

Trail of the Serpent

A One-Round Dungeons & Dragons® Living Greyhawk™ Naerie Regional Adventure

Version 1.1

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Meta-organizations featured: Felten Guard, Idee Volunteers, Iron Brand Contraband Cartel

While the Serpent Guard has been destroyed, authorities in Felten & Gornor's Cove still require assistance in discovering their past. The trail of the serpent began in village of Radoc, on the outskirts of Hollow Highland and it is here where the secrets will be revealed. A sequel to NAE6-01 *First Bite* and NAE6-03 *Legacy of the Serpent*. A one-round regional set in Principality of Naerie for Character levels 1-13 (APL 2 to 10).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins et al], *Players Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], NAE6-02 *First Bite* [Keith McCall], NAE6-03 *Legacy of the Serpent* [Sampo Haarlaa]

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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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Naerie regional adventure, set in village of Radoc. Characters native to the Naerie region pay 1 Time Units per round. All other characters pay 2 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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before start of play, the DM should determine if any PC has any of the following AR items from the adventure NAE6-02 *First Bite*:

- Commander Ottolons Influence
- Songbook of Shale Weisparkel

From NAE6-03 *Legacy of the Serpent*

- Contemplative
- Ideean Brooch
- Favor of the Church of Osprey

The DM should also note which (if any) PCs are members of the Felten Guard, Idee Volunteers or Iron Brand Contraband Cartel.

There is a time-limit of sorts as on the morning of 3rd day that PCs are in Radoc, Riven sends an order to kill Gowre Haxx. The humanoids guarding him decapitate him, bury the body in the hills and join Keln Vriss in the hills. The PCs can still find Keln Vriss and Candor, but they are too late in saving Gowre.

In addition, once the dwarf tracker Daragan arrives (evening of 2nd day), the guards find the monster in the hills during the 3rd day, kill it and bring back the body of Vladam. The PCs learn about this as soon as it happens. The guards won't figure out asking Teban for a *Speak with Dead* spell until the later part of the 3rd day, enabling

them to arrive to Jared's cabin in the morning of 4th. However, Daragan is unable to follow tracks from there.

See DM aid 2 for information on how PCs can find Gowre Haxx. No doubt PCs can try other things as well and you should be ready to improvise on it.

NOTE ABOUT CANDOR

Candor is pretty well known in Radoc and the DM can have him meet PCs while they are going around in town. Candor can even complain about "rumors of that monster" to send PCs off their tracks and appearing as a respectable human merchant.

NEW RULE ITEMS

This adventure has few new spells from *Spell Compendium* that Keln Vriss uses. Rules for them are included in Appendix 2. It is also recommended that DM looks at DM aid 1 for brief rundown on what happened in earlier parts.

ADVENTURE BACKGROUND

The Serpent Guards were one of the mercenary companies in service of Mendaos of Prymp. They took part in liberation of Idee from the Scarlet Brotherhood and later, when Mendaos took control of a mining village of Radoc, became part of his household troops. This did not last long.

Their original leader Ersemir was replaced by a man named Riven. He was in fact a member of house Devnor, a noble house that sided with the Scarlet Brotherhood. The Serpent Guard was already unreliable under Ersemir but Riven truly let them loose, causing much hassle in Radoc. In the end, even Mendaos decided enough was enough and sacked them. They abandoned their old lodgings and afterwards they became one of the many bandit groups running around in Ahlissa.

Riven had soon robbed enough money so he could start living off as respected individual while keeping in touch with his second in command, Raustus 'Fang' Dolchemi. Eventually the Serpent Guard met with the sorceress Emeria who was interested in Sage Keep's property and old Flan ruins supposedly located in Jagged Hills of Schwente. Riven was supposed to hand her a map of the ruins, but he never turned up because the Serpent Guards were destroyed. Emeria was later captured and Riven's schemes in Gornor's Cove disrupted.

Saron, leader of Gornorites, is interested in finding more information on how the constructs found in Gornor's Cove and the Serpent Guard tie together. For this reason he requires adventurers to go to Radoc and see if anything can be found out. Radoc itself is a village near the Hollow Highlands and a widely suspected thoroughfare for smugglers.

Shortly before the PCs arrive, wererat smugglers and Keln Vriss kidnap Gowre Haxx, envoy of Prince Barzhaan, to further distract House Haxx from Riven's plans.

The PCs must find Gowre Haxx and Serpent Guards hideout in Hollow Highlands.

CANDOR & KELN VRISS

Candor was originally a human ranger who worked for the Iron Brand Contraband Guild but disagreed with those members who were motivated too much by altruism, in other words, those who helped Idee Volunteers and worshippers of Trithereon. He left the organization and tried his luck elsewhere as hired fist and bodyguard, trying to acquire capital to set up his own smuggling racket.

While in Prymp, in northern Ahlissa, he had an unfortunate encounter with a wererat and was infected. A bit of good luck smiled on Candor when he managed to kill the wererat and take his valuable items for himself. Candor managed to keep his condition a secret and returned to Radoc with his new found fortune.

Candor used his capital to become a partial owner in local stables. He knew that there was more to them than was publicly know as the Scarlet Brotherhood had started to build some sort of underground hideout nearby and he took this for his own use.

Another stroke of luck arrived in the form of Keln Vriss, a wizard in the service of the Serpent Guard whose allies had recently been killed near Felten. He knew where some of the Serpents' hidden wealth was and formed an alliance with Candor. Candor's contacts allowed him to recruit a group of derro and humanoid allies in the Hollow Highlands. Together he and Keln started to force the Iron Brand Cartel out of the smuggling business. Keln also stayed in contact with his master Riven and fed him information about Radoc.

Due to part of his operation being exposed in Gornor's Cove, Riven orders Keln to dispose Gowre Haxx to draw the authorities' attention away from Gornor's Cove. Candor succeeded in the kidnapping of Gowre. Gowre is taken to an old hunting cabin in the hills and Keln communicated their success to Riven.

While Keln waits for answer, he stays in an old Serpent Guard hideout in the Hollow Highlands, preparing it as a fall-back position in case Riven's plans fail.

ADVENTURE SUMMARY

NAE7-05 *Trail of the Serpent* is a 1-round regional set in the Principality of Naerie. The PCs are called upon to investigate the old stomping grounds of the Serpent Guard in Radoc. While doing it, they get mixed up with smugglers and a kidnapping. The module is relatively free flowing and is a location based.

Introduction: Members Felten Guard are sent to meet with captain Saron of the Gornorites while those PCs who succesfully completed NAE6-03 *Legacy of the Serpent* get invitations to join as well. If no PC fulfills these criterias, a generic introduction is supplied. Saron wants

adventurers to investigate Radoc as Gornorites have no authority there.

Encounter 1 [Radoc]: The PCs arrive in Radoc and can explore various locations.

Encounter 2 [Residence of Gowre Haxx]: The PCs can investigate the residence of Gowre Haxx and find some clues to events going on in Radoc.

Encounter 3 [Stables]: When the PCs find that there is another smuggler racket being run from local stables, they can find wererat Candor and his allies in a hideout below.

Encounter 4 [Monster in the Hills]: If the PCs go to examine the site where Gowre's horse was found, they can get to the lair which the smugglers use to dump the bodies of people they have killed and gain further information.

Encounter 5 [Old Jared's Cabin]: Once the PCs know where Gowre has been taken to, they can surprise a group of humanoids guarding him.

Encounter 6 [Serpent Guard Hideout]: Once the PCs know the location of Serpent Guard hideout, they can attempt to capture Keln Vriss.

Conclusion: In the optimal case the PCs rescue Gowre and capture Candor & Keln Vriss. If either one escapes, they might return later to haunt PCs.

INTRODUCTION

The adventure starts in Gornor's Cove. Read or paraphrase the following to any PC who is a member of Felten Guard.

You met Commander Ottolon in his office in Felten four days ago. As usual, he was blunt and straight with his orders. "Captain Saron from Gornor's Cove is looking into the Serpent Guard affair which happened last year. I want you to travel to Gornor's Cove, meet him and see if you can aid him in any way. He has all the details."

Refusal to comply leads to losing membership of Felten Guard.

☛ **Commander Ottolon:** male human (Suel) Warrior 12.

Appearance: Ottolon is almost pureblood Suel, with blond hair and piercing blue eyes. Only his skin is slightly tanned, hinring Oeridian blood. He venerates Kord as his patron deity and wears a wooden holy symbol of Kord around his neck, even though his alignment does not really match up.

Personality: Bombastic, prone to bragging when has had few drinks.

If any PC has completed NAE6-03 Legacy of the Serpent successfully by earning the Favor of church of Osprem, read the following. Members of Felten Guard are present as well at this stage. PCs should also introduce themselves before this.

It is an early morning in Gornor's Cove. Light filters through the small office of captain Saron, leader of Gornorites. The office is dominated by a desk, weapons rack, few closed shelves and a bronze statue showing a Suel man with bow.

Saron stands opposite you, looking outside. "It is good that you could come. Since we met, i've tried to solve the question about the strange construct you found in the warehouse but so far nothing has turned up. Since it appears that this is somehow connected to the affair with Serpent Guard, I have need for you to go to Radoc, near Hollow Highlands and see if you can find any traces of them as they were in service of local ruler Mendaos before they became a bandit group."

☛ Captain Saron: male human (Suel) Warrior 9.

Appearance: Pleasant looking Suel man with blue eyes and blond hair.

Personality: Streetwise and efficient. His loyalties are more towards Nuran (High priestess of Osprem) and Gornor's Cove than House Lyrthi or Ahlissa.

If no PC has either favor, read the following generic introduction:

Spending time in Gornor's Cove has not been as pleasant as hoped. The city is weighted by its customary tension and people avoid public gatherings. A discussion by two guards caught your attention. Apparently the Captain is looking for adventurers to help him in some task.

Regardless of the introduction, if the PCs show interest, read the following.

You are guided to the office of captain Saron, leader of the Gornorites. "Greetings. I am looking for a few trustworthy individuals to do a small job for me. I need someone to travel into the village of Radoc and investigate the potential hideouts of a bandit group called the Serpent Guard.

They were destroyed in 596 CY by adventurers and the 3rd army of Naerie. Unfortunately, it seems there is more to this whole thing than banditry. Shortly after they were destroyed, a group of adventurers apprehended an associate of the Serpent Guard, a sorceress named Emeria in this town.

They helped uncover a warehouse in the docks where we found half-finished magical constructs, questionable material and symbol of the traitorous

house Devnor who sided with the Scarlet Brotherhood during the occupation. My Gornorites have no authority in Radoc so I turn to you. Go to Radoc and see if you can find any additional information about them. They were originally in service of local ruler Mendaos before they became a bandit group. Do you have any questions?"

Saron can answer questions as required. Refer to DM Aid 1 on what happened in previous parts and what Saron has learned so far. Below are few sample questions and answers.

Q: What happened to that woman, (Emeria) who was with the Serpent Guard?

A: Tried, convicted and hanged. Her ashes were scattered in the Azure Sea.

Q: Any place we should start looking in Radoc?

A: I heard they used some houses as barracks which they wrecked before leaving. These ruins are still there. I also heard they had another hideout nearby but I have no information on that.

Q: Is there anyone we should go and look for in Radoc?

A: Well, the whole place has a bad reputation but I think you could try Gowre Haxx. He is envoy of prince Barzhaan who keeps an eye on Mendaos.

Q: So, what about Mendaos? Who is he anyway?

A: He is a drunk and miserable sack of fat or that's what i've heard. He drinks, smokes and enjoys pleasures of the flesh too much.

Q: Are we getting paid?

A: I can offer each of 150gp reward if you are succesful in your mission, along with thanks to the Church of Osprem.

If any PC has the AR item **Commander Ottolons Influence** from NAE6-02 First Bite, read the following once PCs are leaving:

"One last thing. Apparently a local dwur cleric of Jascar was very satisfied with your actions against the Serpent Guard as you recovered some of his items. He wants to meet you in Radoc. The name's Teban. Ask around once you get there, he should be easy to find."

Development: The PCs can now continue to Radoc and Encounter 1. If they require horses, Saron provides each with a light riding horse. Using teleport or such means makes no difference for the adventure. Regardless of the speed of travel Gowre Haxx has been kidnapped a couple of days before PCs arrive in Radoc.

1: RADOc

Give Player Handout 1 to the players for an overview of Radoc. This encounter is quite open ended with PCs looking around the town. A few locations are more detailed, mainly location 2 and 10. The map itself does not give a very accurate description of town's buildings. In general, the streets are muddy and the houses are of low quality (put together from variety of materials, dominantly wood), with poverty being obvious. The actual mines that bring wealth are further up the hills.

If any PC has the AR item **Contemplative** from NAE6-03 he receives a vision about the Blood Golem "graveyard". read the following to him once PCs are in Radoc.

The ground rumbles slightly and a column of tall metallic creatures appear from behind nearby buildings. Blood drips from large tanks in their back and wield large flails in their arms. Without stopping, they march towards the east in orderly formation, passing through people who pay no attention whatsoever to them.

Interacting with the golems is not possible and they disappear from sight after passing Radoc garrison.

LOCATION 1 – RADOc MANSION

Radoc mansion is a massive, three floor structure, surrounded by walls. It is in stark contrast to the low and miserable huts elsewhere in the village. In the courtyard is a large stable for horses. Several servants are going about their business.

Mendaos lives in this mansion. He is not present, deciding that short "vacation" in Pitchfield (Sunndi) is better at this stage of things. His manservant Torhan has been left behind. Torhan can tell things about recent events, the abandoned mine (see location 13) and such details. If asked about the Serpent Guard hideout, he says that Mendaos might have the information stashed somewhere but he cannot go and snoop in his employers records.

Members of Nasranite Watch, Army of Naerie, Church of Zilchus, Royal Guild of Merchants of Aerdy or someone with *celestial scion* can get him to help with a succesful DC 15 Diplomacy check. Those PCs who are not members must attempt to Bluff their way past him or forge official documents. If the PCs promise to only look at this information and not to take anything with them they get a +2 circumstance bonus. Offering money imposes a -10 penalty.

If he agrees, he will go looking for it and contact the PCs as soon as he has found it. It takes 6 hours for him to find it. If the PCs look for this information by themselves, reduce the time by about half an hour for each PC helping, aside from the first.

☛ **Torhan:** male human (Oeridian) Expert 3; Forgery +6, Sense Motive +8

Appearance: Aging oeridian man with a bald head.

Personality: Imformal, duty driven.

LOCATION 2 – RESIDENCE OF GOWRE HAXX

See Encounter 3.

LOCATION 3 – HALL OF MINERS

This large red building has the symbol of snow capped mountain peak and a coin pouch over its door. Two armored dwarves stand at both sides of the entrance. Inside, half-a-dozen dirty humans stand in line, waiting for another dwarf sitting behind a desk to pass over piles of copper coins.

A DC 11 Knowledge (religion) identifies mountain peak as holy symbol of Jascar while the coin pouch is the symbol of Zilchus.

☛ **Teban:** dwarf cleric 5; hp 40; see Appendix 1.

Appearance: 4ft 6in tall dwarf with a short beard. He is dresses in cheap clothing to show solidarity with the common miners.

Personality: Quite easily approachable for a dwarf. Sympathises with local miners and hates Mendaos.

☛ **Guards (2):** male dwarf warrior 1; hp 6 each; see *Monster Manual* 91.

Teban can meet with PCs once the miners have been paid their daily pay of 1 silver and 6 coppers. If any person who has the AR item **Commander Ottolons Influence** from NAE6-02 introduces himself, read the following:

"Ah, you are that adventurer who helped to recover some of my items. How nice to meet you. I bet Ottolon did not pay you nearly enough for your troubles? Hah, that would not surprise me with that penny-stringer. But I will reward you, have no doubt. I'll put a word out and my associates will bring it to you in few days!"

Those PCs who have Commander Ottolons influence (and only those) receive the **Favor of Teban** on their AR. If asked specifically he says that he can get some adamantine or dwarvencraft items but that it takes few days. Note that Teban can cast *speak with dead* on Vladam if the PCs are unable to do it themselves.

Teban can also tell following things about Radoc:

- Mendaos is moste likely getting bribes from smugglers to turn a blind eye on their activities. At least several smuggling gangs operate in the area, sometimes meeting in the Angry Squirrel.
- There might be something going on with Gowre Haxx. Guards are posted at his house and he has not been seen for some time. If told about his disappearance, Teban urges the PCs to look into the


matter since as outsiders they might not yet have gotten the attention of the unlawful elements operating within Radoc.

- Teban is willing to supply the PCs with spellcasting aid if they need it. He will be in this building.
- Teban does not know anything about the Serpent Guards hideouts. He can make inquiries and send any helpful individuals to the PCs. This grants the PCs a +2 circumstance bonus on Gather Information rolls during this adventure.
- Gowre Haxx is the official representative of Royal Guild of Merchants in Radoc. If asked what would happen if a message was sent to Naerie, Teban can say that most likely a military detachment would be sent to investigate, taking few days to arrive.

LOCATION 4 – GARRISON


The garrison of Radoc is a walled compound. Two entrances, both guarded by two small guard booths allow entrance into main courtyard. Inside, there are two buildings. One is a stable which appears able to house half-a-dozen horses while the larger building functions as main barracks. In one corner of the battlements, is a wooden tower which enables access to the battlements.

The stonewalls are topped by a wooden ceiling and wooden wall which gives further protection to anyone standing within the battlements.

 **Agoz, guard captain:** Male orc Fighter 2; hp 20; see Appendix 1.

Appearance: Short and bulky for an orc. Is also relatively weak member of his race which is automatically clear to any half-orcs present.

Personality: An honest guard, in a sense that he does not accept monetary bribes. On the other hand, feels like he is entitled to free drinks and service for “being part of the government”. Hates walking in the sunlight.

 **Radoc Guards (10):** Male and female human Warrior 1; hp 10 each; see Appendix 1.

Normally the Radoc Garrison consists of 35 men. Right now only ten guards and Agoz are present (others are looking for Gowre in the surrounding lands or guarding his house).

