

GRM2-03



MIDNIGHT DAWN

A One-Round D&D[®] LIVING GREYHAWK[®]
Gran March Regional Adventure

Version 1

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The 20th Battle stationed in Orlane has lost quite a few scouts in the last few days. The cavalry contingents of the 20th Battle are far away on patrol. Knight-Colonel Watcher Tark Obleron, Most Defiant Hydra, is requesting the activation of a small militia unit to assist in locating the missing scouts. Guess who “volunteers.” An adventure for characters level 3-8.

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players 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 Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| CR | 1 | 2 | 3 | 4 |
|---------------|---|---|---|---|
| 1/4 and 1/6 0 | 0 | 0 | 1 | |
| 1/3 and 1/2 0 | 0 | 1 | 1 | |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Three or 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 three 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure takes place in the city of Orlane, within the country of Gran March. Orlane is located relatively close to Gran March's border with the Duchy of Geoff (Gyruff), and it is the last major supply depot for Gran March forces stationed in the overrun country of Geoff. All supplies coming from various areas in Gran March are routed through Orlane on their way to Hochoch in Geoff.

Because of the importance of Orlane for supplying the troops, elements of the giant army in Geoff have decided to raid and destroy Orlane to weaken the occupying Gran March forces in Hochoch. This allows the giant army to effectively weaken the ability of the Army of Retribution in Hochoch, as well as the Army of Liberation, to defend against any Giant offensives.

The 20th Battle of the Gran March Army is stationed in Orlane. They are responsible for patrolling the road between Orlane and the town of Buxton's Crossing. One Pikeline, – The Ealdthorne – one Full Quiver, - The EaldHawk – and two Prides – The EaldWorn and The EaldGroth – form up this Battle. A single transportation platoon and headquarters unit supports this unit. Currently, one pride is camped at Buxton's Crossing as they prepare to return to Orlane on a circular patrol of the area. The other pride is about a day's ride to the northeast of Orlane on patrol. Both the pikeline and quiver are within the town of Orlane. Knight Colonel Watcher Tark Obleron, Most Defiant Hydra, commands the 20th Battle.

HISTORY OF ORLANE

Orlane was founded as an agricultural community in 526 CY. The soil in the lands between the Rushmoors and the Dim Forest is especially fertile, and the village prospers as a result. The community also erected a temple to the Oeridian goddess of agriculture, Merikka. The goddess answers their prayers, and the village continues to grow due to an abundance of food. In CY 574, a trade route was established from Hookhill to Orlane that resulted in the further growth of the village. Orlane's importance as a source of food for the rest of the country grew as well. CY 576 was a difficult year for Orlane, as a growing cult that worshipped some sort of reptile god stirred trouble in the village. The entire population was nearly eliminated by this cult, which led to the pacification of the village and nearby trade routes by military force.

In 578 CY, Gran March claimed all territory east of the Realstream and Javan rivers. Commandant Petros named watcher Magnus Therestell, Great Vengeful Owlbear Baron of the newly minted Farvale. Therestell is a devout follower of the Harvest Chuch, and was carefully chosen by the Commandant for this reason, as well as for his deeds and character. The Gran March military soon began construction on a keep for the garrison of the troops assigned to the area in CY 581.

Due to the invasion of Geoff by the giants in CY 584, Orlane became even more important as it was used as a supply depot for the Gran March forces located across the

Realstream River in the Geoff town of Hochoch. In CY 587 a building project to upgrade the trade road connecting Buxton's Crossing and Orlane to a military grade road was begun. This road-building project is still currently in progress.

INTRODUCTION

The characters have arrived in Orlane due to military assignments, general wandering, or after finishing the module GRM2-01 *Eyes on Orlane*. Any active duty members of the military have been given the day for off-duty use, though they may use military time units for this module. Non-military characters need to come up with a reason for their journey to Orlane.

All judges need to refer to all sections of this adventure. There are some changes in accordance with RUP-3 that need to be known before running this adventure. It is recommended that the judge acquire a copy of RUP-1, RUP-2, and RUP-3 before running this adventure.

This adventure is filled with chaos as the Giant Army sacks the town of Orlane. Please use this chaos in your descriptions to the characters whenever you are giving them details of what is going on around them. Civilians, soldiers, and enemies are everywhere, and after Encounter 2, large sections of the town are on fire.

SENSE OF URGENCY

If at any time the characters are idle for more than five rounds, they are attacked by three orcs that happen to be running around in the area. This is to help build a sense of urgency during the module. This does not start until after Encounter 1, and they are standard orcs as described on *Monster Manual* page 146.

To assist with the sense of urgency, it is recommended that judge use a few tricks. One is to pretend to time the adventure at certain points by glancing at a wristwatch or stopwatch, as though the player's are running against a schedule within the adventure. The other suggestion is to make random d20 rolls, which actually have no function within the game.

ENCOUNTER 1

The characters find themselves in *The Golden Grain Inn*, a tavern that caters to off-duty soldiers stationed in Orlane. Gevridan Beswill, a retired Gran March soldier, runs it. Gevridan served his time in the military, and upon mustering out took over the family business of running the inn. His family has been in Orlane since it's founding in CY 526. The Inn has been in the family for years, and is a fixture of the town. It remains popular despite newer establishments like the *Goose Nest* popping up to cater to the growing population of transients, which pass through the town on their way to or from Hochoch.

The tavern itself is not particularly elaborate in decoration, a trait that Gevridan thinks important because of the occasional brawl that breaks out between soldiers.

For this reason, the tavern is decorated only with a few coats of arms of the various units that are part of the 20th Battle, as well as a few others given to Gevridan from soldiers passing through. This is a cheap/fair tavern located in the western part of Orlane.

A waiter takes any orders from the characters, although exotic wines and drinks are not available in this tavern. The standard is ale, a strong hearty brew that would be considered mediocre at best from a dwarven ale connoisseur, but it is a favorite of soldiers due to its price and abundance.

Allow the players to introduce their characters to each other and interact with each other. There are plenty of seats and tables available, so the characters can sit wherever they like. Other patrons at the tavern consist of about 20 people, some are off-duty soldiers; others are simply citizens of Orlane.

Topics of discussion revolve around military matters, such as the Battle of Bloody Ridge and the Siege of Preston. More importantly, a popular topic is about the scouts that have gone missing recently. Some of the patrons are concerned that it may be evidence of the resurgence of a reptile-god cult that caused so much trouble in Orlane some years ago. Nothing has yet been confirmed. The off-duty soldiers in the tavern are not drinking in their usual fashion this night. The rumors of the missing scouts are weighing heavily on their minds and it leaves them in a somber mood.

The missing scouts are particularly noteworthy because of a string of civilian disappearances not long before (the events of GRM2-01 *Eyes on Orlane*). That problem was thought solved, and increased patrols were set to prevent a recurrence, but now the scouts are gone too. Things are tense in Orlane.

