

ONW1-02

To Catch a Traitor

A One-Round D&D LIVING GREYHAWK®
Onnwal Regional Adventure

Version 1

by Creighton Broadhurst

While performing a routine sweep of the Volanots to reduce the numbers of hochebi assaulting the beleaguered defenders of Osprem's Light the characters encounter an injured Hillstalker who tells an amazing tale. An adventure for characters level 1-6.

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Campaign Consequences

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

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

1. What assistance did the PCs render to Illinkir Caelas? Did they employ magical healing to revive or cure him?
2. What was the fate of Ungvar? Did they realise that he was a spellcaster?
3. How did the PCs "solve" the problem of the Cavern-Hospital?
4. What was the fate of Rohal Soldas?
5. Did the PCs hand over Rohal's plans to Hazaraz?
6. What was the fate of Wrnach?

Adventure Summary and Background

The adventure opens with the Player Characters (hereafter refer to as PCs) camped on the fringes of the Volanots. For the past week or so they have been traveling the hills hunting out small bands of hochebi and attacking them. While resting from the exertions around a small campfire an injured human staggers into their midst.

Once the stranger has recovered he reveals himself to be a Hillstalker—an elite-scouting unit of the old Onnwalonian army. While on a mission to discover the location of the hochebi's main strength in the Volanots he came upon a cave. Observing this obviously used shelter he observed not only hochebi, but also a human who fit the description of the infamous traitor Rohal Soldas.

Up until now Soldas' ultimate fate has remained a mystery. The Hillstalker, Illinkir Caelas, has discovered Soldas' hiding place and desperately needs to report to his superiors in Sornhill. Illinkir can furnish directions to the cavern, but refuses any aid in returning to Sornhill claiming he has more chance of slipping through the hochebi lines alone. Before he leaves he reminds the PCs that Soldas is a symbol of national disgrace and his death or capture would be a great boost to the Rebellion. (Illinkir Caelas fate is one of the issues decided in the Campaign Consequences section of this module).

Following Illinkir's directions the PCs will have no trouble locating the secret hochebi base and penetrating the outer defenses. Overcoming a series of combat and trap-based encounters, they will penetrate further into the series of natural caverns that honeycomb the hill.

Reaching the inner portion of the base they will come face to face with the object of much hatred within Onnwal—Rohal Soldas. If all goes well the PCs will capture Soldas and return him to Sornhill for trial. For all practical intent once the PCs have exited the cavern system the module is over. It is assumed that from there they manage to return to Sornhill safely.

Players' Introduction

When the Players have got comfortable, you have answered any initial questions they have and they have indicated that they are ready read the text below. This would be a good time for the PCs to introduce themselves to each other.

Across the bay sparkle the lights of a beleaguered town. Sornhill, capital of the Storm Coast and bastion of the rebellion has been free of the Scarlet Tyranny since Fireseek 590 CY, but must still wage a daily struggle for its independence.

As hard-pressed as the folk of Sornhill are, the defenders of Osprems Light are infinitely worse off. Isolated on the western approaches of Notxia Bay, and subject to nightly attacks by hochebi warriors these brave few hold the continued freedom of Sornhill in their hands. Several months ago the situation grew so desperate that only the personal might of Uthather Kais threw back an assault that had already carried the outer walls.

And that is why you are camped in the Volanots. Staging out of "The Light" you are one of several War Companies strung out through the hills fighting a series of brutal small actions against the hated enemy. For here it is possible to hunt down and slay hochebi before they can attack Osprems Light. You have been hiding and fighting for almost a week and the constant need to be alert has begun to grate upon all your nerves.

But tonight is different. You have retreated as far east as you can to the very waters edge and have even risked a small fire. As a rule the hochebi don't stalk this part of the hills as rebel warships rule the waters of the Notxia.

Have the PCs indicate the location and general layout of their camp. When they indicate that they are ready read the following:

Without warning a man staggers out of the darkness. You have time to discern that he is clad in battered studded leather armour, carries a longbow and appears to be clutching his side before he collapses not 10 ft. from your camp fire. Those close to him hear him whisper "Help...I saw him...the accursed one...how..." before he falls into unconsciousness.

What do you do?

Illinkir has collapsed unconscious, a victim of his wounds (0 hp). Any healing magic will revive him to (1 hp). He will however not participate in the ensuing combat unless the PCs are sorely pressed. Note that Illinkir should not be harmed in the ensuing fight as his survival is central to the plot of this module.

Illinkir Caelas, male human, Rgr1: Medium-size Humanoid; HD 1d10+2; hp 12 (currently 0); Init +2; Spd 30 ft.; AC 15 (Touch 12, Flat-footed 13);

Atks +2 melee (1d6+1/x3, handaxe), +3 ranged (1d8/x3, longbow); Favoured Enemy (hochebi); AL lawful good; SV Fort +4, Ref +2, Will +1; Str 12, Dex 15, Con 14, Int 9, Wis 13, Cha 10.

Skills and Feats: -1 Appraise, +2 Balance, +0 Bluff, +2 Climb, +2 Concentration, -1 Craft, +0 Diplomacy, +0 Disguise, +2 Escape Artist, -1 Forgery, +0 Gather Information, +1 Heal, +5 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +2 Ride, -1 Scry, -1 Search, +1 Sense Motive, +1 Spot, +2 Swim, +2 Use Rope, +5 Wilderness Lore; Blind-Fight, Point Blank Shot, Track.

Equipment: Studded leather armour, longbow, 9 arrows, quiver, handaxe

The PCs have only two rounds to act before they are attacked by a small hochebi patrol that has been following Illinkir. When this occurs refer to the encounter below.

Encounter 1: Attack!

The PCs have only 2 rounds to aid Illinkir before the hochebi warriors that have been following him throw their javelins from the darkness and rush to attack. Any PC with darkvision or low-light vision watching from the direction that Illinkir came will see them approach. Otherwise make opposed Move Silently rolls against any PC who has stated that he is listening for sounds of pursuit.