Agoz and four guards are preparing to leave to Hollow Highlands with horses to look for Gowre Haxx in the Hollow Highlands. They say they go out patrolling but a DC 8 Sense Motive check is enough to notice they are somewhat agitated. A DC 15 Diplomacy check can make Agoz tell that Gowre is gone and Mendaos wants to solve this affair quietly before word gets to Naerie. Agoz knows the following things:

- Gowre was out hunting with his servant. One of his horses was found dead in the hills. No bodies have

been recovered yet. (The information about hunt is incorrect but Agoz does not know it)

- Guards are searching the area but so far no luck. Dogs did not manage to track anything so Agoz has called for a tracker named Daragan to help. He is expected to arrive tomorrow evening (evening of the 2nd day after PCs get to Radoc). See Appendix 1 for details on Daragan.
- Agoz only accepts help from “official” sources such as Nasranite Watch, Stalkers of Felten Guard or Burrowers of Sunndi (this one reluctantly though). Any others must succeed in a DC 15 Diplomacy check if they wish to go to the site where the horse was found.
- If asked about the site where horse was found, Agoz can point PCs where it happened. The horse was left for monster to savage. See Encounter 4 for more details. PCs go to look for these tracks, they are easily found but it requires a DC 16 Survival check to follow tracks. Tracks can be identified by succeeding in appropriate knowledge check

If Agoz’s physical “inferiority” is pointed out, he gets angry and unless the PC is clearly stronger than him, he challenges the offender to a duel (to the death) unless that PC succeeds in DC 35 Diplomacy check. The duel takes place after the adventure once Gowre Haxx has been found. In either case, getting his cooperation is impossible for now. Winning this duel does not result in murder charges in Naerie but the PC involved in the duel are wanted for causing a disturbance nonetheless. Those with the Celestial Scion feat or who spend a favor with a noble house do not become wanted. Of course PCs may simply opt to run away. This takes 2TU to lay low until the “storm passes”.

If PCs capture Candor, they can take him here and the guards keep him imprisoned for as long as needed.

LOCATION 5 – SERPENT GUARDS HOUSE

These houses served as barracks for the Serpent Guard. Only the stone foundations remain and not even squatters make their homes here. Plenty of knick-knacks such as nails, arrowheads and horseshoes (all badly rusted) can be found here. A few snakes lair in these ruins as well, though they are non-poisonous and rather harmless. The snakes are a red herring. In fact blacksmith Nevrian has put them here. See Location 12 for further details.

The only interesting item here, which can be found from one of the houses with successful DC 20 search check (taking 20 requires 2 hours) is a scorched iron holy symbol showing a skull and scythe. A DC 11 Knowledge (religion) identifies this as a symbol of Nerull. In addition, a DC 17 Survival check shows tracks of a medium creature who was walking around few days ago. If the PC succeeds by 5 or more he identifies the tracks as those of a dwarf.

🐍 **Snake, tiny viper:** hp 1 each; see *Monster Manual* 280 except these vipers are not poisonous. A DC 11 Knowledge (nature) check identifies these snakes as young, non-poisonous constrictor snakes.

LOCATION 6 – SHRINE OF THE VELAERI

Shrine of the Velaeri is a large brick building and appears to be one of the best maintained buildings in all of Radoc. Its doors stand wide open but only ones inside is a single farmer and a middle-aged Oeridian woman who appears to be inspecting farmer's hand.

👤 **Erla, priestess of Velaeri:** human adept 5; hp 15; see Appendix 1.

Appearance: Middle-aged Oeridian woman with short brown hair and green eyes. Dresses in leather armor and carries a spear decorated with symbols of Velaeri (merely as symbol of her priesthood)

Personality: Friendly and helpful, if not the smartest individual around. Functions as healer for the common folk and is very good in giving long-term care and dealing with mild afflictions with natural means. The farmer she is tending hurt her arm a while ago but it's now fine and she sends him on his way shortly.

Erla can tell the same things as Teban with one important exception. The Iron Brand Contraband Cartel used to run the majority of the smuggling in nearby areas. Over the past few months there have been numerous attacks against them by humanoids and residents of the Hollow Highlands (in reality, Derros). Two members of the Iron Brand are currently in town, looking for information. Their names are Mahthi and Tephor and they reside in Angry Squirrel. She knows this through her contacts with the Idee Volunteers and the smugglers but does not reveal this.

LOCATION 7 – BURNED BUILDINGS

These buildings were destroyed in the fight against the Scarlet Brotherhood and their remains still stand. Unlike the Serpent Guard barracks, locals did not feel aversion against these houses. Because of that, everything valuable has been looted. In addition, squatters can be found in all of them, except the one behind Almaren's house (he chases people away through various means). Nothing interesting can be found here and the residents within don't care about Gowre Haxx or anything else that goes on.

LOCATION 8 – ALECTMA'S COTTAGE

This is an old cottage near Radoc was once a home of a local hunter Jared who disappeared three years ago (he was out hunting when a wyvern attacked and killed him). Nobody laid claim to his residence until a one-time Scarlet Brotherhood soldier Alectma found it after being released from Okalasma Labor Camp. He fixed up the place and started small scale farming to support himself.

He is Unfriendly towards all who are obvious members of Ahlissan organizations such as the Army, the Nasranite Watch or the Church of Heironeous. He is automatically Friendly if members of the Ex-Scarlet Brotherhood Soldiers or the Churches of Bralm or Llegg are present. If made Friendly, he can tell following things:

- He has been living here ever since 594 CY when he was released from labor camp.
- He was a regular footsoldier in the Brotherhood armies.
- He learned some things in labor camp from red robed priests, but he did not care much about them, he just wanted out. (DC 11 Knowledge (religion) check tells that priests were most likely from the Church of Lydia, who have a habit of trying to 'civilize' Hepmonalanders).
- Going back to Tilvanot would be nice but he lacks the means to do so and he fears retribution.
- If asked about any strange events recently, Alectma mentions that the ground has shaken occasionally and that Denjo(his dog) awoke to something moving near his cottage two days ago. This was the monster lurking in the Hollow Highlands. See Encounter 4 for more details. If tracks are looked for, a DC 16 Survival check allows the PCs to discover tracks and follow them. Succeeding in the appropriate knowledge check can identify the tracks. On APL 6, the aranea was walking in shape of a halfling.

If made helpful, he can become a tracker for the PCs for a payment in gold coins equal to the APL. If Scarlet Brotherhood members are present, he does not require payment. In combat he relies on ranged weaponry.

👤 **Alectma:** Male human ranger 2; hp 16; see Appendix 1.

Appearance: Freckled Suel man who dresses in peasant clothing. If need be, switches to leather armor. Always carries a dagger with him.

Personality: World-weary, mainly wants to be left alone.

🐾 **Denjo (riding dog):** hp 13; see *Monster Manual* 272.

LOCATION 9 – ANGRY SQUIRREL

Angry squirrel is Radoc's only drinking hole of note. The building housing it, is very long. About two-thirds of it seems to be dedicated to drinking and gambling. Other parts are accessible from behind the bar. Barely adequate illumination is provided by fireplace and an everburning torch hanging from the ceiling.

Anyone succeeding in a DC 15 Bluff, Profession (gambler) or Sleight of Hand check can earn fee standard upkeep for this module. If they fail this check, they must pay 12 gp for each TU spent on this adventure. Anyone succeeding in a DC 15 Knowledge (geography)

recognises that some of the interior is similar to that of the Suel Barbarians of the Thillorian Peninsula. If anyone asks about the name of the tavern, it comes from a time when Manfred was prisoner and managed to keep a pet squirrel with him. Manfred also trained it to carry messages among the prisoners.

Following NPCs of note are present in the tavern:

☛ **Manfed Sakkad:** Male human Barbarian 2; see Appendix 1.

Appearance: Tall Suel man with blond hair and beard. Dresses in impractical fur clothing and is never seen without his chainmail.

Personality and history: Originally from Thillorian Peninsula. Was captured in North Kingdom and taken to forced labor near the Ahlissan border but escaped soon after. After drifting around for few years, arrived to Naerie. Straight forward individual. Knows there are smugglers in his tavern and is willing to point them out to PCs for 5 gp, provided none of the PCs are members of the Nasranite Watch or similar organizations.

☛ **Mahthi:** Male human Ranger 1; hp 8; see Appendix 1.

Appearance: Oeridian-Suel man in his late 30s. Dark hair, blue eyes and is somewhat clean shaven. Brother of Tephor.

Personality: Smuggler in service of Iron Brand Contraband Cartel. Morally questionable individual who is willing to smuggle anything for a pice.

☛ **Tephor:** Male human Rogue 2; hp 10; see Appendix 1.

Appearance: Looks much like his brother but has less hair.

Personality: Smuggler in service of Iron Brand Contraband Cartel. Morally questionable individual who is willing to smuggle anything for a pice.

Other customers are inconsequential but if the PCs say they do their Gather Information checks in the Angry Squirrel, they get a +2 circumstance bonus on their roll.

If the PCs seek to interact with potential smugglers, Manfred can direct them to Mahthi and Tephor. In addition, if any PC carries the **Ideean Brooch** from NAE6-03 *Legacy of the Serpent*, Mahthi approaches that PC automatically and introduces himself (however, if PC then explains he is not an Ideean, Mahthi leaves).

If the PCs belong to an Ahlissan organisation such as the Nasranite Watch or the Stalkers, Manfred feigns ignorance. He can be persuaded with a DC 15 Diplomacy check to talk. If the PCs belong to Iron Brand Contraband Cartel, they immediately recognise the smugglers for what they are. If apprehended they do not talk unless the PCs use *charm person* or equivalent. The guards do not touch them, as the PCs have no proof of wrongdoing. Unless the PCs have the authority to cast *charm person* on people, they are guilty of magical interference with the integrity of a person.

The smugglers can tell much about events going on. Use the following bullet points to run the conversation.

- They are members of the Iron Brand Contraband Cartel. They only admit this to members of Iron Brand or to those who are in good standing with them, for example by having the **favor of Derwin Proudfoot** from ESA6-05 *A Point of View*.
- They carry goods that are illegal in Sunndi, such as Felten Tobacco, over the Hollow Highlands to wealthy individuals there.
- Sometimes they escort people over the hills and into Naerie.
- Gowre Haxx was a pain in the neck but the smugglers did not do anything to him. They think that a monster that lurks in the hills might have attacked him. Smugglers don't know where it lairs but suggest talking to Alectma who said something was near his cottage recently.
- There have been attacks on Iron Brand members in the hills. The attackers seem to be gnomes. Tephor suspects them to be from some isolated hold as he describes them as "ugly inbred bastards" and the Iron Brand has no quarrel with any of the local clans. A DC 18 Knowledge (nature) check is enough to identify these gnomes might be derro (normal DC 13 check has -5 penalty due to Tephors bad description)
- They had a half-orc contact named Ugmuk in the guard who was looking into the attacks. He has disappeared but Mahthi hopes he is still alive.
- Before disappearing, Ugmuk hinted that there was some suspicious activity going on near the stables.

LOCATION 10 – STABLES

See Encounter 4.

LOCATION 11 – GENERAL STORE & WOODWORKING

This small store is located near a small grove of trees and farmland. A small workspace has been set up in front of the door. Above the door reads "Vugran's Goods"

A merchant named Vugran can be found in here. He can sell any mundane and alchemical equipment from the *Player's Handbook* to the PCs, up to 200gp in value. Workspace outside can be used to build mundane equipment such as wooden door handles, boxes, etc.

☛ **Vugran:** Male dwarf Expert 3; see Appendix 1
Appearance: 110 year old dwarf. Wears heavy leather clothing modeled after Zilchan robes when not working outside.

Personality: Speaks little, dislikes orc and half-orcs.

LOCATION 12 – BLACKSMITH

This two-story building has blacksmiths forge in the ground floor. Steep wooden stairs lead up to a wooden trapdoor which grants access to the building which most likely is the residence for the blacksmith. A small kiln is located some distance away from the houses.

Almaren the blacksmith can be found in here. He can sell PCs any simple/martial weapon or any light/medium armor from the *Players Handbook*. If a masterwork version is needed, the delivery will take a day.

🔨 **Almaren, the blacksmith:** Male dwarf Expert 3; see Appendix 1.

Appearance: Dwarf who is close to 100 years. Has a badly stained face from charcoal and has an unnerving tick on his left eye due to being captured by the Scarlet Brotherhood.

Personality: Good blacksmith but somewhat unhinged due to his time in Scarlet Brotherhood captivity. Thinks that stealing from Serpent Guard houses is massively dangerous and illegal operation.

Almaren has noticed the supposed benefits of the abandoned barracks of the Serpent Guard and the fact no-one wants to use them. He is scrounging raw materials from the ruins to processes them and re-selling it to locals (such as horseshoes) or using it himself (burning of wood for charcoal).

Technically this is stealing from the local ruler so he keeps his activities secret; he conducts his business during night times when he can use his darkvision to his advantage. He has planted a few snakes to the ruins and occasionally scares any drunken individual coming nearby. This keeps the local commoners away.

He is planning a visit on 1st and 2nd day of this adventure to one of the ruined barracks of the Serpent Guard. PCs may try to follow him in secret. If he notices anyone, he turns back and goes to the Angry Squirrel before returning home. When away from home, he locks his house with an average lock. Inside, one can find a box which is full of young constrictor snakes but nothing else which would hint at his involvement with the Serpent Guard ruins.

If confronted and taken to guards, they mainly roll their eyes and take a possible fine into consideration but release Almaren for now. After this, Almaren does not sell anything to the PCs involved in his arrest. The authorities take no further action against Almaren.

LOCATION 13 – CONSTRUCTION YARD

When PCs arrive here, read the following:

A small path leads some distance away from Radoc, towards a once-ruined stone building. Crude wooden scaffoldings have been erected and six humans of suel descent and a dwarf are removing

stones and tossing them down, obviously making all the walls of even height.

This area is a construction site for temple of Kelanen (N hero-god of swords, sword-skills and balance). A dwarf named Rergir is leading the construction. He can tell that the individual who pays for the building is a cleric of Kelanen named Eremis who is looking to settle down. He is currently in Adderstone, looking for cheap building materials as the watchtowers there are now finished. He is a Suel man who is somewhat strange in the head as he seems to bicker with himself constantly. In addition he has some freaky magical tattoos that appear to move under his skin.

The Suel men here are just workers and can tell the same as Rergir.

🔨 **Rergir:** Male dwarf Expert 3; see Appendix 1.

Appearance: 90 year old dwarf with a very small goatee beard.

Personality: I'm an expert in this, you are not. Now let me do my job!

LOCATION 14 – WATERFILLED MINE

A large open area spreads around a large, water filled pit, two miles from Radoc. The area is slowly recovering from the mining operations which ended here years ago. Few trees are growing around the pits and hardy bushes have taken root among the rocks.

Most people can tell that right after the occupation a group of dwarves came here and told that Prince Barzhaan wants the place closed as it's yield was too low. A *decanter of endless water* was used to fill it up and the mine was abandoned. However, the mine has a more sinister secret.

When Prince Reydrich invaded, he had several blood golems of Hextor, 10 ft. tall metal monsters who swung two flails, in his armies. Numerous prisoners of war were fed to them to keep them running. After Reydrich was assassinated (and before his eventual resurrection) and occupation ended, maintaining them became problematic so Barzhaan ordered them "de-commissioned". While few are still kept in temples of Hextor, others were disposed to various locations in Naerie. This mine was one such place. Golems were marched to the bottom where they slowly fell to pieces due to lack of blood. Rocks and sand were piled on top of them and the pit was then filled with water to reduce the chance of them being found and used again. The only person in Radoc who knows about this operation is Gowre Haxx.

If PCs wish to explore this place, they may make a DC 20 Search or Survival check. If they succeed, they find a spot near the pit which has recently been used. Those with Track feat can distinguish that a group of at least five heavy horses was dragging something out of the water. If PCs dive down 90 ft. from the spot they found

the tracks, they find two dead horses at the bottom. They have ropes around them and these are tied to one of the blood golems that is partially exposed from under the rocks and sand. Several other ropes hang loose, seemingly severed. Near it, the ground has been shifted considerably and it's clear that one golem has been taken out.

What happened here was that one of the golems was recently recovered. Another was in the process of being lifted when ropes failed from one of the horses. The weight of golem was too much for the remaining horses. Handlers managed to cut two horses loose before the remaining two were dragged into the pit where they drowned. Further attempts to lift golems were abandoned.

GATHERING INFORMATION

Following information can be found in Radoc. Every 2 gp extra used grants a +1 to Gather Information roll (max. +10):

- DC 0: Various comments on how Mendaos is a useless ruler who never gets anything done unless kicked around by Gowre Haxx.
- DC 5: "Been quiet and not much has happened. One of the dwarves, young one named Gilar, disappeared couple of weeks ago. He was talking about them Ideeans so the Hextorites probably took him! (Gilar was an Idee Volunteer and was captured and interrogated by Candor. His remains were fed to the monster in the hills.)"
- DC 10: "The guards have been quite active recently, coming and going to the Hollow Highlands. Very few are in the garrison right now." (True: Guards are looking for Gowre)
- DC 15: "I heard some local smugglers have been found dead in the hills recently. I think a few have retreated to the Angry Squirrel to lay low. (True: Mahtthi & Tephor have lost few companions to Candor and his associates in the Hollow Highlands.)"
- DC 20: "I think there is something going on with that Gowre guy. He is always snooping around but I have not seen him in a long time now. There are also guards in his house. Never seen that happen before." (True: People are paying attention to guards unreasonable activity.)"
- DC 25: "I saw a wagon arriving to stables couple of days ago. It was full of barrels but when I saw it leaving in the evening, it was empty. I am pretty sure those barrels did not come to the Angry Squirrel or to general store. (True: This person was looking for discarded horseshoes near the stables.)"

If specific information about Gowre is asked, following information can be found out.

- Gowre is an Oeridian man with short black hair and distinctive scar on his cheek (which was caused by a thrown broken bottle in the Angry Squirrel).

- He has a manservant named Vladam who is of Suel-Oeridian descent and who has a short blond hair.

2: RESIDENCE OF GOWRE HAXX

The residence of Gowre Haxx is a large two-story stone building, located north of the shrine of the Velaeri and right across a small stable. Two Radoc guards stand in front of the entrance.

