

A New Threat

A One-Round Dungeons & Dragons® Living Greyhawk™ Sunndi/Dullstrand Cross-Regional Adventure

Version 1.0

by Dan Hass

Circle Editor: Pieter Sleijpen

Reviewers: Pierre van Rooden

Playtesters: Paul Alexander, Konrad Brandemuhl, Shane Crockett, Jennifer Crow, Sheila Crow, Zach Crow, Arne Francis, Courtney Curry, Curtis Hamilton, Sean Herring, Kelan Henderson, Lindsey Sloan, Keith Symcox, Kevin Symcox, John Wood

With all Sunndi's attention focused on the Wastrian war in the south, invaders from the north have exploited an opportunity. A one-round Sunndi region adventure set in County of Ralsond and Hestmark Highlands for characters level 1-15 (APLs 2-12). Tied together with DUL7-01/SND7-03 *Sea Devils*.

Note: The Dullstrand and Sunndi version are exactly the same. Only one can be played per player.

Book of Vile Darkness [Monte Cook], *Complete Arcane* [Richard Baker], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Monster Manual IV*, *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of the Wild* [Skip Williams], DUL7-01/SND7-03 *The Sea Devils* [Pierre van Rooden] and *Spell Compendium*.

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Sunndi/Dullstrand crossover regional adventure set in County of Ralsond of Sunndi and the Hestmark Highlands. Characters native to the Sunndi and the Dullstrand region pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. 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 suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that 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 DC 20 Survival check, 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

Sunndi's war with the Wastrians from the Vast Swamp has demanded full attention for a couple of years now. The war effort is not going very well, and it has heavily drained the nation's resources.

Recently a group of Perrenlander mercenaries, the famous Pax Mercuri (see Appendix 3) have been contacted to join the cause. The financiers of these mercenaries are the Masters of Dullstrand who have seen an opportunity to place the Sunndians in their debt while also preventing the country to fall under the sway of true enemies (either Ahlissa or the Wastrians). The Perrenlanders are bivouacked at Dullstrand while their commanders finalize the negotiations and strategies and they recover from the harried sea trip (see DUL7-01/SND7-03 *The Sea Devils*). In preparation, the mercenaries have sent scouts throughout the area to get the lay of the land. To avoid misunderstandings local escorts accompany the scouts.

Meanwhile, a tribe of combined giants and orcs, the Hammerfists, are on the move. The Hammerfists are actually a union of the Blackhammer giant clan, and the Ironfist orc tribe. Rumors circulated among them that the Sunndians have relocated their most valuable treasures to areas away from the main war front, and that

the demands of the war forced the Sunndians to leave these treasure troves virtually unguarded. These rumors coupled with the stiff combats they've faced in the Wyventor area have convinced the two groups to explore opportunities in Sunndi. They combined forces recently to invade Sunndi through the Hestmark Highlands. Coming dangerously close to region of Dullstrand in the process.

ADVENTURE SUMMARY

DUL7-02/SND7-04 *A New Threat* is a hybrid scenario. Some parts have specific events happening at specific time, but the PC actions can heavily impact these events making much more of a web-type scenario.

Introduction: The PCs are escorting a scout for the Perrenlanders as he reconnoiters the area near Hobrand Castle. They have spent the previous night at the castle before moving north. The PCs have the opportunity to introduce themselves if they are not familiar with each other.

Encounter 1 [The Survivor]: At mid-afternoon, a battered survivor of a Hobrand Castle patrol sees the PCs and rushes to them. He informs the PCs that his patrol encountered a large force of orcs and giants. They attempted to evade the horde and get word back to Hobrand Castle, but were ambushed by one of the horde's skirmish parties who are only seconds behind the exhausted survivor. The PCs must deal with the pursuers before continuing with the adventure.

Encounter 2 [The Next Step]: The horde, being nocturnal by nature, camps during the day. Their location will likely bring them to Hobrand Castle before aid from Dullstrand can arrive.

The Perrenlander scouts insist on returning to Dullstrand to inform their superiors of the new development. The Hobrand Castle patrol survivor urges the PCs to help him get the news to Hobrand Castle. (He is too beat up and exhausted to make it alone.) The PCs may want to confront the horde personally.