Tiering this Encounter

If the adventure is being played with a Tier 1 party then two hochebi are present here. For Tier 2 increase the number of assailants to four. If the party is Tier 3 include a 2nd-level hochebi warrior as the patrols leader.

Male, hochebi War1 (2 or 4): CR 1/2; Medium-size Humanoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atks +1 melee (1d8/19-20, longsword), +2 ranged (1d6, longsword); SQ Darkvision 60 ft.; AL lawful evil; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +1 Hide, +3 Listen, +3 Move Silently, +3 Spot; Alertness.

Equipment: Studded leather armor small shield, longsword, dagger, javelin.

Male hochebi War2: CR 1; Medium-size Humanoid (6 ft. 6 in.); HD 2d8+2; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flatfooted 14); Atks +2 melee (longsword 1d8), +3 ranged (javelin 1d6); SQ Darkvision 60 ft.; AL lawful evil; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0

Forgery, +0 Gather Information, +0 Heal, +3 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Studded leather armour, small shield, longsword, dagger, javelin.

Tactics: Even if the PCs are not flat-footed the hochebi's first actions will be to throw their javelins at Illinkir and those immediately surrounding him. To allow play to continue Illinkir must survive this encounter. They will then draw their swords. Next round they will charge the party intent on reaching Illinkir.

These hochebi are veterans of many skirmishes and have no intention of fighting to the death. If either of them is reduced to half hit points they remainder will attempt to flee.

Treasure: Each of the hochebi carries a total of 7 silver geese and 11 copper ducks. Apart from their weapons and other mundane equipment they carry no additional treasure.

Encounter 2: Illinker's Story

This encounter follows directly on from Encounter 1. Illinkir will impart his story to the PCs once the hochebi have been killed or driven off and he has been revived. He will introduce himself and then inquire after the PCs identities. When he is satisfied that they are friends of Free Onnwal and not Brotherhood collaborators he will tell his tale.

I have been patrolling these hills alone for 2 long weeks. Hiding by day and traveling by night I have been attempting to find the base from which the hochebi are operating. Until 3 nights ago I had no luck: a lone unsuspecting hochebi led me to a small cave entrance located in the side of a particularly craggy and high hill.

Signs of occupation were all about me, so I hid myself within sight of the cave and waited. That very evening I observed at least a score of hochebi exit the cave and at least another dozen return, baring their wounded with them.

The next night activity was considerably less and feeling emboldened by this I crept closer to get a better look at the cave. I discovered a passageway leading deep into the earth, but it was here that I was undone. A hochebi skulking in the shadows surprised me and stabbed me in the side. I managed to slay him but not before the sounds of our struggle alerted his fellows lurking deeper within the cavern complex. As I fled I looked back and clearly saw who I thought to be Rohal Soldas in the flickering light from a torch directing the pursuit!

I have been running and hiding from them for the past day. Sensing them close behind and spying your campfire I threw caution to the wind

and staggered here. Thank the Lord of the Dells that you are friends!

Once finished he will fall silent and await any questions that the PCs may have.

Questions/Answers

Some obvious questions (and their answers) can be found below.

Q) Where is the cave?

A) It is quite easy to find. Travel north and west for here, keeping the small ridge known as Kerafel's Way to your right. After about 7 miles you will see a small pool, to the right of which is a small faded pathway. Follow this and you will discover the cave about half a mile further on.

Q) Are you sure it was Rohal Soldas?

A) Yes—I met him once before the Wars.

Q) How many hochebi do you think are in there?

A) Well I saw at least 20 fan out searching for me. Perhaps 10 or 20 may be left in the lair.

Q) Who is the Lord of the Dells?

A) Jascar, god of hills and mountains.

Illinker's prime motivation here is to return to Sornhill with the news that Rohal Soldas is alive. He will also try and convince the PCs to attack the hochebi lair with the dual objectives of putting the base out of action and with capturing Rohal Soldas so that he can be taken back to Sornhill to pay for his crimes. Illinkir has realized that currently most of the inhabitants of the cave are out looking for him. The base is therefore lightly defended and ripe for attack.

Once he has answered all their questions to the best of his ability he will take his leave of the PCs, adamant that he stands a better chance of winning through to Sornhill on his own. He will attempt to make for Osprem's Light. The success of his attempt is dealt with in the Campaign Consequences section.

Encounter 3: Traveling to the Lair of Rohal Soldas

This encounter will take place as soon as the PCs indicate that they are ready to proceed. This encounter is not tiered as no combat will occur before they reach the cavern. The hochebi will not be searching the area that the PCs are in because they will assume that the patrol the PCs defeated earlier are carrying out that task.

No map is included for this encounter as none is needed. Read, paraphrase or embellish the following passage depending on your individual style.

You begin your journey in almost total darkness, it being too risky to dare a torch or lantern. Light from Luna however allows you to see a few feet in any direction. Keeping Kerafel's Way to your right you travel in its shadow trying to avoid any contact with other hochebi patrols.

After several hours of travel you see ahead of you a small pool glittering in the moonlight. Reaching it you cast around for the path that Illinkir described to you and after a short search locate it. The pathway shows signs of occasional use and is quite muddy due to the recent rains. Following it upwards you continue onwards reaching the crest of the ridge after a short climb. Beyond the ridge you can just make out another hill, craggier than the norm with a particularly dark patch on its flank suggesting a possible cavern entrance. Could this be the hill of which Illinkir spoke?

This is indeed the cave that the PCs have been searching for. Once they are ready progress to the Cave Mouth encounter below.

Encounter 4: The Cave Mouth

For maps of the cave layout refer to Appendix Two. It is recommended that this page is removed prior to play for easy reference. This is the first encounter to take place in the underground portion of this adventure. It is the first encounter that the PCs will face once they have found the hochebi base.