☛ **Radoc Guard (2):** Male human warrior 1 (Sense Motive +5, Forgery -1, Listen -1, Spot +1); hp 10 each; see Appendix 1.

These two guards don't know anything about recent events except that they have been told to prevent anyone from entering the house while Gowre Haxx is gone. PCs may bluff their way through, sneak in or forge papers to fool the guards. Naturally if they have struck a deal with Agoz, this is not a problem.

If guards are alerted, one goes to get reinforcements (6 guards staying in the garrison) while the other keeps his distance to house and observes. He flees if confronted. It takes 5 minutes for the other guards to return. Sneaking in requires someone successfully opening one of the windows or back door and then succeeding in Move Silent check vs. the guards Listen check. If one of the PCs distracts them deliberately, such as talking with them about the weather and other pointless events, they get a -5 penalty for being distracted.

☛ **Front Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

☛ **Back Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13; Open Lock DC 25.

☛ **Window shutters:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10; Open Lock DC 20.

☛ **Hidden safe:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10; Open Lock DC 25.

Rather than providing full description of Gowre's residence, below are the summary of what can be found by PCs with appropriate search checks. If PCs try to bash the safe open, the guards hear it and react as detailed above.

- DC 10: The house has had some soddy housekeeping. Books, tableware and such have been placed around, seemingly at random (When guards cleaned up, they just stacked everything to shelves and drawers so it would be off the floor).
- DC 15: The PCs find a dark stain on the floor in Gowre's bedchamber. This can be identified as blood (Gowre fought back and was wounded by a sword).
- DC 20: In the fireplace, the PCs find remains of burned documents. The following words can be identified with a successful DC 15 Decipher Script

check: "Alectma, Iron Brand, Angry Squirrel, Menowood connection?" If the roll is failed, the following words are uncovered instead: "Almaren, Iron Hills, Angry Squirrel, Men of the woods?" (These papers were burned by attackers in hopes of concealing their activities. Few words remain, which can give PCs some clues on where to go next, namely Angry Squirrel.)

- DC 25: The PCs find a safe in a hidden compartment near Gowre's workplace. If they manage to open it (see above), they find various notes of Gowre. However, these only appear to be a collection of poems and songs, with few actual words struck in between. Deciphering the text requires a DC 25 Decipher Script check. Alternatively, if the PCs have a *Songbook of Shale Weisparkel* from NAE6-02, they recognise some of the writings and this enables them to unlock the message. Give them Player Handout 2.
- DC 30: Hidden under cutlery in the kitchen, a key to the safe is uncovered.

Development: PCs can head out to Radoc and various other locations there as described in Encounter 1.

3: STABLES

A band of smugglers has a hideout under the legitimate stable/caravan business. The stables are run by a dwarf named Burgin who is unaware of Candor's real motives or the fact that Candor is a wererat. Rather he believes that Candor is a smuggler doing business with Idee Volunteers. There are three entrances to the hideout: two in the stables (locations D & E) and a well concealed escape route outside which can be found with a DC 30 Search check.

Burgin does not allow anyone to search the premise unless authorised by Gowre Haxx or Mendaos Radoc himself. Candor helped Burgin pay enough money to the guards to make sure of this. However, if they simply wish to bust in, they can freely do so because the guards are too pre-occupied to care and teamsters cannot hear anything due to walls and distraction caused by other teamsters.

Other ways to gain access are to use *charm person* or other such means to distract Burgin. Pretending to be an Idee Volunteer or smuggler is possible with successful Bluff check (Burgin has a Sense Motive of +7). Naturally those PCs who are Idee Volunteers or smugglers don't need to roll. **Ideean Brooch** from NAE6-03 *Legacy of the Serpent* allows PC to automatically pass off as Idee Volunteer.

If nothing else works, the house can be broken into at night when Burgin is sleeping. Other methods exist and DM should rule their success accordingly. If PCs are too obvious about it, Burgin asks guards to help him out because of some "suspicious people" hanging around his business. One Radoc Guard takes up guard duty near the

stables. He can be killed or bribed for APL x gp. Alternatively, he can be intimidated or bluffed away.

If at any point Burgin is convinced Candor is a wererat or is working with derro's, he panics and tells PCs everything he knows, begging them not to turn him in to the authorities.

Candor stays below ground and can be found in location H with his allies and dire rats. On APL 4+, one of the dire rats guards the corridor in location G.

☛ **Burgin:** Male dwarf Expert 3; hp 15; see Appendix 1.

Appearance: Dwarf who deliberately dresses in teamster clothing and keeps a rough appearance so he can appear more "equal" to teamsters.

Personality: Idee Volunteer supporter, does not like Ahlissans but keeps up the pretense.

☛ **Reinforced doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

☛ **Simple doors/trapdoors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13; Open Lock DC 25.

☛ **Window shutters:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10; Open Lock DC 20.

☛ **Secret Door/lift:** 3 in. thick; hardness 8; hp 90; AC 5; Break DC 25; Search DC 20.

Location A: This large walled compound holds the wagons and horses that arrive and leave Radoc. Parts of it have been covered by simple roofing so horses and wagons can stay out of the rain.

Location B: Burgin offers crude accomodation in these cramped quarters. Each room has a bunk bed while the two rooms at the end the hall are used for storage. At any time, 1d4+4 teamsters (Commoner 1) can be found here.

Location C: This is the office of Burgin, where he conducts his business with caravan masters. A large table divides the room in two and there are various ledgers around.

Location D: This serves as kitchen and pantry for Burgin. There is an iron stove for cooking, two chairs, table and table, along with cooking implements. A door gives access to Burgin's bedroom. In the corner, hidden by a rug is a trapdoor leading downstairs to location F.

Location E: This barn is used by smugglers to unload their goods. A concealed pipe (DC 20 Search) is used to give word to downstairs that can then lower the section of the floor down to location H.

Location F: This is the room of Candor. He keeps it tidy and without any indiscriminating evidence should someone come to search the place. A trapdoor here leads to location D. A trap has been built on the door to alert Candor of anyone entering the corridor. It can be disabled by a hidden switch.

APL 2-10

➤ **Poison dart trap:** CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis + *alarm*); Hidden Switch bypass Search DC 25; Search DC 20; Disable Device DC 18.

Location G: These rooms offer sleeping space for Candor's allies. Occasionally Candor allows Burgin to meet "Idee Volunteers" he has residing here.

Location H: Main store room. This room has lots of contraband waiting to be smuggled out, mainly Ahlissan luxury products and such which are heavily taxed by the Zilchan monopoly. These items can be used as cover. In addition, those items on top level can be pushed down as move action by making a DC 10 strength check. Anyone underneath must succeed in a DC 15 Reflex Save or take 4d6 damage. Secret door here leads to location I. The lift can be lowered by making a DC 10 Intelligence check (the operating system is in western wall, next to the elevator).

Location I: This room serves as Candor's prison where he sells people as slaves to derros and to various corrupt individuals in Naerie. Current prisoners include the Idee Volunteer Eldoru (male human Rogue 1; AL N), the Iron Brand member Ackban (male human Expert 2; AL CN) and a teamster named Orbur (male human Commoner 1; AL N). If the PCs find this place, award them **Helped Idee Volunteers/Iron Brand** AR favor if they free the prisoners. The fourth cell is empty and conceals a secret door that opens into a 25 ft. long corridor. A ladder leads to a concealed trapdoor, which leads into middle of nearby trees.

Creatures: Candor and his smugglers lair in the caverns. Once alerted, they coordinate their defenses.

APL2 (EL 3)

- **Candor:** Male wererat; hp 12; see *Monster Manual* 173. Note: uses *hat of disguise*
- **Orc (2):** hp 5; see *Monster Manual* 203.
- **Dire Rat:** hp 5; see *Monster Manual* 64.

APL4 (EL 5)

- **Candor:** Male wererat ranger 1; hp 18; see Appendix 1;
- **Derro:** hp 16; see *Monster Manual* 49.
- **Dire Rat (3):** hp 5; see *Monster Manual* 64.

APL6 (EL 7)

- **Candor:** male wererat ranger 3; hp 36; see Appendix 1.
- **Derro (2):** hp 16; see *Monster Manual* 49.
- **Dire Rat (4):** hp 5; see *Monster Manual* 64.

APL8 (EL 9)

- **Candor:** male wererat ranger 5; hp 45; see Appendix 1.
- **Derro (4):** hp 16; see *Monster Manual* 49.
- **Dire Rat (4):** hp 5; see *Monster Manual* 64.

APL10 (EL 11)

- **Candor:** male wererat ranger 7; hp 69; see Appendix 1.
- **Derro fighter (4):** male derro fighter 1; hp 33; see Appendix 1.
- **Tyxha:** male derro sorcerer 5; hp 50; see Appendix 1.
- **Ice Mephit Familiar:** hp 25; see Appendix 1.
- **Dire Rat (4):** hp 5; see *Monster Manual* 64.

Note: Every Derro has coated his sword and 4 crossbow bolts with medium spider venom (DC 14 1d4 Str/1d4 Str). They also have a dagger as back-up weapon (+4 to melee, 1d3/19-20).

Tactics: Candor and the derros buff themselves up if they have the time and means for it. The derros start the combat with *sound bursts* and then attempt to snipe from behind cover or flank their enemies. Candor uses his *blades of fire* as much as he can. Tyxha uses his *scroll of haste* on his allies, then attempts to blind opponents with *glitterdust* and then uses *scorching ray* if anyone is blinded. The derros also aim to blind opponents to take advantage of their sneak attack. The dire rats merely flank their enemies. If all his orc/derro allies drop, Candor tries to flee through the secret door, abandoning his allies.

Treasure: Candor and his flunkies have lots of valuable gear.

APL 2: Loot 20 gp; Coin 30 gp; Magic 150 gp; *hat of disguise* (150 gp); Total 200 gp.

APL 4: Loot 124 gp; Coin 35 gp; Magic 179 gp; *hat of disguise* (150 gp), *potion of bull strength* (25 gp), *potion of magic fang* (4 gp); Total 240 gp.

APL 6: Loot 104 gp; Coin 37 gp; Magic 379 gp; +1 mithral chainshirt (175 gp), *hat of disguise* (150 gp), *potion of bull strength* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of magic fang* (4 gp); Total 520 gp.

APL 8: Loot 104 gp; Coin 66 gp; Magic 820 gp; +1 mithral chainshirt (175 gp), +1 shortsword (192 gp), *cloak of resistance +1* (83 gp), *hat of disguise* (150 gp), *potion of bull strength* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of magic fang* (4 gp), *ring of protection +1* (166 gp); Total 990 gp.

APL 10: Loot 449 gp; Coin 69 gp; Magic 820 gp; +1 mithral chainshirt (175 gp), +1 shortsword (192 gp), +1 spiked light steel shield (288 gp), *cloak of charisma +2* (333 gp), *cloak of resistance +1* (83 gp), *hat of disguise* (150 gp), *potion of bull strength* (25 gp), *potion of cure moderate wounds* (25 gp), 5 *potions of invisibility* (25 gp each), *potion of magic fang* (4 gp), *potion of shield of faith* x 4 (4 gp each), *ring of protection +1* (166), *scroll of false life* (12 gp), *scroll of haste* (31 gp), *scroll of listening lorecall* (12 gp); Total 1,640 gp.

Detect Magic Results: +1 mithral chainshirt (faint abjuration), +1 shortsword (faint evocation), +1 spiked heavy wooden shield (faint abjuration), cloak of charisma +2 (moderate transmutation), cloak of resistance +1 (faint abjuration), gloves of dexterity +2 (moderate transmutation), potion of cure moderate wounds (faint conjuration), potion of invisibility (faint illusion), potion of shield of faith (faint abjuration), ring of protection +1 (faint abjuration), scroll of false life (faint necromancy), scroll of haste (faint transmutation), scroll of listening lorecall (faint divination).

Development: If PCs capture Candor or any of the derros, they need to be intimidated or charmed to reveal where the Serpent Guard hideout is. They also know the fate of Gowre Haxx and that he is kept at that location. This allows PCs to go to encounter 5 or 6.

4: MONSTER IN THE HILLS

The monster in the hills can be found by finding tracks behind Alectam's cottage by talking to Alectma or smugglers in Angry Squirrel. In addition, if the PCs talk to Agoz his instructions can also enable PCs to track the monster. Once the PCs find the cave, read the following:

A crude path leads towards a cave. Light undergrowth and few trees manage to grow around the entrance, undeterred by the hillside which casts a shadow in the surrounding area.

Refer to the DM Map: Cave. Outside the cave there is some undergrowth which gives a +2 DC to Move Silently and Tumble checks and concealment to those withing. Squares with a tree in it provide a +2 cover bonus to AC and a +1 cover bonus on Reflex saves. The path leading to a cave does not affect movement. Inside the cavern is a natural stone floor which increases the DC of Move Silently and Tumble by 5. Running and charging is impossible and it takes 2 squares of movement to enter a square in the cave. Note that this does not affect burrowing or climbing creatures. Once the monster becomes aware of enemies, it prepares for combat. In location A the cavern is 12 ft. high. In locations B & C it is 15 ft. high.

LOCATION A

The cave continues 15 ft. before dividing into two separate corridors, both 10 ft. wide. The floor is uneven and rough. The air in the cavern is stale and a stench of decay is heavy in the left corridor.

On APL 4-6, ask for Spot checks. If any PC succeeds in DC 20 Spot check, they can see the webs which are blocking both corridors.

LOCATION B

This cavern opens up slightly from entrance, being 15 ft. wide at the center. The stench is stronger here, though the source is not visible.

On APL 8, if the bat swarm has not been alerted yet, read the following:

Large amount of bat guano litters the floor and hundreds of bats live in the small cracks of the cavern ceiling.

Bodies have been stashed in the back corner of this cavern. They include the remains of Vladam, Gowre's manservant, a dwarf (Gilal Arbel, local miner and Idee Volunteer who disappeared a month ago), a human (Tarlak, a "stalker" in service of the army) and an orc (Ugmuk, an orc guard who actually refused bribes from the smugglers). Some of their treasure remains here (see Location C). Tarlak and Ugmuk still wear their uniforms. Gilam and Vladam can be identified by locals. However, only Vladam is intact enough for a *Speak with Dead* spell. His corpse can tell the following things:

- He and Gowre were surprised while sleeping inside the house. Both were bound and taken out to the hills.
- A massive man-like rat killed him with a sword straight into his heart. The rat was accompanied by at least two other men.
- He did not see what happened to Gowre, though the men said something about "keeping him alive in one of the cabins for now".
- He would very much like to be resurrected or even reincarnated (Vladam's statistics are in Appendix 1. If reincarnated, adjust appropriately). At least his body should be taken back to civilization for a proper burial.

LOCATION C

This massive chamber is over 30 ft. wide. It serves as an obvious nest to some creature as evidenced by grass and twigs that litter the area that litter the area in abundance.

This is where monster lurks. If it is aware of the PCs, it tries to hide (letter C on map). The uneven terrain and ceiling enables it to do so. Anyone coming within 10 ft. automatically sees the troll or umber hulk, but the medium monsters might be able to hide longer.

Creatures: The smugglers know that this cave is inhabited by a monster. They frequently dump bodies at the entrance so that the monster can be pointed out as culprit if there is any need. All of these creatures are suitably wild or evil that possibility of them talking is not much of an issue. The aranea is the only one who can be talked to or intimidated (starts as Hostile) and even then it only demands a bribe and tells that some individuals dump bodies close to its lair. Note that all creatures here

who have hands use the *brawlers gauntlets* found among the loot.

APL 2 (EL 3)

☞ **Choker:** hp 16; see *Monster Manual* 16

↗ **Pit trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23; Climb DC 15.

APL 4 (EL 4)

☞ **Ettercap:** hp 27; see *Monster Manual* 106

↗ **Pit trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23; Climb DC 15.

APL 6 (EL 5)

☞ **Aranea:** hp 22; see *Monster Manual* 15 with following changes: Alignment NE, 1st level sorcerer spells – *magic missile*, *shield*, *slide* (see new spells in Appendix 2).

☞ **Spider swarm:** hp 9; see *Monster Manual* 239.

↗ **Pit trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23; Climb DC 15.

APL 8 (EL6)

☞ **Troll:** hp 63; see *Monster Manual* 247.

☞ **Bat swarm:** hp 13; see *Monster Manual* 237.

↗ **Pit trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23; Climb DC 15.

APL 10 (EL 7)

☞ **Umbur Hulk:** hp 71; see *Monster Manual* 248.

↗ **Pit traps (2):** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23; Climb DC 15.

Tactics: All of these creatures fight in manner that takes advantage of the crack in the dungeon floor. The choker grapples PCs while staying next to pit. If possible, it moves and drops grappled opponents into the pit. The ettercap lurks behind webs and tries to lure PCs into the pit. The aranea stays in the ceiling and tries to use *slide* to drop PCs into the pit where the spider swarm lurks. The troll fights in a straightforward manner, standing close to pit, but if the opportunity presents itself he bullrushes a PC into the pit. The bat swarm lurks on the other side of the cavern and attacks as soon as the PCs enter. If the

umber hulk hears the PCs approach, it burrows below ground, making noise so some PCs come to investigate and possibly fall into the pits. It then tries to block the exit and attacks nearby PCs. In all cases once a creature loses $\frac{3}{4}$ of its hit points, it tries to flee.

Treasure: The bodies that have been dumped nearby have retained some of their personal items as smugglers wish to conceal suspicions of foul play if bodies are discovered.

All APLs: Loot 40 gp; Coin 27 gp; Magic 83 gp; *brawlers gauntlets* (83 gp); Total 150 gp.

Detect Magic results: *brawlers gauntlets* (faint transmutation).

Development: The PCs should now be aware that Gowre Haxx is still alive and go back to Radoc to look for him, returning to Encounter 1. Alternatively they might have come to kill the monster for no special purpose and return to Radoc (Encounter 1) or continue onwards to other locations.

5: OLD JARED'S CABIN

When PCs find information on where Gowre Haxx is, they can head to Old Jared's cabin (See DM Aid 2 for further information). Gowre is being guarded by group of humanoids. See DM aid 3 for the encounter map showing the cabin and surrounding area. PCs should make move silently rolls to see if humanoids hear them approach. Humanoids will wait for positive confirmation about hostiles before becoming aggressive.

