

GRM3-06

Training Camp

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

Version 2.1 – Premiere at Dragon Con

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The Gran March army is busy fighting the Giants in Geoff, and refugees continue to pour into Gran March. Now a new force is rising out of the dust, attacking travelers, towns, and even individual homes. A Gran March regional adventure for APLs 4-10.

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

Preparation

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

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

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

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

Keep in mind that you must have at least three 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, 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 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. 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Is It a Full Moon?

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

Adventure Background

In a small town between Orlane and Hochoch, citizens have been disappearing. The disappearances have been going on for several months and the latest victim is the *Mayor's* son. During that same period, several attacks have been made on the town and the surrounding areas. Citizens are under curfew and even during the day they don't venture out very far. The town has sent out a cry for help to the Gran March military in Orlane and Fort Endurance. Your mission, should you choose to accept it, is to find out the how and why of the disappearances and attacks and bring back the Mayor's son.

DMs: Before you begin, you need to ask the players if anyone has played *Eyes on Orlane*. Of those, you need to know which ones obtained a copy of the song of *Our Heroes of Orlane*. Make sure you have the PC names of those players.

Any heroes in the military will be given orders to take on this mission. Any civilians with military commendations or the song from *Eyes on Orlane* are recognized and/or sought out. Other civilians will be requested to round out the investigating party. Any civilians who have a military contact/influence can use the contact/influence to obtain use of military equipment for the mission.

Adventure Summary

Encounter 1: The party enters Orlane and passes a bar called the Rushing Range. The PCs are lured inside by the bard and witness a fight amongst dicers. They have an opportunity to help clean up after it, though not the opportunity to participate in it. This is really a chance to role-play.

Encounter 2: The Gran March military is seeking help to investigate an increased number of raids and disappearances near the Geoff border. The PCs are approached based on military rank, reputation in Orlane, and reaction to the fight at the Rushing Range.

Encounter 3: The PCs set out to find a town called Leilam's Orchard, the site of the most recent raid and disappearance. On the way, they see some movement near the road. If they follow it, they can track a party of goblinoids leading a human boy captive. If they follow this group, they find themselves in a battle. The captive is already safely removed by that point.

Encounter 4: The PCs arrive in Leilam's Orchard and meet the mayor, Craice Littleman. Littleman explains the situation and requests their assistance. He provides some information and the PCs can investigate those leads, including the Druid teacher and weapons master that taught the missing boy. All leads eventually point to the orchard, where signs of a struggle can be found.

Encounter 5: The PCs track their quarry into the Oytwood to an abandoned camp. They can investigate the camp and find several clues, including the missing boy's signet ring and tracks leading deeper into the Oytwood. As the party follows these tracks, they encounter a trap and a lookout party close to the Training Camp. This lookout party consists of one human and a few monsters that help out.

Encounter 6: The party finds the Training Camp. The camp has a mediocre fence to define its boundaries and sentries to keep a lookout for trespassers. The sentries do not fight, however, they only raise the alarm. Inside the camp are an overwhelming number of goblins, giant types, and humans. Most of the humans are young boys of varying ages from barely fighting age to mid-twenties. The PCs can identify the boy they are after, but cannot reach him without alerting the other boys. The other boys will raise an alarm as they have been brainwashed to hate Gran March and want to keep their new recruit. As the PCs run, a small party of humans chases them down and tries to kill them.

Conclusion: The PCs return to Leilam's Orchard, with or without the boy, but with information about the Training Camp and what is going on there. If they bring back the boy, the mayor thanks them with gifts. When they return to Orlane, a success is commended. If the boy was not saved, Captain Ramanche still commends them for any information brought back.

Introduction

The adventure opens in a tavern in the town of Orlane. Those PCs who are assigned to Caravan Duty have just arrived. As the PCs pass down the street, they hear music coming out of a tavern called the Rushing Range. The music is lively and the PCs can hear a bard retelling stories of the recent battles in the Dim Forest and in

Geoff. Contact the Gran March Point of Contact for appropriate happenings to insert here.

If any PCs have the song from Eyes on Orlane, they hear their names mentioned by the Bard, but can't quite hear the context unless they enter the tavern. After they enter the tavern, they can hear the bard retelling the story of brave souls defending the roads, protecting the merchants and the town.

Encounter One: Open Bar

It has been over a year since the Battle of Orlane, and still evidence of a vigilant military is apparent in the town. Uniformed Gran March sentries man various checkpoints along the road into Orlane, and the streets are frequently patrolled by teams of four or five soldiers. The Orlane garrison maintains an ever watchful vigilance to ensure that giants and goblinoids can never lay siege to the town again.

It is late afternoon. The work day is coming to an end, and the local populace is now wrapping up the day's activity and heading home. Travelers are making their way to the local tavern, the Rushing Range.

The lilting melody of a bard within the tavern wafts across the air to the street outside the Rushing Range, where the player characters stand together, relating their last adventures to one another and debating whether to enter the bar or to head for the Orlane garrison mess hall.

Characters who possess a copy of the song, "Our Heroes of Orlane," recognize their names being sung from within the tavern. The verses of their exploits, though embellished a bit for effect, miss a few important factual details about their roles in the reconnaissance mission that was so instrumental in the victory against the giants in this very town over a year ago. Still, the song should be enough to draw the heroes into the tavern.

The tavern is quite lively, as it is early dinner time. Several tables are already full. The bartender, a balding man in his mid-forties in a white apron, wipes clean the tankards he collects from the bar and puts them back on the shelf behind him. The din of talking patrons blends together in the background of the bard's song. A solidly built, rather ugly looking man with skin that appears to have a gray-green tint stands next to the door. He advises all player characters to leave their weapons at the door.

Next to the door, immediately to the left, is a wooden weapons rack with several weapons hanging from it. If characters refuse, the doorman will insist rather calmly that they cannot enter unless they do leave their weapons

on the rack. Active duty military will not be required to remove their weapons since doing so violates military regulation against surrendering a weapon, but they are required by military regulation and civilian law to peace bond their weapons. Members of the Knights of the Watch are also not required to remove their weapons, but the doorman will ask the Watcher to peace bond his or her weapons as well. However, all civilians are required to leave their weapons at the door or leave the tavern.

The Rushing Range is a lively tavern with a diverse set of customers. A Bard sits at the far wall on a very modest stage, recalling the stories of brave heroes. Despite the stage height, he seems a bit shorter than your typical human. If you look closely, there is an almost elven look to him. Some of the patrons lazily lean back in their seats to listen to the bard while others carry on animated conversations at their tables.

An attractive, stocky young man with long, blond hair loosely wearing a Gran March uniform sits on a barstool leaned back against relaxed against the bar. He boisterously relates his most recent adventures against some ogres who attacked his party on a mission in the Dim Forest. He has several of the bar maids waiting on him while a few other girls hang on his every word with keen interest. If players make a successful listen check while they wait for dinner and listen in on his conversation, they will learn that the road through the Dim is almost finished now in spite of the efforts of the Free Band, elves of the Dim Forest who have disagreed with Gran March building operations through the forest. Since he has been operating heavily in the Dim, he can provide news to interested parties that the Free Band has been stepping up their activities, even though the road is nearing completion. As this young soldier talks, it is evident that despite his wearing of the uniform and serving his adopted country (he is an immigrant from Keoland), he does not speak with the same disciplined manner as many Gran March soldiers. In fact, in his conversations with military PCs, he has no concept of military protocol. He speaks informally, addressing men as "dude" and women as "chick." If pressed to address someone by proper rank, he will say "[rank] dude" or "[rank] chick."