As Illinkir described you have come across a small cave entrance that pierces the side of a particularly high, craggy hill. All about the entrance are the signs of occupation. Footsteps crisscross the ground in front of the entrance and here and there can be seen cast off pieces of equipment. A small pool of rainwater seems to have gathered almost directly in front of the cave entrance.

As you observe the entrance you can discern no overt signs of activity.

Once a PC who either has darkvision, low-light vision or a light source has entered the cavern read the following.

At its mouth the cavern is about 5 ft. wide, but it appears to reach at least 20 ft. in breadth towards the rear of the cave. It extends around 30 ft. back into the cliff and, in some places, it reaches almost 15 feet in height. A pathway that wends its way to the rear of the cave has been cleared through the detritus that litters the floor. As you observed outside the hochebi have used this chamber to dispose of broken equipment. They lie where they have been discarded along the walls of the cavern in and among the many small puddles and pools formed from the water dripping down from the ceiling.

If the PCs were paying attention to Illinkir they will remember that he said a hochebi guard lurking just beyond the cave entrance attacked him. A guard lurks here still, ready to attack any non-hochebi that enters the cavern.

Male hochebi War1: CR 1/2; Medium-size Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Touch 11, Flatfooted 14); Atks +1 melee (1d8, morningstar), +2 ranged; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +0 Heal, +2 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Studded leather armour small shield, morningstar.

Tactics: Unlike his fellows this hochebi is armed only with a morningstar. He will lurk in the shadows ready to strike the first PC that reaches his position. Make an opposed Hide roll against the Spot skill of the first PC to enter the cave. This hochebi has been ordered to slay all interlopers. Particularly fanatical to the cause he intends to do just that.

Treasure: Apart from his mundane equipment he carries only 23 copper ducks.

Once the guard has been disposed of the PCs will be able to investigate the cave more thoroughly. There is no other impediment to the PCs progress here and none of the discarded equipment is in a useable state.

Encounter 5: The Uncarved Stair

This encounter can be reached from the Cave Mouth and follows directly on from that encounter.

Ahead of you the cave roof seems to plunge downwards into the darkness. The path that you had been following earlier also seems to descend in the same direction. You can see the lip of what appears to be a natural step in the rock. How many more will you discover before the passageway ceases to descend into the darkness?

There is no combat encounter here. When the PCs indicate that they wish to investigate the stairway further read the following:

Although the roof seems low being only 5 feet high in places the stairway is about 8 feet wide and seems traversable. Although steep it appears dry. The "steps" occur every 5 to 10 ft. and appear to be natural, perhaps carved by the passage of water eons ago.

Just before entering the next encounter area the PCs have to duck under an outcrop of rock that "drops" the ceiling down to a height of about 4 ft. Alert PCs may realize that there is a chamber above the passageway. Once the PCs have traversed the Uncarved Stair refer to the following encounter.

Encounter 6: Death From Above

The PCs will come across this encounter once they have finished their exploration of the Cave Mouth and elect to descend further into the cave system via the Uncarved Stair.

Tiering this Encounter

If this adventure is being played with a Tier 1 party there will be only one hochebi present. Otherwise there will be two lurking above.

Beyond the stair the cavern seems to open out into a much wider space. No sounds come beyond. Is it your imagination or does it seem that the cavern beyond is holding its breath waiting for something to happen?

Almost certainly alerted to the approach of the PCs by their light or sounds of their movement the hochebi ambusher(s) await their targets. Their vantage-point is about 15 feet above the cavern floor and located directly above the entranceway that the PCs will enter from. They will wait until their targets have moved to the center of the cavern or until they are spotted which ever occurs first to fire. Only PCs looking behind them when they enter the chamber have any chance of spotting the hochebi lurking above.

Male hochebi War1 (1 or 2): CR 1/2; Medium-size Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (touch 11, flatfooted 14); Atks +1 melee (1d8, morningstar), +2 ranged (1d8/19-20, light crossbow); SA none; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +0 Heal, +2 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Studded leather armor small shield, morningstar, light crossbow, 12 bolts in wooden case.

Tactics: The hochebi will concentrate their initial attacks against any obvious spellcasters in sight. Once they have commenced firing they will begin shouting in their tongue for reinforcements. They will then attack anyone attempting to return fire. Because the majority of the inhabitants are out searching for Illinkir no one will hear their shouts.

If they are wounded or are severely outnumbered by missile armed PCs they will retreat to the rear of their small lair where they will wait to fire at the first PC to put his head into view. Cornered they will fight to the death.

Treasure: Each hochebi only carries 12 copper ducks and 4 silver geese. They also have 2 sleeping mats, a plentiful supply of (unwholesome) rations and 4 water flasks. In addition they possess a rickety wooden ladder that is used to gain access to this area.

Encounter 7: The Long Walk

Once the hochebi in Death from Above have been disposed of or suppressed, the PCs will be able to examine the cave more closely. When they do this read them the following passage:

Although quite long this cavern is only 20 feet wide. It is however very high, being in places almost 40 feet from floor to ceiling. Towards the end of the cavern there seems to be another passageway that continues onwards. However, this passageway leaves the chamber from a point about 20 ft. above the floor. Unless some magical means of flight is possessed it seems to only be accessible via a large bank of rocks, boulders and other debris that has been piled up below it.

Note that there is no real cover in this chamber so PCs returning fire to the Hochebi ambushers will be quite exposed. There is nothing of interest or value in this cavern. PCs poking around will find nothing.

This is the only way onwards. Once the PCs ascend the rock pile refer to The Cramped Way.

Encounter 8: The Cramped Way

This passageway links the Long Walk with the rest of the complex. When PCs reach this point read them the following:

This natural passageway ahead of you is barely 5 feet wide and perhaps only 6 to 7 feet in height. The passageway curves to the right about 10 feet ahead of you masking sight of what lies beyond. You realize with chilling certainty that just one hochebi could hold you all off in this cramped nightmare of a battlefield.