The goal of this encounter is to rescue Gowre before he is killed by the humanoids who guard him. One humanoid is always next to Gowre in location B and another is outside, circling the cabin for any sign of disturbance. The remaining humanoids are equally divided between outside and Location A, so for example, on APL 10 one bugbear would be outside, one next to Gowre and other resting in Location A.

Terrain: The forest terrain counts as sparse forest with light undergrowth, giving a -2 circumstance penalty on Move Silently and Tumble checks, costing 2 squares of movement to enter into and providing concealment. Trees grant a +2 cover bonus to AC and a +1 cover bonus on Reflex saves to anyone standing in same square as the tree. Rocky terrain costs 2 squares to enter and gives a -2 circumstance penalty to Move Silently and Tumble checks. It however grants a +2 circumstance bonus on Hide check. There is a crude fireplace for cooking outside the cabin.

Location A: This is the entrance hall. The left corner is somewhat dirty as individuals typically put their boots and coats to hang here. A simple window allows some light to enter and two doors lead further into cabin.

Location B: This is a bedroom for those who use this cabin. Two bunk beds (enough for 4) are in this room with two windows allowing light inside. On APL 6, the

orcs have spread a couple of bedrolls on the floor here as well.

Location C: This room is dominated by a single table and three chairs around it. Trail rations, kindling, a healer's kit, a common lamp (full), flint & steel and such knick-knacks can be found here. Two windows allow daylight in. Gowre Haxx can be found here. He is tied to a chair with a thick hemp rope. On the wall is a large symbol showing pair of dices. A DC 11 Knowledge (religion) is enough to identify this as the symbol of Norebo (CN Suel god of luck, gambling and risks), patron deity of Old Jared.

🛡️ **Front Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

🛡️ **Window shutters:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 10.

🛡️ **Wooden walls:** 6 in. thick; hardness 5; hp 60; AC 5; Break DC 30.

Creatures: Several humanoids guard Gowre at all times.

APL2 (EL 1)

👉 **Orc (2):** hp 5; see *Monster Manual* 203.

APL4 (EL 2)

👉 **Orc (4):** hp 5; see *Monster Manual* 203.

APL6 (EL 3)

👉 **Orc (6):** hp 5; see *Monster Manual* 203.

APL8 (EL 4)

👉 **Gnoll (4):** hp 11; see *Monster Manual* 130.

APL10 (EL 5)

👉 **Bugbear (3):** hp 16; see *Monster Manual* 29.

Tactics: The goal of this encounter is to rescue Gowre before he is killed. The humanoid guarding Gowre coup-de-graces Gowre immediately after being alerted. Afterwards, these creatures attempt to flee, realizing that they are too weak to take on the attackers. If they survive, they join up with Keln Vriss.

Gowre is tied to a chair but has loosened himself a bit to allow some movement. As such, he readies a single unarmed strike against whoever is attacking him (essentially he rocks the chair for momentum so he can land a kick against his attacker). While this most likely achieves nothing except with a lucky critical, it does mean that for first round of combat, Gowre does not count as helpless, giving PCs one more round to reach him. After the kick he falls down to the ground and becomes helpless.

Note that the windows in location B are partially open during the day, making it possible for PCs who sneak to the other side to shoot the creatures within.

During the night, they close the doors and windows. Humanoids form two groups and stands guard for 5 hours except on APL 10 where each bugbear takes a

single 3 hour watch. Note that all of these humanoids have light armor and thus wear them during their sleep.

Treasure: These humanoids have only their basic equipment but quite a bit of coin as payment from Keln Vriss.

All APLs: Loot 51 gp; Coin 109 gp; Total 160 gp.

Development: Assuming PCs free Gowre, they can learn about Keln Vriss and head to Encounter 6. If not, they have to resort to *Speak with Dead* (note that Teban shares alignment with Gowre). If any humanoids have been captured alive, they also reveal the location of the Serpent Guard hideout in hopes of saving their skins. Gowre executes all humanoids who survive if rescued though unless the PCs stop him. He does not insist on doing it.

Note that if the PCs find this place after Gowre has been executed, tracking the humanoids to the Serpent Guard hideout is extremely hard, requiring a DC 24 (+1 for every 24h) Survival check to follow the trail.

👉 **Gowre Haxx:** human fighter 6; hp 45 (currently 9); see Appendix 1.

Appearance: Oeridian man with rough appearance. Has dark hair, dirty hair and grey eyes. On his face and stomach are numerous wounds which have been healed somewhat crudely. He has a scar in his cheek. Dressed in crude peasant clothing.

Personality: Loyal servant of the Prince. Intelligent and well-read personality but occasionally takes a bit to "figure things out" when practical action is required.

Gowre can reveal the location of the old Serpent Guard hideout, saying it is 3 miles east of Radoc in the Hollow Highlands and that it's on a partially overgrown and concealed path. He can also reveal other things. Use following bullet points to run the discussion.

- He is Gowre Haxx, envoy of Prince Barzhaan.
- He can help PCs if healed and given some proper weapons and armor (he won't use the humanoid gear).
- He has been looking into the smuggling operations nearby and the possible corruption of Mendaos. Alas, he does not have enough dirt to make Mendaos take a fall.
- He has few assistants and helpers, namely a "stalker" named Tarlark and one of the orc guards named Ugmuk.
- He was attacked in his house by a big "manrat". Gowre fought hard but did not have a silver weapon handy. Otherwise he is sure he could have won.
- He does not know where his loyal manservant Vladam is.
- He visited near the Serpent Guard hideout near Menowood and saw few humanoids/giants nearby (of appropriate type). He is not quite sure but to him it appeared that the leader of the group was some sort of lizard. DM should make a DC 15 knowledge

(nature) check in secret for players. Those who succeed, think it must be a Trolodyte. Those who fail think it is a lizardfolk.

If Gowre is told about the fate of his assistants, he is saddened and all the more determined to avenge them. He answers other questions that PCs have to best of his abilities. If the PCs don't take him along, he goes to Naerie City. The PCs can return to Radoc (Encounter 1) or to the Serpent Guard's hideout (Encounter 6).

6: SERPENT GUARD LAIR

When PCs have information about the Serpent Guards in the hills, the PCs can head after Keln Vriss. The hideout is a small motte-and-bailey affair in the hills, approximately 8 miles east from Radoc. If some humanoids from Encounter 5 escaped, everyone present is alert and prepared for attack. This encounter uses DM map # 4.

Terrain: Anyone standing in the same square as a tree gains a +2 cover bonus to AC and a +1 cover bonus on Reflex saves. Rocky terrain costs 2 squares to enter and gives a -2 circumstance penalty on Move Silently and Tumble checks. It however grants a +2 circumstance bonus when attempting to hide. It's difficult to get up the palisade and all squares aside from path leading to the gate count as very difficult terrain. On the inside, there is a shrine to Nerull in one of the rooms and stairs that lead to the roof. The roof is flat and allows anyone standing there to gain cover. The palisade is 7 ft. high. Note that ogres, ettins and hill giants can see over it and they can use ranged weapons against enemies.

- 🛡️ **Front gate:** 10 in. thick; hardness 5; hp 40; AC 5; Break DC 28.
- 🛡️ **Palisade (5ft section):** 6 in. thick; hardness 5; hp 20; AC 5; Break DC 20; Climb DC 21.
- 🛡️ **Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.
- 🛡️ **Window shutters:** 1 in. thick; hardness 5; hp 5; AC 5; Break DC 10. Open Lock DC 20

Creatures: The motte and bailey is overseen by Keln Vriss, wizard who escaped in NAE6-02 *First Bite*. He is helped along by several humanoids or giants, as well as his familiar. Those creatures from encounter 5 that survived will be hiding outside the walls, hoping to outflank the attackers. Keln Vriss is preparing the place as back-up place for "Riven", his hidden master. All of the humanoids/giants have masterwork Serpent Guard chainmails, therefore their AC is different than normal creatures of their kind.

APL2 (EL 4)

- 👉 **Keln Vriss:** Male troglodyte wizard 1; hp 30; see Appendix 1.
- 👉 **Hiss, viper familiar:** hp 15; see Appendix 1.

- 👉 **Orcs (5):** hp 5; see *Monster Manual* 203. [AC 15, touch 10, flat-footed 15.]

APL4 (EL 6)

- 👉 **Keln Vriss:** Male troglodyte wizard 3; hp 46; see Appendix 1.
- 👉 **Hiss, viper familiar:** hp 23; see Appendix 1.
- 👉 **Gnolls (5):** hp 11; see *Monster Manual* 130. AC 18, touch 10, flat-footed 18.

APL6 (EL 8)

- 👉 **Keln Vriss:** Male troglodyte wizard 5; hp 62; see Appendix 1.
- 👉 **Bite, worg familiar:** hp 31; see Appendix 1.
- 👉 **Ogres (3):** hp 29; see *Monster Manual* 199. AC 18, touch 8, flat-footed 18.

APL8 (EL 10)

- 👉 **Keln Vriss:** Male troglodyte wizard 7; hp 78; see Appendix 1.
- 👉 **Bite, worg familiar:** hp 39; see Appendix 1.
- 👉 **Ettins (3):** hp 65; see *Monster Manual* 106. AC 20, touch 9, flat-footed 20

APL10 (EL 12)

- 👉 **Keln Vriss:** Male troglodyte wizard 8; hp 88; see Appendix 1.
- 👉 **Bite, worg familiar:** hp 39; see Appendix 1.
- 👉 **Shield Guardian:** hp 112; see *Monster Manual* 223. [Has *dispel magic* spell cast into it.]
- 👉 **Hill Giants (3):** hp 102; see *Monster Manual* 123. AC 22, touch 8, flat-footed 22.

Tactics: Keln Vriss starts inside and buffs himself with *shield*, *mage armor* and *fly*. If Keln has the means to do it, such as with *haste*, he buffs his allies. On APL 2 he drinks his potion of *bull's strength* and moves into melee after casting *sleep*. On other APLs he starts with his most damaging spells, trying to keep out of reach. His familiar is the target of *belkers claw's*, with arcane casters being the preferred targets. Regular creatures attack enemies to the best of their abilities, trying not to offer flanking positions to enemies. Large creatures shoot over the palisade and then drop prone to prevent themselves being targeted if possible, but only if PCs have not yet broken through the gate.

On APL2 orcs accompany Keln to melee but on APL 4, most gnolls stay on the roof and shoot. On APL10, Keln Vriss has a shield guardian with him (originally owned by the Scarlet Brotherhood but with it's owner dying in battle of Radoc, Ersemir took it for himself).

It uses *dispel magic* once any harmful ongoing spell effects such as *black tentacles* target Keln Vriss or the hill giants. Note that if Keln Vriss is killed, the guardian continues to fight but if shield guardian amulet from Keln Vriss is destroyed, shield guardian stops working immediately. Ahlissan authorities confiscate the guardian after the adventure if it's intact.

The humanoids fight to the death but Keln flees if all his minions are killed, preferring to fly away.

Treasure: Keln and his allies are well equipped.

APL 2: Loot; 228 gp; Coin 23 gp; Magic 29 gp; *potion of bull strenght* (25 gp), *scroll of shield* (2 gp), *scroll of magic missile* (2 gp); Total 280 gp.

APL 4: Loot 205 gp; Coin 27 gp; Loot 205 gp; Magic 184 gp; *cloak of resistance +1* (83 gp), *feather token (whip)* (41gp), *potion of bull strenght* (25 gp), *scroll of fly* (31 gp), *scroll of magic missile* (2 gp), *scroll of shield* (2 gp); Total 416 gp.

APL 6: Loot; 220 gp; Coin 31 gp; Magic 560 gp; *cloak of resistance +1* (83 gp), *feather token (whip)* (41gp), *headband of intellect +2* (333 gp), *potion of bull strenght* (25 gp), *scroll of dispel magic* (31 gp), *scroll of fly* (31 gp), *scroll of magic missile* (2 gp), *scroll of shield* (2 gp), *scroll of Melf's acid arrow* (12 gp); Total 811 gp.

APL 8: Loot 220 gp; Coin 34 gp; Magic 947 gp; *cloak of resistance +1* (83 gp), *feather token (whip)* (41gp), *headband of intellect +2* (333 gp), *potion of bull strenght* (25 gp), *scroll of dispel magic* (31 gp), *scroll of fly* (31 gp), *scroll of magic missile* (2 gp), *scroll of Melf's acid arrow* (12 gp), *scroll of shield* (2 gp), *scroll of snakes swiftness* (12 gp), *wand of Melf's acid arrow* (375 gp); Total 1,201 gp.

APL 10: Loot 220 gp; Coin 34 gp; Magic 947 gp; *potion of bull strenght* (25 gp), *cloak of resistance +1* (83 gp), *feather token (whip)* (41gp), *headband of intellect +2* (333 gp), *scroll of fly* (31 gp), *scroll of magic missile* (2 gp), *scroll of shield* (2 gp), *scroll of dispel magic* (31 gp), *scroll of Melf's acid arrow* (12 gp), *scroll of snakes swiftness* (12 gp), *wand of Melf's acid arrow* (375 gp); Total 1,201 gp.

Detect Magic results: *cloak of resistance +1* (faint abjuration), *feather token (whip)* (moderate conjuration), *headband of intellect +2* (moderate transmutation), *potion of bull strength* (faint transmutation), *scroll of fly* (faint transmutation), *scroll of magic missile* (faint evocation), *scroll of shield* (faint abjuration), *scroll of dispel magic* (faint abjuration), *scroll of Melf's acid arrow* (faint conjuration), *scroll of snakes swiftness* (faint transmutation), *wand of Melf's acid arrow* (faint conjuration).

In addition, PCs gain **Spellbook of Keln Vriss** on their AR.

Development: If the PCs capture Keln Vriss, he can tell Gowre's whereabouts and other things in Radoc in the unlikely case PCs have not yet solved those things. This requires an Intimidate check as per the rules in the *Player's Handbook*. Those who have played NAE6-02 *First Bite* receive a +2 circumstance bonus to this check. Use the following bullet points to improvise the discussion.

- He was a member of the Serpent Guard who avoided getting caught by the army in 596 CY.
- He was sent here by "Riven", who lives in Gornor's Cove. Keln is not sure of his identity as Raustus Dolchemi dealt with him. Keln thinks he is a noble living in town.

- Riven sent some people to retrieve remains of a golem from the mine near Radoc.
- This place was merely intended as potential place where Riven could temporarily flee since the Hollow Highlands are not part of Ahlissa.
- He was turned into troglodyte when he was experimenting with a new version of *alter self* spell.
- If asked about the holy symbol of Nerull that the PCs discovered in the ruined buildings or the shrine in this place, Keln can tell that there have been members of Midnight Darkness (Pro-Oeridian secret society who kill good aligned priests in Ahlissa) have visited here occasionally. They have some plans regarding some guard captain in Naerie and they are looking for ways to increase tensions between churches of Hextor and Zilchus, as well as Hextor and Heironeous.

CONCLUSION

If PCs successfully rescue Gowre Haxx, he thanks the PCs for their actions and promises that House Haxx will reward them for their actions. If Gowre is killed, local authorities inform prince Barzhaan who then takes up on him to see if Gowre desires *raise dead*. If his body is unrecovered, then Barzhaan announces a day of mourning in his honor.

If PCs successfully capture Keln Vriss, read the following:

You return to Gornor's Cove with troglodyte form Keln Vriss along with you. People gaze in wonder and some vomit in disgust as you make your way to Captain Saron's office.

Saron is pleasantly suprised and quickly orders guards to take Keln away for interrogation while he listens to your tale. "Well done I must say. I hope all your information and that that... thing might give us will help us to track down this "Riven" person. Saron passes several coin pouches across the table. "I hope that when Gornor's Cove needs you again, you will not leave her alone."

If PCs kill Keln Vriss or he escapes, read the following:

You return to Gornor's Cove and you make your way to Captain Saron's office.

Saron is pleased with your report though it appears that more information might have helped him more. He passes several coin pouches across the table. "It is hard to imagine exactly how all these things tie together but at least it gives us cause to get prepared for anything. I hope that when Gornor's Cove needs you again, you will not leave her alone."

If PCs fail to find Keln Vriss, read the following

Saron is clearly disappointed by your report. "How unfortunate. I wished that there would be more clues to be found in Radoc." He takes few coin pouches and hands them over to you. "Nonetheless,

I will compensate you for your troubles and I hope that if Gornor's Cove needs your assistance in the future, you shall not leave her alone".

Treasure: Captain Saron offers a reward to PCs.

All APLs: Coin 150 gp.

In addition, PCs earn **Gratitude of Saron** and gain access to Felten Tobacco.

The End

CAMPAIGN CONSEQUENCES

1. Was Gowre rescued?
2. What happened to Candor and Keln Vriss?
3. Did PCs do something to other NPCs?
4. Did anything unforeseen happen?

All campaign consequences and comments should be sent to sampo@haarlaa.fi

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.

3: Stables

Defeating Candor and his allies

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encountering the trap

APL 2-10	30 XP
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4: Monster in the Hills

Defeating the monster

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP

5: Old Jared's Cabin

Rescuing Gowre. Award 50% if enemies are defeated and Gowre is killed

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

6: Serpent Guard hideout

Defeating Keln Vriss

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	330 XP

Story Award

Capturing Candor or Keln Vriss alive

APL 2	30 XP
APL 4	40 XP
APL 6	50 XP
APL 8	65 XP
APL 10	90 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	95 XP
APL 6	130 XP
APL 8	210 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

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

3: Stables

APL 2: Loot 20 gp; Coin 30 gp; Magic 150 gp; *hat of disguise* (150 gp); Total 200 gp.

APL 4: Loot 124 gp; Coin 35 gp; Magic 179 gp; *hat of disguise* (150 gp), *potion of bull strenght* (25 gp), *potion of magic fang* (4 gp); Total 240 gp.

APL 6: Loot 104 gp; Coin 37 gp; Magic 379 gp; +1 *mithral chainshirt* (175 gp), *hat of disguise* (150 gp), *potion of*

bull strenght (25 gp), *potion of cure moderate wounds* (25 gp), *potion of magic fang* (4 gp); Total 520 gp.