Any PCs making an active attempt to listen to conversations in the bar overhear the current rumor mill from the patrons in the bar:

- Troops may be pulled from Geoff and the road project abandoned. Gran March has better things to do with their army.

- Things are getting uneasy in the Rushmoors. Strange Flan barbarians have been seen in and around the swamps.
- There is some sinister force at work in the March - some say that spies are passing information to the giants.

In another corner in the tavern is a group of dicers. One of the dicers is a dwarf, and the other three are human. The dwarf has a scruffy beard and wears dirty soft leather clothing. One of the three humans is tall and skinny, with a pronounced Adam's apple, long, curly hair, and a receding chin. He smells like a day's work and seems to have not bathed for a long time. He tosses the dice, invoking the god of luck with a pronounced Geoffite lilt, "Come on, bring me the luck I need to get a new pair of shoes." Then, he tosses the dice. He shouts with glee as apparently, he has won a toss at last.

Just as the bard's tale is getting to a climax, the dicers in the corner start to get rowdy. The dwarf, apparently quite frustrated at having had a terrible streak of luck, accuses the tall, skinny man of cheating. As their argument heats up over the use of loaded dice, they start to get loud; other patrons look disturbed. One patron at a table next to the dicers calls out, "Keep it down over there! Some of us are trying to hear the story!" The dwarf jumps up and starts a fight, with the response, "Oh, I'll keep it down alright!"

The dwarf starts throwing punches at the humans at his dicing table. Just as he pulls out a punching dagger that was hidden under his coat, the scrawny Geoffite, apparently scared by the situation and accusation, leaves the table and runs for the door. At that same time, a large, strong-looking half-orc comes out from behind the bar and grabs the dwarf and one of the remaining humans. He lifts them each off the floor and says, "That's enough. Boss said no more fighting!"

Motwhin Dullhammer is a disgraced dwarf. He was never very heroic and his skills with stone were only average in his dwarven village. He never cared to learn a legitimate trade, but prefers to make his living by other means. To that end, he is a thief and a professional gambler. He makes most of his money at dice, taking advantage of others. He is an angry dwarf not trustworthy. While most patrons have left their weapons at the door as requested, Motwhin has two punching daggers on his person still (hidden under his coat) and uses them. The other two humans are also dicers that were at the table. They know Motwhin and like to try to

trip him up at his games. It is actually they who were cheating, but made it look like Lorren.

Lorren Tailis is a Geoffugee looking for a quick way to make back some money. He was attacked on the road between Hochoch and Orlane and lost everything he had, which admittedly wasn't much at the time. He stopped in Orlane hoping to find a few honest games of dice to make some money. He has already spent two days doing odd jobs around the area to get a few coppers to get started.

Motwhin takes one stab at Lorren before the scared human tries to get away. He will look for the nearest PC in the party who is in the tavern for protection, as he fears the half-orc bouncer, and suspects that people will blame him for the problems (even though they are not his fault). Lorren will plead for the PC (or multiple PC's if there are more than one who seem appropriate) to protect him from the "crazy dwarf," even if the half-orc has already caught the dwarf in the act of trying to kill Lorren. This gives the PC's a chance to talk to Lorren, who seems obviously nervous and upset, and he will open up to the PC's fairly easily.

👤 **Motwhin Dullhammer:** Male Dwarf Rog3; see Appendix I.

Development: The half-orc bouncer will have a serving boy run for the city guard while he holds Motwhin in his grasp. When the city guard arrives, they immediately question everyone involved in the fight. Anyone willing to give an account of the disturbance is appreciated. The city guard is only looking for an explanation, not a scapegoat. They will question each person in the tavern at the time until they get an answer. The guards have no love of the dicers, as they are known to cause problems like this. The guards then cart the dwarf and his companions away. **Note: The PCs do not get to keep any of Motwhin's money or possessions. He's been taken into custody along with his belongings.**

Lorren Tailis has begged for the PC's help in defending himself against the dwarf and they can get some information from him/talk with him after the guards leave. If they ask where he came from, he will admit to coming from Geoff and will describe the attack on the road.

Gather Information or Diplomacy check (DC 15) reveals that Lorren was attacked by one human and a couple of goblinoids. Lorren isn't quite sure what kind they were, but insists they must have been some kind of goblin.

Encounter Two: Seeking Help

The military is looking for a team to take on a special assignment. After the city guards are done, they pass on the PCs' names to Captain Ramanche, who then arrives at the tavern.

Captain Ramanche goes to town to find a particular team to take on this assignment. In the local tavern, the Captain looks for active military or any of the civilians that have helped the military recently or with any of the following:

- Military Rank
- Military commendations
- Point of Contact with Captain Ramanche
- Copy of the Song, "Our Heroes of Orlane," from Eyes on Orlane

Barring that, he will ask for the citizens who witnessed the recent disturbance in the tavern. Captain Ramanche does not offer rewards. It is up to the civilians to join up on their own. After volunteers are obtained, he instructs them where to report. If PCs refuse or demand reward, Captain Ramanche will question the citizenship of any Gran March citizens who would be so base as to demand a reward when it is the duty of a citizen to come to the aid of a government representative with a legitimate need for help. Those who are from Geoff, he will inform that the disturbances might be of interest to the security of their homeland, as it appears that a rash of monstrous activity is resurrecting itself in the area to the west, and investigating the situation now might mean that danger in the homeland might be averted if it can be nipped at the root.

The PCs should report in one hour outside the tavern to meet with the Captain. After the party reports for duty, read or paraphrase the following to the military and civilians alike.

Captain Ramanche greets you warmly and sincerely. He has light brown hair and a goatee, obviously cut by a fine barber. He says the following: "Greetings, I hope you are well rested from your last travels. We have a mission for you that requires sensitive handling. There has been an increasing amount of raids in various towns along the road to the west toward Hochoch. Humanoids have been spotted along the area raiding caravans and taking children. A number of disappearances have been reported, and, more recently, the son of the Mayor of Leilam's Orchard has gone missing. When we got the request to provide aid, we found that our forces were too

spread thin between problems in Geoff and the situation in the Dim Forest. Your mission is to find the boy and determine who is behind the raids and disappearances. Bring back any information you find so we can send in an appropriate expert team to stop future disturbances. Your team leaves tomorrow, just after dawn. Meet at the main gate. Travel supplies will be provided. Do you have any questions?

When they meet at the gate of Orlane, they are provided with light riding horses to make the trip (not war horses), a long spear or crossbow with 20 bolts if they accept. These must be returned to the military at the end of the mission.

Encounter Three: Finding the Way

Leilam's Orchard is two days travel from Orlane. There are several smaller settlements along the way, and Marcher patrols can occasionally be seen in the course of travel. If they recognize Gran March uniforms among the party, they will approach to ask news to the east and inform the party that they have run into goblinoids in the area around the Oytwood, and they will caution the party to be on the lookout for trouble. They will take a minute to make unimportant chit chat, then resume their patrol patterns.

On the second day of travel, the party will pass a few small villages that have survived the Giant invasion and many side roads leading to other small villages. As they pass, they will note that the local populace is very likely to take to their homes as people approach. Mothers quickly grab their children and take them inside. There is a general caution among the people and a special attentiveness to the safety of young teenage boys.