The weather does not affect play in this adventure, but the last few weeks have been dismal. Rain has been common, and there is a sudden and late cold snap as the module begins, which means that it is snowing as the characters sit in the tavern. The snowflakes are large, and they are just beginning to stick and cover the ground in a white blanket.

OPPORTUNITY TO LEAD

Any active-duty military characters have an opportunity to take command of 4 NPC soldiers – each has the rank of recruit. The soldiers are armed with shortswords, longswords, and wear leather armor. They are stationed here as part of the 20th Battle.

The NPC recruits are already in the tavern when the adventure begins. If a character corporal, combat/support specialist, or sergeant takes charge of them as the battle begins, they follow the character's orders resolutely, unless it is obvious that the orders are criminal in nature. They are looking for leadership as they are new to the military and are willing to accept orders from any soldier with rank from any country that the Gran March is currently allied with (Geoff, Bissel, Keoland, or Yeomanry).

☛ **Yavid, Kergen, Oldin, and Valnor (Archers):** Male human Ftr1; hp 12 each; Appendix I.

If there are no active-duty military characters, any character wishing to take charge of the NPC recruits need to make a Intimidate or Diplomacy skill check at DC 20. The NPC recruits follow a successful character's lead until the end of Encounter 2, at which time a ranking officer of the 20th Battle commandeers them.

The "opportunity to lead" starts immediately following the box-text in Encounter 2. No other NPC's obey the orders of the characters unless otherwise noted in the adventure.

The day has recently ended, and an early darkness is settling across the city. Comments are made in the tavern about the expectations of snow in the coming days, as the clouds are so low.

After the characters have interacted a bit, they hear bells chiming in the distance. These are alarms signaling the city to arms, but most of the soldiers in the tavern simply pass it off as another drill. They mumble about it for a minute or two, trying to quickly finish their last tankard of ale before leaving to report to their posts. A bell can be heard chiming down the street a few times. The last chime is seemingly stopped in mid-sound. At this point, the characters can hear screaming coming from the streets outside of the tavern.

As you sit in the tavern, enjoying its warmth and mirth, and watch the off-duty soldiers grumble about alarm drills, a scream can be heard from the streets outside. It is quickly followed by more screams of terror, and a quick glimpse out the tavern's window shows people running past the tavern in a panicked state.

Screams of "They're attacking!" and "Oh my Heironeous!" are mixed with sounds of battle and the ringing of blades. Other screams begin to be heard that are different than the cries of humans. These screams are guttural shouts of bloodlust and rage. A soldier opens the door of the tavern and rushes out. An axe quickly cuts him down as he exits the door, and the grinning face of an orc appears in the doorway.

This orc is the first of a number of orcs that have quickly fought their way into the town. The orcs are filled with bloodlust, and are slaying the citizens left and right.

ENCOUNTER 2

Rushing out to the streets, or looking through a window, the characters see utter chaos as soldiers, citizens, and marauding orcs run in front of them.

Screams fill your ears as citizens and soldiers run by you in a state of panic. Arrows arc through the air seeking unknown targets, and a black arrow 'thunks' into the building near you. Looking down the street toward the outer sections of town, you see a horde of orcs looting houses and slaying any citizens they come across. From your vantage point, you can clearly see 20 or so bodies of slain Orlane citizens, adults and children alike.

If the characters exit the Inn, proceed with the following:

Two groups of orcs spot you as you exit the building. They both come charging at you at the same time.

It is at this time that the NPC recruits look to the characters for leadership. They approach any military character, as long as it looks as though he or she has rank, for guidance. See the 'Opportunity to Lead' section in *Encounter 1*.

As soon as the characters exit the building, they are confronted by two groups of orcs. One group of orcs is coming up the road from the southern section of town, while the other group is coming from the west.

APL 4 (EL 6)

🔥**Orcs (6):** Male orc Bbn1; hp 14 each; Appendix I.

🔥**Orc Shaman:** Male orc Clr3 (Gruumsh); hp 20; Appendix I.

APL 6 (EL 8)

🔥**Orcs (6):** Male orc Bbn2; hp 23 each; Appendix I.

🔥**Orc Shaman:** Male orc Clr5 (Gruumsh); hp 30; Appendix I.

APL 8 (EL 10)

🔥**Orcs (6):** Male orc Bbn4; hp 41 each; Appendix I.

🔥**Orc Shaman:** Male orc Clr7 (Gruumsh); hp 40; Appendix I.

Tactics: The orcs come at the party from two directions, one group from the south, and one group from the west. The DM needs to split the groups evenly so that 50% of the total number of orcs approach from either side. The orc shaman always approaches from the south. The tactic of these orcs is a simply charge into the characters. The orc shaman stays away from melee casting spells to trip the characters up. At higher APLs he spends a couple rounds casting preparatory spells such as *bull's strength*, *endurance*, and *divine power* on himself before he joins in the fray. He then engages in melee by targeting the "visually weakest" character, usually spellcasters or rogues.

Treasure: The characters have little time to loot the orcs. Keep in mind that the town is falling, and more enemies are incoming. Treasure is per character.

APL 4: L: 78 gp; C: 4 gp; M: 0

APL 6: L: 218 gp; C: 4 gp; M: 0

APL 8: L: 398 gp; C: 4 gp; M: 0

After the combat is over, please proceed with the following.

ENCOUNTER 3

Standing over the corpses of the orcs, a new sound reaches your ears. "THUD!" Looking toward the source of the sound, you see two hill giants prowling the town streets just east of you, smashing their huge clubs into buildings and reducing them to piles of broken and twisted rock. "THUD!"

One of the giants turns and sees you. A huge roar escapes his lips as he charges your position. Just as he takes his first step, his companion, some 100 feet to his rear, smashes his club down on a building that looks like a warehouse. A huge explosion of liquid fire suddenly erupts from the building, evaporating the giant that stood next to it. Numerous jets of fire expand from the explosion and begin to come down on the surrounding buildings. It looks as though a small meteor shower has fallen upon Orlane, with red tails of flame highlighting the dark night sky. The explosion hurls a flaming wagon through the air and on its descent it smashes the charging giant on the back of the head, bringing him to the ground! A shockwave spreads from the explosion, flattening buildings and people alike and many structures are set ablaze from the falling liquid fire. The giant that was charging falls not 30 yards from you, completely crumpling a small house. He begins to stand, and it is obvious that he is momentarily stunned.

The explosion is caused by a large cache of alchemist's fire stored at the warehouse brought to Orlane on a caravan from Buxton's Crossing. Characters have the opportunity to engage the giant at this point, and are encouraged to do so by shouting soldiers nearby. The giant is somewhat weakened from the wagon hitting him in the head.

APL 4 (EL 7)

🔥**Hill Giant:** hp 102 (77); see *Monster Manual*.

Note: The giant is stunned for the first round of combat.

APL 6 (EL 9)

🔥**Hill Giant:** Male hill giant Ftr2; hp 115 (87); Appendix I.

