless somehow magically *silenced*, PC doing the stealing must succeed in a Move Silently check opposed by a Listen check of the Ahlissan soldiers, who have a total of -2 to their check due to door. Theft goes unnoticed unless a large amount of documents disappear.

TEMPLE OF VELAERI

Most of the population in Adderstone worship the Velaeri (Atroa, Sotillion, Telchur, Velnius, Wenta) but their temple collapsed partially after a recent tremor (no-one was killed) and is now being repaired. Authorities suspect foul play and the PCs might do so as well but it was actually caused by a passing Purple Worm. Local priest Hant (NG Adp5) is currently in Naerie City.

TOWERS OF ADDERSTONE

See Encounter 3b.

ENCOUNTER 3B: TOWERS OF ADDERSTONE

This section only details actual locations of the fortification. Combats the PCs face are detailed in other encounters.

Workers: During the day, there are on average 20 workers present, as well as 2 dwarven overseers (both use same statistics). None of these take part in any combat that might take place during the day, preferring to flee as quickly as possible.

Workers (22): hp 3; Male human Com1; AL N; see Appendix 5.

Surroundings: The outer walls of the fortification are composed of reinforced and magically treated stone. (save +8)

Reinforced stone wall: 5 ft. thick stone; hardness 16; hp 2160; Break DC 80; Climb DC 30.

Note that the Climb DC is slightly higher than normal since the stone has been smoothed so that the climbing is more difficult. Both buildings in the courtyard have superior masonry walls:

Superior masonry wall: 1ft thick; hardness 8; hp 180; Break DC 45; Climb DC 15.

All doors in the fortifications are strong wooden doors unless otherwise mentioned:

Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Locks DC 25.

All doors can be locked. Witigan, lieutenant Anshal, and the soldier in area B currently own the keys. One set of keys is also in the sorcerer's room. At the beginning of the Encounter, none of the doors are locked but the soldiers or PCs may lock or jam them during the course of the encounter for various reasons. All stairs in the fortification are gradual stairs and thus grant higher ground bonuses to anyone standing above his enemy. Note that since the outer wall is magically treated, certain spells such as *passwall* might not function on it.

The cellar floor and walls are made of three layers. The first and third are made of reinforced stone:

Reinforced stone floor: 3ft thick; hardness 8; hp 540; Break DC 60.

The middle layer is composed of a *wall of iron* spell which has been cast by powerful Ahlissan wizards to prevent burrowing creatures, especially things such as summoned earth elementals 'sliding' through the stone walls and attacking the keep.

Wall of iron: 12 in. thick; hardness 10; hp 350; Break DC 60.

The battlements have, in addition to the usual stone wall, a wooden "palisade" with shutters that can be opened from the inside to function as arrow slits. In addition to this, ceiling also have shutters that can be opened so that flying enemies can be targeted by those staying inside. However, the courtyard side has no shutters and only a wooden railing to prevent anyone from falling down but it grants partial cover nonetheless. Every square of this palisade has hardness 5 and 40 hit points. *Everburning torches* (marked by a small CF in map) provide light for the fortification. Wooden caps are attached to them and flame can be covered/uncovered as a standard action. Note that not all rooms in the basement are illuminated as of yet.

GROUND FLOOR LOCATIONS

A: Entrance

The entrance corridor into the courtyard will initially have two portcullises. Right now it only has a reinforced wooden gate with a smaller door that enables entrance into the keep.

Reinforced gate: 1 ft. thick wood; hardness 5; hp 120; break DC 30; Open Lock DC 25 unless barred from otherside in which case picking the lock does not help. At the start of the module it's not barred.

A successful DC 15 Spot check notices the 4 inch murder holes in the ceiling, leading to the room above.

Outside the entrance, it is obvious that some sort ditch is to be built in front of the gate. This will be a small 10ft deep 'moat' (without water) that protects the door. There will also be a secondary door that will function as a 'drawbridge' over it, granting the weakest part of the fort some extra protection.

B: Guard Room

One of the guards is always posted here and his task is to monitor who comes in and out. If he detects any noise, he uses a periscope to through a tiny shutter in the gate. If he detects no foul play, he opens the door. This room also has a pipe which can be used to communicate with persons in the murder hole room and a small stove for the guard so he can stay warm during the night.

Treasure: This room has the periscope that the guard uses to observe the arriving individuals without exposing himself to danger.

APL 2-8: Loot (2 gp).

C: Courtyard

The courtyard is paved with stone and is relatively smooth, though with lots of dirt and sand. Narrow spaces between the rocks channel any rainwater into a cistern beneath the fort. Several tiny holes (less than 1 inch wide) in the walls circulate air to the basement.

D: Maintenance Closet

This small room has brooms, chalk, soap and other bric-a-brac which is used to keep the fort and soldiers tidy. It has a secret trapdoor that can be found with a DC 20 Search check, which leads to the basement and offers a possibility for guards there to flank their opponents if need be. Initially it is barred from the other side but can be broken down (hardness 5, 15 hit points).

E: Goods Storage.

This location is a barn which is designed to hold goods such as iron rations and barrels of water for soldiers' needs. Right now it houses much of the building material needed for construction and is full of stone, wood, mortar, shovels, mallets and other such items. A well hidden trapdoor (DC 30 Search check) leads to the basement. Initially it is barred from other side but can be broken down (hardness 5, 15 hit points). A chimney rises from one of the corners of this room.

F: Basement Entrance

This room has stairs leading to the basement. It also has several dozen winter cloaks that soldiers can use when weather requires it (mostly against rain, there is not much snow in Naerie). This room is not yet complete as an additional wall need be built to split it in two which then forms another guard/defensive position. A 2 ft. high brick wall, marked with a dotted line (hardness 8, hit points 40) is the proof of half-finished work here.

G: Incomplete Tower.

A wooden and metal scaffolding (hardness 5, 45 hit points per 5x5 ft. square, Climb DC 5) is in front of this tower with ropes, winches and other items such as that designed for hauling up materials. The outer wall is nearly complete and scaffoldings outside are being dismantled. Inside however, is a literal mess where scaffolding still holds up the unfinished top floor of the tower in place. Finished stairs lead up to the battlements. Anyone fighting in the scaffolding squares takes a -4 penalty to attack rolls unless fighting with a light weapon or one-handed piercing weapon such as a shortspear. If any three squares containing a scaffolding are destroyed, then the whole half-finished construction above comes crashing down a round later, burying anyone in the tower as in a cave-in and inflicting 8d6 points of damage (Reflex save DC 15 halves this).

All squares within 5 ft. of the doors (which are destroyed by debris) of the tower count as slide area and anyone standing in one takes 3d6 damage (Reflex save DC 15 negates) and are buried if they failed their reflex saves. Illumination is provided by an iron spike with a *continual flame*.

FIRST FLOOR LOCATIONS

H: Guard Tower

This completed guard tower has arrow slits facing outside. These can be blocked by wooden covers if needed. Two

doors lead to the battlements and toilet respectively. A set of stairs enables access to upstairs.

I: Murderhole Room.

This room has a large iron cauldron which can be filled with sand, water, or any other easily boiled liquid and then heated up by a stone stove underneath it. Once liquid is boiled, it can be tipped to fill a system of stone pipes which then drop the liquid to location A (affecting location B as well if the door is not closed). Right now there is nothing inside the cauldron.

J: Battlements

See "surroundings"

K: Toilet

This small toilet serves the needs of guards. It has barrel of water and bucket/soap for cleaning ones behind after having a go. A small pipe (which is not straight to prevent people with longspear from taking an advantage of this hole) directs the feces to the corner of the fortification. Tiny creatures such as familiars or small PCs under effects of *reduce person* spell can squeeze through this pipe with DC 30 Escape Artist check and into the fortification as the toilet lid can be pushed open from inside. Squeezing through requires a DC 10 Fortitude save to avoid being *sickened* for 10 minutes.

SECOND FLOOR LOCATIONS:

K: Top of the Tower

This room has arrow slits pointing both outside the fort and inside the courtyard. A set of tracks has been set into the stone to move a ballista around, though right now the ballista is not there. Stairs lead down to area H and a door opens to area L.

L: Flagpole

A flagpole with an Ahlissan banner stands here. An iron spike near the center has a *continual flame* spell cast on it but it is currently blocked by a wooden cap. Removing the cap is a sign to the main garrison that there is trouble in the fort.

BASEMENT LOCATIONS

M & M-b: Soldiers Quarters

Each of these locations has the accommodation space for 4 soldiers (bunk beds), except for location M-b that has space for 10. All of these rooms show various stages of use but currently the fort is nowhere near its full capacity of 30 soldiers and 3 officers.

Treasure: Each room has various personal items, coin pouches and such which can be found with a DC 15 search check. It takes as many rounds as there are squares in the room to find them (4 in case of M rooms, 12 for M-b) through the dispersal of soldiers. M-b has 100 gp of this while M room have 20 gp.

APL2-8: Coin: 200 gp.

N: Sorcerers Quarters

This room is tidy and clean with a table, chair, cupboard and bed. A simple carpet covers the floor. This the room of Erax, a sorcerer who has been assigned here for his 'retirement' job. He is not met in this scenario. Since this is a sorcerers room, no spellbook has been left behind and notes here are letters to friends, diary and various observations of military life. They do reveal the location of secret doors if PCs have not yet discovered them. Notes indicate the wand is a recent experiment with as command word "Ahliissa".

Treasure: It takes 6 rounds to search the room. Successful DC 10 search check uncovers a scrying kit and a magical wand. The scryer's kit is detailed in the new rules section.

APL2-8: Loot: 3gp; Coin: 42 gp; Magic: 62 gp – *wand of detect secret doors* (62 gp).

O: Temple

This room serves the religious needs of soldiers. Small niches in the walls have statues of Heironeous, Hextor, Kord, Mayaheine and Stern Alia. There is nothing of value for the PCs here.

P: Arms Storage

This room is full of weapons that the garrison can use if there is need. Right now it has the following items: 1000 crossbow bolts, 10 light crossbows, 10 heavy crossbows, 10 longspears, 10 longswords, 10 clubs, 10 light steel shields, 10 suits of chainmail armor, 10 antitoxins, 10 alchemist fires, 10 sunrods, 10 flasks of oil, everburning torch (currently used to illuminate this room) and 3 healers kits. In total, items for a value of 3010 gold pieces. It might not be possible for PCs to loot this place unless they have lots of carrying capacity and they have avoided raising an alarm.

Treasure: It will take long, several minutes at least to take all these items from their racks and carry them away. Looting this room may therefore not be possible.

APL2-8: Loot: 250 gp.

Q: Officers Quarters

This room is shared by the current priest of the fortification as well as captain Nerslan (who is away with Erax). When in use, the door to this room is locked.

Treasure: It takes 6 rounds to search the room. A successful DC 15 Search check uncovers a bale of Felten Tobacco (counts as focusing candle) as well as a masterwork breastplate (ceremonial use).

APL2-8: Loot: 45 gp.

R: Kitchen

This room has been designed as a kitchen. It has cupboards, a table and a stove which are going to be used for meal preparation. A cook, when this place is finished, will also use these as his sleeping quarters and a hammock is tucked away in the north-east corner, hiding the niches that enable

people here to climb easily (DC 5) to the clearly visible trapdoor in the ceiling. It is currently barred from the kitchen with a sturdy piece of wood which can easily be removed. Other than that, there is nothing of value in this room.

S: Mess Hall and Pantry

A stone table surrounded by 8 chairs serves as mess hall for the soldiers. Right now the pantry is empty as the kitchen still waits to be finished and food is brought from Adderstone itself. A fireplace is in one of corners and the chimney has been hidden inside the wall, with smoke eventually blowing out from the top of room K. A partially concealed stone trapdoor can be found in the north-east corner with successful DC 15 search check. Underneath is the 15 x 10 ft. cistern. The water in it is kept clean by repeated castings of *purify food & water*.

T: Workroom.

The door to this room is locked but can be opened with a right set of keys. Several work tables and tools are all around this room, along with whetstones, rags and other assorted maintenance equipment for soldiers. There is nothing of value in this room.

Creature: The prisoner has been placed here under orders of Beddas Haxx so that Kal has reasonable chance in rescuing him. He is unharmed but gagged and has been hogtied to a metal ring by the Ahlissan soldiers. During the night, he is sleeping but has the normal change of waking up due to sounds of battle and so on.

Elrac Unner: Male human Clr4/Ftr3; AL NE; hp 58; see Appendix 5.

Appearance: A non-descript Oeridian man with dark hair, green eyes and an unkempt appearance. He has been 'roughed up' by guards.

Personality: An Oeridian supremacist, hates all demihumans, especially half-orcs but also knows how to approach people by appearing friendly if it can give him long-term benefits.

Elrac knows that someone might be coming to help him due to a *sending* spell and if the PCs ask about him, he passes himself off as a Tritheronite. He knows his Bluff can easily be seen through and therefore urges the PCs to help release him so he can activate the scroll of *word of recall* if they are obviously breaking in. If he gets the scroll, assume that he makes the caster level check and teleports to a safe house on the northern border of Sunndi. He is not planning to take the PCs with him, so they might find themselves in trouble if they expected this to be their ticket out of Adderstone.

Elrac has a *mark of justice* cast on him which activates if he reveals information about who he works for. It is shaped like a scythe and is located on his back, hidden by an ugly lump of body hair.

If the PCs are guarding the fort and wish to talk to Elrac, he tries to feed false information and stays defiant.

Since it is possible some PCs may physical harm him to make him talk, allow them an opposed intimidate check after this. If they succeed, his *mark of justice* spell renders him into a catatonic state for 24 hours. On APL 8 PCs might have access to *break enchantment* to remove the *mark of justice*. If Elrac is further interrogated and another successful Intimidate check is done, he can tell the following things:

- He is member of Midnight Darkness.
- There are several members across Ahlissa but only limited contact is kept so they are not jeopardized.
- There is someone in Naerie who is carrying an item that Midnight Darkness wants.
- His job here was to find and kill Iron League sympathizers.

In addition to this he can give the usual propaganda on need to destroy clerics of good aligned faith, how Great Kingdom & Ivids were a happy time, how Sunndi and other "rebel provinces" will suffer and that Barzhaan is a fool for being too lenient on Ideean rebels.

ENCOUNTER 4: NIGHT AT THE TOWER

During the first night that the PCs stay on guard, outsiders summoned by Kal attack the fort, bluffed by Kal that it is constructed for evil purposes (in case of Elemental & Grey Slaadi, the lawful nature of Ahlissa convinces them equally well).