As the PCs traverse this area try and impart to them the feeling of claustrophobia and of the sensation of hundreds of tons of rock just above their head. There are no combat encounters here, but the PCs shouldn't know that! Sharp-eyed PCs (Spot DC 21) will spot faint signs of a dried blood trail leading down this corridor. Due to the high volume of recent traffic down this corridor however no more information can be discerned.

Encounter 9: Parting of the Ways

This chamber is reached by passing through the Cramped Way. From here the PCs can either investigate the Field Hospital and the Shrine of Maglubiyet or the barracks, beyond which lies the lair of Rohal Soldas.

Suddenly around a corner in this horrendously cramped corridor you come upon a much larger, wider space. Seemingly a "crossroads" of some kind two passages in the far wall offer means of continuing your explorations. From the passageway to your left comes the spluttering light of what you can only assume is a torch.

There are no combat encounters here and nothing of value is evident. Sharp-eyed PCs (Spot DC 18) will however spot the continuation of the aforementioned blood trail leading towards the left-hand passageway. An additional Tracking check (DC 17) will reveal that these tracks have been made over a period of time not less than two seven-days and that the blood seems to have come from many different individuals.

Encounter 10: Cavern-Hospital

This encounter is reached from the Partings of the Way. This chamber has been used by the hochebi as a field hospital of sorts. Many of those injured fighting at Osprem's Light are brought here to recover, clerical magic being mainly reserved for leader types. Sharp-eared PCs (Listen DC 18) will be able to detect a sound reminiscent of moaning before turning the final corner to this encounter area.

This encounter is not tiered.

The torchlight prevalent in this chamber reveals a scene from of your worst nightmares. Ahead of you a chamber roughly 30 ft. long and 20 feet wide seems almost completely carpeted with dead and dying hochebi. Everywhere you look you see hochebi exhibiting horrendous injuries. Several individuals are obviously dead.

One hochebi, who doesn't seem to have noticed you, moves amongst the injured attempting to tend to their needs. Clad in red robes and unarmed he seems scrawnier than other hochebi that you have encountered thus far.

This is an opportunity for the PCs to take a prisoner. The hochebi tending to the injured is a 1st-level adept, but he is unarmed and has expended most of his spells tending to the wounded. This encounter also puts the PCs in a moral quandary. What should they do with the injured hochebi warriors? Obviously it would be impossible to transport all these hochebi back to Sornhill as many are too injured to walk. Outright slaughter of them would however be an evil act. This section is covered in Campaign Consequences.

Ungvar, male hochebi Adp1: CR 1/2; Medium-size Humanoid; HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 13 (Touch 13, Flatfooted 10); Atks +0 melee (1d8, morningstar), +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL lawful evil; SV Fort +2, Ref +3, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: +2 Appraise, +3 Balance, +0 Bluff, +0 Climb, +6 Concentration, +2 Craft, +0 Diplomacy, +0 Disguise, +3 Escape Artist, +2 Forgery, +0 Gather Information, +2 Heal, +5 Hide, +0 Intimidate, +0 Jump, +4 Listen, +9 Move Silently, +0 Perform, +3 Ride, +2 Scry, +2 Search, +2 Sense Motive, +4 Spellcraft, +4 Spot, +0 Swim, +3 Use Rope, +4 Wilderness Lore; Alertness.

Equipment: red robes, dagger.

Spells (3/2; Spell DC = 12 + spell level): 0- ~~detect magic, ghost sound, cure minor wounds~~; 1st- ~~cure light wound, cure light wounds~~.

Tactics: Ungvar will realize that he has no chance of escape and that if he resists that he will be killed. He will therefore attempt to surrender at the earliest opportunity. He speaks Hochebi and will pretend to speak Common only falteringly. He is however fluent in the language and will be able to follow the conversations of the PCs. Ungvar will profess to not be a spellcaster of any kind if asked. Intelligently, he will bide his time for escape being unwilling to sacrifice his life pointlessly. If an appropriate opportunity does not present itself to him during this module simply note down in the Campaign Consequences section that he was taken to Sornhill.

Treasure: The only treasure here is what Ungvar is carrying. He has 11 golden gulls, 14 silver geese and 43 copper ducks that he has liberated from the fallen. In addition he carries a normal dagger. The only other items of interest in the chamber are the crude pallets upon which the injured lie. They are worthless.

Encounter 11: Shrine of Maglubiyet

This encounter area can be reached from the Parting of the Ways.

The Worship of Maglubiyet

Maglubiyet is the greater hochebi god of war and rulership. He demands that his followers offer him sacrifices once a month. Typically prisoners, preferable dwur or noniz, these sacrifices are beheaded with an axe. His priests are aggressive and pushy always striving for influence within a group. His symbol is a bloody axe.

Tiering this Encounter

Refer to Appendix One for the appropriate statistics for Wrnach the hochebi adept. Also present for Tier 1. groups are two 1st-level hochebi warriors. For Tier 2. groups four 1st-level hochebi are present. Finally for Tier 3. groups four 1st level hochebi are present along with two 2nd level warriors.

You seem to have discovered a shrine to some dark, evil deity. The chamber appears to be natural like the rest of the complex, but some attempt seems to have been made to smooth the floor off. The centerpiece of the chamber is a small stone altar, which has a battleaxe carved into the front of it. A small statute rests in the center of the altar. The left-hand end of the altar has been stained almost black by some dark liquid.

There is no where for the worshippers to sit. The walls have been crudely carved in many places in the likeness of a huge battleaxe and a hugely proportioned hochebi.

The DM will have to continue this description dependent on the numbers of hochebi present and if they are aware or not of the party's presence. The DM will also have to adjudicate the actions of the hochebi present dependent on whether they have become aware of the PCs approach. More information about this can be found in the Tactics section.

Male hochebi War1 (2 or 4): CR 1/2; Medium-size Humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (Touch 11, Flatfooted 16); Atks +1 melee (1d8/x3, battleaxe), +2 ranged; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +0 Heal, +2 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Chainmail, small shield, battle axe, dagger.