APL 8: Loot 104 gp; Coin 66 gp; Magic 820 gp; +1 mithral chainshirt (175 gp), +1 shortsword (192 gp), cloak of resistance +1, hat of disguise (150 gp), *potion of bull strenght* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of magic fang* (4 gp), (83 gp), ring of protection +1 (166 gp); Total 990 gp.

APL 10: Loot 449 gp; Coin 69 gp; Magic 820 gp; +1 mithral chainshirt (175 gp), +1 shortsword (192 gp), +1 spiked light steel shield (288 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), hat of disguise (150 gp), *potion of bull strenght* (25 gp), *potion of cure moderate wounds* (25 gp), 5 *potions of invisibility* (25 gp each), *potion of magic fang* (4 gp), 4 *potions of shield of faith* (4 gp each), ring of protection +1 (166), scroll of false life (12 gp), scroll of haste (31 gp), scroll of listening lorecall (12 gp); Total 1,640 gp.

4: Monster in the Hills

APL 2-10: Loot 40 gp; Coin 27 gp; Magic 83 gp; *brawlers gauntlets* (83 gp); Total 150 gp.

5: Old Jared's Cabin

APL 2-10: Loot 51 gp; Coin 109 gp; Total 160 gp.

6: Serpent Guard hideout

APL 2: Loot; 228 gp; Coin 23 gp; Magic 29 gp; *potion of bull strenght* (25 gp), scroll of shield (2 gp), scroll of magic missile (2 gp); Total 280 gp. **APL 4:** Loot 205 gp; Coin 27 gp; Loot 205 gp; Magic 184 gp; cloak of resistance +1 (83 gp), feather token (*whip*) (41gp), *potion of bull strenght* (25 gp), scroll of fly (31 gp), scroll of magic missile (2 gp), scroll of shield (2 gp); Total 416 gp.

APL 6: Loot; 220 gp; Coin 31 gp; Magic 560 gp; cloak of resistance +1 (83 gp), feather token (*whip*) (41gp), headband of intellect +2 (333 gp), *potion of bull strenght* (25 gp), scroll of dispel magic (31 gp), scroll of fly (31 gp), scroll of magic missile (2 gp), scroll of shield (2 gp), scroll of Melf's acid arrow (12 gp), Total 811 gp.

APL 8: Loot 220 gp; Coin 34 gp; Magic 947 gp; cloak of resistance +1 (83 gp), feather token (*whip*) (41gp), headband of intellect +2 (333 gp), *potion of bull strenght* (25 gp), scroll of dispel magic (31 gp), scroll of fly (31 gp), scroll of magic missile (2 gp), scroll of Melf's acid arrow (12 gp), scroll of shield (2 gp), scroll of snakes swiftness (12 gp), wand of Melf's acid arrow (375 gp); Total 1,201 gp.

APL 10: Loot 220 gp; Coin 34 gp; Magic 947 gp; *potion of bull strenght* (25 gp), cloak of resistance +1 (83 gp), feather token (*whip*) (41gp), headband of intellect +2 (333 gp), scroll of fly (31 gp), scroll of magic missile (2 gp), scroll of shield (2 gp), scroll of dispel magic (31 gp), scroll of melf's acid arrow (12 gp), scroll of snakes swiftness (12 gp), wand of melf's acid arrow (375 gp); Total 1201 gp.

Conclusion

APL 2-10: Coin 150 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

Total Possible Treasure

APL 2: 831

APL 4: 1,906

APL 6: 1,641

APL 8: 2,501

APL 10: 3,151

ADVENTURE RECORD ITEMS

Favor of House Haxx: This counts as 2 influence points with House Haxx. Alternatively you may spend this favor to gain access to any one item which you had access once but did not buy from the Items Found section from a Naerie regional or Splintered Suns meta-regional.

Favor of Idee Volunteers & Iron Brand: This favor counts as favor with Idee Volunteers or increases your affiliation score in Idee Volunteers by 2.

Members of the Iron Brand Cartel may spend this favor to gain access to any one item which you had access once but did not buy from the Items Found section from a Naerie regional or Splintered Suns meta-regional.

Members of Idee Volunteers gain access to Heroic Destiny (RD) feat. In addition they gain one time access to *boots of swift passage* (MIC).

Affiliation score is now _____

Favor of Teban: You gain access to 1 weapon or armor made of adamantine, paying normal costs. In addition you may buy up to three weapons as dwarven crafted (RS)

This favor is only available to those with Commander Ottolon's influence from NAE6-02 *First Bite*.

Gratitude of Saron: This favor can be exchanged for spellcasting services with the Church of Osprem as detailed in Naerie Metabook. Members of the Felten Guard, House Heshun Brutes or the Nasranite Watch gain +2 to their affiliation score and may upgrade one suit of armor with either *shadow*, *silent moves* or *slick* enhancement. Affiliation score is now _____

Serpent Scale Mottled Chainmail: This disrincrive full chainmail armor is specially made of enameled metal links of different shades of green, causing it to resemble green snakeskin. While not providing any additional armor bonus, the unusual coloration grants a +2 circumstance modifier to Hide checks made in areas of dense green foliage.

Spellbook of Keln Vriss: You to gain (free) access to the following spells: *belker claws* (SC), *hail of stone* (SC), *snake's swiftness* (SC).

ITEM ACCESS

APL 2:

- *Brawler's gauntlets* (Adventure; 1,000 gp, MIC)
- *Felten tobacco (focusing candle)* (Regional; 100 gp; CV)
- *Hat of disguise* (Adventure; DMG)
- *Masterwork serpent scale chainmail* (Regional; 400gp)

APL 4 (all of APL 2 plus the following):

- *Quaal's feather token (whip)* (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- **+1 mithral chainshirt** (Adventure; DMG)

APL 8 (all of APLs 6-8 plus the following):

- *Wand of Melf's acid arrow* (Adventure; DMG)

APL 10 (all of APLs 6-10 plus the following):

- *Scroll of listening lorecall* (Adventure; 150 gp; SC)

APPENDIX 1: ALL APLS

1: DOLRICH SEEKS HELP

GOWRE HAXX CR 6

Male human (Oeridian) fighter 6
LN medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Old Oeridian

AC 12, touch 12, flat-footed 10
(+2 Dex)

hp 45 (currently 9) (6 HD)

Fort +7, **Ref** +4, **Will** +1

Speed base movement 30 ft (6 squares).

Melee +4 (unarmed, 1d3+2)

Ranged

Base Atk +6; **Grp** +8

Abilities Str 15, Dex 14, Con 10, Int 13, Wis 9, Cha 12

Feats Alertness, Great Fortitude, Investigator, Iron Will, Mounted Combat, Ride-by-attack, Weapon Focus (lance), Weapon Specialization (lance)

Skills Diplomacy +4, Gather Information +4, Handle Animal +6, Jump +4, Knowledge (local: Splintered Suns) +4, Listen +2, Ride +13, Sense Motive +2, Search +4, Spot +2

Possessions

AGOZ, GUARD CAPTAIN

CR 2

Male orc fighter 2

LE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -1, Spot -1.

Languages Common, Orc

AC 19, touch 11, flat-footed 18;
(+1 Dex, +6 armor, +2 shield)

hp 20 (2 HD)

Fort +5, **Ref** +1, **Will** +1

Vulnerable Light sensitivity

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.

Melee Masterwork battleaxe +5 (1d8+2/x3)

Ranged Javelin (thrown) +3 (1d6+2)

Base Atk +2; **Grp** +4

Attack options Quick Draw, Mounted Combat

Combat gear *potion of cure light wounds*

Abilities Str 14, Dex 13, Con 10, Int 10, Wis 8, Cha 6

Feats Iron Will, Mounted Combat, Quick-Draw.

Skills Climb +4 (-2 in armor), Intimidate +3, Ride +6

Possessions combat gear plus javelin (4), masterwork battleaxe, banded mail, heavy wooden shield.

RADOC GUARD

CR 1/2

Male human warrior 1

N/NE/CN medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 10, flat-footed 16
(+4 armor, +2 shield); Dodge

hp 10 (1 HD)

Fort +5, **Ref** +0, **Will** +0

Speed 20 ft. in scale mail (4 squares), base movement 30 ft.

Melee Ahlissan combat spear (trident) +2 (1d8+1) or scimitar +2 (1d6+1/18-20)

Ranged Ahlissan combat spear (thrown) +1 (1d8+1) or light crossbow +1 (1d8/19-20)

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con 13, Int 9, Wis 11, Cha 8

Feats Great Fortitude, Toughness

Skills Climb -4, Intimidate +1, Jump -4, Listen +0, Spot +0

Possessions combat gear plus Ahlissan combat spear, scimitar, dagger, sap, light crossbow, 10 bolts, scale mail, heavy wooden shield.

ERLA

CR 4

Female human adept 5

NG medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Common, Old Oeridian

AC 14, touch 11, flat-footed 13
(+1 dex, +3 armor)

hp 15 (5 HD)

Fort +0, **Ref** +4, **Will** +6

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee spear +2 (1d8/x3)

Ranged masterwork sling +5 (1d4)

Base Atk +2; **Grp** +2

Adept Spells Prepared (CL 5th):

2nd—*animal trance* (DC 14), *cure moderate wounds*

1st—*burning hands* (DC 13), *cure light wounds*, *protection from evil* (DC 13)

0—*cure minor wounds*, *mending*, *purify food and drink*

Abilities Str 11, Dex 12, Con 8, Int 9, Wis 13, Cha 10

Feats Alertness, Improved Initiative, Lightning reflexes, Skill Focus (heal)

Skills Heal +11, Knowledge (nature) +1, Knowledge, (religion) +1, Spellcraft +0, Survival +4

Possessions combat gear plus belt pouch, commoner's outfit, holy symbol of Atroa, spell component pouch

ALECTMA

CR 2

Male human ranger 2

CN medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Rasol

AC 14, touch 12, flat-footed 12;
(+2 armor, +2 dex)

hp 16 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 30 ft. in leather (6 squares), base movement 30 ft.

Melee club +3 (1d6+1) or dagger +3 (1d4+1/19-20)

Ranged short bow + 4 (1d6/x3)

Base Atk +2; **Grp** +3

Atk Options favoured enemy (human) +2; Point Blank Shot, Rapid Shot.

Combat gear Antitoxin

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

Feats Point Blank Shot, Rapid Shot, Self-Sufficient, Track

Skills Climb +6, Heal +4, Hide +6, Knowledge (nature) +4, Listen +3, Move Silently +6, Spot +3, Survival +10

Possessions combat gear plus club, dagger, shortbow, 20 arrows, leather armor, peasant clothing.

MANFED SAKKAD

CR 2

Male human barbarian 2

CN medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +3

Languages Cold Tongue, Common

AC 16, touch 12, flat-footed 14; (+4 armor, +2 dex); Uncanny Dodge

hp 22 (2 HD)

Fort +5, **Ref** +2, **Will** +3

Atk Options rage 1/day (7 rounds)

Speed 40 ft. in chainshirt (8 squares), base movement 40 ft.

Melee battleaxe +4 (1d8+1/x3)

Ranged heavy crossbow + 4 (1d10/19-20)

Base Atk +2; **Grp** +3

Combat gear antitoxin

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

SQ

Feats Iron Will, Weapon Focus (Battleaxe)

Skills Climb +4, Handle Animal +1, Intimidate +3, Listen +3, Spot +3, Survival +3, Swim +4

Possessions Combat gear plus battle axe, dagger, heavy crossbow 10 bolts, chainmail, mundane equipment.

MAHTHI

CR 1

Male human ranger 1

CN medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +5

Languages Common

AC 16, touch 12, flat-footed 14; (+4 armor, +2 dex)

hp 8 (1 HD)

Fort +4, **Ref** +4, **Will** +1

Speed 30 ft. in chainshirt (6 squares), base movement 40 ft.

Melee handaxe +2 (1d6+1/x3)

Ranged longbow + 4 (1d8/x3)

Base Atk +1; **Grp** +2

Atk Options favoured enemy (fey) +2; Point Blank Shot

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8

Feats Point Blank Shot, Weapon Focus (longbow), Track

Skills Climb +2 in armor, Hide +4, Knowledge (geography) +3, Knowledge (nature) +4, Listen +5, Move Silently +4, Spot +5, Survival +5, Tumble +3

Possessions Combat gear plus dagger, handaxe, longbow, 20 cold iron arrows, traveling clothes, backpack, 50ft rope, grappling hook.

TEPHOR

CR 2

Male human rogue 2

CN medium humanoid (human)

Init +6; **Senses** Listen +6, Spot +6

Languages Common

AC 16, touch 12, flat-footed 15 (+2 dex, +4 armor, +1 shield); Dodge

hp 10 (2 HD)

Resistance Evasion

Fort +1, **Ref** +5, **Will** +1

Speed 30 ft. in masterwork chainshirt (6 squares), base movement 30 ft.

Melee masterwork shortsword +4 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)

Ranged dagger (thrown) +3 (1d4+2/19-20)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack +1d6

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

Feats Dodge, Improved Initiative

Skills Balance +6, Climb +6, Hide +6, Intimidate +4, Jump +6, Listen +6, Move Silently +6, Open Locks +7, Spot +6, Tumble +9

Possessions combat gear plus dagger (5), masterwork shortsword, leather armor, masterwork light wooden shield, belt pouch, dagger (5)

DWARF MERCHANT

CR 2

Male dwarf expert 3

N/LN/CN medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common

AC 12, touch 10, flat-footed 12; (+2 armor)

hp 15 (3 HD)

Fort +2 (+4 vs. poison), **Ref** +1, **Will** +3 (+5 vs. spells)

Speed 20 ft. in leather armor (4 squares), base movement 20 ft.

Melee heavy mace +2 (1d8)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 10, Con 13, Int 10, Wis 11, Cha 9

Feats Alertness, Skill Focus (craft/profession)
Skills Craft or Profession (varies) +9, Bluff +4, Diplomacy +7, Handle Animal +4, Gather Information +6, Listen +4, Knowledge (local: the Splintered Suns) +5, Spot +4
Possessions combat gear plus heavy mace, light crossbow, 10 bolts, and various tools.

DARAGAN CR 2

Male human ranger 2
LE medium humanoid (dwarf)
Init +2; **Senses** darkvision 60. ft; Listen +5, Spot +5;
Languages Common, dwarf

AC 16, touch 12, flat-footed 14;
(+4 armor, +2 dex)
hp 18 (1 HD)
Fort +5 (+7 vs poison), **Ref** +5, **Will** +1; +3 vs. spells & spell-like abilities

Speed 20 ft. in masterwork chainshirt (2 squares), base movement 20 ft.

Melee masterwork handaxe +5 (1d6+2/x3) or masterwork handaxe +3 (1d6+2/x3) and masterwork handaxe +3 (1d6+1/x3)

Ranged Light Crossbow + 4 (1d8/x3)

Base Atk +2; **Grp** +4

Atk options favored enemy (aberration) +2

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 15, Int 10, Wis 12 Cha 6

Feats Inside Connection (Army of Naerie), Two-weapon Fighting, Track

SQ Wild Empathy (+2)

Skills Climb +5 (+4 in armor), Handle Animal +3, Hide +4 (+3 in armor, +4 in hills), Intimidate +0 (+1 against criminals), Knowledge (geography) +2, Knowledge (nature) +5, Listen +5 (+6 in hills), Move Silently +3 (+2 in armor), Spot +5 (+6 in hills), Survival +8 (+9 in hills)

Possessions Combat gear plus 2 masterwork handaxes, light crossbow, 20 cold iron bolts, dagger, traveling clothes, backpack, 3 rations, 50ft rope, grappling hook, waterskin.

TEBAN CR 5

Male dwarf cleric 5
LN Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Dwarf

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 shield)
hp 40 (5 HD)
Fort +7 +2 vs poison, **Ref** +3, **Will** +7 +2 vs. spells & spell-like effects.

Speed 20 ft. in studded leather armor (4 squares), base movement 20 ft.

Melee masterwork warhammer +6 (1d8+2/x3)

Base Atk +3; **Grp** +5

Atk options protective ward (+5, 1/day), rebuke earth creatures/turn air creatures 3/day, spontaneous cure, turn undead 3/day.

Cleric Spells Prepared (CL 5th):

3rd—*prayer, stone shape*^D,
2nd—*hold person* (DC 14), *lesser restoration, soften earth & stone*^D, *spiritual weapon*
1st—*bless, command* (DC 13), *magic weapon sanctuary*^D, *shield of faith*.
0—*detect magic, detect poison, guidance, virtue, light*

D: Domain spell. Deity: Jascar.

Abilities Str 14, Dex 9, Con 14, Int 10, Wis 15, Cha 11

Feats Lightning Reflexes, Martial Weapon Proficiency (warhammer), Skill Focus (profession)

Skills Concentration +6, Knowledge (Religion) +4, Listen +2, Profession (miner) +9, Spot +2

Possessions masterwork warhammer, dagger, studded leather, light steel shield, holy symbol, +1 *cloak of resistance*

VLADAM CR 2

Male human warrior 2/expert 1
LN medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, Old Oeridian

AC 11, touch 11, flat-footed 10
(+0 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 14 (3 HD);

Fort +3 **Ref** +1, **Will** +2

Speed base movement 30 ft.

Melee longsword+4 (1d8+1/19-20)

Ranged light crossbow +4 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Abilities Str 12, Dex 13, Con 10, Int 9, Wis 11, Cha 8

Feats Alertness, Weapon Focus (Crossbow), Weapon Focus (Longsword),

Skills **Possessions** None (but uses longsword and light crossbow in combat when possible).