Creatures: During the first night when PCs stand guard, Kal arranges for *lesser planar ally* and *planar ally* spells to get cast, to get outsider(s) to attack the fort, liberate his friend, and sabotage it's construction. His bluff is high enough to convince them about the evil or lawful Hextorites within. They are equipped with a *scroll of word of recall* and two potions of *cure moderate wounds*, the last ones in the case that the prisoner has been beaten unconscious.

APL 2 (EL4)

🔥 **Medium Storm Elemental:** hp 26; see Appendix 6, New Monsters.

APL 4 (EL6)

🔥 **Bralani:** hp 45; see *Monster Manual* page 93.

APL 6 (EL8)

🔥 **Bralani (2):** hp 45 each; see *Monster Manual* page 93.

APL 8 (EL10)

🔥 **Grey Slaad:** hp 95; see *Monster Manual* page 231.

🔥 **Large animated object (2):** hp 52; see *Monster Manual* page 13. This object is a wooden walkway with hardness 5.

🔥 **Small animated object (2):** hp 13; see *Monster Manual* page 13. This object is an iron support beam with hardness 10.

Tactics: The outsiders likely do not have much trouble entering the keep, using their natural flying or fly spell. Before that they use appropriate buff spells such as *protection from law* and *blur*. On APL 2/4, the priority of the elemental or bralani is to reach the cell and give the scroll to Elrac before returning to the unfinished tower where they try to destroy the scaffolding. On APL 2, great care should be taken when using the elementals abilities. The elemental always save it's Thunder and Lightning special attack against the tower itself and even then it directs the lightning attack only towards the scaffolding. If the PCs are hopelessly outmatched, you can have an Ahlissan manticore doing a "strafing" run against the elemental.

On APL6, one bralani concentrates on the tower while the other outsider heads to the cell to hand the scroll to Elrac. On APL 8 the Grey Slaad (who is *invisible* and *flying*) uses *animate objects* on the scaffolding outside the tower, which causes it to collapse (scaffolding on the inside is too big to be affected). It then animates as two large and two small animated objects (see above). The slaad then tries to sneak to the prison at the bottom while PCs are busy with objects before returning to destroy the tower. When the outsiders hit points drop to one quarter of their starting hit points, they try to escape from the battle.

It is possible to use Diplomacy to stop the outsiders from attacking. The starting attitude is Hostile. Any easily identifiable divine spellcaster of a good aligned deity gains a +5 circumstance bonus towards Bralani. Any easily identifiable spell caster of chaotic deity adds +5 circumstance bonus to all checks. These two bonuses do not stack. Any easily identifiable spellcasters of lawful deities earn a -2 circumstance penalty. If made Indifferent, the outsiders politely ask the PCs to step aside while they complete their mission. If made Friendly or Helpful, they demand the release of the prisoner but are willing to ignore the destruction of the tower.

In all cases, the outsiders flee after 30 rounds when the Ahlissan garrison musters to the scene and forces them to retreat.

Treasure: While the Ahlissans keep any weapons that are recovered, the *scroll of word of recall* and *potions of cure moderate wounds* can be kept. The outsiders also have gold donated by Kal. Note that when the PCs face Kal later, he has used these items and this reduces the treasure value accordingly.

APL 2: Loot: 0 gp; Coin: 66 gp; Magic: 177 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of word of recall* (137gp).

APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 177 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of word of recall* (137 gp).

APL 6: Loot: 0 gp; Coin: 200 gp; Magic: 177 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of word of recall* (137 gp).

APL 8: Loot: 0 gp; Coin: 166 gp; Magic: 177 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of word of recall* (137 gp).

Detect Magic Results: *Potion of cure moderate wounds* (Faint Conjunction), *scroll of word of recall* (Moderate Conjunction).

Developments: If the PCs capture the outsiders alive and interrogate them with a successful Diplomacy (count them as hostile initially) or opposed Intimidate check, they offer information in exchange for freedom. In short, they can tell that a cleric of Trithereon summoned them to help free his captured friend from the evil clutches of Ahlissa. The scroll was to be delivered to the prisoner who could use it to escape while the tower needed to be destroyed as well. Magical compulsion can also reveal this.

If allowed to leave, the outsiders can lead the PCs to Kal. They are not able to help the PCs in the actual battle as they return to their own plane.

If the PCs find out Kal's location, move to Encounter 6. Otherwise the PCs need to find his location by exploring Adderstone (Encounter 5) or waiting for him to try and attack (Encounter 6).

If the PCs allow the outsiders to free the prisoner but the tower is left standing, this still forces Kal to come to the fort with his grimlocks the next day. If the prisoner escapes, the PCs receive the **Prisoner escaped** to their AR. If not, they get the **Prisoner did not escape** to their AR.

Troubleshooting: If the PC(s) use the scroll of *word of recall*, it takes them to an unremarkable hut near the northern border of Sunndi (on the Ahlissan side). There is nothing out of the ordinary in the hut except for a few well concealed (Search DC 30) daggers, sickles (emergency weapons) and holy symbols of Nerull.

If the PCs do not have the means to return to Adderstone within a day, Kal has attacked the town and freed the prisoner before they return. Their only hope then is to track down Kal's camp (using encounter 5 and 6), and follow his tracks into the Hollow Highlands. If they can't find a means to track him down (or if they delay too long), Kal gets away, and the scenario is over.

ENCOUNTER 5:

ALL ROADS LEAD TO A BAR...

PCs may wish to investigate Adderstone more thoroughly at some point than outlined in Encounter 3 or may roll Gather Information checks which can put them on Kal's track. He has been quite good in hiding his tracks but a few loose threads have been left dangling, mainly his association with the Serpent's Bite tavern:

DC 5: Some say that a great dragon is stirring under the hills and causes the tremors to surrounding lands.

DC 10: A suspicious looking halfling has been seen investigating the surroundings of Adderstone. It is unclear what he was doing.

DC 15: There are smugglers operating near Adderstone and in the Hollow Highlands. They probably have hideouts in various taverns such as the Serpent's Bite.

DC 20: The Ahlissan garrison is training flying monsters to act as defenders for Adderstone and Naerie itself. Strange shapes have occasionally been spotted in nearby hills and flying sounds heard over town.

The Serpent's Bite: The Serpent's Bite is a house of ill-repute in Adderstone, ran by a bitter woman named Erlinja. She has half a dozen orcs who guard her inn. They are mercenaries that originally came to Naerie with the armies of South Province and are quite old by orc standards, having lived to the ripe old age of 30 or older.

👤 **Erlinja:** Female human (Oeridian-Suel) Rog3; hp 17; see Appendix 5

Appearance: A woman of undetermined age with light brown hair. A scarred lip disfigures her appearance. She dresses in simple clothing.

Personality: Vengeful; likes people if they have money and spend it. Her once nice personality was forever shattered when a group of Hepmonalanders assaulted her during the occupation of Idee. Now she takes great pleasure in using Hepmonalanders as workers.

👤 **Middle aged Orc Guards (6):** hp 8 each; see *Monster Manual* page 203 (AL NE).

Services: The Serpent's Bite is divided into two areas. In the first area, workers come to drown their sorrows on beer. The 'better' part has those with more money to blow and includes prostitutes, gambling and a pen for animals to fight each other.

Gambling: PCs may wish to gamble in the Serpent's Bite, using dices, cards or whatever method they please. Gambling can be used to earn free upkeep during this module. A DC 15 Profession (gambler) check or DC 20 Bluff or Sleight of Hand check earns the PC free standard upkeep.

Only one roll can be made but any possible devices that allow a reroll or that alters the results such as the *lucky ring of the wild coast* or the *Celestial Scion* (house Darmen) feat can be used as normal. If the PCs fail the roll, the costs of upkeep are doubled. If PCs do not have the money to pay the cost, they are detained for 6 TU and forced to work in the Serpent's Bite.

Animal fights: PCs may wish to bet on the animal fights. Common variants are weasel vs. tiny viper and dog vs. dog. Some rare shows such as black bear vs. several dogs are organized occasionally (but not today). Like gambling, betting on one of these fights can earn standard upkeep. The end result is determined by a single 1d6 roll (on a 1-3 the PC wins the fight). If the PC wins, he earns free standard upkeep. If he loses, he must pay double (or triple if he already lost money on gambling). If the PC has a medium animal companion such as a dog or wolf, they can put it into the arena against a common version of the same beast. In this case it is assumed the common animal loses.

Information: The most important thing that PCs can uncover in the Serpent's Bite is information. This can be done in two ways. The first is to succeed in a Diplomacy check with Erlinja. If the PCs have spent any money or offer her money, her starting attitude is Indifferent. If they have not, she is Unfriendly. If turned to Hostile, she tells the PCs to leave her bar while the orcs come to make sure they do. They do not initiate a fight unless the PCs do so first. If turned to Unfriendly she does not wish to talk to PCs. If she becomes/stays Indifferent she holds polite conversation but does not reveal anything useful. If turned to Friendly or Helpful, she can tell that she sells special substances. Upkeep bonuses affect this roll as normal and the following modifiers apply as well in regards to the PC doing the talking:

- PC is an Oeridian +4
- PC is a non-human +2
- PC is an Olman -4
- PC is a pureblood Suel -2
- PC is a Hepmonaland Suel -20
- PC is a Celestial Scion (any house) +4 (unless said feat automatically makes NPCs Friendly in which case the feat description comes into effect).

While Helpful or Friendly, she can sell the following items to the PCs: Oil of Taggit (90 gp), and Felten Tobacco (100 gp). She does not offer any of the more questionable substances, poisons or drugs, though there is a hint she also deals in those.

If asked about her other customers, Erlinja reveals that not too many people can afford her wares but some weird individual who lives outside town has bought some Vapid Lead Extract from her because of the euphoric feeling it gives. The man appeared quite crazy though. One of the orcs can show the location where he left it and picked up the payment. This enables the PCs to track using a DC 18 Survival check to find Kal's campsite. A dog can be bought from Adderstone to do the tracking if PCs lack a tracker or if PCs ask it, Benrad can supply one. See the *Player's Handbook* for the price of the dog.

The second method is a bit easier. When the PCs enter the Serpent's Bite, have them roll a DC 10 Spot check. Success indicates that from the hordes of commoners, rogues and other assorted scum, one person sticks out.

 **Derwin Proudfoot** Male halfling Rog5; AL CG.

Appearance: A tall halfling, with long brown hair who dresses in simple clothes. Has a blindfold around his eyes.

Personality: A smuggler whose loyalties lie more with the Iron Band contraband cartel but who has a soft spot for Idee.

Members of the Iron Band Contraband Cartel meta-organization automatically recognize him as one of the "contacts" of the organization. A DC 25 Knowledge (local: Splintered Suns) identifies him as the trader Derwin Proudfoot who has a reputation as a sly trader who officially trades with the clans of the Hollow Highlands, but

unofficially gives aid to the Idee Volunteers. Locals from Naerie and Sunndi gain a +5 circumstance bonus on this check.

Derwin was a victim of an unfortunate attack. He was originally sent here by Ideeans to monitor the situation and track down Kal (since Kal already killed two agents and might know too many Ideeans by sight) but five nights ago somebody poisoned the doorknob of his room in Serpent's Bite. He survived the multiple effects of poisons but the Thever Paste poison rendered him blind. When he was suffering from the poison, a few thugs robbed him of most of his money and now he cannot afford a *remove blindness* to be cast on him. He has sent word to Sunndi and is waiting for a friend (Bousse) to arrive so that he can be cured in Sunndi (He does not trust locals to transport him to Sunndi). The temple of Stern Alia won't heal him as Nelrana is aware of Derwin's reputation.

Derwin can tell all of the above and that he was sent to track down a certain individual named Kal. If turned to Friendly with a DC 15 Diplomacy check (automatic for members of the Iron Band smuggling cartel), he can tell he was doing a job for the Idee Volunteers on tracking down a suspected criminal. Derwin also says that the Ideeans warned that Kal has lost his mind because of a long imprisonment and think that his sanity can no longer be salvaged. Derwin can freely tell this at the tavern because while the Ahlissans know his reputation, they do not touch him in case the Sunndians would cause a fuss, and also because he is not on top of their priority list. Of course this had not stopped the Ahlissans from keeping him blind. Derwin once followed Kal and has some idea where he is hiding. Like the half-orc guard, Derwin can guide the PCs to the location where Kal's camp was last time.

If cured of his blindness he does not join the PCs, preferring to go back to Sunndi as soon as he can. If PCs cure him of his blindness, either through their own spellcasting or through buying a scroll from Nelrana, they receive the **favor of Derwin Proudfoot**.

Development: From here, the adventure moves to Encounter 6, either as a fight in Kal's campsite or in the fort itself if the PCs did not discover Kal. If the PCs remember to ask Benrad for aid, he sends two Ahlissan soldiers with them on APL 2-4 and four soldiers on APL 6-8 (see Appendix 5).

ENCOUNTER 6: AGENT OF REVENGE

At some point or other, the PCs have to face Kal. He is located in a camp outside Adderstone which the PCs can find with the information they get from Derwin or Erlinja. The map of his encampment is in DM's Aid 3. Kal's camp is at the edge of the Hollow Highlands, in a rocky terrain, that imposes a -2 circumstance penalty to Move Silently and Tumble checks.

A grimlock is always on guard, located by the nearest tent (eliminate other grimlock tents on APL 2). The encounter starting distance from the tent should be 2d6x10

but at 40 ft. at minimum (Grimlocks have a blindsight of 40 ft.). If PCs take great care in their approach, they might be able to gain a surprise round on Kal & Grimlocks. If PCs have already dealt with the outsiders, Kal tries to infiltrate the fort during the next day and release his imprisoned associate. Kal is a man of Oeridian-Suel descent with red hair and blue eyes. In general, his appearance is very rough.

All APLs

👉 **Vilryl the Quasit:** hp 13; see *Monster Manual* page 46.

APL 2 (EL4)

👉 **Kal:** Male human (Oeridian-Suel) Clr3; hp 21; see Appendix 1.

👉 **Grimlock:** hp 11; see *Monster Manual* page 141. (3 throwing daggers for ranged combat; +3 ranged)

APL 4: (EL 6)

👉 **Kal:** Male human (Oeridian- Suel) Clr4; hp 27; see Appendix 2.