Note: The giant is stunned for the first round of combat.

APL 8 (EL 11)

🔥**Hill Giant:** Male hill giant Ftr4; hp 135 (101); Appendix I.

Note: The giant is stunned for the first round of combat.

Tactics: The hill giant's strategy is simply to attack the closest character to him, and continue to the next if possible. At APLs 6 and 8 the giant does his best to keep as many opponents just within reach, but remain out of their threat range, using the Large and in Charge feat as detailed in Appendix II: New Rules.

Treasure: Again, time to loot is minimal, but hill giants make it easy by carrying their wealth in a bag. Each giant carries coins as indicated below. Nobody really

wants to buy giant hide armor or greatclubs, even if the characters find a way to take them. Treasure is per character, and while the values are listed in gold, the giants are actually carrying platinum, making the number of coins smaller.

APL 4: L: 0 gp; C: 400 gp; M: 0

APL 6: L: 0 gp; C: 520 gp; M: 0

APL 8: L: 0 gp; C: 900 gp; M: 0

Development: This entire encounter should be filled with scenes of fleeing citizens, soldiers trying to get organized into effective fighting positions, and orcs chasing after anything moving and looting every building they come across. Skirmishes between soldiers and orcs are everywhere. Please emphasize the chaotic nature of events as they happen in the character's area.

Shortly after the characters defeat the giant, and as the fire continues to spread from building to building, the characters hear an officer of the Gran March army issue an order to all troops in the area.

Bugles start blaring across the town. Soldiers of Gran March immediately recognize the call for a fighting withdrawal. "Fall back to the Keep! Fall back to the Keep! Citizens to the Keep!"

At this point the characters should start maneuvering through the streets toward the keep located in the northwestern section of town. If they do not start moving in that direction, the same officer reiterates his orders, and also issues commands to the characters to assist any citizens along the way.

ENCOUNTER 4

With the fire blazing to the east, cutting off that area to both enemy and allies, you have little choice other than to head back into the keep as ordered by the officer. Groups of civilians are filling the streets as they run northward toward the keep. Crossing the bridge, you can see ogres and orcs across the lake doing battle with soldiers armed with longswords. The fight is not going well for the soldiers as they give way to the ogres' ferocity and strength.

When you cross the bridge, there are five orcs lying dead in the street, along with several humans, soldiers and civilians alike. You see several crying children standing outside a large, two-story building that once might have been an inn. The children seem to huddle around a human female corpse shot by an arrow. Several more children are running in the area, panicked by the events around them.

Have the players make Spot checks (DC 10). If they are successful, then they notice a small boy of approximately 13 years of age pick up a shortsword from one of the dead soldiers' corpses. The young boy then runs across the street into a copse of elm trees where he disappears from view.

There are two courses of action that players may take. If they follow the young boy, please move on to the *Into the Woods* section. If they move to the children, please

continue to the *In Search of Childhood* section. The characters may also split up.

IN SEARCH OF CHILDHOOD

The two story building described in the read-aloud text is the Town of Orlane Orphanage, converted from an inn seven years ago to better accept the refugee children pouring in from Geoff. Until the time of the attack Mianan, an Oeridian refugee from Geoff and a priestess of Merikka, headed the orphanage. She was struck down while defending the orphanage from the group of orcs that now lie dead in the street. Her efforts at defending the orphanage, combined with the fortunate arrival of several soldiers, allowed her to successfully defeat several orcs that had made it this far north in the town.

If the characters attempt to speak with the children, proceed with the following:

Between sobs, a young girl turns to you and says, "She's dead. The mother is dead because of us! Can you help her? What are we to do now?"

The priestess is currently at -8 hp, and can be saved by the characters if they act quickly to stabilize her. If brought back up to positive hit points, she stands wearily and tries to gather the children.

The woman wearily stands and calls out for the children, lining them up in a straight line and begins to count the children present. "Has anyone seen the others?" she asks the children, whose only response is to shake their heads worriedly. She then turns to you and asks, "Did you see any of the children leaving the area? They might be hiding in the orphanage. Please! I must get these children to safety, will you check out the house?"

If the characters are not able to save the priestess, or do not bring her up to consciousness, proceed with the following:

One of the children, a girl of eight years with sandy blond hair, tugs on your cloak. "Have you seen Timmy? I don't see him or Justin anywhere. Did they leave or are they still in the house? Are they dead?" With this, several of the other children start crying with newfound vigor.

Five children are hiding in the house, two in the basement behind sacks of flour, two in an upstairs closet under some blankets, and one last child hiding underneath a bed. Spot or Search checks (DC 10) allow the characters to discover the children. This check is made for every floor of the building that the characters search. In the event that the characters miss any children hiding in the house, allow them a Listen check (DC 15) to hear a sneeze as they pass a doorway.

On the way out of the orphanage, characters can spot a small medicinal cabinet. Inside, the characters find a healer's kit and 3 *potions of cure moderate wounds*. The characters must roll a Spot check (DC 12) to notice the medicinal cabinet.

Treasure:

APL 4: L: 5 gp; C: 0 gp; M: 3 potions of cure moderate wounds (Value 45 gp per potion per character).

APL 6: L: 5 gp; C: 0 gp; M: 3 potions of cure moderate wounds (Value 45 gp per potion per character).

APL 8: L: 5 gp; C: 0 gp; M: 3 potions of cure moderate wounds (Value 45 gp per potion per character).

INTO THE WOODS

The child that ran across the street is Thorian Tapek, an orphan whose parents were killed ten years ago by a goblin raid on an outlying farm near the Dim Forest. Being only a year from mustering age, he has been training with Watcher Corem Valstier, Most Gallant Hippogriff, and retired Knight of the Watch, living in the copse of woods across the orphanage. He is running there now to help the aging Knight defend his house.

The trail left by the young boy is easy to follow. It runs through a small copse of elm trees. As you come around a bend in the trail, you see a small cottage in front of you. In front of the cottage, you see the child kneeling respectfully in front of an elderly man dressed in chainmail with a long sword hanging precariously in a sheath around his thin waist. He is wiping the edge of a halberd on the tunic of one of seven dead orcs that lie in the yard of the cottage, steam still rising from their bodies.

The old man is Watcher Corem Valstier. This Knight of the Watch retired from adventuring some 15 years ago, and is now close to 90 years old. Arthritis and old wounds have taken their toll on him physically, and he appears to be permanently hunched over a bit. The halberd he now carries serves more as a walking stick than a weapon.

Since Corem retired, he has amassed a rather large library of rare books concerning the Knighthood, Trilesimain, and the history of the Flanaess.

When the adventurers approach the house, Watcher Valstier hails them. He is breathing hard and leans heavily upon his polearm. If there are any squires to the Knights of the Watch present, he addresses them directly.

