

URD5-I01

# Amongst the Hills

## **A One-Round D&D Living Greyhawk® Duchy of Urnst Regional Interactive Adventure**

Version 2

### **Round 1**

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With rising activity on the Duchy's borders – the Nyrond Imperium, rumors from the Bright Desert, and trouble in the cairn hills – the Ducal Guard has some lingering issues in the Abbor-Alz hills that need to be taken care of. A Duchy of Urnst Regional Interactive for APLs 2-16.

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 record-keeping 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

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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.

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

### Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

### Tracking

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

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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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

Due to recent events in Nyronnd and Karl's response to it, DG troops allocated to deal with some issues in the Eastern and Southern Abbor-Alz are no longer available for some long term plans that have been in the works to firm up the southern border against Rary and humanoids. The continued revision of the defense plan (moving from one centralized strong point to a number of smaller fortifications and increasing patrols with smaller lighter forces) will continue, but there is not enough manpower to continue the carefully planned and plotted offensives. They need the PCs to take over what the DG was planning. He has the authorization of the Honorable Chamber for funds to pay the PCs and that this offensive must be pushed forwards due to Karl's actions regarding the Nyronnd Imperium. As he didn't notify the Honorable Chamber or the Ducal Guard of his plans, several tasks remain to be done and the Ducal Guard must instead keep strong detachments on the Nyronnd border.

## Adventure Summary

It is time to wipe out Eratosh once and for all. After the events of Return to the Tomb of Czutaz, some remaining stragglers of the goblin Demogorgon worshipping forces (mixed minor demons and goblins) have been spotted in the Abbor-Alz. Their initial response was to send envoys to Eratosh, but these were intercepted by DG patrols and replaced with Goblins secretly

supplied by House Urlirel who inflamed and threatened Eratosh so he would attack the remaining goblins. This subterfuge and plan has worked well causing the forces to battle each other. The PCs must assault on Eratosh's fortress and take it while the orc is with his forces battling the goblins. The goal is to wipe out the fortification and hopefully kill or capture Eratosh once the battle with the goblins has been concluded. The Ducal Guard is certain that the orcs will wipe out the goblins, but will take heavy casualties and that the assault force will be almost nonexistent.

In addition, several other tasks remain to be done, including:

- 1) Basic Recon mission to determine the status of enemy forces in the Southern Abbor-Alz Hills. This mission will not enter the Bright Desert but will face some of the hazards associated with it.
- 2) Delivery mission of cash to some dervish rebels who fight against Rary. This is financial support for their guerilla actions..
- 3) Giant Killers – Though not a threat, a small tribe of giants needs to be dealt with in order to make sure Karl stays focused on matters at hand. He has all ready received the intelligence report that they exist along with their current lack of aggression, so to make sure he doesn't go running after them and attack them they need to be talked with. Either a diplomatic solution or can be a straight assault.
- 4) The Ducal Diplomatic Corps has a package that is overdue. The PCs are recruited to find the courier and retrieve the package safely.

## Preparation for Play

### Interactive Format

- 1) Sign-In: The sign-in sheet is at the end of this module.
- 2) Pre-Mustering: All of the judges should get together and look at the sign in sheets, doing pre-mustering and figuring before the interactive starts.
- 3) Read the introduction.
- 4) Muster: This has two portions. There is the mustering by the Ducal Guard, done by Lord Ellis Lorinar for the battle interactive portion of the interactive. If there is a Ducal Guard officer, the

mustering will be allocated to them (setting up of individual APL tables), and they should gather up all the other Ducal Guardsmen to be briefed by the March Warden. The second portion will be those judges assigned to the other mini-missions (Recon, Rescue, Delivery, Giants) where they recruit tables to perform these various deeds rather than participate in the battle interactive portion. If the coordinator wants to run this as a two-round interactive, or if the battle interactive tables finish early, they may choose to run each table through the battle interactive portion as well as a mini-mission, but do not receive any extra experience or gold.

- 5) Battle Interactive and Mini-missions: After mustering and allocation, the Players are assigned to their tables and missions are run.
- 6) Table judges should report back the success or failure of their tables and it should be recorded on the record sheet provided. Ducal Guard officers or members should de-brief Lord Commander Margren Waithek, March Warden of the Abbor-Alz East March.
- 7) Figure out the results of the Battle Interactive and read the appropriate conclusion.

## **Time Management**

The interactive should take about 4 hours if characters should participate in one mission or the battle interactive. However, this time may be doubled and characters can participate in multiple missions. In the case of participating in two missions, double the time for running missions below.

- 1) Sign in and pre-mustering: 15 minutes. Much of the sign in can be done before the interactive actually starts.
- 2) Mustering: 15 minutes.
- 3) Missions: 60-90 minutes.
- 4) Conclusion: 15 minutes.

## **Pre-Interactive planning**

Judges should have their missions at least a day before-hand in order to prepare for judging the interactive. There should be a coordinator for the Battle Interactive and one for each of the mini-

missions that are run concurrently. The battle interactive coordinator reads the introductory and conclusion boxed text and the other coordinators recruit PCs from the battle interactive for more specialized missions.

## **Battle Interactive: Assault on Eratosh**

This Battle Interactive is broken down into 3 Encounter Sets.

1. Skirmishers: Here the characters are attacked by Eratosh's recon patrols.
2. Gate Guards: Here the characters must defeat the guards in order to get into the complex.
3. Commanders: Eratosh's commanders will be inside the fortress.

This BI is written so that if 2 tables of APL 8 and 1 table of APL 10 are formed the characters will encounter in the fortress 2 APL 8 and 1 APL 10 combats at the same time. So yes, the APL 10 encounters could attack the APL 8 tables and vice versa. In addition, the other tables can help each other once they have overcome the threat opposing them. This is true up until the commanders section of the battle interactive, where each table of PCs will choose a corridor to explore and this will take them to various different places in the keep that will likely be separate from the other PCs. The Battle Interactive coordinator should try to influence the PCs to choose different corridors so that all of the commanders are dealt with. If they do not, or there are not enough tables to deal with each of the commanders, if there is enough time in the slot, the tables may do multiple commanders, or the coordinator may designate that these commanders escape. The coordinator should always ensure that one table finds the Rookery in order to determine AR access.

The victory condition of this Battle Interactive is to defeat the forces in the fortress. If they don't defeat them by noon the next day of combat then Eratosh has gotten word and will send more of his forces back up to defend Dusmall. If this occurs, double all the Gate Guard Encounters for each APL. This will make it much harder to get the victory condition. If still not defeated by noon the 3<sup>rd</sup> day of combat, then Eratosh has defeated the goblin army of Demogorgan worshippers and will bring his remaining army back up.

If this occurs, Sarul Kruste will send word to the characters to stop. The battle interactive is over.

## General Introduction

Note: The introduction should be read after the characters have organized into their tables. If there are mini-mission being run the Judge at the table can go ahead and read this to their table. For the Battle Interactive group the Interactive Coordinator can read it for all..

*The day is bright and sunny, the heat is somewhat more than you're used to and the air is a bit thinner. You've come to a makeshift headquarters set up outside Fort Dellin, one of the new forts along the Duchy's Southern and Eastern border. It looks strongly constructed, with walls that are several feet thick that bear the marks of dwarven stonemasons. The fort was strategically built around a well and commands a view of a valley and a small pass that heads further south into the hills.*

*As you come to the headquarters, a Master Sergeant takes your name and your specialty and directs you to gather over with the other adventurers. Lord Commander Margren Waithek, March Warden of the Abbor-Alz East March and Lord Ellis Lorinar await you, resplendent in gleaming plate mail emblazoned with their House symbols and the medals of honor and rank that have been bestowed upon them for their great service to the Duchy.*

*After everyone has gathered, Lord Ellis raises a hand for silence and begins to speak.*

*"Welcome, all of you, and thank you for coming. We find ourselves in a situation that warrants some assistance from you. As you know, the threat of escalation with this Nyrond Imperium has disrupted several long-term plans to clean up the Abbor Alz. As we are now keeping full units at each of our fortifications along the Nyrond border, the Honorable Chamber has authorized me to recruit adventurers to supplement the Ducal Guard forces for operations in the Southern Marches. I'm sure you would do it without any pay, but I have been authorized to pay you in cash to supplement the satisfaction of doing your duty. Lord Commander Waithek will brief you on the specifics of what is going on. Every citizen of the Duchy appreciates your assistance in these matters, as do I." Ellis nods and turns towards Lord Commander Waithek, who steps forwards and begins to speak.*

*"The most pressing issue in this area is the threat of the Orc Eratosh. After the defeat of his forces several years ago, he seemed to vanish and we believed he had been killed in the battle. However, we discovered that he has instead regrouped at an old Dwarven fortress a few days travel from here. Scouts that were investigating the state of the fortress for use as a possible Ducal Guard outpost returned and described a force of orcs holding the fortress. Further investigations and use of covert forces determined that Eratosh is in charge, or someone calling himself Eratosh at least. In addition, there is a force of goblins near to that position that have been trying to negotiate a treaty with Eratosh. Through use of covert forces, we believe that we have disrupted any negotiation, but we need you to make sure the rest goes as planned and take care of any problems. You'll be briefed by your assigned Ducal Guard officer when you reach your allocated position."*

*With that, he salutes you all and Ducal Guard officers begin to circulate through the crowd of adventurers, looking for those with particular specialties and abilities.*

## Battle Interactive Introduction

The heroes are gathered by Lance Colonel Sarul Kruste. Sarul's been tasked with recruiting the characters to take complete control of the outside encampment of the old abandoned Dwarven Fortress called Dusmall. Once the outside is secure, then the Ducal Guard forces can move in and fortify it for the further assault into the UnderOerth to remove Eratosh and his remaining forces. That event is not covered in this interactive.

Note: The following should be read by the Interactive Coordinator.

*"Hello, my name is Lance Colonel Sarul Kruste. Your task is capturing the old Dwarven fortress called Dusmall. Our scouts have told us that it is currently being occupied by a force of orcs and other creatures. This force is most likely the last remaining forces of the orc Eratosh.*

*He has over the years recruited various tribes of orcs and has attacked us several times. We have never been able to capture*

***him, but we have always defeated him. We now have him cornered in Dusmall.***

***This is where you come in. We have reports that Eratosh has engaged in a battle in the UnderOerth with an army of goblins. So he has a lighter force guarding the outside encampment.***

***You must take that encampment. Once you have, the Ducal Guard can move in and fortify it before going down and challenging Eratosh.***

***We have not approached the fortress, so their scouts are not aware that we are in the area. You will most likely encounter one of their patrols on the way to the base of Dusmall.***

***Dusmall has only one way into the main gates – a switch back road that winds up the hill 300 feet to the gates. You will be seen during the day from the walls as there is no protection from sight from the walls, but the orcs are at a disadvantage during the daylight hours. Or you can wait until evening so you can get closer to the gate without being seen so soon, which is my choice if I was going with you, but the orcs see better during the night. The choice is yours and you may discuss your strategy with each other. I would also recommend that you assign one group to deal with breaching the main gate either after they deal with some of the defenders of the walls or as a separate offense.”***

***After defeating the forces guarding the gates, each group will be assigned with a target to neutralize depending on your ability.***

Note: Once this is read the players can be told, based on their APL for Special Mission they must also accomplish.

APL 6: Search and Rescue: Find where some missing Ducal Guardsmen and merchants are and rescue them.

APL 8: The Rookery: Find where the Hippogriffs that the Orcs have been using.

APL 10: Find and eliminate the Fortress Subcommanders.

APL 12: Find and destroy any Temples that are being used by the Orcs.

Note to Judge: Ask the table to elect a representative from the table to talk with the other representatives to discuss strategy.

After this the characters may talk with each other and discuss any strategy that they would do. If the characters ask for any advice from Sarul, he'll point out that a force should get in real quick and open the gates so the others may enter in. Better to have more of you available to attack then people not being able to do anything.

Also it will take half a day walk to get to Dusmall, so about noon if they leave now.

## **Encounter Two: Skirmishers**

This encounter will be against the Skirmishers at about an hour into their walk. Each table will fight against their own encounter. If any patrols get away then Dusmall will be on alert for several days. This does not bring in any reinforcements from Eratosh. Just that the Gate Guards will be more alerted and the reinforcements for the gates will arrive much sooner.

This encounter takes place in a fairly wide open but hilly terrain, so place scrub, rocks and other features randomly about the battle mat.

These APLs are broken out based on 2 tables for each APL. So 1 table will get Outer Patrol 1 and a Flying Patrol, and if there is a second table for the APL they will get Outer Patrol 2 and a Flying Patrol.

### **APL 6 [EL 8]**

#### **Table 1:**

**Outer Patrol 1:** Skirmishers (Table 1) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

#### **Table 2:**

**Outer Patrol 2:** Infantry (Table 2) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

### **APL 8 [EL 10]**

#### **Table 1:**

**Outer Patrol 1:** Skirmishers (Table 1) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

#### **Table 2:**

**Outer Patrol 2:** Infantry (Table 2) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

#### APL 10 [EL 12]

##### Table 1:

**Outer Patrol 1:** Skirmishers (Table 1) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

##### Table 2:

**Outer Patrol 2:** Infantry (Table 2) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

#### APL 12 [EL 14]

##### Table 1:

**Outer Patrol 1:** Skirmishers (Table 1) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

##### Table 2:

**Outer Patrol 2:** Infantry (Table 2) See Appendix I

**Flying Patrol:** Can be seen flying in round 1, but shows up in round 5. See Appendix I

**Developments:** After the PCs defeat the skirmishers, they may continue to the fort. If any of the skirmishers escape, which they will attempt to do so when reduced to 10% of their forces, the gate guards will be doubled and the reinforcement time will be reduced to 5 rounds.

**Judges Note:** Allow other tables that finish early to help tables that are taking more than the allotted time for this section of the interactive.

Once the tables have finished let the representatives meet to discuss if they are continuing with their plan or they need to rest and heal.

Judges should let the Interactive Coordinator know if Patrols escaped for they would warn Dusmall. Judges should not let the players know that this would occur.

## Encounter Three: The Base of Dusmall

Depending on what time the characters get here they may be seen. The characters must travel up the sharp incline dirt & grass road that switches back and forth while going up the distance. The distance from the beginning of the road to the keep gates is 300 feet. Due to the incline, the PCs suffer from Hampered Movement, meaning it costs double to move 1 square. So every 5' of movement cost 10' and every second diagonal counts as 20'.

### Weather Conditions:

Clear skies, Moon during Night but not enough to give more than low-light conditions.

### Battle Conditions:

### Attack during the day:

The Orcs see them no problem as there is no cover to hide the PCs presence. They begin to attack the PCs when they are within one range increment of the walls – 110 feet.

### Attack during the night:

The Orcs won't be able to see them clearly until they are within 60' of the walls. Once they get within 120' though they take 10 on Spot checks. If more than 2 orcs spot the party, they will begin to attack at one range increment – 110 feet.

The map of the Fortress is 1 square equals 20'

The characters will be attacked by the Wall Archers. The term Wall Archers is used for all the Orcs that are manning the walls and towers spread throughout the complex. Once combat is started this will alert the reinforcement encounter which will then start putting on their armor and equipment. This will take 20 rounds to finish. If the Fortress was already alerted then they will arrive in 5 rounds.

**Note:** Each table is assaulting one section of the larger wall and responsible for the orcs therein. Determine which tables are next to each other in the assault, likely by physical location in the convention venue. If area of effect spells go off, determine if these spells would affect the tables adjacent. Assume that each orc has a 5' square to themselves and that each table's section of orcs are separated by a 10' space. If a particular PC uses a lot of area of effect spells or if their spells cause a lot of damage, ask adjacent tables for additional orcs to target this PC.



Each table should have their own judge running his own initiative count. If tables finish early, they may choose to assist other tables with encounter three as long as the other tables wish assistance or if the table is running slowly OR continue on to Encounter four. Do not allow more than 2-3 people to join each table as this will slow down the initiative.

#### **APL 6 [EL 6]**

**Orc(12)** See Appendix II

#### **APL 8 [EL 8]**

**Orc(24)** See Appendix II

#### **APL 10 [EL 10]**

**Orc(48)** See Appendix II

#### **APL 12 [EL 12]**

**Orc(96)** See Appendix II

Low Obstacles and Cover: See DMG pg 151; This is the cover that the orcs get from the walls.

Note: Any Orcs in Towers will be firing from Arrow Slits. This gives them improved cover that gives them a +8 bonus to AC, +4 bonus on Reflex save, and the benefits of the improved evasion class feature. See DMG. Pg 60 for reference.

## **Encounter Four: The Main Gate**

**Note:** This encounter should be assigned to one particular group or to whichever group finishes with Encounter Three first, then allow other groups to join the combat as they finish Encounter Three.

If time is running short, run only one table through this encounter and allow 2-3 people to join in after finishing Encounter Three.

**See Appendix V for actions of Lich Wizard from House Urlirel during the battle.**

Once the characters make it up to this main gate, they can attempt to bash it in or climb over the walls to reach the interior.

**Reinforced Masonry Wall:** 2 ft. thick; hardness 8; hp 360; AC 5; Climb DC 15;

**Barred Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

The gate is blocked by a reinforced wooden beam. If the PCs somehow get over the wall and defeat the forces, or hold off the forces, they may attempt to lift the bar to open the front gates. A

DC 30 Strength check is needed to lift it and up to 5 people may assist with this roll.

The ground on the other side of the gate is grass and dirt. This has been tended by the Druid.

On the other side of the gate is the Ogres and Druid that are guarding the mechanism to open the gate. They are present in the square areas labeled #1, #2 and #3 on the main map. Areas #1 and #2 are 40' wide, while area #3 is 100' wide. Fill areas 1 and 2 first, preferably with the lower level parties, then split area 3 to accommodate the rest of the parties. For example, if there were four tables, #3 would be split into two 50' areas. If there were five tables, #3 would be split into three 30' areas. Thus, the more PCs there are, the more crowded the area becomes. The PCs can attempt to lead their opponents off into other areas, however until they do keep in mind the area of effect spells that are being used by both sides.

#### **APL 6 [EL 9]**

**Ogre(2)** See Appendix II

$\frac{1}{2}$  **Orc Druid** See Appendix II

#### **APL 8 [EL 11]**

**Ogre(2)** See Appendix II

$\frac{1}{2}$  **Orc Druid** See Appendix II

#### **APL 10 [EL 13]**

**Ogre(2)** See Appendix II

$\frac{1}{2}$  **Orc Druid** See Appendix II

#### **APL 12 [EL 15]**

**Ogre(2)** See Appendix II

$\frac{1}{2}$  **Orc Druid** See Appendix II

**Tactics:** The Druids will cast spells that will delay the characters for they know that it will take time for the Reinforcements to get their armor on. The Ogres can use their reach with the Spiked Chains to get at the characters that are stuck.

## **Encounter Five: The Reinforcements**

**Note:** If Encounter Four has been resolved such that the gate is open, move tables from Encounter Three to Encounter Five.

This encounter can occur two ways. The most likely is that the Reinforcements arrive while the characters are fighting the Main Gate guards. The

other way is fighting them in their barracks in route to the Main Gate.