Male hochebi War2 (0 or 2): CR 1; Medium-size Humanoid; HD 2d8+2; hp 10; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (touch 11, flatfooted 16); Atks +2 melee (1d8/19-20, longsword), +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL lawful evil; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +0 Heal, +3 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Chainmail, small shield, battleaxe, dagger, javelin.

Tactics: The hochebi warriors will rush to the attack while Wrnach will move behind the altar (gaining half cover for an AC bonus of +4 and a Reflex save bonus of +2) and support his warriors with spells and missile fire, aimed primarily at spellcasters. All hochebi here are fanatical followers of Maglubiyet and will ask and give no quarter.

Aware

If the hochebi are aware of the PCs approach Wrnach will be hiding behind the altar having cast *ble*ss on his cohorts. He will act as is detailed above. The warriors will be waiting in the

shadows to either side of the entranceway, They will charge to attack when the party have entered the chamber, or if they are spotted which ever occurs first.

Unaware

If the hochebi are unaware of the PCs approach they will discover Wrnach haranguing his followers. Once they are aware of the PCs they will act as described above.

Treasure: Each hochebi has 2 golden gulls, 7 silver geese and 4 copper ducks. Each of the hochebi warriors here are also clad in chainmail and wield battleaxes. In addition the following statue can be found on the altar.

- Carved figurine (Small, 2lb., Bone, 40gp): This well carved bone figurine depicts a hugely proportioned hochebi wielding a large battleaxe.

Hidden in a small alcove in the rear of the altar (Search DC22) are a *divine scroll magic stone and entangle* and a *potion of cure light* wounds in a bone vial. Full details of these items are presented in the Treasure section.

Encounter 12: Barracks

This area can be reached from the right hand corridor in The Parting of the Ways.

Another large cavern lies ahead of you. Around 30 feet long by 10 feet wide it appears to have been used as a barracks of sorts. Roughly twenty sleeping mats lie in a regimented fashion along one wall. Ahead of you in the far wall lies another corridor, from which the feeble telltale light of a torch can be seen.

This area is indeed a barracks area. This is the main area where Rohal Soldas's bodyguard normally dwells. Luckily for the PCs the occupants of this area are currently searching for Illinkir. Evil, untrusting creatures they have taken all their wealth with them.

Treasure: Except for the bulky and practically worthless sleeping-mats there is nothing of interest here.

Encounter 13: The Lair of Rohal Soldas

This area can be reached through the barracks area detailed overleaf. If the PCs have used light or made much noise while investigating the Barracks then the inhabitants of this chamber will be aware of their presence. More information on this is presented in the Tactics section below.

Tiering this Encounter

This encounter is tiered. Use the appropriate version of Rohal Soldas from Appendix One. His personal abilities vary greatly depending on the party's abilities. For Tiers 1-3 two elite bodyguards guard him.

Light from a torch spills from a small chamber ahead.

Further description depends on whether the inhabitants are aware of the PCs. Refer to the Tactics section for further details. Once the PCs are in a position to see into the room read the following.

This small chamber, barely 20 feet by 20 feet has a small bed, desk and a single chair. A small chest can be seen under the bed. A single torch above the bed, which doesn't seem to be burning, lights the room.

On the desk are several parchments in Rohal's hand detailing his plans for capturing Osprem's Light. The chest under the bed contains his clothes and, near the bottom, a small black pouch containing a single silver pearl.

In addition there is a small bolt hole in one corner of the room that is covered by a gray blanket treated to resemble a part of the cave wall. This leads to a natural, vertical chute that exits on top of the hill.

Male hochebi War2 (2): CR 1; Medium-size Humanoid; HD 2d8+2; hp 15; Init +1; Spd 20 ft.; AC 17 (Touch 11, Flatfooted 16); Atks +2 melee (1d8, longsword), +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL lawful evil; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: +0 Appraise, +1 Balance, +0 Bluff, +1 Climb, +0 Concentration, +0 Craft, +0 Diplomacy, +0 Disguise, +1 Escape Artist, +0 Forgery, +0 Gather Information, +0 Heal, +3 Hide, +0 Intimidate, +1 Jump, +1 Listen, +5 Move Silently, +0 Perform, +1 Ride, +0 Scry, +0 Search, +0 Sense Motive, +1 Spot, +1 Swim, +1 Use Rope, +0 Wilderness Lore; Alertness.

Equipment: Chainmail, small shield, battleaxe, dagger, javelin.

Rohal Soldas

Refer to Appendix One for Rohal's statistics.

Slight of build Rohal stands only 5 feet 10 inches tall. Although physically strong his true strengths are his speed, intelligence and good looks. His eyes are pale-blue and his hair is that of a typical Onnwalon—muddy blond. Slightly tanned he has a charming smile but keen observers will note that this smile never reaches

his eyes. He is rarely encountered without his trademark rapier, with which he is well practiced.

The name Rohal Soldas is synonymous with the treachery that brought about so much misery to Onnwal. Perhaps the most infamous of traitors he admitted an advance party of Brotherhood assailants into Stormhaven, the result of which was the capture or death of almost the entire Relaster household. To complete his treachery he ordered the striking of Onnwal's colors from the towers of the oeridian citadel and the running up of the Brotherhood's ensign in the ensuing chaos.

Before the Wars, Rohal was the respected mayor of Sornhill, appointed by Duke Relaster himself. It is unknown what made him switch allegiance to the Scarlet Sign and little if anything is known of his early life.

Tactics: The actions of the denizens of this area depend heavily on whether they are aware of the approach of the party. If either of his bodyguards are incapacitated he will attempt to flee by dashing into the vertical chute, where he will quaff his *potion of spider climbing*. He will then climb the chute and escape.

Aware

If the occupants are aware of the party's approach the two bodyguards will be hiding around the corners of the room ready to hurl their javelins at anyone who enters the corridor. Rohal will support his lackeys with his spells before entering melee.