"I am Watcher Corem Valstier, Elder Gallant Hippogriff. I would ask you to see to it that young Thorian here is taken to safety." The boy looks almost hurt, and says "No! I will stand by you and defend this place of honor, with my life if need be! I plead to you, Elder Gallant Hippogriff, do NOT force me into cowardice!"

Watcher Valstier does not leave his library behind, which he considers more valuable than his own life, but he is very concerned for the safety of the young boy. The boy does not leave unless forced to by the characters, and even disobeys orders given to him by Valstier, despite his teachings – obeying the word of a Knight. If the characters offer to take his books to the keep, Valstier agrees to travel with them, as does Thorian, but the Watcher has approximately 500 pounds of books. Valstier points this out and states that there is no time; so further convincing needs to take place. He does have a cart out back, along with a mule, but the cart is in bad shape and

slows the characters progress toward the keep dramatically.

If the characters do not offer to take the complete library, he gives them a sealed scroll case, and instructs them to hand this over to the commander of the keep, Knight-Colonel Watcher Tark Obleron, Most Defiant Hydra. This is a scroll of *mass heal*, and it is intended to remain with the 20th Battle. However, if the characters open the scroll tube and decide to keep the scroll for themselves then they face consequences. Although it is not handled in this adventure directly, this should be recorded on the character's Adventure Certificate and reported to the Gran March Triad Point-of-Contact. The consequences are meted out in a following adventure.

Note: This encounter carries the potential for splitting the party with some members running after the boy and others helping the children. The two scenes are not terribly difficult to adjudicate, so do not become overly concerned if they do split. To bring them together at the end of this encounter, if the party does not do so by themselves, have a small group of orcs (four) engage the members staying with the children. The sounds of battle and the cries of the children should be enough to bring the party back together again. The four orcs are regular orcs as detailed in the *Monster Manual*.

ENCOUNTER 5

The characters should eventually make their way back to the gates of the keep. This is a fairly safe area as there are plenty of armed soldiers getting organized, and archers are on the keep walls ready to fire upon encroaching enemies.

At this point, the characters can release the children and/or Corem Valstier and Thalion from the previous encounter. They are all taken care of by members of the Headquarters unit of the 20th Battle. Any citizens that are brought to the keep are segregated into groups by the HQ unit. They are split into two groups, men that can still fight, and everyone else.

Knight-Colonel Watcher Tark Obleron approaches the characters and asks/orders them to make ready to escort the citizens out of Orlane. He also tells the characters that the 20th Battle intends to make a stand in the keep, hopefully acting as a decoy for the enemy forces. He hopes that the enemy decides to take out the military forces rather than leave their flank exposed in order to kill fleeing citizens. Tark is also aware that if the giant army controls the keep, any assaulting force will be sorely hindered in their attempts to retake Orlane, and many lives may be lost as a result. Tark has acquiesced to the fact that the rest of Orlane is lost to the enemy.

He has now taken a defensive state of mind, with the hopes of being rescued soon by other Gran March forces. The keep has enough food, water, and other goods to hold out for about three weeks. Tark fully intends to hold the keep for at least that long. Because of the tactical decision that Tark is making, he needs all available members of the 20th Battle to stay behind at the keep. Since he doesn't recognize any of the characters, he asks/orders them to

provide military escort to the refugee column that is now organizing. The column has to flee west as quickly as possible, since the giant-kin army has cut off the eastern roads. Tark also asks the characters to take several message scrolls to be delivered to Knight Field Marshall Dispatcher Alicia Helanasdotter, Most Indomitable Minotaur in Hochoch. It is vital that these messages, carrying information of the situation in Orlane, reach Helanasdotter as soon as possible. The survival of the 20th Battle hinges upon their delivery.

This encounter is a roleplaying opportunity for the characters. Tark does not have much time to talk, but he is polite. His main concern is that the characters understand the importance of their mission.

HOLDING THE LINE

Immediately following the brief discussion with the colonel, shouts are heard from guards on the walls of the keep that a large group of orcs is coming across the bridge to the south. As this warning is shouted from the walls, the DM needs to place 40 markers representing orcs on the battle-map. (Assuming one is used) Once this is done, Knight-Colonel Watcher Tark Obleron starts issuing orders to the soldiers on the ground to form a defensive pikeline facing south with a small contingent of archers located behind. He also orders the archers on the walls to ready themselves and to shoot with the hastily created ground unit of archers. As the soldiers are moving into positions, Tark Obleron turns to you, "We must defeat this small force before we can let the civilians escape! Otherwise, the citizens of Orlane will not make it a mile before they are cut down!"

Soldiers start organizing themselves into two units. One is comprised of front-line troops, wielding longspears and short swords, and the other consists of six archers.

Knight-Watcher Colonel Obleron is about to issue another order when a black-fletched arrow strikes him in the chest. He drops to the ground right outside of the gate. Immediately, some of the soldiers grab him and start to carry him inside the keep.

The soldiers that were organizing themselves into a pike line and archers are momentarily stunned.

The characters can take over at this point if they act quickly enough. Any character that starts to order the soldiers to continue getting ready to defend against the orcs advance are looked to for leadership throughout the encounter. Other characters can assemble themselves as they best see fit, whether in the pike line or in the archer unit. If no character takes charge, then an NPC sergeant starts instructing the soldiers to make themselves ready, and he also orders the characters to fall in as well.

🗡️ **Archers (6):** Male human Ftr1; hp 12 each; Appendix I.

🗡️ **Pikemen (6):** Male human Ftr1; hp 12 each; Appendix I.

The character in charge has to tell the archers when to shoot as a unit. Sample commands for this are "Archers – make ready!" This tells the archers to nock and draw back their bows, and then "Loose!" as the order for them to fire.

Any character with a military background, whether active or veteran, may make a Profession (soldier) check (DC 5) to know these commands. Any characters that are, or were archers in the Gran March military do not have to make this check at all.

Regardless of who takes charge, the characters should not encounter more than two orcs apiece in melee combat. Consider the rest of the orcs to be killed by the other soldiers present. This combat encounter should last no more than six rounds. Be sure to allow the characters at least two rounds of archer commands before the orcs engage in melee (start the orcs at a distance of 200 feet away from the characters).

The swordwraiths are two rounds behind the orcs. The soldiers do not engage the swordwraiths, who must be killed by the characters. If the characters fall, the pike line scatters and the remaining survivors flee toward the keep.

The clerics are still within the keep, so any healing that needs to be done at this time is up to the characters.

ALL APLS

🗡️ **Orcs (12):** Male orc Bbn1; hp 14 each; Appendix I.

APL 4 (EL 6)

🗡️ **Swordwraiths (2):** Male human Ftr2; hp 19 each; Appendix I.

APL 6 (EL 8)

🗡️ **Swordwraiths (2):** Male human Ftr4; hp 33 each; Appendix I.

APL 8 (EL 10)

🗡️ **Swordwraiths (2):** Male human Ftr6; hp 47 each; Appendix I.