#### **APL 6 [EL 9]**

Hill Giant(2) See Appendix II

#### **APL 8 [EL 11]**

Hill Giant Warhulk 2(2) See Appendix II

#### **APL 10 [EL 13]**

Hill Giant Warhulk 4(2) See Appendix II

#### **APL 12 [EL 15]**

Hill Giant Warhulk 4(2) See Appendix II

## **Encounter Six: Divergence**

At this point the tables diverge from each other as they separate to complete their kill tasks assigned by ability (ie: APL). Run Encounter **Six A** for **APL 6**, Encounter **Six B** for **APL 8**, Encounter **Six C** for **APL 10**, and Encounter **Six D** for **APL 12**.

## **Encounter Six A: Search and Rescue**

The PCs have been tasked with finding and rescuing several Ducal Guard Scouts and several merchants that have been captured.

***Near the back of the fortress is a building that looks like a prison, with bars on the windows and locks on the doors. It is here that the directions given by the Ducal Guards have led you to rescue people captured by the orcs.***

The door is locked and requires a DC 25 Open Locks check.

**Strong wooden door:** Hardness 5; Hit points 20; Break DC 23.

***Opening the door reveals a scene of horror. Apparently while you were making your way into the fortress, the orcish torturers were practicing their trade. Several humans of Suloise descent are strapped to various contraptions around the room while orcs covered in their blood grin menacingly at you.***

Make opposed Listen vs Move Silently checks for those PCs opening the door using Open Locks. If the PCs break or bash the door down, there is no surprise as both sides are expecting the other.

#### **APL 6 [EL 7]**

Orc Torturer: hp 64, See Appendix I

Orc Assistant: hp 25; See Appendix I

## **Encounter Six B: The Rookery**

The PCs have been tasked with finding the rookery – the home of the hippogryphs used by the orcs.

***Near the back of the fortress is a strange looking structure composed of concentric rows of what appear to be large bales of hay. As you get closer, you hear strange birdlike sounds coming from the seeming nests. It appears that you've found the place you were looking for – The Rookery.***

***Inside there appears to be a scarred half-orc crooning to several hippogryphs that stand nearby while he tends to the feathers of a large hippogryph standing next to him. The hippogryph whips its head around and half-hisses and half screeches at you menacingly, causing the half-orc to stumble backwards in surprise and draw a club unsteadily.***

If the PCs make a threatening move towards the orc, the 2 largest hippogryphs will attack the PCs while the rest flee the rookery with their young. The half-orc will rush in to try to save his hippogryph friend, but is obviously not very capable.

If the PCs wait for the half-orc to do something first, he'll stand there for a few rounds and then ask them in Orcish what they want. If they don't speak Orcish, he'll speak in a broken common and repeat the question. He is a slave of Eratosh and cares for the hippogryphs, who are his only friends. He'll gladly give his loyalty to the Duchy if they promise him 3 meals a day and a gold piece a month as well as being able to take care of his friends.

#### **APL 8 [EL 8]**

Elite Hippogryph (2): hp 94, 94. See Appendix I.

Half-Orc Caretaker: hp 25; See Appendix I

**Development:** If the PCs kill the caretaker and the hippogryphs, then ALL of the PCs do not get access to the Rookery favor. If they negotiate with him, ALL PCs receive the Rookery favor.

## Encounter Six C: Subcommanders

The PCs have been tasked with finding and eliminating several orc subcommanders.

*The orc subcommanders aren't hard to find, in fact, they're standing just beyond the reinforcements, with eager grins on their faces just waiting for you.*

**APL 10 [EL 10]**

**Orc Captain:** hp 62, See Appendix I

**Orc Sergeant (2):** hp 58, 58; See Appendix I

## Encounter Six D: The Temple of Dragons

The PCs have been tasked with finding the temple and destroying the orcs worshipping there.

*Near the back of the fortress is a square temple with two entrances that appear to head down into darkness.*

If the PCs go downstairs, they find themselves in a 50' by 50' room with an altar at one end and three orcish priests awaiting the PCs. They've been preparing and have their buffs pre-cast, though make sure to note the duration remaining.

**APL 12 [EL 12]**

Orcish Clerics (3): hp 69 each. See Appendix I.

## Encounter Seven: The Prisoner

The table that finishes first with Encounter Six (or the table that wants to continue if the first table does not want to) goes on to do Encounter Seven.

*At first it seems as if there is nothing in this dingy shack near the back of the compound. The lock on the door led you to investigate it, but shadows meet your first glance. However, as you start to investigate more closely, a shadow suddenly steps out of one of the corners, revealing a hobgoblin dressed in black leathers.*

This encounter is set up that they find a Hobgoblin "prisoner" in one of the buildings. This Hobgoblin Assassin is working for House Urlirel.

Garisk was sent by "The House that shouldn't be mentioned at this time" [House Urlirel] to convince Eratosh to surrender. "The House" believes that allowing Eratosh to remain alive would be beneficial in that he could act as another defense along the weak southern border of the Duchy.

Garisk will explain this to the characters and says he is not here to harm anybody. If anybody does attack him he Dimensional Door out or he Shadow Walks away. Characters earn the Enmity of House Urlirel, unless they convince Eratosh to surrender. Then they get the Influence. Garisk knows where Eratosh is located and can lead the characters there or give them directions. He will caution the PCs that they should find the most diplomatically skilled among the attackers to reason with Eratosh since he is quite stubborn.

**All APLs**

**Garish** See Appendix IV

## Encounter Eight: Eratosh

Once the tables are all finished with the previous encounters, a Ducal Guard messenger comes to the front gates to let everyone know that it appears that Eratosh is returning with his troops. Allow the PCs to plan and prepare anything that is reasonable.

If the PCs disguise that the keep has not been taken, Eratosh will come up from the caverns in the back with the remains of his forces. He will order his forces to retreat and follow them unless asked to parlay. Give the characters the impression that Eratosh still has quite a few forces in the caverns and that attacking would be foolish without more Ducal Guard forces. If the PCs attack, they should retreat quickly or be overwhelm by the remaining forces of Eratosh. The forces arrayed against them would be at least 4 APL 12 encounters of Encounter 3, 4 and 5.

If the PCs plan to parlay, Eratosh will accept and meet up to six PCs and Garisk at the entrance of the caverns. He will come alone and is very proud and dignified for an orc.

Eratosh will attempt to negotiate for the sparing of his life and the release of the orcs. He will argue that he did the Duchy a service by getting rid of the goblins. Granting his concessions will give a +5 bonus to the appropriate Diplomacy check. For example, if the PC agrees to release the orcs, they get a +5

bonus to the Diplomacy check to get Eratosh to surrender and vice versa.

In order for Eratosh to surrender, it requires a DC 40 Diplomacy check that is made by a single PC. Garisk will advise the PCs that they're not likely to get another chance and that he'll likely only listen to a single set of arguments.

In order for Eratosh to surrender the remaining orcs, it requires a DC 35 Diplomacy check that is made by a single PC. This may be made by the same PC as earlier or not. If they succeeded at the previous Diplomacy check, they receive a +5 bonus on this Diplomacy check.

If the PCs succeed at convincing Eratosh to surrender, all PCs at the interactive get the Influence with House Urlirel.

If the PCs fail the check to get Eratosh to surrender, he walks away from the negotiation table, then returns and attacks the PCs who are attempting to negotiate with him, reasoning that taking one captive might help him. The Ducal Guard is well prepared for this eventuality and he is taken out by either the PCs preparations (if they made any before speaking with him) or long range sniper shot from an Arrow of Slaying: Humanoid from nearby cover.

## Conclusion

If the PCs manage to defeat all of the mini-bosses in Encounter Six and convince Eratosh to surrender, read the following:

***Your words were charmed and the gods of battle were with you today, for you overcame all obstacles and penetrated and defeated all of the forces holding the old fortress of Dusmall. Eratosh, the orc's leader, has surrendered after suffering great defeats at the hands of goblins and adventurers alike. The Ducal Guard swiftly took him into custody and whisked him away. March Warden Waithek stands before you once again, a broad smile on his face.***

***"Congratulations adventurers, you have succeeded in every goal I've set you and Lord Ellis and Duke Karll will be heartened by the victory today. Your pay and a good meal and a warm bed await you."***

The PCs gain full xp and gold for the interactive and the favors of Lord Ellis and Duke Karll.

If the PCs manage to defeat all of the mini-bosses in Encounter Six, but do **not** convince Eratosh to surrender, read the following:

***Eratosh and his forces have been soundly defeated and there is much to celebrate. You've regained a fort that can be renovated to provide safety for the local area and the threat of the orcs is no more. March Warden Waithek has been quite generous with the food and drink and your pay sits comfortably in your pocket.***

The PCs gain full xp and gold for the interactive and the favors of Lord Ellis and Duke Karll.

If the PCs did not manage to defeat the mini-bosses in Encounter Six, but did defeat all previous encounters, read the following:

***Though you managed to regain the fortress, a significant number of Eratosh's forces escaped in the ensuing confusion. Without Eratosh at their head, they are unlikely to cause any problems soon, but they must still be worried about in the future. March Warden Waithek, a concerned frown wrinkling his brow, pauses to address you.***

***"We have made great gains here today, fellow citizens, but a threat still remains. We must keep our guard up and stay alert in the future for the depredations of these foes." With that he nods to you all and strides off towards his quarters.***

The PCs gain full xp and gold for the interactive and the favor of Lord Ellis (but not Duke Karll).

If the PCs did not manage to defeat the reinforcements, read the following:

***Though you had gained the walls this day and defeated their defenders, you were ultimately forced back by the reinforcements from within the keep. The Ducal Guard recalled you to this rather squalid camp some distance away from the fortress. March Warden Waithek, looking somewhat grim, stands to address you.***

***"Though our gains early in the day appeared heartening, Eratosh had more forces than we had expected and we have ultimately lost our battle for the keep. We will have to continue our patrols and see if another opportunity such as this one presents itself that we may hopefully prevail then."***

The PCs gain full xp and gold for the interactive, but do not receive the favor of Lord Ellis or Duke Karll.

If the PCs did not manage to defeat the forces guarding the walls, read the following:

***The day has been filled with defeat and misery. Through all your powers you could not seem to breach the gate and reach the forces within. Though a magic portal seemed to open up the walls, you could not force your way through the number of orcs arrayed against you. The Ducal Guard has called you back to a squalid and dismal camp some distance from the fortress and all is quiet and defeat permeates the air. March Warden Waithek stands, a grim and stony look upon his face.***

***“It appears that today you had no chance against the orcs in this fortress. They prevailed against all of your plans and we have failed to regain the fortress or cause significant damage to their forces. This defeat will require many months to recover from while the orcs grow stronger. Your willingness to attempt this is noted, however, the Ducal Guard does not reward failure.”***

The PCs gain full xp and half gold for the interactive, but do not receive the favor of Lord Ellis or Duke Karll.

## **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.

### **Total possible experience:**

APL2 225 xp  
APL4 337 xp  
APL6 450 xp  
APL8 562 xp  
APL10 675 xp  
APL12 787 xp  
APL14 900 xp  
APL16 1012 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.

### **Total Possible Treasure**

APL 2: L: 0 gp; C: 225 gp; M: 0 gp - Total: 225 gp

APL 4: L: 0 gp; C: 325 gp; M: 0 gp - Total: 325 gp  
 APL 6: L: 0 gp; C: 450 gp; M: 0 gp - Total: 450 gp  
 APL 8: L: 0 gp; C: 650 gp; M: 0 gp - Total: 650 gp  
 APL 10: L: 0 gp; C: 1150 gp; M: 0 gp - Total: 1150 gp  
 APL 12: L: 0 gp; C: 1650 gp; M: 0 gp - Total: 1650 gp  
 APL 14: L: 0 gp; C: 3300 gp; M: 0 gp - Total: 3300 gp  
 APL 16: L: 0 gp; C: 4950 gp; M: 0 gp - Total: 4950 gp

## Special

### Instructions:

Favor of the Hall of Maps [A Walk in the Park participants only as per table results]

Favor of the Defenders of the Celadon [A Walk in the Park participants only as per table results]

Diplomatic Crisis [A Walk in the Park, Large and In Charge, Scavenger Hunt as per table results]

Access to the Rookery [All Interactive participants as per battle interactive results – participants who leave early do not gain access to this favor]

Favor of the Sand Giants [Large and In Charge participants only as per table results]

Influence Point with Ellis Lorinar [All Interactive participants as per table results]

Favor with Duke Karll [All Interactive participants as per table results]

Minor Enmity of House Urlirel [Assault on Eratosh participants only as per table results]

Influence point with House Urlirel [Assault on Eratosh participants only as per table results]

### Text:

**Favor of the Hall of Maps:** For making a detailed map of the Abbor-Alz Hills area, the Hall of Maps has waived the entrance fee to join the Hall of Maps metaorg. In addition, the character receives regional access to folding boat, and boots of the winterlands.

**Favor of Defenders of the Celadon:** For sharing information with them, you have a favorable reputation with the Defenders of the Celadon and receive a +2 modifier on future reactions with NPCs who are members. In addition, you receive

access to upgrade one weapon with the bane (human) ability.

**Diplomatic Crisis:** For revealing sensitive information to a non-Ducal source, all TU costs for this character for the DDC are doubled. Promotion within the DDC and/or retirement from the DDC are barred for one calendar year. TU costs for the next two Duchy of Urnst regional modules played by this character are doubled, regardless of whether the character is a member of the DDC or not.

**Favor of the Sand Giants:** The Sand Giants of the Bright Desert wish to reward a Hero of your Honor and Integrity. For an exchange of 2 TU they will teach you the Endure Heat feat (Sandstorm) whenever you have a feat slot to fill.

**Access to the Rookery:** For securing Eratosh's stronghold and securing the services of the caretaker of the Rookery, you have been granted access to purchase either a medium or a large sized hippogriff once. All statistics and costs are standard as per the MM.

**Influence Point with Ellis Lorinar:** For your actions Amongst the Hills, Lord Ellis Lorinar will put in a good word for you with the Ducal Guard, Ducal Diplomatic Corps, or any noble house. In addition, this influence point may be used to upgrade 'Ellis Lorinar Pulls Some Strings' from URD3-05 Plague of Rage.

**Favor with Duke Karll:** For taking care of lingering problems in the Abbor-Alz, Duke Karll has ordered the Ducal Guard to grant you regional access to weapon and armor upgrades. APL 4+: Armor to +2 APL 6+: Weapon to +2 APL 8+: Armor to +3 APL 10+: Weapon to +3 APL 12+: Armor to +4 APL 14+: Weapon to +4. Access is cumulative.

**Minor Enmity of House Urlirel:** You may spend one influence point with House Urlirel to cancel this enmity.

**Influence point with House Urlirel**

## Items for the Adventure Record

### Item Access

APL 2:

- Possum Pouch (Adventure, CV)
- Eyes of the Eagle (Adventure, DMG)

APL 4 (all of APL 2 plus the following):

- Screaming Bolt (Adventure, DMG)
- Lens of Detection (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following):

- Sizing Weapon Ability Upgrade (+1 bonus) CV
- Gloves of Fortunate Striking (Adventure, MH, 2000gp)
- Vest of Resistance +2 (Adventure, CA)

APL 8 (all of APLs 2-6 plus the following):

- Lesser Metamagic Rod of Empowerment (Adventure, DMG, 9000 gp)
- Vest of Resistance +3 (Adventure, CA)
- +1 Elfbane light crossbow (adventure, DMG)

APL 10 (all of APLs 2-8 plus the following):

- Feathered Armor Ability Upgrade (+2) (Adventure, AEG)
- Headband of Conscious Effort (Adventure, CV, 4000 gp)
- Cloak of Charisma +4 (Adventure, DMG)
- Vicious Scimitar (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following):

- Bracers of Armor +4 (Adventure, DMG)
- Access to Fire Resistance, Lesser

APL 14 (all of APLs 2-12 plus the following):

- Access to Fire Resistance

APL 16 (all of APLs 2-14 plus the following):

- Access to Fire Resistance, Greater

## Appendix I - APL 6

### Encounter 2: Outer Patrol 1: Skirmishers Table 1

**Orc Leader:** Male Orc Bbn 2/Scout 4; CR 6; HD 2d12+4d8+6; hp 45; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 Chain Shirt]; BAB: +5; Grap +9; Atk/Full Atk: +10 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 1/day, Skirmish +1d6 +1 AC, Trackless Step, Uncanny Dodge; AL N; SV Fort +6, Ref +6, Will +1; Str 18, Dex 16, Con 13, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Diplomacy +3 Or, Intimidate +3 2r, Hide +9 7r, Jump +20 9r, Listen +9 9r, Move Silently +9 7r, Sense Motive +7 7r, Spot +7 7r, Survival +9 9r, Tumble +11 7r ; Dodge, Mobility, Power Attack, Spring Attack

*Equipment:* 1 vial: Alchemist's Fire, Masterwork Chain Shirt with armor spikes, Masterwork cold iron Falchion, 4 javalins, horn, dagger, potion of cure serious wounds, potion of cure light wounds.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernable anatomy. It can be applied to ranged attacks, but only within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.

**Battle Fortitude** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step** A scout cannot be tracked in natural surroundings. See the druid class feature.

**Trapfinding** As the rogue ability of the same name.

**Uncanny Dodge** As the barbarian ability of the same name.

**Enraged:** hp 57; Init +3; Spd 50 ft.; AC 15 (touch 11, flat-footed 15) [+3 Dex, +4 Chain Shirt, -2 rage]; BAB: +5; Grap +11; Atk/Full Atk: +12 (2d4+9 18-20, Falchion) or +8 (1d6+6 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 1/day, Skirmish +1d6 +1 AC, Trackless Step, Uncanny Dodge; AL N; SV Fort +8, Ref +6, Will +3; Str 22, Dex 16, Con 17, Int 10, Wis 10, Cha 12

**Orc skirmisher:** Male Orc Bbn 2; CR: 2; HD 2d12+4; hp 25; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 dex, +4 chain shirt], BAB: +2; Grap: +5; Atk/Full Atk: +6 melee (2d4+4 18-20 Falchion) or +4 ranged (1d6+3 javalin); SQ: Darkvision, Daylight Sensitivity, Rage, Increased Movement, Uncanny Dodge; AL NE; SV Fort +4, Ref +2, Will +0; Str 17, Dex 14, Con 15, Int 9, Wis 10, Cha 7.

*Skills and Feats:* Intimidate: +6 5r, Listen +5 5r, Survival +5 5r; Blindfight.

*Equipment:* Masterwork Great Axe, 2 javalins, Chain Shirt, dagger, cloak, potion of cure light wounds.

**Enraged:** hp 29; Init +2; Spd 40 ft.; AC 14 (touch 10, flat-footed 14) [+2 dex, +4 chain shirt, -2 rage], BAB: +2; Grap: +7; Atk/Full Atk: +8 melee (2d4+7 18-20 Falchion) or +4 ranged (1d6+5 javalin); SQ: Rage, Increased Movement, Uncanny Dodge; AL NE; SV Fort +6, Ref +2, Will +2; Str 21, Dex 14, Con 19, Int 9, Wis 10, Cha 7.

