

ONW4-03

The Greatest Enemy

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

Version 1

Round 1

by Andy MacPhee, Jeny MacPhee and Stuart Kerrigan

Circle Reviewer: Paul Looby

Stalemate in Onnwal. While exhausted armies on both sides in the unending war for the Dragonshead draw breath, plots multiply in shadow and deepest night. In times such as this, a single slip, a single move can break the deadlock. The pieces are in motion, but to what end?

An Onnwal Regional Adventure for APLs 2-12

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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

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 six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it

easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Onnwal. Characters native to Onnwal pay one Time Unit

per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

It has been many long months since the forces of Free Onnwal have been on the advance against the Scarlet Sign. Indeed these days appear to be bleak and hopeless. After the entry of the forces of the Euroz (Orcs) from the Pomarj, the Brotherhood has been on the attack, outnumbering the rebellion, driving the battlelines back to the port of Sornhill. As the combined armies of the Scarlet Brotherhood and the Euroz, led by the mighty Jedurek, approached Killdeer, the capital of the Free State, an armada of Scarlet warships closed in to cut off any chance for escape. With hope gone and the end in sight, the brave defenders waited for the inevitable end, determined to sell their lives and their freedom dearly.

As the invaders pressed their attack, setting the city and its precious shipyards alight, the sails of a second fleet were sighted on the horizon. Unknown to the defenders, deliverance was at hand, for the east wind brought with it the Grand Imperial Fleet of Ahlissa. Overking Xavener had answered the call for aid. With the help of the Ahlissan forces, a wedge was driven between the Scarlet navy and the Euroz army. Forced to withdraw or be cut off, Jedurek ordered the retreat and his army fell back in good order. Seeing their gambit had failed, the Brotherhood ships were forced to flee or be overwhelmed by the combined might of the new allies.

Now an uneasy calm has settled over the Dragonshead. The alliance has brought some relief to the relentless conflict, but the war is far from over. The presence of the Euroz in the Volanots is a millstone around the necks of the leaders of the Free Army. Intelligence is now imperative and heroes are required to scout the hills and bring back the need information.

Adventure Summary

Introduction: Shadow in the Night

Following the recent fighting against the Scarlet Brotherhood in Sornhill, the PCs have been assigned to guard duty at Osprems Light. They are patrolling late at night when they have the opportunity to spot a suspicious figure moving through the encamped refugees within the walls. They need to react quickly to prevent an attempt to infect Lyndern, the priest commander of Osprems Light with a mind-controlling overseer beast.

Encounter One: Wrong Place, Wrong Time

Assuming the PCs act quickly to save Lyndern, they discover she was holding a conference with Uthather Kais of the Breakers War Company. They need volunteers for a

scouting mission in the Volanots, and the PCs admirably fit the bill. They join forces with a platoon of Wreckers to scout a region of the Volanots and return with detailed information on enemy dispositions and numbers. Jornal Surearm, a good man by Wrecker standards, leads the Wrecker band.

Encounter Two: A Routine Patrol

While Jornal attempts to engage the heroes in conversation, asking about their past exploits, the Wreckers take point in the patrol and come across group of Euroz on watch. The Wreckers fail to wait for the heroes and launch an attack on the watchtower, taking heavy losses but taking the position. However, as the watchtower is captured, a single pigeon is released, no doubt carrying a message. Can the PCs shoot it down before it is out of range? After the fighting is over, a lone survivor is discovered - a goblin by the name of Shagrazz.

Encounter Three: A Goblin By Any Other Name...

Shagrazz offers some important information in return for his pathetic life. The PCs will have to convince the Wreckers to allow the creature to live long enough to speak. Shagrazz will reveal the location of Jedurek, general of the Euroz forces. He was apparently wounded in a skirmish several days ago and is recovering in a Scarlet Brotherhood bolthole not too far from the watchtower. Shagrazz tells the PCs that there are two entrances to the bolthole. Jornal assigns the PCs to attack via one entrance, whilst his men secure the other. The mission has now become far more than a simple scouting mission. If the PCs can capture or kill Jedurek, then the Euroz support for the Scarlet Brotherhood could evaporate. If Shagrazz is killed before revealing his information, the module is essentially over, as the PCs will have no way to locate the bolthole.

Encounter Four: The Stranger

Not long after splitting from the Wrecker band, the PCs encounter a stranger. She has some interesting news about Jedurek. The orc general is being targeted for assassination by some of his own men. The stranger points out to the PCs that it might not be the best thing for Onnwal if Jedurek were to die.

Encounter Five: The Gateway

Arriving at the bolthole, the PCs discover it is well defended, with a killing zone just inside the entrance. They will have to fight their way through in order to gain entrance to the bolthole proper.

Encounter Six: To Hell in a Hand Basket

The lower chambers of the bolthole can only be accessed via a basket, lowered by a large winch system. A band of Euroz, who will raise an alarm if not neutralized quickly, alerting Jedurek's elite guard, guard the winch.

Encounter Seven: The Euroz Warlords

If the PCs managed to descend to the lower levels unnoticed, they will be able to surprise Jedurek's Warlords, currently planning further raids on Sornhill. Otherwise, they will descend into an ambush.

Encounter Eight: Shades of Grey

After dealing with the elite guard, the PCs will finally locate the injured Jedurek. The PCs now have to decide whether or not to kill him. If they choose not to, the PCs will then have the Wreckers to contend with. They would see the killing of Jedurek as a major coup, especially following a recent downturn in their popularity. The PCs may be able to convince Jornal to see their point of view, but there are extremists in the platoon who will see this act as treason. The PCs will have to defend themselves.

Conclusion

If the PCs let him live, it becomes clear to Jedurek he was poisoned by some of his closest comrades. He allows the PCs to leave (he is an honorable lawful evil opponent). If he is dead, the orcs are understandably incensed.

Introduction

To begin the adventure read aloud or paraphrase the following:-

In times of war everyone is called upon to serve their cause, and the Free State of Onnwal is no different. With the confusion surrounding the withdrawal of the Army of Rebellion from Sornhill to defend Killdeer, there has been a drastic shortage of men to guard against further advances by the Scarlet Brotherhood. Every available man has already been drafted, but still there are not enough. You gaze towards the town from your vantage point on the walls of Osprems Light. Highlighted by the setting sun, you can see the considerable damage done to the once proud defenses of Sornhill. It is a marvel that anything remains standing, especially after the inferno that swept through the shipyards. The docks are still devastated, despite all efforts to clear the debris and sailors the Ahlissan fleet, the saviors of the town whose vessels lie at anchor further out in the bay.

You are walking within the tents within the courtyard of Osprems Light. Taking a welcome break from the dark watches on the ramparts, you are among the remains of the lighthouse's defenders and numerous refugees from the town. It has been a tiring and nervous time. Everyone anticipates another Scarlet Brotherhood strike. Ahead lies the area set aside for the commanders of the keep, side by side with those of the Ahlissan officers, your new allies, here at the request of Duchess Saielma herself. These tents are far grander than those of the regular soldiers. Larger and less threadbare, they offer far more comfort than the majority of the ruins of Sornhill.

Allow the PCs a brief moment to get in-character and introduce themselves. When you are ready to begin the adventure, a successful DC 20 Spot check (modified to 15 if they say they are looking for anything suspicious) allows the PCs to notice a lone figure at the rear of the tent of the priestess-commander of Osprem's Light, Lyndern. Read aloud the following to the astute individuals who notice this:-

As you move away from the command tents, you notice a lone figure, huddling down at the rear of the tent of Lyndern, priest-commander of Osprem's Light. He is slowly cutting a small flap at the base of the tent with a serrated dagger. Suddenly, he stops and glances around. Noticing you, he drops the blade, sprinting into the maze of tents that fill the courtyard.

This is a Scarlet Brotherhood agent. He has been sent to infect the leaders of the Free Onnwal forces with Overseer parasites. As such, he is attempting to create a small opening in the tent to release the creatures into. He is not attempting to get into the tent himself, and by cutting a small hole at ground level, hopes to escape notice.

If the characters fail to spot the intruder, then after a short time, they will hear the shout of 'intruder!' coming from the tent. Assuming that they turn back to investigate, read the following:-

Running back to the officers' billets, you see a man leap out of one of the tents, a small box in his hands. He spots you, turns and sprints into the maze of tents that fill the courtyard.

It is assumed that the characters will foil the attempt to infect Lyndern with an overseer parasite. Role-play a chase between the PCs and this man. If they did not spot the intruder before he entered the tent, then the Brotherhood agent succeeded in releasing the overseer parasite. He was spotted as he was making his escape, and had to flee to avoid capture.

APL2 – 12 (EL 2):

♣ **Brotherhood Agent:** male human War1/Rog1; hp 14; see Appendix 1.

♣ **Overseer:** hp 9; see Appendix 1.

Tactics: The agent will fight to the death if cornered. He will attempt to bait one of the players into a duel, invoking a right to fight one on one. If any character accepts, he uses a blade he has poisoned with scorpion venom. If he has to die, he will attempt to take one of his attackers with him.

When the agent is subdued, or reduced to 0 or less hit points read the following:-

As the man collapses to his knees, he looks up at you, and you are shocked to see that he wears a tunic bearing the arms of Ahlissa and epaulettes which denote him as an officer in the Grand Imperial Navy. There is something else; on the side of his neck you notice a large ugly red welt. As you watch, an ant-like creature becomes visible, claws embedded deep within the flesh.

The characters are free to examine the ant-like creature, which is an overseer. They should not be familiar with this type of creature unless they played SWiO 1-3 Two If By Sea. The parasite has decided to kill the Brotherhood agent rather than allow him to give up any information.

The dead man is Faldrynn, a junior officer in the Ahlissan Grand Imperial Fleet. His task had been to spy on the commanders of Osprem's Light and the Sornhill garrison, and to infect as many as he could before being caught, his actions being controlled entirely by the overseer. The Brotherhood hoped to create paranoia and confusion amongst Army of Rebellion, and by using an Ahlissan, to drive a wedge between the two new allies. The box Faldrynn carried contains three more of the creatures. As long as they are kept in the box, they can be easily dispatched. If they are released, they will flee into the shadows. The PCs will not be allowed to loot the Ahlissan's body. The Ahlissan commander, through Lyndern, will demand that any personal effects taken from the body be returned immediately.

By the time the fight ends both Lyndern and Uthather Kais arrive on the scene. They were conducting a meeting in her tent prior to the interruption. If the characters interrupted the agent before he got into the tent, read aloud or paraphrase the following:-

The crowd that has gathered to watch the fight parts at the sound of a sharp voice, that barks out the command "Move! Clear the path!"

A robed olve gently pushes through the crowd and kneels by the prone form of the Ahlissan, "What is going on here? What is happening?" he asks.

A second figure pushes through the crowd; a woman dressed in loose fitting vestments, bearing the symbol of a breaking wave flanked by stars. Underneath you catch a glimpse of gleaming mail. Her eyes blaze as she snaps, "Uthather, what is going on here? We have business!"

A successful DC 10 Knowledge (Splintered Suns) reveals the following about the name Uthather:-

Uthather is a name you recognize, the famous invoker Uthather Kais of the Breakers War Company.

Read aloud or paraphrase the following:-

He turns to the newcomer and offers a half smile, "We do indeed have business Lyndern. However, these people were about to explain to me why they chased this man from outside your tent, then killed him, were you not?"

If the characters did not spot the agent before he released the overseer into the tent then read aloud or paraphrase the following:-

The crowd that has gathered to watch the fight parts at the sound of a sharp voice, that barks out the command "Move, clear the path!"

A robed olve gently pushes through the crowd, "What is going on here? What is happening?" he asks.

A second figure pushes through the crowd; a woman dressed in loose fitting vestments, bearing the symbol of a breaking wave flanked by stars. Some sort of ichor stains the front of her robes. Underneath you catch a glimpse of gleaming mail.

"Do you have him?" demands the woman. "Is he alive?"

Lyndern and Uthather require a detailed explanation of what happened. It is apparent they were engaged in important discussions when the agent attempted to release the overseer into the tent. While the characters are explaining what happened, Lyndern listens carefully. The characters can easily spot her studying them in minute detail. When they finish she speaks.

"You have done very well, it would appear that we have some true patriots of Onnwal here, Uthather. Perhaps as patriots they would be willing to help us out with our little task."

Turning to the group, she looks you directly in the eyes and asks "Are you willing to be of service?"

If the characters agree, she will ask them to follow her back to the tents where she will explain everything. However, it should be apparent to the characters that Uthather doesn't appear to be very happy about this turn of events. If the characters choose not to accompany Lyndern, the module is over.

Proceed to *Encounter 1: Wrong Place, Wrong Time*.

Encounter 1: Wrong Place, Wrong Time...

Neither Lyndern nor Uthather are willing to discuss anything with the characters until they are in the safety of Lyndern's tent. This time, several guards are posted outside to make sure that they will be no further interruption. If the characters enquire about their posts, other troops will be dispatched to take over their guard posts.

Inside the tent, you are warmed by several braziers burning low near the back of the tent, close to a small cot bed. A large table covered in maps of the land around Osprem's Light and Sornhill dominates the center of the tent. Sitting at the table is a young man, dressed in traveling clothes. He glances up as you enter.

"Lyndern, is everything alright? I heard the commotion as I arrived."

He breaks off as he spots you entering the tent.

This is Jornal Surearm, leader of a small band of Wreckers who specialize in hunting and tracking their prey through the wilderness. Lyndern will introduce Jornal and thank the PCs for their quick action in dealing with the Brotherhood agent. Before she can explain what she requires, Uthather returns to the tent. Read or paraphrase the following.

As Lyndern sits at the table, Uthather strides into the tent.

"Lady", he begins, "I'm sure that these fine warriors are very worthy, but Jornal and his band of Wreckers, are more than adequate for the task ahead."

Lyndern, smiles, and glances at the young man, "I'm sure you are correct, Uthather. However, it pays to be careful, especially in light of what has just occurred. Jornal, I'm sure you won't object to working with these warriors, their skills may prove useful in the days ahead."

Uthather shakes his head slightly, but accepts his defeat graciously.

"As you say good lady, it would do to be prudent."

Turning to you, he gestures towards the map. "As you are already aware the recent battle has severely depleted our resources, and if it had not been for the intervention of our new Ahlissan allies, we would not be here to continue this discussion."

"What we need to know now is where the Euroz forces retreated to after the battle? Have they re-organized? Have they linked up with the main Brotherhood armies again? It is vital that we learn some of these answers, before we can plan what to do next."

"With that in mind, I'm going to send young Jornal, his men and now you into the Volanots to try to uncover some clues as to what has happened to the orcs. Any questions?"

Allow the characters to ask any questions they like, Uthather and Lyndern will try to answer them. However, some information is on a need to know basis, and the characters don't need to know. Possible questions and answers are detailed below.

Who are you? (Uthather):

Uthather smiles and says, "I'm a patriot of Onnwal my friends, what more would you have me say? I'm a dabbler into the mystic arts and I occasionally travel with the Breakers War Company. More importantly, I'm here to defend Sornhill, just like you."

Who are you? (Lyndern):

"I'm sorry, it's been a trying evening, and I have forgotten my manners. Allow me to introduce myself; I am Lyndern, Priestess-Commander of Osprem's Light."