Encounter 3 [Parlay]: A group of questionable persons who have been caught up in the wake of the horde's raid approach the PCs. They have the means to teleport themselves and two other people to Dullstrand in exchange for a favor from the PCs.

Encounter 4 [Hobrand Castle]: Once word arrives to the Count of Ralsond, he becomes quite desperate. He has only a token patrol force left, having contributed the majority of his men-at-arms toward the war effort. The oncoming horde will completely overwhelm the castle.

If the castle falls, it will be a major military effort to reclaim it from the horde, and could have a dramatic impact on the overall war effort.

The obvious areas where the PCs could help the castle are 1) organize the sparse local inhabitants to resist the oncoming horde, and thus slow them down; 2) infiltrate the horde and use social engineering to distract the horde from the castle long enough for reinforcements to arrive; 3) engage the horde in skirmishes designed to draw their attention away from the castle.

Encounter 5 [News to Dullstrand]: Likely methods the PCs might use to get word quickly to Dullstrand are dealt with here. Note that even if the PCs get the survivor to the castle immediately, and also immediately get a plea for aid to Dullstrand, the soonest aid would arrive would be several hours after the horde have overrun the castle.

Encounter 6 [Organize Resistance]: There are a handful of residents in the area – miners, timber crews, nomadic herdsman – but locating sufficient numbers and organizing them into a resistance sufficient to delay the horde will be time consuming. Guidelines for this approach are laid out here.

Encounter 7 [Infiltration]: Resourceful PCs may have the means to infiltrate the horde's camps and sew distractions. While the orcs and giants are allies, their alliance is one of convenience and there are natural rifts between the races. These may be exploited to cause infighting. Also, the horde is on a treasure quest, and if the PCs have the social abilities to convince sufficient numbers of the horde that alternate loot is to be had in a direction away from the castle, it could delay the horde. Regardless of the actual strategy, the PCs have to infiltrate several camps to sway enough of the horde to have a measurable impact.

Encounter 8 [Distraction]: Once dusk arrives, even if PCs' tactics distract significant portions of the horde, the majority begins their march towards Hobrand Castle. The PCs need to engage in skirmishes at the fringes of the horde to delay and distract their advance. The PCs are encouraged to engage in as many skirmishes as time and their resources allow.

Encounter 9 [Open-ended]: Information and guidelines for handling something really unexpected – like using access to *miracle* (available in a Y6 Core module) to do something completely unexpected.

Conclusion: The adventure ends when either the horde overruns Hobrand Castle, or reinforcements arrive from Dullstrand City.

PREPARATION FOR PLAY

The combats in this encounter take place in outdoor environments in light forested, rough low hills. The DM should review the effects of such terrain on combat located in the *Dungeon Master's Guide* 87-89.

There is also ample opportunity for PCs to use skills to further their cause. If the opportunity is available, it would probably be helpful to determine any exceptional skills PCs may have in "spycraft" areas such as Bluff, Diplomacy, Disguise, Forgery, Intimidate, and take a few minutes to consider probable DCs should the PCs use them with the Hammerfists.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

If you are running the adventure in a time sensitive environment you should run the short introduction if necessary modified with information provided in the extended introduction. If there is time enough it is best to stick to the extended introduction.

SHORT INTRODUCTION

The PCs are providing escort duty for two Perrenlander mercenary scouts.

Read or paraphrase the following:

The Pax Mercuri, a Perrenlander mercenary force, is currently bivouacked in and around the City of Dullstrand. While the commanders of the force are finalizing financial agreements and discussing deployment strategies in Pitchfield, the main body of the mercenaries engage in various marshal drills to maintain readiness and discipline.

However, several teams of scouts have been dispatched from the main force to engage in preliminary reconnaissance. As these are strangers to Sunndi and the possibility for mistaken identities in a war zone are high, each scout party has been assigned a contingent of adventurers familiar with Sunndi's culture and traditions to smooth over any social problems that may be encountered by the outsiders.

Thus you find yourself as a member of a party of adventurers expected to escort two Perrenlander scouts, Algin and Mankle. The rest of your party seems capable enough, and by the end of the first day's travel out of Dullstrand acquainted yourself with the rest of the party.

☛ **Algin:** NG human (Flan) expert 2; hp 11; friendly and jovial.

☛ **Mankle:** LG human (Flan) warrior 2; hp 13; serious and withdrawn.