👉 **Grimlock (4):** hp 11 each; see *Monster Manual* page 141. (3 throwing daggers for ranged combat; +3 ranged)

APL 6: (EL 8)

👉 **Kal:** Male human (Oeridian-Suel) Clr5; hp 33; see Appendix 3.

👉 **Grimlock Barbarian (4):** Grimlock Bbn1; hp 29 each; see Appendix 3.

APL 8: (EL 10)

👉 **Kal:** Male human (Oeridian-Suel) Clr7; hp 45; see Appendix 4.

👉 **Grimlock: Barbarian (4)** Grimlock Bbn3; hp 49 each; see Appendix 4.

Tactics: If encountered in his camp, Kal tries to flee if two-thirds of his Grimlocks are killed and he does not return afterwards. Otherwise he stands back, buffs his grimlocks and uses his repeating crossbow. His quasit companion accompanies him if it is still alive at this stage, except on APL 2 where Quasit joins the fight on round 5 (or flees when by time the fight is over already) as otherwise the encounter might be too strong for weak APL 2 party.

If he has to go to a fort, he kills some of the workers who are going to fort to take their clothing (if PCs make effort to guard the workers or disguise as one, they might face Kal here already). Afterwards he and grimlocks mingle with the regular workers using Disguise skill and he also disguises his grimlocks (whose Disguise check is lower than Kal's since they try to appear as another race). However, he has instructed the grimlocks to attack when near the PCs in hope that he can get to Elrac during the confusion.

Do not to put all the workers on the map as it would delay the combat too much, but their presence counts as crowd for 4 rounds (see page 100 of *Dungeon Masters Guide*) which gives give Kal a change to hide and move inside the fort unseen. Successful Diplomacy or Intimidate checks and

suitable spells (such as *calm emotions*) reduce the time it takes for crowd to disperse by 1 round. Remember that the PCs get a -5 penalty to their Spot checks for being distracted when fighting the grimlocks.

If he gets to Elrac, Kal immediately activates the *scroll of word of recall* and gets out with Elrac.

If captured, he uses his alchemical tooth to kill himself, uttering praise to Kurell as he willingly fails the save against the Black Lotus extract poison.

👉 **Black Lotus Extract:** Contact Fort DC 20; Initial damage 3d6 Con; secondary damage 3d6 Con

If he somehow survives (i.e. PCs might use a Heal check to make him vomit the poison out), he curses and weeps loudly and prays Kurell to help him. The prayers go unanswered.

The Grimlocks always fight in a straightforward manner, going for the weakest looking targets and spreading out to reduce the effectiveness of area effect spells.

Treasure: Kal is well equipped and yields plenty of loot. Note that he does not have all his coins and misses his *scroll of planar ally* and *word of recall* anymore if he already summoned the outsiders. See encounter 4 for amount of coin that outsiders take from Kal as payment.

APL 2: Kal - Loot: 77 gp; Coin: 110 gp; Magic: 414 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of lesser planar ally* (100 gp), 2x *scrolls of word of recall* (137 gp).

Each grimlock - Loot: 1 gp.

APL 4: Kal - Loot: 77 gp; Coin: 126 gp; Magic: 414 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of planar ally* (200 gp), 2x *scrolls of word of recall* (137 gp).

Each grimlock - Loot: 1 gp.

APL 6: Kal - Loot: 77 gp; Coin: 243 gp; Magic: 514 gp; 2x *potions of cure moderate wounds* (20 gp each), 2x *scrolls of planar ally* (200 gp), 2x *scrolls of word of recall* (137 gp).

Each grimlock - Loot: 28 gp; Magic: 4 gp; *potion of shield of faith* (4 gp).

APL 8: Kal - Loot: 77 gp; Coin: 293 gp; Magic: 514 gp; 2x *potions of cure moderate wounds* (20 gp each), *scroll of lesser planar ally* (100 gp), 2x *scrolls of planar ally* (200 gp), 2x *scrolls of word of recall* (137 gp)

Each grimlock Loot: 28 gp; Magic: 4 gp; *potion of shield of faith* (4 gp).

Detect Magic Results: *Potion of cure moderate wounds* (Faint Conjuraction), *scroll of planar ally* (Moderate Conjuraction), *scroll of word of recall* (Moderate Conjuraction).

Development: Once Kal has been dealt with, move to Conclusion A.

ENCOUNTER 7: MISSION BRIEFING

If the PCs accept to side with the Idee Volunteers, Vilryl meets them in the evening and brings Player's Handout 2

(where Kal uses the name Larbin) and the *scroll of word of recall*. Vilryl hands them over and then flies away, turning *invisible* at the first opportunity.

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: *scroll of word of recall* (137gp).

Detect magic results: *Scroll of word of recall* (Moderate Conjunction).

Development: The PCs may be uncomfortable with the mission assignment they have been given and decide to go to the Ahlissans instead now. In that case, nothing happens during the evening and if the PCs decide to keep guarding the tower (Encounter 4), the outsiders attack at that time. If not, proceed to Encounter 8.

ENCOUNTER 8: INTO THE TOWER

There are several ways to get into the fort and the PCs even have time to observe the place a bit and learn its comings and goings. Note that while specific times are provided, these are guidelines. Without digital watches events don't happen exactly at the mentioned time, and might be off by as much as 15 minutes.

6 am: The morning shift arrives to the tower and takes up positions. Most guards bring along something as breakfast. Night shift gives a quick brief to morning shift.

6.30 pm: The night shift leaves

8 am: Workers arrive and the guard counts to make sure 20 workers plus 2 overseers are present. Any missing persons are reported to Witigan and the guards are extra alert for anything suspicious that might go on. In general this means that they take extra effort to check the rooms and take two Spot rolls against hiding PCs.

12 am: Food is brought to the guards and workers. If anything suspicious has happened during the day, the lieutenant uses *detect poison* on the food.

2 pm: The day shift arrives and is briefed by morning shift.

2.30 pm: Morning shift leaves.

6 pm: The workers leave, the guards check out all rooms in case saboteurs might have gotten into the castle (Hide vs. Spot checks)

10 pm: The night shift arrives to the tower and takes up positions.

10.30 pm: The day shift leaves.

12 pm: Food is brought to the guards. If anything suspicious has happened during the day, the lieutenant uses *detect poison* on the food.

6 am: The morning shift arrives to the tower and takes up positions.

Infiltrating the tower: Rather than detailing every possible option that the PCs could take, this adventure has no hard and fast rules regarding the infiltration. Use common sense to determine how suspicious the guards might get with the PCs making noise during their sneaking attempts or how well PCs might disguise as workers. In general, any aggressive action or bodies discovered causes an alarm.

Some of the things the PCs might do are to steal worker uniforms and go into the fort during the day and stay hidden in the evening. Another option is to take out workers bringing food and poison it with stuff brought from Erlinja. A DC 15 Craft (alchemy) of Profession (herbalist) check can be attempted to prepare Oil of Taggit poison for this purposes as well. This requires 45 gp worth of materials, whether the attempt is successful or not.

Food can also be laced with small amounts of animal dung which requires a DC 12 Fortitude save or all guards eating are *sickened* by diarrhea. Note that the dog/worgs have separate food.

Reward intelligent players. A rule of thumb however is that a party disguised as soldiers is never allowed entry. Large numbers of soldiers come and go at scheduled times, unless invited by the officers inside. The watch immediately raises the alarm to make sure that the PCs are on legal business. Individual members of the Ahlissan army meta-organizations can still use a DC 15 Bluff or Diplomacy check to get into the fort.

If the PCs interacted with Anshal in Encounter 2, one or two (more will not be allowed in at one time) PCs may attempt a DC 25 Diplomacy check to turn her Friendly so the PCs get a tour in the fort (though Ahlissan guards kit up before this, just in case). Likewise, the PCs can forge documents (or ask Erlinja to do it for them for 50 gp) that indicate they are coming to relieve Anshal, though this requires a successful Disguise check. Anshal gets a +2 circumstance bonus to her checks because the orders are somewhat unexpected. Failure in any of the above usually results in the alarm being raised (judge this on a case-by-case basis).

Alarm: If the alarm is raised, it takes 30 rounds for the Adderstone garrison to muster in force and advance to the tower. If the PCs are still present, the garrison most likely kills them all. If the PCs have sabotaged in Adderstone previously, this time is expanded as appropriate.

Creatures: The tower is defended by three groups of soldiers who rotate in their shifts. Anshal is always present, sleeping during the night unless awakened. In addition there are dogs/worgs whose task is to sniff out any invisible intruders.

APL 2 (EL3)

👉 **Lieutenant Anshal:** Female human (Oeridian) Clr2; hp 15; see Appendix 1.

👉 **Guards (6):** Male human (Oeridian-Suel) War1; hp 5 each; see Appendix 1.

👉 **Riding Dog:** hp 13; see *Monster Manual* page 93.

APL 4 (EL5)

👉 **Lieutenant Anshal:** Female human (Oeridian) Clr4; hp 27; see Appendix 2.

👉 **Guards (6):** Male human (Oeridian-Suel) Ftr1; hp 12 each; see Appendix 2.

👉 **Worg:** hp 30; see *Monster Manual* page 258, but alignment is N.

APL 6 (EL9)

👉 **Lieutenant Anshal:** Female human (Oeridian) Clr5; hp 33; see Appendix 3.

👉 **Guards (6):** Male human (Oeridian-Suel) Ftr3; hp 31 each; see Appendix 3.

👉 **Worg (2):** hp 30 each; see *Monster Manual* page 258, but alignment is N. darkvision 60ft.

APL 8 (EL11)

👉 **Lieutenant Anshal:** Female human (Oeridian) Clr6 (Stern Alia); hp 39; Appendix 4.

👉 **Guards (8):** Male human (Oeridian-Suel) Ftr4; hp 40; See appendix 4.

👉 **Worg (3):** hp 30; *Monster Manual* p. 258 but alignment is N.

Summoned Creatures (APL 6 and 8)

👉 **Celestial black bear:** hp 19; see *Monster Manual* page 269 with the following changes: SR 8, resistance to acid, cold and electricity 5, smite evil +3 1/day, darkvision 60 ft..

👉 **Fiendish ape:** hp 29; see *Monster Manual* page 268 with following changes: SR 9, resistance to cold and fire 5, darkvision 60 ft., smite good +4 1/day.

👉 **Fiendish dire wolf:** hp 45; see *Monster Manual* page 65 with the following changes: SR 11, resistance to cold and fire 5, darkvision 60ft, smite good +6 1/day, darkvision 60ft..

Tactics: Initially, the guards spread around the fort. There always is a single guard in locations B and I and two guards walking the battlements. Spread the rest around the fort as appropriate. There is always one dog/worg outside room T. The dog/worgs are trained to identify normal guards with scent and immediately start barking or give out an alarm in Common if they detect someone else. When several worgs are present, they prowl around the basement and ground floor. All guards have signal whistles to alert each other if there is an attack. The guards can give out an alarm to the Adderstone garrison by throwing a *sunrod* over the wall or showing the light from the Ahlissan banner above the

gatehouse. Clearly visible spellcasting such as someone lobbing a *fireball* at the battlements also causes the alarm.

In combat, the guards try to buy time for the main garrison to arrive by locking doors behind them, throwing tanglefoot bags, etc. If forced to combat, they fight as efficiently as they can. If faced with flying enemies, they try to go indoors and force the creatures to follow them. The guards also know about the secret doors and try to use these to get around the PCs to send the alarm or to flank them.

At APL 6-8 the lieutenant has an *insignia of healing* which affects all guards within range, so it is a good idea to keep track of hit point totals of incapacitated guards in case they can join the fight again. The guards have locked gauntlets which they use if they have time, but not before using their *potions of shield of faith* and *bull's strength* if they have them.

It is also important to keep track of spells such as *magic circle against chaos* or *bless* that the lieutenant might be able to cast. When she has a *scroll of summon monster III*, it is used to summon fiendish ape if there is enough room for a large creature or a celestial black bear if there is only room for a medium creature. If she has the *scroll of summon monster IV* it is used to bring 1d3 celestial black bears, or a fiendish dire wolf if there is a room for it.

Treasure: Guard equipment:

APL 2: Lieutenant: Loot: 70 gp; Coin: 5 gp; Magic: 2x *potions of cure light wounds* (4 gp each).

Each guard: Loot: 40gp; Coin: 1 gp.

APL 4: Lieutenant: Loot: 70 gp; Coin: 5 gp; Magic: 2x *potions of cure light wounds* (4 gp each).

Each guard: Loot: 65 gp; Coin: 3 gp; Magic: *potion of shield of faith* (4 gp), *potion of bull's strength* (20 gp)

APL 6: Lieutenant: Loot: 70 gp; Coin: 5 gp; Magic: 2x *potions of cure light wounds* (4 gp each), *scroll of summon monster III* (25 gp).

Each guard: Loot: 65 gp; Coin: 3gp; Magic; *potion of shield of faith* (4 gp), *potion of bull's strength* (20 gp).

APL 8: Lieutenant: Loot: 70 gp; Coin: 5 gp; Magic: 2x *potions of cure light wounds* (4 gp each), *scroll of summon monster IV* (58 gp), *wand of hold person* (375 gp).

Each guard: Loot: 65 gp; Coin: 3 gp; Magic: *potion of shield of faith* (4 gp), *potion of bull's strength* (20 gp).

Detect magic results: *Potion of bull's strength* (Faint Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of shield of faith* (Faint Abjuration), *scroll of summon monster III* (Faint Conjunction), *scroll of summon monster IV* (Moderate Conjunction), *wand of hold person* (Faint Enchantment).

Development: From here the module moves to Encounter 9 as the PCs try to make their way over the border, unless no alarm has been raised in which case you can skip Encounter 9 head to the safe house mentioned in Kal's letter.

ENCOUNTER 9: PURSUIT

It is 4 miles to the Sunndian border from the tower. Pursuit starts when the garrison gets into the tower and is conducted by flying monsters trained by the Ahlissans. Calculate the speed of the PCs and compare it to the speed of the NPCs. If the monsters catch up with the PCs, combat ensues. The garrison keeps pursuing the PCs with an average 20 ft. per turn land speed, but unless the PCs are considerably slowed or incapacitated, this should not be of much consequence. If any worgs are alive when this encounter starts, they are sent after the PCs as well.

APL 2 (EL3)

🦅 **Arrowhawk, Juvenile:** hp 16; see *Monster Manual* page 19.