Who are you? (Jornal):

Uthather gestures to the handsome young man. "This is Jornal Surearm. He will lead a Wreckers company into the Volanots to scout."

If any of the PCs know Jornal from *ONW3-02 Pyrtura*, read aloud the following:

Jornal smiles broadly, holding out his hand in a warrior's clasp.

"It is good to meet you, my friends. It would appear we are to be traveling companions. It'll be good to work with you."

If any of the PCs have earned the Disfavour or Suspicion of the Wreckers [from *The Prophet* or *For Want of a Nail*], then Jornal will glare at them, and mutter under his breath about unreliable allies.

Where are we going?

"We need information about the deployment of the Euroz army. Where has it retreated to? It will be up to you and Jornal's band to travel west into the Volanots to find out."

How are we getting there?

"You will need to walk; the Volanots are too rugged to take horses into. Be careful that you are not spotted, Jedurek, the Euroz commander, will undoubtedly have his own patrols out."

What do we do when we get there?

"Search for any sign of the enemy. We need to determine numbers, their deployment, and most importantly, where they are. If they have already linked up with the main Brotherhood forces, they may be preparing for another attack as we speak."

What's in it for us?

"This is for the survival of our country. What more incentive do you need?"

Why are the Wreckers involved?

"Jornal here is leader of a special band of trackers. They have a good reputation of finding those that don't

want to be found. What's the problem? Surely you don't mind working with Wreckers? They are patriots too."

Jornal Surearm: N, male human Ftr1/Rog 2, Wrecker Commander.

Appearance: A wild and unpredictable man, Jornal is both handsome and vain but nevertheless intelligent and quick. He stands 5 ft. 8 in. tall, is of average build, and has a thick "mane" of black luxurious hair that he constantly preens. His eyes are a light grey hue and dart around seemingly trying to take in everything. He prefers to wear fine fabrics that set off his eyes and hair.

Character: Although a rogue, and extremely unpredictable, Jornal is a patriot who loves his country. He is worried by the recent downturn in popularity the Wreckers have undergone. He will be friendly towards the PCs, doing his best to convince them that the Wreckers work for the good of Onnwal. However, if any of the PCs have earned the Disfavour or Suspicion of the Wreckers [from the Onnwal Regional modules *The Prophet* or *For Want of a Nail*], he will be surly with them, speaking only when necessary.

If any of the PCs have earned the Disfavour or Suspicion of the Wreckers [from *The Prophet* or *For Want of a Nail*], then Jornal will openly question their patriotism. He will ask if Lyndern cannot find him some more reliable allies to work with, as he does not wish to be stabbed in the back by traitors as Boss Gavran was.

Lyndern

Appearance: Lyndern proudly wears the tabard of the breaking wave as she walks the ramparts of the Light. She is muddy blonde, blue-eyed, and quite tall at 5 ft. 11.

Character: Lyndern is a powerful warrior-priestess of Osprem and as the priest-commander of the Light she believes that ultimately the responsibility for failure or success is upon her shoulders. This makes her cold, detached from the rest of her men, as she has let her guard down in the past and betrayal and tragedy have ensued. She is extremely lawful and plays everything by the tome.

Uthather Kais

Appearance: Uthather is a half-olve of about 50 years of age. Slender of frame, he wears his fiery red hair in a long mane falling to the middle of his back. He dresses in a haphazard fashion, with his clothes consisting more of inexpertly sewn patches than the original cloth.

Character: A worshipper of Boccob and Trithereon, Uthather is tempestuous and unpredictable character and is not likely to take defeat well. A Helf-Elf Invoker, Uthather is almost as wild as his human colleagues in the Breakers are lawful. A worshipper of Boccob he is starting to turn to Trithereon in his aspect as a liberator.

Once the characters have been briefed, Uthather is keen to get the party on way. Jornal leaves to get his men together,

and informs the party he will be ready to leave an hour before dawn. As he leaves, Uthather also takes his leave, giving the party one final glance as he does so. When they are alone Lyndern smiles and asks the party to sit.

"My friends, this is a dangerous time for Onnwal. You should be careful and remember to report directly to me upon your return. Watch Jornal. He is a good man, but he can be unpredictable. You should go now and prepare, dawn draws nigh."

The characters should take the hint and make themselves ready for their journey into the Volanots. Proceed to Encounter 2: A Routine Patrol.

Encounter 2: A Routine Patrol

Modify this box text if any of the PCs have earned the Disfavour or Suspicion of the Wreckers [from *The Prophet* or *For Want of a Nail*].

After leaving Osprems Light as the first blush of day lightens the eastern sky, you make good time. After a few days, you find yourself deep within the stony crags. The trail you have been following over the last few hours has led up along a steep scarp looming over a wooded valley. The ledge is fairly narrow but passable with care. The Wreckers have been following closely behind taking great care to remain unobserved. With the exception of Jornal, they have been somewhat aloof, preferring to remain amongst themselves rather than talk with you. You get the feeling that the majority of the Wreckers are unhappy with your inclusion in the reconnaissance patrol. Jornal on the other hand is both open and friendly. He spends hours talking about your exploits in the service of Free Onnwal.

As you stop to rest for a noonday meal on top of a small summit, the Wreckers continue on for a short distance to the next hillock, obviously not wishing to share their meal with you. Jornal however, is more than willing to stay behind, offering an embarrassed apology.

"Don't judge them too harshly. They are used to working together you see. Many of them lost friends and kin at Sornhill this last time. They blame outsiders for those deaths, so they're very wary of fighting along side strangers."

Jornal will try his hardest to engage the characters in conversation. He is a very easy-going man and offers to share his provisions while listens intently to any stories told him.

If any of the characters move after the Wreckers, Jornal will attempt to dissuade them, he is concerned about any friction between the two groups. If he fails to persuade the heroes he will give up with good grace and follow.

Once the characters have decided to move on, have them make a DC 20 Spot check to notice the Wreckers moving off over the crest of a the near by ridge. A few remain behind, setting up a campfire and a spit, but the rest have moved off.

Jornal is as surprised as the PCs, and if asked will truthfully answer that he has no idea where his men have gone. The men setting up the camp will tell him that a Wrecker advance scout has spotted a crude wooden watchtower not far over the next rise. It was not here the last time Jornal and his men traveled this region. The Wreckers decided that they didn't need the help of the PCs to capture the tower and have set off quietly, determined to show up the outsiders.

Jornal is quite angry at the lack of discipline from his men, but he does his best to hide his emotions. Make a Bluff roll for Jornal, which the PCs can oppose with their Sense Motive skills. Assuming the characters elect to follow the Wreckers, read the following:

Ahead you hear the sounds of fighting, the clash of steel and cries of pain and rage. A column of smoke rises over the ridge.

As you crest the rise, a scene of destruction is laid out before you. The remains of a wooden watch tower burns fiercely before you. Dozens of dead Euroz litter the ground, and not a few Wreckers. The remaining Wreckers are hacking at a small knot of surviving Euroz, who appear to have sallied out from the blazing tower.

Jornal wastes no time running to their aid. However, neither Jornal nor the other Wreckers notice a Euroz at the back of the group opening a wooden cage and releasing a bird into the air. Too late, a Wrecker cuts down the orc. However, the bird is now in the air.

The now dead Euroz watchtower chief has released a pigeon with a message, informing his superior that his tower is under attack. None of the Wreckers have a chance to shoot it down. It is now up to the PCs to stop the message from warning the Chief of the gatehouse in Encounter 5 of their approach.

The pigeon is a tiny animal (hp 2; AC 17) and begins the encounter at a range of 200 ft. from the nearest PC. It flies 120 ft per round. Remember to factor in the range increments in this encounter. If the PCs fail to shoot the pigeon, the Euroz in the bolthole later in the module are alerted to the PCs approach and will be wary and vigilant.

The Wreckers will have dealt with the orcs by the time the PCs arrive. Jornal will have stern words with his Wreckers, but will not pursue the matter, since they were so successful. The Wreckers will claim the loot from the bodies as theirs. They will not take kindly to the PCs looting their hard earned cash.

The watchtower is one of a series that Jedurek has ordered to be constructed to keep an eye on the enemy movements. Normally there are only 2 Euroz at each

watchtower, but a patrol stopped here to deliver several messages.

The patrol is also escorting a small goblin by the name of Shagrazz south to rejoin the main Pomarji army. While he may appear small and unimportant, Shagrazz is in fact one of Jedurek's scribes. He was carrying orders from the general to the rest of the Euroz forces. When the Wreckers attacked, Shagrazz hid and burned the orders, staying out of the fighting. When the skirmish ends, he attempts to escape. If captured, he will offer information for his life.

Shagrazz will attempt to remain concealed, until the characters pass by, but a successful opposed Spot check vs his Hide will reveal him hiding under a large wooden shield to anyone investigating or looting the bodies. Unless otherwise directed by the course of play, one of the Wreckers will find Shagrazz.

Assuming that the players were the ones to discover the goblin read the following:

Suddenly you notice an arm and a leg moving under a particularly large shield. You can hear a hoarse and guttural sniveling.

If the characters can understand goblin, they can make out Shagrazz saying:

"Better not let them find me, know too much...know everything, must be quiet, must hide..."

If the PCs turn over the shield, read aloud or paraphrase the following:

Underneath the shield cowers a scrawny red-skinned goblin dressed in a filthy tabard and tunic. It peers up with you, eyes wide with terror, its arms raised to ward off the killing blow it clearly expects to fall.

Assuming that the characters don't spot Shagrazz then one of the Wreckers spots him, while everyone is picking over the battlefield after the fight. Read the following to the players:

Suddenly you hear a shout from the other side of the battlefield. One of the Wreckers has been poking through the Euroz bodies with a long spear, and has obviously found something.

"Over here" he calls, "I've found one of them alive. It looks like its been trying to hide, the miserable little piece of cow dung".

Go to Encounter 3.

Encounter 3: A Goblin By Any Other Name...

This encounter is triggered whenever either the characters or one of the Wreckers discover Shagrazz. Hopefully, the PCs will be at least a little interested in this new discovery. If any of them decide to investigate read the following:

You crowd around the goblin, and are less than impressed. Even for one of its kind, it is particularly small and pathetic. It snivels and cowers in the mud at your feet; trying to make itself look small and unimportant.

"Pleese, don't be killing Shagrazz..." it pleads, almost to itself. "Please I'm not important to kill, please let me go, I not tell anyone you are here. I just want to go home."

➔ **Shagrazz:** NE, male goblin Rog1; hp 6 (Bluff +4).

Character: Shagrazz is not a typical goblin, being both cunning and highly intelligent. He understands the Common tongue very well, and can speak in a relatively cultured way when he wishes. Shagrazz, has very few morals, and unlike many other followers of Jedurek, he is not willing to sacrifice himself to save his leader. Jedurek obviously knows that Shagrazz is untrustworthy, but the fact that he is so useful to the warlord as a scribe and runner means that he hasn't yet had his head stuck on a pike. Shagrazz may very well fear the party, but he doesn't hold them in any kind of awe, assuming they will be stupid enough to let him go. If the PCs do release Shagrazz, he will not report what he has seen to his superior that would mean a quick death sentence for him.

Shagrazz is not stupid; he realizes that he has absolutely no chance of victory against these warriors. However, he reasons that if he appears to be a simple minded goblin that they may spare him and let him leave. Shagrazz will play up to the stereotype of his race here, pretending to be nothing more than a stupid and cowardly goblin. He will attempt to bluff the PCs into letting him go (opposed Bluff check vs the PCs Sense motive).

If his life is threatened, or the PCs see through his bluff, then the crafty goblin will offer the only thing it has left to save his life - information about Jedurek, his wounds, his location and his importance. However, Shagrazz will attempt to bargain for his release before revealing the information.

Read aloud or paraphrase the following:-

The goblin momentarily looks angry that you have seen through its attempts to fool you. Now it stares at you with an air of defiant dignity.

"So...not all humans are so blind that they can't see beyond their noses. Some can look at my kind and spot more than colour of our skin. I offer you something of value, if you spare my life. Though it may well end up killing me to tell you...I know where you can find the mighty Jedurek..."

If the characters don't understand whom Shagrazz is talking about, the little goblin looks shocked and amazed.

"You don't know anything do you? Jedurek is War Master of the Pomarj armies. It is he that masterminded the battles that destroyed your armies."

After the characters realize Shagrazz has important information, the little goblin carries on.

"He was injured several days ago - taken to a small underground fortress built by the red men. It's not far from here, but very hard to find, only two entrances. If you let me go, I will tell you where the entrances are."

The characters are free to ask Shagrazz any questions they wish, but unless they use some form of magic, he will not reveal that he is one of Jedurek's messengers.

What do you know about the defenses of the fortress?

"I've not been inside myself but I hear it's very hard to get into, each entrance is a death trap. Once inside you need to get down to the lower levels, that's where you will find Jedurek."

How was Jedurek injured?

"Dunno. I hear other Euroz talking, some say he was challenged by his second for the right to command. Others say that he was poisoned or perhaps he just ate some bad meat."

Where are these two entrances?

"One is close, high up near the top of the rock hill. The other is lower down on the west slope of the hill. Both are heavily defended."

How many orcs are with Jedurek?

"Only a very few. His household guards and some of his Warlords, those he keeps close to plan his next attack on your people. Those he trusts..."

These "Red Men", you mean the Scarlet Brotherhood?

"Yes, you would call them that. Their Veiled Lady promised great lord Mak many things if he aided them in their war against you. So the Mak sent Jedurek and his army."

Who is the Mak?

"The Mak is lord of all the Pomarj. His is the power behind the Euroz. He commands and Jedurek does."

Who is the Veiled Lady?

"The leader of the Red Men here. She is a Red Woman, covers her face always. Some of the Red Men call her the Veiled Lady. Kuranyie, she is named truly. She came to the Pomarj and spake with the Mak. Then he sent Jedurek here."

How can we trust you to tell the truth?

"Can't. But it is the truth. I place my life on this."

Why are you betraying Jedurek?

"Because I want to live. Because I am afraid to die. I trade my life for his. I think his life weighs more to you than poor Shagrazz's"

Once the characters have finished their questions, it is evident that the Wreckers are very excited by this news. Having obtained the information from Shagrazz, they will kill him unless prevented by the PCs.

Jornal quickly takes the PCs aside and tells them that this is an opportunity too good to pass up. If they can infiltrate this underground fortress, then they may have a chance of assassinating Jedurek and throwing the forces of the Pomarj into confusion. He suggests to the party that they have a better chance of completing the mission if they split up.

Jornal asks the characters to help out, pointing out to them if need be, this may be the best opportunity they have to cripple the alliance between the Scarlet Brotherhood and the Euroz. If the characters refuse to accept this mission, Jornal will be contemptuous of the party and decide to make the attempt anyway. Once the characters have decided which of the two entrances they wish to attempt, Jornal will lead his men away. Regardless of which entrance they choose, it is assumed that they will come across the entrance detailed here. If it becomes an issue, then both entrances are identical.

Troubleshooting: If the PCs refuse to obey Jornal's plan and decide to double up with the Wreckers. He will remind them of what happened when an attempt was made to capture the infamous Rohal Soldas several years ago. Those involved stormed one end of a cave network and Soldas escaped out the other end. Splitting up is the only way to ensure that Jedurek doesn't escape.