Have the party roll a Spot check to see several figures moving stealthily through the nearby vegetation about 200 feet away (DC 36). Since the figures are moving away from the party and ducking behind cover frequently, they will quickly move out of range if not immediately pursued. If the party decides to investigate, a successful Track check (DC 15) or Search check (DC 20) will pick up their tracks, otherwise go to Encounter Four.

This is a mixed party escorting a new capture to the training camp. They have just completed the capture in a town near Leilam's Orchard. The boy has been badly beaten, but can still walk. They drag him unwillingly, weakly kicking with what little strength he has left from the encounter.

Anyone with the Track feat can use a Wilderness Lore check (DC 10) to identify the tracks as one set human

and the rest not human. If they make the check by 5, they can identify the other tracks. See the appropriate tier below.

As the escort party approaches a clearing, more of their colleagues join them from a hiding position. One hobgoblin takes the captured boy through the clearing to the other side while the rest set up an ambush in case they are being followed.

If the party follows the tracks, they travel about half a mile south through heavy vegetation. After half a mile, they approach a clearing about 50 feet in diameter. As the party approaches the clearing (a good 50-100 feet away), have them roll a tracking check to continue following the tracks.

- DC 10: The tracks look more jumbled at this point. It appears that additional tracks have been added. Beyond the jumbled set of prints, they lead into the clearing.
- DC 15: Additional tracks are apparent. The number in the party tiered below is also apparent. These tracks lead into the clearing.
- DC 20: The trackers knows the makeup of the escort party including species, size and numbers and can discern that the human tracks go into the clearing as well as the others.

If the party enters the clearing, have them roll a Spot check to spot the enemy hiding behind the trees to the left and right flank (2 goblins on each side) some 60 feet away, opposed by the hide roll of the enemy (Base DC15 +APL). The enemy will open fire if fired upon or if the player characters move toward them. If they are not spotted, they will wait for the party to enter their kill zone (30 feet away for point blank range) and shoot from cover first.

APL 4 (EL 6)

👉 **Nevest, Male Ogre Rgr2:** hp 48: see Appendix I.

👉 **Male Goblin Rog1 (4):** hp 6 each: see Appendix I.

Tactics: The human's "escort" party set up an ambush for the PC's. Before the battle is joined, one of the enemies has taken the child, cast invisibility, and run away with the boy. The remaining enemy goblins are armed with short bows and will shoot at the enemy from behind the cover of trees (75% cover). They will try to get within 30 feet of the clearing so that when the PC's enter the clearing they will be able to get their Sneak Attack (and Point Blank Shot) bonus if at all possible. The goblins will rush from tree to tree to maintain cover and stay out of melee range if possible. The ogre will engage beginning

the following round, charging into combat from behind trees about 100 feet ahead of the party.

APL 6 (EL 8)

👉 **Nevest, Male Ogre Rgr4:** hp 66: see Appendix I.

👉 **Male Hobgoblin Ftr2 (4):** hp 17 each: see Appendix I.

Tactics: The human's "escort" party set up an ambush for the PC's. Before the battle is joined, one of the enemies has taken the child, cast invisibility, and run away with the boy. Nevest and the remaining enemy hobgoblins are trying to stop the PC's by ambushing them. At this APL, Nevest has an entangle, which he will attempt to use on the PC's once they have entered the clearing, to aid the hobgoblins in picking them off. The hobgoblins are armed with longbows and will shoot at the enemy from behind the cover of trees (75% cover). They will try to get within 30 feet of the clearing so that when the PC's enter the clearing, but not going into the entangle area, should Nevest successfully entangle the party. they will be able to get their Point Blank Shot bonus if at all possible. The hobgoblins will rush from tree to tree to maintain cover and stay out of melee range if possible. If Nevest is unsuccessful at getting his entangle spell cast, he will engage beginning the following round, charging into combat from behind trees about 100 feet ahead of the party. He has power attack at this level and will use it on any foe not armored heavily.

APL 8 (EL 10):

👉 **Ogre Mages (2):** hp 42 each; see *Monster Manual*.

Tactics: The human's "escort" party set up an ambush for the PC's. Before the battle is joined, one of the enemies has taken the child, cast invisibility, and run away with the boy. At this APL, the PC's encounter two Ogre Magi. They have been tasked with stopping the PC's. Both ogre magi start the combat invisible. The first ogre mage will take flight to move above the party. The second ogre mage will stay in the woods outside of the clearing, waiting for the first to cast. In the following round, the first ogre mage will use darkness in the center of the party to hinder their ability to combat he and his fellow mage. The second ogre mage will attempt to cast cone of cold on the party (basically aiming for the darkness). On the next round, the first ogre mage will attempt to utilize his cone of cold from a vantage point 50 feet above the party, catching everyone within a 25 ft radius on the ground. Both ogre magi will then become invisible again if possible. Both will attempt repeatedly to cast darkness on the clearing, trying to sow confusion on the party. Once they have attempted to use their cones, they will

engage, but they would prefer to begin by shooting with their huge longbows, only moving to their huge greatswords if necessary.

APL 10 (EL 12):

🔥 **Ogre Mages (2):** hp 42 each; see *Monster Manual*.

🔥 **Male Hobgoblin Ftr6 (4):** hp 50 each: see Appendix I.

Tactics: The human's "escort" party set up an ambush for the PC's. Before the battle is joined, one of the enemies has taken the child, cast invisibility, and run away with the boy. At this APL, the PC's encounter two Ogre Magi with some "support" troops in the form of hobgoblins. They have been tasked with stopping the PC's. The hobgoblins know the ogre magi will be spell casting, so they will attempt to stay out of the clearing. They will attempt to shoot from cover (75%) behind the trees into the clearing, if possible from close enough to use Point Blank Shot. Both ogre magi start the combat invisible. The first ogre mage will take flight to move above the party. The second ogre mage will stay in the woods outside of the clearing (to the north, as both the east and west flank have two hobgoblins in hiding), waiting for the first ogre mage to cast. In the following round, the first ogre mage will use darkness in the center of the party to hinder their ability to combat the hobgoblins (and his fellow mage). The second ogre mage will attempt to cast cone of cold on the party (basically aiming for the darkness). On the next round, the first ogre mage will attempt to utilize his cone of cold from a vantage point 50 feet above the party, catching everyone within a 25 ft radius on the ground. Both ogre magi will then become invisible again if possible. Both will attempt repeatedly to cast darkness on the clearing, trying to sow confusion on the party. Once they have attempted to use their cones, they will engage, but they would prefer to begin by shooting with their huge longbows, only moving to their huge greatswords if necessary.

If necessary, one ogre mage will resume invisibility and duck behind a tree to a safe location, where he will use polymorph self to assume the shape and identity of a Gran March soldier. He will then ingratiate himself upon the party and offer to help them, taking the first opportunity to bring down a single party member in a time of weakness or when he can gain an advantage of surprise. If the party detects evil, he will become invisible and flee.

Treasure:

APL 4: L:31gp;C:150;M:0.

APL 6: L:50 gp;C:0;M:0.

APL 8: L:150;C:0;M:0.

APL 10: L:184 gp;C:0;M:0.

Encounter Four: Getting to Town

When the party gets to Leilam's Orchard, they notice that this so-called town is barely a village. As soon as they approach town, a young girl in a modest summer dress greets them. Change the text as appropriate if there are no soldiers in the group.