Allow the PCs to introduce themselves. The Perrenlanders scouts are capable and professional, but as the details of their contracts are still unsettled, they do not engage in combat. If combat ensues, they expect the PCs to provide adequate protection; Algin and Mankle withdraw to a safe distance, and act only to defend themselves if the PCs prove incapable of dealing with any threat.

If the PCs do not have mounts, they have been loaned appropriate ponies or riding horses, which must be returned safely at the end of the adventure, or otherwise bought. It is also the time to determine typical marching order, guard duty during the night and whether or not there are any spells running.

When the PCs have a comfortable understanding of the situation and have completed their introductions move on to Encounter 1.

EXTENDED INTRODUCTION

The adventure starts in an area near the city gates of Dullstrand City in the camp of the Pax Mercuri. The reason for the PCs being here is up to the individual players, but members of the Sunndian military (including the Knights of the Realm and Bren's Men) or the Jade Mask have been ordered to travel to the camp to aid the Pax Mercuri on their trip from Dullstrand City to Sunndi. Others likely reacted to mercenaries of the Pax Mercuri who were recruiting locals as scouts and liaisons during the journey from Dullstrand City to Sunndi.

Read aloud or paraphrase the following:

You are standing or sitting in a large open tent made out of white cloth. There are several benches along the sides and a big sturdy wooden table in the middle. With you are several other adventuring looking types waiting for your potential employers to arrive. From outside the tent you hear the shouts of drilling sergeants, the sound of marching soldiers, the hinny of horses and the occasional shout of anger and burst of laughter of men enjoying some well earned rest – in short the sounds typical of an army camp. The four Flan soldiers in the black-and-ran uniforms of the Pax Mercuri and armed with halberds and longswords standing guard outside the tent show little emotion, although they are clearly sweating under Pelor's stern gaze. At least the sea breeze brings some relief of the ever-present heat of early summer.

Allow the PCs to introduce themselves and to role-play a bit. The soldiers outside do not answer any enquiries except that captain Engil should arrive shortly to explain matters. The soldiers are disciplined and well-trained, and they do not let themselves be drawn into a conversation.

Read aloud or paraphrase once the PCs are ready (or after a couple of minutes):

You have been waiting a couple of minutes, when you hear the steps of soldiers approaching. Looking in that direction you see two soldiers in breastplates and armed with tower shields and longswords flanking a tall thin Flan in expensive but practical looking clothes armed with a jeweled dagger and longsword. The thin man has something of a tiger, his eyes missing little and his stance tense as if ready to jump any moment. The guards at the tent seem to be standing a little bit straighter, if that is even possible, and salute the men. The bodyguards position themselves around the tent, while the officer walks inside offering his hand to each of you in greeting.

The thin Flan man is captain Engil, a smooth talker and veteran of many a battle. He is an intelligence officer and his men both fear and respect him.

☛ **Engil:** Male Flan rogue 4/ranger 2 (AL LN).

After the PCs introduced themselves to Engil, he immediately comes to business. He briefs the PCs in a military style, telling them the following:

- The Pax Mercuri has been hired to help Sunndi in its war against the bullywugs and Wastrians.
- Right now the Masters of Dullstrand and the commanders are finalizing the details of the contract and there are no blocking issues.
- Scouts are required for the last leg of the journey from Dullstrand City to Hobrand Castle in Sunndi and Pitchfield beyond where the first major battle is expected to commence.
- The Hestmark Highlands have a bad reputation and according to local stories and rumors is crawling with bandits, undead, orcs and giants. To guard the flanks the scouts are going to explore the Highlands both to the north and south of the road.
- The scouts do not know the local customs very well and there is always the chance that the border guards or locals think the scouts are enemies of Sunndi. So they require a small group of locals to act as liaisons, advisors and if necessary as bodyguards. This is where the PCs come in.
- He doesn't expect much trouble. Most outlaws and orcs are cowards at heart who do not attack well-armed dangerous looking men. Still, better safe than sorry, and undead are certainly less inhibited to attack the living. Assuming of course the undead even exist since all he heard were some stories about ancient burial mounds and Flan warriors that repeat ancient battles each night.
- The task should take up about 1 to 2 weeks and they will be paid with [25 x APL] gp. Half now to pay for any expenses and half once the task is finished. Of

course, if they ran across bandits they can keep any rewards for capturing them as well as keep what ever they loot from them. The Pax Mercuri are soldiers though, and if he hears the PCs have been attacking civilians they will be properly punished according to the local laws.

