

# ADAMANT SLAVERS

The City of the Adamant Throne has a thriving slave market. The slaver's guild is recognized as a municipal institution as legitimate as any other, and often coordinates with the watch to purchase prisoners to replenish their stock.

Adamant Slaver		Level 4 Controller	
Medium natural humanoid (human)		XP 175	
<b>Initiative</b> +6		<b>Senses</b> Perception+1	
HP 42; <b>Bloodied</b> 21			
AC 18; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 13			
<b>Speed</b> 6			
⚔ <b>Truncheon</b> (standard; at-will) ♦ <b>Weapon</b>			
+8 vs. AC; 1d6+2 damage.			
⚔ <b>Whip</b> (standard; at-will) ♦ <b>Weapon</b>			
Reach 2; one creature; +7 vs. Fortitude; 1d6+4 damage and the target is slowed until the end of the Adamant slaver's next turn.			
⚔ <b>Dazing Strike</b> (standard; recharge ⏏️) ♦ <b>Weapon</b>			
Requires truncheon; +8 vs. Fortitude; 1d6+2 damage and the target is dazed until the end of the Adamant slaver's next turn.			
⚔ <b>Grasping lash</b> (standard; recharge ⏏️) ♦ <b>Weapon</b>			
Requires whip; reach 2; +7 vs. Reflex; the target is disarmed. The weapon falls to the ground in the square the target occupies.			
<b>Alignment</b> Evil		<b>Languages</b> Common, Draconic	
<b>Skills</b> Intimidate +9, Streetwise +9			
<b>Str</b> 15 (+4)	<b>Dex</b> 18 (+6)	<b>Wis</b> 9 (+1)	
<b>Con</b> 12 (+3)	<b>Int</b> 9 (+1)	<b>Cha</b> 12 (+1)	
<b>Equipment</b> whip, leather armor, truncheon, manacles, rope			

## ADAMANT SLAVER TACTICS

Adamant slavers are in a business, nothing more and nothing less. They do not see themselves as warriors, although some do indeed have a cruel streak and enjoy the opportunity to indulge it. If their targets are armed, they attempt to disarm them, remaining at reach to avoid melee. Once disarmed, they club resisting charges into submission with their truncheons. They always attempt to gain combat advantage if possible, operating in pairs to target enemies together. Once a target is subdued, they bind them with manacles and leave one slaver to watch over the prisoner(s) until the rest of the group is subdued.

If a group of slavers faces serious resistance, they retreat without shame. When they become bloodied, they back off and allow their fellows to take over the fight. They become increasingly desperate if faced with superior resistance and are willing to do whatever it takes to escape—including negotiation. They are loathe to surrender, however, knowing firsthand the brutalities that can be inflicted upon helpless captives.

Adamant Slaver Overseer		Level 8 Elite Controller	
Medium natural humanoid (human)		XP 700	
<b>Initiative</b> +6		<b>Senses</b> Perception+1	
HP 160; <b>Bloodied</b> 80			
AC 24; <b>Fortitude</b> 18, <b>Reflex</b> 22, <b>Will</b> 17			
<b>Saving Throws</b> +2			
<b>Speed</b> 6			
<b>Action Points</b> 1			
⚔ <b>Broadsword</b> (standard; at-will) ♦ <b>Weapon</b>			
+12 vs. AC; 1d10+2 damage.			
⚔ <b>Brutal Slash</b> (standard; recharge ⏏️) ♦ <b>Weapon</b>			
Requires broadsword, +12 vs. AC, 1d10+2 damage and the target is slowed (save ends).			

⚔ <b>Whip</b> (standard; at-will) ♦ <b>Weapon</b>		
Reach 2; one creature; +11 vs. Fortitude; 1d6+4 damage and the target is slowed until the end of the Adamant slaver's next turn.		
⚔ <b>Grasping Lash</b> (standard; recharge ⏏️) ♦ <b>Weapon</b>		
Requires whip; reach 2; +11 vs. Reflex; the target is disarmed. The weapon falls to the ground in the square the target occupies.		
<b>Grim Determination</b>		
The slaver overseer gains a +2 bonus to all attacks and damage when bloodied.		
<b>Slaver Tactics</b>		
The slaver overseer inflicts +1d6 damage against any creature that it has combat advantage against.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Draconic
<b>Skills</b> Intimidate +13, Streetwise +13		
<b>Str</b> 15 (+4)	<b>Dex</b> 18 (+6)	<b>Wis</b> 11 (+2)
<b>Con</b> 12 (+3)	<b>Int</b> 11 (+2)	<b>Cha</b> 12 (+1)
<b>Equipment</b> whip, leather armor, broadsword, manacles, overseer's badge		

## SLAVER OVERSEER TACTICS

Slaver overseers are seasoned professionals from a variety of backgrounds. Some are slavers who have risen through the ranks to manage their own house. Many are former slaves themselves, having risen through the gladiatorial ranks in the City of Adamant to win their freedom. Either way, they have survived several slave uprisings and do not shirk from battle. They relish close combat, attempting to flank with their allies to achieve combat advantage. Once bloodied, they fight with renewed rage, focusing their attacks on one target at a time to take them out quickly.

Unlike lesser slavers, overseers fight until they are subdued or killed. They realize that they have made many enemies and the victims of their ministrations would take any advantage.

## ADAMANT SLAVER LORE

A character knows the following information with a successful History check.

**DC 15:** Before the fall of Nerath, the City of the Adamant Throne was a border outpost for the human empire of Nerath. The mining operations of the region were difficult and strenuous, leading to a manpower shortage. Nerath opted to turn the outpost into a prison city, sending the Empire's condemned to serve a term in the mines. When Nerath fell, the prison administrators found that they were ideally situated for a slavery operation. At first, they only took condemned criminals. As demand outstripped supply, they encouraged the King of the Adamant Throne to expand the laws resulting in a slavery sentence. Eventually, they dropped the pretense of running a prison operation and just started taking slaves wherever and however they could. The Slaver's Guild was thus born in its present form.

**DC 20:** The slaver's guild is organized into several "houses" operated by an overseer. The guild houses do not prey on each other or fight each other openly, although they do compete for lucrative contracts or sources of new slaves. They all pay a portion of their profits to the guild master, who polices membership, approves the creation of new houses, and liaises with the authorities of the cities in which the guild operates.

A character knows the following information with a successful Streetwise check.

**DC 15:** The City of Adamant thrives on the slave trade. Along with their tolerance of evil religions and "pragmatic" magicians, the city has evolved into a cesspit of suffering that is cursed as an example of humanity's worst. The slaver's guild is one of the strongest in the city, competing with the temples of evil deities

for prime choices whenever prisoners are taken. It is surprisingly easy to get arrested in the city, especially for foreigners or “undesirables.” Keeping a low profile is key to survival in the City of Adamant.

**DC 25:** You can identify the major overseers operating in the city and know the general locations of their houses. With a few discreet inquiries, you can discover recent goings-on in the slave trade (such as if the slavers have recently taken a particular adventuring party, for example). You can learn ahead of time what particular slaves will be up for auction on the next auction day.

**DC 30:** If you grease a few palms, you might be able to purchase or view particularly valuable slaves before scheduled auction days. You can also learn specific details of specific overseers, including their names, where they live and operate, and their general background.