As you enter the town of Leilam's Orchard, you are singularly unimpressed. It is barely a village with only a few buildings, including one inn, a very small market, a forge, and an herb shop. Homes are dotted along a path and around the center of this "town." A young girl is picking flowers in the center of the Green. She looks up and then approaches you at a run. She is modestly dressed in a sundress and has a basket on her arm with a few herbs and flowers.

"Hello! You must be the soldiers we asked for! Oh, please come on into town. The Mayor will be so glad to see you. Please come with me!" Before you can reply, she starts running towards one of the buildings, waving you to follow.

The girl takes the party to the inn, which is very well lit. There are about ten tables with chairs and the common room is nicely decorated. This is much nicer than some of the other inns the party has seen. As the party approaches, the innkeeper comes out the front door. After introductions, he calls a stable boy to take their mounts and welcomes them. While they are talking he removes his apron to reveal a medallion around his neck indicating that he is of a family of some importance in the area.

The old man introduces himself as the innkeeper and Mayor of Leilam's Orchard, Craice Littleman. Littleman is a short, robust man with gray hair and a large waistline. He is the mayor and keeper of the only inn in the town. He is a gentle man with a normally sunny disposition who greets the PCs accordingly. The townspeople look up to him and have trusted him for a long time in this position. He is well loved by the townsfolk and runs a very nice inn.

Inside the inn is an ornate fireplace, dressed with decorative stones. The smells coming from the kitchen are tantalizing, and there are a few folks chatting at tables. They appear to be just ordinary townsfolk, stable hands, smiths and the like. The inn usually serves apple cider and apples pies. One of the serving maids mentions that they are out of apples at the moment.

As the party settles down to chat, his sunny disposition slowly fades into a serious, slightly distraught, expression. He explains that his son has disappeared, and the entire town turned out to search for him. Upon searching in nearby villages, they found that other young men had also been disappearing. Kidnapping is suspected, though no one has actually seen the kidnappers. Littleman apologizes that it isn't much to go on, but he hopes the party will find his son quickly.

Littleman offers the following information:

- The missing boy, his son Norame, spent most of his mornings in the orchard gathering apples for the inn.
- He usually spent his afternoons with a tutor and his best friend, Arnon.
- No one is sure what time the boy disappeared.

Anyone attempting a Gather Information check can overhear conversations going on around the inn or from speaking to townsfolk directly.

- DC 15: After gathering his apples and returning them to the inn, the boy was known to return to the orchard to practice swords with his best friend. Both were just beginning to learn how to swing a sword effectively.
- DC 20: Master Lodwin, the weapon smith, found one of his practice swords missing the same day. Someone walking by the edge of the orchard heard some strange noises. The sounds were almost animal-like grunts and hollers.
- DC 25: Rumors were heard by a traveling merchant recently of trouble on the edge of the Oytwood. The traveler saw a large amount of smoke on the very eastern edge of the Oytwood during his travels, about two weeks ago.

The party can return to their last location and try to find the tracks again, they can check out the orchard, or try to find the tutor. The main tutor is the village wise woman who runs the herb shop in town. The second tutor is the weapon smith, Master Lodwin, who teaches the boys skills with a sword. The two shops are located across the square from one another.

Master Lodwin is a blacksmith and weaponsmith. He has been teaching the Mayor's son and his friend Arnon how to use swords. Their lessons were scheduled for the afternoons. He is a rather busy man and will speak to the PCs as he is working on a set of horseshoes. Usually when the boys come for lessons, Master Lodwin provides practice swords for them. However, he noticed that one

of his practice swords went missing the day of the disappearance.

The wise woman, Creola, is an old druid lady who seems fairly preoccupied with her brewing when the party walks into the shop. Throughout the interview, her mind appears to be elsewhere and it is clear to the party that she isn't that observant. The tutor's information consists of the boy's regular lessons and the fact that only one of the boys showed up for his lessons that day. Arnon, the missing boy's friend, showed up for his lessons a bit disheveled and distracted that day. Arnon can be found at his mother's house.

If the party presses onward to find Arnon, he takes them directly to the location in the orchard where they were when they were attacked. With a successful Diplomacy check (DC18), Arnon will tell the party that he saw the attack, but he hid while the attackers grabbed Fortis, and then he ran home. He was too ashamed to tell anyone he ran, so he has kept his knowledge to himself.

If the party goes directly to the Orchard, skipping the tutors, they need to make a successful Spot check (DC 10) or Search (DC 5) to see the missing sword on the ground. This is the location where the "escort" kidnapped the missing boy. Same Track checks as above to identify the kidnapping party as identical.

If the party goes directly to the Oytwood, or follows the tracks, they will be traveling near the Geoff border toward the Oytwood.

🐉 **Craice Littleman:** Noble 5.

🐉 **Master Lodwin:** Expert 5

🐉 **Creola:** Druid 5

🐉 **Arnon:** Commoner 1. Sense Motive +5

Encounter Five: Into the Oytwood

As the party approaches the Oytwood, they can notice a faint odor of old smoke and charred vegetation. By following the scent, they can find an old campsite. The campsite is medium-sized, indicating at least 20 beings stayed here. A couple of remnants were left behind, including some broken chains, a few barrels that smell like stale, nasty ale, the cold ashes of a number of campfires, and a broken wheel. With a successful Search check (DC15), the party finds a small-sized ring. Intelligence (DC15) can tell them that the signet on the ring matches the medallion worn by the mayor.

Clear wagon ruts lead away from the campsite, deeper into the Oytwood. As they get further along the new trail,

the party encounters a group of scouts. The scouts have laid a pit trap on the trail to discourage those who might follow. (This also makes their watch easier if those tracking them fall into the pit.) If a rogue in the party is actively looking for a trap, let them roll a Search check to find the trap first.

The lookout party (listed below by APL) is actively looking for trespassers. They are familiar with the trap and will attack while the party is disabling the device or pulling their comrade out of the trap. If the PCs do not do either, the party will attack from cover after they walk by it and try to drive them into it.

Trap

This trap starts with a camouflaged 5' by 5' pit. The pit is covered by a wire mesh and then covered by leaves, small sticks and other blending materials. This is a complex pit trap, created by a trapmaster and a wizard working together. The trap has three parts to it. The first part of the trap is a standard chute (depth dependent on APL). Halfway through that chute, a spell is triggered. If the PC fails the Fort save, *reduce* is cast on every character in the chute as a 5th level wizard. Directly after the first part, the chute narrows by 50%. If the PC made the save, they stop at this point. Otherwise, they keep sliding down the narrowed chute (10 ft) and land in a small cell with no exits (10 ft fall). The *reduce* spell remains in effect for 5 minutes, during which time the PC can try to escape. If they miss this 5-minute mark, they cannot fit back through the narrowed chute. This means they cannot take 10 or 20 on their climb check! At higher APLs, the pit gets deeper, adds spikes, and eventually adds poison to the spikes.

APL 4 (EL 6)

🔮 **Magic Pit Trap:** CR 3; mechanical/magic device; location trigger; manual reset/automatic reset (on spell); Ref save avoids (DC 15), *reduce* spell (Fort save vs. the spell (DC 12)); save avoids reduction and causes PC to stop midway (thus halving the falling damage)); 20 foot deep (2d6, fall); Search (DC 21); Disable Device (DC 25).

🧙 **Shenidar, Male Human Rog2/Ftr1:** hp 17; see Appendix I.

🧙 **Male Hobgoblin Ftr1 (3):** hp 9 each; see Appendix I.