Tactics: This combat encounter is designed to allow the characters to experience combat in an organized military fashion. The orcs have no other tactic than to charge the line. If any character is shouting orders, the orcs try to get to that character to kill them.

The swordwraiths attack the most holy character available (i.e. a character cleric or paladin). Roll randomly to determine which character cleric is attacked if there is more than one. If there are no clerics or paladins, the swordwraiths attack the closest character to them. At APL 6 and 8, the swordwraiths can use their thunderstones to deafen spellcasters, or to deafen soldiers in an attempt to disrupt orders and organization. At APLs 6 and 8, remember that the potions act as healing for undead.

Treasure: Assume that the gear of the orcs is not available for salvage. The Army takes it if there is time; otherwise it is lost in the tide of the battle.

APL 4: L: 38 gp; C: 0 gp; M: 0

APL 6: L: 103 gp; C: 0 gp; M: 2 *potions of inflict moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 103 gp; C: 0 gp; M: 2 potions of inflict moderate wounds (Value 45 gp per potion per character); 2 cloaks of resistance +1 (Value 150 gp per cloak per character).

Development: The swordwraiths are included in this module as part of a developing storyline. No reason is given to the players for their presence at this time. Let it be a surprise to them. More information regarding swordwraiths is given in Appendix II: New Rules.

ENCOUNTER 6

The characters have been ordered/asked to escort a large column of Orlane residents as they evacuate the town. Giants and other enemies battling in the eastern section of town have cut off the eastern roads. The only road out is to the west, toward Hochoch and the Army of Retribution. The characters are not the only military escort provided to the evacuees. However, very few soldiers have been assigned this task as the commander of the 20th Battle has decided to hold the keep in Orlane as long as possible. Because of this decision on the commander's part, the characters face the brunt of the action in this next encounter.

If any of the NPC recruits from Encounter 1 still survive, they follow the characters and provide assistance in combat.

The Orlane refugees number approximately 150. The majority of them are women and children and the elderly. A few men that could not fight are also in this column. There are also a large number of wounded that are being pulled on travois behind horses. The refugees have assembled a sort of marching order within themselves due to the different speeds at which they can walk. In the front of the column, pulling point security is one full file of infantry soldiers. There are also scouts that are ahead of the column, scanning for ambushes. On the north side of the column is also a file, equidistant from either end of the column. The rear is guarded by one full file as well. The south side of the column is not defended at all, and this is where the characters are directed to guard. This column is obviously weakly defended. The majority of the troops are locked in combat in Orlane as they defend the keep.

The characters should take positions on the southeastern sections of the column, as that is the most likely place of contact with any approaching enemy. If the players aren't thinking, but their characters are military types, allow a Profession (soldier) check (DC 15) to figure it out. If they do not assume this position, please alter this encounter accordingly.

Before the column leaves, an NPC cleric that was helping the wounded get ready for departure expends up to two *cure light wounds* spells on the characters, and wishes them good luck and fast return.

The column of newly displaced refugees is long and stretches farther in the darkness than you can see. The shuffle of feet and the occasional babe's cry are the only things that break the

monotony of the night. The low-lying cloud cover hides even the stars. Snowflakes land on your face as you and your charges trudge through the fields.

The sounds of battle wane as your party leaves the city with the refugees. Refugees occasionally comment on a growing sense of evil from Orlane, as though something has arrived from the depths of the swamp. This may be a local fear of the Rushmoors, but the fear is quickly strengthened as a quick breeze brings the scent of decay and sickness. What has befallen Orlane?

You are little more than half a mile from Orlane with a clear road ahead of you when you begin to hear the sound of wolves howling behind you from the direction of Orlane. A moment later, the sound of paws thudding through the thin layer of snow can be heard, and you realize that it will not be long before the wolves are upon you. A misty fog descends upon you, as you make ready for battle.

The characters are attacked by goblins riding worgs during this encounter. These worg-riders crossed the river west of Orlane and are looping around to assault the town from the north. They are also hoping to catch anyone they can that might be fleeing to the Dim Forest. The column of refugees is a welcome surprise for them.

At this point, the characters have half a minute (five rounds) before the goblin worg-riders come into view at 200 feet because of the descending mist. The worg-riders are coming in three groups; two small squads attempt to flank the caravan at the sides while the main contingent heads straight for the area of the caravan where the characters are located.

APL 4 (EL 6)

🐾 **Worgs (4):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (3):** Male goblin Ftr 1; hp 10 each; Appendix I.

🐾 **Goblin Priest:** Male goblin Clr1 (Maglubiyet); hp 8; Appendix I.

APL 6 (EL 8)

🐾 **Worgs (4):** hp 30 each; see *Monster Manual*.

🐾 **Goblins (3):** Male goblin Ftr 3; hp 22 each; Appendix I.

🐾 **Goblin Priest:** Male goblin Clr3 (Maglubiyet); hp 18; Appendix I.

APL 8 (EL 10)

🐾 **Worgs, Advanced (4):** hp 65 each; Appendix I.

🐾 **Goblins (3):** Male goblin Ftr 5; hp 34 each; Appendix I.

🐾 **Goblin Priest:** Male goblin Clr5 (Maglubiyet); hp 28; Appendix I.

Tactics: The priest among the group has already cast *bless* (and at APL 8, *magic circle against good*) shortly before they

come into view from the fog, so all enemy forces will be at +1 to hit and will have a +1 to save against any *fear* related spells.

When the characters come into view, the worg-riders close, using Ride-By attack if available. At this point, they focus on any characters that have moved away from the main group, charging them with their lances. The goblin priest casts *cause fear* or other offensive spells as soon as he comes within range of the characters.

If the first attack meets with heavy resistance, the worg-riders break off the attack, regroup, and charge again.

Treasure:

APL 4: L: 16 gp; C: 0 gp; M: 0
 APL 6: L: 136 gp; C: 0 gp; M: 0
 APL 8: L: 196 gp; C: 0 gp; M: 0

After the characters defeat this encounter, the rest of their journey is clear of enemies.

CONCLUSION

The road ahead is finally clear of the enemy. The darkness of the night surrounds you as you wearily make your way west toward the town of Hochoch and security within the Army of Retribution. It is ironic that after so many years of battling against the giants, Gran March citizens find themselves fleeing toward Geoff, instead of receiving the many Gyri refugees.

An icy breeze washes over your face as you look to the west. The numbness of the dark wintry world around you seems to mute all sound. The only thing heard is the shuffling of newly displaced refugees that plod continually on in the darkness. The sounds you heard before, the crying of death and the bellows of giants, are thankfully too far to hear now.