9: SERPENT GUARD**KELN VRISS CR 2**

Male troglodyte wizard 1

NE medium humanoid (reptilian)

Init +0; **Senses** darkvision 90 ft.; Listen +4, Spot +2**Languages** Common, Draconic, Flan**AC** 20, touch 10, flat-footed 20
(+4 armor [*mage armor*], +6 natural)**hp** 30 (3 HD);**Fort** +7, **Ref** +0, **Will** +2**Speed** 30 ft. (6 squares)**Melee** claw +2/+2 (1d4+1) and
bite +0 (1d4)**Ranged** masterwork heavy crossbow +2
(1d10/19-20 plus poison)**Base Atk** +1; **Grp** +2**Special Attacks** poisoned crossbow bolts (DC 10
Fort, 1d2Dex/1d2 Dex)**Combat Gear** *potion of bull strength, scroll of
magic missile, scroll of shield***Wizard Spells Prepared** (CL 1st):1st—*mage armor, sleep* (DC 13)0—*acid splash, detect magic, resistance***Abilities** Str 12, Dex 11, Con 18, Int 15, Wis 10,
Cha 8**SQ** familiar**Feats** Alertness (when familiar is within 5 ft.),
Combat Casting, Improved Toughness, Multi-
attack, Scribe Scroll**Skills** Concentration +8 (+12 when casting
defensively), Hide +3*, Listen +4, Move
Silently +1, Spellcraft +6, Spot +2**Spellbook** all prepared spells plus *magic
missile, magic weapon, shield*.**Possessions** combat gear plus heavy
crossbow, 10 crossbow bolts, spell
component pouch.**Stench (Ex):** When a Keln Vriss is angry or
frightened, it secretes an oily, musk-like
chemical that nearly every form of animal life
finds offensive. All living creatures (except
troglodytes) within 30 feet of a Keln Vriss must
succeed on a DC 15 Fortitude save or be
sickened for 10 rounds. The save DC is
Constitution-based. Creatures that
successfully save cannot be affected by the
same troglodyte's stench for 24 hours. A *delay
poison* or *neutralize poison* spell removes the
effect from the sickened creature. Creatures
with immunity to poison are unaffected, and
creatures resistant to poison receive their
normal bonus on their saving throws.**Skills** The skin of a troglodyte changes color
somewhat, allowing it to blend in with its
surroundings like a chameleon and providing a+4 racial bonus on Hide checks. In rocky or
underground settings, this bonus improves to
+8.**HISS, SNAKE FAMILIAR CR -**

N tiny animal

Init +3; **Senses** Listen +6, Spot +6**Languages** -**AC** 18, touch 15, flat-footed 15; (+2 size, +3 dex,
+3 natural)**hp** 15 (3 HD)**Fort** +3, **Ref** +5, **Will** +3;**Resistance** Improved evasion**Speed** 15 ft., climb 15 ft. swim 15 ft.**Melee** bite +6 (1 plus poison)**Base Atk** +1; **Grp** -10**Abilities** Str 4, Dex 17, Con 11, Int 6, Wis 12,
Cha 2**SQ** share spells, empathic link.**Feats** Weapon Finesse**Skills** Balance +11, Climb +11, Concentration +5,
Hide +15, Listen +6, Spot +6, Swim +5**Poison (Ex):** Fortitude DC 10, 1d6 Con
initial/secondary

7: STABLES

CANDOR

CR 3

Male wererat ranger 1
LE medium humanoid (human, shapechanger)
Init +8; **Senses** low-light vision, scent; Listen +7,
Spot +7

Languages Common

AC 21, touch 14, flat-footed 17;
(+4 Dex, +4 armor, +2 natural, +1 shield)

hp 18 (2 HD); **DR** 5/silver

Fort +7, **Ref** +8, **Will** +6

Speed 30 ft. in masterwork chainshirt (6 squares), base movement 30 ft.

Melee masterwork shortsword +7 (1d6+2/19-20)
and bite +0 (1d6 +1 plus disease plus curse)

or

bite +5 (1d6+3 plus disease plus curse)

Ranged masterwork composite longbow (+2 str)
+6 (1d8+2/x3)

Base Atk +1; **Grp** +3

Atk Options Favored enemy (human) +2

Combat gear *potion of bull strength, potion of magic fang*

Abilities Str 15, Dex 19, Con 16, Int 10, Wis 14,
Cha 8

SQ Alternate form, rat empathy, wild empathy +2

Feats Alertness, Improved Initiative, Iron Will,
Track, Weapon Finesse, Weapon Focus (shortsword)

Skills Climb +5, Handle animal +3, Hide +8,
Listen +7, Move Silently +7, Ride +3, Spot +7,
Swim +5

Possessions combat gear plus dagger, 20 arrows, chainshirt, light spiked steel shield, *hat of disguise*.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

9: SERPENT GUARD

KELN VRISS

CR 4

Male troglodyte wizard 3
NE medium humanoid (reptilian)
Init +0; **Senses** darkvision 90 ft.; Listen +4, Spot +3

Languages Common, Draconic, Flan

AC 20, touch 14, flat-footed 20
(+4 armor [*mage armor*], +6 natural)

hp 46 (5 HD);

Fort +10, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Melee claw +3/+3 (1d4+1) and bite +1 (1d4)

Ranged masterwork heavy crossbow +3
(1d10/19-20 plus poison)

Base Atk +2; **Grp** +3

Combat Gear *feather token (whip) potion of bull strength, scroll of fly, scroll of magic missile, scroll of shield,*

Wizard Spells Prepared (CL 3rd):

2nd—*belker claws, mirror image*

1st—*hail of stone, mage armor, magic missile*

0—*acid splash, detect magic, ray of frost, resistance*

Abilities Str 12, Dex 11, Con 18, Int 16, Wis 10,
Cha 8

SQ familiar

Feats Alertness (when familiar is within 5ft),
Combat Casting, Improved Toughness, Multi-attack, Scribe Scroll.

Skills Bluff +3, Concentration +10 (+14 when casting defensively), Hide +4*, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spellcraft +9, Spot +2

Spellbook all prepared plus: 1st—*magic weapon, protection from good, ray of enfeeblement, shield, sleep*; 2nd—*bull's strength, invisibility, snake's swiftness*.

Possessions combat gear plus heavy crossbow, 10 crossbow bolts, spell component pouch, *cloak of resistance +1*

Stench (Ex): When a Keln Vriss is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a Keln Vriss must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Poison Keln Vriss has poisoned his crossbow bolts with black adder poison (DC 11 Fortitude, 1d6 con initial/secondary)

Skills The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus improves to +8.

HISS, SNAKE FAMILIAR

CR -

N tiny animal

Init +3; **Senses** Listen +6, Spot +6

Languages -

AC 18, touch 15, flat-footed 15; (+2 size, +3 dex, +4 natural)

hp 23 (5 HD)

Resistance Improved evasion

Fort +4, **Ref** +5, **Will** +4;

Speed 15 ft., climb 15 ft. swim 15 ft.

Melee bite +7 (1 plus poison)

Base Atk +2; **Grp** -9

Abilities Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2

SQ deliver touch spells, share spells, empathic link.

Feats Weapon Finesse

Skills Balance +11, Climb +11, Concentration +5, Hide +15, Listen +6, Spot +6, Swim +5

Poison (Ex): Fortitude DC 10, 1d6 Con initial/secondary

3: STABLES

CANDOR

Male wererat ranger 3
LE medium humanoid (human, shapechanger)
Init +9; **Senses** low-light vision, scent; Listen +8, Spot +7

Languages Common

AC 23, touch 15, flat-footed 18; (+5 dex, +5 armor, +2 natural, +1 shield); Improved Shield Bash

hp 36 (4 HD); **DR** 5/silver

Resistance Endurance

Fort +8, **Ref** +10, **Will** +7

Speed 30 ft. in +1 *mithral chainshirt* (6 squares), base movement 30 ft.

Melee masterwork shortsword +10 (1d6+2/19-20)

Melee bite +8 (1d6+3 plus disease plus curse)

Melee masterwork shortsword +8 (1d6+2/19-20) and masterwork light steel spiked shield +7 (1d4+1) and bite +3 (1d6+1 plus disease plus curse)

Ranged masterwork composite longbow (+2 str) +9 (1d8+2/x3)

Base Atk +3; **Grp** +5

Atk Options Favored enemy (human) +2

Combat gear *potion of bull strength*, *potion of cure moderate wounds*, *potion of magic fang*

Abilities Str 15, Dex 20, Con 16, Int 10, Wis 14, Cha 8

SQ Alternate form, rat empathy, wild empathy +4

Feats Alertness, Endurance, Improved Initiative, Improved Shield Bash, Iron Will, Track, Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills Balance +8, Climb +5, Handle animal +4, Hide +9, Listen +8, Move Silently +9, Spot +7, Swim +5, Tumble +8

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

Possessions combat gear plus, mastework shortsword, masterwork composite longbow (+2 str), dagger, 20 arrows, +1 *chainshirt*, masterwork spiked light steel shield, *hat of disguise*

+4 armor [*mage armor*], +6 natural)

hp 62 (7 HD);

Fort +9, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee claw +4/+4 (1d4+1) and bite +2 (1d4)

Ranged masterwork heavy crossbow +4 (1d10/19-20 plus poison)

Base Atk +3; **Grp** +4

Special Attacks poisoned crossbow bolts (DC 13 Fort, 1d2 Dex/1d2 Dex)

Combat Gear *feather token (whip)*, *potion of bull strength*, *scroll of acid arrow*, *scroll of dispel magic*, *scroll of fly*, *scroll of magic missile*, *scroll of shield*,

Wizard Spells Prepared (CL 5th):

3rd—*haste*, *fireball* (DC 17)

2nd—*belker claws*, *mirror image*, *silent hail of stone*

1st—*hail of stone*, *mage armor*, *magic missile*, *ray of enfeeblement*

0—*acid splash*, *detect magic*, *ray of frost*, *resistance*

Abilities Str 12, Dex 11, Con 18, Int 18, Wis 10, Cha 8

SQ familiar

Feats Alertness (when familiar is within 5ft), Combat Casting, Improved Familiar, Improved Toughness, Multi-attack, Scribe Scroll, Silent Spell

Skills Concentration +14 (+18 when casting defensively), Hide +5*, Knowledge (arcana) +9, Listen +4, Move Silently +2, Spellcraft +12, Spot +3

Spellbook All prepared plus: 1st—*magic weapon*, *protection from good*, *shield*, *sleep*; 2nd—*bear's endurance*, *bull's strength*, *invisibility*, *Melf's acid arrow*, *see invisibility*, *snake's swiftness*; 3rd—*fly*, *rage*, *sepia snake sigil*.

Possessions combat gear plus heavy crossbow, 10 crossbow bolts, spell component pouch, *cloak of resistance +1*, *headband of intellect +2*.

Stench (Ex): When a Keln Vriss is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a Keln Vriss must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus improves to +8.

9: SERPENT GUARD

KELN VRISS

CR 6

Male troglodyte wizard 5
NE medium humanoid (reptilian)
Init +0; **Senses** darkvision 90 ft.; Listen +4, Spot +3

Languages Common, Draconic, Flan

AC 20, touch 10, flat-footed 20

BITE, WORG FAMILIAR

CR -

NE medium magical beast

Init +2; **Senses** darkvision 60 ft, low-light vision, scent; Listen +6, Spot +6

Languages Common, Goblin

AC 17, touch 12, flat-footed 15; (+2 dex, +5 natural)
hp 31 (7 HD)

Fort +6, **Ref** +6, **Will** +6;

Resistance Improved evasion

Speed 50 ft.

Melee bite +7 (1d6+4)

Base Atk +4; **Grp** +7

Atk option Trip (+3)

Abilities Str 17, Dex 15, Con 15, Int 8, Wis 14, Cha 10

SQ deliver touch spells, share spells, empathic link., speak with master.

Feats Alertness, Track

Skills Balance +4, Climb +11, Concentration +9, Hide +6, Listen +6, Move Silently +6, Spot +6, Survival +2

Trip (Ex): A worg that hits an opponent with a bite attack can attempt to trip an opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, opponent cannot attempt to react to trip the worg.

Skills +1 racial bonus on Listen, Move Silently and Spot checks and a +2 racial modifier on Hide checks. A worg has +4 racial bonus when tracking by scent.

3: STABLES

CANDOR

Male wererat ranger 5
LE medium humanoid (human, shapechanger)
Init +9; **Senses** low-light vision, scent; Listen +7, Spot +7

Languages Common

AC 25, touch 16, flat-footed 20;
(+5 dex, +5 armor, +2 natural, +2 shield, +1 deflection); Improved Shield Bash

hp 45 (6 HD); **DR** 5/silver

Resistance Endurance

Fort +10, **Ref** +12, **Will** +8

Speed 30 ft. in +1 *mithral chainshirt* (6 squares), base movement 30 ft.

Melee +1 *shortsword* +12 (1d6+3/19-20) or

Melee +1 *shortsword* +10 (1d6+3/19-20) and masterwork light steel spiked shield +9 (1d4+1) and

bite +5 (1d6 plus disease plus curse) or

Melee bite +10 (1d6+3 plus disease plus curse)

Ranged masterwork composite longbow +11 (1d8+2/x3)

Base Atk +5; **Grp** +7

Atk Options Favored enemy (human) +4, Favored enemy (orc) +2

Combat gear *potion of bull strength*, *potion of cure moderate wounds*, *potion of magic fang*

Ranger Spells Prepared (CL 2th):

1st—*blades of fire*

Abilities Str 15, Dex 20, Con 16, Int 10, Wis 14, Cha 8

SQ Alternate form, rat empathy, wild empathy +6

Feats Alertness, Endurance, Improved Initiative, Improved Shield Bash, Iron Wil, Shield Specialization, Track, Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills Balance +12, Climb +5, Handle animal +4, Hide +9, Knowledge (nature) +4, Listen +8, Move Silently +9, Spot +7, Swim +5, Tumble +12

Possessions combat gear plus, +1 shortsword, masterwork composite longbow (+2 str), dagger, 20 arrows, +1 *mithral chainshirt*, masterwork spiked light steel shield, *hat of disguise*, *cloak of resistance* +1, *ring of protection* +1

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

9: SERPENT GUARD

KELN VRISS

CR 8

Male troglodyte wizard 7
NE medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Listen +4, Spot +5
Languages Common, Draconic, Flan

AC 21, touch 11, flat-footed 20
(+1 dex, +4 armor [*mage armor*], +6 natural)

hp 78 (9 HD);

Fort +10, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)

Melee claw +5/+5 (1d4+1) and bite +4 (1d4)

Ranged masterwork heavy crossbow +6 (1d10/19-20 plus poison)

Base Atk +4; **Grp** +5

Attack Options poisoned crossbow bolts (DC 11 Fortitude, 1d6 con initial/secondary)

Combat Gear *potion of bull strength*, *feather token (whip)*, *scroll of dispel magic*, *scroll of fly*, *scroll of acid arrow*, *scroll of magic missile*, *scroll of shield*, *scroll of snakes swiftness*, *staff of acid arrow (50 charges)*,

Wizard Spells Prepared (CL 9th):

4th—*greater invisibility*, *wall of ice* (DC 18)

3rd—*dispel magic*, *haste*, *fireball* (DC 17)

2nd—*belker claws*, *gust of wind*, *mirror image*, *silent hail of stone*

1st—*hail of stone*, *mage armor*, *magic missile* (2), *ray of enfeeblement*

0—

Abilities Str 12, Dex 12, Con 18, Int 18, Wis 10, Cha 8

SQ familiar

Feats Alertness (when familiar is within 5ft), Combat Casting, Improved Familiar, Multi-attack, Practiced Spellcaster, Scribe Scroll, Silent Spell, Toughness.

Skills Concentration +16 (+20 when casting defensively), Hide +7*, Knowledge (arcana) +9, Knowledge (Religion) +8, Listen +4, Move Silently +3, Spellcraft +12, Spot +5

Spellbook All prepared plus: 1st—*magic weapon*, *protection from good*, *shield*, *sleep*; 2nd—*bear's endurance*, *bull's strength*, *invisibility*, *cats grace*, *Melf's acid arrow*, *see invisibility*, *snake's swiftness*; 3rd—*fly*, *heroism*, *rage*, *sepia snake sigil*; 4th—*animate dead*, *greater invisibility*, *stoneskin*.

Possessions combat gear plus heavy crossbow, 10 crossbow bolts, spell component pouch, *cloak of resistance* +1, *headband of intellect* +2.

Stench (Ex): When a Keln Vriss is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a Keln Vriss must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to

poison receive their normal bonus on their saving throws.

Skills The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus improves to +8.

BITE, WORG FAMILIAR **CR -**

NE medium magical beast

Init +2; **Senses** Darkvision 60 ft; low-light vision; scent; Listen +6, Spot +6

Languages Common, Goblin

AC 18, touch 12, flat-footed 16;
(+2 dex, +6 natural)

hp 39 (9 HD)

Resistance Improved evasion

Fort +6, **Ref** +6, **Will** +8;

Speed 50 ft. (10 squares)

Melee bite +7 (1d6+4)

Base Atk +4; **Grp** +7

Atk option Trip (+3)

Abilities Str 17, Dex 15, Con 15, Int 9, Wis 14, Cha 10

SQ deliver touch spells, share spells, empathic link., speak with master.

Feats Alertness, Track

Skills Balance +4, Climb +11, Concentration +9, Hide +6, Listen +6, Move Silently +6, Spot +6, Survival +2

Trip (Ex): A worg that hits an opponent with a bite attack can attempt to trip an opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, opponent cannot attempt to react to trip the worg.

Skills +1 racial bonus on Listen, Move Silently and Spot checks and a +2 racial modifier on Hide checks. A worg has +4 racial bonus when tracking by scent.

7: STABLES

Male wererat ranger 7
LE medium humanoid (human, shapechanger)
Init +9; **Senses** low-light vision, scent; Listen +7, Spot +7

Languages Common

AC 26 touch 19, flat-footed 21; (+5 dex, +5 armor, +2 natural, +3 shield, +1 deflection); Improved Shield Bash

hp 69 (8 HD); **DR** 5/silver

Resistance Endurance

Fort +11, **Ref** +13, **Will** +9

Speed 30 ft. in +1 *mithral chainshirt* (6 squares), base movement 30 ft.