APL 4 (EL5)

🦇 **Manticore:** hp 57; see *Monster Manual* page 179.

APL 6 (EL7)

🦇 **Manticore (2):** hp 57 each; see *Monster Manual* page 179.

APL 8 (EL9)

🦇 **Manticore (4):** hp 57 each; see *Monster Manual* page 179.

Tactics: The arrowhawk and manticores keep their distance and attack with their electricity burst or spikes. If the PCs are mounted, the creatures attack the mount.

Note that even if it's the middle of the night, both arrowhawk and manticores have 60 ft. darkvision. The manticores do fly-by-attacks when their spikes run out. In all cases, once a creature loses 2/3 of its hit points it flees. If possible, the manticores snatch any fallen PCs into their jaws with a fly-by-attack when they flee and take him back to the garrison. Once the PCs reach the Sunndian border, the monsters receive a magical command to turn back.

Treasure: These creatures carry no treasure.

Development: From here the module moves to conclusion B.

CONCLUSION A

The fortification is ready on time and Benrad keeps his job. Prince Barzhaan himself arrives to congratulate him.

With the threat of sabotage removed, the final fortification is finished without further delay. As a symbolic gesture, Benrad offers you a chance to place the last few stones to the final tower with him and Witigan; As they are placed to the top of the tower, a great cheer rises from the assembled workers.

Celebrations continue for sometime until Benrad comes to you.

"There is a special quest here who would like to see you. Follow me please."

Inside the tent are five persons. One is Benrad Lyrthi, while four others are muscular men, standing around a makeshift throne. On the throne sits a plain looking Ceridian man, who has a short black hair and moustache.

"May I present Barzhaan of House Haxx, ruler of the Principality of Naerie!" Benrad says.

The man on the throne nods in greeting and raises his hands, putting his palms against each other.

This is a free form role-playing encounter. Benrad introduces the PCs one at the time and they have the possibility to talk to Prince Barzhaan himself.

🦇 **Barzhaan of House Haxx:** Male human (Oeridian) Ftr14; hp 115; AL LN.

Appearance: Very tall (nearly 7 ft.) but plain looking Oeridian man in his 50s. Has short black hair and a moustache. Dresses in simple but elegant black-blue merchants outfit (this is actually his elven chain, covered by a veil spell). A sword is on his side, along with a shield, while a purple cloak hangs on his shoulder.

Personality: Pleasant and polite but if necessary, can be absolutely ruthless. Has a quite cynical and practical view of people in general.

Talking points: The prince is pleased with the PCs and asks a few questions regarding their career but does not socialize too much. At some point he waves his hand, indicating that the audience is over. Below are some bullet points for DM to ad-lib the conversation.

- Barzhaan is not really worried about any kind of general uprising against Ahlissans. Commoners tend to be conservative in a way that as long as they have food to eat and their sons are not carried off as sacrifice to vile gods, they typically do not care about other things.
- He thinks that Kal might not have organized sabotage himself. Barzhaan plans to take care of that once the situation permits.
- This fortification is necessary. The state of peace tends to be something that does not last. He and Overking Xavener are not looking for war but Barzhaan is only dealing with a small part of the Ahlissan borders. Sooner or later something will happen that triggers a war and then he must be ready for it.
- The Scarlet Brotherhood is his main problem right now and he is looking for allies to help Ahlissa fight them. Darvander Haxx (his cousin) has been sent to Keoland to ask about their possible interest in this.
- If PCs captured Kal and ask what is going to happen with him, Barzhaan tells that Kal was found guilty of murdering a Hextorite soldier named Einhor few months ago and he will be executed for that crime in

Naerie City. Ironically Einhor himself (who was returned to life) will be the one doing the deed.

If any PC is currently “Wanted in Ahlissa” for any reason, read the following:

“Barzhaan turns towards (PCs name). Tell me, is it not true that you are wanted for (reason) in our fair nation?”

Whether PC says yes or no, read the following.

“Obviously you have done a valuable service for the crown. If you wish, I can grant you my personal pardon. If not, then you can nonetheless leave this area and no harm will come to you while in sight of Adderstone.”

If the PC accepts, he receives the **Pardon of the Prince** to their AR. If they decline, the PC is free to leave and suffers no further repercussions in this module. Barzhaan just gives an ominous “until next time...” farewell to that PC.

Development: With the meeting adjourned, PCs may leave and continue their adventures elsewhere. All PCs receive **Favor of Benrad Lyrthi**.

Troubleshooting: If the PCs attack Barzhaan, do not roll out the combat. There is simply too much opposition. All PCs that participate in the fight are killed.

CONCLUSION B

The PCs sabotage the fortification and run away from the pursuing garrison and to the supposed safehouse in the Hollow Highlands. As they arrive, the house is on fire. The flames are visible for a long distance.

Creatures: Bousse, a half-orc in service of the Veil is here.

👤 **Bousse:** hp 31; Male half-orc Bar1/Ran3; Appendix 5.
Appearance: A muscular half-orc who is dressed in studded leather armor.

Personality: Typically cautious and careful but sometimes gets carried away, such as now when he was a bit careless and broke an oil lamp, causing the fire to break out.

Bousse has heard about the possible hideout of an evil group and has searched for it. When the PCs arrive, he is sitting by the fire, eating. A body is next to him, it's headed cleaved in two with Bousse's scimitar (making *Speak with Dead* impossible). A holy symbol of Nerull is next to it.

If Bousse hears the PCs, he stands up, drawing his weapon and asking the PCs to show themselves.

Tactics: If a fight breaks out, Bousse attempts to flee into the wilderness. If it is dark, he can retreat at full speed as he

is not hindered by the darkness. If unable to flee, Bousse fights until he can flee.

Treasure: Bousse managed to secure a purse of coins from the safehouse and gives it to the PCs since he has no need for it.

APL 2: Coin: 100 gp

APL 4: Coin: 200 gp

APL 6: Coin: 300 gp

APL 8: Coin: 400 gp

Development: The main purpose here is to give the PCs the possibility to find out that they have worked for an evil faction. PCs receive **Betrayed** to their AR. Bousse can tell the following:

- He was doing some information gathering and found out about the possible location of an evil group near Adderstone.
- He came to this place but failed to surprise one member, and had to kill him. He had a holy symbol of Nerull on him, so Bousse thinks he's an acolyte of some sort.
- When fighting against the acolyte, the cleric was screaming something about the glory of the “Hidden Sickle”. A DC 30 Knowledge (local: Splintered Sun) or DC 25 Bardic Knowledge reveals that this is an obscure reference to Nerull, once used by a death organization called Midnight Darkness, Nerull worshippers who view the time of Ivids favorably.
- If the PCs mention what has happened, Bousse tells them that it seems they were played for a fool. Once this happens, Bousse tosses the purse to the PCs and leaves, wishing all the best to them. If the PCs wish to come along, he is heading to New Keep to give his report to his associates so PCs can easily enough meet with Cecilia Avon.

If the PCs go to Cecilia, she is extremely distressed and fearful of the future, that even her divinations cannot reveal. She hopes that the situation does not escalate or at least not until the Wastrian War is over.

She then sends the PCs away and apologizes for sending them to this errand.

CONCLUSION C

If PCs fail to stop Kal and tower is destroyed, then Benrad is sacked from his position. If still loose, Kal is captured is brought forward as offering to Prince Barzhaan when he arrives and quickly arranges him to be sent to Naerie City. PCs can still claim rewards from whichever faction they worked but will not get anything else for their troubles.

CAMPAIGN CONSEQUENCES

This module will have campaign consequences. Please answer the following questions by sending an email to sampo@haarlaa.fi and rolspeel@planet.nl.

1. Was the construction completed successfully or not?
2. Which NPCs (including Kal) died?
3. Did anything unforeseen happen?

Comments about the module are also welcome.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Trouble in the Castle

Defeating the creatures.

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 4-9:

Sabotaging the tower or preventing Kal from doing so.

APL2	300 XP
APL4	480 XP
APL6	660 XP
APL8	830 XP

Discretionary Role-playing Award

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Preventing/helping Elracs escape, depending which faction the PCs worked for.

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

If the PCs do not kill any outsiders or Ahlissan guards while completing their mission.

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per

every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Introduction

Reward for successfully completing the mission:

APL 2: Coin: 100 gp.

APL 4: Coin: 200 gp.

APL 6: Coin: 300 gp.

APL 8: Coin: 400 gp.

Encounter 3b: Towers of Adderstone

APL 2: Loot 300 gp; Coin: 242 gp; Magic: 62 gp – *wand of detect secret doors* (62 gp).

Encounter 6: Agent of revenge

APL 2: Kal - Loot: 77 gp; Coin: 110 gp; Magic: 414 gp; 2x *potion of cure moderate wounds* (20 gp each), *scroll of lesser planar ally* (100 gp), 2x *scroll of word of recall* (137 gp).

Each grimlock - Loot: 1 gp.

APL 4: Kal - Loot: 77 gp; Coin: 126 gp; Magic: 414 gp; 2x *potion of cure moderate wounds* (20 gp each), *scroll of planar ally* (200 gp), 2x *scroll of word of recall* (137 gp).

Each grimlock - Loot: 1 gp.

APL 6: Kal - Loot: 77 gp; Coin: 243 gp; Magic: 514 gp; 2x *potion of cure moderate wounds* (20 gp each), 2 x *scroll of planar ally* (200 gp), 2x *scroll of word of recall* (137 gp).

Each grimlock - Loot: 28 gp; Magic: 4 gp; *potion of shield of faith* (4 gp).

APL 8: Kal - Loot: 77 gp; Coin: 293 gp; Magic: 514 gp; 2x *potion of cure moderate wounds* (20 gp each), 2x *scroll of planar ally* (200 gp), *scroll of lesser planar ally* (100 gp), 2x *scroll of word of recall* (137 gp)

Each grimlock Loot: 28 gp; Magic: 4 gp; *potion of shield of faith* (4 gp).

Encounter 8: In the Tower

APL 2: Loot: 310 gp; Coin: 11 gp; Magic 8 gp; *potion of cure light wounds* x2 (4gp each)

APL 4: Loot: 460 gp; Coin: 23 gp; Magic 152 gp; *potion of cure light wounds* x2 (4gp each), *potion of shield of faith* x6 (4gp each), *potion of bull's strength* x6 (20gp each)

APL 6: Loot: 460 gp; Coin: 23 gp; Magic 177 gp; *potion of cure light wounds* x2 (4gp each), *scroll of summon monster III* (25gp), *potion of shield of faith* x6 (4gp each), *potion of bull's strength* x6 (20gp each)

APL 8: Loot: 590 gp; Coin: 29 gp; Magic 633 gp; *potion of cure light wounds* x2 (4gp each), *scroll of summon monster IV* (58gp), *wand of hold person* (375gp), *potion of shield of faith* x8 (4gp each), *potion of bull's strength* x8 (20gp each)

Conclusion B

APL 2: Coin: 100 gp

APL 4: Coin: 200 gp

APL 6: Coin: 300 gp

APL 8: Coin: 400 gp

Total Possible Treasure

Note that is highly unlikely the PCs acquire the treasure for both Encounter 6 and 8!

APL 2: Loot: 688 gp; Coin: 563 gp; Magic: 84 gp - Total: 1,735 gp (max. 450gp)

APL 4: Loot: 841 gp; Coin: 801 gp; Magic: 728 gp - Total: 2,360 gp (max. 650gp)

APL 6: Loot: 949 gp; Coin: 1,108 gp; Magic: 969 gp - Total: 3,026 gp (max. 900gp)

APL 8: Loot: 1,079 gp; Coin: 1,122 gp; Magic: 1,358 gp - Total: 3,493 gp (max. 1,300gp)

ITEMS FOR THE ADVENTURE RECORD

Pardon of the Prince: You are no longer wanted in Ahlissa for whatever crimes you might have committed previously (future crimes affect your status normally).

Betrayed! You are now wanted in Ahlissa for sabotage and association with evil forces, penalty for which is death.

Favor of Derwin Proudfoot: By spending 2 additional TU after any one future meta-regional scenario set in the Splintered Suns or a regional set in Naerie and Sunndi, you henceforward gain a +1 circumstance bonus to Gather Information and Knowledge (local: the Splintered Suns) while in the Principality of Naerie or Sunndi. A disfavor with the Iron Ring smuggling cartel removes this benefit.

Prisoner escaped: You have helped a dark agent escape from prison. This might have consequences in the future.

Prisoner did not escape: You prevented an evil man escaping. This grants a +2 bonus to Diplomacy checks with Naerie officials for 1 calendar year starting from the date this adventure was played.

Atonement: Matron Nelrana has cast *atonement* on you free of charge when you accepted Stern Alia as your new deity.

Favor of Benrad Lyrthi: You may use this favor in one of the following ways (cross off when used):

__Learn any Core access arcane spell of 3rd level or lower for free.

__Upgrade any *cloak/vest of resistance* or weapon/armor with an additional +1 bonus, paying the normal cost.

__One-time access to *banner of law* (HB) (Ahlissan coat of arms). This banner can be attached to a longsword, spear or lance.

ITEM ACCESS

APL 2

- ❖ Alchemical tooth (Adventure; CV)^K
- ❖ Felten tobacco (works as focusing candle) (Meta-regional; CV)
- ❖ Oil of taggit (Adventure; DMG; max 5 doses per PC)
- ❖ Periscope (Adventure; A&EG)^A
- ❖ *Scroll of lesser planar ally* (Adventure; DMG)^K
- ❖ Scryer's kit (Adventure; A&EG)^A
- ❖ *Wand of detect secret doors* (Adventure; DMG)^A

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

- ❖ *Scroll of planar ally* (Adventure; DMG)^K

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

- ❖ *Wand of hold person* (Adventure; DMG)^A

A = owned by Ahlissan soldiers; K = owned by Kal.

APPENDIX 1: APL 2

ENCOUNTER 6

Kal: Male human Clr3 of Kurell; CR 3; Medium Humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, sickle) or +4 ranged (1d10 plus poison/19-20, masterwork repeating heavy crossbow); Full Atk +1 melee (1d6-1, sickle) or +4 ranged (1d10 + poison/19-20, masterwork repeating heavy crossbow); SA Rebuke undead 4/day; SQ Spontaneous casting (inflict); AL CN; SV Fort +4, Ref +2, Will +5; Str 8, Dex 13, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Climb +0, Bluff +13, Disguise +6, Hide +3, Move Silently +2, Sense Motive +3; Exotic Weapon Proficiency (repeating crossbow), Persuasive, Skill Focus (Bluff).