APL 6 (EL 8)

🔮 **Magic Pit Trap:** CR 5; mechanical/magic device; location trigger; manual reset/automatic reset (on spell); Ref save avoids (DC 15), *reduce* spell (Fort save vs. the spell (DC14)); save avoids reduction and causes PC to

stop midway (thus halving the falling damage)); 20 foot deep (2d6, fall); Search (DC 21); Disable Device (DC 25).

🧙 **Shenidar, Male Human Rog4/Ftr1:** hp 26; see Appendix I.

🧙 **Male Hobgoblin Ftr1 (5):** hp 9 each; see Appendix I.

APL 8 (EL 10)

🔮 **Magic Pit Trap:** CR 7; mechanical/magic device; location trigger; manual reset/automatic reset (on spell); Ref save avoids (DC 15), *reduce* spell (Fort save vs the spell (DC 16); save avoids reduction and causes PC to stop midway (thus halving the falling damage and avoiding the spike damage)); 40 foot deep (4d6, fall); pit spikes (+10 hit, 1d4 spikes per target for 1d4+4 damage); Search (DC 29); Disable Device (DC 29).

🧙 **Shenidar, Male Human Rog6/Ftr1:** hp 35; see Appendix I.

🧙 **Male Hobgoblin Ftr3 (4):** hp 25 each; see Appendix I.

APL 10 (EL 12)

🔮 **Magic Pit Trap:** CR 9; mechanical/magic device; location trigger; manual reset/automatic reset (on spell); Ref save avoids (DC 15), *reduce* spell (Fort save vs the spell (DC 18); save avoids reduction and causes PC to stop midway (thus halving the falling damage and avoiding the spike damage)); 40 foot deep (4d6, fall); pit spikes (+10 hit, 1d4 spikes per target for 1d4+4 damage); poison (large scorpion venom, DC 18, 1d6 Str / 1d6 Str); Search (DC 29); Disable Device (DC 29).

🧙 **Shenidar, Male Human Rog7/Ftr2:** hp 47; see Appendix I.

🧙 **Male Hobgoblin Ftr5 (4):** hp 42 each; see Appendix I.

Tactics:

The lookout party is actively looking for trespassers. They are familiar with the trap and will attack while the party is disabling the device or pulling their comrade out of the trap. If the PCs do not do either, the party will attack from cover after they walk by it and try to drive them into it with ranged fire.

The hobgoblins all have shortbows and use them. They have been trained well and will always fire from cover (behind trees, bushes, etc.). Shenidar uses his tumbling ability and his spring attack (at higher APLs) to his best advantage in combat. Also, at higher APLs, he will quaff a *potion of invisibility* in order to try to gain a sneak attack.

Treasure:

APL4: L: 45gp; C: 150; M: Eyes of the Eagle (83gp).

APL6: L: 81gp; M: Eyes of the Eagle (83gp), Potion of Invisibility (25gp).

APL8: L: 79gp; C: 0; M: Eyes of the Eagle (83gp), Potion of Invisibility (25gp), Rope of Climbing (250gp), +1 rapier (193gp)

APL10: L: 57gp; C: 0; M: Eyes of the Eagle (83gp), Potion of Invisibility (25gp), Rope of Climbing (250gp), +1 rapier (193gp), +1 chain shirt (104gp), +1 buckler (97gp), +1 ring of protection (167gp).

Encounter Six: To the Rescue!

The party finds a large camp a few more miles into the Oytwood. There is a crude fence around it, but this does not do a good job of blocking their view. It looks more like an attempt to keep the camp enclosed. Sentries patrol every fifteen minutes around this side of the camp. The human prisoners are inside the camp. These sentries will not engage the party, they are there to see the PC's and alert the camp.

🗡️ **Sentries, Human Male Ftr5/Rog1 (2):** Spot +15, Listen +15.

The PCs will need to recon this area. If they observe the sentries' patrol pattern, they get a bonus to their skill checks to sneak inside. There are about 40 hobgoblins, 8 ogres, and 4 hill giants inside the camp, along with 20 young boys, most of which are being held as prisoners. The objective here is information gathering and rescue without battle (feel free to remind the PCs what Captain Ramanche's orders were).

The PCs should arrive about an hour before dusk, they can witness the boys being trained in this camp. The camp is set up as a training ground and looks to have been here for quite awhile. The boys who are training are practicing their archery. The younger ones aim at bull's-eye targets, while the older ones aim at life-sized effigy of Commandant Vrinian.

If the PCs arrange to arrive at a different time, the DM will have to adjust to the situation.

If the party tries to infiltrate quietly, they have little trouble identifying the boy in question. It is clear, however, that they cannot rescue all the boys at this time. The party needs to remember that their assignment was to find the one boy and bring back information about the kidnappers to enable the military to better respond. If they observe for a while, they can count a very good estimate of the creatures in the camp.

When the other boys in the camp spot them, those boys raise the alarm on sight of the intruders. Avoiding this will be tremendously difficult because the boys are located in a small, tightly enclosed space (DC 30 on Move Silently or Hide checks while rescuing the boy). If they succeed at the Hide and Move Silently check, the boy is so startled he cries out. The party then has just enough time to grab the Mayor's son and flee. The training camp sends a small party to chase them down, but the rest remain to protect the camp.

It is expected that some parties may think they can effectively assault the camp – the DM should emphasize that fact that there could be more enemies close. The players are not meant to actually assault the camp.

The party in pursuit consists of a human sub-commander in charge of the boys and two of the teenage boys. These boys are completely converted or brainwashed. They hate Gran March and fight with obvious malice against the party. Attempts to convince them to leave their camp are met with insults and threats. This is a moral dilemma for the PCs to decide what they are willing to do: kill the kidnapped and brainwashed boys to get away, try to subdue them and leave them behind, try to subdue them and drag them along, or just run like heck.

APL 4 (EL 6)

🗡️ **Randean, Male Human Ftr2:** hp 25; see Appendix I.

🗡️ **Vaddi, Che'mail, and Davi, Male Human Ftr2 (3):** hp 20 each; see Appendix I.

APL 6 (EL 8)

🗡️ **Randean, Male Human Ftr7:** hp 63; see Appendix I.

🗡️ **Vaddi and Che'mail, Male Human Ftr3 (2):** hp 30 each; see Appendix I.

APL 8 (EL 10)

🗡️ **Randean, Male Human Ftr9:** hp 81; see Appendix I.

🗡️ **Vaddi, Che'mail, and Davi, Male Human Ftr4 (3):** hp 39 each; see Appendix I.

APL 10 (EL 12)

🗡️ **Randean, Male Human Ftr11:** hp 99; see Appendix I.

🗡️ **Vaddi, Che'mail, and Davi, Male Human Ftr6 (3):** hp 59 each; see Appendix I.

Tactics:

These boys are well-trained fighters and their objective is to stop the PCs from escaping. Randeau is the leader in this group and will engage anyone in combat. He will attempt to sunder given the opportunity, using his Improvised Sunder at higher APLs. Vaddi, Che'mail, and Davi are all good at trip attacks and will make use of that technique when practical. The boys will not negotiate and will fight to the death.

DM Note: If the PCs manage to rescue the prisoner (or prisoners) and get away at a rate faster than their pursuers can match, have the PCs encounter the above pursuers as a random cult patrol instead.

Treasure:

APL4: L: 94gp; C: 0; M: +1 Breastplate(113gp).

APL6: L: 93gp; M: +1 Breastplate Light Fortification (363gp) +1 longsword (193gp).