**Orc Archer:** male orc Rgr 4; CR 4; HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; BAB: +4; Grap: +8; Atk: +9 melee (1d8+4, x3, battle axe), or +7 ranged [+8 with masterwork arrows] (1d8+4 composite longbow); Full Atk: +9 melee (1d8+4 x3, battle axe), or +5/+5 ranged [+6/+6 with masterwork arrows] (1d8+4 composite longbow); SQ: Animal Companion, Darkvision, Daylight Sensitivity, Favored Enemy: Dwarves +2, Wild Empathy +3; AL NE; SV Fort +5, Ref +7, Will +2; Str 18, Dex 16, Con 12, Int 8, Wis 13, Cha 9.



*Skills and Feats:* Handle Animal +6 7r, Hide +6 4r, Listen +8 7r, Moves Silently +5 3r, Spot +8 7r, Survival +8 7r; Endurance (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b)

*Equipment:* Masterwork battle axe, masterwork chain shirt, buckler, dagger, Mighty [+4] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure moderate wounds, potion of cure light wounds.

*Spells Prepared* (1 base DC 11+spell level):  
1<sup>st</sup>—Entangle.

**Animal Companion:** Riding dog; medium animal; HD 2d8+4; hp 17; Init +3; Spd 40 ft; AC 18 (touch 12, flat-footed 16) [+2 dex, +6 natural, +2 leather]; BAB: +3, Grap +6, Atk/Full atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int s, Wis 12, Chr 6

*Skills and Feats:* Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

*Equipment:* Leather barding

## **Encounter 2: Flying Patrol Table 1**

**Orc Mounted Fighter:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +6 banded mail, +2 heavy shield], BAB +4; Grap +8; Atk/Full Atk: +10 melee (1d8+6 longsword) or +6 ranged (1d8+4 composite longbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +1 2r, Ride +10 7r; Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus: Longsword, Weapon Specialization: longsword.

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Archer:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +4 chain shirt, +1 buckler], BAB +4; Grap +8; Atk: +9 melee (1d8+4 longsword) or +8 ranged (1d8+4 composite longbow); Full Atk: +9 melee (1d8+6

longsword) or +6/+6 ranged (1d8+6 composite longbow); AL LE; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +1 2r, Ride +12 7r; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Warsinger:** Male Orc Bbn 1/Brd 1; HD 1d12+1d6+2; hp 18; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler], BAB +1; Grap +4; Atk/Full Atk: +6 melee (1d8+3 longsword) or +4 ranged (1d8 composite longbow); SQ: Fast Movement, Rage 1/day, Bardic Music 1/day, Bardic Knowledge +2, Countesong, Fascinate, Inspire Courage +1; AL NE; SV Fort +3, Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 13.

*Skills and Feats:* Concentration +2 1r, Handle Animal +5 4r, Intimidate +6 5r, Jump +9 4r, Perform (sing) +6 5r, Ride +6 4r, Survival +3 4r; Weapon Focus: Longsword

*Equipment:* Masterwork cold iron longsword, composite longbow, 10 masterwork arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds.

*Spells Known* (Spells Per Day: 2 DC 11+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, read magic

**Enraged;** hp 22; Init +2; Spd 40 ft.; AC 15 (touch 10, flat-footed 13) [+2 dex, +4 chain shirt, +1 buckler, -2 rage], BAB +1; Grap +6; Atk/Full Atk: +8 melee (1d8+5 longsword) or +4 ranged (1d8+6 composite longbow); SQ: Fast Movement, Rage 1/day, Bardic Music 1/day, Bardic Knowledge +2, Countesong, Fascinate, Inspire Courage +1; AL NE; SV Fort +5, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 13.

**Hippogriff (3):** Large Magical Beast; HD 3d10+9; hp 25; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15, touch 11, flat-footed 13; BAB/Grp +3/+11; Full Atk: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Reach 5'; SQ Darkvision 60; low-light vision, scent; AL

Neutral; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8;

*Skills and Feats:* Listen +4, Spot +8, Dodge, Wingover;

## **Encounter 2 : Outer Patrol 2: Infantry Table 2**

**Orc Chain Expert:** Male Orc Ftr 6; HD 6d10+12; hp 52; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +5 breastplate], BAB +6; Grap +10; Atk: +11 melee (1d8+4 light flail) or +12 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow); Full Atk: +11/+6 melee (1d8+4 light flail) or +12/+7 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow); AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +14 9r, Swim +2 4r; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Expert Tactician, Improved Trip, Weapon Focus: Spiked Chain, Weapon Specialization: Spiked Chain.

*Equipment:* Masterwork cold iron Spiked Chain, Light Crossbow, 20 masterwork bolts, light flail, dagger, breastplate with armor spikes, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of enlarge person, cloak.

**Orc Polearm Tripper:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 dex, +6 banded mail], BAB +4; Grap +8; Atk/Full Atk: +8 melee (1d8+4 light flail) or +10 melee (2d4+8 guisarme) or +6 ranged (1d8 light crossbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +6 7r, Ride +10 7r, Swim -2 2r; Combat Expertise, Combat Reflexes, Improved Trip, Weapon Focus: Guisarme, Weapon Specialization: Guisarme.

*Equipment:* Masterwork cold iron Guisarme, Light Crossbow, 20 masterwork bolts, light flail, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc spearman:** Male Orc Ftr 2; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 dex, +6 banded mail], BAB +2; Grap +5; Atk/Full Atk: +5 melee (1d8+3 battle axe) or +7 melee (2d4+4 ranseur) or +3 ranged (1d8 light crossbow); AL LE; SV Fort +5, Ref +1, Will +0; Str 17, Dex 12, Con 15, Int 10, Wis 11, Cha 7.

*Skills and Feats:* Intimidate +3 5r, Ride +6 5r; Combat Reflexes, Hold the Line, Weapon Focus: Ranseur

*Equipment:* Masterwork Ranseur, spiked gauntlet, Light Crossbow, battle axe, dagger, banded mail, heavy wooden shield, dagger, potion of cure light wounds, cloak.

**Earth Dragon Neophyte:** male half-orc clr (Earth Dragon) 4; CR 4; HD 4d8+4; hp 25; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +3/+6; Atk/Full Atk: +7 melee (1d6+3 x4 heavy pick); AL LE; SV Fort +5, Ref +2, Will +7; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Concentration: +11 7 r, Diplomacy +1 2r, Knowledge: Religion +5 5r; Martial Weapon Proficiency: Heavy Pick, Skill Focus: Concentration.

*Spells Prepared* (5/4+1/3+1); base DC = 13 + spell level)

0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*; 2<sup>nd</sup>—Calm Emotions\*, Cure Moderate Wounds, Sound Burst, Wave of Grief

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins.

## **Encounter 2: Flying Patrol Table 2**

**Orc Mounted Fighter:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +6 banded mail, +2 heavy shield], BAB +4; Grap +8; Atk/Full Atk: +10 melee (1d8+6 longsword) or +6 ranged (1d8+4 composite longbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +1 2r, Ride +10 7r; Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus: Longsword, Weapon Specialization: longsword.

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Archer:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +4 chain shirt, +1 buckler], BAB +4; Grap +8; Atk: +9 melee (1d8+4 longsword) or +8 ranged (1d8+4 composite longbow); Full Atk: +9 melee (1d8+6 longsword) or +6/+6 ranged (1d8+6 composite longbow); AL LE; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +1 2r, Ride +12 7r; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Warsinger:** Male Orc Bbn 1/Brd 1; HD 1d12+1d6+2; hp 18; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler], BAB +1; Grap +4; Atk/Full Atk: +6 melee (1d8+3 longsword) or +4 ranged (1d8 composite longbow); SQ: Fast Movement, Rage 1/day, Bardic Music 1/day, Bardic Knowledge +2, Countersong, Fascinate, Inspire Courage +1; AL NE; SV Fort +3, Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 13.

*Skills and Feats:* Concentration +2 1r, Handle Animal +5 4r, Intimidate +6 5r, Jump +9 4r, Perform (sing) +6 5r, Ride +6 4r, Survival +3 4r; Weapon Focus: Longsword

*Equipment:* Masterwork cold iron longsword, composite longbow, 10 masterwork arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds.

*Spells Known* (Spells Per Day: 2 DC 11+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, read magic

**Enraged;** hp 22; Init +2; Spd 40 ft.; AC 15 (touch 10, flat-footed 13) [+2 dex, +4 chain shirt, +1 buckler, -2 rage], BAB +1; Grap +6; Atk/Full Atk: +8 melee (1d8+5 longsword) or +4 ranged (1d8+6 composite longbow); SQ: Fast Movement, Rage 1/day, Bardic Music 1/day, Bardic Knowledge +2, Countersong, Fascinate, Inspire Courage +1; AL NE; SV Fort +5, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 13.

**Hippogriff (3):** Large Magical Beast; HD 3d10+9; hp 25; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15, touch 11, flat-footed 13; BAB/Grp +3/+11; Full Atk: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Reach 5'; SQ Darkvision 60; low-light vision, scent; AL Neutral; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8;

*Skills and Feats:* Listen +4, Spot +8, Dodge, Wingover;

### Encounter 3: Wall Guards

**Orc:** Male Orc War 1; Medium Humanoid; CR 1/2 ; HD 1d8+1; hp 5; Init +0; Spd 30 ft/x4; AC 14 [+3 Armor), +1 Dex), touch 11, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 melee (1d10; 19-20/x2 Greatsword), or +2 ranged (1d8+2; 20/x3 Mighty Composite Longbow [+2 Str]); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will -2; Str 17, Dex 14, Con 12, Int 8, Wis 7, Cha 6;

*Skills and Feats:* Listen +1, Spot +1; Alertness

*Equipment:* Studded Leather Armor, Greatsword, Mighty Composite Longbow [+2 Str], Quiver of Arrows;

### Encounter 4: Gate Guards

**Ogre Trooper:** Male Ogre Ftr 3; Large Giant; CR 6; HD 4d8+3d10+28; hp 69; Init +1; Spd 30 ft/x4; AC 20 [+5 Armor, +1 Dex, -1 size, +5 natural], touch 10, flat-footed 19; Base Atk/Grapple +6/+17; Full Atk +13/+8 Two-handed (2d6+10;20/x2, Spike Chain) or +12/+7 Two-handed (2d8+10;20/x2 Greatclub); Reach 20' w/ Spike Chain, 10' w/ Greatclub; AL LE; SV Fort +11, Ref +3, Will +4; Str 24, Dex 12, Con 18, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +6, Craft (Weaponsmithing) +3, Listen +7, Spot +7; Combat Reflexes, Exotic Weapon Proficiency(Spike Chain), Iron Will, Power Attack, Weapon Focus(Spike Chain)

*Equipment:* Breastplate Armor, Spike Chain, Greatclub, *Potion of Cure Moderate Wounds*(2), *Potion of Owl's Wisdom*(2);

**Half-orc Druid:** Male Half-orc Clr 1/Drd 5; Medium Humanoid; CR 6; HD 6d8+6; hp 39; Init +1; Spd 20 ft/x4; AC 16 [+3 Armor, +2 Shield, +1 Dex], touch 11, flat-footed 15; Base Atk/Grapple +3/+4; Full Atk +5 One-handed (1d6+2; 18-20/x2, Scimitar +1); SQ Rebuke Undead, Spontaneous Casting, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape AL LN; SV Fort +8, Ref +3, Will +11; Str 12, Dex 12, Con 12, Int 8, Wis 17, Cha 14;

*Skills and Feats:* Concentration +5, Handle Animal +7, Knowledge(Nature) +6, Knowledge(Religion) +3, Survival +7; Extra Turning, Widen Spell, Divine Metamagic(Widen Spell);

*Equipment:* Masterwork Hide Armor, Scimitar +1, Cloak of Resistance +1, Pink and Green Sphere Ioun Stone(Charisma +2);

**Rebuke Undead(SU):** Can rebuke undead 9 times per day. **Note: These can be converted to Divine Metamagic Widen effect 2 times per day.**

**Wild Shape(SU):** You can turn yourself into a Small or Medium-size animal(and back) 1 time per day for 5 hours. The new form's Hit Dice cannot exceed 5.

*Cleric Spells* (13+spell level): 0-Cure Minor Wounds, Guidance, Resistance; 1-Bless, Shield of Faith, *Obscuring Mist*

Domains: Earth & Weather (CD)

*Druid Spells* (13+spell level): 0-Cure Minor Wounds(2), Detect Magic, Guidance, Resistance; 1-Cure Light Wounds, **Entangle**, **Faerie Fire**(2); 2-**Briar Web**, Resist Energy, **Soften Earth and Stone**; 3-**Sleet Storm**, Spikes

**Bold** spell indicate spells that could be Divine Metamagic Widen. Spell casting would be used to hamper PC's so that reinforcements could arrive and also allow the Archers to attack from distance.

## Encounter 5: Reinforcements

**Hill Giant:** Large Male Giant; CR 7; HD 12d8+72; hp 135; Init +0; Spd 30 ft/x4; AC 23 [+5 Armor, -1 size, +9 natural], touch 9, flat-footed 23; Base Atk/Grapple +9/+24; Full Atk +20/+15 Two-handed (2d8+16, 19-20/x2, Greatclub), or +19/+14 Two-handed (3d6+16, 19-20/x2, Greatsword), or +20 Thrown (2d6+11, 20/x2, Rock, 120' range increment); SA Natural Weapon, Rock Throwing; SQ Low-light Vision, Rock Catching; AL LE, SV Fort +14, Ref +4, Will +4; Str 33, Dex 10, Con 22, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +13, Jump +11, Listen +10, Spot +10; Brutal Thrower(CV), Improved Critical (Greatclub), Power Attack, Cleave, Weapon Focus (Greatclub);

*Equipment:* Breastplate, Greatclub, Greatsword, Rock (5);

**Rock Throwing(Ex):** The range increment is 120 feet.

**Rock Catching(Ex):** You can catch Small, Medium, or Large rocks

## Encounter 6:

**Orc Torturer:** Medium humanoid; Male Orc Bbn 5/Occ2; CR 7; HD 2d8+5d12+14; hp 64; Init +5; Spd 40 ft/x4; AC 17 (+5 Armor, +1 dex, +1 deflection), touch 12, flat-footed 17; Base Atk/Grapple: +7/+12; Full Atk +14/+9 two-handed (2d4+7; 18-20/x2, falchion) or +8/+3 thrown (1d6+5, 20/x2, javelin); SA Rage, Uncanny Dodge, Trap Sense, Magical Defense, Weapon Bond, Mind over Magic, Viscious Strike. AL CE, SV Fort +6, Ref +2, Will +4; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Knowledge (Arcana) +3, Listen +4, Profession (Torturer) +5, Spellcraft +2. Improved Initiative, Power Attack, Weapon Focus (Falchion).

*Equipment:* Chain shirt +1, MW Falchion, Ring of Protection +1.

**Weapon Bond (Su):** An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a

spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** Starting at 2<sup>nd</sup> level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

**Rage:** hp 78; Full Atk: +16/+11 (2d4+10; 18-20/x2, falchion) AC 15;

**Orcish Assistant:** male half-orc clr (Earth Dragon) 4; CR 4; HD 4d8+4; hp 25; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +3/+6; Atk/Full Atk: +7 melee (1d6+3 x4 heavy pick); AL LE; SV Fort +5, Ref +2, Will +7; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

**Skills and Feats:** Concentration: +11 7 r, Diplomacy +1 2r, Knowledge: Religion +5 5r; Martial Weapon Proficiency: Heavy Pick, Skill Focus: Concentration.

**Spells Prepared** (5/4+1/3+1); base DC = 13 + spell level)

0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*; 2<sup>nd</sup>—Calm Emotions\*, Cure Moderate Wounds, Sound Burst, Wave of Grief

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 civl on [Law] spells)].

**Equipment:** masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins.

## Appendix I - APL 8

### Outer Patrol 1: Skirmishers Table 1

**Orc Leader:** Male Orc Bbn 4/Scout 4; CR 8; HD 4d12+4d8+16; hp 69; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 Chain Shirt]; BAB: +7; Grap +11; Atk: +12 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +12/+7 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Diplomacy +3 0r, Intimidate +7 6r, Hide +9 7r, Jump +20 9r, Listen +11 11r, Move Silently +9 7r, Sense Motive +7 7r, Spot +7 7r, Survival +11 11r, Tumble +11 7r; Dodge, Mobility, Power Attack, Spring Attack

*Equipment:* 1 vial: Alchemist's Fire, Masterwork Chain Shirt with armor spikes, Masterwork cold iron Falchion, 4 javalins, horn, dagger, potion of cure serious wounds, potion of cure light wounds.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernable anatomy. It can be applied to ranged attacks, but only within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.

**Battle Fortitude** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Enraged:** hp 85; Init +3; Spd 50 ft.; AC 15 (touch 11, flat-footed 15) [+3 Dex, +4 Chain

Shirt, -2 rage]; BAB: +7; Grap +13; Atk: +14 (2d4+9 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +14/+9 (2d4+9 18-20, Falchion) or +8 (1d6+6 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

**Orc skirmisher sergeant:** Male Orc Bbn 4; CR: 4; HD 4d12+8; hp 40; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 18) [+2 dex, +4 chain shirt, +2 heavy shield], BAB: +4; Grap: +8; Atk +10 melee (1d8+4 battle axe) or +6 ranged (1d6+4 javalin); SQ: Darkvision, Daylight Sensitivity, Fast Movement, Trap Sense +1, Uncanny Dodge, Rage 2x/day; AL CE; SV Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 15, Int 8, Wis 11, Cha 9.

*Skills and Feats:* Intimidate +6 7r, Listen +7 7r, Survival +7 7r; Power Attack, Weapon Focus (Battle axe).

*Equipment:* masterwork battle axe, dagger, chain shirt, heavy wooden shield, 4 javalins, dagger, potion of cure moderate wounds, potion of cure light wounds, cloak

**Enraged:** hp 40; Init +2; Spd 40 ft.; AC 16 (touch 10, flat-footed 16) [+2 dex, +4 chain shirt, +2 heavy shield, -2 rage], BAB: +4; Grap: +10; Atk +12 melee (1d8+6, x3 battle axe) or +6 ranged (1d6+6 javalin); SQ: Fast Movement, Trap Sense +1, Uncanny Dodge, Rage 2x/day; AL CE; SV Fort +8, Ref +2, Will +3; Str 22, Dex 14, Con 19, Int 8, Wis 11, Cha 9.

**Orc skirmisher:** Male Orc Bbn 2; CR: 2; HD 2d12+4; hp 25; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 dex, +4 chain shirt], BAB: +2; Grap: +5; Atk/Full Atk: +6 melee (2d4+4 18-20 Falchion) or +4 ranged (1d6+3 javalin); SQ: Darkvision, Daylight Sensitivity, Rage, Increased Movement, Uncanny Dodge; AL NE; SV Fort +4, Ref +2, Will +0; Str 17, Dex 14, Con 15, Int 9, Wis 10, Cha 7.

*Skills and Feats:* Intimidate: +6 5r, Listen +5 5r, Survival +5 5r; Blindfight.

*Equipment:* Masterwork Great Axe, 2 javalins, Chain Shirt, dagger, cloak, potion of cure light wounds.