Languages: Celestial, Common.

Poison (Ex): black adder venom – injury, DC 11 Fortitude, 1d6 Con/1d6 Con.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*guidance, light, resistance, virtue; 1st—bane, cure light wounds, lesser confusion*, protection from law; 2nd— invisibility*, summon monster II, undetectable alignment.*

*Domain spell. *Domains:* Madness (1/day get +1 any Will save or skill check), Trickery.

Possessions: Sickle, repeating heavy crossbow with 5 poisoned bolts, 2 quivers of 5 crossbow bolts, 3x alchemist fire, masterwork studded leather armor, holy symbol of Kurell, 2x *potions of cure moderate wounds*, *scroll of lesser planar ally*, 2x *scrolls of word of recall*, alchemical tooth with black lotus extract (DC 20, 3d6 Con/3d6 Con), 600 gp for planar ally, holy symbol of Trithereon, Iron League bracelet, 60gp.

ENCOUNTER 8

Lieutenant Anshal: Female human Clr2 (Stern Alia); CR 2; Medium Humanoid (human); HD 2d8+2; hp 15; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 armor, +1 shield, +1 Dex]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, masterwork heavy mace) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8+2, masterwork heavy mace) or +3 ranged (1d8/19-20, masterwork light crossbow); SA Turn undead 2/day; SQ Spontaneous casting (cure); AL LN; SV Fort +4, Ref +1, Will +5; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +6, Heal +3, Knowledge (religion) +5, Listen +5, Spot +5; Alertness, Improved Initiative.

Spells Prepared (4/4; base DC = 12 + spell level): 0—*guidance, resistance (2), virtue; 1st—bless, cause fear, protection from law*, shield of faith.*

*Domain spell. *Domains:* Law (cast spells with the law descriptor at +1 caster level); Protection (grant

touched creature a resistance bonus equal to cleric level on next saving throw, 1/day).

Possessions: Masterwork heavy mace, masterwork light crossbow, 10 bolts, dagger, breastplate, buckler, holy symbol of Stern Alia, 2x sunrods, tanglefoot bag, keys to the doors, signal whistle, 2x *potions of cure light wounds.*

Guards (6): Male human War1; CR 1/2; Medium Humanoid (human); HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +1; Grp +2; Atk +2 melee* (1d10+1/19-20, masterwork bastard sword) or +1 ranged* (1d8/19-20, light crossbow); Full Atk +2* melee (1d10+1/19-20, masterwork bastard sword) or +1 ranged* (1d8/19-20, light crossbow); AL LN; SV Fort +2, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +3, Handle Animal +1, Intimidate +1, Listen +2, Ride +3, Spot +2; Alertness, Improved Buckler Defense.

Possessions: Masterwork bastard sword, light crossbow, 10 bolts, spiked gauntlet, locked gauntlet, dagger, chainshirt, buckler, sunrod, tanglefoot bag, signal whistle, bull's eye lantern, flint and steel.

* Includes penalty for wearing a buckler.

APPENDIX 2: APL 4

ENCOUNTER 6

Kal: Male human Clr4 of Korull; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, sickle) or +5 ranged (1d10 plus poison/19-20, masterwork repeating heavy crossbow); Full Atk +2 melee (1d6-1, sickle) or +5 ranged (1d10 plus poison/19-20, masterwork repeating heavy crossbow); SA Rebuke undead 5/day; SQ Spontaneous casting (inflict); AL CN; SV Fort +5, Ref +2, Will +6; Str 8, Dex 13, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +0, Bluff +14, Disguise +6, Hide +4, Move Silently +3, Sense Motive +3; Exotic Weapon Proficiency (repeating crossbow), Persuasive, Skill Focus (Bluff).

Languages: Auran, Common.

Poison (Ex): black adder venom – injury, DC 11 Fortitude, 1d6 Con/1d6 Con.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—guidance, light, resistance (2), virtue; 1st—bane, bless, cure light wounds, lesser confusion*, protection from law; 2nd—aid, cat's grace, invisibility*, undetectable alignment.

*Domain spell. *Domains:* Madness (-1 to Wisdom based skills and will saves, 1/day get +2 any will save or skill check), Trickery.

Possessions: Sickle, repeating heavy crossbow, 5 poisoned bolts, 10 crossbow bolts, tanglefoot bag, 3x alchemist fire, masterwork studded leather armor, holy symbol of Kurell, 2x *potions of cure moderate wounds*, scroll of lesser planar ally, 2x scroll of word of recall, alchemical tooth with black lotus extract (DC 20, 3d6 Con/3d6 Con), 600 gp for planar ally, holy symbol of Trithereon, Iron League bracelet, 60gp.

ENCOUNTER 8

Lieutenant Anshal: Female human Clr4 (Stern Alia); CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 armor, +1 Dex, +1 shield]; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Turn undead 2/day; SQ Spontaneous casting (cure); AL LN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8;

Skills and Feats: Concentration +8, Heal +4, Knowledge (religion) +5, Listen +7, Spot +7; Alertness, Improved Initiative, Power Attack.

Spells Prepared (4/5/4; base DC = 13 + spell level): 0—guidance, resistance (2), virtue; 1st—bless, cause fear, divine favor, protection from law*, shield of faith; 2nd—bull's strength, calm emotions*, hold person (2).

*Domain spell. *Domains:* Law (cast law spells at +1 caster level); Protection (grant touched creature a resistance bonus equal to cleric level on next saving throw, 1/day).

Possessions: Masterwork heavy mace, masterwork light crossbow, 10 bolts, dagger, breastplate, buckler, holy symbol of Stern Alia, signal whistle, 2x sunrods, tanglefoot bag, 2x *potions of cure light wounds*.

Guards (6): Male human Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +1; Grp +3; Atk +4 melee* (1d10+3/19-20, masterwork bastard sword) or +2 ranged* (1d8/19-20, light crossbow); Full Atk +4 melee* (1d10+3/19-20, masterwork bastard sword) or +2 ranged* (1d8/19-20, masterwork light crossbow); AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +3, Handle Animal +1, Intimidate +1, Listen +3, Ride +3, Spot +3; Alertness, Improved Buckler Defense, Weapon Focus (bastard sword).

Possessions: Masterwork bastard sword, masterwork light crossbow, 10 bolts, spiked gauntlet, locked gauntlet, dagger, chainshirt, buckler, sunrod, tanglefoot bag, signal whistle, bull's eye lantern, flint and steel.

* Includes penalty for wearing a buckler.

APPENDIX 3:

APL 6

ENCOUNTER 2

Advanced Bulette: CR 8; Huge Magical Beast; HD 12d10+60; hp 117; Init +2; Spd 40 ft., burrow 10 ft.; AC 22 (touch 10, flat-footed 20) [+2 Dex, +12 natural, -2 size]; Base Atk +12; Grp +28; Atk +20 melee (3d8+9, bite); Full Atk +20 melee (3d8+9, bite) and +14 melee (2d6+4, 2 claws); SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense; Space/Reach 15 ft./10 ft.; AL N; SV Fort +12, Ref +9, Will +6; Str 28, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +19, Listen +10, Spot +4; Alertness, Iron Will, Improved Natural Attack (bite), Track, Weapon Focus (bite).

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +19 attack bonus, but it cannot bite.

ENCOUNTER 6

Kal: Male human Clr5 of Korull; CR 5; Medium Humanoid (human); HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, sickle) or +5 ranged (1d10+poison/19-20, masterwork repeating heavy crossbow); Full Atk +2 melee (1d6-1, sickle) or +5 ranged (1d10+poison/19-20, masterwork repeating heavy crossbow); SA Rebuke undead 5/day; SQ Spontaneous casting (inflict); AL CN; SV Fort +5, Ref +2, Will +6; Str 8, Dex 13, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +0, Bluff +15, Disguise +6, Hide +5, Move Silently +4, Sense Motive +3; Exotic Weapon Proficiency (repeating crossbow), Persuasive, Skill Focus (Bluff).

Languages: Celestial, Common.

Poison (Ex): black adder venom – injury, DC 11 Fortitude, 1d6 Con/1d6 Con.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—guidance, light, resistance (2), virtue; 1st—bane, bless, cure light wounds, lesser confusion*, protection from law; 2nd—aid, cat's grace, invisibility*, undetectable alignment; 3rd—blindness, magic circle against law, rage*.

*Domain spell. **Domains:** Madness (-1 to Wisdom based skills and will saves, 1/day get +2 any Will save or skill check), Trickery.

Possessions: Sickle, repeating heavy crossbow, 5x poisoned bolts, 10x crossbow bolts, tanglefoot bag, 3x alchemist fire, masterwork studded leather armor, holy symbol of Kurell, 2x *potions of cure moderate wounds*, scroll of planar ally, 2x scrolls of word of recall, alchemical tooth with black lotus extract (DC 20, 3d6 Con/3d6 Con), 1200 gp for planar ally, holy symbol of Trithereon, Iron League bracelet, 60gp.

Grimlock Barbarian: Male grimlock Bbn1; CR 2; Medium Monstrous Humanoid; HD 2d8+1d12+9; hp

29; Init +2; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+3 armor, +3 Dex, +4 natural]; Base Atk +3; Grp +7; Atk +9 melee (1d8+6/x3, masterwork battleaxe) or +6 ranged (1d4+4/19-20, dagger); Full Atk +9 melee (1d8+6/x3, masterwork battleaxe) or +6 ranged (1d4+4/19-20, dagger); SQ Blindsight 40 ft., immune to gaze attacks, visual effects and illusions, rage 1/day, uncanny dodge; AL NE; SV Fort +5, Ref +5, Will +3; Str 19, Dex 16, Con 15, Int 10, Wis 10, Cha 4.

Skills and Feats: Climb +5, Hide +4 (+14 in mountain or underground), Intimidate +2, Listen +6, Spot +4; Power Attack, Weapon Focus (battleaxe).

Languages: Common, Grimlock.

Possessions: Masterwork battleaxe, 3x daggers, studded leather armor, *potions of shield of faith*.

ENCOUNTER 8

Lieutenant Anshal: Female human Clr5 (Stern Alia); CR 5; Medium Humanoid (human); HD 5d8+5; hp 33; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+5 armor, +1 Dex, +1 shield]; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8+2, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Turn undead 2/day; SQ Spontaneous casting (cure); AL LN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Heal +6, Knowledge (religion) +5, Listen +7, Spot +7; Alertness, Improved Initiative, Power Attack.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—detect magic, guidance, resistance (2), virtue; 1st—bless, cause fear, divine favor, protection from law*, shield of faith; 2nd—bull's strength, calm emotions*, hold person (2); 3rd—insignia of healing, magic circle against chaos*, prayer.

*Domain spell. **Domains:** Law (cast spells with the law descriptor at +1 caster level); Protection (grant touched creature a resistance bonus equal to cleric level on next saving throw, 1/day).

Possessions: Masterwork heavy mace, masterwork light crossbow, 10 bolts, dagger, breastplate, buckler, 2x sunrods, tanglefoot bag, holy symbol of Stern Alia, signal whistle, focus for insignia of healing (nightingale ring), 2x *potions of cure light wounds*, scroll of *summon monster III*.

Guards (6): Male human Ftr3; CR 3; Medium Humanoid (human); HD 3d10+6 plus 3; hp 31; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +3; Grp +5; Atk +6 melee* (1d10+3/19-20, masterwork bastard sword) or +4 ranged* (1d8/19-20, light crossbow); Full Atk +6 melee* (1d10+3/19-20, masterwork bastard sword) or +4* ranged (1d8/19-20, masterwork light crossbow); AL

LN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Handle Animal +2, Intimidate +2, Listen +4, Ride +3, Spot +4; Alertness, Improved Buckler Defense, Power Attack, Toughness, Weapon Focus (bastard sword).

Possessions: Masterwork bastard sword, masterwork light crossbow, 10 bolts, spiked gauntlet, locked gauntlet, dagger, chainshirt, buckler, sunrod, tanglefoot bag, signal whistle, bull's eye lantern, flint and steel, focus for *insignia of healing* (nightingale ring), *potion of shield of faith*, *potion of bull's strength*.

* Includes penalty for wearing a buckler.

APPENDIX 4: APL 8

ENCOUNTER 6

Kal: Male human Clr7 of Korull; CR 7; Medium Humanoid (human); HD 7d8+7; hp 45; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+3 armor, +1 Dex]; Base Atk +5; Grp +4; Atk +4 melee (1d6-1, sickle) or +7 ranged (1d10 plus poison/19-20, masterwork repeating heavy crossbow); Full Atk +4 melee (1d6-1, sickle) or +7 ranged (1d10 plus poison/19-20, masterwork repeating heavy crossbow); SA Rebuke undead 5/day; SQ Madness, spontaneous casting (inflict); AL CN; SV Fort +7, Ref +4, Will +8; Str 8, Dex 13, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +0, Bluff +17, Disguise +7, Hide +7, Move Silently +5, Sense Motive +4; Exotic Weapon Proficiency (repeating crossbow), Persuasive, Skill Focus (Bluff).

Languages: Celestial, Common.

Poison (Ex): black adder venom – injury, DC 11 Fortitude, 1d6 con/1d6 con

Madness (Ex): Kal is seriously unhinged and uses his Charisma modifier on Will saves instead of his Wisdom modifier, and have immunity to *confusion* and insanity effects. Kal can be restored to sanity by *remove disease*, *restoration*, *miracle* or *wish*.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*guidance*, *light*, *resistance* (3), *virtue*; 1st—*bane*, *bless*, *cure light wounds*, *entropic shield*, *divine favor**, *protection from law*; 2nd—*cats grace*, *hold person*, *shatter*, *spiritual weapon**, ~~undetectable alignment~~; 3rd—*blindness*, *dispel magic*, *magic circle against law*, *rage**; 4th—*confusion**, *freedom of movement*.

*Domain spell. *Domains:* Madness (-1 to Wisdom based skills and will saves, 1/day get +3 any Will save or skill check), Trickery.

Possessions: Sickle, repeating heavy crossbow, 5x poisoned bolts, 10x crossbow bolts, tanglefoot bag, 3x alchemist fire, masterwork studded leather armor, holy symbol of Kurell, 2x *potions of cure moderate wounds*, *scroll of planar ally*, *scroll of lesser planar ally*, 2x *scrolls of word of recall*, alchemical tooth with black lotus extract (DC 20, 3d6 Con/3d6 Con), 1500 gp for planar allies, holy symbol of Trithereon, Iron League bracelet, 60 gp.