If they still refuse to cooperate, Jornal will point out that he was given command of the mission and that the PCs are under his command. If they refuse to obey his direct orders, he will ensure that their disobedience is known. If any of the PCs are members of the Onnwalon military, he will report their insubordination to their superiors.

If all else fails, Jornal will refuse to take part in the attack and will forbid his men from aiding the PCs. The PCs will have to attack themselves. If they refuse to attack the bolthole, then the module is over for them.

Development: Once the PCs are ready to continue, on Jornal's terms, go to *Encounter 4: The Stranger*.

Encounter 4: The Stranger

Following Shagrass directions, Jornal will lead the Wreckers off towards one of the entrances, leaving the PCs to make their way to the other entrance. Two hours after the PCs leave the Wreckers, read aloud or paraphrase the following:-

Atop the hill before you, a tent of scarlet silk comes into view. A flag flutters in the breeze, blazoned with the twisted black cross of the Scarlet Sign. A tall woman stands by the tent gazing down at you. She is clad from head to toe in red robes, her face hidden in the shadows of a cowl. The woman raises her right hand, palm outward showing it is empty, a sign that she wishes to parley.

This is the lair of the Scarlet Witch, a powerful spellcaster from Scant who has been lying in wait for the PCs. She waits in front of the tent for the PCs to approach. If the PCs make any hostile move, she *teleports* back to Scant immediately (there is also a contingency on her that if reduced to 10 or less hp she *teleports*, even if dead).

☞ The Scarlet Witch.

Appearance: Clad in scarlet and blonde of hair, this woman has an attractive figure. Her face is hidden in the depths of a cowl. Only her icy blue eyes can be seen. Perhaps she has no face beneath the mask.

Character: The Scarlet Witch is mysterious, haughty and at times is having a joke at the PCs expense, taunting them with riddles and jibes. She knows about the assassination attempt on Jedurek, and wishes to spread the seeds of doubt about the mission, pointing out some of the consequences of the PCs actions.

Assuming the PCs talk with the Scarlet Witch she tries to put doubt in their minds about their mission to kill Jedurek.

Who are you?

"A friend of yours. For the moment. But as a wise man said, there is only the moment and eternity."

Are you the Veiled Lady/Sister Kuranyie?

She laughs.

"Am I the Veiled Lady of Scant? Well, there is a question!

"If it comforts you to think of me as the Veiled Lady, then yes, why not? Perhaps I should eat some babies or roast some farmers to really get into the part?"

"If you were clever though, you might be more concerned with what I have to say, rather than who I am.

But then, if you were wise you wouldn't be here on a fool's errand in the first place, now would you?"

What do you want?

"To warn you."

She laughs.

"Or rather to set you free. I imagine you expect that to be the last thing I would do, but the truth will set you free."

What do you mean?

"You are being used, manipulated. You could go back and wring the little snotling's neck, but he knows little.

You mean our mission to kill Jedurek?

"Ah, reasoning at last! Yes, perhaps you are like rats in a maze? Perhaps you need to be led by the nose through a linear series of expositions and 'chance' encounters. Do you not find it a little convenient that your mortal foe is weakened? That news of this and his location should fall so fortuitously into your laps? Does that not strike you as somewhat... contrived?"

"Or, like those Baklunish fools, do you cling like frightened children to the notion of fate? Do you prefer to imagine all-seeing Istus weaving the strands of your destiny instead of the truth: that someone is pulling your strings? Poor little puppets!"

What do you mean?

"Look to the sniveling, piteous but unaccountably well-informed Shagrass for that answer."

Why won't you give us a straight answer?

"I would like to say it is because I am a divine messenger, a prophet, sent to deliver you with riddles from some great evil conjured up from the fevered ravings of a pigeon fancier. The truth is though, if I spoke plainly, I would be denied the amusement of seeing you try to work it out for yourselves."

But Jedurek is evil! We should kill him!

"Let me ask you this – what does your ruinous Free State have in abundance? What stood upon Gate Hill and slowed the tide of our forces to allow the women and children to escape. What came forth from farm and field to be burned in the squares of Scant?"

"A riddle - at least one that would tax you. Answer this and you will be on the long road to your understanding."

The answer to the witch's "riddle" is "Martyrs", but if any other answer is given she laughs at their apparent stupidity for a moment and then teleports away. If they do answer "martyrs" however, she continues:-

"Well done. This war has made martyrs of many on your side and mine. But no hochebi has martyred himself

willingly for our cause. They fight only because it is preferable to our whips and chains and because they love war. The Euroz have no martyrs. Most fight for themselves, and some for the honour of their warlord, Jedurek.

"Were I you, I would ponder that, my poor bewildered little puppets."

With that she *teleports* back to Scant. If the PCs continue on to the bolthole run Encounter 5: The Gateway. If they try to find Shagrazz, they will be unable to find him.

Encounter 5: The Gateway

The entrance to the bolthole is half a day's travel from the campsite where the PCs encountered the orcs. As the PCs draw closer, read or paraphrase the following:-

Ahead the canyon narrows into a small wedge that is clearly man made. Sheer walls almost twenty feet high are cut directly into the rear of the ravine. The walls have been smoothed out and appear to have a slippery surface. At the end of the ravine is a moss-covered stonewall.

This is the entrance to the bolthole.

Have the PCs make a DC 15 Spot check. If they succeed, read aloud or paraphrase the following:

Almost fifteen feet up on each side of the ravine you can spot narrow grooves cut into the walls, however, the shadows prevent you getting a closer look.

Finding the hidden entrance behind the stone slab requires a DC 22 Spot check or a DC 18 Search check. Behind the stone slab is a strong stone door.

🗡️**Stone Door:** 4 in. thick; hardness 8; hp 60; AC 8; Break DC 28; Open Lock DC 25.

The door is a formidable structure and has been designed to be impregnable. It has a hardness of 8 and the PCs must inflict 60 hp of damage on it to break through it. The lock is a highly complex device provided by the Scarlet Brotherhood and a DC 25 Open Lock check is required to open it. The door also has an *alarm* spell placed upon it. It will sound unless anyone touching the lock or the door utters the name Jedurek.

The orcs inside will be aware of the PCs unless the PCs are taking precautions (such as invisibility). If the PCs failed to shoot down the pigeon, the orcs will be vigilant, even if the PCs are using invisibility or other measures to remain concealed. However, the orcs will not attack unless it is clear that the PCs have found the way in. If the PCs are not spotted, they will still trigger the *alarm* spell on the door when they open it.

Map 1 in Appendix 3 shows the layout of the upper level of the bolthole. Inside the outer door, a cut stone passage (natural rock cave dressed and smoothed by hand) slopes 20 ft. downwards, leading into a 25 ft. by 25 ft. square chamber with an exit directly opposite the entry point. A DC 12 Spot/ DC 10 Search check will allow the PCs to spot a long groove over the entrance to the square chamber, concealing a portcullis. A similar portcullis bars the exit. Cross-shaped embrasures have been cut 10 ft. up on the left and right walls of the square chamber.

The chamber is, of course, a killing zone. As soon as the PCs reached the middle of the chamber, steel portcullis will slam down sealing the entrance and exits to the chamber. Orc guards man each of the two guardrooms; each is armed with a heavy crossbow, and vials of alchemists fire. An orcish sorcerer leads them. Once some or all of the PCs are sealed into the killing chamber, the orcs will open fire on them with their heavy crossbows (saving the alchemists fire to lob down the stairs leading to guardrooms should the PCs break through the portcullis sealing the exit from the chamber).

If the orcs know the PCs are coming, they will douse the lights in the upper level, instead using their darkvision to hide in the darkness, thereby gaining an advantage over humans, who will probably require some form of light source.

The orcs should gain surprise on the party. Even if they are expecting trouble, the PCs will not know exactly when to expect it.

APL2 (EL 4):

👉Euroz Leader: male half-orc, Sor1, hp 5, see Appendix 1

👉Euroz Guards (3): Bbn1, hp 14, see Appendix 1

APL4 (EL 6):

👉Euroz Leader: male half-orc, Sor3, hp 13, see Appendix 1

👉Euroz Guards (4): War1/Bbn1, hp 21, see Appendix 1

APL6 (EL 8)

👉Euroz Leader: male half-orc Sor5, hp 25, see Appendix 1

👉Euroz Guards (5): War1/Bbn2, hp 33, see Appendix 1

APL8 (EL 10)

👉Euroz Leader: male half-orc Sor7, hp 36, see Appendix 1

👉Euroz Guards (5): War1/Bbn4, hp 49, see Appendix 1

APL10 (EL 12)

👉Euroz Leader: male half-orc Sor8, hp 45, see Appendix 1

👉Euroz Guards (6): War1/Bbn6, hp 69, see Appendix 1

APL12 (EL 14)

👉Euroz Leader: male half-orc Sor10, hp 45, see Appendix 1

👉Euroz Guards (10): War1/Bbn6, hp 69, see Appendix 1

Tactics: All APLs: If they gain surprise, in the surprise round, two of the orcs from each room will fire their heavy crossbows, targeting the most obvious warriors first. The third in each room will throw out a vial of alchemist fire, targeting spell casters for preference. The orc leader, will release a fireball (or his most devastating spell) in the first round hoping to catch as many of the enemy as possible.

APL4–6: In the following rounds, the orcs will continue to pepper the PCs with crossbow bolts. Each orc has a supply of 40 bolts. The Leader will use his spells to counter any obvious threat from spell casters. The orcs will use their crossbows through the arrow slits to target the party. The orc Leader, stationed in the southernmost guard room will cast *grease* on the stairs leading up to his position, he will then take his *potion of mage armour*, and if there is time, his *potion of haste*.

In subsequent rounds the orc spellcaster will make good use of his spells, targeting them against appropriate characters. He will also not be shy about using his potions to aid himself in battle.

Pulling the lever in the north guardroom raises the heavy steel portcullis. Alternatively it can be lifted with a DC 25 Strength check, nor broken with a DC 28 Strength check.

☠**Steel Portcullis:** thickness 2 in.; hardness 10; 60 hp; Break DC 28; Lift DC 25.

APL8: In the following rounds, the orcs will continue to pepper the PCs with crossbow bolts. Each orc has a supply of 40 bolts. The spellcaster will use his spells to counter any obvious threat from spell casters. The orcs will use their crossbows through the arrow slits to target the party. The orc spellcaster, stationed in the southernmost guardroom will cast *lighting bolt* on the stairs leading up to his position once enough of the PCs have got onto the steps. He will then take his *potion of mage armour*, and if there is time his *potion of haste*. He will then target the largest fighter with *slow* and *grease* the stairs to his guardroom.

In subsequent rounds the orc spellcaster will make good use of his spells, targeting them against appropriate characters. He will also not be shy about using his potions to aid himself in battle

Pulling the lever in the north guardroom raises the heavy steel portcullis. Alternatively it can be lifted with a DC 25 Strength check, nor broken with a DC 28 Strength check.

☠**Steel Portcullis:** thickness 2 in.; hardness 10; 60 hp; Break DC 28; Lift DC 25.

APL10: In following rounds, the orcs will continue to pepper the PCs with crossbow bolts, each orc has a supply

of 40 bolts. The spellcaster will use his spells to counter any obvious threat from spell casters. The orcs will use their crossbows through the arrow slits to target the party. The orc spellcaster, stationed in the southernmost guardroom will cast *lighting bolt* on the stairs leading up to his position once enough of the PCs have got onto the steps. After this he will use his *wall of fire* spell to cut off any PCs left on the stairs from the guardroom. He will then take his *potion of mage armour*, and if time his *potion of haste*. He will then target the largest fighter with *slow* and *grease* the stairs to his guardroom.

In subsequent rounds the orc Leader will make good use of his spells, targeting them against appropriate characters. He will also not be shy about using his potions to aid himself in battle

Pulling the lever in the north guardroom raises the heavy steel portcullis. Alternatively it can be lifted with a DC 25 Strength check, nor broken with a DC 28 Strength check.

☠**Steel Portcullis:** thickness 2 in.; hardness 10; 60 hp; Break DC 28; Lift DC 25.

APL 12: In following rounds the orcs will continue to pepper the PCs with crossbow bolts. Each orc has a supply of 40 bolts. The spellcaster will use his spells to counter any obvious threat from spell casters. The orcs will use their crossbows through the arrow slits to target the party. The orc spellcaster, stationed in the southernmost guardroom will cast *lighting bolt* on the stairs leading up to his position once enough of the heroes have got onto the steps. He will then cast *cloudkill* in the outer chamber. After this he will use his *wall of fire* spell to cut off any PCs left on the stairs from the guardroom. He will then take his *potion of mage armour*, and if there is time his *potion of haste*. He will then target the largest fighter with *slow*, then *grease* the stairs to his guard room.

In subsequent rounds the orc spellcaster will make good use of his spells, targeting them against appropriate characters. He will also not be shy about using his potions to aid himself in battle

Pulling the lever in the north guardroom raises the heavy steel portcullis. Alternatively it can be lifted with a DC 25 Strength check, nor broken with a DC 28 Strength check.

☠**Steel Portcullis:** thickness 2 in.; hardness 10; 60 hp; Break DC 28; Lift DC 25.

This will be a tough encounter for the characters. These orcs are not stupid; they have drilled for such an encounter and are willing to lay down their lives for Jedurek. The entrance to the bolthole is designed to be a death trap, so unless the characters work together and use their abilities to the full, they will struggle.

Treasure:

APL 2: Loot: 89 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 3 x *potion of cure light wounds* (3 x 4 gp);

APL 4: Loot: 114 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 4 x *potion of cure light wounds* (4 x 4 gp); *scroll of fireball* (caster level 7th) (31 gp);

APL 6: Loot: 142 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure light wounds* (5 x 4 gp); *scroll of fireball* (caster level 7th) (31 gp); +1 *shortspear* (191 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp)

APL 8: Loot: 342 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); +2 *shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp)

APL 10: Loot: 251 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); +2 *shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp); +1 *great axe* (193 gp); +1 *scale mail* (100 gp);

APL 12: Loot: 251 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); +2 *shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp); +1 *great axe* (193 gp); +1 *scale mail* (100 gp); *wand of fireballs* (CL 8th) (1500 gp)

Development: Assuming the PCs win though, they can proceed deeper into the tunnels. Go to Encounter 6

Encounter 6: To Hell in a Handbasket

Read aloud or paraphrase the following:

Ahead of you, the tunnel enters a large domed cavern. Directly before you is a deep pit that filling the entire width of the cavern, with only a small footpath extends around the circumference of the chamber. A wooden walkway extends across the middle of the pit. At the center of the walkway is a platform housing a large wooden wheel and winch. A thick rope extends down from the winch into the darkness. Two orc guards are attending to the winch. They are straining to turn the heavy lever, and they appear to be lowering something

This is the only entrance to the lower levels of the bolthole. It was designed to be an impenetrable last line of defence. If the rope to the basket is cut then there is no easy way down to the lower level. Equally any enemy lowering themselves down in the basket would be easy targets for orcish archers below. The basket is big enough for four to be lowered or raised at any time.