**Enraged:** hp 29; Init +2; Spd 40 ft.; AC 14 (touch 10, flat-footed 14) [+2 dex, +4 chain shirt, -2 rage], BAB: +2; Grap: +7; Atk/Full Atk: +8 melee (2d4+7 18-20 Falchion) or +4 ranged (1d6+5 javalin); SQ: Rage, Increased Movement, Uncanny Dodge; AL NE; SV Fort +6, Ref +2, Will +2; Str 21, Dex 14, Con 19, Int 9, Wis 10, Cha 7.

**Orc Archer:** male orc Rgr 6; CR 6; HD 6d8+6; hp 39; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; BAB: +6; Grap: +12; Atk: +11 melee (1d8+4, x3, battle axe), or +10 ranged [+11 with masterwork arrows] (1d8+4 composite longbow); Full Atk: +11/+6 melee (1d8+4 x3, battle axe), or +8/+8 ranged [+9/+9 with masterwork arrows] (1d8+4 composite longbow); SQ: Animal Companion, Darkvision, Daylight Sensitivity, Favored Enemy: Dwarves +4, Elves +2, Wild Empathy +5; AL NE; SV Fort +6, Ref +3, Will +3; Str 18, Dex 16, Con 12, Int 8, Wis 13, Cha 9.

*Skills and Feats:* Handle Animal +8 9r, Hide +7 5r, Listen +10 9r, Moves Silently +6 4r, Spot +10 9r, Survival +10 9r; Endurance (b), Manyshot (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Longbow.

*Equipment:* Masterwork battle axe, chain shirt, buckler, dagger, Mighty [+4] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure moderate wounds, potion of cure light wounds.

*Spells Prepared* (2 base DC 11+spell level):

1<sup>st</sup>—Arrow Mind, Entangle

**Animal Companion:** Riding dog; medium animal; HD 4d8+8; hp 31; Init +3; Spd 40 ft; AC 22 (touch 13, flat-footed 19) [+3 dex, +6 natural, +3 studded leather]; BAB: +3, Grap +6, Atk/Full atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int s, Wis 12, Chr 6

*Skills and Feats:* Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

*Equipment:* Masterwork Studded Leather barding

## **Encounter 2: Flying Patrol Table 1**

**Orc Mounted Fighter:** Male Orc Ftr 6; HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +6 banded mail, +2 heavy shield], BAB +6; Grap +10; Atk: +12 melee (1d8+6 lance) or +8 ranged (1d8+4 composite longbow); Full Atk: +12/+7 melee (1d8+6 lance) or +8/+3 ranged (1d8+4 composite longbow); AL LE; SV Fort +7, Ref +3, Will +4; Str 18, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +3 4r, Ride +12 9r; Iron Will, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus: lance, Weapon Specialization: lance.

*Equipment:* Masterwork lance, Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Archer:** Male Orc Ftr 6; HD 6d10+12; hp 51; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +4 chain shirt, +1 buckler], BAB +6; Grap +10; Atk: +11 melee (1d8+4 longsword) or +11 ranged (1d8+6 composite longbow); Full Atk: +11/+6 melee (1d8+6 longsword) or +9/+9/+4 ranged (1d8+6 composite longbow); AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +3 4r, Ride +14 9r; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 1; HD 2d12+2d6+1d10+1d8+6; hp 45; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler], BAB +5; Grap +8; Atk/Full Atk: +10 melee (1d8+3 longsword) or +8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic



Music 3/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness; AL NE; SV Fort +8, Ref +5, Will +2; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 14.

*Skills and Feats:* Concentration +10 9r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing) +11 9r, Ride +11 7r, Sense Motive +0 1r, Survival +3 4r; Combat Expertise, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

*Equipment:* Masterwork cold iron longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resilience on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Enraged;** hp 57; Init +2; Spd 40 ft.; AC 15 (touch 10, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler, -2 rage], BAB +5; Grap +8; Atk/Full Atk: +10 melee (1d8+5 longsword) or +8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 3/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness; AL NE; SV Fort +10, Ref +5, Will +4; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 14.

**Hippogriff (3):** Large Magical Beast; HD 3d10+9; hp 30; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15, touch 11, flat-footed 13; BAB/Grp +3/+11; Full Atk: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Reach 5'; SQ Darkvision 60; low-light vision, scent; AL Neutral; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8;

*Skills and Feats:* Listen +4, Spot +8, Dodge, Wingover;

## **Encounter 2: Infantry Patrol Table 2**

**Orc Chain Expert:** Male Orc Ftr 6; HD 6d10+12; hp 52; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +5 breastplate], BAB +6; Grap +10; Atk: +11 melee (1d8+4 light flail) or +12 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow); Full Atk: +11/+6 melee (1d8+4 light flail) or +12/+7 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow; AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +14 9r, Swim +2 4r; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Expert Tactician, Improved Trip, Weapon Focus: Spiked Chain, Weapon Specialization: Spiked Chain.

*Equipment:* Masterwork cold iron Spiked Chain, Light Crossbow, 20 masterwork bolts, light flail, dagger, breastplate with armor spikes, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of enlarge person, cloak.

**Orc Polearm Tripper:** Male Orc Ftr 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 dex, +6 banded mail], BAB +4; Grap +8; Atk/Full Atk: +8 melee (1d8+4 light flail) or +10 melee (2d4+8 guisarme) or +6 ranged (1d8 light crossbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +6 7r, Ride +10 7r, Swim -2 2r; Combat Expertise, Combat Reflexes, Improved Trip, Weapon Focus: Guisarme, Weapon Specialization: Guisarme.

*Equipment:* Masterwork cold iron Guisarme, Light Crossbow, 20 masterwork bolts, light flail, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Elite Orc spearman:** Male Orc Ftr 4; HD 4d10+8; hp 35; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 dex, +6 banded mail], BAB +4; Grap +8; Atk/Full Atk: +8 melee (1d8+4 battle axe) or +10 melee (2d4+8 ranseur) or +5 ranged (1d8 light crossbow); AL LE; SV Fort +6,



Ref +2, Will +1; Str 18, Dex 12, Con 15, Int 10, Wis 11, Cha 7.

*Skills and Feats:* Intimidate +5 7r, Ride +8 7r; Combat Reflexes, Expert Tactician, Hold the Line, Weapon Focus: Ranseur, Weapon Specialization: Ranseur.

*Equipment:* Masterwork Ranseur, spiked gauntlet, Light Crossbow, battle axe, dagger, banded mail, heavy wooden shield, dagger, potion of cure moderate wounds, potion of cure light wounds, cloak.

**Earth Dragon Disciple:** male half-orc clr (Earth Dragon) 6; CR 6; HD 6d8+6; hp 41; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+5 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +8 melee (1d6+3 x4 heavy pick); AL LE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

*Skills and Feats:* Concentration: +13 [9 ranks], Intimidate +2 [3 ranks cc], Knowledge: Religion +3 [3 ranks]; Martial Weapon Proficiency: Heavy Pick, Power Attack, Skill Focus: Concentration.

*Spells Prepared* (5/4+1/4+1/3+1); base DC = 13 + spell level) 0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds x2, Protection from Chaos\*, Protection from Good; 2<sup>nd</sup>—Cure Moderate Wounds, Silence, Sound Burst, Soften Earth and Stone\*, Wave of Grief; 3<sup>rd</sup>—Bestow Curse, Calm Emotions (2<sup>nd</sup> level spell prepared in 3<sup>rd</sup> level domain slot)\*, Dispel Magic, ~~Magie Vestment~~

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins

## **Encounter 2: Flying Patrol Table 2**

**Orc Mounted Fighter:** Male Orc Ftr 6; HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +6 banded mail, +2 heavy shield], BAB +6; Grap +10; Atk: +12 melee (1d8+6 lance) or +8 ranged (1d8+4 composite longbow); Full Atk: +12/+7 melee (1d8+6 lance) or +8/+3 ranged (1d8+4 composite longbow); AL LE; SV Fort +7, Ref +3, Will +4; Str 18, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +3 4r, Ride +12 9r; Iron Will, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus: lance, Weapon Specialization: lance.

*Equipment:* Masterwork lance, Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, banded mail with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Archer:** Male Orc Ftr 6; HD 6d10+12; hp 51; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +4 chain shirt, +1 buckler], BAB +6; Grap +10; Atk: +11 melee (1d8+4 longsword) or +11 ranged (1d8+6 composite longbow); Full Atk: +11/+6 melee (1d8+6 longsword) or +9/+4 ranged (1d8+6 composite longbow); AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +3 4r, Ride +14 9r; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 1; HD 2d12+2d6+1d10+1d8+6; hp 45; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler], BAB +5; Grap +8; Atk/Full Atk: +10 melee (1d8+3 longsword) or +8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 3/day, Bardic Knowledge +3, Countersong, Fascinate, Inspire Courage +1, Inspire Toughness; AL NE; SV Fort +8, Ref +5, Will +2; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 14.

*Skills and Feats:* Concentration +10 9r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing) +11 9r, Ride +11 7r, Sense Motive +0 1r, Survival +3 4r; Combat Expertise, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

*Equipment:* Masterwork cold iron longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, chain shirt, buckler, dagger, potion of cure light wounds.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Enraged;** hp 57; Init +2; Spd 40 ft.; AC 15 (touch 10, flat-footed 15) [+2 dex, +4 chain shirt, +1 buckler, -2 rage], BAB +5; Grap +8; Atk/Full Atk: +10 melee (1d8+5 longsword) or +8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 3/day, Bardic Knowledge +3, Countersong, Fascinate, Inspire Courage +1, Inspire Toughness; AL NE; SV Fort +10, Ref +5, Will +4; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 14.

**Hippogriff (3):** Large Magical Beast; HD 3d10+9; hp 30; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15, touch 11, flat-footed 13; BAB/Grp +3/+11; Full Atk: 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Reach 5'; SQ Darkvision 60; low-light vision, scent; AL Neutral; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8;

*Skills and Feats:* Listen +4, Spot +8, Dodge, Wingover;

### **Encounter 3: Wall Guards**

**Orc:** Male Orc War 1; Medium Humanoid; CR 1/2 ; HD 1d8+1; hp 5; Init +0; Spd 30 ft/x4; AC 14 [+3 Armor, +1 Dex], touch 11, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 melee (1d10; 19-20/x2 Greatsword), or +2 ranged (1d8+2; 20/x3 Mighty Composite Longbow [+2 Str]); SQ Darkvision 60 ft., light sensitivity; AL

LE; SV Fort +3, Ref +1, Will -2; Str 17, Dex 14, Con 12, Int 8, Wis 7, Cha 6;

*Skills and Feats:* Listen +1, Spot +1; Alertness

*Equipment:* Studded Leather Armor, Greatsword, Mighty Composite Longbow [+2 Str], Quiver of Arrows;

### **Encounter 4: Gate Guards**

**Ogre Trooper:** Male Ogre Ftr 3/EWM 2; Large Giant; CR 8; HD 4d8+5d10+36; hp 89; Init +1; Spd 30 ft/x4; AC 20 [+5 Armor, +1 Dex, -1 size, +5 natural], touch 10, flat-footed 19; Base Atk/Grapple +8/+19; Full Atk +16/+11 Two-handed (2d6+11; 19-20/x2, Spike Chain+1) or +14/+9 Two-handed (2d8+10; 20/x2 Greatclub); Reach 20' w/ Spike Chain, 10' w/ Greatclub; AL LE; SV Fort +14, Ref +3, Will +4; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +6, Craft (Weaponsmithing) +3, Listen +8, Spot +8; Combat Reflexes, Exotic Weapon Proficiency(Spike Chain), Improved Critical(Spike Chain), Iron Will, Power Attack, Weapon Focus(Spike Chain);

*Equipment:* Breastplate Armor, Spike Chain+1, Greatclub, *Potion of Cure Moderate Wounds*(2), *Potion of Owl's Wisdom*; *Potion of Bull's Strength*, *Potion of Lesser Restoration*(2);

**Flurry of Strikes:** When wielding an exotic double weapon or a spike chain with both hands, you can elect to use a full attack action to make a flurry of strikes. When doing so, you may make one extra attack in the round at your full base attack bonus, but this and each attack in the round takes a -2 penalty until your next turn. The extra attack may be with either end of the double weapon.

**Exotic Reach:** When wielding an exotic weapon with reach, you may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Half-orc Druid:** Male Half-orc Clr 1/Drd 7; Medium Humanoid; CR 8; HD 8d8+6; hp 51; Init +1; Spd 20 ft/x4; AC 17 [+4 Armor, +2 Shield, +1 Dex], touch 11, flat-footed 16; Base Atk/Grapple +5/+6; Full Atk +7 One-handed (1d6+2+1d6; 18-20/x2, Flaming Scimitar +1); SQ Rebuke Undead, Spontaneous Casting, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step,

Resist Nature's Lure, Wild Shape AL LN; SV Fort +9, Ref +4, Will +12; Str 12, Dex 12, Con 12, Int 8, Wis 18, Cha 14;

*Skills and Feats:* Concentration +5, Handle Animal +9, Knowledge(Nature) +8, Knowledge(Religion) +3, Survival +7; Extra Turning, Widen Spell, Divine Metamagic(Widen Spell);

*Equipment:* Hide Armor +1, Flaming Scimitar +1, Cloak of Resistance +1, Pink and Green Sphere Ioun Stone(Charisma +2);

**Rebuke Undead(SU):** Can rebuke undead 9 times per day. **Note: These can be converted to Divine Metamagic Widen effect 2 times per day.**

**Wild Shape(SU):** You can turn yourself into a Small or Medium-size animal(and back) 3 times per day for 7 hours. The new form's Hit Dice cannot exceed 7.

*Cleric Spells* (DC is 14+spell level): 0-Cure Minor Wounds, Guidance, Resistance; 1-Bless, Shield of Faith, *Obscuring Mist*

Cleric Domains: Earth & Weather (CD);

*Druid Spells* (DC is 14+spell level): 0-Cure Minor Wounds(2), Detect Magic, Guidance(2), Resistance; 1-Cure Light Wounds, **Entangle**, **Faerie Fire**(2), Produce Flame; 2-**Briar Web**, Resist Energy, **Soften Earth and Stone**, **Warp Wood**; 3-**Sleet Storm**, Spikes, **Wind Wall**; 4-Air Walk, Widen Entangle(DC 15)

**Bold** spell indicate spells that could be Divine Metamagic Widen. Spell casting would be used to hamper PC's so that reinforcements could arrive and also allow the Archers to attack from distance.

## **Encounter 5: Reinforcements**

**Hill Giant:** Large Male Giant WHk2; CR 9; HD 12d8+2d12+84; hp 161; Init +0; Spd 30 ft/x4; AC 25 [+7 Armor, -1 size, +9 natural], touch 9, flat-footed 25; Base Atk/Grapple +9/+26; Full Atk +24/+19 Two-handed (2d8+21, 19-20/x2, Greatclub +2), or +21/+16 Two-handed (3d6+19, 19-20/x2, Greatsword), or +22 Thrown (2d6+13, 20/x2, Rock, 120' range increment); SA Natural Weapon, Rock Throwing, Great Swing; SQ Low-light Vision, Rock Catching; AL LE, SV Fort +17, Ref +4, Will +4; Str 37, Dex 10, Con 22, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +16, Jump +14, Listen +10, Spot +10; Brutal Thrower(CV), Improved Critical (Greatclub), Power Attack, Cleave, Weapon Focus (Greatclub);

*Equipment:* Breastplate +2, Greatclub +2, Greatsword, Rock (5);

**Natural Weapon:** Slam 1d4+13

**Rock Throwing(Ex):** The range increment is 120 feet.

**Rock Catching(Ex):** You can catch Small, Medium, or Large rocks

**Ability Boost(Ex):** Your strength is boosted by +4.

**No Time to Think(Ex):** You are considered to have 0 ranks in Intelligence-, Wisdom-, and Charisma-based skills, except the Intimidate skill.

**Great Swing(Ex):** You can make a great sweeping swing with a melee weapon. As a full-round action, you can choose three squares adjacent to one another that you threaten. Your attack applies to all creatures in those squares. You make one attack roll, which applies to each defender.

## **Encounter 6: The Rookery**

**Advanced Elite Hippogriff:** Large Magical Beast; CR 5; HD 9d10+45; HP: 94; Init +4; Speed: 50 ft, fly 100 ft (average); AC: 20 (touch 13, flatfooted 16) [-1 size, +3 studded leather barding, +4 dex, +4 natural]; Base Atk/Grp: +9/+19; Atk: +14 (1d6+6 claw); Full Atk: +14/+14 (1d6+6 claw), and +9 (1d8+3 bite); SQ: Darkvision 60 ft, low-light vision, scent; AL: N; SV: Fort +11, Ref +11, Will +4; Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 13

*Skills and Feats:* Listen +7 6r, Spot +11 6r; Armor Proficiency: Light, Augmented Natural Attack: Claw, Dodge, Wingover

*Equipment:* studded leather barding, military saddle

**Skills:** Hippogriffs have a +4 racial bonus on Spot checks.

**Half-Orc Caretaker:** medium humanoid; male half-orc Drd5; CR 5; HD 5d8; hp: 28; Init +4; Spd 20ft/x4; AC: 13 (+3 armor), touch 10, flat-footed 13; Base Atk/Grp: +3/+3; Full Atk: +3 two-handed (1d6; 20/x2, club); SQ: Darkvision 60ft, Spontaneous Casting, Animal Companion,

Nature Sense, Wild Empathy, Woodland Stride, Trackless step, resist nature's lure, wild shape. AL: N; SV Fort +4, Ref +1, Will +7. Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 16.

*Skills and Feats:* Handle Animal +13, Heal +11, Knowledge (nature) +10, Profession (Hippogryph Caretaker) +11. Animal Affinity, Improved Initiative.

*Equipment:* Hide armor, club.

## Appendix I - APL 10

### Encounter 2: Outer Patrol 1: Skirmishers Table 1

**Orc Leader:** Male Orc Bbn 4/Scout 4; CR 8; HD 4d12+4d8+16; hp 69; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 Chain Shirt]; BAB: +7; Grap +11; Atk: +12 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +12/+7 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Diplomacy +3 Or, Intimidate +7 6r, Hide +9 7r, Jump +20 9r, Listen +11 11r, Move Silently +9 7r, Sense Motive +7 7r, Spot +7 7r, Survival +11 11r, Tumble +11 7r; Dodge, Mobility, Power Attack, Spring Attack

*Equipment:* 1 vial: Alchemist's Fire, Masterwork Chain Shirt with armor spikes, Masterwork cold iron Falchion, 4 javalins, horn, dagger, potion of cure serious wounds, potion of cure light wounds.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernable anatomy. It can be applied to ranged attacks, but only within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.

**Battle Fortitude** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step** A scout cannot be tracked in natural surroundings. See the druid class feature.

**Trapfinding** As the rogue ability of the same name.

**Uncanny Dodge** As the barbarian ability of the same name.

**Enraged:** hp 85; Init +3; Spd 50 ft.; AC 15 (touch 11, flat-footed 15) [+3 Dex, +4 Chain Shirt, -2 rage]; BAB: +7; Grap +13; Atk: +14 (2d4+9 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +14/+9 (2d4+9 18-20, Falchion) or +8 (1d6+6 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

**Orc Elite skirmisher:** Male Orc Bbn 4; CR: 4; HD 4d12+8; hp 40; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [+2 dex, +4 chain shirt], BAB: +4; Grap: +8; Atk +10 melee (2d4+6 18-20 falchion) or +6 ranged (1d6+4 javalin); SQ: Darkvision, Daylight Sensitivity, Fast Movement, Trap Sense +1, Uncanny Dodge, Rage 2x/day; AL CE; SV Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 15, Int 8, Wis 11, Cha 9.