Grimlock Barbarian: Male grimlock Bbn3; CR4; Medium Monstrous Humanoid; HD 2d8+3d12+15; hp 49; Init +3; Spd 40 ft.; AC 19 (touch 12, flat-footed 17) [+4 armor, +2 Dex, +3 natural]; Base Atk +5; Grp +9; Atk +11 melee (1d8+6/x3, masterwork battleaxe) or +8 ranged (1d4+4/19-20, dagger); Full Atk +11 melee (1d8+6/x3, masterwork battleaxe) or +8 ranged (1d4+4/19-20, dagger); SQ Blindsight 40 ft., immune to gaze attacks visual effects and illusions, rage 1/day, uncanny dodge; AL NE; SV Fort +6, Ref +7, Will +4; Str 19, Dex 16, Con 16, Int 10, Wis 10, Cha 4.

Skills and Feats: Climb +11, Hide +4 (+14 in mountain/underground settings), Intimidate +6, Move Silently +5; Power Attack, Weapon Focus (battleaxe)

Languages: Common, Grimlock.

Possessions: Masterwork battleaxe, 3x daggers, studded leather armor, *potion of shield of faith*.

ENCOUNTER 8

Lieutenant Anshal: Female human Clr6 (Stern Alia); CR 6; Medium Humanoid (human); HD 6d8+6; hp 39; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+6 armor, +1 Dex, +1 shield]; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, masterwork heavy mace) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d8+2, masterwork heavy mace) or +6 ranged (1d8/19-20, masterwork light crossbow); SA Turn undead 2/day; SQ Spontaneous casting (cure); AL LN; SV Fort +6, Ref +3, Will +7; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8;

Skills and Feats: Concentration +10, Heal +6, Knowledge (religion) +5, Listen +8, Spot +7; Alertness, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—*detect magic*, *guidance*, *resistance* (2), *virtue*; 1st—*bless*, *cause fear*, *divine favor*, *protection from law**, *shield of faith*; 2nd—*bull's strength*, *calm emotions**, *hold person* (2), *spiritual weapon*; 3rd—*insignia of healing*, *invisibility purge*, *magic circle against chaos**, *prayer*.

*Domain spell. *Domains:* Law (cast spells with the law descriptor at +1 caster level); Protection (grant touched creature a resistance bonus equal to cleric level on next saving throw, once/day).

Possessions: Masterwork heavy mace, masterwork light crossbow, 10 bolts, dagger, breastplate, buckler, 2x sunrods, tanglefoot bag, holy symbol of Stern Alia, signal whistle, focus for insignia of healing (nightingale ring), 2x *potions of cure light wounds*, *scroll of summon monster IV*, *wand of hold person*.

Guards (8): Male human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8 plus 4; hp 40; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 Dex, +1 shield]; Base Atk +4; Grp +6; Atk +8 melee* (1d10+6/19-20, masterwork bastard sword) or +5 ranged* (1d8/19-20, light crossbow); Full Atk +8 melee* (1d10+6/19-20, masterwork bastard sword) or +5* ranged (1d8/19-20, masterwork light crossbow); AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +2, Listen +5, Ride +3, Spot +4; Alertness, Improved Buckler Defense, Improved Toughness,

Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork bastard sword, masterwork light crossbow, 10x bolts, spiked gauntlet, locked gauntlet, dagger, chainshirt, buckler, sunrod, tanglefoot bag, signal whistle, bull's eye lantern, flint and steel, focus for *insignia of healing* (nightingale ring), *potion of shield of faith*, *potion of bull's strength*.

* Includes penalty for wearing a buckler.

APPENDIX 5: NPCs

Aerdan Garasteth: Male human Ari1/Sor6; CR 6; Medium Humanoid (human); HD 5d4+1d8+6; hp 26; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+1 deflection, +2 Dex]; Base Atk +3; Grp +2; Atk +3 melee (1d4+1/19-20, +1 dagger); Full Atk +3 melee (1d4+1/19-20, +1 dagger); AL LE; SV Fort +4, Ref +5, Will +9; Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 16.

Skills and Feats: Bluff +8, Concentration +11, Knowledge (arcana) +8, Spellcraft +12; Combat Casting, Draconic Breath, Draconic Heritage, Draconic Presence.

Languages: Common, Old Oeridian.

Spells known (6/7/6/3; base DC = 14 + spell level): 0—acid splash, dancing lights, detect magic, disrupt undead, mending, read magic, resistance; cure minor wounds, resistance; 1st—expeditious retreat, feather fall, mage armor, magic missile; 2nd—mirror image, scorching ray; 3rd—hold person.

Possessions: +1 dagger, ring of protection +1, wand of magic missiles (20 charges, CL 3rd), vest of resistance +1, cloak of charisma +2.

Ahlissan Soldier: Male/female human War1; Medium Humanoid (human); CR ½; HD 1d8+1; hp 5; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 armor, +1 Dex, +1 shield]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Intimidate +1, Listen +3, Profession (soldier) +1, Ride +2, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: Longsword, sap, light crossbow, 10 bolts, light mace, chainmail, light wooden shield, 2x sunrods, *potion of cure light wounds*, *oil of magic weapon*.

Annarin Heshun, The "White Lady": Female human Rgr2/Ftr1/Clr3 of Hextor/Pious Templar3; CR 9; Medium Humanoid (human); HD 5d8+4d10+10 plus 10; hp 70; Init +0; Spd 30 ft.; AC 22 (touch 13, flat-footed 18) [+7 armor, +2 shield, +3 Dex]; Base Atk +8; Grp +10; Atk melee +12 (1d8+5, +1 flail); Full Atk melee +12/+7 (1d8+5, +1 flail) or melee +10/+5 (1d8+5, +1 flail) and +8 melee (1d6+1, +1 *bashing light steel shield*); SA Favored enemy (human) +2; SQ DR 1/-, mettle, rebuke undead, smite 1/day; AL LN; SV Fort +14, Ref +6, Will +7; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +3, Concentration +4, Diplomacy +8, Handle Animal +7, Intimidate +5, Jump +4, Knowledge (religion) +5, Listen +6, Ride +9, Spot +6, Survival +6, Swim +6; Leadership, Improved Shield Bash, Improved Toughness, Leadership, Track, True Believer (CD), Two-Weapon Fighting^B, Weapon Focus (flail), Weapon Specialization (flail).

Languages: Ancient Suloise, Common, Flan, Old Oeridian.

Mettle (Su): If Annarin makes a successful Will or Fortitude saving throw that would normally reduce a spell's effect, she suffers no effect from that spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): 1/day, Annarin may make a single melee attack with a +4 attack bonus and +3 damage bonus. She must declare the smite before making the attack.

Spells Prepared (4/4/3): 1st—*cure light wounds*, *corrupt weapon* **, *doom* **, *entropic shield*, *protection from chaos* *, *shield of faith*; 2nd—*cure moderate wounds*, *spiritual weapon* *.

* Domain spell. **Domains:** Law (cast spells with the law descriptor at +1 caster level), War.

** Pious Templar spell.

Possessions: +1 *bane (undead) flail*, +2 *mithral chain mail*, *amulet of health* +4, *cloak of resistance* +1, +1 *bashing light steel shield*, *potion of cure light wounds* (2).

Benrad Lyrthi: Male human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+14; hp 60; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+5 armor, +1 Dex, +2 shield]; Base Atk +7; Grp +10; Atk +12 melee (1d8+5/x3, masterwork lance) or +11 melee (1d8+3/19-20, masterwork longsword) or +9 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +12/+7 melee (1d8+5/x3, masterwork lance) or +11/+6 melee (1d8+3/19-20, masterwork longsword) or +9/+4 ranged (1d8+2/x3, masterwork composite longbow); AL LN; SV Fort +7, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +5, Diplomacy +6, Handle Animal +5, Intimidate +3, Jump +5, Ride +13, Sense Motive +5, Swim +4; Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: masterwork lance, masterwork longsword, masterwork composite longbow (+2 str), 20 arrows, +1 *chainshirt*, heavy wooden shield, *amulet of wisdom* +2, *oil of magic weapon*, heavy warhorse with leather barding and military saddle.

Bousse: male half-orc Bbn1/Rng3; CR 4; Medium Humanoid (orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15 (flat-footed 13, Touch 12) [+3 armor, +2 Dex]; Base Atk +4; Grp +7; Atk +7 melee (1d8+3 plus poison/19-20, longsword) or +6 ranged (1d8 plus poison/x3, longbow); Full Atk +7 melee (1d8+3 plus poison/19-20, longsword) or +6 ranged (1d8 plus poison/x3, longbow); SA Favored enemy (human) +2; SQ Rage 1/day; AL: CN; SV Fort+5 Ref+6 Will+2; Str 16, Dex 15, Con 13, Wis 12, Int 11, Cha 8.

Skills and feats: Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (Local: the Splintered Suns) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two-Weapon Fighting.

Poison (Ex): Boussets longsword and two arrows are coated with carrion crawler brain juice (injury, Fort DC13 paralysis/0).

Possessions: Studded leather armor, longbow, 20 arrows, longsword, short sword.

Elrac Unner: Male human (Oeridian) Clr4 of Nerull/Ftr3; CR 7; Medium Humanoid (human); HD 4d8+3d10+14; hp 58; Init -1; Spd 30 ft; AC 9 (touch 9, flat-footed 9) [-1 Dex]; Base Atk +6; Grp +8; Atk +8 melee (1d3+8, unarmed); Full Atk +8/+3 melee (1d3+2, unarmed); SA Death touch 4d6; SA Rebuke undead 3/day; SQ Spontaneous casting (inflict); AL NE; SV Fort +9, Ref +3, Will +10; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff +9, Climb +4, Concentration +9, Diplomacy +7, Intimidate +3, Disguise +7, Knowledge (religion) +6, Listen +5, Sense Motive +6, Spot +5, Swim +4; Alertness, Improved unarmed strike, Iron Will, Persuasive, Skill Focus (Concentration), Weapon Focus (scythe)

Languages: Common, Old Oeridian.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*detect magic, guidance, light, read magic, resistance*; 1st—*bless, cause fear, doom, protection from good*, shield of faith*; 2nd—*deathknell*, desecrate, hold person, sound burst*

*Domain spell; *Domains:* Death (1/day death touch, 4d6), Trickery.

Possessions: None.

Erlinja: Female human Rog3; CR 3; Medium Humanoid (humanoid); HD 3d6+3; hp 17; Init +2; Spd 30 ft; AC 14 (touch 12, flat-footed 12) [+2 armor, +2 Dex]; Base Atk +2; Grp +1; Atk +1 melee (1d6-1/19-20, shortsword); Full Atk +1 melee (1d6-1/19-20, shortsword); SA Sneak attack +2d6; SQ Evasion; AL CN; SV Fort +2, Ref +7, Will +5; Str 8, Dex 15, Con 12, Int 10, Wis 14, Cha 13.

Skills and Feats: Balance +7, Forgery +6, Gather Information +7, Jump +8, Knowledge (local: the Splintered Suns) +6, Open Locks +8, Profession (barkeeper) +11, Sleight of Hand +8, Tumble +10, Use Magic Device +7; Alertness, Iron Will, Lightning Reflexes, Skill Focus (Profession),

Possessions: Shortsword, well made protective clothing (masterwork leather armor), various trinkets.

Matron Nelrana: Female human Clr9 of Stern Alia; CR 9; Medium humanoid (human); HD 9d8+9; hp 57; Init +4; Spd 20 ft; AC 23 (touch 11, flat-footed 23) [+9 armor, +1 deflection, +3 shield]; Base Atk +6; Grp +8; Atk +11 melee (1d8+4, +2 heavy mace) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6 melee (1d8+4, +2 heavy mace) or +7/+2 ranged

(1d8/19-20, masterwork light crossbow); SA Turn undead 4/day; SQ Spontaneous casting (cure); AL LN; SV Fort +7, Ref +3, Will +10; Str 14, Dex 10, Con 12, Int 10, Wis 19, Cha 13.

Skills and Feats: Bluff +2, Concentration +10 (+15 when casting defensively), Diplomacy +7, Knowledge (religion) +8, Knowledge (local: the Splintered Suns) +2, Profession (priest) +8, Sense Motive +7; Combat Casting, Improved Initiative, Negotiator, Rapid Reload, Weapon Focus (heavy mace)

Languages: Common, Old Oeridian.

Spells Prepared (6/6/6/5/4/2; base DC = 14 + spell level): 0—*cure minor wounds, guidance, light, resistance* (2), *virtue*; 1st—*bless, cure light wounds* (2), *divine favor, lesser vigor, shield of faith, protection from chaos**; 2nd—*bears endurance, bull's strength, calm emotions*, insignia of alarm, hold person, spiritual weapon*; 3rd—*dispel magic* (2), *insignia of healing* (2), *protection from energy**; 4th—*air walk, divine power, freedom of movement, orders wrath**; 5th—*cure light wounds, mass, spell resistance**.

*Domain spell. *Domains:* Law (Cast spells with the law descriptor at +1 caster level); Protection (grant touched creature a resistance bonus equal to cleric level on next saving throw, 1/day).

Possessions: Dagger, buckler, spell component pouch, silver holy symbol of Stern Alia, +2 heavy mace, +1 full plate with armor spikes, *potion of cure light wounds* (2), *potion of bull's strength, ring of protection +1, gauntlets of dexterity +2, scroll of invisibility purge, amulet of wisdom +2.*

Walennor: Male human (Oeridian) Rgr4/Rog3; CR 7; Medium Humanoid (human); HD 4d8+4 plus 3d6+3; hp 42; Init +3; Spd 30 ft; AC 17 (flat-footed 14, touch 13) [+4 armor, +3 Dex]; Base Atk +6; Grp +8; Atk +9 melee (1d6+2/19-20, masterwork shortsword) or +10 ranged (1d8+3/x3, +1 mighty composite longbow); Full Atk +9 melee (1d6+2/19-20, masterwork shortsword) or +7/+7 melee (1d6+2/19-20, masterwork shortsword and 1d6+1/19-20, masterwork shortsword) or +10 ranged (1d8+3/x3, +1 mighty composite longbow) or +8/+8 ranged (1d8+3/x3, +1 mighty composite longbow); SA Favored enemy (human: +2), sneak attack+ 2d6; SQ Evasion;; AL: N; SV Fort+6 Ref+10 Will+4; Str 14, Dex 16, Con 12, Wis 14, Int 12, Cha 8.