APL8: L:91gp; C:0; M: +1 Breastplate Light Fortification (363gp) +2 longsword (693gp), +1 Large Steel Shield (98gp).

APL10: L:91gp; C:0; M: +1 Breastplate Light Fortification (363gp) +2 longsword (693gp), +1 Large Steel Shield of Arrow Deflection (764gp).

Conclusion

If the party rescued the missing boy, they are cheered as they enter town. Littleman graciously thanks them for their assistance (PCs receive an Influence Point in Leilam's Orchard). In gratitude, Master Lodwin offers to add a touch of magic to their weapons anytime they are in the area (PCs receive the Gratitude of Leilam's Orchard).

If they returned without the boy, Littleman asks for news. As long as the boy is alive, Littleman gives his thanks (PCs receive an Influence Point in Leilam's Orchard) and asks that the GM military hurry to save his boy. No gifts in this situation (PCs do not receive the Gratitude of Leilam's Orchard).

If the boy is dead, the PCs receive neither Influence nor Gratitude.

When they return to Orlane, Captain Ramanche asks for a formal report from their ranking military PC. He thanks them for their time and commends their work (provided they succeeded); give the PCs an Influence Point with the Gran March military.

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 (objectives plus roleplaying) to each character.

Encounter Three

Defeat the ambushers

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp.

Encounter Five

Defeat the lookout party

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp.

Encounter Six

Defeat the pursuers

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 4 – 135 xp;

APL 6 – 180 xp;

APL 8 – 225 xp;

APL 10 – 270 xp.

Total Possible Experience

APL 4 – 675 xp;

APL 6 – 900 xp;

APL 8 – 1,125 xp;

APL 10 – 1,350 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 4: L: 31 gp; C: 150 gp; M: 0 gp.

APL 6: L: 50 gp; C: 0 gp; M: 0 gp.

APL 8: L: 150 gp; C: 0 gp; M: 0 gp.

APL 10: L: 184 gp; C: 0 gp; M: 0 gp.

Encounter Five:

APL 4: L: 45 gp; C: 150 gp; M: 83 gp.

APL 6: L: 81 gp; C: 0 gp; M: 108 gp.

APL 8: L: 79 gp; C: 0 gp; M: 551 gp.

APL 10: L: 57 gp; C: 0 gp; M: 919 gp.

Encounter Six:

APL 4: L: 94 gp; C: 0 gp; M: 113 gp.

APL 6: L: 93 gp; C: 0 gp; M: 556 gp.

APL 8: L: 91 gp; C: 0 gp; M: 1,154 gp.

APL 10: L: 91 gp; C: 0 gp; M: 1,820 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 170 gp; C: 300 gp; M: 196 gp - Total: 666 gp (600 gp).

APL 6: L: 224 gp; C: 0 gp; M: 664 gp - Total: 888 gp (800 gp).

APL 8: L: 322 gp; C: 0 gp; M: 1,705 gp - Total: 2,027 gp (1,250 gp).

APL 10: L: 332 gp; C: 0 gp; M: 2,739 gp - Total: 3,071 gp (2,100 gp).

Special

☛ *Influence Point: Gran March Military*

This is given to both active-duty and reserve military PCs who have managed to rescue the mayor's son and return crucial information about the raiders.

☛ *Influence Point: Leilam's Orchard*

This PC has influence in Leilam's Orchard as a result of rescuing Mayor Littleman's son or providing information that led to his rescue. Contact the Gran March Triad for uses for this Influence Point.

☛ *Gratitude of Leilam's Orchard*

This PC can redeem (use) this gratitude for one time access to upgrade any single masterwork weapon or armor in their possession to a +1 or +2 weapon or armor. The PC must pay for the difference in price between the final item and the item that was upgraded.

Items for the Adventure Record

Item Access

APL 4:

❖ *Eyes of the Eagle (Adventure, DMG)*

APL 6 (APL 4 Items plus):

❖ *+1 Breastplate of Light Fortification (Adventure, DMG)*

APL 8 (APL 4, 6 Items plus):

❖ *Rope of Climbing (Adventure, DMG)*

❖ *+2 Longsword (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

❖ *+1 Large Steel Shield of Arrow Deflection*
(Adventure, DMG)

Appendix I: NPCs by APL

All APLs

Encounter 1

Motwhin Dullhammer: Male Dwarf, Hill Rog3; Medium Humanoid ; HD 3d6 (Rogue); hp 12; Init +1; Spd 20; AC 13; Atk +5 base melee, +3 base ranged; +5 (1d4+3, Dagger, punching); SQ: Darkvision (Ex), Dwarven traits (Ex); RF: Stonecunning, +2 Fort save against poison, +2 Ref save against spells, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants; AL CN; SV Fort +1, Ref +4, Will +0; STR 16, DEX 13, CON 11, INT 13, WIS 8, CHA 13.

Skills and Feats: Appraise+3, Balance+2, Bluff+7, Craft (Metalworking)+1, Craft (Stonecarving)+1, Craft (Stonemasonry)+1, Craft (Weaponsmithing)+1, Forgery+6, Innuendo+5, Intimidate+7, Listen+7, Perform+6, Pick Pocket+6, Profession (Armorsmith)+1, Profession (Blacksmith)+1, Profession (Gambler) +2, Profession (Metalworker)+1, Profession (Miner)+1, Profession (Stonemason)+1, Profession (Weaponsmith)+1, Search+5, Sense Motive+4, Spot+6; Alertness, Quick Draw.

Possessions: Weapons: Dagger, punching, Armor: Leather.

APL 4

Encounter 3

Nevest, Male Ogre Rgr2: CR 4; Large Giant (9 ft. tall); HD 4d8+8 (ogre) + 2d10+4 (Rgr); hp 48; Init +1 (Dex); Spd #30 AC 18 (-1 size, +1 Dex, +5 natural, +3 hide); Atks +10 melee (1d8+5, longsword), Face/Reach 5 ft. x 5 ft./10 ft.; SA Favored Enemy: Human; SQ Darkvision 60 ft.; SR n/a; AL CE; SV Fort +9, Ref +2, Will +2; Str 20, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Heal +1, Hide +3, Listen +5, Move Silently +2, Spot +5, Wilderness Lore +6; Ambidexterity, Track, Two Weapon Fighting, Weapon Focus (greatclub), Weapon Focus (longsword).

Possessions: two longswords, 1 climber's kit, hide armor.

Goblins (4) Male Goblin Rog1, CR1 (each), Small Humanoid (Goblinoid); HD: 1d6+1 Hp: 6 each; Init: +3; Spd: 30 ft.; AC: 16 (+1 size, +3 Dex, +2 leather); Attacks: +1 melee (1d6-1, short sword); or +4 ranged (1d6, shortbow) 1d6; SA: Sneak attack +1d6; SQ: Darkvision 60 ft., *Traps:* Can use Search to locate traps when the task has a DC higher than 20; AL LE: SV Fort +1, Ref +5, Will +1; Str 9, Dex 17, Con 12, Int 10, Wis 13, Cha 8;

Skills and Feats: Balance +7, Climb +3, Disable Device +4, Gather Information +3, Jump +3, Listen +5, Pick Pocket +7, Search +4, Wilderness Lore +; Point Blank Shot;

Possessions: 20 arrows, leather armor, short sword, shortbow

Encounter 5

Shenidar: Male Human Rog 2 / Ftr 1; Medium Humanoid ; HD 2d6 (Rog) + 1d10 (Ftr); hp 17; Init +2 (Dex); Spd 30; AC 16 (+2 Dex, +4 armor); Atk +5 melee (1d6+3, 18-20/x2, rapier) or +4 ranged (1d6, 20/x3, shortbow); SA: Sneak Attack +1d6; SQ: Evasion (Ex); AL CE; SV Fort +2, Ref +5, Will +1; Str 17, Dex 15, Con 11, Int 16, Wis 12, Cha 8.