Unaware

If they unaware of the party the two hochebi will be observed in the corridor between the Barracks and Rohal Soldas' Lair talking between themselves. Rohal Soldas will be in his chamber plotting the defeat of the Onnwalish forces in Osprem's Light. If able he will attack the party with spells but if forced into melee he will wield his rapier.

Treasure: Each hochebi has 2 golden gulls, 7 silver geese and 4 copper ducks. Each of the hochebi warriors here are also clad in chainmail and wield battleaxes.

The amount of additional treasure present here will depend on whether Rohal Soldas has been defeated or if he has fled. If he has fled the PCs will not find his *Masterwork rapier* or the *potion of spider climbing*. Rohal also carries 3 platinum sea eagles and 15 golden gulls upon his person.

- The chamber is lit by an *everburning torch*. (1lb., wood, 90gp): This normal torch has been treated with a *continual flame* spell.
- *Potion of spider climb* (1lb., liquid in steel vial, 50gp): This potion acts as a *spider climb* spell when fully consumed.

- Silver pearl (.1lb., mineral, 100gp) This is a small silver colored pearl.
- Masterwork rapier (Medium, 3lb., Steel and ivory, 320gp): This rapier is an incredibly well-balanced weapon. Its reflective steel blade is long and slender and the hand-guard is constructed of the same metal. The rapier's pommel has been carved from a single piece of ivory in the shape of a clenched fist.
- 2 suits of Chainmail.
- Rohal's plans for Osprems Light.

Encounter 14: The Chute

This natural chimney in the rock leads from Rohal Soldas's Lair up to the surface. It can only be accessed from Rohal's Lair.

This very small chamber seems initially devoid of any interesting features. However feeling a slight breeze on your cheek you look up and can see that in actual fact the chamber is nothing more than the end of a natural chute that disappears upwards as far as you can see. The opening in the roof is very cramped, being barely 4 feet wide.

Very rough and in places even narrower than 4 ft. this passageway can only be traversed by hobniz, olves, or unarmoured individuals. The shaft winds its way upward for about 100 feet before opening into a small, protected cleft on the peak of the hill. If the PCs make it up the shaft Rohal will be long gone.

Encounter 15: Conclusion

With the capture, escape or death of Rohal Soldas the module is over unless the PCs wish to investigate the rest of the complex. PCs leaving the complex will be able to return safely to Sornhill.

This final encounter can be omitted if time is tight.

Once PCs return to Sornhill Hazaraz Skullsplitter will seek them out. Although this encounter will gain the PCs no tangible rewards it is an opportunity for them to meet one of the "movers and shakers" on the Storm Coast.

This is a very free-flowing encounter and so the DM should tailor it to suit the outcome of the module. Brief roleplaying notes appear below for Hazaraz.

Hazaraz Skullsplitter

A grizzled old veteran of the marines and the Captain of the former duke's personal guard, Hazaraz is probably one of the most experienced members of the rebel armed forces. He has served

Onnwal for over 30 years and as a consequence is a master tactician and strategist. Named the "Skullsplitter" due to his skill with the longsword in his youth he was a fearsome combatant but a wound sustained during the defense of Stormhaven has affected his mobility somewhat. Named by Saielma as the First Protector of Sornhill Hazaraz is ultimately in charge of all aspects of Sornhills defense. Rumors are currently circulating throughout the Storm Coast of a romantic relationship between the grizzled warrior and the duchess. He is fanatically loyal to the Relasters.

In his mid fifties he is still physically imposing. Graying short hair frame a weather-beaten face. His eyes have the air of intelligence and are light gray in color. He limps slightly and is never seen without a broadsword - preferred weapon of the marines - belted to his hip. He will be clad in battered but serviceable studded leather armor.

The End

Experience Point Summary

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

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

Attack

Defeating the hochebi 50xp

The Cave Mouth

Defeating the hochebi sentry 25xp

Death from Above

Defeating the hochebi ambushers 25xp

Shrine of Maglubiyet

Defeating Wrnach 25xp

Defeating his guards 50xp

Cavern-Hospital

Defeating or capturing Ungvar 25xp

The Lair of Rohal Soldas

Defeating Soldas' bodyguards 100xp

Defeating Rohal Soldas 150xp

OR

Forcing Rohal to flee 75xp

Total Experience for Objectives 450xp
Discretionary roleplaying award 50xp

Total possible experience 500xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

1. Attack

7 silver geese, 11 copper ducks per hochebi present.

4. The Cave Mouth

23 copper ducks

6. Death From Above

12 copper ducks and 4 silver geese per hochebi present.

10. Cavern-Hospital

11 golden gulls, 14 silver geese and 43 copper ducks

11. Shrine of Maglubiyet

2 golden gulls, 7 silver geese and 4 copper ducks per hochebi present.

- Carved figurine (Small, 2lb., Bone, 40gp): This well carved bone figurine depicts a hugely proportioned hochebi wielding a large battleaxe.
- *Potion of cure light wounds* (1lb., liquid in bone vial, 50gp): This potion acts as a *cure light wounds* spell when fully consumed
- *Divine scroll, magic stone and entangle*.
- 2 suits of Chainmail.

The Lair of Rohal Soldas

Each hochebi present carries 2 golden gulls, 7 silver geese and 4 copper ducks.

Rohal Soldas carries 3 platinum sea eagles and 15 golden gulls.

- Masterwork rapier (Medium, 3lb., Steel and ivory, 320gp): This rapier is an incredibly well-balanced weapon. Its reflective steel blade is long and slender and the hand-guard is constructed of the same metal. The rapier's pommel has been carved from a single piece of ivory in the shape of a clenched fist.
- *Potion of spider climb* (1lb., liquid in steel vial, 50gp): This potion acts as a *spider climb* spell when fully consumed.
- *Everburning torch* (1lb., wood, 90gp): This normal torch has been treated with a *continual flame* spell.
- Silver pearl (1lb., mineral, 100gp) This is a small silver colored pearl.
- 2 suits of Chainmail.
- Rohal's plans for Osprems Light.