The two orc guards are lowering the basket as the characters approach. It is currently filled with supplies for the orc warlords below. These guards know their duty, they must sound the alarm if any enemies get close. As far as guards are concerned their lives are unimportant, they must warn those below.

APL 2-14 (EL1)

➤ **Euroz Guards (2):** War1, hp 5, see *Monster Manual* p203

Tactics: As soon as the guards become aware of the characters, one will attempt to cut the rope to the basket, while the other will ring the bell sounding the alarm. It will take the orc guard two rounds to completely cut through the rope. If he does this will severely hamper the characters ability to reach the lower levels. Another problem is if the guard's bodies tumble from the walkway into the pit. This may alert the Orc Captains in the lower level.

Treasure:

APL 2-14: Loot: 18 gp;

Getting down: When the PCs attack the guards at the top of the shaft, the basket, which is 50 ft. down the shaft will go into free fall as the orcs let go of the winch. It will plummet to the bottom of the shaft, making a fearful noise. If the rope is cut, the effects are similar.

If the rope is severed, there is another way down to the lower levels, but it is very dangerous, and not easy to find. At times in the past, there have been accidents and the rope has been cut or damaged. In order to reattach the rope to the basket someone has had to climb down the rock face to the bottom. This is not as suicidal as it sounds. There is a series of handholds down one of the rock surfaces; these handholds allow characters to reach the bottom with a DC 15 Climb check. However, if a character tries to climb down on his own the DC rises to 25. Finding the handholds requires a DC 15 Search check. It is 100 ft. from the top of the shaft to the bottom.

The basket is designed for a maximum of four medium sized characters. It is possible for more to squeeze in, but this may destabilize the descent of the basket.

To lower the basket when full (i.e. when there are four medium characters on board) requires a DC 18 Strength check to turn the winch in a controlled manner. This allows the basket can be lowered safely at a rate of 20 feet per round. If the PCs turning the winch fails his strength check, the winch begins to turn rapid and the basket goes

into free fall (falling 150 ft. in the first round, and the remainder of the distance to the bottom (if any) in the next round). A DC 20 (22 if there is more than four medium creature aboard) Strength check will allow the PCs to regain control of the winch and stop the basket's fall.

If the basket descends any faster than 20 ft. per round or goes into free fall, it becomes unstable and swings violently from side to side, forcing those inside to take a DC 15 (DC 20 if there are more than 4 in the basket) Reflex save for each round of rapid descent or be thrown out. The drop is almost 200 feet. If the PCs fall out or the basket plummets to the bottom of the shaft, apply falling damage to a maximum of 10d6 for each 10 ft. fallen after the first.

If the basket reaches the bottom of the shaft at a rate faster than 75 ft. per round, apply half the damage the PCs would have incurred if they had fallen from the point where they started moving at more than 75 ft. per round for the jolt of the impact.

If the guards were able to ring the alarm or the PCs make a lot of noise dispatching the guards (e.g. one of the guard's bodies plummet into the pit) then the Orc Captains from the audience chamber will have gathered at the bottom of the shaft. Each captain will take up a position to attack the basket as soon as it comes into range. The Captains were here to discuss the next stage of the offensive with Jedurek. When they heard the alarm they feared this might be an assassination attempt, and came to intercept the basket as it descended.

If the alarm was not sounded, the captains remain in the audience chamber, where they are meeting with Jedurek. In this case, the PCs will meet them in Encounter 7 below.

APL2 (EL2)

♣ **Warlord Vargarth:** Male half-euroz, Ftr2, hp 22; see Appendix 1

APL4 (EL4)

♣ **Captain Vargarth:** Male half-euroz, Ftr4, hp 40; see Appendix 1

APL6 (EL6)

♣ **Warlord Vargarth:** Male half-euroz, Ftr6, hp 58; see Appendix 1

APL8 (EL8)

Warlord Vargarth: Male half-euroz, Ftr8, hp 76; see Appendix 1

APL10 (EL10)

♣ **Warlord Vargarth:** Male half-euroz, Ftr8, hp 76; see Appendix 1

♣ **Warlord Tergarth:** Male euroz, Clr8, hp 69; see Appendix 1

APL12 (EL12)

♣ **Warlord Vargarth:** Male half-euroz, Ftr8, hp 76; see Appendix 1

♣ **Warlord Tergarth:** Male euroz, Clr8, hp 69; see Appendix 1

♣ **Warlord Hug'rak:** Male half-euroz, Ftr8, hp 76; see Appendix 1

♣ **Warlord Lugdredd:** Male half-euroz, Ftr8, hp 76; see Appendix 1

Assuming the characters are descending at the safe speed (20 feet per round), then the orc(s) will have five rounds of missile fire and spell casting before the basket reaches the bottom. He/they will fire their heavy crossbows on the first round, spend the second round loading them again, and then fire on the third round, reload the 4th and fire on the fifth round, before switching to his/their great axe(s) and charging into combat. If the PCs manage to get to the ground any quicker, the orc(s) will not reload on the fourth round but switch to his/their axe(s) sooner

APL10: Tergarth will make good use of the time available to him to cast some of his spells. On the first round he will cast *bull's strength* on his brother Vargarth, followed by *enlarge person* in the second. After this, he will switch to defensive spells. In the third round, he will cast *bless*; in the fourth, *magic vestment*; and in the fifth, he will attempt to cast *dispel magic* on any obvious spell casters, followed by *blindness* on the most impressive looking warrior-type. Vargarth will stand close to his half-brother to allow himself to be augmented by Gruumsh's magic.

APL12-14: Tergarth will make good use of the time available to him to cast some of his spells. On the first round he will cast *bull's strength* on his brother Vargarth, followed by *enlarge person* in the second. After this he will switch to defensive spells. In the third round he will cast *bless*; in the fourth he will cast *righteous might*; and in the fifth round he will *flame strike* the basket before it lands on the floor. On the sixth he will attempt to cast *dispel magic* on any obvious spell casters, followed by *blindness* on the most impressive looking warrior. Vargarth will stand close to his half-brother to allow himself to be augmented by Gruumsh's magic.

Treasure:

APL 2: Loot: 22 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 bastard sword* (194 gp);

APL 4: Loot: 22 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 bastard sword* (194 gp);

APL 6: Loot: 18 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp)

APL 8: Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp); *+1 splint mail* (112 gp); *+1 heavy steel shield* (97 gp); *potion of cat's grace* (25 gp);

APL 10: Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp); *+1 splint mail* (112 gp); *+1 heavy steel shield* (97 gp); *potion of cat's grace* (25 gp); *+1 frost shortspear* (691 gp); *+1 chainmail* (108 gp); *wand of cure light wounds* (62 gp); *potion of owl's wisdom* (25 gp); *potion of haste* (62 gp)

APL 12: Coin: 1 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); 3 x *potion of heroism* (3 x 62 gp); 3 x *+1 heavy crossbow* (3 x 195 gp); 3 x *+1 bastard sword* (3 x 194 gp); 3 x *potion of invisibility* (3 x 25 gp); 3 x *+1 splint mail* (3 x 112 gp); 3 x *+1 heavy steel shield* (3 x 97 gp); 3 x *potion of cat's grace* (3 x 25 gp); *+1 frost shortspear* (691 gp); *+1 chainmail* (108 gp); *wand of cure light wounds* (62 gp); *potion of owl's wisdom* (25 gp); *potion of haste* (62 gp)

Development: Assuming the PCs defeat the Warlords or have made it down to the lower levels without attracting their attention, go to Encounter 7.

Encounter 7: Shades of Grey

Assuming the PCs make it down to the lower levels safely, read or paraphrase the following. It assumes that the PC's did not alert the orcs in the lower levels and will need to be altered accordingly if the PCs have already encountered the orc warlords.

The chamber ahead of you is dimly lit, casting shadows over several deep alcoves. The table in the centre of the room is littered with dozens of maps showing various locations in Onnwal. Candlesticks hold flat the maps, and wooden markers seem to indicate the positions of different Army of Rebellion units. In the far wall, a door stands ajar.

As you approach a deep, gravelly voice booms out from the darkness of one of the alcoves: "You have done well."

A hulking figure rises up from a bed set deep into one of the alcoves. Other figures stand behind him, like him, only dark shapes in the shadows.

The figure limps forward unsteadily in to the light, reaching a hand out to the wall to support himself. The soft flickering candlelight fall on a hard and brutal face, crisscrossed with scars, the nose broken, the eyes set deep under a jutting brow. A steel tipped tusks jut up behind the lower lip,

"To come so far, to have defeated so many of my finest warriors, and for what? To kill me? To kill Jedurek the

warrior? To avenge the death of your people? Ha! Do you think you can? Come speak to Jedurek."

What happens now is entirely up to the heroes. If they have decided to come here and kill Jedurek, then he and his bodyguards will be happy to oblige them. Proceed with A General Brawl below.

However, if the PCs wish to talk, this will take Jedurek by surprise, this is certainly not what he is expecting. In this instance, go to Traitors to Onnwal?

A General Brawl: Assuming the characters see no moral dilemma, and they have decided to accomplish their mission and kill Jedurek, then use this option.

At lower APLs, Jedurek is still recovering from the effects of his poisoning and will be too weak to take to much part in the battle. His professional bodyguard however, will be a significant match for the party. At higher APLs Jedurek will take a more active part in the combat. At the conclusion of the battle the party can locate the second entrance to the bolthole towards the rear of the chamber. If they head this way, they will meet the Wreckers as they leave. Jornal and his men have fought their way into bolthole from this entrance.

Note: If the PCs have not fought any orcs at the bottom of the shaft then they will face them here. Use the Stats from Encounter 6 above.

APL 2 (EL3)

➔ **Captain Shargun:** male euroz, Bbn3, hp 30; see Appendix 1

APL 4 (EL5)

➔ **Warlord Shargun:** male euroz, Bbn5, hp 46; see Appendix 1

APL6 (EL7)

➔ **Warlord Shargun:** male euroz, Bbn5, hp 46; see Appendix 1

➔ **Euroz Guards (3):** War1/Bbn2, hp 33; see Appendix 1

APL 8 (EL9)

➔ **Jedurek, Warmaster of the Pomarj:** male half-orc Ftr8, hp 68; see Appendix 1

➔ **Euroz Guards (2):** War1/Bbn4, hp 49; see Appendix 1

APL10 (EL11)

➔ **Jedurek, Warmaster of the Pomarj:** Ftr10, hp 84; see Appendix 1

➔ **Euroz Guards (2):** War1/Bbn6, hp 69; see Appendix 1

APL12 (EL13)

➔ **Jedurek, Warmaster of the Pomarj:** Ftr11, hp 92; see Appendix 1

➔ Euroz Guards (4): War1/Bbn6, hp 69; see Appendix 1

Tactics:

APL 2-6: Jedurek will be unable to take any real part of the battle at these APLs. However, he will shout encouragement to his men. These men are still loyal to him and will not hesitate to defend him with their lives. If applicable, while his fellows are fighting, at least one of the guards will try to help the general escape, engaging the Wreckers, keeping them from helping the PCs.

APL 8–12: Jedurek will be well enough to take on the PCs at these APLs. The general is a ferocious and canny warrior. He will attempt to take out the spell-casters first, flanking with his guards for maximum effect.

Treasure:

APL 2: Loot: 75 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); +1 *chain shirt* (104 gp); +1 *falchion* (197 gp);

APL 4: Loot: 75 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); +1 *chain shirt* (104 gp); +1 *falchion* (197 gp);

APL 6: Loot: 166 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); 4 x *potion of heroism* (4 x 62 gp); +1 *chain shirt* (104 gp); +1 *falchion* (197 gp); 3 x *potion of cure light wounds* (3 x 4 gp)

APL 8: Loot: 142 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); +2 *full plate* (470 gp); +1 *orc double axe* (388 gp); *ring of protection +1* (166 gp)

APL 10: Loot: 100 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); +2 *full plate* (470 gp); +1 *wounding orc double axe* (3055 gp); *ring of protection +1* (166 gp); 2 x +1 *scale mail* (2 x 100 gp); 2 x +1 *great axe* (2 x 196 gp); *potion of invisibility* (12 gp);

APL 12: Loot: 100 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); +2 *full plate* (470 gp); +2 *wounding orc double axe* (5388 gp); *ring of protection +2* (666 gp); 2 x +1 *scale mail* (2 x 100 gp); 2 x +1 *great axe* (2 x 196 gp); *potion of invisibility* (12 gp);

Development: Assuming the PCs win the battle, they can rifle through the general's quarters for loot and other information vital to the war. The maps and papers here have accurate information regarding the number and dispositions of Jedurek's armies. There is also some additional information on the movement of Brotherhood formations. Once the PCs have finished looting, go to the Conclusion.

Traitors to Onnwal?: Intrigued that the PCs have not immediately attacked him, Jedurek will signal to his men to wait and see what the PCs have to say.

If the characters tell Jedurek about the plot to assassinate him, he will be incredulous at first.

You believe my allies want to kill me? Ha! Now I know you be desperate! I bring great honour to Mak. I lead the great conquest of your Onnwal for the Scarlet Ones. I bring slaves and riches to the Mak. Why would they wish me dead?

Shagrazz is the obvious key. If the PCs mention Shagrazz and let him go in Encounter 3, read aloud or paraphrase the following:

"Shagrazz?" asks Jedurek. "That little rat told you this? Well, why don't I ask him myself? SHAGRAZZ!!!"

One of the general's guards drags the goblin into the room from the door at the far side of the room. Terror contorts Shagrazz's ugly features.

"So, rat – did you speak with these humans."

"N-no, great general. I swear to you I have never seen them in all my days. They are trying to trick you, lord!"

Jedurek turns his baleful gaze upon you.

The PCs will have to produce some form of proof to convince Jedurek that they have met Shagrazz before. Posing the question of how they managed to find the bolthole may give Jedurek pause for thought. Allow the PCs to role-play the conversation, then have them roll a DC 13 + APL Diplomacy check, applying modifiers at your discretion for the quality of the role-playing.

If the PCs have killed Shagrazz, then it is very unlikely that they will be able to convince Jedurek of their tale. Jedurek will order his men forward to attack the PCs. Use the stats above.

If the PCs manage to convince Jedurek, read aloud or paraphrase the following:

With a sudden lunge, Jedurek grabs Shagrazz by the throat and pins the goblin to the wall.

"So you did speak with them! And you told them where I was! Did you also poison my cup, treacherous rat? Speak and I will make your death mercifully swift!"

"L-lord J-Jedurek...they...lie...Aaak!" Shagrazz sputters.

Jedurek tightens his fist around the goblin's scrawny neck.

"M-mak!" croaks the goblin.

"Mak...wants...you...dead...can't...breathe..."

The general loosens his grip a fraction. Shagrazz gasps for air and then continues: "The Mak fears you. He sent you here, meaning that you would not return. As part of his deal with the Veiled Lady, she is to make sure you don't."

"And when their poison failed, you were to lead these hapless assassins to me to finish the job?" Jedurek asks, his voice cold and calm.

"Yes, lord..."

With a sudden roar of rage, Jedurek dashes the goblins skull against the wall and flings the flopping corpse into the corner. The huge half-orc turns towards you, fury burning in his eyes.

"Get out! For the tidings you have brought me, I will trade you your lives. If we meet again, I swear I shall send you to the hells to burn with that traitor."