*Skills and Feats:* Intimidate +6 7r, Listen +7 7r, Survival +7 7r; Power Attack, Weapon Focus (Battle axe).

*Equipment:* masterwork cold iron falchion, dagger, chain shirt, 4 javalins, dagger, potion of cure moderate wounds, potion of cure light wounds, cloak

**Enraged:** hp 40; Init +2; Spd 40 ft.; AC 14 (touch 10, flat-footed 14) [+2 dex, +4 chain shirt, -2 rage], BAB: +4; Grap: +10; Atk +12 melee (2d4+6, 18-20 falchion) or +6 ranged (1d6+6 javalin); SQ: Fast Movement, Trap Sense +1, Uncanny Dodge, Rage 2x/day; AL CE; SV Fort +8, Ref +2, Will +3; Str 22, Dex 14, Con 19, Int 8, Wis 11, Cha 9.

**Orc Archer:** male orc Rgr 6; CR 6; HD 6d8+6; hp 39; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; BAB: +6; Grap: +12; Atk: +11 melee (1d8+4, x3, battle axe), or +10 ranged [+11 with masterwork

arrows] (1d8+4 composite longbow); Full Atk: +11/+6 melee (1d8+4 x3, battle axe), or +8/+8 ranged [+9/+9 with masterwork arrows] (1d8+4 composite longbow); SQ: Animal Companion, Darkvision, Daylight Sensitivity, Favored Enemy: Dwarves +4, Elves +2, Wild Empathy +5; AL NE; SV Fort +6, Ref +8, Will +3; Str 18, Dex 16, Con 12, Int 8, Wis 13, Cha 9.

*Skills and Feats:* Handle Animal +8 9r, Hide +7 5r, Listen +10 9r, Moves Silently +6 4r, Spot +10 9r, Survival +10 9r; Endurance (b), Manyshot (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Longbow.

*Equipment:* Masterwork battle axe, chain shirt, buckler, dagger, Mighty [+4] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure moderate wounds, potion of cure light wounds.

*Spells Prepared* (2 base DC 11+spell level):

1<sup>st</sup>—Arrow Mind, Entangle

**Animal Companion:** Riding dog; medium animal; HD 4d8+8; hp 31; Init +3; Spd 40 ft; AC 22 (touch 13, flat-footed 19) [+3 dex, +6 natural, +3 studded leather]; BAB: +3, Grap +6, Atk/Full atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int s, Wis 12, Chr 6

*Skills and Feats:* Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

*Equipment:* Masterwork Studded Leather barding

**Earth Dragon Priest:** male half-orc clr (Earth Dragon) 8; CR 8; HD 8d8+8; hp 50; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+6 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d6+3 x4 heavy pick); Full Atk: +10/+5 melee (1d6+3 x4, heavy pick); AL LE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

*Skills and Feats:* Concentration: +15 [11 ranks], Intimidate +3 [4 ranks cc], Knowledge: Religion +3 [3 ranks]; Martial Weapon Proficiency: Heavy Pick, Power Attack, Skill Focus: Concentration.

*Spells Prepared* (5/5+1/4+1/4+1/2+1); base DC = 13 + spell level) 0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1<sup>st</sup>—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*, Protection from Good; 2<sup>nd</sup>—Cure Moderate Wounds, Sound Burst, Soften Earth and Stone\*, Wave of Grief; 3<sup>rd</sup>—Bestow Curse, Calm Emotions (2<sup>nd</sup> level spell prepared in 3<sup>rd</sup> level domain slot)\*, Dispel Magic x2, Magic Vestment; 4<sup>th</sup>: Divine Power, Order's Wrath\*, Recitation

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins, 2 days' rations.

## **Encounter 2: Flying Patrol: Table 1**

**Advanced Elite Hippogriff (3):** Large Magical Beast; CR 5; HD 9d10+45; HP: 94; Init +4; Speed: 50 ft, fly 100 ft (average); AC: 20 (touch 13, flatfooted 16) [-1 size, +3 studded leather barding, +4 dex, +4 natural]; Base Atk/Grp: +9/+19; Atk: +14 (1d6+6 claw); Full Atk: +14/+14 (1d6+6 claw), and +9 (1d8+3 bite); SQ: Darkvision 60 ft, low-light vision, scent; AL: N; SV: Fort +11, Ref +11, Will +4; Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 13

*Skills and Feats:* Listen +7 6r, Spot +11 6r; Armor Proficiency: Light, Augmented Natural Attack: Claw, Dodge, Wingover

*Equipment:* studded leather barding, military saddle

**Skills:** Hippogriffs have a +4 racial bonus on Spot checks.

**Carrying Capacity:** A light load for a hippogriff is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds.

**Orc Mounted Fighter:** Male Orc Ftr 8; HD 8d10+16; hp 67; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 18) [+1 dex, +9 fullplate, +2 heavy shield], BAB +8; Grap +12; Atk: +15 melee (1d8+6 lance) or +10 ranged (1d8+4 composite longbow); Full Atk: +15/+10 melee (1d8+6 lance) or +10/+5 ranged (1d8+4 composite longbow); AL LE; SV Fort +9, Ref +4, Will +5; Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +5 6r, Ride +14 11r; Greater Weapon

Focus: lance, Iron Will, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus: lance, Weapon Specialization: lance.

*Equipment:* Masterwork lance, Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, +1 fullplate with armor spikes, heavy wooden shield, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Archer:** Male Orc Ftr 8; HD 8d10+16; hp 70; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 dex, +5 chain shirt, +1 buckler], BAB +6; Grap +10; Atk: +13 melee (1d8+4 longsword) or +14 ranged (1d8+6 composite longbow); Full Atk: +13/+8 melee (1d8+6 longsword) or +12/+12/+7 ranged (1d8+6 composite longbow); AL LE; SV Fort +9, Ref +6, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +5 6r, Ride +16 11r; Greater Weapon Focus: Composite Longbow, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

*Equipment:* Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 3; HD 2d12+2d6+1d10+3d8+8; hp 57; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 dex, +5 chain shirt, +1 buckler], BAB +7; Grap +10; Atk: +12 melee (1d8+3 longsword) or +10 ranged (1d8+3 composite longbow); Full Atk: +12/+7 melee (1d8+3 longsword) or +10/+5 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable); AL NE; SV Fort +9, Ref +6, Will +3; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

*Skills and Feats:* Concentration +12 11r, Diplomacy +4 0r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing)

+13 11r, Ride +11 7r, Sense Motive +6 7r, Survival +3 4r; Combat Expertise, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

*Equipment:* Masterwork cold iron longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, elixir of fire breath.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of beserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Enraged;** HD 2d12+2d6+1d10+3d8+8; hp 73; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 dex, +5 chain shirt, +1 buckler], BAB +7; Grap +12; Atk: +14 melee (1d8+5 longsword) or +10 ranged (1d8+3 composite longbow); Full Atk: +12/+7 melee (1d8+3 longsword) or +10/+5 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable); AL NE; SV Fort +11, Ref +6, Will +5; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

## **Encounter 2: Infantry Patrol Table 2**

**Orc Chain Master:** Male Orc Ftr 10; HD 10d10+30; hp 94; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +5 breastplate], BAB +10; Grap +14; Atk: +15 melee (1d8+4 light flail) or +17 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow); Full Atk: +15/+10 melee (1d8+4 light flail) or +17/+12 melee (2d4+8 spiked chain); AL LE; SV Fort +10, Ref +6, Will +5; Str 18, Dex 16, Con 16, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +14 9r, Swim +2 4r; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Expert Tactician, Greater Weapon Focus: Spiked Chain, Improved Trip, Iron Will, Power Attack, Weapon Focus: Spiked Chain, Weapon Specialization: Spiked Chain.

*Equipment:* Masterwork cold iron Spiked Chain, Light Crossbow, 20 masterwork bolts, light flail, dagger, breastplate with armor spikes, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of enlarge person, cloak.

**Elite Orc Polearm Tripper:** Male Orc Ftr 6; HD 6d10+12; hp 53; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +8 fullplate], BAB +6; Grap +10; Atk: +10 melee (1d8+4 light flail) or +12 melee (2d4+8 guisarme) or +8 ranged (1d8 light crossbow); Full Atk: +10/+5 melee (1d8+4 light flail) or +12/+7 melee (2d4+8 guisarme); AL LE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +12 9r, Swim -2 4r; Combat Expertise, Combat Reflexes, Expert Tactician, Improved Trip, Power Attack, Weapon Focus: Guisarme, Weapon Specialization: Guisarme.

*Equipment:* Masterwork cold iron Guisarme, Light Crossbow, 20 masterwork bolts, light flail, dagger, fullplate with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Elite Orc spearman:** Male Orc Ftr 4; HD 4d10+8; hp 35; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 dex, +6 banded mail], BAB +4; Grap +8; Atk/Full Atk: +8 melee (1d8+4 battle axe) or +10 melee (2d4+8 ranseur) or +5 ranged (1d8 light crossbow); AL LE; SV Fort +6, Ref +2, Will +1; Str 18, Dex 12, Con 15, Int 10, Wis 11, Cha 7.

*Skills and Feats:* Intimidate +5 7r, Ride +8 7r; Combat Reflexes, Expert Tactician, Hold the Line, Weapon Focus: Ranseur, Weapon Specialization: Ranseur.

*Equipment:* Masterwork Ranseur, spiked gauntlet, Light Crossbow, battle axe, dagger, banded mail, heavy wooden shield, dagger, potion of cure moderate wounds, potion of cure light wounds, cloak.

**Earth Dragon Priest:** male half-orc clr (Earth Dragon) 8; CR 8; HD 8d8+8; hp 50; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+6 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d6+3 x4 heavy pick); Full Atk: +10/+5 melee (1d6+3 x4, heavy pick); AL LE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

*Skills and Feats:* Concentration: +15 [11 ranks], Intimidate +3 [4 ranks cc], Knowledge: Religion +3 [3 ranks]; Martial Weapon Proficiency: Heavy Pick, Power Attack, Skill Focus: Concentration.

*Spells Prepared* (5/5+1/4+1/4+1/2+1); base DC = 13 + spell level) 0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*, Protection from Good; 2<sup>nd</sup>—Cure Moderate Wounds, Sound Burst, Soften Earth and Stone\*, Wave of Grief; 3<sup>rd</sup>—Bestow Curse, Calm Emotions (2<sup>nd</sup> level spell prepared in 3<sup>rd</sup> level domain slot)\*, Dispel Magic x2, Magic Vestment; 4<sup>th</sup>: Divine Power, Order's Wrath\*, Recitation

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins

## **Encounter 2: Flying Patrol: Table 2**

**Advanced Elite Hippogriff (3):** Large Magical Beast; CR 5; HD 9d10+45; HP: 94; Init +4; Speed: 50 ft, fly 100 ft (average); AC: 20 (touch 13, flatfooted 16) [-1 size, +3 studded leather barding, +4 dex, +4 natural]; Base Atk/Grp: +9/+19; Atk: +14 (1d6+6 claw); Full Atk: +14/+14 (1d6+6 claw), and +9 (1d8+3 bite); SQ: Darkvision 60 ft, low-light vision, scent; AL: N; SV: Fort +11, Ref +11, Will +4; Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 13

*Skills and Feats:* Listen +7 6r, Spot +11 6r; Armor Proficiency: Light, Augmented Natural Attack: Claw, Dodge, Wingover

*Equipment:* studded leather barding, military saddle

**Skills:** Hippogriffs have a +4 racial bonus on Spot checks.



**Carrying Capacity:** A light load for a hippogriff is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds.

**Orc Mounted Fighter:** Male Orc Ftr 8; HD 8d10+16; hp 67; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 18) [+1 dex, +9 fullplate, +2 heavy shield], BAB +8; Grap +12; Atk: +15 melee (1d8+6 lance) or +10 ranged (1d8+4 composite longbow); Full Atk: +15/+10 melee (1d8+6 lance) or +10/+5 ranged (1d8+4 composite longbow); AL LE; SV Fort +9, Ref +4, Will +5; Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

**Skills and Feats:** Handle Animal +4 5r, Intimidate +5 6r, Ride +14 11r; Greater Weapon Focus: lance, Iron Will, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus: lance, Weapon Specialization: lance.

**Equipment:** Masterwork lance, Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, +1 fullplate with armor spikes, heavy wooden shield, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Archer:** Male Orc Ftr 8; HD 8d10+16; hp 70; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 dex, +5 chain shirt, +1 buckler], BAB +6; Grap +10; Atk: +13 melee (1d8+4 longsword) or +14 ranged (1d8+6 composite longbow); Full Atk: +13/+8 melee (1d8+6 longsword) or +12/+12/+7 ranged (1d8+6 composite longbow); AL LE; SV Fort +9, Ref +6, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

**Skills and Feats:** Handle Animal +4 5r, Intimidate +5 6r, Ride +16 11r; Greater Weapon Focus: Composite Longbow, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

**Equipment:** Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 3; HD

2d12+2d6+1d10+3d8+8; hp 57; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 dex, +5 chain shirt, +1 buckler], BAB +7; Grap +10; Atk: +12 melee (1d8+3 longsword) or +10 ranged (1d8+3 composite longbow); Full Atk: +12/+7 melee (1d8+3 longsword) or +10/+5 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable); AL NE; SV Fort +9, Ref +6, Will +3; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

**Skills and Feats:** Concentration +12 11r, Diplomacy +4 0r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing) +13 11r, Ride +11 7r, Sense Motive +6 7r, Survival +3 4r; Combat Expertise, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

**Equipment:** Masterwork cold iron longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, elixir of fire breath.

**Spells Known** (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Enraged;** HD 2d12+2d6+1d10+3d8+8; hp 73; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16) [+2 dex, +5 chain shirt, +1 buckler], BAB +7; Grap +12; Atk: +14 melee (1d8+5 longsword) or +10 ranged (1d8+3 composite longbow); Full Atk: +12/+7 melee (1d8+3 longsword) or +10/+5 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable); AL NE; SV Fort +11,

Ref +6, Will +5; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

### Encounter 3: Wall Guards

**Orc:** Male Orc War 1; Medium Humanoid; CR 1/2 ; HD 1d8+1; hp 5; Init +0; Spd 30 ft/x4; AC 14 [+3 Armor, +1 Dex], touch 11, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 melee (1d10; 19-20/x2 Greatsword), or +2 ranged (1d8+2; 20/x3 Mighty Composite Longbow [+2 Str]); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will -2; Str 17, Dex 14, Con 12, Int 8, Wis 7, Cha 6;

*Skills and Feats:* Listen +1, Spot +1; Alertness

*Equipment:* Studded Leather Armor, Greatsword, Mighty Composite Longbow [+2 Str], Quiver of Arrows;

### Encounter 4: Gate Guards

**Ogre Trooper:** Male Ogre Ftr 5/EWM 2; Large Giant; CR 10; HD 4d8+7d10+44; hp 109; Init +1; Spd 30 ft/x3; AC 23 [+8 Armor, +1 Dex, -1 size, +5 natural, +1 Deflection], touch 11, flat-footed 23; Base Atk/Grapple +10/+21; Full Atk +19/+14 Two-handed (2d6+14;19-20/x2, Spike Chain+2) or +16/+11 Two-handed (2d8+10;20/x2 Greatclub); Reach 20' w/ Spike Chain, 10' w/ Greatclub; AL LE; SV Fort +15, Ref +3, Will +4; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +4, Craft (Weaponsmithing) +3, Listen +9, Spot +9; Combat Reflexes, Exotic Weapon Proficiency(Spike Chain), Improved Critical(Spike Chain), Iron Will, Power Attack, Weapon Focus(Spike Chain), Weapon Specialization(Spike Chain);

*Equipment:* Halfplate Armor +1, Spike Chain+2, Masterwork Spike Chain, Greatclub, Ring of Protection +1, Potion of Cure Moderate Wounds(2), Potion of Owl's Wisdom(2); Potion of Bull's Strength(2), Potion of Lesser Restoration(2);

**Flurry of Strikes:** When wielding an exotic double weapon or a spike chain with both hands, you can elect to use a full attack action to make a flurry of strikes. When doing so, you may make one extra attack in the round at your full base attack bonus, but this and each attack in the round takes a -2 penalty until your next turn. The extra attack may be with either end of the double weapon.

**Exotic Reach:** When wielding an exotic weapon with reach, you may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Half-orc Druid:** Male Half-orc Clr 1/Drd 9; Medium Humanoid; CR 10; HD 10d8+10; hp 63; Init +1; Spd 20 ft/x4; AC 21 [+5 Armor, +4 Shield, +1 Dex, +1 Deflection], touch 12, flat-footed 20; Base Atk/Grapple +6/+7; Full Atk +9/+4 One-handed (1d6+3+1d6;18-20/x2, Flaming Scimitar +2); SQ Rebuke Undead, Spontaneous Casting, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape AL LN; SV Fort +9, Ref +4, Will +14; Str 12, Dex 12, Con 12, Int 8, Wis 22, Cha 14;

*Skills and Feats:* Concentration +8, Handle Animal +9, Knowledge(Nature) +11, Knowledge(Religion) +3, Survival +9; Extra Turning, Widen Spell, Divine Metamagic(Widen Spell), Reach Spell;

*Equipment:* Hide Armor +2, Large Wooden Shield +2, Ring of Protection +1, Flaming Scimitar +2, Cloak of Charisma +2, Periapt of Wisdom +4;

**Rebuke Undead(SU):** Can rebuke undead 9 times per day. **Note: These can be converted to Divine Metamagic Widen effect 2 times per day.**

**Wild Shape(SU):** You can turn yourself into a Small to Large animal(and back) 3 times per day for 9 hours. The new form's Hit Dice cannot exceed 9.

*Cleric Spells* (DC is 16+spell level): 0-Cure Minor Wounds, Guidance, Resistance; 1-Bless, Shield of Faith, *Obscuring Mist*

Cleric Domains: Earth & Weather (CD);

*Druid Spells* (DC is 16+spell level): 0-Cure Minor Wounds(2), Detect Magic, Guidance(2), Resistance; 1-Cure Light Wounds, **Entangle**, **Faerie Fire**(2), Produce Flame(2); 2-Barkskin, **Briar Web**, Resist Energy(2), **Soften Earth and Stone**, **Warp Wood**; 3-Cure Moderate Wounds, **Sleet Storm**, Spikes, **Wind Wall**; 4-Air Walk, **Flame Strike**, Widen Entangle(DC 17); 5-Call Lightning Storm, Reach Poison(DC 19)

**Bold** spell indicate spells that could be Divine Metamagic Widen. Spell casting would be used to hamper PC's so that reinforcements

could arrive and also allow the Archers to attack from distance.