Appendix One.

Major NPCs

Tier 1.

Rohal Soldas, male human, Rog2/Sor1: CR 3; Medium-size Humanoid; HD 2d6+2 + 1d4+1; hp 14; Init +7; Spd 30 ft.; AC 13 (Touch 13, Flat-footed 10); Atks +5 melee (1d6+1/18-20, masterwork), +2 melee (1d4+1/19-20), +4 ranged; SA Sneak Attack +1d6; SQ Evasion; AL neutral evil; SV Fort +1, Ref +6, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 14.

Skills and Feats: +5 Appraise, +3 Balance, +4 Bluff, +5 Climb, +3 Concentration, +2 Craft, +5 Decipher Script, +5 Disable Device +2 Diplomacy, +7 Disguise, +3 Escape Artist, +7 Forgery, +7 Gather Information, +0 Heal, +6 Hide, +2 Intimidate, +1 Jump, +5 Listen, +7 Move Silently, +6 Open Locks, +2 Perform, +3 Ride, +2 Scry, +5 Search, +0 Sense Motive, +3 Spot, +4 Swim, +3 Use Rope, +0 Wilderness Lore; Improved Initiative, Expertise, Weapon Finesse (rapier).

Spells Known (5/4; Spell DC = 12 + spell level): o-daze, detect magic, ray of frost, read magic; 1st-change self, charm person.

Wrnach, male hochebi Adp1: CR 1/2; Medium-size Humanoid; HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 13 (Touch 13, Flatfooted 10); Atks +0 melee (1d8, morningstar), +3 ranged (1d8/19-20, light crossbow); SA none; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +2, Ref +3, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: +2 Appraise, +3 Balance, +0 Bluff, +0 Climb, +6 Concentration, +2 Craft, +0 Diplomacy, +0 Disguise, +3 Escape Artist, +2 Forgery, +0 Gather Information, +2 Heal, +5 Hide, +0 Intimidate, +0 Jump, +4 Listen, +9 Move Silently, +0 Perform, +3 Ride, +2 Scry, +2 Search, +2 Sense Motive, +4 Spellcraft, +4 Spot, +0 Swim, +3 Use Rope, +4 Wilderness Lore; Alertness.

Equipment: Morningstar, light crossbow, 10 bolts, holy symbol (bloody axe).

Spells (3/2; spell DC = 12 + spell level); o-detect magic, ghost sound, guidance; 1st-bless, cure light wounds.

Tier 2.

Rohal Soldas, male human, Rog3/Sor2: CR 5; Medium-size Humanoid; HD 3d6+2d4+5; hp 21; Init +7; Spd 30 ft.; AC 13 (Touch 13, Flat-footed 13); Atks +7 melee (1d6+1/18-20, masterwork rapier), +3 melee (1d4/19-20, dagger), +6 ranged; SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL neutral evil; SV Fort +2, Ref +6, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 15.

Skills and Feats: +5 Appraise, +3 Balance, +5 Bluff, +6 Climb, +5 Concentration, +2 Craft, +5 Decipher Script, +5 Disable Device +2 Diplomacy,

+8 Disguise, +3 Escape Artist, +8 Forgery, +8 Gather Information, +0 Heal, +7 Hide, +2 Intimidate, +1 Jump, +5 Listen, +7 Move Silently, +6 Open Locks, +2 Perform, +3 Ride, +2 Scry, +6 Search, +0 Sense Motive, +4 Spellcraft, +6 Spot, +4 Swim, +3 Use Rope, +0 Wilderness Lore; Improved Initiative, Expertise, Weapon Finesse (rapier).

Spells Known (6/5; Spell DC = 12 + spell level): o-daze, detect magic, ghost sounds, ray of frost, read magic; 1st-change self, charm person.

Wrnach, male hochebi Adp2: CR 1; Medium-size Humanoid (6 ft. 6 in.); HD 2d6+4; hp 13; Init +3; Spd 30 ft.; AC 13 (Touch 13, Flat-footed 10); Atks +1 melee (1d8, morningstar), +4 ranged (1d8/19-20, light crossbow); SA none; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +2, Ref +3, Will +5; Str 11, Dex 16, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: +2 Appraise, +3 Balance, +0 Bluff, +0 Climb, +6 Concentration, +2 Craft, +0 Diplomacy, +0 Disguise, +3 Escape Artist, +2 Forgery, +0 Gather Information, +4 Heal, +5 Hide, +0 Intimidate, +0 Jump, +4 Listen, +9 Move Silently, +0 Perform, +3 Ride, +2 Scry, +2 Search, +2 Sense Motive, +4 Spellcraft, +4 Spot, +0 Swim, +3 Use Rope, +4 Wilderness Lore; Alertness.

Equipment: Morningstar, light crossbow, 10 bolts.

Spells (3/2; Spell DC = 12 + spell level); o—detect magic, ghost sound, guidance; 1st—bless, cure light wounds.

Tier 3.

Rohal Soldas, male human, Rog4/Sor3: CR 7; Medium-size Humanoid; HD 4d6+3d4+7; hp 28; Init +7; Spd 30 ft.; AC 13 (Touch 13 Flat-footed 10); Atks +8 melee (1d6+1/18-20, masterwork rapier), +4 melee (1d4+1/19-20, dagger) +7 ranged; SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL neutral evil; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 15.

Skills and Feats: +5 Appraise, +3 Balance, +5 Bluff, +6 Climb, +11 Concentration, +2 Craft, +5 Decipher Script, +5 Disable Device +2 Diplomacy, +8 Disguise, +3 Escape Artist, +8 Forgery, +9 Gather Information, +0 Heal, +7 Hide, +2 Intimidate, +1 Jump, +7 Listen, +7 Move Silently, +6 Open Locks, +2 Perform, +4 Ride, +7 Pick Pockets, +2 Scry, +6 Search, +0 Sense Motive, +6 Spellcraft, +6 Spot, +5 Swim, +3 Use Rope, +0 Wilderness Lore; Combat Casting, Expertise, Improved Initiative Weapon Finesse (rapier).