He gestures towards the door at the far end of the chamber. "That door will lead you back to the surface, take it and..."

As Jedurek points, the door bursts open. Jornal Surearm leaps through brandishing his rapier, snarling: "Traitors! You have sold Onnwal! How can you call yourself patriots? His kind has killed our soldiers and our families."

It is assumed that there will be three possible outcomes here.

First the party will be able to convince Jornal and the wreckers that leaving Jedurek alive is the best thing for Onnwal at the moment. Not an easy prospect and will require an amazing diplomacy roll, DC 16 + APL. Apply modifiers at your discretion for the quality of role-playing.

However, even if they manage to convince Jornal, there are extremists in the Wrecker platoon all too willing to defy their leader. They will attack the PCs if Jornal refuses to take part in killing Jedurek. The orcs will stand back and allow the humans to fight amongst themselves, unless it looks like they may be at risk. Jornal is unwilling to turn upon his own men unless forced.

If Jornal is not convinced, he will lead his men to attack the PCs. If he is convinced, substitute one of his men of equal puissance (and levels) will attack instead.

APL 2 (EL3)

☞ **Wreckers (3):** Rog1 hp 8; see Appendix 1

APL 4 (EL5)

☞ **Jornal Surearm:** Ftr1/Rog 3, hp 30; see Appendix 1

☞ **Wreckers (3):** Rog1 hp 8; see Appendix 1

APL6 (EL7)

☞ **Jornal Surearm:** Ftr1/Rog5, hp 42; see Appendix 1

☞ **Wreckers (3):** Male Rog2, hp 15; see Appendix 1

APL 8 (EL9)

☞ **Jornal Surearm:** Ftr1/Rog 7, hp 71; see Appendix 1

☞ **Wreckers (2):** Male Rog4, hp 33; see Appendix 1

APL10 (EL11)

☞ **Jornal Surearm:** Ftr1/Rog9, hp 89; see Appendix 1

☞ **Wreckers (2):** Male Rog6, hp 38; see Appendix 1

APL12 (EL13)

☞ **Jornal Surearm:** Ftr1/Rog11, hp 78; see Appendix 1

☞ **Wreckers (4):** Male Rog6, hp 38; see Appendix 1

Tactics: The Wreckers will try to flank the PCs in order to get in their sneak attacks. If the Wreckers that attack the PCs are killed or rendered unconscious, the others will sullenly back down, taking their dead and injured with them.

Treasure: The surviving Wreckers will angrily refuse to allow the PCs loot the bodies of their fellows. There is no loot to be had from them

Development: Once the fight is finished, read aloud or paraphrase the following:

Jedurek stares at you, puzzlement and curiosity in his eyes.

"I know not why you slay your own to preserve one who has killed countless numbers of your people. If you think you can buy my gratitude with the lives of these men, think again.

But what I do know is that from this day forth I have a new foe. Tell your chiefs and captains not to trouble my men and I will not trouble them. I have more important things to do now than blunt the blades of my men in the bodies of you feeble Onnwal folk. So speaks Jedurek, Warmaster.

"Now begone and pray you do not look upon my face again."

If the PCs have nothing further to say to Jedurek, go to the Conclusion.

Alternatively, the PCs might join with the Wreckers and attack the Euroz. If this occurs, who the PCs will actually fight depends on the APL. At lower APLs Jedurek is still too weak from his wounds to engage the heroes, so his warlord, Shargun, steps into the fray in an effort to protect his master.

Read the following to the characters:

Jornal nods his agreement of your assessment of the situation.

"Yes, regardless of the politics here, one thing remains clear: these orcs have no place here in Onnwal. Together we will drive them from our lands," he says.

Your attention is torn away from the young patriot, as Jedurek begins grunting, it's a few moments before you realize he is laughing.

"It not be as easy to kill me as you think". At that moment dozens of Euroz warriors burst through the entrance Jornal and his men appeared from. Outnumbered you now have to fight for your lives.

In this case, Jornal and his men will hold off and dispatch the newly arrived orcs, allowing the PCs to deal with Jedurek and his guards. Use the stats given above for the orc general and his guards.

Development: Assuming the PCs win the battle, they can rifle through the general's quarters for loot and other information vital to the war. The maps and papers here have accurate information regarding the number and dispositions of Jedurek's armies. There is also some additional information on the movement of Brotherhood formations. Once the PCs have finished looting, go to the Conclusion.

Conclusion

The party will have a different reception depending upon their actions in the previous encounter.

Jornal and the PCs attacked and slew Jedurek: The PCs will be able to make good their escape from Jedurek's lair. On their return to Osprems Light, the PCs will be hailed as heroes once their news becomes known and will be called into a meeting with Lyndern and Uthather Kais.

Read aloud or paraphrase the following:-

As you recount your tale before Lyndern and Uthather, the olive smiles broadly at your tale. He claps many of you on the back, saying:

"You have done well, my friends, far more than any of us could have expected. You will all be hailed as heroes, and well rewarded. Our enemy is in flight, now is the time, perhaps the tide of the war is at last turning."

Treasure:

The PCs will be given the following rewards:

- APL 2: Coin: 50 gp
- APL 4: Coin: 100 gp;
- APL 6: Coin: 150 gp;
- APL 8: Coin: 200 gp;
- APL 10: Coin: 250 gp;
- APL 12: Coin: 300 gp

If the PCs captured or killed Jedurek, they receive ONE of the medals below in recognition for the blow they have struck for the Free State. Onnwalon civilians and foreigners receive the Scroll of Merit; enlisted members of the Onnwalon military receive the Order of Valour, while Onnwalon Officers receive the Gilded Laurel.

● **Scroll of Merit:** For distinguished service to the Szek and The Free State. Open to anyone. Grants 1 RIP with Army/Navy/Marines

● **Order of Valour:** For exceptional military service to the Szek and The Free State. Open to all members of the

military. Grants 4 RIP with Army/Navy/Marines (and all nobles/Szek for Officers)

● **Gilded Laurel of Azharadian:** For exemplary military leadership. Open to all military officers. Grants 8 RIP with Army/Navy/Marines and all nobles/Szek. Grants +2 circumstance bonus to Leadership checks.

The Laurel is also magical and provides a +2 magical bonus to Knowledge (war) checks and Charisma based skill checks while worn. This effect is specific to the person upon which the Laurel is bestowed. If it is worn by anyone else, the effect is permanently lost.

If the PCs managed to kill Jedurek read aloud or paraphrase the following:-

Meanwhile, two robed men are conversing on the balcony of a clifftop tower that once belonged to one Franzier of Halmarn. The lights and lanterns of the fortress city of Scant are reflected in the intervening waters of the Great Harbour.

"Are you a thought Sessek, or is it the wine you find distasteful?" says the taller man. "Franzier had many fine vintages, and I assure you I have ample more."

"My apologies, Kesh Toktot," says Sessek Tesh, gesturing to the campfires of the euroz far below. "The euroz below interrupted my thoughts regarding the Exalted Sister. It seems they are in quite a frenzy over something."

"Indeed? What has them so riled?"

"It seems some rebel thralls have dispatched their leader, Jedurek. Already blood-oaths to Gruumsh have been sworn that they shall not rest until they drink from the skulls of those who dared slay their leader."

Toktot dry laugh fills the night air. "Then I presume the Exalted Sister no longer has to worry about filling their bellies and purses."

Sessek smiles. "No, Kesh. Now they fight for vengeance."

Toktot turns and disappears into the tower.

"Yes," he says softly. "For vengeance."

The PCs have attacked or killed any of the Wreckers: The PCs will be able to make good their escape from Jedurek's lair and return to Osprems Light. Read aloud or paraphrase the following:

As you sit in Lyndern's tent and recount your tale, the priestess grows more and more agitated, until she cries:

"How could you? You have allowed the Euroz general to escape. Worse you have turned against your own..."

Uthather interrupts the priest-commander, laying a calming hand on the raging priestess' shoulder.

"What is done is done," he says. "By taking more lives, you will not avenge the dead...and I am not convinced they took the wrong course of action. To spread such

discord among our enemies will cause them more harm than the removal of one leader.

"As for the Wreckers...we shall say no more. Let it be said they were doing their duty."

Lyndern stares at the mage for a moment, before storming out of the tent.

Uthather offers you a sad smile, saying:

"I have some influence with the priest-commander. You should be safe from official reprisals, but you owe me a favour in the future. I assure you, I shall collect."

☛ **Enmity of the Wreckers:** The bearer has assaulted and/or killed members of the Wreckers. As a result the bearer has gained the Disfavour of the Wreckers. Furthermore this may have other effects in the future.

☛ **In the Debt of Uthather Kais:** The bearer is in the debt of Uthather Kais. At a point in the future, the elf will call upon the bearer to perform some service on his behalf.

Here ends "The Greatest Enemy"

Experience Point Summary

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

Introduction

Defeat the Brotherhood agent and overseer
APL2-14 60 XP

Encounter 5: The Gateway

Defeat the orcs
APL2 120 XP
APL4 180 XP
APL6 240 XP
APL8 300 XP
APL10 360 XP
APL12 420 XP

Encounter 6: To Hell in a Handbasket

Defeat the orc guards
APL2-14 30 XP

Defeat the orc captains
APL2 60 XP
APL4 120 XP
APL6 180 XP
APL8 240 XP
APL10 300 XP
APL12 360 XP

Encounter 7: Shades of Grey

Defeat Jedurek and his guard **OR** defeat the Wreckers
APL2 90 XP
APL4 150 XP
APL6 210 XP
APL8 270 XP
APL10 330 XP
APL12 390 XP

Let Jedurek live

APL2 60 XP
APL4 90 XP
APL6 120 XP
APL8 150 XP
APL10 180 XP
APL12 210 XP

Discretionary Role-playing Award

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

Total Possible Experience:

APL 2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

Treasure Summary

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

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

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

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

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

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

Encounter 5: The Gateway

APL 2: Loot: 89 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 3 x *potion of cure light wounds* (3 x 4 gp);

APL 4: Loot: 114 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 4 x *potion of cure light wounds* (4 x 4 gp); *scroll of fireball* (caster level 7th) (31 gp);

APL 6: Loot: 142 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure light wounds* (5 x 4 gp); *scroll of fireball* (caster level 7th) (31 gp); *+1 shortspear* (191 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp)

APL 8: Loot: 342 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); *+2 shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp)

APL 10: Loot: 251 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); *+2 shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp); *+1 great axe* (193 gp); *+1 scale mail* (100 gp);

APL 12: Loot: 251 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of invisibility* (25 gp); *potion of haste* (62 gp); 5 x *potion of cure serious wounds* (5 x 62 gp); *scroll of fireball* (caster level 9th) (31 gp); *+2 shortspear* (691 gp); *potion of enlarge person* (20 gp); *potion of mage armour* (4 gp); *+1 great axe* (193 gp); *+1 scale mail* (100 gp); *wand of fireballs* (CL 8th) (1500 gp)

Encounter 6: To Hell in a Handbasket

APL 2-14: Loot: 18 gp;

APL 2: Loot: 22 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 bastard sword* (194 gp);

APL 4: Loot: 22 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 bastard sword* (194 gp);

APL 6: Loot: 18 gp; Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp)

APL 8: Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp); *+1 splint mail* (112 gp); *+1 heavy steel shield* (97 gp); *potion of cat's grace* (25 gp);

APL 10: Coin: 1 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of heroism* (62 gp); *+1 heavy crossbow* (195 gp); *+1 bastard sword* (194 gp); *potion of invisibility* (25 gp); *+1 splint mail* (112 gp); *+1 heavy steel*

shield (97 gp); *potion of cat's grace* (25 gp); *+1 frost shortspear* (691 gp); *+1 chainmail* (108 gp); *wand of cure light wounds* (62 gp); *potion of owl's wisdom* (25 gp); *potion of haste* (62 gp)

APL 12: Coin: 1 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); 3 x *potion of heroism* (3 x 62 gp); 3 x *+1 heavy crossbow* (3 x 195 gp); 3 x *+1 bastard sword* (3 x 194 gp); 3 x *potion of invisibility* (3 x 25 gp); 3 x *+1 splint mail* (3 x 112 gp); 3 x *+1 heavy steel shield* (3 x 97 gp); 3 x *potion of cat's grace* (3 x 25 gp); *+1 frost shortspear* (691 gp); *+1 chainmail* (108 gp); *wand of cure light wounds* (62 gp); *potion of owl's wisdom* (25 gp); *potion of haste* (62 gp);

Encounter 7: Shades of Grey

APL 2: Loot: 75 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); *+1 chain shirt* (104 gp); *+1 falchion* (197 gp);

APL 4: Loot: 75 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); *+1 chain shirt* (104 gp); *+1 falchion* (197 gp);

APL 6: Loot: 166 gp; Magic: *potion of cure serious wounds* (62 gp); *potion of bull's strength* (25 gp); 4 x *potion of heroism* (4 x 62 gp); *+1 chain shirt* (104 gp); *+1 falchion* (197 gp); 3 x *potion of cure light wounds* (3 x 4 gp)

APL 8: Loot: 142 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); *+2 full plate* (470 gp); *+1 orc double axe* (388 gp); *ring of protection +1* (166 gp)

APL 10: Loot: 100 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); *+2 full plate* (470 gp); *+1 wounding orc double axe* (3055 gp); *ring of protection +1* (166 gp); 2 x *+1 scale mail* (2 x 100 gp); 2 x *+1 great axe* (2 x 196 gp); *potion of invisibility* (12 gp);

APL 12: Loot: 100 gp; Coin 10 gp; Magic: 3 x *potion of cure serious wounds* (3 x 62 gp); *potion of bull's strength* (25 gp); *potion of heroism* (62 gp); *+2 full plate* (470 gp); *+2 wounding orc double axe* (5388 gp); *ring of protection +2* (666 gp); 2 x *+1 scale mail* (2 x 100 gp); 2 x *+1 great axe* (2 x 196 gp); *potion of invisibility* (12 gp);

Conclusion

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp;

APL 6: Coin: 150 gp;

APL 8: Coin: 200 gp;

APL 10: Coin: 250 gp;

APL 12: Coin: 300 gp

Total Possible Treasure

APL 2: Loot: 204 gp; Coin: 51 gp; Magic: 195 gp - Total: 450 gp

APL 4: Loot: 229 gp; Coin: 101 gp; Magic: 320 gp - Total: 650 gp

APL 6: Loot: 344 gp; Coin: 151 gp; Magic: 405 gp - Total: 900 gp

APL 8: Loot: 484 gp; Coin: 210 gp; Magic: 606 gp - Total: 1300 gp

APL 10: Loot: 369 gp; Coin: 260 gp; Magic: 1671 gp - Total: 2300 gp

APL 12: Loot: 369 gp; Coin: 310 gp; Magic: 2621 gp - Total: 3300 gp

Special

☛ **Enmity of the Wreckers:** The bearer has assaulted and/or killed members of the Wreckers As a result the bearer has gained the Disfavour of the Wreckers. Furthermore this may have other effects in the future.

☛ **In the Debt of Uthather Kais:** The bearer is in the debt of Uthather Kais. At a point in the future, the elf will call upon the bearer to perform some service on his behalf.