Skills and Feats: Climb +9, Disable Device +7, Escape Artist +5, Handle Animal +1, Hide +7, Intuit Direction +3, Jump +4, Listen +7, Move Silently +7, Open Lock +5, Ride +7, Search +7, Spot +11, Tumble +5; Alertness, Dodge, Expertise, Mobility.

Possessions: rapier, shortbow, arrows (20), chain shirt, *eyes of the eagle*.

Hobgoblins (3): Male Hobgoblin Ftr 1, CR1, Medium Humanoid (Goblinoid); HD: 1d10 +1; hp 9 each, Init: +1 (Dex), Spd: 30 ft, AC: 14 (+1 Dex, +3 studded leather, +1 buckler), Atk +1 melee (1d8+1, 19-20/x2, longsword) +2 ranged (1d8, 20/x3, longbow); SQ: Darkvision 60 ft, SV Fort +6, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

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

Possessions: longbow, 20 arrows, longsword, studded leather armor, buckler.

Encounter 6

Randean: Male Human Ftr2; Medium Humanoid ; HD 3d10+3 (Fighter); hp 25; Init +2; Spd 30; AC 20; Atk +5 base melee, +4 base ranged; +6 (1d8+3, Longsword); AL CE; SV Fort +4, Ref +2, Will +2; STR 16, DEX 14, CON 13, INT 15, WIS 14, CHA 9.

Skills and Feats: Bluff+1, Climb+1, Intimidate+1, Jump+1, Listen+3, Search+2, Spot+4; Alertness, Expertise, Power Attack, Weapon Focus (longsword).

Possessions: longsword, breastplate +1, large steel shield,

Vaddi, Che'mail, and Davi (3): Male Human Ftr2; Medium Humanoid ; HD 2d10+6 (Fighter); hp 20; Init

+3; Spd 20; AC 18; Atk +5 base melee, +5 base ranged; +6 (1d10+4, Flail, heavy); AL N; SV Fort +6, Ref +3, Will +2; STR 17, DEX 16, CON 16, INT 15, WIS 14, CHA 7.

Skills and Feats: Handle Animal+1, Jump+5, Listen+7, Ride+8, Spot+7; Alertness, Combat Reflexes, Expertise, Weapon Focus (heavy flail).

Possessions (each): Heavy flail, Masterwork breastplate

APL 6

Encounter 3

Nevest, Male Ogre Rgr4; CR 6; Large Giant (10 ft. tall); HD 4d8+8 (ogre) + 4d10+8 (Rgr); hp 66; Init +1 (Dex); Spd #30 AC 18 (-1 size, +1 Dex, +5 natural, +3 hide); Atk +12 melee (1d8+5, longsword), Face/Reach 5 ft. x 5 ft./10 ft.; SA Favored Enemy: Human; SQ Darkvision 60 ft, Ranger Spells.; SR n/a; AL CE; SV Fort +10, Ref +3, Will +4; Str 20, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Heal +4, Hide +4, Listen +6, Move Silently +3, Spot +8, Wilderness Lore +9; Ambidexterity, Power Attack, Track, Two Weapon Fighting, Weapon Focus (greatclub), Weapon Focus (longsword).

Possessions: two longswords, 1 climber's kit, hide armor.

Spells Prepared (1; DC=13): 1 — *entangle*.

Hobgoblin (4) Male, Hobgoblin Ftr2; CR 2 (each); Medium-Humanoid (Goblinoid); HD 2d10+2; hp 17 each, Init +1 (Dex +1), Spd 30 ft; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atk +4 melee (1d8+2, 19-20/x2, longsword), +3 ranged (1d8, 20/x3, longbow); SQ Darkvision 60 ft; AL LE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +1, Climb +6, Jump +4, Listen +2, Move Silently +3, Spot +2; Alertness, Point Blank Shot, Precise Shot.

Possessions: studded leather, longsword, longbow, 20 arrows

Encounter 5

Shenidar: Male Human Rog 4 / Ftr 1; Medium Humanoid ; HD 4d6 (Rog) + 1d10 (Ftr); hp 26; Init +3 (Dex); Spd 30; AC 18 (+3 Dex, +4 armor, +1 buckler); Atk +7 melee (1d6+3, 18-20/x2, rapier or +7 ranged (1d6, 20/x3, shortbow); SA: Sneak Attack +2d6; SQ: Evasion (Ex), Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +7, Will +2; Str 17, Dex 16, Con 11, Int 16, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +7, Disable Device +10, Escape Artist +4, Handle Animal +1, Hide +9, Intuit Direction +3, Jump +2, Listen +9, Move Silently +9, Open Lock +8, Ride +8, Search +10, Spot +16, Tumble +6; Alertness, Dodge, Expertise, Mobility.

Possessions: rapier, shortbow, arrows (20), chain shirt, masterwork buckler, *eyes of the eagle*, *potion of invisibility*.

Hobgoblins (5): Male Hobgoblin Ftr 1, CR1, Medium Humanoid (Goblinoid); HD: 1d10 +1; hp 9 each, Init: +1 (Dex), Spd: 30 ft, AC: 15 (+1 Dex, +3 studded leather, +1 buckler), Atk +1 melee (1d8+1, 19-20/x2, longsword) +2 ranged (1d8, 20/x3, longbow); Face/Reach 5 ft. by 5 ft./5 ft., Special Qualities: Darkvision 60 ft, Saves: Fort +6, Ref +1, Will +0, Abilities: Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

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

Possessions: longbow, 20 arrows, longsword, studded leather armor, buckler.

Encounter 6

Randean: Male Human Ftr7; Medium Humanoid ; HD 7d10+14 (Fighter); hp 63; Init +6; Spd 30; AC 20; Atk +10/+5 base melee, +9/+4 base ranged; +12/+7 (1d8+6, 19-20/x2, *longsword* +1); AL CE; SV Fort +7, Ref +4, Will +4; STR 16, DEX 14, CON 14, INT 15, WIS 14, CHA 9.

Skills and Feats: Bluff+1, Climb+1, Intimidate+1, Jump+3, Listen+7, Search+3, Spot+8; Alertness, Combat Reflexes, Expertise, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *breastplate +1 of light fortification*, large steel shield, *longsword +1*

Vaddi & Che'mail (2): Male Human Ftr3; Medium Humanoid ; HD 3d10+9 (Fighter); hp 30; Init +3; Spd 20; AC 18; Atk +6 base melee, +6 base ranged; +7 (1d10+4, Flail, heavy); AL N; SV Fort +6, Ref +4, Will +3; STR 17, DEX 16, CON 16, INT 15, WIS 14, CHA 7.

Skills and Feats: Handle Animal+4, Jump+6, Listen+7, Ride+9, Spot+7; Feats: Alertness, Combat Reflexes, Expertise, Improved Trip, Weapon Focus (heavy flail).