### **Encounter 5: Reinforcements**

**Hill Giant:** Large Male Giant WHk4; CR 11; HD 12d8+4d12+84; hp 187; Init +0; Spd 30 ft/x4; AC 25 [+7 Armor, -1 size, +9 natural], touch 9, flat-footed 25; Base Atk/Grapple +9/+28; Full Atk +25/+20 Two-handed (2d8+24, 19-20/x2, Greatclub +2), or +23/+18 Two-handed (3d6+22, 19-20/x2, Greatsword), or +24 Thrown (2d8+15, 20/x2, Rock, 50' range increment); SA Natural Weapon, Rock Throwing, Mighty Swing, Mighty Rock Throwing; SQ Low-light Vision, Rock Catching; AL LE, SV Fort +18, Ref +5, Will +5; Str 41, Dex 10, Con 22, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +20, Jump +18, Listen +10, Spot +10; Brutal Thrower(CV), Improved Critical (Greatclub), Power Attack, Power Thrower(CV), Cleave, Quick Draw;

*Equipment:* Breastplate +2, Greatclub +2, Greatsword, Rock (5);

**Natural Weapon:** Slam 1d4+15

**Rock Throwing(Ex):** The range increment is 120 feet. See below for Mighty Rock Throwing.

**Rock Catching(Ex):** You can catch Small, Medium, or Large rocks

**Ability Boost(Ex):** Your strength is boosted by +8.

**No Time to Think(Ex):** You are considered to have 0 ranks in Intelligence-, Wisdom-, and Charisma-based skills, except the Intimidate skill.

**Mighty Swing(Ex):** You can make a great sweeping swing with a melee weapon. As a standard action, you can choose three squares adjacent to one another that you threaten. Your attack applies to all creatures in those squares. You make one attack roll, which applies to each defender.

**Mighty Rock Throwing(Ex):** You can throw rocks that deal 2d8 points of damage with a range increment of 50 ft. You use your Strength modifier instead of your Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

### **Encounter 6: Subcommanders**

**Orc Captain:** Male Orc Ftr6 Eye of Gruumsh 2; CR 8; Medium Humanoid (Orc); HD 6d10+2d12+8; hp 62; Init +3; 30 ft.; 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk/Grp: +8/+12; Atk +14 melee (1d8+9, +1 *orc double axe*); Full Atk +14 melee (1d8+9, +1 *orc double axe*) or +12/+7 melee (1d8+7, +1 *orc double axe*) and +12 melee (1d8+5, +1 *orc double axe*); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +9, Ref +5, Will +0; Str 18, Dex 16, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Intimidate +9; Blind-Fight, Combat Reflexes, Die Hard, Endurance, Exotic Weapon Proficiency (Orc Double Axe), Two Weapon Fighting, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

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

**Blind-Fight:** (as per PHB) An eye of Gruumsh gains Blight-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

**Command the Horde (Ex)** An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30' of him whose hit dice are lower than his character level. Those who follow the character's order gains a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

**Swing Blindly (Ex):** An eye of Gruumsh's rage becomes more powerful when he reaches 2<sup>nd</sup> level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

*Possessions:* *orc double axe* +1, chain shirt, *potion cure moderate wounds* (2), 65 gp

**Raging:** hp 88; AC 14, touch 9, flat-footed 11; Atk +18 melee (1d8+13, +1 *orc double axe*); Full Atk +18 melee (1d8+13, +1 *orc double axe*) or +16/+11 melee (1d8+11, +1 *orc double axe*) and +16 melee (1d8+9, +1 *orc double axe*); Fort +11, Ref +5, Will +2; Str 26, Con 16.

**Orc Sergeant:** Male Orc Bbn 5 Ftr 1; CR 6; Medium Humanoid (Orc); HD 5d12+1d10+12; hp 58; Init +2; Spd 30 ft.; 17 (+5 armor, +2 Dex), touch 12, flat-footed 17; BAB/Grp: +6/+10; Atk

+10 melee (1d12+7, +1 *greataxe*); Full Atk +10/+5 melee (1d12+7, +1 *greataxe*); SQ darkvision 60 ft., light sensitivity, rage, uncanny dodge, improved uncanny dodge, trap sense, fast movement; AL CE; Fort +8, Ref +3, Will –1; Str 19, Dex 14, Con 14, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Intimidate +7, Listen +6, Spot +2; Cleave, Destructive Rage, Intimidating Rage, Power Attack

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

*Possessions:* +1 *greataxe*, +1 *breastplate*, *potion of enlarge person*

**Raging:** hp 70; AC 15, touch 10, flat-footed 15; Atk +12/+7 melee (1d12+10, +1 *greataxe*); Fort +10, Will +1; Str 23, Con 16.

## Appendix I - APL 12

### Encounter 2: Outer Patrol 1:

#### Skirmishers Table 1

**Orc Ranger:** male orc Rgr 12; CR 6; HD 12d8+12; hp 75; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; BAB: +12; Grap: +16; Atk: +17 melee (1d8+4, x3, battle axe), or +17 ranged (1d10+4 19-20/x3 composite greatbow); Full Atk: +17/+12/+6 melee (1d8+4 x3, battle axe), or +15/+15/+10/+5 ranged (1d10+4 19-20/x3, composite greatbow); SQ: Animal Companion, Darkvision, Daylight Sensitivity, Evasion, Favored Enemy: Dwarves +4, Elves +4, Humans +2, Swift Tracker, Wild Empathy +11, Woodland Stride; AL NE; SV Fort +10, Ref +12, Will +5; Str 18, Dex 18, Con 12, Int 8, Wis 13, Cha 9.

*Skills and Feats:* Handle Animal +14 15r, Hide +11 8r, Listen +16 15r, Moves Silently +10 7r, Spot +16 15r, Survival +16 15r; Endurance (b), Exotic Weapon Proficiency: Greatbow, Improved Critical: Greatbow, Improved Precise Shot (b), Manyshot (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Greatbow.

*Equipment:* Masterwork battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+4] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure moderate wounds, potion of cure light wounds.

*Spells Prepared* (2/1 base DC 11+spell level): 1<sup>st</sup>—Arrow Mind, Entangle; 2<sup>nd</sup>—Barkskin

**Animal Companion:** Riding dog; medium animal; HD 6d8+12; hp 45; Init +3; Spd 40 ft; AC 24 (touch 13, flat-footed 19) [+3 dex, +8 natural, +3 studded leather]; BAB: +4, Grap +8, Atk/Full atk: +9 melee (1d8+6 bite); SA: Trip; SQ: Devotion, Low light vision, scent, evasion, link, share spells; AL N; SV Fort +8, Ref +9, Will +3; Str 18, Dex 17, Con 15, Int s, Wis 12, Chr 6

*Skills and Feats:* Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Augmented Natural Weapon: Bite, Track, Weapon Focus: bite.

*Equipment:* Masterwork Studded Leather barding

**Earth Dragon Priest:** male half-orc clr (Earth Dragon) 8; CR 8; HD 8d8+8; hp 50; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+6 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d6+3 x4 heavy pick); Full Atk: +10/+5 melee (1d6+3 x4, heavy pick); AL LE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

*Skills and Feats:* Concentration: +15 [11 ranks], Intimidate +3 [4 ranks cc], Knowledge: Religion +3 [3 ranks]; Martial Weapon Proficiency: Heavy Pick, Power Attack, Skill Focus: Concentration.

*Spells Prepared* (5/5+1/4+1/4+1/2+1); base DC = 13 + spell level) 0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1<sup>st</sup>—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*, Protection from Good; 2<sup>nd</sup>—Cure Moderate Wounds, Sound Burst, Soften Earth and Stone\*, Wave of Grief; 3<sup>rd</sup>—Bestow Curse, Calm Emotions (2<sup>nd</sup> level spell prepared in 3<sup>rd</sup> level domain slot)\*, Dispel Magic x2, Magic Vestment; 4<sup>th</sup>: Divine Power, Order's Wrath\*, Recitation

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins, 2 days' rations.

**Orc Elite Scout Leader:** Male Orc Bbn 4/Scout 4; CR 8; HD 4d12+4d8+16; hp 69; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 Chain Shirt]; BAB: +7; Grap +11; Atk: +12 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +12/+7 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Diplomacy +3 0r, Intimidate +7 6r, Hide +9 7r, Jump +20 9r, Listen +11 11r, Move Silently +9 7r, Sense Motive +7 7r, Spot +7 7r, Survival +11 11r, Tumble +11 7r; Dodge, Mobility, Power Attack, Spring Attack

*Equipment:* 1 vial: Alchemist's Fire, Masterwork Chain Shirt with armor spikes, Masterwork cold iron Falchion, 4 javalins, horn, dagger, potion of cure serious wounds, potion of cure light wounds.

**Enraged:** hp 85; Init +3; Spd 50 ft.; AC 15 (touch 11, flat-footed 15) [+3 Dex, +4 Chain Shirt, -2 rage]; BAB: +7; Grap +13; Atk: +14 (2d4+9 18-20, Falchion) or +8 (1d6+4 javalin); Full Atk: +14/+9 (2d4+9 18-20, Falchion) or +8 (1d6+6 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 2/day, Skirmish +1d6 +1 AC, Trackless Step, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernable anatomy. It can be applied to ranged attacks, but only within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.

**Battle Fortitude** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step** A scout cannot be tracked in natural surroundings. See the druid class feature.

**Trapfinding** As the rogue ability of the same name.

**Uncanny Dodge** As the barbarian ability of the same name.

**Orc Elite Scout:** Male Orc Bbn 2/Scout 4; CR 6; HD 2d12+4d8+6; hp 45; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 Chain Shirt]; BAB: +5; Grap +9; Atk/Full Atk: +10 (2d4+6 18-20, Falchion) or +8 (1d6+4 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 1/day, Skirmish +1d6 +1 AC, Trackless Step, Uncanny Dodge; AL N; SV Fort +6, Ref +6, Will +1; Str 18, Dex 16, Con 13, Int 10, Wis 10, Cha 12.

*Skills and Feats:* Diplomacy +3 0r, Intimidate +3 2r, Hide +9 7r, Jump +20 9r, Listen +9 9r, Move Silently +9 7r, Sense Motive +7 7r, Spot +7 7r, Survival +9 9r, Tumble +11 7r ; Dodge, Mobility, Power Attack, Spring Attack

*Equipment:* 1 vial: Alchemist's Fire, Masterwork Chain Shirt with armor spikes, Masterwork cold iron Falchion, 4 javalins, horn, dagger, potion of cure serious wounds, potion of cure light wounds.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn and only against living creatures that have a discernable anatomy. It can be applied to ranged attacks, but only within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.

**Battle Fortitude** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step** A scout cannot be tracked in natural surroundings. See the druid class feature.

**Trapfinding** As the rogue ability of the same name.

**Uncanny Dodge** As the barbarian ability of the same name.

**Enraged:** hp 57; Init +3; Spd 50 ft.; AC 15 (touch 11, flat-footed 15) [+3 Dex, +4 Chain Shirt, -2 rage]; BAB: +5; Grap +11; Atk/Full Atk: +12 (2d4+9 18-20, Falchion) or +8 (1d6+6 javalin); SQ: Battle Fortitude +1, Darkvision, Daylight Sensitivity, Fast Movement (+20), Improved Uncanny Dodge, Rage 1/day, Skirmish +1d6 +1 AC, Trackless Step, Uncanny Dodge; AL N; SV Fort +8, Ref +6, Will +3; Str 22, Dex 16, Con 17, Int 10, Wis 10, Cha 12

## **Encounter 2: Flying Patrol Table 1**

**Advanced Elite Hippogriff:** Large Magical Beast; CR 5; HD 9d10+45; HP: 94; Init +4; Speed: 50 ft, fly 100 ft (average); AC: 21 (touch 13, flatfooted 17) [-1 size, +4 chain shirt barding, +4 dex, +4 natural]; Base Atk/Grp: +9/+19; Atk: +14 (1d6+6 claw); Full Atk: +14/+14 (1d6+6 claw), and +9 (1d8+3 bite); SQ: Darkvision 60 ft, low-light vision, scent; AL: N; SV: Fort +11, Ref +11, Will +4; Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 13

*Skills and Feats:* Listen +7 6r, Spot +11 6r; Armor Proficiency: Light, Augmented Natural Attack: Claw, Dodge, Wingover

*Equipment:* chain shirt barding, military saddle

**Skills:** Hippogriffs have a +4 racial bonus on Spot checks.

**Carrying Capacity:** A light load for a hippogriff is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds.

**Orc Mounted Fighter:** Male Orc Ftr 10; HD 10d10+20; hp 83; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 18) [+1 dex, +9 fullplate, +2 heavy shield], BAB +10; Grap +14; Atk: +17 melee (1d8+7 lance) or +12 ranged (1d8+4 composite longbow); Full Atk: +17/+12 melee (1d8+7 lance) or +12/+7 ranged (1d8+4 composite longbow); AL LE; SV Fort +10, Ref +5, Will +6; Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +5 6r, Ride +14 11r; Greater Weapon Focus: lance, Improved Critical: Lance, Iron Will, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, True Believer, Weapon Focus: lance, Weapon Specialization: lance.

*Equipment:* +1 lance, Masterwork cold iron longsword, Masterwork Mighty [+4]

composite longbow, 40 cold iron arrows, dagger, +1 fullplate with armor spikes, heavy wooden shield, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Archer:** Male Orc Ftr 10/Ranger 1; HD 10d10+1d8+22; hp 93; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 dex, +5 chain shirt, +1 buckler], BAB +11; Grap +11; Atk: +16 melee (1d8+4 longsword) or +17 ranged (1d8+7+1d6 (fire) composite longbow); Full Atk: +16/+11/+6 melee (1d8+6 longsword) or +15/+15/+10/+5 ranged (1d8+7+1d6 (fire) composite longbow); SQ: Favored Enemy: Elves +2, Wild Empathy +0; AL LE; SV Fort +12, Ref +9, Will +4; Str 18, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +7 8r, Ride +18 13r, Spot +5 5r, Survival +1 1r; Greater Weapon Focus: Composite Longbow, Improved Critical: Composite Longbow, Improved Precise Shot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

*Equipment:* Masterwork cold iron longsword, +1 Mighty [+4] composite longbow, 40 cold iron arrows (with flame arrow (clvl 10) cast on them), dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 6; HD 2d12+2d6+1d10+6d8+11; hp 75; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 19) [+2 dex, +5 chain shirt, +2 buckler], BAB +10; Grap +13; Atk: +15 melee (1d8+4 longsword) or +13 ranged (1d8+3 composite longbow); Full Atk: +15/+10 melee (1d8+4 longsword) or +13/+8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable), Combine Songs; AL NE; SV Fort +11, Ref +8, Will +5; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

*Skills and Feats:* Concentration +15 14r, Diplomacy +4 0r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing) +13 11r, Ride +11 7r, Sense Motive +6 7r, Survival +3 4r; Combat Expertise, Ironskin

Chant, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

*Equipment:* +1 longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, +1 chain shirt, +1 buckler, dagger, potion of cure serious wounds, potion of lesser restoration, elixir of fire breath, +1 cloak of resistance.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Inspire Recklessness (Su):** A War chanter of 3<sup>rd</sup> level or higher with 12 ranks in any Perform skill can use his song or poetics to inspire a very dangerous, but very effective ferocity in one of his allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls, in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

**Combine Songs (Su):** A war chanter of 5<sup>th</sup> level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

**Enraged;** HD 2d12+2d6+1d10+6d8+11; hp 97; Init +2; Spd 40 ft.; AC 17 (touch 10, flat-

footed 17) [+2 dex, +5 chain shirt, +2 buckler, -2 rage], BAB +10; Grap +13; Atk: +17 melee (1d8+6 longsword) or +13 ranged (1d8+3 composite longbow); Full Atk: +17/+12 melee (1d8+6 longsword) or +13/+8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable), Combine Songs; AL NE; SV Fort +13, Ref +8, Will +7; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 15.

## **Encounter 2: Infantry Patrol: Table 2**

**Orc Chain Master:** Male Orc Ftr 10; HD 10d10+30; hp 94; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+3 dex, +5 breastplate], BAB +10; Grap +14; Atk: +15 melee (1d8+4 light flail) or +17 melee (2d4+8 spiked chain) or +8 ranged (1d8 light crossbow); Full Atk: +15/+10 melee (1d8+4 light flail) or +17/+12 melee (2d4+8 spiked chain); AL LE; SV Fort +11, Ref +7, Will +6; Str 18, Dex 16, Con 16, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +14 9r, Swim +2 4r; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Expert Tactician, Greater Weapon Focus: Spiked Chain, Improved Trip, Iron Will, Power Attack, Weapon Focus: Spiked Chain, Weapon Specialization: Spiked Chain.

*Equipment:* Masterwork cold iron Spiked Chain, Light Crossbow, 20 masterwork bolts, light flail, dagger, breastplate with armor spikes, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of enlarge person, potion of lesser restoration, cloak of resistance +1.

**Elite Orc Polearm Tripper:** Male Orc Ftr 6; HD 6d10+12; hp 53; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18) [+1 dex, +8 fullplate], BAB +6; Grap +10; Atk: +10 melee (1d8+4 light flail) or +12 melee (2d4+8 guisarme) or +8 ranged (1d8 light crossbow); Full Atk: +10/+5 melee (1d8+4 light flail) or +12/+7 melee (2d4+8 guisarme); AL LE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 15, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +8 9r, Ride +12 9r, Swim -2 4r; Combat Expertise, Combat Reflexes, Expert Tactician, Improved Trip, Power Attack, Weapon



Focus: Guisarme, Weapon Specialization: Guisarme.

*Equipment:* Masterwork cold iron Guisarme, Light Crossbow, 20 masterwork bolts, light flail, dagger, fullplate with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Champion Orc Polearm Tripper:** Male Orc Bbn 2/Ftr 6; HD 2d12+6d10+24; hp 80; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 19) [+1 dex, +8 fullplate], BAB +8; Grap +12; Atk: +12 melee (1d8+4 light flail) or +14 melee (2d4+8 guisarme) or +8 ranged (1d8 light crossbow); Full Atk: +12/+7 melee (1d8+4 light flail) or +14/+9 melee (2d4+8 guisarme); SQ: Fast Movement, Rage 1/day, Uncanny Dodge; AL NE; SV Fort +11, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +10 11r, Ride +12 9r, Swim -2 4r; Combat Expertise, Combat Reflexes, Improved Trip, Intimidating Rage, Power Attack, Weapon Focus: Guisarme, Weapon Specialization: Guisarme.

*Equipment:* Masterwork cold iron Guisarme, Light Crossbow, 20 masterwork bolts, light flail, dagger, fullplate with armor spikes, heavy wooden shield, dagger, potion of cure light wounds, potion of cure moderate wounds, cloak.

**Enraged** hp 96; Init +1; Spd 20 ft.; AC 17 (touch 9, flat-footed 17) [+1 dex, +8 fullplate], BAB +8; Grap +14; Atk: +14 melee (1d8+6 light flail) or +16 melee (2d4+11 guisarme) or +8 ranged (1d8 light crossbow); Full Atk: +14/+9 melee (1d8+6 light flail) or +16/+11 melee (2d4+11 guisarme); SQ: Fast Movement, Rage 1/day, Uncanny Dodge; AL NE; SV Fort +13, Ref +3, Will +4; Str 22, Dex 12, Con 20, Int 13, Wis 11, Cha 9.