Skills and feats: Climb +5, Escape Artist +10, Gather Information +6, Heal +5, Hide +5, Jump +5, Knowledge (local: the Splintered Suns) +6, Listen +8, Move Silently +6, Open Locks +8, Ride +6, Search +7, Spot +5, Survival +12, Swim +8, Tumble +11, Use Magic Device +8; Endurance, Point Blank Shot, Precise shot, Rapid Shot^B, Self-Sufficient, Two Weapon Fighting.

Languages known: Common, Old Oeridian, Ancient Suloise.

Spells Prepared (1; base DC = 11 + spell level): 1st—*resist energy.*

Possessions: masterwork cold iron shortsword (2), +1 studded leather armor, +1 composite +1 Str longbow, dagger (2), 20 arrows, backpack, bedroll, lantern, oil, alchemist fire (2), masterwork thieves tools.

Witigan: Male dwarf Exp6; CR 5; Medium Humanoid (dwarf); HD 6d6+6 plus 3; hp 28; Init -1; Spd 20 ft.; AC 11 (touch 9, flat-footed 10) [+2 armor, -1 Dex]; Base Atk +4; Grp +5; Atk +4 melee (1d6+1, club); Full +4 melee (1d6+1, club); SQ darkvision 60ft; AL LN; SV Fort +3, Ref +1, Will +6; Str 12, Dex 8, Con 12, Int 11, Wis 13, Cha 7.

Skills and Feats: Appraise +5, Climb +6, Craft (stonemason) +12, Knowledge (architecture and engineering) +9, Knowledge (dungeoneering) +9, Profession (overseer) +13, Listen +5, Spot +5; Skill Focus (craft), Skill Focus (profession), Toughness.

Languages: Common, Dwarven.

Possessions: Blunt tool (club), dagger, workers kit (leather armor), pens, notepad, and other assorted brick-a-brack.

APPENDIX 5

THE ADDERSTONE GARRISON

The garrison in Adderstone consists of the following troops in addition to the tower guards, though it is not at full strength right now. In addition to these, Matron Nelrana and Benrad Lyrthi join the garrison when needed. All soldiers (not militia members) have a focus for the *insignia of healing* spell that Nelrana can cast.

Ahlissan Soldier (40): Male/female human (Oeridian-Suel) War1/Exp1; Medium humanoid (human); CR 1; HD 1d8+1d6+2; hp 11; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 armor, +1 Dex, +1 shield]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +1, Will +2; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +5, Heal +3, Intimidate +3, Knowledge (local: Splintered Suns) +2, Listen +3, Profession (soldier) +1, Ride +2, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: longsword, sap, light crossbow, 10 bolts, light mace, chainmail, light wooden shield, sunrod (2), *potion of cure light wounds*, *oil of magic weapon*.

Description: These people are regular soldiers, recruited from the native population of Naerie. They have undergone a strict training and thus are superior in skill compared to regular people or militia troops.

Militia (40): Male/female human (Oeridian-Suel) Exp1; CR 1/2; Medium humanoid (human); HD 1d6; hp 4; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13) [+2 armor, +1 shield]; Base Atk +0; Grp +0; Atk +0 melee (1d6, shortspear) or +0 ranged (1d6, javelin); Full Atk +0 melee (1d6, shortspear) or +0 ranged (1d6, javelin); AL N; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Craft or Profession +7, Listen +6, Spot +6, Survival +4; Alertness, Skill Focus (Craft or Profession)

Possessions: shortspear, javelin (2), leather armor, light wooden shield, lantern.

Description: Militia are local people who have been given a few weeks of training with basic military equipment and when needed, earn some extra income guarding warehouses and so on. While there are a few exceptional individuals among them, on average they are all merely 1st level NPCs.

Trackers (4): Male/female half-elf Rgr2; CR 2; Medium humanoid (half-elf); HD 2d8+4; hp 17; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+4 armor, +2 Dex]; Base Atk +2; Grp +3; Atk +6 ranged (1d8+1/x3, masterwork composite longbow) or +3 melee (1d10/19-20, bastard sword); Full Atk +6 ranged

(1d8+1/x3, masterwork composite longbow) or +4/+4 ranged (1d8+1/x3, masterwork composite longbow) or +3 melee (1d10/19-20, bastard sword); SA Favored enemy (human +2); SQ Low-light vision; AL N; SV Fort +5, Ref +5, Will +1 (+3 against enchantment spells); Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Diplomacy +2, Gather Information +2, Knowledge (nature) +7, Listen +7, Move Silently +6, Search +1, Spot +7, Survival +6 (+8 when above ground); Rapid Shot, Track, Weapon Focus (longbow)

Possessions: bastard sword, masterwork composite longbow (+1 str), 20 arrows, dagger, chainshirt, lantern, tanglefoot bag, *potion of cure light wounds*.

Description: The trackers in Adderstone are an extended family of half-elves who were born in Idee before the Scarlet Brotherhood occupation. They were part of the resistance movement but later joined the Ahlissan army.

Clerics of Hextor (4): Male/female human (Oeridian) Clr2 (Hextor); CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +5; Spd 20 ft.; AC 17, (touch 11, flat-footed 16) [+5 armor, +1 shield, +1 Dex]; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, masterwork flail) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8+2, masterwork flail) or +3 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke undead; SQ Aura of evil, spontaneous casting (inflict); AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8; Concentration +6, Heal +3, Knowledge (religion) +5, Listen +5, Spot +5 Improved Initiative, Martial Weapon Proficiency (Flail), Weapon Focus (Flail), Toughness.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0— *guidance, light, resistance, virtue*; 1st— *bane, bless, inflict light wounds**, *shield of faith*.

* Domain spell. *Domains:* Destruction (Smite 1/day: +4 to hit, +2 damage), War (Free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon (any flail))

Possessions: masterwork flail, masterwork light crossbow, 10 bolts, dagger, breastplate, buckler, holy symbol of Hextor, sunrod (2), *potion of cure light wounds*, *wand of cure light wounds*.

Description: These are a group of Hextorite clerics from Ahlissa who were invited here by Beddas Haxx.

Battlemages (4): Male/female human (Suel) Wiz 5 (evoker); CR 5; Medium humanoid (human); HD 5d4+8; hp 17; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 deflection]; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger); Full Atk +2 melee (1d4/19-20, dagger); AL LN; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 13.

Skills and Feats: Concentration +12, Knowledge (arcana) +9, Knowledge (History) +8, Spellcraft +13, Tumble +5; Craft Wand, Scribe Scroll, Skill Focus (Concentration), Spell Focus (evocation), Toughness,

Languages: Common, Draconic, Old Oeridian.

Spells prepared (5/5/4/3; base DC = 13 + spell level):
0—acid splash, dancing lights, flare, mage hand, ray of frost
1st—burning hands (DC 15), grease, magic missile, obscuring mist, shield
2nd—flaming sphere (DC 16) mirror image (1d4+1), resist energy, scorching ray.
3rd—dispel magic, magic circle against chaos, fireball

Possessions: dagger, spell component pouch, wand of magic missiles, ring of protection +1, scroll of wind wall.

Description: These battlemages are from Sage Keep which is a center of learning in the Principality of Naerie.

Officers (6): Male/female human (Oeridian/Suel) Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+6 armor, +1 shield, +2 Dex]; Base Atk +4; Grp +6; Atk +8 melee (1d8+5/19-20, +1 longsword) or +6 ranged (1d6/x3, shortbow); Full Atk +8 melee (1d8+5/19-20, +1 longsword) or +6 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +3, Will +4; Str 14, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +3, Handle Animal +5, Jump +3, Ride +12; Iron Will, Mounted Combat, Skill Focus (Ride), Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: dagger, longbow, 20 arrows, breastplate, light steel shield, +1 longsword, *potion of shield of faith*, *potion of cure moderate wounds*, heavy warhorse with leather barding and military saddle.

Description: These officers are spread around various units and act as their commanders.

Cavalry (20): Male/female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+5 armor, +1 shield, +2 Dex]; Base Atk +2; Grp +4; Atk +6 melee (1d8/x3, masterwork lance) or +6 ranged (1d8/x3, masterwork composite shortbow); Full Atk +6 melee (1d8/x3, masterwork lance) or +6 ranged (1d8/x3, masterwork composite shortbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Jump +4, Ride +12; Mounted Combat, Skill Focus (Ride), Weapon Focus (lance), Weapon Focus (shortbow)

Possessions: masterwork lance, scimitar, masterwork composite shortbow, 20 arrows, breastplate, light wooden shield, light warhorse with leather barding and military saddle.

Description: These cavalry units act as reconnaissance units for Adderstone that patrols near the Hollow Highlands.

Manticore (6): hp 57; See *Monster Manual* p. 179.

Description: A few years ago, a group of Manticores were captured in the northern Flanaess and shipped to

Naerie where they have been trained to operate as guardians for Adderstone.

APPENDIX 6

NEW RULES ITEMS

Source: *Complete Arcane*, pg. 78

FEATS

Draconic Breath (Draconic)

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage. The breath weapon is a 30 foot cone (fire or cold) or 60 foot line (acid or electricity) that deals 2d6 damage per level of the spell you expended to create the effect. Any creature in the area may try a Reflex save (DC 10+level of the spell expended + your Cha modifier) for half damage. This is a supernatural ability.

Source: *Complete Arcane*, page 77

Draconic Heritage (Draconic)

You have a greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the associated list as class skills. This is your draconic heritage which cannot be changed once this feat has been taken. Half-dragons must choose the same dragon kind as their parent. In addition you gain a bonus to saving throws against *sleep* and *paralysis*, as well as spells and abilities with energy types of your draconic heritage. This bonus is equal to number of Draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Infor.
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Source: *Complete Arcane*, page 77.

Draconic Presence (Draconic)

When you use magic, your mere presence can terrify those around you.

Prerequisite: Draconic Heritage.

Benefit: Whenever you cast an arcane spell, all opponents within 10ft of you who have fewer hit dice than you become *shaken* for a number of rounds equal to the level of the spell you cast. The effect is negated by a successful will save (DC 10+spell level + Cha modifier). A successful save means the target is immune to this effect for 24 hours. This effect does not affect creatures with intelligence 3 or lower or who are already shaken, nor does it have any effect on dragons.

Improved Buckler Defence (General)

You can attack with your off-hand weapon while retaining a buckler's shield bonus to your armor class.

Prerequisite: Shield Proficiency

Benefit: When you attack with a weapon in your off-hand, you may still apply a buckler's shield bonus to your armor class until your next turn.

Special: A fighter may select Improved Buckler Defence as one of his bonus feats.

Source: *Complete Warrior*, page 100.

Improved Toughness (General)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose HD (such as losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his bonus feats.

Source: *Complete Warrior*, page 101.

EQUIPMENT

Alchemical tooth: Those relying on secrecy in the use of their alchemical capsules turn to the alchemical tooth. As its name suggests, this specially concealed item has been made to look like a tooth. The tooth functions in all respects like a capsule retained (see *Complete Warrior* page 120). In addition, it is very hard to find without a through search (search DC 30). The false tooth is most often used as a concealed version of a capsule retainer, but a few extremely dedicated agents carry a tooth filled with poison as insurance against being captured alive. An alchemical tooth can hold one dose of any contact poison or ingested poison, but such poison can only affect the wearer of the tooth – there is no way to make the tooth an effective delivery mechanism when combined with a bite attack.

Source: *Complete Adventurer* page 119.

Focusing Candle: This large green taper burns quickly, lasting only 1 hour despite its size. While burning, a focusing candle fills the air with a fresh, crisp odor. The candle is a great boon to those engaged in strenuous mental activity. Characters within 20ft of the burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery and Search checks. When making a skill check that takes more than single action to complete (such as Decipher Script) characters gain the bonus from focusing candle only if they spend the entire time within 20ft of the burning candle.

Source: *Complete Adventurer* page 119.

Periscope: This is a small handheld periscope, about a foot long, that allows you to look over obstacles or around corners without exposing yourself to danger.

Source: *Arms & Equipment Guide* page 24.

Scryers Kit: This is a variety of focusing crystals, incense, mirrors and other tools to help a scryer concentrate. It grants a +2 circumstance bonus to Scry checks. The user must still have ability to cast *scrying* or have a crystal ball.

Source: *Arms & Equipment Guide* page 28.

SPELLS

Insignia of Healing

Conjuration (Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia. Since undead are powered by negative energy, this

spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Source: *Races of Destiny* page 166.

Insignia of Alarm

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of special insignia within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental "ping" (as the alarm spell, page 197 of the *Player's Handbook*) when this spell is cast. This spell requires significant preparation.

Before using this spell, you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol. Each insignia costs 10 gp. Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

Source: *Races of Destiny* page 166

Touch of Madness

Enchantment (Mind-Affecting)

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful will save, its mind is clouded and takes no action for 1 round per caster level. A dazed creature is not stunned (so attackers get no special advantage against it) but it can't cast spells, use mental abilities, and so on.

Source: *Complete Divine*, page 184.

Domains

Madness Domain

Granted Power: Your insanity gives you insight. Subtract 1 from all your will saves and wisdom based skill checks. However, once per day, you can see and act with the clarity of True madness. Add half of your level to a single wisdom based skill check or will save. You must choose to use this benefit before rolling the dice.

Mysticism Domain Spells

1. *Confusion, lesser*
2. *Touch of madness*
3. *Rage*
4. *Confusion*
5. *Bolts of bedevilment*
6. *Phantasmal killer*
7. *Insanity*
8. *Maddening scream*
9. *Weird*

Source: *Complete Divine* page 139

Monsters

Elemental, Storm

A dark dust cloud crackles with lightning and reverberates with the dull rumble of thunder.

The elemental incarnation of a living storm, a storm elemental displays the same sudden, violent nature as tempest. It seldom leaves its home plane unless summoned or called, but when it does it is capable of great destruction.

When not on the Elemental Plane of Air, storm elementals seek out natural squalls and are happiest in the midst of a raging thunderstorm.

Storm elementals speak Auran but rarely choose to do so. A storm elementals voice sounds like a distant thunder.

COMBAT

Storm elementals are very hearty, yet they prefer to fight on wild, broken terrain where they can avoid obstacles by flying. They stay airborne when possible, remaining out of reach of enemies. Their thunder and lightning special ability gives them ranged attack that most other elementals lack.