Possessions (each): heavy flail, masterwork breastplate

APL 8

Encounter 5

Shenidar: Male Human Rog 6 / Ftr 1; Medium Humanoid ; HD 6d6 (Rog) + 1d10 (Ftr); hp 35; Init +3

(Dex); Spd 30; AC 18 (+3 Dex, +4 armor, +1 buckler); Atk +9 melee (1d6+4, 18-20/x2, *rapier +1*) or +8 ranged (1d6, 20/x3, shortbow); SA: Sneak Attack +4d6; SQ: Evasion (Ex), Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +4, Ref +8, Will +3; Str 17, Dex 16, Con 11, Int 16, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +7, Disable Device +10, Escape Artist +4, Handle Animal +1, Hide +11, Intuit Direction +3, Jump +4, Listen +13, Move Silently +11, Open Lock +13, Ride +8, Search +12, Spot +18, Tumble +11; Alertness, Dodge, Expertise, Mobility, Spring Attack.

Possessions: *rapier +1*, shortbow, arrows (20), chain shirt, masterwork buckler, *eyes of the eagle*, *potion of invisibility*, *rope of climbing*.

Hobgoblins (4): Male Hobgoblin Ftr 3, CR3, Medium Humanoid (Goblinoid) HD: 3d10 +3; hp 25 each; Init +1 (Dex); Spd: 30 ft, AC: 15 (+1 Dex, +3 studded leather, +1 buckler), Atk +3 melee (1d8+1, 19-20/x2, longsword) or +4 ranged (1d8, 20/x3, longbow); SQ: Darkvision 60 ft, Saves: Fort +6, Ref +2, Will +1, Abilities: STR 11, DEX 13 CON 13, INT 10, WIS 10, CHA 10.

Skills and Feats: Hide +4 Listen +3, Move Silently +3, Spot +3, Alertness, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: longbow, 20 arrows, longsword, studded leather armor, buckler.

Encounter 6

Randean: Randean: Male Human Ftr9; Medium Humanoid ; HD 9d10+18 (Fighter); hp 81; Init +6; Spd 30; AC 21; Atk +12/+7 base melee, +11/+6 base ranged; +15/+10 (1d8+7, 17-20/x2, longsword +2); SQ: Deflect Arrows (as with feat) AL CE; SV Fort +8, Ref +5, Will +5; STR 17, DEX 14, CON 14, INT 15, WIS 14, CHA 9.

Skills and Feats:

Bluff+4, Climb+1, Intimidate+4, Jump+3, Listen+7, Search+3, Spot+8; Alertness, Combat Reflexes, Expertise, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword), Improved Critical (longsword), Cleave.

Possessions: Longsword +2, Breastplate +1 of Light Fortification, large steel shield +1

Vaddi, Che'mail and Davi (3): Male Human Ftr4; Medium Humanoid ; HD 4d10+12 (Fighter); hp 39 each; Init +3; Spd 20; AC 18; Atk +7 base melee, +7 base ranged;

+8 (1d10+6, Flail, heavy); AL N; SV Fort +7, Ref +4, Will +3; STR 17, DEX 16, CON 16, INT 15, WIS 14, CHA 7.

Skills and Feats: Handle Animal+4, Jump+7, Listen+8, Ride+9, Spot+8; Alertness, Combat Reflexes, Expertise, Improved Trip, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions (each): Heavy flail, Masterwork breastplate,

APL 10

Encounter 3

Hobgoblin (4) Male, Hobgoblin Ftr6; CR 6 (each); Medium-Humanoid (Goblinoid); HD 6d10+6; hp 50, Init +6 (Dex +2, Improved Init +4), Spd 30 ft; AC 16 (+2 Dex, +3 studded leather, +1 small shield); Atk +8/+3 melee (1d8+2, 19-20/x2, longsword), +9/+4 ranged (1d8+2, longbow); SQ Darkvision 60 ft; AL LE;SV Fort +4, Ref +1, Will +0; Str 15, Dex 14, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +2, Climb +6, Jump +4, Listen +2, Move Silently +4, Spot +2; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Improved Init, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: longsword, longbow, 40 arrows

Encounter 5

Shenidar: Male Human Rog 7 / Ftr 2; Medium Humanoid ; HD 7d6 (Rog) + 2d10 (Ftr); hp 47; Init +3 (Dex); Spd 30; AC 21 (+3 Dex, +5 armor, +2 buckler, +1 deflection); Atk +13/+8 melee (1d6+5, 18-20/x2, *rapier +1*) or +10/+5 ranged (1d6, 20/x3, shortbow); SA: Sneak Attack +3d6; SQ: Evasion (Ex), Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +5, Ref +8, Will +3; Str 18, Dex 16, Con 11, Int 16, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +10, Disable Device +10, Escape Artist +4, Handle Animal +1, Hide +13, Intuit Direction +3, Jump +7, Listen +15, Move Silently +13, Open Lock +14, Ride +9, Search +14, Spot +20, Tumble +13; Alertness, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (Rapier), Whirlwind Attack.

Possessions: *rapier +1*, shortbow, arrows (20), *chain shirt +1*, *buckler +1*, *eyes of the eagle*, *potion of invisibility*, *ring of protection +1*, *rope of climbing*.

Hobgoblins (4): Male Hobgoblin Ftr 5, CR3, Medium Humanoid (Goblinoid) HD: 5d10 +5; hp 42 each; Init +2 (Dex); Spd: 30 ft, AC: 16 (+2 Dex, +3 studded leather, +1 buckler), Atk +5 melee (1d8+1, 19-20/x2, longsword) or +8 ranged (1d8, 20/x3, longbow); SQ: Darkvision 60 ft, Saves: Fort +5, Ref +3, Will +1, Abilities: STR 11, DEX 14 CON 13, INT 10, WIS 10, CHA 10.

Skills and Feats: Hide +4, Listen +3, Move Silently +3, Spot +3, Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: longbow, 20 arrows, longsword, studded leather armor, buckler.

Encounter 6

Randean: Randean: Male Human Ftr11; Medium Humanoid ; HD 11d10+22 (Fighter); hp 99; Init +6; Spd 30; AC 20; Atk +13/+9/+4 base melee, +13/+8/+3 base ranged; +17/+12/+7 (1d8+7, 17-20/x2, *longsword* +2); AL CE; SV Fort +9, Ref +5, Will +5; STR 17, DEX 14, CON 14, INT 15, WIS 14, CHA 9.

Skills and Feats: Bluff+6, Climb+1, Intimidate+6, Jump+3, Listen+7, Search+3, Spot+8; Alertness, Combat Reflexes, Expertise, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword), Improved Critical (longsword), Cleave, Improved Sunder

Possessions: *longsword* +2, *breastplate* +1 of light fortification, *large steel shield* +1 of arrow deflection

Vaddi, Che'mail and Davi (3): Male Human Ftr6; Medium Humanoid ; HD 6d10+18 (Fighter); hp 59; Init +3; Spd 20; AC 18; Atk +9/+4 base melee, +9/+4 base ranged; +10/+5 (1d10+6, heavy flail); AL N; SV Fort +8, Ref +5, Will +4; STR 17, DEX 16, CON 16, INT 15, WIS 14, CHA 7.

Skills and Feats: Handle Animal+6, Climb +3, Jump+8, Listen+8, Ride+11, Spot+8; Alertness, Combat Reflexes, Expertise, Improved Trip, Weapon Focus (heavy flail), Weapon Specialization (heavy flail), Power Attack.

Possessions (each): heavy flail, masterwork breastplate