**Earth Dragon Priest:** male half-orc clr (Earth Dragon) 8; CR 8; HD 8d8+8; hp 50; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+6 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d6+3 x4 heavy pick); Full Atk: +10/+5 melee (1d6+3 x4, heavy pick); AL LE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

*Skills and Feats:* Concentration: +15 [11 ranks], Intimidate +3 [4 ranks cc], Knowledge:

Religion +3 [3 ranks]; Martial Weapon Proficiency: Heavy Pick, Power Attack, Skill Focus: Concentration.

*Spells Prepared* (5/5+1/4+1/4+1/2+1); base DC = 13 + spell level) 0—Cure Minor Wounds, Guidance x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds x2, Doom, Protection from Chaos\*, Protection from Good; 2<sup>nd</sup>—Cure Moderate Wounds, Sound Burst, Soften Earth and Stone\*, Wave of Grief; 3<sup>rd</sup>—Bestow Curse, Calm Emotions (2<sup>nd</sup> level spell prepared in 3<sup>rd</sup> level domain slot)\*, Dispel Magic x2, Magic Vestment; 4<sup>th</sup>: Divine Power, Order's Wrath\*, Recitation

\*Domain spell. *Domains:* [Earth (turn/rebuke elementals), Law (+1 clvl on [Law] spells)].

*Equipment:* masterwork heavy pick, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins

**Orc Warchanter:** Male Orc Bbn 2/Brd 2/Ftr 1/Warchanter 7; HD 2d12+2d6+1d10+7d8+24; hp 92; Init +1; Spd 20 ft.; AC 23 (touch 12, flat-footed 23) [+1 dex, +10 fullplate, +1 deflection, +1 natural], BAB +11; Grap +15; Atk: +17 (1d10+7 x3 halberd) or +12 (1d6+4 javalin); Full Atk: +17/+12/+7 (1d10+7 halberd) or +12 (1d6+4 javalin); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic/Warchanter Music 9/day, Bardic Knowledge +3, Countersong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness, Combine Songs, Inspire Awe; AL NE; SV Fort +14, Ref +8, Will +7; Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 12 (14).

*Skills and Feats:* Climb +4 5r, Concentration +14 12r, Intimidate +7 8r, Listen +15 15r, Perform: Percussion +9 10r, Perform: Sing: +14 15r, Ride +6 5r, Sense Motive +2 2r, Survival +5 5r; Combat Expertise, Combat Reflexes, Hold the Line, Improved Disarm, Ironskin Chant, Weapon Focus: Halberd.

*Equipment:* +1 Halberd, light flail, 4 javalins, dagger, +2 fullplate with armor spikes, +1 amulet of natural armor, +1 ring of protection, +2 vest of resistance, +2 cloak of charisma, dagger, potion of cure serious wounds x2, potion of lesser restoration.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, light, prestidigitation, read magic; 1<sup>st</sup>—cure light wounds, expeditious retreat, swift

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Inspire Recklessness (Su):** A War chanter of 3<sup>rd</sup> level or higher with 12 ranks in any Perform skill can use his song or poetics to inspire a very dangerous, but very effective ferocity in one of his allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls, in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

**Combine Songs (Su):** A war chanter of 5<sup>th</sup> level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

**Inspire Awe (Su):** A war chanter of 7<sup>th</sup> level or higher with 15 or more ranks in any Perform skill can inspire uneasiness, fear, or even terror in her foes. To be affected, a foe must be within 60 feet of the war chanter and must be able to hear the war chanter. Foes get a Will save (DC 10 + war chanter's class level + war chanter's Cha modifier—19 in this case) to resist the effect. The severity of the effect depends on the difference in the foe's Hit Dice and the war chanter's Hit Dice (character level). Subtract the foe's HD from the war chanter's HD and consult the following table.

The effect lasts for as long as the foe can hear the war chanter and 1 round thereafter. If a foe's hearing of the war chanter's song is interrupted, the foe needs to make another saving throw when he hears the war chanter's

HD Difference	Effect
+10 or more	Foe is paralyzed with fear
+1 to +9	Foe is panicked
0 to -5	Foe is frightened
-6 or less	Foe is shaken

song again.

## **Encounter 2: Flying Patrol Table 2**

**Advanced Elite Hippogriff:** Large Magical Beast; CR 5; HD 9d10+45; HP: 94; Init +4; Speed: 50 ft, fly 100 ft (average); AC: 21 (touch 13, flatfooted 17) [-1 size, +4 chain shirt barding, +4 dex, +4 natural]; Base Atk/Grp: +9/+19; Atk: +14 (1d6+6 claw); Full Atk: +14/+14 (1d6+6 claw), and +9 (1d8+3 bite); SQ: Darkvision 60 ft, low-light vision, scent; AL: N; SV: Fort +11, Ref +11, Will +4; Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 13

**Skills and Feats:** Listen +7 6r, Spot +11 6r; Armor Proficiency: Light, Augmented Natural Attack: Claw, Dodge, Wingover

**Equipment:** chain shirt barding, military saddle

**Skills:** Hippogriffs have a +4 racial bonus on Spot checks.

**Carrying Capacity:** A light load for a hippogriff is up to 519 pounds; a medium load, 520–1038 pounds; and a heavy load, 1039–1560 pounds.

**Orc Mounted Fighter:** Male Orc Ftr 10; HD 10d10+20; hp 83; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 18) [+1 dex, +9 fullplate, +2 heavy shield], BAB +10; Grap +14; Atk: +17 melee (1d8+7 lance) or +12 ranged (1d8+4 composite longbow); Full Atk: +17/+12 melee (1d8+7 lance) or +12/+7 ranged (1d8+4 composite longbow); AL LE; SV Fort +10, Ref +5, Will +6; Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 9.

**Skills and Feats:** Handle Animal +4 5r, Intimidate +5 6r, Ride +14 11r; Greater Weapon Focus: lance, Improved Critical: Lance, Iron Will,

Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, True Believer, Weapon Focus: lance, Weapon Specialization: lance.

*Equipment:* +1 lance, Masterwork cold iron longsword, Masterwork Mighty [+4] composite longbow, 40 cold iron arrows, dagger, +1 fullplate with armor spikes, heavy wooden shield, dagger, potion of cure serious wounds, potion of cure moderate wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Archer:** Male Orc Ftr 10/Ranger 1; HD 10d10+1d8+22; hp 93; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 dex, +5 chain shirt, +1 buckler], BAB +11; Grap +11; Atk: +16 melee (1d8+4 longsword) or +17 ranged (1d8+7+1d6 (fire) composite longbow); Full Atk: +16/+11/+6 melee (1d8+6 longsword) or +15/+15/+10/+5 ranged (1d8+7+1d6 (fire) composite longbow); SQ: Favored Enemy: Elves +2, Wild Empathy +0; AL LE; SV Fort +12, Ref +9, Will +4; Str 18, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

*Skills and Feats:* Handle Animal +4 5r, Intimidate +7 8r, Ride +18 13r, Spot +5 5r, Survival +1 1r; Greater Weapon Focus: Composite Longbow, Improved Critical: Composite Longbow, Improved Precise Shot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

*Equipment:* Masterwork cold iron longsword, +1 Mighty [+4] composite longbow, 40 cold iron arrows (with flame arrow (clvl 10) cast on them), dagger, +1 chain shirt, buckler, dagger, potion of cure serious wounds, potion of lesser restoration, cloak of resistance +1.

**Orc Mounted Warsinger:** Male Orc Bbn 2/Brd 2/Ftr 1/War Chanter 6; HD 2d12+2d6+1d10+6d8+11; hp 75; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 19) [+2 dex, +5 chain shirt, +2 buckler], BAB +10; Grap +13; Atk: +15 melee (1d8+4 longsword) or +13 ranged (1d8+3 composite longbow); Full Atk: +15/+10 melee (1d8+4 longsword) or +13/+8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countersong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable), Combine Songs; AL NE; SV Fort +11, Ref +8, Will +5; Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

*Skills and Feats:* Concentration +15 14r, Diplomacy +4 0r, Handle Animal +7 5r, Intimidate +9 7r, Jump +10 5r, Perform (sing) +13 11r, Ride +11 7r, Sense Motive +6 7r, Survival +3 4r; Combat Expertise, Ironskin Chant, Mounted Combat, Ride By Attack, Weapon Focus: Longsword

*Equipment:* +1 longsword, masterwork mighty [+3] composite longbow, 20 arrows, dagger, +1 chain shirt, +1 buckler, dagger, potion of cure serious wounds, potion of lesser restoration, elixir of fire breath, +1 cloak of resistance.

*Spells Known* (Spells Per Day: 3/1 DC 12+spell level): 0<sup>th</sup>—dancing lights, detect magic, flare, light, read magic; 1<sup>st</sup>: Expeditious Retreat, Swift, Feather Fall

**Inspire Toughness (Su):** A warchanter with 9 or more ranks in perform (sing) or perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on his allies (including himself). To be affected, an ally must be able to hear the war chanter sing. The effect lasts as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every level of the war chanter. At 6<sup>th</sup> level and higher, a war chanter also grants affected allies the benefits of the Diehard feat when using this ability.

**Inspire Recklessness (Su):** A War chanter of 3<sup>rd</sup> level or higher with 12 ranks in any Perform skill can use his song or poetics to inspire a very dangerous, but very effective ferocity in one of his allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls, in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

**Combine Songs (Su):** A war chanter of 5<sup>th</sup> level or higher with 12 or more ranks in any Perform skill can combine two types of bardic

music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

**Enraged;** HD 2d12+2d6+1d10+6d8+11; hp 97; Init +2; Spd 40 ft.; AC 17 (touch 10, flat-footed 17) [+2 dex, +5 chain shirt, +2 buckler, -2 rage], BAB +10; Grap +13; Atk: +17 melee (1d8+6 longsword) or +13 ranged (1d8+3 composite longbow); Full Atk: +17/+12 melee (1d8+6 longsword) or +13/+8 ranged (1d8+3 composite longbow); SQ: Fast Movement, Rage 1/day, Uncanny Dodge, Bardic Music 5/day, Bardic Knowledge +3, Countesong, Fascinate, Inspire Courage +1, Inspire Toughness, Inspire Recklessness (not usable), Combine Songs; AL NE; SV Fort +13, Ref +8, Will +7; Str 20, Dex 14, Con 16, Int 13, Wis 8, Cha 15.

### **Encounter 3: Wall Guards**

**Orc:** Male Orc War 1; Medium Humanoid; CR 1/2 ; HD 1d8+1; hp 5; Init +0; Spd 30 ft/x4; AC 14 [+3 Armor), +1 Dex), touch 11, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 melee (1d10; 19-20/x2 Greatsword), or +2 ranged (1d8+2; 20/x3 Mighty Composite Longbow [+2 Str]); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will -2; Str 17, Dex 14, Con 12, Int 8, Wis 7, Cha 6;

*Skills and Feats;* Listen +1, Spot +1; Alertness

*Equipment:* Studded Leather Armor, Greatsword, Mighty Composite Longbow [+2 Str], Quiver of Arrows;

### **Encounter 4: Gate Guards**

**Ogre Trooper:** Male Ogre Ftr 7/EWM 2; Large Giant; CR 12; HD 4d8+9d10+52; hp 129; Init +5; Spd 30 ft/x3; AC 26 [+9 Armor, +1 Dex, -1 size, +5 natural, +2 Deflection], touch 12, flat-footed 25; Base Atk/Grapple +12/+24; Full Atk +19/+14/+9 Huge Two-handed (3d6+15+2d4\*;19-20/x2, Huge Explosive Spike Chain+1) or +20/+15/+10 Two-handed (2d8+13;20/x2 Greatclub +1); Reach 25' w/ Huge Spike Chain, 10' w/ Greatclub; AL LE; SV Fort +18, Ref +6, Will +8; Str 26, Dex 12, Con 18, Int 10, Wis 12, Cha 6;

*Skills and Feats:* Climb +6, Craft (Weaponsmithing) +3, Listen +11, Spot +11; Combat Reflexes, Exotic Weapon Proficiency(Spike Chain), Improved

Critical(Spike Chain), Improved Initiative, Iron Will, Monkey Grip, Power Attack, Weapon Focus(Spike Chain), Weapon Specialization(Spike Chain);

*Equipment:* Fullplate Armor +1, Huge Explosive Spike Chain+1, Greatclub +1, Ring of Protection +2, Cloak of Resistance +2 ,Potion of Cure Moderate Wounds(2), Potion of Haste(2); Potion of Bull's Strength(2), Potion of Lesser Restoration(2);

**Flurry of Strikes:** When wielding an exotic double weapon or a spike chain with both hands, you can elect to use a full attack action to make a flurry of strikes. When doing so, you may make one extra attack in the round at your full base attack bonus, but this and each attack in the round takes a -2 penalty until your next turn. The extra attack may be with either end of the double weapon.

**Exotic Reach:** When wielding an exotic weapon with reach, you may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**\*Explosive Weapon** Ability from Complete Warrior Book: Always slightly warm to the touch, weapons with the explosive ability deal extra damage to anyone near the intended target. Each successful hit with an explosive weapon deals 2d4 points of damage to all targets in a 5-foot burst(Reflex DC 15 half), including the original target. The explosive ability can be applied to any melee weapon(though the wielder may be subject to the extra damage) or range weapon. Projectile weapons so enhanced bestow the explosive ability on their ammunition. Price +2 bonus(+3 bonus for ranged weapons)

**Half-orc Druid:** Male Half-orc Clr 1/Drd 11; Medium Humanoid; CR 12; HD 12d8+12; hp 75; Init +1; Spd 20 ft/x4; AC 22 [+6 Armor, +4 Shield, +1 Dex, +1 Deflection], touch 12, flat-footed 21; Base Atk/Grapple +8/+9; Full Atk +11/+6 One-handed (1d6+3+1d6;18-20/x2, Flaming Scimitar +2); SQ Rebuke Undead, Spontaneous Casting, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape AL LN; SV Fort +10, Ref +4, Will +15; Str 12, Dex 12, Con 12, Int 8, Wis 23, Cha 16;

*Skills and Feats:* Concentration +10, Handle Animal +10, Knowledge(Nature) +13, Knowledge(Religion) +3, Speak Language: Terran, Spellcraft +1, Survival +9; Extra Turning,

Widen Spell, Divine Metamagic(Widen Spell), Reach Spell, Natural Spell;

*Equipment:* Dragonhide Armor +3, Large Wooden Shield +2, Ring of Protection +1, Flaming Scimitar +2, Cloak of Charisma +4, Periapt of Wisdom +4, Wand of Cure Moderate Wounds(13 charges);

**Rebuke Undead(SU):** Can rebuke undead 9 times per day. **Note: These can be converted to Divine Metamagic Widen effect 2 times per day.**

**Wild Shape(SU):** You can turn yourself into a Small to Large animal(and back) 4 times per day for 11 hours. The new form's Hit Dice cannot exceed 11.

*Cleric Spells* (DC is 16+spell level): 0-Cure Minor Wounds, Guidance, Resistance; 1-Bless, Shield of Faith, *Obscuring Mist*

Cleric Domains: Earth & Weather (CD);

*Druid Spells* (DC is 16+spell level): 0-Cure Minor Wounds(2), Detect Magic, Guidance(2), Resistance; 1-Cure Light Wounds, **Entangle(2)**, **Faerie Fire(2)**, Produce Flame(2); 2-Barkskin, **Briar Web**, Resist Energy(2), Scent(CD) **Soften Earth and Stone**, **Warp Wood**; 3-Cure Moderate Wounds, Poison, Spike Growth, **Sleet Storm**, Spikes; 4-Air Walk, Dispel Magic, **Flame Strike**, Languor(CD); 5-Call Lightning Storm, Reach Poison(DC 19), Wall of Fire; 6-**Cometfall(CD)**, Fires of Purity(CD)

**Bold** spell indicate spells that could be Divine Metamagic Widen. Spell casting would be used to hamper PC's so that reinforcements could arrive and also allow the Archers to attack from distance.

## Encounter 5: Reinforcements

**Hill Giant:** Large Male Giant WHk6; CR 13; HD 12d8+6d12+108; hp 213; Init +0; Spd 30 ft/x3; AC 28 [+10 Armor, -1 size, +9 natural], touch 9, flat-footed 28; Base Atk/Grapple +9/+31; Full Atk +28/+23 Two-handed (2d8+29, 19-20/x2, Greatclub +2), or +26/+21 Two-handed (3d6+27, 19-20/x2, Greatsword), or +27 Thrown (1d8+18, 20/x2, Rock); SA Natural Weapon, Rock Throwing, Mighty Swing, Mighty Rock Throwing, Sweeping Boulder; SQ Low-light Vision, Rock Catching; AL LE, SV Fort +19, Ref +5, Will +5; Str 46, Dex 10, Con 22, Int 10, Wis 10, Cha 6;

*Skills and Feats:* Climb +22, Jump +22, Listen +10, Spot +10; Brutal Thrower(CV), Improved Critical (Greatclub), Leap Attack(CV), Power Attack, Power Thrower(CV), Cleave, Quick Draw;

*Equipment:* Fullplate +2, Greatclub +2, Greatsword, Rock (5);

**Natural Weapon:** Slam 1d4+18

**Rock Throwing(Ex):** The range increment is 120 feet. See below for Mighty Rock Throwing.

**Rock Catching(Ex):** You can catch Small, Medium, or Large rocks

**Ability Boost(Ex):** Your strength is boosted by +12.

**No Time to Think(Ex):** You are considered to have 0 ranks in Intelligence-, Wisdom-, and Charisma-based skills, except the Intimidate skill.

**Mighty Swing(Ex):** You can make a great sweeping swing with a melee weapon. As a standard action, you can choose three squares adjacent to one another that you threaten. Your attack applies to all creatures in those squares. You make one attack roll, which applies to each defender.

**Mighty Rock Throwing(Ex):** You can throw rocks that deal 2d8 points of damage with a range increment of 50 ft. You use your Strength modifier instead of your Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

**Sweeping Boulder(Ex):** When you throw rocks, they affect two adjacent squares, provided each subsequent square is further away from you. Make one attack roll and apply the result to each target.

## Encounter 6: The Temple

**Orcish Priest:** Orc Clr9 (of Earth Dragon); CR 9; Medium humanoid; HD 9d8+12; hp 69; Init +0; Spd 20 ft.; AC 24 (+10 armor, +4 shield), touch 10, flat-footed 24; Base Atk/Grp +6/+8; Atk +9 melee (1d8+3, +1 *morningstar*) or +6 ranged (1d6+2, javelin); Full +9/+4 melee (1d8+3, +1 *morningstar*) or +6 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +11; Str 14, Dex 10, Con 12, Int. 12, Wis. 18, Cha 10.

*Skills and Feats:* Bluff +10, Concentration +12 (+16 casting defensively), Knowledge (religion) +4, Spellcraft +4; Combat Casting, Persuasive, Spell Focus (Enchantment), Toughness.