Medium Storm Elemental: CR4; Medium Elemental (Air, Extraplanar); HD 4d8+8; hp 26; Init +5; Spd fly 30ft (6 squares), fly 60 ft (perfect); AC 15 (touch 11, flat-footed 14) [+1 dex, +4 natural]; Base Atk +3; Grp +5; Atk +5 melee (1d6+2 plus 1d6 electricity, slam); Full Atk +5 melee (1d6+2 plus 1d6 electricity, slam); SA Shock, thunder & lightning SQ Air mastery, darkvision 60ft, electrical and sonic healing, elemental traits; AL N; SV Fort +3, Ref +5, Will +1; Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Alertness, Improved Initiative

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals 2d4 nonlethal electricity damage to living opponents. DC14 fortitude save halves this damage. The save DC is Constitution-based.

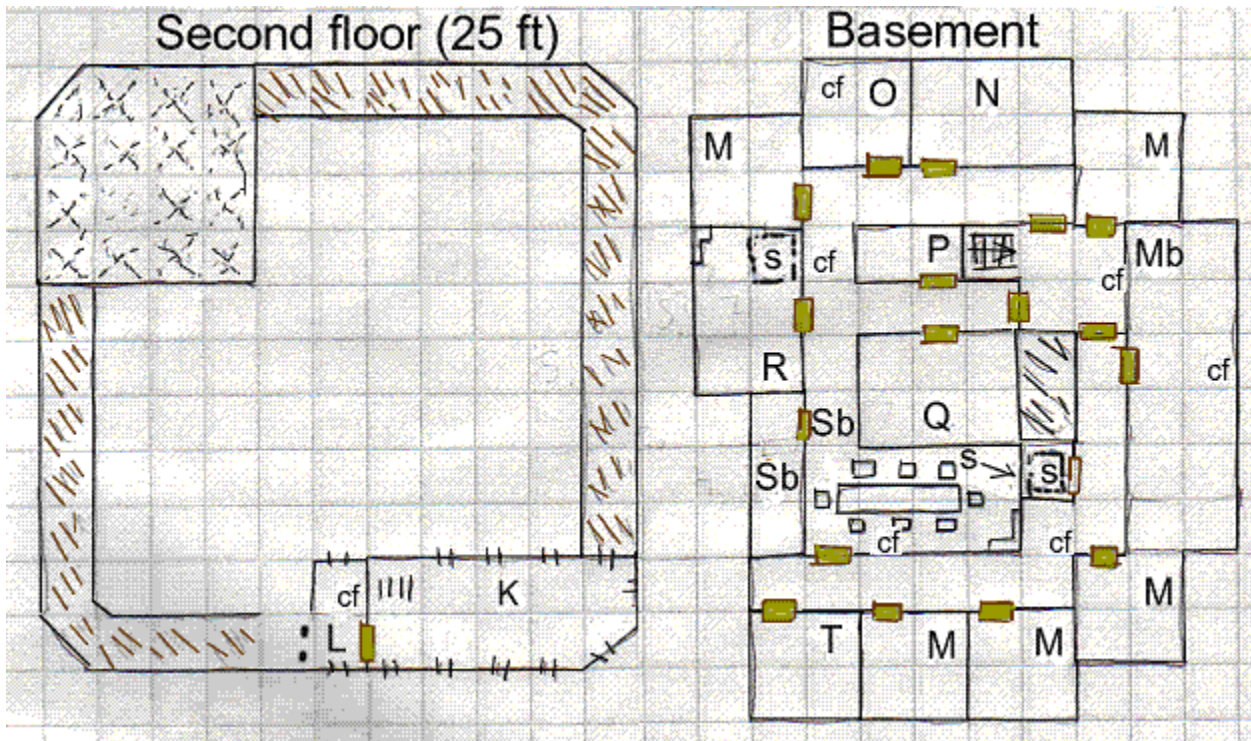
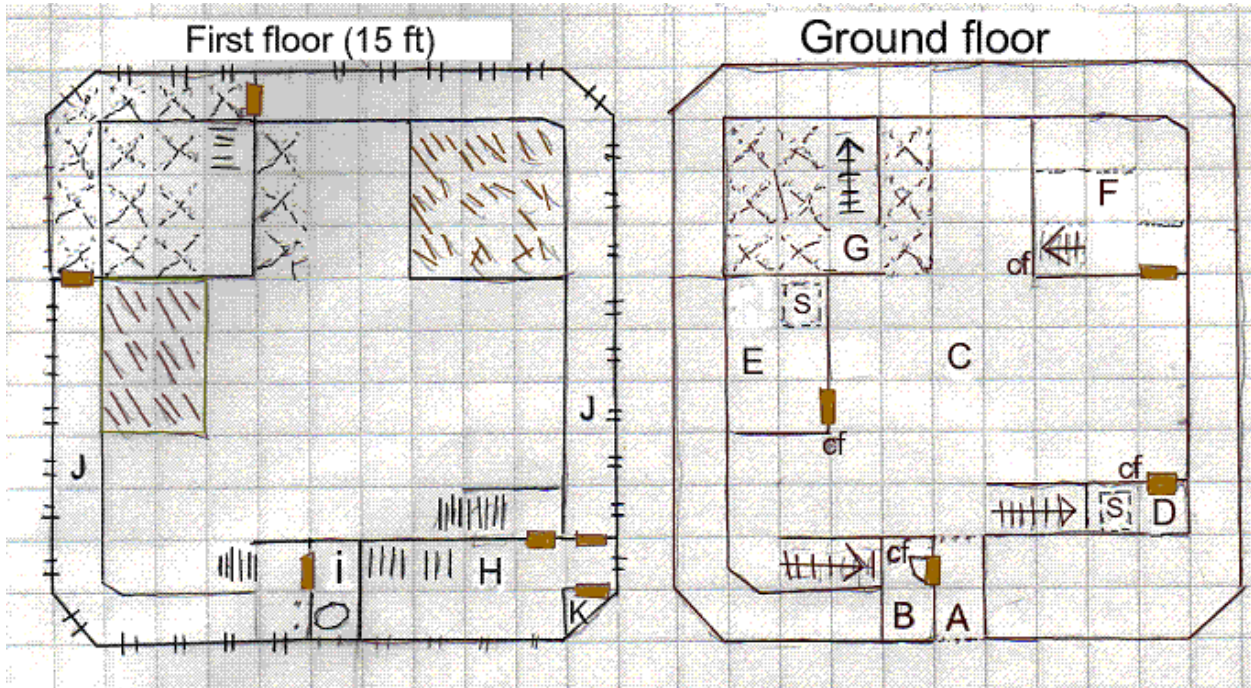
Thunder and Lightning (Su): Once per minute as a full-round action a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals 2d6 sonic damage to all creatures within 60ft of the storm elemental. A DC14 fortitude save halves this damage.

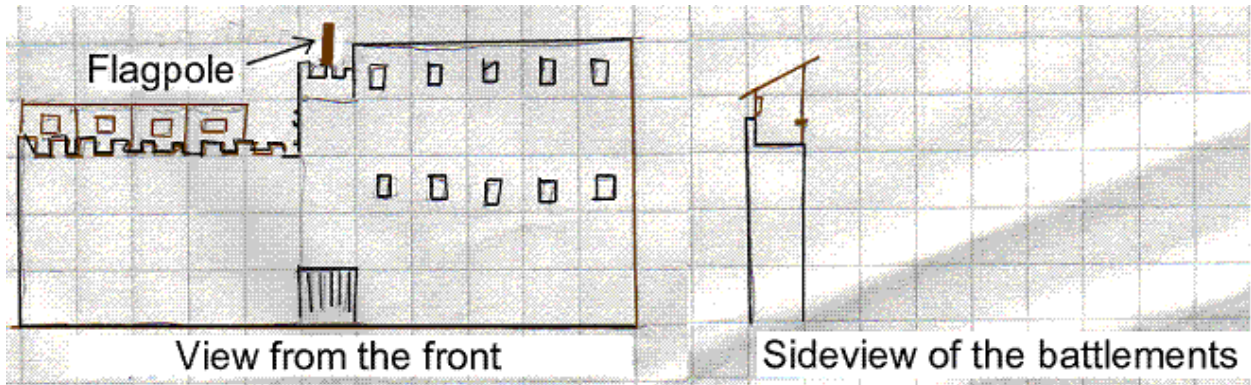
The lightning is a 120-foot long line that deals 4d6 electricity damage. DC 14 Reflex save halves this damage..

Electrical and sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) use against storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

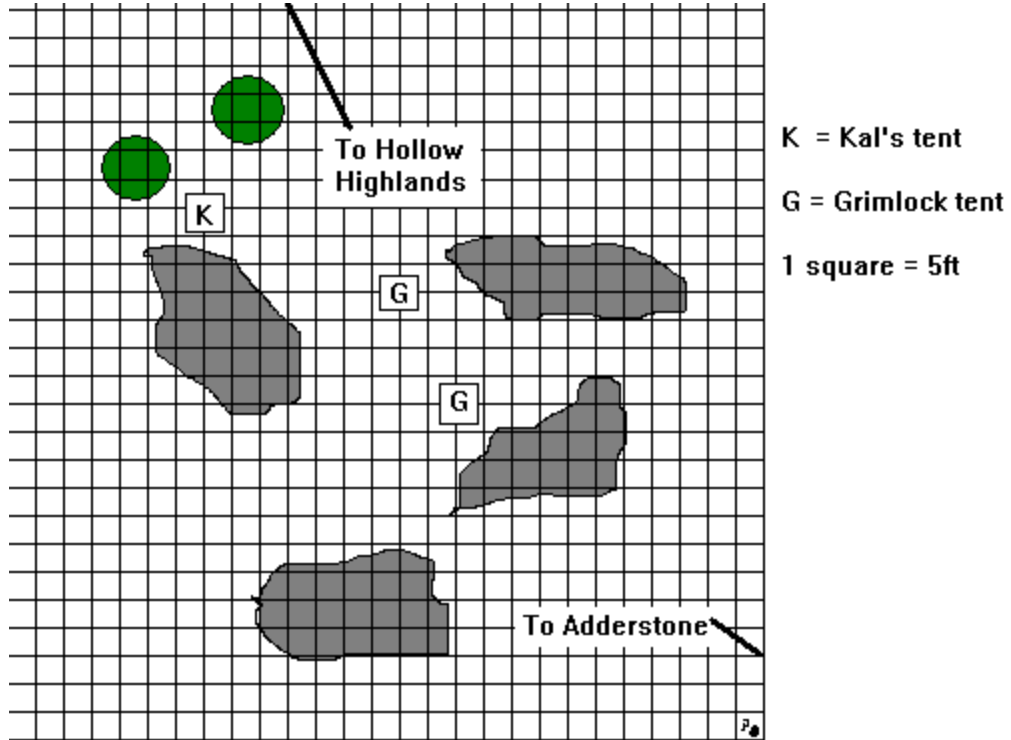
DM'S AID 1: FORTIFICATION MAP 1



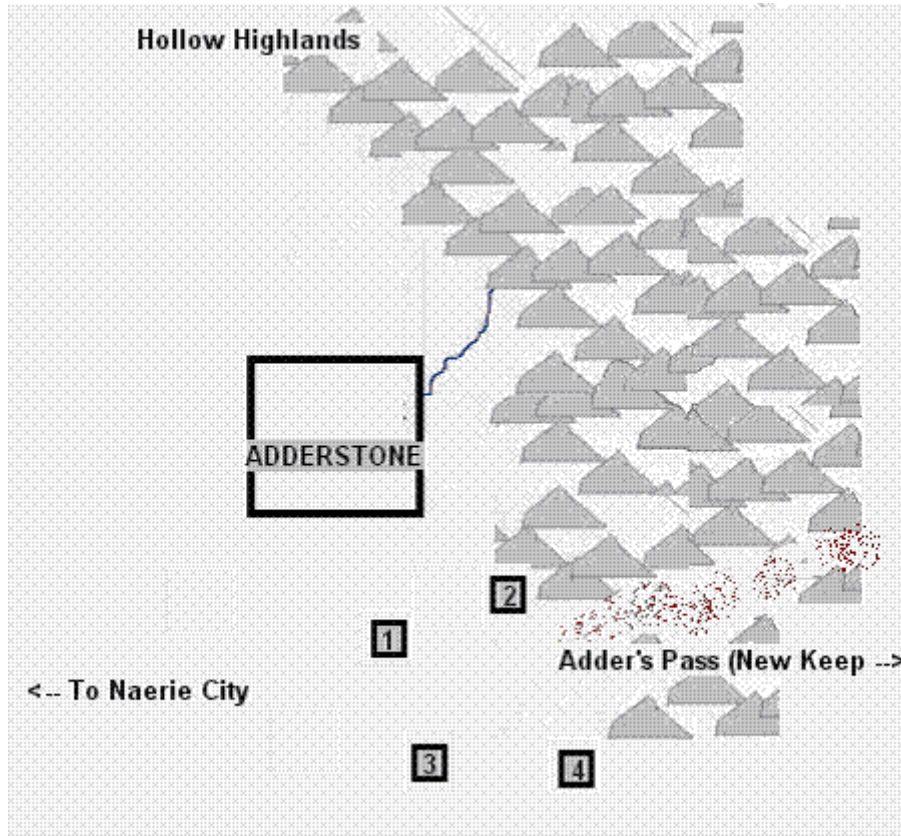
DM'S AID 2: FORTIFICATION MAP 2



DM'S AID 3: KAL'S CAMPSITE



PLAYER'S HANDOUT 1: CRUDE OVERVIEW OF THE SURROUNDING AREA



PLAYER'S HANDOUT 2: LETTER FROM IDEE VOLUNTEERS



I appreciate you helping me on this most vital of missions and apologize

for this kind of cloak and dagger approach, but those who serve the Summoner must walk with caution when near the Ahlissans.

My familiar has a scroll that will enable my imprisoned associate to escape and to take you with him. However, you will need to get into the fortification first. It would also serve our interests if you could collapse the scaffolding in the unfinished tower. This will humiliate the Hextorite commanders and might even lead to them being removed from their current post, eliminating one more threat against Sunndí.

If for some reason things don't go exactly as planned, flee to Adders Pass and when you are approximately 2 miles inside Sunndí, you should find a path on the northern side. This will lead you to our safehouse where you can meet me and be safe. I will also meet you there when you succeed in the mission.

May the Summoner guide your path!

Carbón