Looking back toward Orlane, you can see the intense fires caused by the explosion as they illuminate the dark, cloudy sky in the distance. The fire is so bright and fierce that it seems the sun has awakened early this night, and has risen in the east far before its time. The night journey you now take must be a remnant of a long and tiring nightmare that will only end when Orlane is free.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the orcs.

| | |
|-------|--------|
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 300 XP |

Encounter 3

Defeat the hill giant.

| | |
|-------|--------|
| APL 4 | 150 XP |
| APL 6 | 240 XP |
| APL 8 | 330 XP |

Encounter 5

Defeat the orcs and swordwraiths.

| | |
|-------|--------|
| APL 4 | 150 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |

Encounter 6

Defeat the goblins and worgs.

| | |
|-------|--------|
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |

Total Possible Experience

| | |
|-------|---------|
| APL 4 | 600 XP |
| APL 6 | 900 XP |
| APL 8 | 1200 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 2

Defeat the orcs and strip them of their gear.

APL 4: L: 78 gp; C: 4 gp; M: 0

APL 6: L: 218 gp; C: 4 gp; M: 0

APL 8: L: 398 gp; C: 4 gp; M: 0

Encounter 3

Defeat the hill giant and take his money.

APL 4: L: 0 gp; C: 400 gp; M: 0

APL 6: L: 0 gp; C: 520 gp; M: 0

APL 8: L: 0 gp; C: 900 gp; M: 0

Encounter 4

Search the orphanage. Find and take the healer's kit and potions.

APL 4: L: 5 gp; C: 0 gp; M: 3 *potions of cure moderate wounds* (Value 45 gp per potion per character).

APL 6: L: 5 gp; C: 0 gp; M: 3 *potions of cure moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 5 gp; C: 0 gp; M: 3 *potions of cure moderate wounds* (Value 45 gp per potion per character).

Encounter 5

Defeat the swordwraiths and strip them of their gear.

APL 4: L: 38 gp; C: 0 gp; M: 0

APL 6: L: 103 gp; C: 0 gp; M: 2 *potions of inflict moderate wounds* (Value 45 gp per potion per character).

APL 8: L: 103 gp; C: 0 gp; M: 2 *potions of inflict moderate wounds* (Value 45 gp per potion per character); 2 *cloaks of resistance +1* (Value 150 gp per cloak per character).

Encounter 6

Defeat the goblins and strip them of their gear.

APL 4: L: 16 gp; C: 0 gp; M: 0

APL 6: L: 136 gp; C: 0 gp; M: 0

APL 8: L: 196 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 536 gp

APL 6: 1071 gp

APL 8: 1991 gp

In addition to piles of gold coins, characters have the opportunity to earn the following non-material rewards:

Commendation with Recommendation for Promotion

This is given to the character (if applicable) that demonstrated leadership in taking charge of a chaotic

situation. This commendation counts as two commendations when tallying the total for promotional purposes.

Essentially, this is awarded to a character(s) that took charge of either the NPC Recruits in Encounter 1, or during the "Holding of the Line" section. The DM should note the occurrence on the Adventure Certificate.

Squire of the Knights of the Watch

If the characters rescue Corem Valstier and Thorian Tapek, and if any of the characters seem to be suitable candidates for the Knights of the Watch, then Corem Valstier invites those characters to squire to the order. This fulfils the recommendation or influence requirement for a character that is trying to become a Squire in the Knights of the Watch.

]

APPENDIX I: NPCS

ENCOUNTER 1

☛ **Yavid, Kergen, Oldin, and Valnor:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword) or +4 ranged (1d8/x3, longbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Profession (soldier – archer) +2, Ride +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Possessions: short sword, chain shirt, longbow, 40 arrows.

ENCOUNTER 2

APL 4 (EL 6)

☛ **Orcs (6):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14 each; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +4, Ref +1, Will –1; Str 15, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2; Power Attack.

Possessions: scale mail, greataxe, javelin.

☛ **Orc Shaman:** Male orc Clr3 (Gruumsh); CR 3; Medium-size humanoid (orc); HD 3d8; hp 20; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d8+3/x3, shortspear) or +3 ranged (1d8+2/x3, thrown shortspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +1, Will +7; Str 15, Dex 10, Con 11, Int 9, Wis 15, Cha 9.

Skills and Feats: Concentration +6; Combat Casting, Iron Will.

Possessions: scale mail, holy symbol of Gruumsh, spell component pouch, masterwork shortspear, pouch with 20gp.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – detect poison, guidance, resistance, virtue; 1st – bless, doom, magic weapon*, shield of faith; 2nd – bull's strength, hold person, spiritual weapon*.

*Domain spell. *Domains:* Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

APL 6 (EL 8)

☛ **Orcs (6):** Male orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12+4; hp 23 each; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee

(1d12+3/x3, greataxe) or +3 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +1, Will –1; Str 15, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

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

Possessions: banded mail, greataxe, javelin.

☛ **Orc Shaman:** Male orc Clr5 (Gruumsh); CR 5; Medium-size humanoid (orc); HD 5d8; hp 30; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +7 melee (1d8+3/x3, shortspear) or +4 ranged (1d8+2/x3, thrown shortspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +9; Str 15, Dex 10, Con 11, Int 9, Wis 16, Cha 9.

Skills and Feats: Concentration +8; Combat Casting, Iron Will, Power Attack.

Possessions: banded mail, holy symbol of Gruumsh, spell component pouch, masterwork shortspear, pouch with 20gp.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, detect poison, guidance, resistance, virtue; 1st – bless, cause fear, doom, magic weapon*, shield of faith; 2nd – bull's strength, endurance, hold person, spiritual weapon*; 3rd – bestow curse, dispel magic, magic vestment*.

*Domain spell. *Domains:* Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

APL 8 (EL 10)

☛ **Orcs (6):** Male orc Bbn4; CR 4; Medium-size humanoid (orc); HD 4d12+8; hp 41 each; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +9 melee (1d12+4/x3, greataxe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +3, Intimidate +6, Jump +3; Power Attack, Sunder.

Possessions: banded mail, masterwork greataxe, javelin.

☛ **Orc Shaman:** Male orc Clr7 (Gruumsh); CR 7; Medium-size humanoid (orc); HD 7d8; hp 40; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +9 melee (1d8+3/x3, shortspear) or +6 ranged (1d8+2/x3, thrown shortspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +10; Str 15, Dex 10, Con 11, Int 9, Wis 16, Cha 9.

Skills and Feats: Concentration +10; Combat Casting, Improved Initiative, Iron Will, Power Attack.

Possessions: banded mail, holy symbol of Gruumsh, spell component pouch, masterwork shortspear, pouch with 20gp.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, guidance, resistance, virtue; 1st – bless, cause fear, cure light wounds, doom, magic weapon*, shield of faith; 2nd – bull's strength, endurance, hold person (2), spiritual weapon*; 3rd – bestow curse, cure serious wounds, dispel magic, magic vestment*; 4th – divine power*, freedom of movement.

*Domain spell. *Domains:* Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

ENCOUNTER 3

APL 6 (EL 9)

➤ **Hill Giant:** Male hill giant Ftr2; CR 9; Large giant; HD 12d8+2d10+56; hp 115 (87); Init -1; Spd 40 ft.; AC 20 (touch 8, flat-footed 20); Atk +18/+13/+8 melee (2d6+10, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing; SQ Rock catching; AL CE; SV Fort +15, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +10, Jump +10, Spot +4; Cleave, Improved Bull Rush, Large and in Charge*, Power Attack, Sunder, Weapon Focus (greatclub).