Melee +1 *shortsword* +14 (1d6+4/19-20) or

Melee +1 *shortsword* +12/+7 (1d6+4/19-20) and +1 *spiked heavy wooden shield* +11/+6 (1d6+2) and

bite +5 (1d6+1 plus disease plus curse) or

Melee bite +12 (1d6+4 plus disease plus curse)

Ranged masterwork composite longbow (+2 str) +13 (1d8+2/x3)

Base Atk +7; **Grp** +10

Atk Options Favored enemy (human) +4, Favored enemy (orc) +2

Combat gear *potion of bull strength*, *potion of cure moderate wounds*, *potion of magic fang*, *scroll of listening lorecall*

Ranger Spells Prepared (CL 3rd):

1st—*blades of fire* (2)

Abilities Str 16, Dex 20, Con 16, Int 10, Wis 14, Cha 8

SQ Alternate form, rat empathy, wild empathy +6

Feats Alertness, Endurance, Improved Initiative, Improved Shield Bash, Improved Two-weapon fighting, Iron Will, Shield Specialization, Shield Ward, Track, Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills Balance +10, Climb +7, Handle animal +4, Hide +9, Knowledge (nature) +5, Listen +9, Move Silently +9, Spot +9, Survival +9, Swim +5, Tumble +13

Possessions combat gear plus, +1 *shortsword*, , masterwork composite longbow (+2 str), dagger, 20 arrows, +1 *mithral chainshirt*, +1 *spiked light steel shield*, *hat of disguise*, *cloak of resistance* +1, *ring of protection* +1

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

TYXHAN, DERRO SORCERER CR 8

Male Derro Sorcerer 5
CE small monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Listen +2, Spot -2
Languages Common, Undercommon

AC 14, touch 14, flat-footed 11; (+3 dex, +1 size)

hp 50 (61 with *false life*) (8 HD)

Fort +5, **Ref** +7, **Will** +14

Speed 20 ft. in (4 squares), base movement 20 ft.

Melee morningstar +6 (1d6-1 plus poison)

Ranged masterwork light crossbow +10 (1d6/19-20 plus poison)

Base Atk +5; **Grp** +0

Atk Options Sneak Attack (1d6)

Combat Gear *potion of invisibility*, *scroll of false life*, *scroll of haste*

Spell-Like Abilities

At will—*darkness*, *ghost sound*

1/day—*daze* (DC 17), *sound burst* (DC 17)

Sorcerer Spells Known (CL 5th):

2nd (4/day)—*glitterdust* (DC 19), *scorching ray*

1st (7/day)—*magic missile*, *ray of enfeeblement*, *shocking grasp*, *shield*

0th (6/day)—*acid splash*, *flare* (DC 17), *mage hand*, *resistance*, *ray of frost*, *touch of fatigue* (DC 17)

Abilities Str 8, Dex 16, Con 16, Int 10, Wis 6, Cha 24
SQ poison use

Feats Alertness (when familiar is within 5ft), Improved familiar, Improved Initiative, Practised Spellcaster

Skills Bluff +9, Concentration +13, Hide +11, Listen +2, Move Silently +9

Possessions combat gear plus morningstar, masterwork light crossbow, dagger, 10 bolts (4 poisoned), *cloak of charisma* (+2), spell component pouch

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Poison Use: Derro do not risk accidentally poisoning themselves when applying poison to a blade.

TYXHAN'S FAMILIAR (ICE MEPHIT)

CR -

CE small outsider (air, cold, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Undercommon

AC 22, touch 14, flat-footed 19; Dodge (+3 dex, +1 size, +8 natural)

hp 25 (40 with *false life*) (8 HD) DR5/magic, fast healing 2

Resistance Improved evasion

Immune Cold

Fort +2, **Ref** +5, **Will** +7

Weakness Fire vulnerability

Speed 30 ft. in (6 squares), fly 50 ft (perfect)

Melee claw +6 (1d3 plus 2 cold)

Base Atk +5; **Grp** +1

Atk Options Breath weapon

Combat Gear *potion of invisibility*, *scroll of false life*

Spell-Like Abilities

1/hour—*magic missile* (CL 3rd)

1/day—*chill metal* (DC 14) (CL 6th)

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 11, Cha 15

SQ deliver touch spells, granted abilities, speak with master

Feats Dodge, Improved Initiative

Skills Bluff +8, Concentration +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

DERRO FIGHTER (4) CR 4

Male Derro Fighter 1

CE small monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Listen +1, Spot -3

Languages Common, Undercommon

AC 20, touch 15, flat-footed 16;
(+4 dex, +4 armor, +1 size, +1 shield)

hp 33 (4 HD)

Fort +7, **Ref** +7, **Will** +6

Weakness Vulnerability to sunlight

Speed 20 ft. in masterwork chainshirt (4 squares), base movement 20 ft.

Melee masterwork battleaxe +7 (1d6+1/x3 plus poison)

Ranged masterwork composite longbow (+1 str) +10 (1d6+1/x3 plus poison)

Base Atk +4; **Grp** +1

Atk Options Sneak Attack (1d6)

Combat Gear *potion of invisibility*, *potion of shield of faith* +2

Spell-Like Abilities

At will—*darkness*, *ghost sound*

1/day—*daze* (DC 13), *sound burst* (DC 13)

Abilities Str 13, Dex 18, Con 18, Int 8, Wis 6, Cha 16

SQ poison use, spell like abilities

Feats Blind-Fight, Improved Initiative, Point Blank Shot, Weapon Focus (light crossbow)

Skills Bluff +5, Climb +4 (+3 in armor), Hide +12 (+11 in armor), Listen +2, Move Silently +10

Possessions combat gear plus masterwork battleaxe, masterwork longbow, dagger (2) masterwork chainshirt, masterwork buckler, 10 arrows (4 poisoned)

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Poison Use: Derro do not risk accidentally poisoning themselves when applying poison to a blade.

Derros battleaxe and four arrows are coated with medium spider venom (DC 14 1d4 Str initial/secondary).

9: SERPENT GUARD

KELN VRISS CR 9

Male troglodyte wizard 8

NE medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Listen +7, Spot +5

Languages Common, Draconic, Flan

AC 21, touch 11, flat-footed 20

(+1 dex, +4 armor [*mage armor*], +6 natural)

hp 87 (10 HD);

Fort +10, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee claw +6/+6 (1d4+1) and bite +5 (1d4)

Ranged masterwork heavy crossbow +7 (1d10/19-20 plus poison)

Base Atk +5; **Grp** +6

Special Attacks poisoned crossbow bolts (DC 11 Fort, 1d6 con initial/secondary)

Combat Gear *feather token (whip)*, *potion of bull strength*, *scroll of acid arrow*, *scroll of dispel magic*, *scroll of fly*, *scroll of magic missile*, *scroll of shield*, *scroll of snakes swiftness*, *staff of acid arrow (50 charges)*,

Wizard Spells Prepared (CL 9th):

4th—*greater invisibility*, *phantasmal killer* (DC 18), *wall of ice* (DC 18)

3rd—*dispel magic*, *haste*, *fireball* (DC 17)

2nd—*belker claws*, *gust of wind*, *mirror image*, *silent hail of stone*

1st—*hail of stone*, *mage armor*, *magic missile* (2)

0—*acid splash*, *detect magic*, *ray of frost*, *resistance*

Abilities Str 12, Dex 12, Con 18, Int 18, Wis 10, Cha 8

SQ familiar

Feats Alertness (when familiar is within 5ft), Combat Casting, Improved Familiar, Multi-attack, Practiced Spellcaster, Scribe Scroll, Silent Spell, Toughness.

Skills Concentration +18 (+22 when casting defensively), Hide +8*, Knowledge (arcana) +9, Knowledge (Religion) +8, Listen +7, Move Silently +3, Spellcraft +13, Spot +5

Spellbook all prepared plus: 1st—*magic weapon, protection from goodshield, sleep*; 2nd—*bear's endurance, bull's strength, invisibility, cats grace, Melfs acid arrow, see invisibility, snake's swiftness*; 3rd—*fly, heroism, rage, sepia snake sigil*; 4th—*animate dead*.

Possessions combat gear plus heavy crossbow, 10 crossbow bolts, spell component pouch, *cloak of resistance +1, headband of intellect +2*.

Stench (Ex): When a Keln Vriss is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a Keln Vriss must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus improves to +8.

BITE, WORG FAMILIAR **CR -**

NE medium magical beast

Init +2; **Senses** darkvision 60 ft; low-light vision; scent; Listen +6, Spot +6

Languages Common, Goblin

AC 18, touch 12, flat-footed 16; (+2 dex, +6 natural)

hp 36 (9 HD)

Resistance Improved evasion

Fort +6, **Ref** +6, **Will** +8;

Speed 50 ft.

Melee bite +7 (1d6+4)

Base Atk +4; **Grp** +7

Atk option Trip (+3)

Abilities Str 17, Dex 15, Con 15, Int 9, Wis 14, Cha 10

SQ deliver touch spells, share spells, empathic link., speak with master.

Feats Alertness, Track

Skills Balance +4, Climb +11, Concentration +9, Hide +6, Listen +6, Move Silently +6, Spot +6, Survival +2

Trip (Ex): A worg that hits an opponent with a bite attack can attempt to trip an opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the

attempt fails, opponent cannot attempt to react to trip the worg.

Skills +1 racial bonus on Listen, Move Silently and Spot checks and a +2 racial modifier on Hide checks. A worg has +4 racial bonus when tracking by scent.arms reach, the Alertness feat(+2 to Spot & Listen checks).

Skills +2 racial bonus on Bluff and Hide checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Familiar

This feat allows spellcasters to acquire a new familiar from a nonstandard list. This feat was originally presented on page 200 of the *Dungeon Masters Guide*; the description here provides new alternatives for arcane spellcasters who want familiars to stand beside them in battle.

Prerequisite Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level and base attack bonus.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away from each of the alignment axes (lawful through chaotic, good, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A Lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack indicated below in order to acquire the familiar.

Familiar	Alignment	Arcane spellcaster level	BAB
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Krenshar	Neutral	3rd	+3
Worg	Neutral	3rd	+3
Blink Dog	Evil	5th	+5
Hell Hound	Lawful	5th	+5
Hippogriff	Good	7th	+7
Howler	Lawful Evil	7th	+7
Winter Wolf	Neutral Chaotic Evil Neutral Evil	7th	+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of *Player's Handbook*.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar.

Improved Evasion (Ex): If familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

Source: *Complete Warrior* 100.

Improved Toughness

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 Hit Die (such as by gaining a level), you gain 1 additional hit

point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Complete Warrior* 101.

Practised Spellcaster

Choose a spellcasting class that you possess. Your spells from that class are more powerful.

Prerequisite Spellcraft 4 ranks.

Benefit: Your caster level for chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain non-caster level HD you may be able to apply rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8hd). If he later gained a fighter level, he would gain remainder of the bonus and his cleric caster level would now be 9th (since he has 9 HD).

A character with two or more spellcasting classes (such as bard/sorcerer) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you to penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as 9th level caster.

Source: *Complete Divine* 84.

Shield Specialization [General]

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield. A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook* II 82.

Shield Ward [General]

You use your shield like wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: *Player's Handbook* II 82.

Cost: standard armor cost + 100 gp.

Craft (Alchemy) DC: 25

Source: NAE6-02 *First Bite*.

MAGIC ITEMS

Brawlers Gauntlets

Price (item level): 1,000 gp (4th)

Body slot: Hands

Caster level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Swift (command)

Weight: 2lb

Wrestlers and priests of the brawler god Kord prize these gauntlets. When activated for 1 round, they grant you a +2 bonus on grapple checks and damage rolls when making unarmed attacks.

Brawler's gauntlets function three times per day

Prerequisites: Craft Wondrous Items, bull's strength

Cost to create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 82

MUNDANE ITEMS

Felten Tobacco

Functions exactly like a Focusing Candle, except that it is a tarry, aromatic tobacco. A small brazier filled with hot coals is used to burn the Felten tobacco leaves like incense, filling the air with a fresh, crisp odor. See below for the description of a Focusing Candle.

Candle, Focusing

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 20 feet of a burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery, and Search checks. When making a skill check that takes more than one action to complete (such as Decipher Script), characters gain the bonus from a focusing candle only if they spend the entire duration of the check within 20 feet of the burning candle.

Cost: 100 gp; **Weight:** 1 lb; **Duration:** - hr.

Craft (Alchemy) DC: 25

Source: *Complete Adventurer* 118.

Serpent Scale Mottled Chainmail

This distinctive full chainmail armor is specially made of enameled metal links of different shades of green, causing it to resemble green snakeskin. While not providing any additional armor bonus, the unusual coloration grants a +2 Circumstance modifier to Hide checks made in areas of dense green foliage.

Note: This is an Alchemical modification that is applied to normal, masterwork, or magical full chainmail. It cannot be applied to other types of armor and remain effective. The only changes in the armor are that it now costs 100 gp more than usual and it grants a specific, limited circumstance bonus.

SPELLS

Belker Claws

Transmutation (Air)

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With a successful touch attack, you deal 2d12 points of damage. For every three caster levels, the smoke lasts for another round (to maximum of 4 additional rounds at level 12th), dealing another 2d12 damage per round.

Material Component: A small vial of smoke.

Source: *Spell Compendium* 26.

Baldes of Fire

Conjuration (Creation) (Fire)

Level: Ranger 1, Sorcerer/Wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Target: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: *Spell Compendium* 31.

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108.

Slide

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Source: *Spell Compendium* 191.

Snake's Swiftess

Transmutation

Level: Druid 1, Sorcerer/Wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft +5/2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

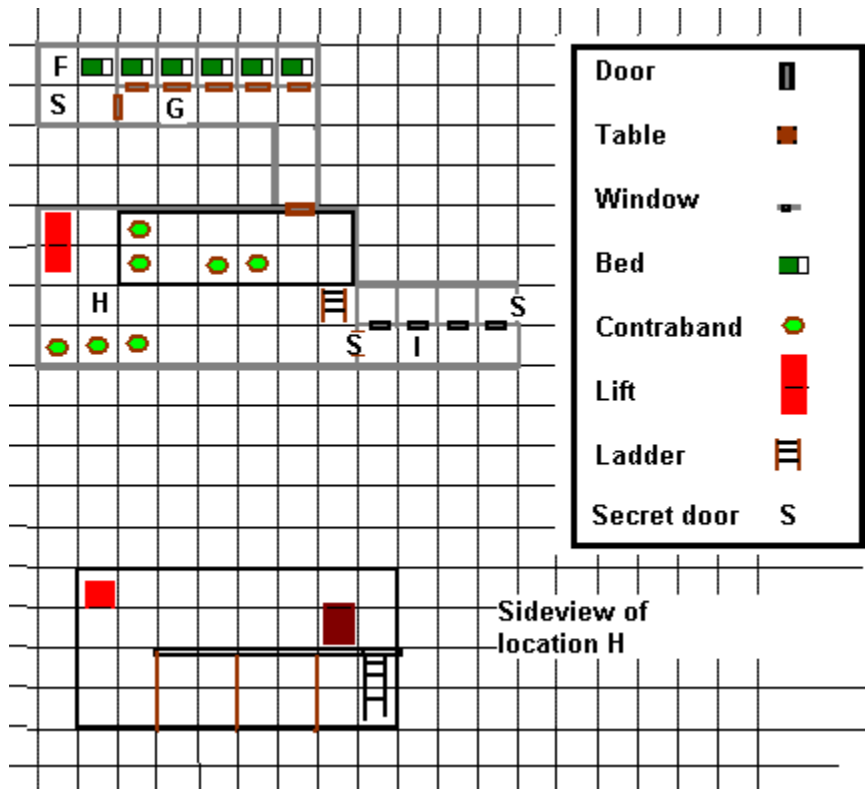
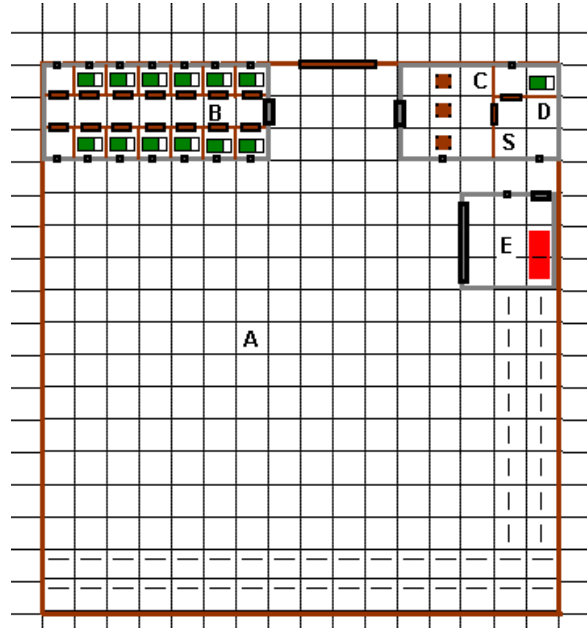
This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other sources, this spell fails.

Material Component: A few scales from a snake.

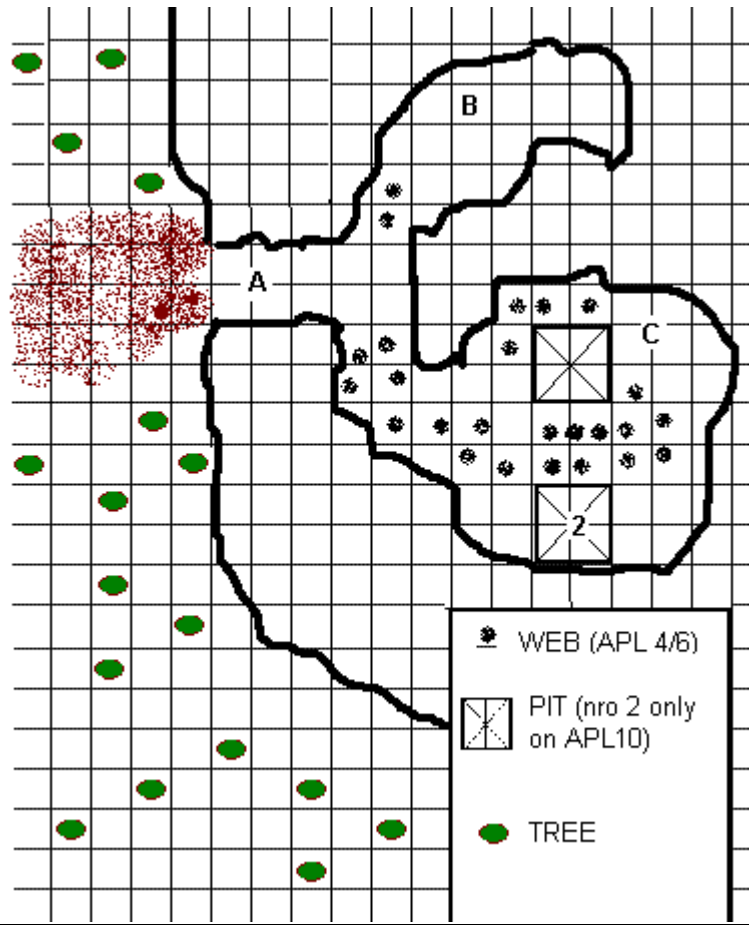
Source: *Spell Compendium* 93.