☛ **Scroll of Merit:** For distinguished service to the Szek and The Free State. Open to anyone. Grants 1 RIP with Army/Navy/Marines

☛ **Order of Valour:** For exceptional military service to the Szek and The Free State. Open to all members of the military. Grants 4 RIP with Army/Navy/Marines (and all nobles/Szek for Officers)

☛ **Gilded Laurel of Azharadian:** For exemplary military leadership. Open to all military officers. Grants 8 RIP with Army/Navy/Marines and all nobles/Szek. Grants +2 circumstance bonus to Leadership checks.

The Laurel is also magical and provides a +2 magical bonus to Knowledge (war) checks and Charisma based skill checks while worn. This effect is specific to the person upon which the Laurel is bestowed. If it is worn by anyone else, the effect is permanently lost.

Items for the Adventure Record

☛ **Enmity of the Wreckers:** The bearer has assaulted and/or killed members of the Wreckers As a result the bearer has gained the Disfavour of the Wreckers. Furthermore this may have other effects in the future.

☛ **In the Debt of Uthather Kais:** The bearer is in the debt of Uthather Kais. At a point in the future, the elf will call upon the bearer to perform some service on his behalf.

☛ **Slayers of Jedurek:** In recognition for the bearer's service to the Free State by capturing and/or killing the Pomarji General Jedurek, he/she has been awarded **ONE** of the following decorations:

☛ **Scroll of Merit:** For distinguished service to the Szek and The Free State. Open to anyone. Grants 1 RIP with Army/Navy/Marines

☛ **Order of Valour:** For exceptional military service to the Szek and The Free State. Open to all members of the military. Grants 4 RIP with Army/Navy/Marines (and all nobles/Szek for Officers)

☛ **Gilded Laurel of Azharadian:** For exemplary military leadership. Open to all military officers. Grants 8 RIP with Army/Navy/Marines and all nobles/Szek. Grants +2 circumstance bonus to Leadership checks.

The Laurel is also magical and provides a +2 magical bonus to Knowledge (war) checks and Charisma based skill checks while worn. This effect is specific to the person upon which the Laurel is bestowed. If it is worn by anyone else, the effect is permanently lost.

Item Access

APL 4:
scroll of fireball (Adventure, CL 5th, DMG)

APL 6:
scroll of fireball (Adventure, CL 7th, DMG)

APL 8:
+2 shortspear (Adventure, CL 5th, DMG)
+2 full plate (Adventure, CL 5th, DMG)
ring of protection +1 (Adventure, CL 3rd, DMG)

APL 10:
+2 shortspear (Adventure, CL 5th, DMG)
+1 frost shortspear (Adventure, CL 5th, DMG)
wand of cure light wounds (Adventure, CL 5th, DMG)
+1 wounding orc double axe (Adventure, CL 5th, DMG)
+2 full plate (Adventure, CL 5th, DMG)
ring of protection +1 (Adventure, CL 3rd, DMG)

APL 12:
wand of fireballs (Adventure, CL 8th, DMG)
+1 frost shortspear (Adventure, CL 5th, DMG)
wand of cure light wounds (Adventure, CL 5th, DMG)
+2 wounding orc double axe (Adventure, CL 5th, DMG)
ring of protection +2 (Adventure, CL 3rd, DMG)

Appendix 1:

APL2

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid: HD 1d8+2plus 1d6+2; hp 14; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft.; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft.; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an

order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor1; CR 1; Medium humanoid (Half-orc); HD 1d4+1; hp 5; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, shortspear) or +2 ranged (1d8, light crossbow); Full Atk +0 melee (1d8, shortspear) or +2 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision, light sensitivity; AL CE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

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

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

Sorcerer Spells Known: (5/3; Base save DC 12 + spell level): 0 – *acid splash, flare, daze, touch of fatigue*, 1st – *magic missile, shield*.

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

☛ **Euroz Guards:** Male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +4; Atk +4 melee (2d6+4, great axe) or +3 ranged (1d10+1, heavy crossbow); Full Atk +4 melee (2d6+4, great axe) or +3 ranged (1d10+1, heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +2, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 10.

Skills and Feats: Climb +7, Intimidate +4, Jump +7, Spot +3; Power Attack.

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

Possessions: Scale mail armour, great axe, heavy crossbow, 40 masterwork bolts, *potion of cure light wounds*

Encounter Six: To Hell in a Handbasket

☛ **Euroz Guards (2):** War1, hp 5, see *Monster Manual* p203

☛ **Vargarth, Ftr2:** CR 2; Medium humanoid; HD 2d10+6; hp 22, Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 17; Base Atk +2; Grp +5; Atks +7 melee (1d10+4/19-20, *+1 bastard sword*) or +3 ranged (1d10/x3, heavy crossbow); Full Atk +7 melee

(1d10+4/19-20, *+1 bastard sword*) or +3 ranged (1d10/x3, heavy crossbow); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +5, Ref +1, Will +0; Str 17, Dex 13, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Jump +7; Listen +2; Spot +2; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

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

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

Encounter Seven: Shades of Grey

🗡️ **Captain Shargun:** Male euroz Bbn3; CR 3; Medium Humanoid (orc); HD 3d12+6; hp 30; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +2; Grp +6; Atk +8 melee (2d4+7/18-20, *+1 falchion*) or +4 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk +8 melee (2d4+7/18-20, *+1 falchion*) or +4 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./5 ft.; SA Rage 2/day; SQ Light sensitivity, uncanny dodge, trapsense +1; darkvision 60 ft.; AL CE; SV Fort +5, Ref +3, Will +1; Str 18, Dex 14, Con 15, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +10, Listen +9, Spot +6; Improved Initiative, Weapon Focus (falchion).

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

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

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: *+1 falchion*, mighty composite longbow +4, 20 arrows, *+1 chain shirt*, *potion of cure serious wounds*, *potion of bull's strength*

OR

🗡️ **Wreckers:** male human Rog1; CR 1; Medium humanoid; HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, short sword), +3 ranged (1d6, shortbow); Full Atk +2 melee (1d6+1, short sword), +3 ranged (1d6, shortbow); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +3, Climb +5, Disable Device +6, Escape Artist +4, Hide +6, Listen +4, Move Silently +6, Open Locks +4, Spot +3, Slight of Hand +4; Improved Initiative, Weapon Focus (short sword)

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

APL4

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid; HD 1d8+2plus 1d6+2; hp 14; Init +6; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats. Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions. Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor3; CR 3; Medium humanoid; HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, shortspear) or +3 ranged (1d8, light crossbow); Full Atk +1 melee (1d6, shortspear) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats. Concentration +7, Spellcraft +6; Combat Casting, Improved Initiative.

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

Sorcerer Spells Known: (6/6; save DC 12 + spell level):
0 – *acid splash, flare, daze, ghost sound, touch of fatigue*, 1st – *magic missile, ray of enfeeblement, shield*.

Possessions. Shortspear, dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of invisibility, potion of haste, scroll of fireball (7th level caster)*.

☛ **Euroz Guards:** Male Orc, War1/Barb 1; CR 1; Medium humanoid (orc); HD 1d8+2 plus 1d12+2; hp 22; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +6; Atk +6 melee (2d6+4, great axe) or +4 ranged (1d10+1, heavy crossbow); Full Atk +6 melee (2d6+4, great axe), +4 ranged (1d10+1, heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +6, Jump +12; Power Attack.

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

Possessions: Scale mail armour, great axe, heavy crossbow, 40 masterwork bolts, *potion of cure light wounds*

Encounter Six: To Hell in a Handbasket

☛ **Euroz Guards (2):** War1, hp 5, see *Monster Manual* p203

☛ **Captain Vargarth, half-orc Ftr4:** CR 4; Medium humanoid; HD 4d10+12; hp 40, Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +8; Atks +10 melee (1d10+7/19-20, *+1 bastard sword*) or +5 ranged (1d10/x3, heavy crossbow); Full Atk +10 melee (1d10+7/19-20, *+1 bastard sword*) or +5 ranged (1d10/x3, heavy crossbow); Space/Reach 5 ft./5 ft.; AL CN; SV Fort +6, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Jump +12; Listen +4; Spot +4; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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

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

Encounter Seven: Shades of Grey

♣ **Warlord Shargun, male orc Bbn5;** CR 5; Medium Humanoid; HD 5d12+10; hp 46; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +5; Grp +10; Atk +12 melee (2d4+8/18-20, +1 *falchion*) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk +12 melee (2d4+8/18-20, +1 *falchion*) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SA Rage 2/day; SQ Light sensitivity, improved uncanny dodge, trapsense +1, darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +2; Str 20, Dex 14, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Listen +10, Spot +7; Improved Initiative, Weapon Focus (falchion).

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

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

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 5th level, a barbarian can no longer be flanked.

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

OR

♣ **Jornal Surearm, male human, Ftr1/Rog3;** CR 4; Medium Humanoid; HD 1d10+2 plus 3d6+6; hp 30; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +8 melee (1d6+1, rapier) or +6 ranged (1d6+1, shortbow); Full Atk +8 melee (1d6+1, rapier) or +6 ranged (1d6+1, shortbow); SA sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +6 Ref +6 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +9, Bluff +6, Climb +11, Escape Artist +9, Hide +9, Listen +6, Move Silently +9 Spot +6, Tumble +9; Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier).

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Masterwork rapier, studded leather armour, shortbow, 20 arrows, silver dagger, *potion of cure light wounds*, *potion of cat's grace*, 59 gp

♣ **Wreckers;** male human Rog1; CR 1; Medium humanoid; HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, short sword), +3 ranged (1d6, shortbow); Full Atk +2 melee (1d6+1, short sword), +3 ranged (1d6, shortbow); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +3, Climb +5, Disable Device +6, Escape Artist +4, Hide +6, Listen +4, Move Silently +6, Open Locks +4, Spot +3, Slight of Hand +4; Improved Initiative, Weapon Focus (short sword)

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

APL6

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid; HD 1d8+2plus 1d6+2; hp 14; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft.; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft.; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor5; CR 5; Medium humanoid; HD 5d4+3; hp 25; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +3 melee (1d6+1, *+1 shortspear*) or +4 ranged (1d8, light crossbow); Full Atk +3 melee (1d6+1, *+1 shortspear*) or +4 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +9, Spellcraft +7; Combat Casting, Improved Initiative.

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

Sorcerer Spells Known: (6/7/5; save DC 12 + spell level): 0 – *acid splash, detect magic, flare, daze, ghost sound, touch of fatigue*; 1st – *grease, magic missile, ray of enfeeblement, shield*; 2nd – *flaming sphere, invisibility*

Possessions: *+1 shortspear*; dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of enlarge person, potion of haste, scroll of fireball (7th level caster)*.

☛ **Euroz Guards:** male orc War1/Bbn2; CR 2; Medium humanoid (orc); HD 1d8+1 plus 2d12+2; hp 33; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (2d6+4/x3, great axe) or +5 (1d10/19-20, heavy crossbow); Full Atk +6 melee (2d6+4/x3, great axe) or +5 (1d10/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity, uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +7, Jump +12; Point Blank Shot, Power Attack.

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

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

Possessions: Scale mail armour, great axe, heavy crossbow, 40 masterwork bolts, *potion of cure light wounds*

Encounter Six: To Hell in a Handbasket

☛ **Euroz Guards (2):** War1, hp 5, see *Monster Manual* p203

☛ **Warlord Vargarth, male half-euroz, Ftr6:** CR 6; Medium humanoid; HD 6d10+18; hp 58, Init +5; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +6/+1; Grp +10; Atks +12 melee (1d10+8/19-20, *+1 bastard sword*) or +8 ranged (1d10+1/x3, *+1 heavy crossbow*); Full Atk +12/+7 melee

(1d10+8/19-20, *+1 bastard sword*) or +8 ranged (1d10+1/x3, *+1 heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +8, Ref +3, Will +2; Str 18, Dex 13, Con 16, Int 12, Wis 10, Cha 12

Skills and Feats: Jump +13, Listen +4, Spot +4; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Cleave, Great Cleave, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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

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

Encounter Seven: Shades of Grey

♣ **Warlord Shargun, male orc, Bbn5:** CR 5; Medium humanoid (orc); HD 5d12+10; hp 56; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +5; Grp +10; Atk +12 melee (2d4+8/18-20, *+1 falchion*) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Full Atk +12 melee (2d4+8/18-20, *+1 falchion*) or +7 ranged (1d8+4/x3, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SA: rage 2/day; SQ Light sensitivity; fast movement, illiteracy; improved uncanny dodge uncanny doge trap sense; darkvision; AL CE; SV Fort +6, Ref +3, Will +2; Str 20, Dex 14, Con 15, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +10, Spot +6; Improved Initiative, Power Attack, Weapon Focus (falchion).

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

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

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 5th level you can no longer be flanked

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

♣ **Euroz Guards: male orc** War1/Bbn2; CR 2; Medium humanoid (orc); HD 1d8+1 plus 2d12+2; hp 33; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +6 melee (2d6+4/x3, great axe) or +5 (1d10/19-20, heavy crossbow); Full Atk +6 melee (2d6+4/x3, great axe) or +5 (1d10/19-20, heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity,

uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +0; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +7, Jump +12; Point Blank Shot, Power Attack.

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

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

Possessions: Scale mail armour, great axe, heavy crossbow, 40 masterwork bolts, *potion of cure light wounds*

OR

♣ **Jornal Surearm, male human, Ftr1/Rog5:** CR 5; Medium humanoid: HD 1d10+2 plus 5d6+10; hp 42; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +4; Grp +5; Atk +10 melee (1d6+2 +1 rapier), +7 ranged (1d6+1, shortbow); Full Atk +10 melee (1d6+2 +1 rapier), +7 ranged (1d6+1, shortbow); SA sneak attack +3d6; SQ Evasion, trapfinding, trapsense +1, uncanny dodge; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +12, Bluff +9, Climb +13, Hide +12, Listen +8, Move Silently +12, Open Locks +12, Spot +9, Tumble +12; Combat Expertise, Improved Feint, Improved Initiative, Improved, Weapon Finesse, Weapon Focus (rapier)

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

Trap Sense (Ex): Starting at 3rd level, a rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): At 4th level, a rogue retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: *+1 rapier*, studded leather armour, shortbow, 20 arrows, silver dagger, *amulet of natural armour +1*, *potion of light wounds*, *potion of cat's grace*, 59 gp

♣ **Wreckers, male human Rog2:** CR 2; Medium humanoid: HD 2d6+4; hp 15; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, short sword) or +4 ranged (1d6, short bow); Full Atk +3 melee (1d6+1, short sword) or +4 ranged (1d6, short bow); SA Evasion, sneak attack +1d6; SQ trapfinding; AL CN; SV

Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +4, Climb +6, Hide +7 Listen +5, Move Silently +8, Open Locks +8, Spot +8, Slight of Hand +8; Improved Initiative, Dodge, Weapon Focus (short sword).

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*

APL8

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid; HD 1d8+2plus 1d6+2; hp 14; Init +6; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor7; CR 7; Medium humanoid; HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +3; Atk +5 melee (1d6+2, *+2 shortspear*) or +6 ranged (1d8, light crossbow); Full Atk +5 melee (1d6+2, *+2 shortspear*) or +6 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +11, Spellcraft +9; Combat Casting, Dodge, Improved Initiative.