Possessions: hide armor, huge greatclub.

*See Appendix 2: New Rules for details on this feat.

Note: The giant is stunned for the first round of combat.

APL 8 (EL 11)

➤ **Hill Giant:** Male hill giant Ftr4; CR 11; Large giant; HD 12d8+4d10+64; hp 135 (101); Init -1; Spd 40 ft.; AC 20 (touch 8, flat-footed 20); Atk +21/+16/+11 melee (2d6+14, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing; SQ Rock catching; AL CE; SV Fort +16, Ref +4, Will +5; Str 26, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +12, Jump +12, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Large and in Charge*, Power Attack, Sunder, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: hide armor, huge greatclub.

*See Appendix 2: New Rules for details on this feat.

Note: The giant is stunned for the first round of combat.

ENCOUNTER 5

➤ **Archers (6):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2

melee (1d6+1/19-20, short sword) or +4 ranged (1d8/x3, longbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Profession (soldier – archer) +2, Ride +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Possessions: short sword, chain shirt, longbow, 40 arrows.

➤ **Pikemen (6):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2/x3, longspear) or +3 melee (1d6+2/19-20, short sword); AL LN; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Profession (soldier – pikeman) +2, Ride +5; Combat Reflexes, Dodge, Weapon Focus (longspear).

Possessions: short sword, chainmail, longspear.

All APLs

➤ **Orcs (12):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14 each; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +4, Ref +1, Will -1; Str 15, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2; Power Attack.

Possessions: scale mail, greataxe, javelin.

APL 4 (EL 6)

➤ **Swordwraiths (2):** Male human Ftr2; CR 4; Medium-size undead; HD 2d12; hp 19 each; Init +5; Spd 20 ft.; AC 18 (touch 11, flat footed 17); Atk +6 melee (1d8+3 plus 1 Strength damage/19-20, long sword) or +3 ranged (1d4+3/19-20, thrown dagger); SA Strength damage; SQ Undead, damage reduction 10/+2, +2 turn resistance; AL LE; SV Fort +3, Ref +1, Will +3; Str 16, Dex 12, Con -, Int 13, Wis 12, Cha 9.

Skills and Feats: Climb +4, Listen +5, Ride +6, Spot +5; Alertness, Expertise, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: chain mail, large steel shield, long sword, dagger.

APL 6 (EL 8)

➤ **Swordwraiths (2):** Male human Ftr4; CR 6; Medium-size undead; HD 4d12; hp 33 each; Init +5; Spd 20 ft.; AC 18 (touch 11, flat footed 17); Atk +10 melee (1d8+5 plus 1 Strength damage/19-20, long sword) or +5 ranged (1d4+3/19-20, thrown dagger); SA Strength damage; SQ Undead, damage reduction 10/+2, +2 turn resistance; AL LE; SV Fort +4, Ref +4, Will +4; Str 16, Dex 12, Con -, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +6, Listen +6, Ride +8, Spot +6; Alertness, Expertise, Improved Initiative, Iron Will,

Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (long sword).

Possessions: chain mail, large steel shield, masterwork long sword, dagger, thunderstone, *potion of inflict moderate wounds*.

APL 8 (EL 10)

☛ **Swordwraiths (2):** Male human Ftr6; CR 8; Medium-size undead; HD 6d12; hp 47 each; Init +5; Spd 20 ft.; AC 18 (touch 11, flat footed 17); Atk +12/+7 melee (1d8+5 plus 1 Strength damage/19-20, long sword) or +7/+2 ranged (1d4+3/19-20, thrown dagger); SA Strength damage; SQ Undead, damage reduction 10/+2, +2 turn resistance; AL LE; SV Fort +6, Ref +6, Will +6; Str 16, Dex 12, Con -, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +8, Listen +7, Ride +10, Spot +7; Alertness, Combat Reflexes, Expertise, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (long sword).

Possessions: chain mail, large steel shield, masterwork long sword, dagger, thunderstone, *potion of inflict serious wounds*, *cloak of resistance* +1.

ENCOUNTER 6

APL 4 (EL 6)

☛ **Goblins (3):** Male goblin Ftr 1; CR 1; Small humanoid (goblinoid); HD 1d10; hp 10 each; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d8, morningstar) or +2 melee (1d6/x3, light lance) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 9.

Skills and Feats: Jump +3, Ride +5; Mounted Combat, Weapon Focus (light lance).

Possessions: studded leather armor, light lance, morningstar, 2 javelins.

☛ **Goblin Priest:** Male goblin Clr1 (Maglubiyet); CR 1; Small humanoid (goblinoid); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 15 (touch 12, flat footed 14); Atk +0 melee (1d8, morningstar) or +1 ranged (1d6, javelin); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 13, Con 11, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +4, Listen +4; Combat Casting.

Possessions: studded leather armor, unholy symbol, spell component pouch, morningstar, 2 javelins.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), detect magic; 1st – bless, cause fear, protection from good*.

*Domain spell. Domains: Evil (Casts evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 8)

☛ **Goblins (3):** Male goblin Ftr 3; CR 3; Small humanoid (goblinoid); HD 3d10; hp 22 each; Init +1; Spd 30 ft.;

AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d8, morningstar) or +5 melee (1d6/x3, light lance) or +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will +1; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 9.

Skills and Feats: Jump +5, Ride +9; Mounted Combat, Ride-By Attack, Skill Focus (ride), Weapon Focus (light lance).

Possessions: studded leather armor, masterwork light lance, morningstar, 2 javelins.

☛ **Goblin Priest:** Male goblin Clr3 (Maglubiyet); CR 3; Small humanoid (goblinoid); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 12, flat footed 14); Atk +3 melee (1d8, morningstar) or +3 ranged (1d6, javelin); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 11, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Listen +5; Combat Casting, Spell Focus (Enchantment).

Possessions: studded leather armor, unholy symbol, spell component pouch, masterwork morningstar, 2 javelins.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), detect magic, resistance; 1st – bless, cause fear, command, protection from good*; 2nd – hold person (2), invisibility*.

Enchantment Spells (base DC 14 + spell level)

*Domain spell. Domains: Evil (Casts evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

☛ **Worgs, Advanced (4):** CR 3; Large magical beast; HD 7d10+28; hp 65 each; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Atk +13/+8 melee (1d8+7, bite); Face/Reach: 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; AL NE; SV Fort +9, Ref +6, Will +4; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +5, Listen +9, Move Silently +6, Spot +9; Alertness.

☛ **Goblins (3):** Male goblin Ftr 5; CR 5; Small humanoid (goblinoid); HD 5d10; hp 34 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +5 melee (1d8, morningstar) or +7 melee (1d6+2/x3, light lance) or +7 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +1; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 9.