Spells Known (6/6; base DC = 12 + spell level): o-daze, detect magic, ghost sounds, ray of frost, read magic; 1st-change self, charm person, mage armour.

Wrnach, male hochebi Adp3: CR 2; Medium-size Humanoid (6 ft. 6 in.); HD 3d6+6; hp 18; Init +3; Spd 30 ft.; AC 13 (touch 13, flatfooted 10), (+3 Dex); Atks +1 melee (1d8, morningstar), +4 ranged

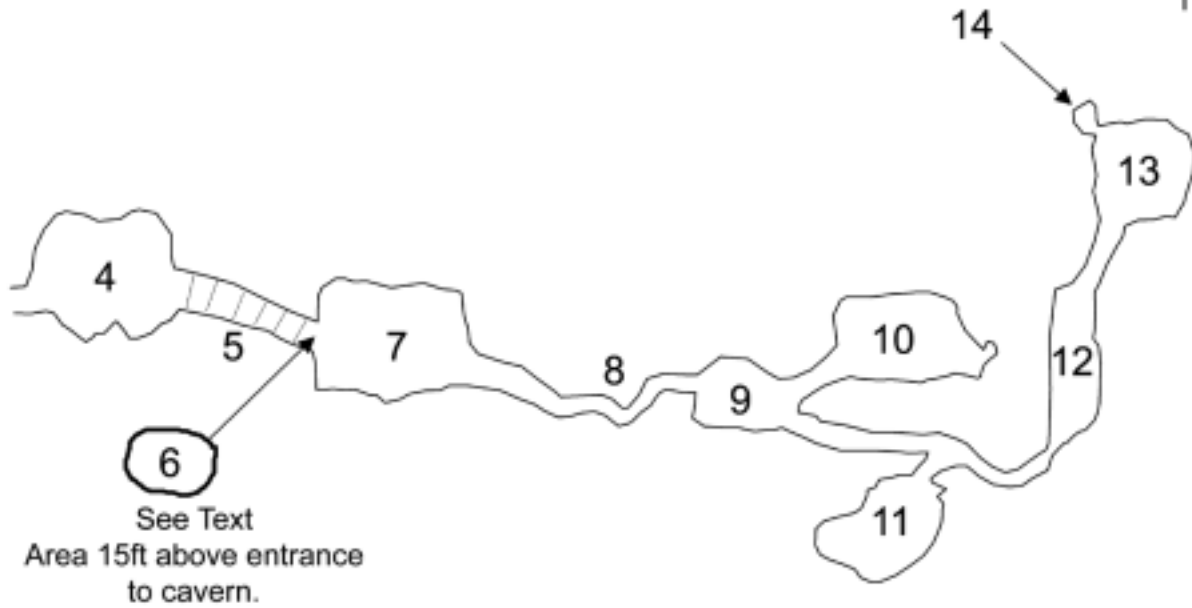
(1d8/19-20, light crossbow); SA none; SQ Darkvision 60 ft.; AL lawful evil; SV Fort +3, Ref +4, Will +5; Str 11, Dex 16, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: +2 Appraise, +3 Balance, +0 Bluff, +0 Climb, +6 Concentration, +2 Craft, +0 Diplomacy, +0 Disguise, +3 Escape Artist, +2 Forgery, +0 Gather Information, +4 Heal, +6 Hide, +0 Intimidate, +0 Jump, +4 Listen, +9 Move Silently, +0 Perform, +3 Ride, +2 Scry, +2 Search, +2 Sense Motive, +6 Spellcraft, +4 Spot, +0 Swim, +3 Use Rope, +4 Wilderness Lore; Alertness, Point Blank Shot.

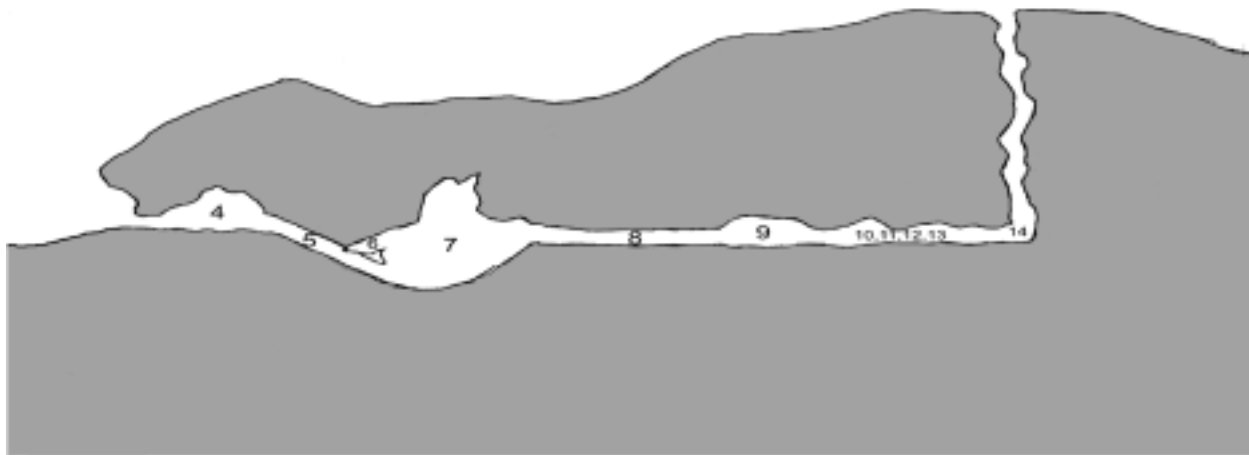
Equipment: morningstar, light crossbow, 10 bolts.

Spells (3/3; base DC = 12 + spell level); *o-detect magic, ghost sound, guidance; 1st-bless, cure light wounds, protection from good.*

Appendix 2 Cave Layout



Cross Section



By Simon Butler
UK Onnwal Triad