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

Sorcerer Spells Known: (7/5/3/1; Spells per day (6/7/7/4); save DC 12 + spell level): 0 – *acid splash, detect magic, flare, daze, ghost sound, ray of frost, touch of fatigue*, 1st – *grease, magic missile, ray of enfeeblement, shield; shocking grasp* 2nd – *flaming sphere, invisibility, touch of idiocy* 3rd – *lightning bolt, slow*

Possessions: *+2 shortspear*, dagger, light crossbow, *potion of cure critical wounds, potion of mage armour, potion of enlarge person, potion of haste, scroll of fireball (9th level caster)*.

☛ **Euroz Guards:** male orc War1/Barb4; CR 4; Medium humanoid (orc); HD 1d8+1 plus 4d12+8; hp 49; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +5; Grp +8; Atk +8 melee (2d6+4/x3, great axe) or +5 ranged (1d10+1, heavy crossbow); Full Atk +7 melee (2d6+4/x3, great axe) or +5 ranged (1d10+1, heavy crossbow); Space/Reach 5 ft. by 5 ft./5 ft.; SA Rage 2/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +9, Jump +14; Point Blank Shot, Power Attack.

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

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

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Masterwork scale mail armour, great axe, masterwork heavy crossbow, 40 masterwork bolts, *potion of cure serious wounds*

Encounter Six: To Hell in a Handbasket

☛ **Euroz Guards (2):** War1, hp 5, see *Monster Manual* p203

☛ **Warlord Vargarth, male half-euroz Ftr8:** CR 8; Medium humanoid; HD 8d10+24; hp 76, Init +5; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +8/+3; Grp +15; Atks +17 melee (1d10+8/19-20, *+1 bastard sword*) or +9 ranged (1d10+1/x3, *+1 heavy crossbow*); Full Atk +17/+12 melee (1d10+8/19-20, *+1 bastard sword*) or +9/+4 ranged (1d10+1/x3, *+1 heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +9, Ref +3, Will +2; Str 20, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Jump +16, Listen +5; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

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

Possessions: *+1 splint mail, +1 heavy steel shield, +1 bastard sword, +1 heavy crossbow, 20 bolts, potion of cure serious wounds, potion of heroism, potion of invisibility, potion of cat's grace, 5 gp.*

Encounter Seven: Shades of Grey

☛ **Jedurek, male half-orc Ftr8:** CR 8; Medium humanoid; HD 8d10+16; hp 68; Init +2; Spd 30 ft.; AC 22, touch 11, flatfooted 21; Base Atk +8/+3; Grp +13; Atk +14 melee (1d8+8/x3, *+1 orc double axe*) or +10 ranged (1d8+4, mighty composite longbow +4); Full Atk +14/+14/+9 (1d8+8/x3, *+1 orc double axe*) or +10 ranged (1d8+4, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL LE; SV Fort +8, Ref +2, Will +3; Str 20, Dex 15, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Ride +7, Intimidate +14, Knowledge (history) +7, Sense Motive +12; Diehard, Endurance, Greater Weapon Focus (orc double axe), Leadership, Power Attack, Two Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

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

Possessions: *+1 orc double axe, mighty composite longbow +4, arrows (20), +2 full plate, potion of invisibility, potion of cure serious wounds, potion of bull's strength, potion of heroism, ring of protection +1, 120 gp*

☛ **Euroz Guards:** male orc War1/Barb4; CR 4; Medium humanoid (orc); HD 1d8+1 plus 4d12+8; hp 49; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +5; Grp +8; Atk +8 melee (2d6+4/x3, great axe) or +5 ranged (1d10+1, heavy crossbow); Full Atk +7 melee (2d6+4/x3, great axe) or +5 ranged (1d10+1, heavy crossbow); Space/Reach 5 ft. by 5 ft./5 ft.; SA Rage 2/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +3; Str 17, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +9, Jump +14; Point Blank Shot, Power Attack.

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

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

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Masterwork scale mail armour, great axe, masterwork heavy crossbow, 40 masterwork bolts, *potion of cure serious wounds*

OR

☛ **Jornal Surearm:** male human, Ftr1/Rog7; CR 8; Medium humanoid; HD 1d10 plus 7d6+16; hp 54; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +6; Grp +7; Atk +13 melee (1d6+2/18-20, *+1 rapier*) or +11 ranged (1d6+1, shortbow); Full Atk +13 melee (1d6+2/18-20, *+1 rapier*) or +11 ranged (1d6+1, shortbow); SA sneak attack +4d6; SQ Evasion, trapfinding, trap sense +2, improved uncanny dodge; AL CN; SV Fort +6 Ref +10 Will +2; Str 12, Dex 20, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Balance +15, Bluff +11, Climb +15, Hide +15, Listen +10, Move Silently +15, Open Locks +15, Spot +10, Slight of Hand +15; Dodge, Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

Trap Sense (Ex): Starting at 6th level, a rouge gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): At 3rd level, a rogue retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: *+1 rapier, +1 studded leather armour, shortbow, 20 master work arrows, silver dagger, amulet of natural armour +1, gauntlets of dexterity +2, potion of cure light wounds, potion of cat's grace, 59 gp*

☛ **Wreckers:** male human Rog6; CR 6; medium humanoid; HD 6d6+12; hp 38; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +5; Atk +10 melee (1d6+1, short sword) or +8 ranged (1d6, shortbow); Full Atk +10 melee (1d6+1, short sword) or +8 ranged (1d6, shortbow); SA Evasion, sneak attack +3d6; SQ Trap sense +2, uncanny

dodge, evasion; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats. Balance +15, Bluff +11, Climb +15, Hide +15, Listen +10, Move Silently +15, Open Locks +15, Spot +10, Slight of Hand +15; Combat Expertise, Improved Feint, Weapon Finesse, Weapon Focus (short sword).

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

Trap Sense (Ex): Starting at 3rd level, a rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

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

Possessions. Studded leather armour, masterwork short sword, short bow, 20 arrows, dagger, *potion of cat's grace*

APL10

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid: HD 1d8+2 plus 1d6+2; hp 14; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft.; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft.; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor8; CR 8; Medium humanoid; HD 8d4+8; hp 45; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +6 melee (1d6+2, +2 *shortspear*) or +6 ranged (1d8, light crossbow); Full Atk +6 melee (1d6+2, +2 *shortspear*) or +6 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision; AL CE; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +12, Spellcraft +10; Combat Casting, Improved Initiative, Dodge

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

Sorcerer Spells Known: (6/7/7/5/3; save DC 12 + spell level): 0 – *acid splash, detect magic, flare, daze, ghost sound, ray of frost, read magic, touch of fatigue*, 1st – *grease, magic missile, ray of enfeeblement, shield; shocking grasp* 2nd – *flaming sphere, invisibility, touch of idiocy* 3rd – *lightning bolt, slow* 4th – *wall of fire*

Possessions: +2 *shortspear*, dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of enlarge person, potion of haste, scroll of fireball (9th level caster)*.

☛ **Euroz Guards:** male orc War1/Barb6; CR 6; Medium humanoid; HD 1d8+2 plus 6d12+12; hp 69; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +11; Atk +12 melee (2d6+7/x3, +1 *great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Full Atk +12 melee (2d6+7/x3, +1 *great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 2 /day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +2, Will +1; Str 18, Dex 11, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +11, Jump +16; Point Blank Shot, Power Attack, Cleave

Improved Uncanny Dodge (Ex): At 5th level you can no longer be flanked

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

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

Trap Sense (Ex): Starting at 6th level, a barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Possessions: +1 *scale mail armour, +1 great axe, masterwork heavy crossbow, 40 masterwork bolts, potion of cure serious wounds*

Encounter Six: To Hell in a Handbasket

☛ **Warlord Vargarth male half-euroz Ftr8:** CR 8; Medium humanoid; HD 8d10+24; hp 76, Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 18; Base Atk +8/+3; Grp +12; Atks +15 melee (1d10+7/17-20, *+1 bastard sword*) or +11 ranged (1d10+1/x3, *+1 heavy crossbow*); Full Atk +15/+10 melee (1d10+7/17-20, *+1 bastard sword*) or +11/+6 ranged (1d10+1/x3, *+1 heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Jump +15, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Greater Weapon Focus (bastards sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

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

Possessions: *+1 splint mail, +1 heavy steel shield, +1 bastard sword, +1 heavy crossbow, 20 bolts, potion of cure serious wounds, potion of heroism, potion of invisibility, potion of cat's grace, 5 gp.*

☛ **Warlord Tergarth, male orc Clr8 - Gruumsh;** CR 8; Medium humanoid; HD 8d8+16; hp 69; Init +5; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3 plus 1d6 cold, *+1 cold shortspear*) or +7 ranged (1d8, light crossbow); Full Atk +10/+5 melee ((1d8+3 plus 1d6 cold, *+1 cold shortspear*) or +7 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +7, Ref +3, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +12, Listen +8; Combat Casting, Dodge, Improved Initiative, Weapon Focus (shortspear)

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

Cleric Spells Prepared (6/5+1/4+1/ 4+1/ 2+1; save DC 13 + spell level): 0 – *detect poison, guidance, purify food and drink, resistance, virtue x2*; 1st – *Bless, cure light wounds, divine favour, entropic shield, enlarge person**; 2nd – *bull's strength*, hold person, silence, spiritual weapon*; 3rd – *magic vestment*, blindness/deafness, dispel magic, prayer, contagion 4th – divine power*, cure critical wounds, summon monster IV*

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +3 enhancement bonus to Strength as a free action, for 1 round, 1/day

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

Encounter Seven: Shades of Grey

☛ **Jedurek, male half-orc Ftr10:** CR 10; Medium humanoid; HD 10d10+20; hp 84; Init +2; Spd 30 ft.; AC 22, touch 11, flatfooted 21; Base Atk +10/+5; Grp +15; Atk +16 melee (1d8+8/x3, *+1 orc double axe*) or +12 ranged (1d8+4, mighty composite longbow +4); Full Atk +16/+16/+11 (1d8+8/x3, *+1 orc double axe*) or +12 ranged (1d8+4, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL LE; SV Fort +9, Ref +3, Will +4; Str 20, Dex 15, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Ride +9, Intimidate +16, Knowledge (history) +9, Sense Motive +14; Cleave, Diehard, Endurance, Great Cleave, Greater Weapon Focus (orc double axe), Leadership, Power Attack, Two Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

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

Possessions: *+1 orc double axe, mighty composite longbow +4, arrows (20), +2 full plate, potion of invisibility, potion of cure serious wounds, potion of bull's strength, potion of heroism, ring of protection +1, 120 gp*

☛ **Euroz Guards:** male orc War1/Barb6; CR 6; Medium humanoid; HD 1d8+2 plus 6d12+12; hp 69; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +11; Atk +12 melee (2d6+7/x3, *+1 great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Full Atk +12 melee (2d6+7/x3, *+1 great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 2 /day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +2, Will +1; Str 18, Dex 11, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +11, Jump +16; Point Blank Shot, Power Attack, Cleave

Improved Uncanny Dodge (Ex): At 5th level you can no longer be flanked

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

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

Trap Sense (Ex): Starting at 6th level, a barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Possessions: *+1 scale mail armour, +1 great axe, masterwork heavy crossbow, 40 masterwork bolts, potion of cure serious wounds*

OR

☛ **Jornal Surearm:** male Human, Ftr1/Rog9; CR 10; Medium Humanoid; HD 1d10 plus 9d6+18; hp 64; Init +5; Spd 30 ft; AC 20, touch 15, flat-footed 14; Base Atk +7/+2; Grp +8; Atk +15 melee (1d6+3, *+2 rapier*) or +12 ranged (1d6+1, shortbow); Full Atk +15/+10 melee (1d6+3, *+2 rapier*) or +12/+7 ranged (1d6+1, shortbow); SA sneak attack +5d6; SQ Evasion, trapfinding, trap sense +3, improved uncanny dodge; AL CN; SV Fort +5 Ref +11 Will +3; Str 12, Dex 21, Con 14, Int 13, Wis 10, Cha 14

Skills and Feats: Balance +17, Bluff +15, Climb +17, Hide +17, Listen +12, Move Silently +17, Open Locks +17, Spot +12, Slight of Hand +17; Combat Expertise, Improved Feint, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier)

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

Trap Sense (Ex): Starting at 6th level, a rogue gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 8th level, a rogue retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. Can no longer be flanked.

Possessions: *+2 rapier, +1 studded leather armour, shortbow, 20 masterwork arrows, silver dagger, amulet of natural armour +1, gauntlets of dexterity +2, potion of cure light wounds, potion of cat's grace, 59 gp*

☛ **Wreckers:** male human Rog6; CR 6; Medium humanoid; HD 6d6+12; hp 38; Init +6; Spd 30 ft; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +8 melee (1d6, masterwork short sword) or +7 ranged (1d6, shortbow); Full +8 melee (1d6, masterwork short sword) or +7 ranged (1d6, shortbow); SA, sneak attack +3d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +10, Climb +10, Hide +13, Listen +9, Move Silently +13, Open Locks +13, Spot +9, Tumble +13; Dodge, Improved initiative, Weapon Finesse, Weapon Focus (shortsword)

Trap Sense (Ex): Starting at 6th level, a rogue gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

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

Possessions: *+1 studded leather armour, masterwork short sword, short bow, 20 arrows, dagger, potion of cat's grace*

APL12

Introduction: Shadow in the Night

☛ **Brotherhood Agent:** male human; War1/Rogue 1; CR 1; Medium Humanoid; HD 1d8+2plus 1d6+2; hp 14; Init +6; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1, rapier); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4, Improved initiative, Weapon Focus

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Overseer:** CR 1; Tiny aberration; HD 2d8; hp 9; Init +2; Spd: 20 ft; AC: 15, touch 14, flat-foot 13; Base Attack +1; Grapple -9; Atk: +5 melee (1d4-2, bite); Full Attack: +5 melee (1d4-2, bite); Space/Reach: 2 ½ ft./0 ft; SA Attach, death grip, *domination*; SQ *Invisibility*; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills and feats: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3; Weapon Finesse

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful DC 11 Fortitude saving throw halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a DC 15 Will save, or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a DC 10 Will save to avoid becoming visible.

Encounter Five: The Gateway

☛ **Half-orc sorcerer:** Sor10; CR 10; Medium humanoid; HD 10d4+10; hp 41; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +6; Atk +7 melee (1d6+2, *+2 shortspear*) or +7 ranged (1d8, light crossbow); Full Atk +7 melee (1d6+2, shortspear) or +7 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ: Darkvision; AL CE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +13, Spellcraft +11; Combat Casting, Improved Initiative, Dodge, Craft Wand

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

Sorcerer Spells Known: (6/7/7/6/5/3; save DC 12 + spell level): 0 – *acid splash, detect magic, flare, daze, ghost sound, ray of frost, read magic, resistance, touch of fatigue*, 1st – *grease, magic missile, ray of enfeeblement, shield, shocking grasp* 2nd – *flaming sphere, invisibility, touch of idiocy* 3rd – *blink, lightning bolt, slow* 4th – *fear, wall of fire* 5th – *cloudkill*

Possessions: *+2 shortspear*, dagger, light crossbow, *potion of cure serious wounds, potion of mage armour, potion of enlarge person, potion of haste, wand of fireballs (8th level caster)*.