Skills and Feats: Jump +8, Ride +12; Mounted Combat, Ride-By Attack, Skill Focus (ride), Weapon Focus (light lance), Weapon Specialization (light lance).

Possessions: masterwork studded leather armor, masterwork light lance, morningstar, 2 javelins.

☛ **Goblin Priest:** Male goblin Clr5 (Maglubiyet); CR 5; Small humanoid (goblinoid); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 12, flat footed 14); Atk +4 melee (1d8, morningstar) or +4 ranged (1d6, javelin);

SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 13, Con 11, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Listen +7; Combat Casting, Spell Focus (Enchantment).

Possessions: masterwork studded leather armor, unholy symbol, spell component pouch, masterwork morningstar, 2 javelins.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (2), detect magic, guidance, resistance; 1st – bless, cause fear, command, cure light wounds, protection from good*; 2nd – hold person (3), invisibility*; 3rd – bestow curse (2), magic circle against good*.

Enchantment Spells (base DC 15 + spell level)

*Domain spell. Domains: Evil (Casts evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APPENDIX II: NEW RULES

LARGE AND IN CHARGE [GENERAL] AS PRESENTED IN SWORD IN FIST

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

SWORDWRAITH (TEMPLATE) AS PRESENTED IN LIVING GREYHAWK JOURNAL #3

Some mercenaries are so dedicated to a life of war that they rise from death to continue the battle, prowling the site of their deaths or the places of their burial, looking for foes to put to the sword.

Swordwraiths appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. In dim light or darkness, their eyes glow dimly. As most in a particular band come from the same mercenary company, they usually bear the same insignia.

Swordwraiths speak any languages they knew in life. Some have been willing to parlay with those they consider their military equal.

Organization: Company (2-8) or squadron (11-20 plus leader 1-4 levels higher).

Challenge Rating: Same as the base creature +2.

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Creating a Swordwraith

"Swordwraith" is a template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: As the base creature.

AC: Same as the base creature.

Special Attacks: A swordwraith retains all of the special attacks of the base creature and also gains the following attack:

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Special Qualities: A swordwraith retains all of the special qualities of the base creature and also gains the following:

Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A swordwraith has turn resistance +2.

Saves: Same as the base creature.

Abilities: Same as the base creature. As undead creatures, swordwraiths have no Constitution score.

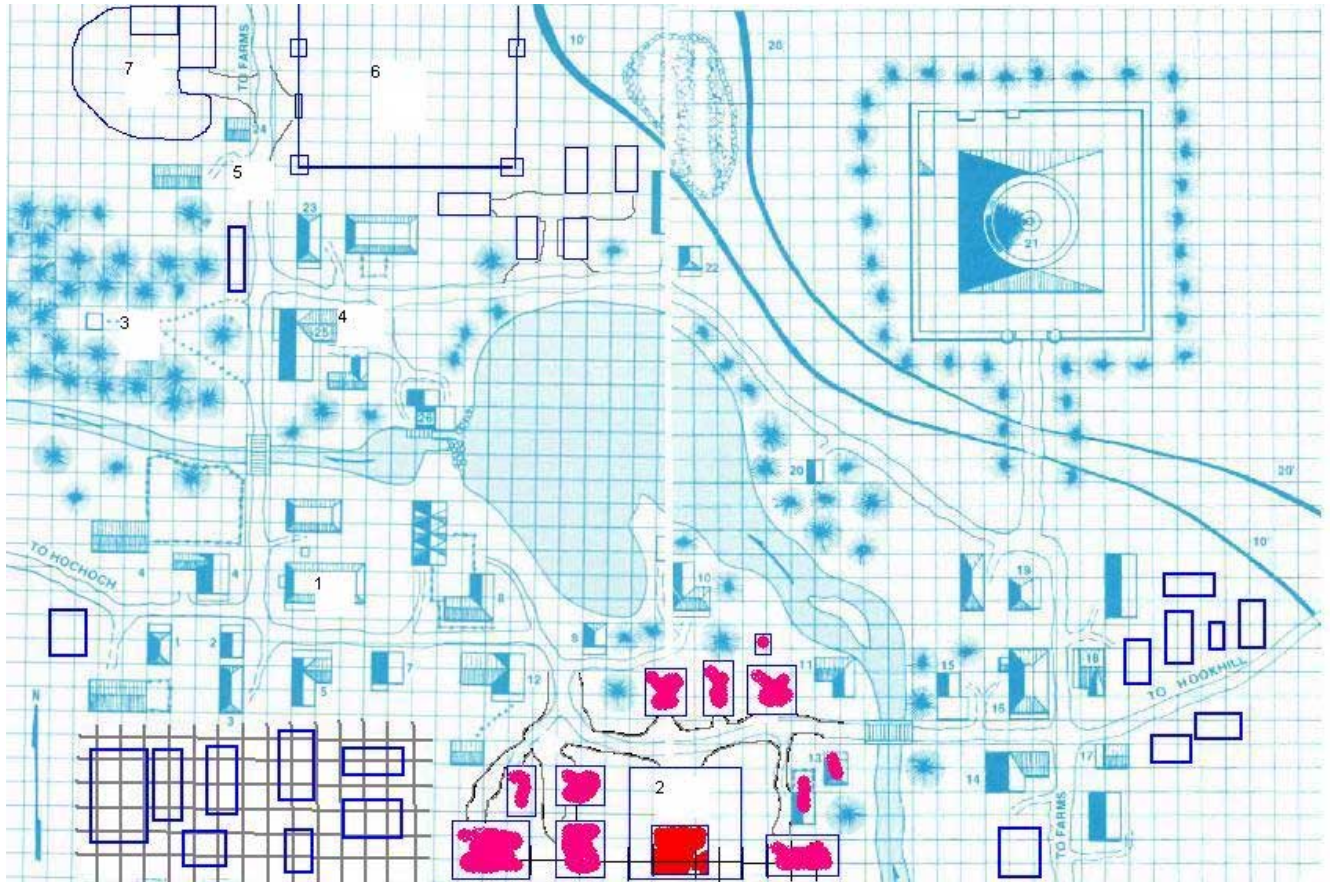
Skills: Swordwraiths receive a +4 racial bonus to Hide and Move Silently checks.

Feats: Swordwraiths gain the Alertness and Iron Will feats.

Climate/Terrain: Any land and underground.

MAP: TOWN OF ORLANE

Updated from the map that appeared in *N1 Against the Cult of the Reptile God*.



1. Golden Grain Inn (Encounter 1)
2. Warehouse where the explosion occurs. The red buildings are the ones set on fire immediately.
3. Corem Valtier's cottage (Encounter 4 – Into the Woods)
4. The orphanage with the children (Encounter 4 – In Search of Childhood)
5. Encounter 5 – Holding the Line
6. The Garrison Keep of the 20th Battle.
7. Military stables

One Square = 20 ft.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.