DM MAP 1

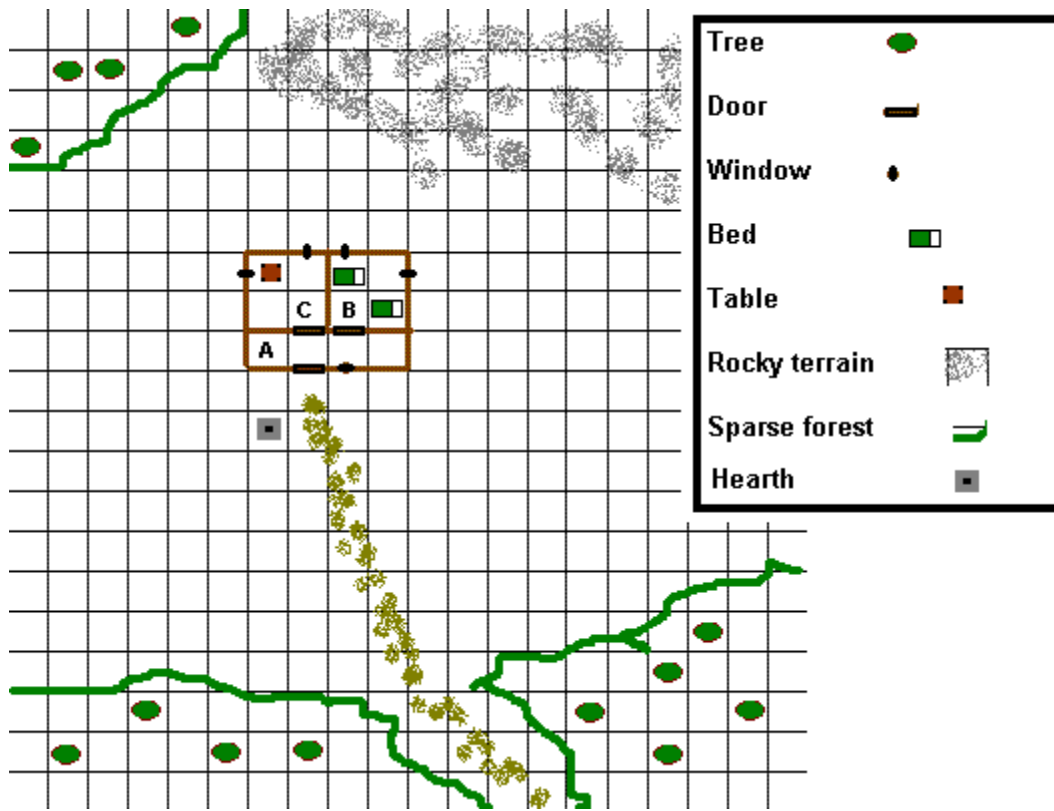
ENCOUNTER 4: STABLES



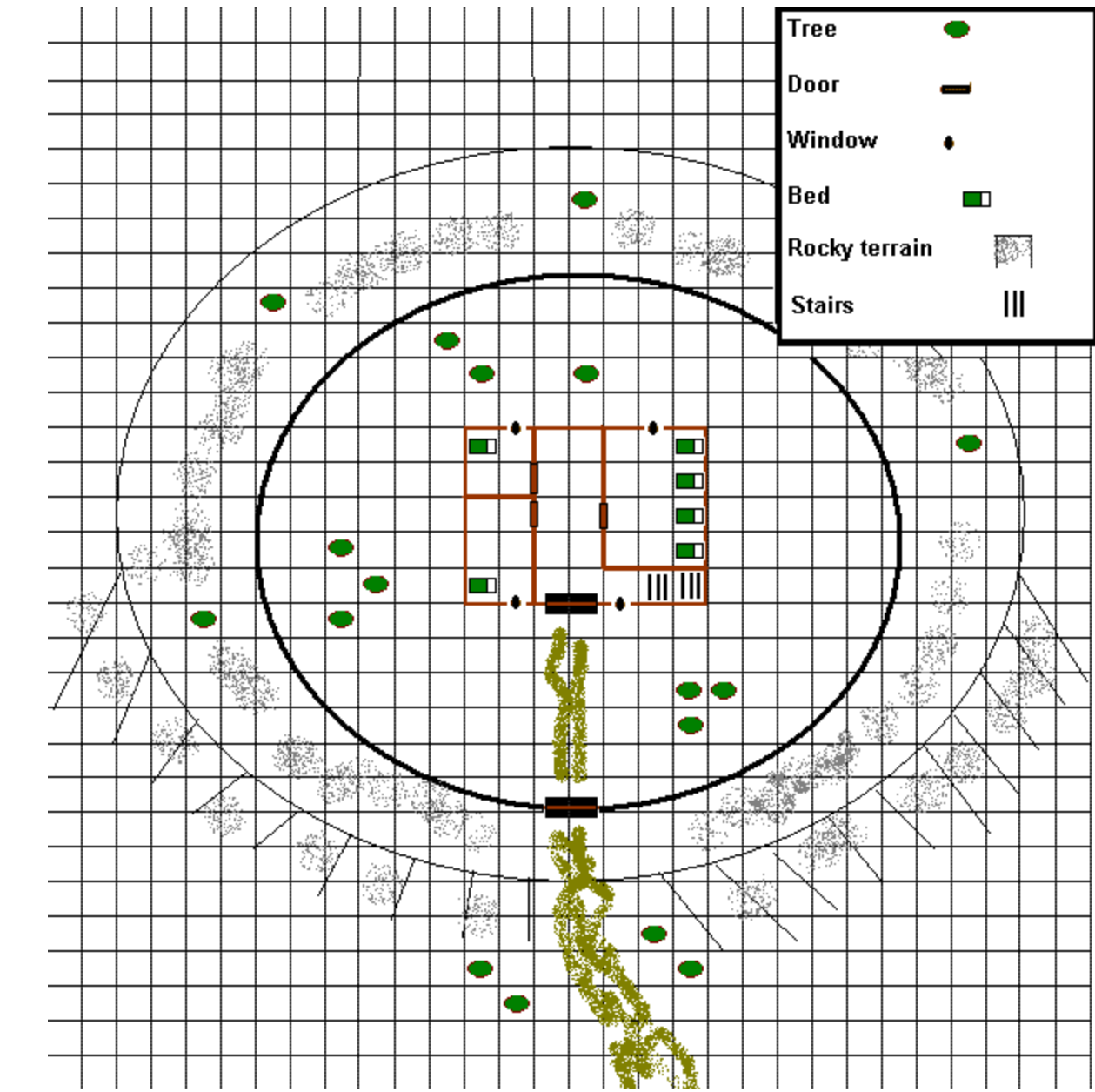
DM MAP 2 ENCOUNTER 4: MONSTER IN THE HILLS



DM MAP 3 ENCOUNTER 5: OLD JARED'S CABIN



DM MAP 4 ENCOUNTER 6: SERPENT GUARD HIDEOUT



DM AID 1: PREVIOUS PARTS IN THE SERIES

NAE6–02 FIRST BITE

During the aftermath of the yearly Carnival in Felten, PCs have an encounter with warriors from 'Serpent Guard', one time mercenaries (now bandits) who were in service of Mendaos Radoc. This leads PCs and Felten guard on the trail of the bandits. Eventually adventurers discover plans of their next raid and manage to get the warning out in time. 3rd army of Naerie rushes to battle and destroys the Serpent Guard. However, their associate Emeria is not to be found and Keln Vriss, mage of the serpent guard escapes.

NPCs met:

- Commander Ottolon: leader of the Felten Guard
- Raustus 'Fang' Dolchemi: Commander of Serpent Guard. (Killed in battle)
- Keln Vriss: Serpent mage (escaped). Originally human, changed to Troglodyte in magical mishap.
- Merkis Telath: Bodyguard of Raustus (killed in battle)
- Pehren: A local flan guide (survived)
- Uloth, Xam, Garik, & Lenert: Members of Serpent Guard (Captured, convicted and hanged)

NAE6–03 LEGACY OF THE SERPENT

Military presence increases in Felten and remaining bandits are rooted out. Despite this, it is best to travel in groups as there is safety in numbers after all. Characters come across a wagon which has been attacked. Several bandits lay around and only one survivor is present. She is actually Emeria, associate of the Serpent Guard. She travels to Gornor's Cove with them and has her eye on silver shipment, going to one Ludmila Uirten. Somebody has also attacked temple of Osprem and investigations are going on with the case.

Ludmila's attack is foiled eventually but her clues lead to a warehouse of a person named 'Riven'. Several constructs are present and symbol of House Devnor found, but of Riven there is no trace. The person who is supposedly an owner of the warehouse, has also disappeared. Gornorites keep investigating the matter.

NPCs met:

- Saron: leader of the Gornorites
- Nuran: high priestess of Osprem
- Erun Feldur: Minor noble in Gornor's Cove
- Tilvor Redu: Minor noble in Gornor's Cove
- Qita: Aaracokra wizard
- Grigor Saikon: Gornorite Sergeant
- Ludmila Uirten: merchant
- Korwil Zan: Ludmila's bodyguard. Now a prominent member of Ex-Scarlet Brotherhood soldiers
- Emeria: leader of the Serpent Guard (captured, tried and hanged for her crimes)

DM AID 2: HOW TO FIND GOWRE HAXX

There are several ways for the PCs to find Gowre Haxx and they might well come up with other ways. The following are the most obvious routes.

- Finding his hidden documents, enabling the PCs to find Candor's operations in the stables and then capturing him. If the PCs ask about the hunting cabins mentioned in Gowre's notes, they are provided directions to several of them. The third one they find is Jared's cabin.
- Using *Speak with Dead* on Vladam and learning about what the "rat man" said. Asking about the cabins then gives pointers as above.
- Talking to Mathhi and Tephon and getting pointers about smuggling operation and Candor.
- Casting a *sending* to Gowre. He quickly answers that he is in old Jared's cabin outside Radoc and is guarded by humanoids (he cannot give exact amount as he is unsure of their numbers)
- Casting *scrying* on Gowre (he knows such thing might be attempted to find him and he fails his save voluntarily). This shows some sort of hunting cabin and a symbol of Norebo. DC 15 Gather Information check about the holy symbol leads to Jared's Hut and getting instructions how to get there.

The guards are looking for Gowre in the hills but if PCs ask for assistance Agoz can lend aid (1d2+2 guards) to apprehend the smugglers.

PLAYER HANDOUT 1: RADOC



👑 **Radoc** (Village): Conventional (Mendaos, feudal ruler with almost unlimited power within the village); AL LN/LE/CN; 200gp limit; Assets 8,760gp; Population 876; Isolated (Humans O/S 94% (825), Dwarf 3% (26), half-orc 2% (17), Orc 1% (8) **Authority figures:** Mendaos of House Radoc (NE male Ari3/War7). **Important characters:** Teban (LG male dwarf Clr5 of Jascar), leader of the miners. Gowre Haxx (LN male Ftr6), Envoy of Prince Barzhaan.

1. Radoc mansion: Mendaos lives in this mansion that he ordered built shortly after the town was liberated. It has a stable for horses and a small watchtower. A low stone wall surrounds the place.
2. Residence of Gowre Haxx: This is the house where the envoy of Prince Barzhaan, Gowre Haxx lives.
3. Hall of the Miners: This large building incorporates the miner's guild, temple of Jascar and office for Royal Guild of Merchants of Aerdy.
4. Garrison: Majority of Radoc's military force is located in this walled compound.
5. Serpents Guards house: These houses were the place where one mercenary group Serpent Guard kept their headquarters. They burned them down as they left Radoc.
6. Shrine of the Velaeri: Oeridian agricultural deities are worshipped here.
7. Burned buildings: Several buildings were destroyed in the fighting that went on in Radoc. Only few have been cleared away so far.
8. Alectma's cottage.
9. Angry Squirrel: This long building functions as an inn.
10. Stables. For those caravans that wish to stay overnight, this place offers a large and guarded area for horses, along with simple sleeping and living quarters for wagon drivers.
11. General store and woodworking: A store for simple tools and items imported from Naerie City.
12. Blacksmith.
13. Construction yard: Few suel people can be seen walking back and forth here, rebuilding these ruins.
14. Waterfilled mine: There is an abandoned open-pit mine two miles east of Radoc which has been filled with water, thanks to *decanter of endless water* that was borrowed from Naerie city.

PLAYER HANDOUT 2

Journal entries of Gowre Haxx

Various notes found in a safe. The following notes stand out among the multiple notes which mainly deal with daily observations, Mendaos inadequate leadership, developments in local mines and so on.

3rd Sunsebb 594 CY

I have arrived to Radoc on orders of the Prince. I was shocked by the condition of some of the buildings here. I will make it my priority to get Mendaos clear some of ruins here. However, first thing I was asked to sort out was a Hepmonalander Suel named Alectma who had taken up residence near Radoc. Teban and few others told me "we don't want their kind here" and I gave my assurances that should he prove to be trouble, I would help them to get rid of him.

10th - 13th of Sunsebb 594 CY

Intolerable! Mendaos has gone to Naerie City despite having agreed to meet me and discuss some of local problems. No doubt he is spending local tax money on some cheap slut in red light district. I decided to search his manor on my own. Torhan objected but as member of House Haxx, I could easily ignore him. I discovered few Olman slavegirls in the upstairs. Mendaos might think that Barzhaan's laws regarding slavery in Naerie are mere guidelines. He will learn otherwise. I told them women to leave after handing them some of the money that Mendaos had left behind. I must say that when Mendaos arrived three days later, I enjoyed his outburst of anger.

14th Planting 595 CY

Mendaos invited me to meet with a man named Candor in his mansion. Apparently Candor is one of locals who moved to northern Ahlissa few years ago and has now returned with some capital to spend. He has acquired partial ownership of local caravan stables from Burgin. Personally I think the man appeared to be nothing but a scheming rat who probably acquired his money by slitting the throat of a nearest convenient merchant.

27th of Coldeven - 4th of Planting 595 CY

One the local guards, an orc named Ugmuk told me that guard captain Aldus was accepting money from Idee Volunteers and Iron Brand Cartel. Candor also complained to me that he had asked for protection money. I asked some back-up from Naerie and apprehended Aldus and few Idee Volunteers meeting in Angry Squirrel. They've all been sent to Naerie City. (Later note indicates that apparently Aldus was killed on 9th of Planting 595 CY).

21st - 28th of Flocktime 595 CY

A new guard captain has arrived to Radoc. He is an orc named Agoz. I wonder how well he will do his job. I've been out hunting with Vladam. There is significant number of cabins in these hills which are very suitable for extended hunting trips. Alas, our trip was cut short when we found a an entire group of bodies in the hills. By the looks of them they appeared to be members of Iron Brand Cartel and Nemoudian Hounds, a Sunrdian organisation of Tritheronites. While I don't shed any tears for them, I must wonder what could have happened to them as Hollow Highlands should be relatively safe for such people.

19th of Reaping 596 CY

I've received good news from Felten. The Serpent Guard bandit gangs has been destroyed by adventurers and 3rd army of Naerie. This should help Astalam in the future when dealing with House Eddri. The army is still in process of mopping up those bandits who escaped. One of the local dwarves took me to look at their old place in the hills. It was an old and badly ruined motte-and-bailey affair, constructed of wood. Few Burrowers seemed to use it as their hideout.

17-19th of Patchwall 596

Ugmuk apprehended some caravan drivers near Burgin's stables today. They were taking some goods to Adderstone and from there to Sunndi but Ugmuk discovered that they had several shipments of Felten Tobacco with them, something which is not to be imported to surrounding lands. I made a quick search in the stables but could not find anything. Candor protested of course but was sure that this all was just a misunderstanding. Efforts to interrogate the drivers did not yield results as they were sent to Naerie City on the order of Mendaos (Attached letter from Damar Rocharion, marked for 2nd of Ready'reat 596 indicates that no prisoners ever arrived to Naerie City and he has no information about this case)

3rd - 10th of Fireseek 597 CY

A "Stalker" named Turlak was sent to help me. He seems like a capable fellow. He found some creature tracks in the hills and seemed to have few contacts to Hollow Highlands from the time Idee was not part of Ahlissa. Few "Burrowers" let him know that Duergar and Derro living deep below the hills had increased their activity slightly. Few Derros had even been spotted aboveground.

4th of Coldeven 597 CY

I was attacked by an Ettin while in Hollow Highlands. I was fortunate enough that Turlak was with me, otherwise I fear I might not have survived the encounter. While we could not follow it's tracks, Turlak did identify some reptilian tracks nearby, which puzzled him a great deal.

20th-23th of Coldeven 597 CY

Turlak has been killed, I am sure of it. Ugmuk said the guards found some signs of combat in hills, along with one of his swords. Agoz sent for a tracker but before he could arrive, rain washed away the tracks. Candor stopped by and gave his "condolences" for Turlak's disappearance.

27th of Coldeven 597 CY

I went out riding to hills near the place Tarlak was investigating. I noticed a group of humanoid moving south in the hills and I followed them for many miles before I realised they were heading for Serpent Guard hideout. Much to my surprise, the place appeared to be in use. The palisade was fixed and looked solid enough. As I sneaked in closer to use my spyglass, I saw some sort of humanoid lizard who seemed to lead the humanoids. I also remembered an earlier meeting with Astalam who told me that the adventurers who destroyed Serpent Guard leaders mentioned a shapechanging wizard who managed to escape them.

I left the place and instructed Ugmuk to go for help while staying behind myself to avoid raising suspicions. If that lizard is a member of Serpent Guard, then there is no doubt that I am being watched. I hope Ugmuk get's through safely.

(Note: It is currently 7th of Planting 597 CY, 8 days since last entry)