☛ **Euroz Guards:** male orc War1/Barb6; CR 6; Medium humanoid; HD 1d8+2 plus 6d12+12; hp 69; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +11; Atk +12 melee (2d6+7/x3, *+1 great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Full Atk +12 melee (2d6+7/x3, *+1 great axe*) or +8 ranged (1d10/x3, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 2 /day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +2, Will +1; Str 18, Dex 11, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +11, Jump +16; Point Blank Shot, Power Attack, Cleave

Improved Uncanny Dodge (Ex): At 5th level you can no longer be flanked

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

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

Trap Sense (Ex): Starting at 6th level, a barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Possessions: *+1 scale mail armour, +1 great axe, masterwork heavy crossbow, 40 masterwork bolts, potion of cure serious wounds*

Encounter Six: To Hell in a Handbasket

☛ **Warlord Vargarth male half-euroz Ftr8:** CR 8; Medium humanoid; HD 8d10+24; hp 76, Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 18; Base Atk +8/+3; Grp +12; Atks +15 melee (1d10+7/17-20, +1 *bastard sword*) or +11 ranged (1d10+1/x3, +1 *heavy crossbow*); Full Atk +15/+10 melee (1d10+7/17-20, +1 *bastard sword*) or +11/+6 ranged (1d10+1/x3, +1 *heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Jump +15, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Greater Weapon Focus (bastards sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

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

Possessions: +1 *splint mail*, +1 *heavy steel shield*, +1 *bastard sword*, +1 *heavy crossbow*, 20 bolts, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*, *potion of cat's grace*, 5 gp.

☛ **Warlord Tergarth,** male orc Clr8 - Gruumsh; CR 8; Medium humanoid; HD 8d8+16; hp 69; Init +5; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3 plus 1d6 cold, +1 *cold shortspear*) or +7 ranged (1d8, light crossbow); Full Atk +10/+5 melee ((1d8+3 plus 1d6 cold, +1 *cold shortspear*) or +7 ranged (1d8, light crossbow); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision; AL CE; SV Fort +7, Ref +3, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +12, Listen +8; Combat Casting, Dodge, Improved Initiative, Weapon Focus (shortspear)

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

Cleric Spells Prepared (6/5+1/4+1/ 4+1/ 2+1; save DC 13 + spell level): 0 – *detect poison*, *guidance*, *purify food and drink*, *resistance*, *virtue x2*; 1st – *bles*, *cure light wounds*, *divine favour*, *entropic shield*, *enlarge person**; 2nd – *bull's strength**, *hold person*, *silence*; *spiritual weapon*; 3rd – *magic vestment**, *blindness/deafness*, *dispel magic*, *prayer*, *contagion 4th* – *divine power**; *cure critical wounds*, *summon monster IV*

* Domain Spell. *Domains:* War – free Weapon Focus; Strength: +3 enhancement bonus to Strength as a free action, for 1 round, 1/day

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

☛ **Warlord Hug'rak male half-euroz Ftr8:** CR 8; Medium humanoid; HD 8d10+24; hp 76, Init +2; Spd 30 ft.; AC 21,

touch 12, flat-footed 18; Base Atk +8/+3; Grp +12; Atks +15 melee (1d10+7/17-20, +1 *bastard sword*) or +11 ranged (1d10+1/x3, +1 *heavy crossbow*); Full Atk +15/+10 melee (1d10+7/17-20, +1 *bastard sword*) or +11/+6 ranged (1d10+1/x3, +1 *heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Jump +15, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Greater Weapon Focus (bastards sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

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

Possessions: +1 *splint mail*, +1 *heavy steel shield*, +1 *bastard sword*, +1 *heavy crossbow*, 20 bolts, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*, *potion of cat's grace*, 5 gp.

☛ **Warlord Lugdredd, male half-euroz Ftr8:** CR 8; Medium humanoid; HD 8d10+24; hp 76, Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 18; Base Atk +8/+3; Grp +12; Atks +15 melee (1d10+7/17-20, +1 *bastard sword*) or +11 ranged (1d10+1/x3, +1 *heavy crossbow*); Full Atk +15/+10 melee (1d10+7/17-20, +1 *bastard sword*) or +11/+6 ranged (1d10+1/x3, +1 *heavy crossbow*); Space/Reach 5 ft./ 5 ft.; AL CN; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Jump +15, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Greater Weapon Focus (bastards sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

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

Possessions: +1 *splint mail*, +1 *heavy steel shield*, +1 *bastard sword*, +1 *heavy crossbow*, 20 bolts, *potion of cure serious wounds*, *potion of heroism*, *potion of invisibility*, *potion of cat's grace*, 5 gp.

Encounter Seven: Shades of Grey

☛ **Jedurek, male half-orc Ftr11:** CR 11; Medium humanoid; HD 11d10+22; hp 92; Init +2; Spd 30 ft.; AC 23, touch 11, flatfooted 22; Base Atk +11/+6; Grp +16; Atk +18 melee (1d8+9/x3, +2 *orc double axe*) or +13 ranged (1d8+4, mighty composite longbow +4); Full Atk +18/+18/+13 melee (1d8+9/x3, +2 *orc double axe*) or +13 ranged (1d8+4, mighty composite longbow +4); Space/Reach 5 ft./ 5 ft.; SQ Darkvision; AL LE; SV Fort +9, Ref +3, Will +4; Str 20, Dex 15, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Ride +10, Intimidate +17, Knowledge (history) +10, Sense Motive +15; Cleave, Diehard,

Endurance, Great Cleave, Greater Weapon Focus (orc double axe), Leadership, Power Attack, Two Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

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

Possessions: +2 wounding orc double axe, mighty composite longbow +4, arrows (20), +2 full plate, *potion of invisibility*, *potion of cure critical wounds*, *potion of bull's strength*, *potion of heroism*, *ring of protection* +2, 12 gp

☛ **Euroz Guards:** male orc War1/Barb6; CR 6; Medium humanoid; HD 1d8+2 plus 6d12+12; hp 69; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +11; Atk +12 melee (2d6+7/x3, +1 great axe) or +8 ranged (1d10/x3, masterwork heavy crossbow); Full Atk Atk +12 melee (2d6+7/x3, +1 great axe) or +8 ranged (1d10/x3, masterwork heavy crossbow); Space/Reach 5 ft./5 ft.; SA Rage 2 /day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +2, Will +1; Str 18, Dex 11, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +11, Jump +16; Point Blank Shot, Power Attack, Cleave

Improved Uncanny Dodge (Ex): At 5th level you can no longer be flanked

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

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

Trap Sense (Ex): Starting at 6th level, a barbarian gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Possessions: +1 scale mail armour, +1 great axe, masterwork heavy crossbow, 40 masterwork bolts, *potion of cure serious wounds*

OR

☛ **Jornal Surearm:** male human, Ftr1/Rog11; CR 12; Medium humanoid; HD 1d10+2 plus 11d6+22; hp 78; Init +6; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Base Atk +9/+4; Grp +10; Atk +17 melee (1d6+3, +2 rapier) or +14 ranged (1d6+1, shortbow); Full Atk +17/+12 melee (1d6+3, +2 rapier) or +14/+9 ranged (1d6+1, shortbow); SA sneak attack +6d6; SQ Crippling strike, evasion, trapfinding, trapsense +3, improved uncanny dodge; AL CN; SV Fort +7 Ref +12 Will +3; Str 12, Dex 21, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +19, Bluff +17, Climb +19, Hide +19, Listen +14, Move Silently +19, Open Locks +19,

Spot +14, Tumble +19; Combat Expertise, Improved Feint, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier)

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

Trap Sense (Ex): Starting at 6th level, a rouge gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): At 8th level, a rogue retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. Can no longer be flanked.

Crippling Strike (Ex): Sneak attacks deal 2 points of Strength damage as well as regular damage

Possessions: +2 rapier, +1 studded leather armour, shortbow, 20 masterwork arrows, silver dagger, *amulet of natural armour* +2, *gauntlets of dexterity* +2, *potion of cure light wounds*, *potion of cat's grace*, 59 gp

☛ **Wreckers:** male human Rog6; CR 6; Medium humanoid; HD 6d6+12; hp 38; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +8 melee (1d6, masterwork short sword) or +7 ranged (1d6, shortbow); Full +8 melee (1d6, masterwork short sword) or +7 ranged (1d6, shortbow); SA, sneak attack +3d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +10, Climb +10, Hide +13, Listen +9, Move Silently +13, Open Locks +13, Spot +9, Tumble +13; Dodge, Improved initiative, Weapon Finesse, Weapon Focus (shortsword)

Trap Sense (Ex): Starting at 6th level, a rogue gains a +2 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Evasion (Ex): Starting at 2nd level, if a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage.

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

Possessions: +1 studded leather armour, masterwork short sword, short bow, 20 arrows, dagger, *potion of cat's grace*

Appendix 2: New Rules

From *Living Greyhawk Journal*, Dungeon 106.

Overseer

Tiny Aberration

Hit Dice: 2d8 (9hp)

Initiative: +2

Speed: 2ft. (4 squares)

Armour Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-foot 13

Base Attack/Grapple: +1/-9

Attack: Bite +5 melee (1d4-2)

Full Attack: Bite +5 melee (1d4-2)

Space/Reach: 2 ½ ft./0 ft

Special Attacks: Attach, death grip, *domination*

Special Qualities: *Invisibility*

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18

Skills: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3

Feats: Weapon Finesse

Environment: Any Land

Organisation: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always Lawful Neutral

Advancement: 3-6 HD (Small)

Level Adjustment: -

The overseer is an insectoid parasite that enforces the will of the Scarlet Sign upon those it infests.

The ever-industrious priests of Bralm created the overseer using fell ritual to shape sacred ants to their insidious ends. Through the will of the Toiling Lady, these creatures become horrors used to dominate and control the weak-minded. Often, if an ally or dupe of the Scarlet Sign shows any sign of discontent or excessive free will, the red brothers attempt to implant one of these fell creatures onto the unwitting victim.

The Overseer resembles a red-hued ant, with a pair of elongated biting pincers and six often-writhing feelers. Its sole purpose is to latch onto the body of its intended victim with its pincers. Once the overseer bites its victim, it can exert a domination effect through its feelers. The overseer's ability to become invisible at will when attached to a victim is its defence mechanism. Its last line of defence is the death grip of its feelers. Removing the overseer from a dominated victim may in fact kill the unfortunate host.

Overseers speak Common and Ancient Suloise

Combat:

These vicious creatures are usually concealed within the robes of their Scarlet Masters. They are most effective against un-armoured and sleeping victims, but have a remarkable affinity for hiding and striking from ambush. Generally, an attached overseer prefers to remain invisible, but if this is not possible it attempts to hide on its victim's body or inside its clothing, never losing contact with its victim. If forced into melee, overseers tend to flee, having little offensive capability when surprise is not on their side.

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatically attaches itself to victim's body. An attached overseer loses its Dexterity bonus to its Armour Class and is considered flat-footed.

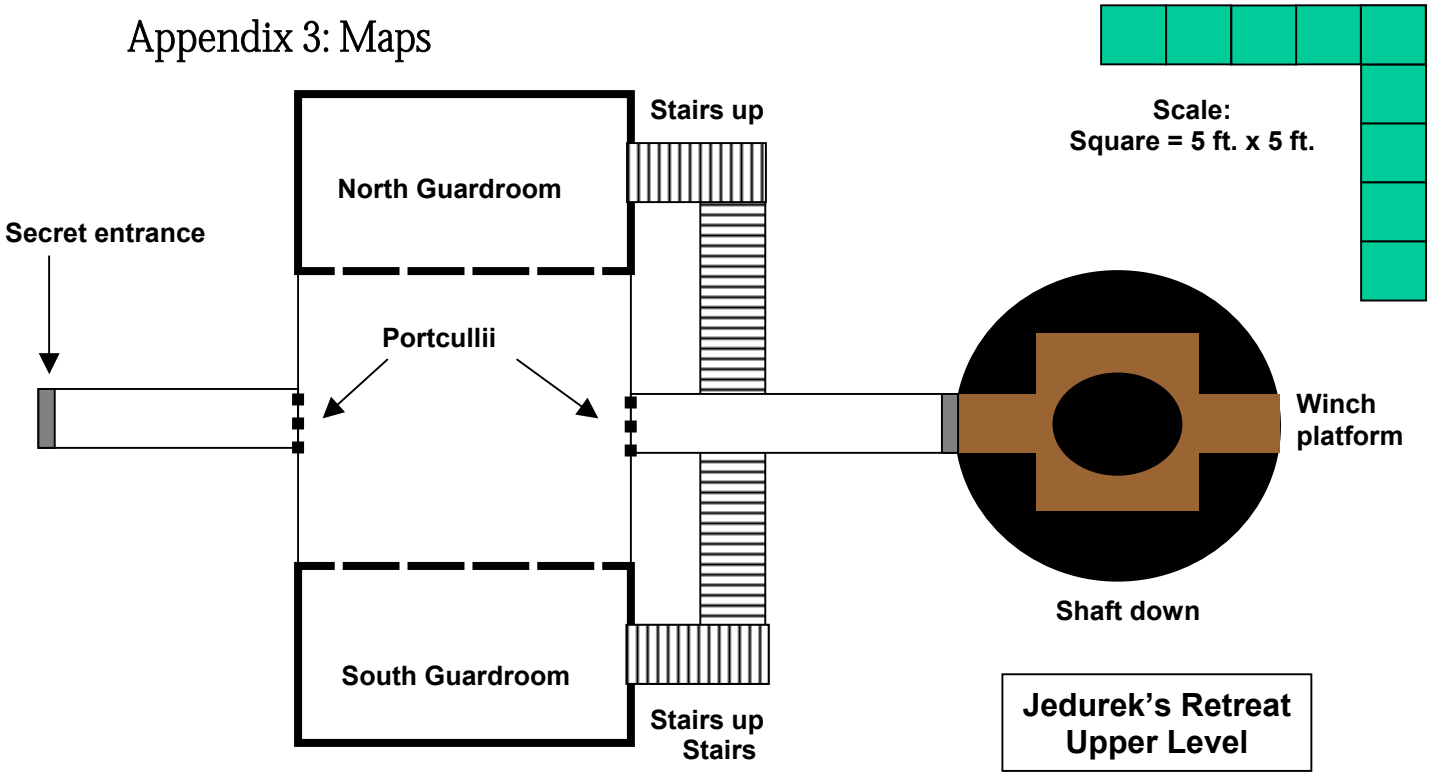
Death Grip (Su): After it has successfully attached itself to a victim, killing or removing an overseer can also slay the host. If the overseer is killed or removed it inflicts on the host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful Fortitude saving throw (DC 11) halves the damage done. This save DC is constitution based.

Domination (Su): An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a Will save (DC 15), or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. The save DC is Charisma-based.

Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a Will save (DC 10) to avoid becoming visible.

Skills: Overseers gain a +5 circumstance bonus to hide checks while attached to a host.

Appendix 3: Maps



**Jedurek's Retreat
Lower Level**