*Cleric spells prepared* (6/6/6/5/4/2; base DC = 14 + spell level, 15 + spell level for Enchantments): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*command*, *cure light wounds*, *divine favor*, *doom*, *obscuring mist*\*, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds*, *calm emotions*, *soften earth and stone*\*, *silence*, *sound burst*; 3rd—*dispel magic*, *stone shape*\*, ~~*magic vestment* (2)~~, *wind wall*; 4th—*ice storm*\*, *divine power*, *freedom of movement*, *spell immunity*; 5th—*wall of stone*\*, *slay living*.

\* Domain spell. Domains: Earth (turn or destroy air creatures as a turn check), Weather (Inclement weather has less of an effect on you. Rain and snow don't penalize your spot and search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger).

*Possessions:* +1 *morningstar*, full plate, heavy steel shield, +1 *cloak of resistance*, +2 *periapt of wisdom*, unholy symbol of Earth Dragon, 2 javelins

## Appendix II – All APLs

**Garisk:** Male Hobgoblin Rog 5/Asn 7; Medium Humanoid; CR 12; HD 12d6+36; hp 86; Init +11; Spd 30 ft/x4; AC 23 [+6 Bracers, +5 Dex, +2 Deflection), touch 17, flat-footed 23; Base Atk/Grapple +8/+9; Full Atk +7/+2 One-handed melee (1d8+3+1d6; 19-20/x2, Sizing Frost Longsword +2), or +6/+1 One-handed melee (1d4+2, 18-20/x2, Kukri +1); AL LE; SV Fort +9, Ref +17, Will +6; Str 12, Dex 21, Con 16, Int 22, Wis 10, Cha 14;

*Skills and Feats:* Bluff +4, Climb +4, Concentration +8, Diplomacy +13, Disable Device +22, Disguise +10, Escape Artist +9, Gather Information +4, Hide +20, Listen +15, Move Silently +19, Open Lock +17, Search +15, Sense Motive +3, Spot +15, Tumble +16; Dodge, Mobility, Spring Attack, Improved Initiative, Quick Reconnoiter(CV);

*Equipment:* Bracers of Armor +6, Sizing Frost Longsword +2, Kukri +1, Gloves of Dexterity +4, Headband of Intellect +4, Amulet of Health +2, Cloak of Resistance +3, Potion of Cure Serious Wounds(2), Alchemical Tooth(CV), Ring of Mind Shielding, Ring of Protection +2;

**Uncanny Dodge(Ex):** You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

**Improved Uncanny Dodge(Ex):** You can no longer be flanked, except by a level 16 Rogue.

**Trap Sense(Ex):** +1 to Reflex save and AC against traps.

**Evasion(Ex):** On a successful Reflex save against a magical attack, you take no damage.

**Sneak Attack:** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 7d6 damage. Range attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures immune to critical hits ignore this damage, as do creatures with concealment.

**Trapfinding:** You can use the Search skill to locate traps when the task has a DC higher

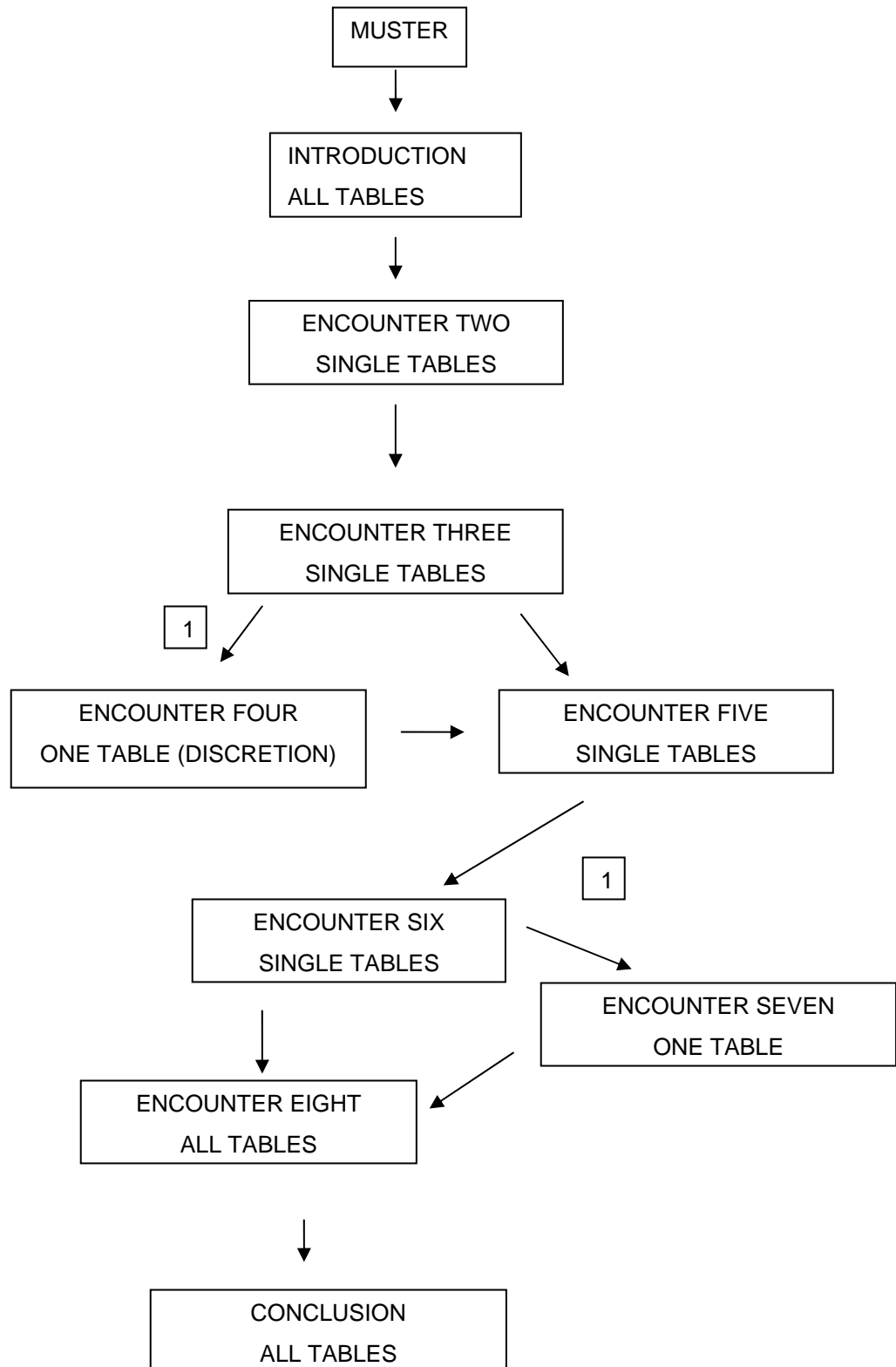
than 20. You can use the Disable Device skill to disarm magic traps.

**Death Attack:** If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 23).

**Poison Use:** You do not risk accidentally poisoning yourself when applying poison to a blade.

**Poison Resistance:** You have a +3 to all saving throws against poison.

## Appendix III – Flow Chart





## Appendix IV – House Urlirel Members

Members of House Urlirel will not make their presence know to the PC. Currently a Wizard Lich is watching the battle. He will cast some spells to help out in the battle for the PCs if they are having a real tough time against the spells cast by the Druids from the Gate Guards Use the following list below.

1. Greater Dispel Magic 17<sup>th</sup> level (target spell only)
2. Greater Dispel Magic 17<sup>th</sup> level (target spell only)
3. Greater Dispel Magic 17<sup>th</sup> level (target spell only)
4. Dispel Magic +10 (target spell only)
5. Dispel Magic +10 (target spell only)
6. Dispel Magic +10 (target spell only)
7. Passwall (If PCs have no means to get through the Walls, then he will cast this for them)
8. Teleport Others (Only used if the PCs are stuck at the bottom of the climb.) For this spell the Interactive Coordinator will pull the table representative aside and let them know that “someone” is asking if they would accept help getting to the top? See Invisible spell will not reveal who this person is, but a True Seeing will show a handsome Suel man wearing strange looking robes with a House symbol on it w/ a Yellow Hippogriff on a Black and White background. Knowledge: History DC 30 to know that robes were last worn around 1,000 years ago and that it is the House symbol of Urlirel. He will not reveal his name and the character shouldn't have much time to talk anyways. A simple yes or no will do. Afterwards move onto the next table group and repeat.

Note: House Urlirel would be interested in keeping Eratosh alive. This goes well with the idea of keeping the Duchy secure. If Eratosh agrees to surrender and help the Duchy then the Duchy can focus on keeping their eastern border secure with Eratosh securing the weak southern border.

# Appendix V – Map of Dusmall



## Sign In Sheet

[illegible]

## APL 6 Dice Rolls

### D20

19 13 20 4 15 12 10 2 8 15 11 2 18 19 11 11 17 18 13 14 4 1 8 7 3 18 12 4 12 10 20 19 5 3 10 2 10 11 15  
20 17 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12  
16 5 6 5 4 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18  
19 19 1 1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7  
15 8 20 6 14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15  
15 7 2 18 9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1 16 5  
7 1 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18 19 19 1  
1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7 15 8 20 6  
14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15 15 7 2 18  
9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 18 17 14 13 13 4 6 11 5  
16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12 16 5 6 5 4 12 3 15 15 20 11 8 9  
18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 10 9 7 16 18 2 11 19 15 5 4 9 16 12  
13 5

### D12

11 2 11 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 8 9 3 5

### D10

7 2 6 6 2 8 4 7 5 8 9 6 10 7 7 9 6 6 3 3 1 3 4 1 2 7 6 1 7 8 4 1 7 3 8 1 4 5 8 5 1 8 7 2 10 4 10 6 3 6 5 4 8 9  
9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9 6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5 10 4 8 6 2 6 4 8 5 9 6 6  
1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7 4 2 5 1 6 8 9 1 3 6 5

### D8

8 7 4 3 1 7 2 2 7 4 8 7 5 5 4 6 4 2 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5  
4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2  
7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2  
3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1  
5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4  
2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6  
8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1  
5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6  
5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2

### D6

6 3 3 4 5 1 5 2 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 3 1 2 5 3 2 4 6 6 2  
4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6  
2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6  
6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3  
2 6 2 1 1 6 5 3 2 4 1 5 3 4 1 2

### D4

4 1 4 1 4 4 4 1 2 2 3 1 4 2 4 1 1 2 4 4 1 1 1 3 2 4 2 3 3 1 2 4 4 3 3 1 4 2 4 4 3 2 3 3 1 2 1 4

## APL 8 Dice Rolls

### D20

19 13 20 4 15 12 10 2 8 15 11 2 18 19 11 11 17 18 13 14 4 1 8 7 3 18 12 4 12 10 20 19 5 3 10 2 10 11 15  
20 17 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12  
16 5 6 5 4 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18  
19 19 1 1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7  
15 8 20 6 14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15  
15 7 2 18 9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1 16 5  
7 1 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18 19 19 1  
1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7 15 8 20 6  
14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15 15 7 2 18  
9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 18 17 14 13 13 4 6 11 5  
16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12 16 5 6 5 4 12 3 15 15 20 11 8 9  
18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 10 9 7 16 18 2 11 19 15 5 4 9 16 12  
13 5

### D12

11 2 11 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 8 9 3 5

### D10

7 2 6 6 2 8 4 7 5 8 9 6 10 7 7 9 6 6 3 3 1 3 4 1 2 7 6 1 7 8 4 1 7 3 8 1 4 5 8 5 1 8 7 2 10 4 10 6 3 6 5 4 8 9  
9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9 6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5 10 4 8 6 2 6 4 8 5 9 6 6  
1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7 4 2 5 1 6 8 9 1 3 6 5

### D8

8 7 4 3 1 7 2 2 7 4 8 7 5 5 4 6 4 2 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5  
4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2  
7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2  
3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1  
5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4  
2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6  
8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1  
5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6  
5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2

### D6

6 3 3 4 5 1 5 2 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 3 1 2 5 3 2 4 6 6 2  
4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6  
2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6  
6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3  
2 6 2 1 1 6 5 3 2 4 1 5 3 4 1 2

### D4

4 1 4 1 4 4 4 1 2 2 3 1 4 2 4 1 1 2 4 4 1 1 1 3 2 4 2 3 3 1 2 4 4 3 3 1 4 2 4 4 3 2 3 3 1 2 1 4

## APL 10 Dice Rolls

### D20

19 13 20 4 15 12 10 2 8 15 11 2 18 19 11 11 17 18 13 14 4 1 8 7 3 18 12 4 12 10 20 19 5 3 10 2 10 11 15  
20 17 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12  
16 5 6 5 4 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18  
19 19 1 1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7  
15 8 20 6 14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15  
15 7 2 18 9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1 16 5  
7 1 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18 19 19 1  
1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7 15 8 20 6  
14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15 15 7 2 18  
9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 18 17 14 13 13 4 6 11 5  
16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12 16 5 6 5 4 12 3 15 15 20 11 8 9  
18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 10 9 7 16 18 2 11 19 15 5 4 9 16 12  
13 5

### D12

11 2 11 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 8 9 3 5

### D10

7 2 6 6 2 8 4 7 5 8 9 6 10 7 7 9 6 6 3 3 1 3 4 1 2 7 6 1 7 8 4 1 7 3 8 1 4 5 8 5 1 8 7 2 10 4 10 6 3 6 5 4 8 9  
9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9 6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5 10 4 8 6 2 6 4 8 5 9 6 6  
1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7 4 2 5 1 6 8 9 1 3 6 5

### D8

8 7 4 3 1 7 2 2 7 4 8 7 5 5 4 6 4 2 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5  
4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2  
7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2  
3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1  
5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4  
2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6  
8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1  
5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6  
5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2

### D6

6 3 3 4 5 1 5 2 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 3 1 2 5 3 2 4 6 6 2  
4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6  
2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6  
6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3 2 6 2 1 1 6 5 3 2 4 1 5 3 4 2 5 3 2 4 6 6 2 4 1 5 2 5 4 1 5 3 2 3 5 5 5 3 3  
2 6 2 1 1 6 5 3 2 4 1 5 3 4 1 2

### D4

4 1 4 1 4 4 4 1 2 2 3 1 4 2 4 1 1 2 4 4 1 1 1 3 2 4 2 3 3 1 2 4 4 3 3 1 4 2 4 4 3 2 3 3 1 2 1 4

## APL 12 Dice Rolls

### D20

19 13 20 4 15 12 10 2 8 15 11 2 18 19 11 11 17 18 13 14 4 1 8 7 3 18 12 4 12 10 20 19 5 3 10 2 10 11 15  
20 17 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12  
16 5 6 5 4 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18  
19 19 1 1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7  
15 8 20 6 14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15  
15 7 2 18 9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1 16 5  
7 1 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18 19 19 1  
1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7 15 8 20 6  
14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15 15 7 2 18  
9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 18 17 14 13 13 4 6 11 5  
16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12 16 5 6 5 4 12 3 15 15 20 11 8 9  
18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 10 9 7 16 18 2 11 19 15 5 4 9 16 12  
13 5 17 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14  
12 16 5 6 5 4 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1  
18 19 19 1 1 14 12 14 8 15 18 18 17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3  
7 15 8 20 6 14 5 9 16 6 10 7 7 12 2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20  
15 15 7 2 18 9 1 2 18 15 6 2 4 17 6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1  
16 5 7 1 12 3 15 15 20 11 8 9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 17 18 17 14 13 13 4 6 11  
5 16 2 10 5 18 9 3 17 2 16 8 5 12 15 4 6 2 16 8 9 6 13 9 12 7 4 11 10 14 12 16 5 6 5 4 12 3 15 15 20 11 8  
9 18 19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 9 19 20 14 4 4 17 1 18 19 19 1 1 14 12 14 8 15 18 18  
17 2 9 16 7 7 12 7 15 10 20 3 4 10 16 17 10 19 19 15 17 12 11 1 8 17 3 7 15 8 20 6 14 5 9 16 6 10 7 7 12  
2 2 11 20 4 4 3 12 18 6 17 4 6 20 3 5 16 8 3 10 17 11 7 7 9 14 15 1 20 15 15 7 2 18 9 1 2 18 15 6 2 4 17  
6 2 3 15 17 18 20 5 10 9 7 16 18 2 11 19 4 20 8 18 6 12 9 13 7 4 10 1 16 5 7 1 12 3 15 15 20 11 8 9 18  
19 12 4 5 15 3 12 7 2 1 5 18 19 12 18 2 5 5 8 12 9 18 17 14 13 13 4 6 11 5 16 2 10 5 18 9 3 17 2 16 20

### D12

11 2 11 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 8 9 3 5 10 5 9 2 4 4  
11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5  
3 6 8 11 6 7 3 10 9 12 6 5 1 9 2 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6 8 11 6 7 3 10 9 12 6 5 1 9  
2 10 5 9 2 4 4 11 3 12 5 12 3 2 2 11 1 6 12 5 3 6

### D10

7 2 6 6 2 8 4 7 5 8 9 6 10 7 7 9 6 6 3 3 1 3 4 1 2 7 6 1 7 8 4 1 7 3 8 1 4 5 8 5 1 8 7 2 10 4 10 6 3 6 5 4 8 9  
9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9 6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5 10 4 8 6 2 6 4 8 5 9 6 6  
1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7 4 2 5 1 6 8 9 1 3 6 5 6 5 4 8 9 9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9  
6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5 10 4 8 6 2 6 4 8 5 9 6 6 1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7  
4 2 5 1 6 8 9 6 5 4 8 9 9 9 8 6 4 9 2 4 8 9 3 4 3 1 10 7 1 4 9 6 4 4 10 2 6 5 8 3 5 6 1 3 10 2 8 1 4 4 8 3 5  
10 4 8 6 2 6 4 8 5 9 6 6 1 9 8 7 2 8 8 7 9 3 1 2 8 4 8 3 5 2 5 7 4 2 5 1 6 8 9 6 5 4 8 9 9 9 8 6 4 9 2 4 8 9 3

### D8

8 7 4 3 1 7 2 2 7 4 8 7 5 5 4 6 4 2 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5  
4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2  
7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2  
3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1  
5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6 8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4  
2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1 5 7 8 2 6 3 6 6 7 2 3 4 6 7 8 1 4 2 6 4 5 6  
8 7 1 7 5 4 1 5 3 2 7 3 7 3 2 4 4 5 3 5 6 4 2 7 3 3 5 1 4 2 3 5 4 6 5 8 4 5 7 7 5 8 6 1 5 1 7 3 6 6 6 2 2 7 7 1

57826366723467814264568717541532737324453564273351423546  
58457758615173666227715782636672546584577586151736662277  
15782636672346781426456871754153273732445356427335142354  
65845775861517366622771578263667234678142645687175415327  
37324453564273351423546584577586171578263667234643186521

#### D6

63345152253246624152541532355533262116532415343125324662  
41525415323555332621165324153425324662415254153235553326  
21165324153425324662415254153235553326211653241534253246  
62415254153235553326211653241534253246624152541532355533  
26211653241534124515225324662415254153235553326211653241  
53431253246624152541532355533262116532415342532466241525  
41532355533262116532415342532466241525415323555332621165  
3241534253246624152541532355533262364512

#### D4

41414441223142411244111324233124433142443233121414441223  
14241124411132423312443314244323312144412231424112441113  
24233124433142443233121444122314241124411132423312443314  
244323312144412231424112