- They are to leave early the next morning, giving them the opportunity to make preparations and buy supplies in Dullstrand City.
- The PCs are provided with food, water, and they can borrow riding horses.
- The Hestmark Highlands are lightly forested low hills and at places the terrain can be rough due to a mix of bushes, rocks and canyons. There are a couple of streams, although in this season they are unlikely to be difficult to cross. The druids predict that the weather is going to remain hot and dry.

Treasure:

Reward for accepting the mission:

APL 2: Coin 25 gp.

APL 4: Coin 50 gp.

APL 6: Coin 75 gp.

APL 8: Coin 100 gp.

APL 10: Coin 125 gp.

APL 12: Coin 150 gp.

Development: If the PCs refuse the mission the adventure is over. Members of the Sunndi military and the Jade Mask who refuse are kicked out of the organization for disobeying direct orders. Others suffer no negative consequences.

If the PCs accept the mission they have the afternoon and evening to make the necessary preparations. Dullstrand City has a gold piece limit of 15,000 gp although the PCs still need access to the specific items as per the standard rules. Note that animal companions and heavy armor are not allowed inside the city. Nothing special happens, and proceed to Encounter 1 once the PCs leave the City early the next morning.

1: THE SURVIVOR

Read or paraphrase the following:

The scouts are making a thorough inspection of the area, so travel is not brisk. They noted that Castle Hobrand holds a key position at the main cargo entry point into Sunndi, and it would be a formidable military position if properly manned, but with nearly all of its garrison reassigned to the main warfront, so it operates only as an intimidating bluff at the moment. By the afternoon of the fourth day of your party explores the lightly forested, rocky terrain of the County of Ralsond about forty-five miles to Dullstrand as the crow flies. As you make your way north in the fringes of the Hestmark Highlands, suddenly a lone human figure stumbles over the crest of a hill two hundred feet ahead of you. His livery is torn and bloodied, and he

is obviously struggling to even remain on his feet. He spies your party and begins a desperate rush towards you, obviously mustering all his remaining strength to do so.

DM Map 1 shows the location within the Sunndi Region where the adventure starts as well as the Hammerfists starting location. The approaching soldier is Elmis, a man-at-arms from Castle Hobrand. He rushes to the PCs, and in a desperate manner explains that he is only surviving member of a patrol from Castle Hobrand that was ambushed by a force of orcs and giants earlier in the day. Elements of the force are on his heels. As soon as he makes his declaration, Elmis and the Perrenlander scouts withdraw to a safe distance as the invaders begin their assault. This gives the PCs roughly 2 rounds to prepare. Refer to DM Map 2 for a tactical map of the area.

Terrain: *Dungeon Masters Guide* 87-89 has full details on the effects of terrain on combat. To summarize, the gradual slope in the direction Elmis is approaching from grants a +1 bonus to melee attacks against foes who are down hill. Light undergrowth costs two squares of movement to enter, provides concealment (20% miss chance), and +2 DC to Tumble and Move Silently checks. Tree squares give a +2 bonus to AC and +1 on Reflex saves.

Creatures: The Hammerfist pursuers pause at the crest of the hill (at which point parties go into initiative). And then attack.

They are typical members of their races, violent, greedy, filled with bloodlust and looking for glory in battle. Their clothing and equipment seems to be mismatched set looted together from humans and many wear parts of the Ahlissan uniforms. A DC 15 Knowledge (local – the Splintered Suns) check makes the characters realize these are likely looted from soldiers near Wyverntor where the Ahlissan army is involved in a war with the orcs and giants in that region. Characters from Sunndi and Dullstrand City gain a +5 circumstance bonus on this check and they can make it untrained. The common warriors only speak Orcish and/or Giant.

APL2 (EL4)

☛ **Skirmish trooper** (4): Male orc warrior 1; hp 5 each; see *Monster Manual* 203.

☛ **Skirmish Leader:** Male orc warrior 3; hp 20; see Appendix 1.

APL4 (EL6)

☛ **Skirmish trooper** (3): Male orc warrior 2; hp 11 each; see Appendix 1.

☛ **Skirmish Leader:** Male orc fighter 4/warrior 2; hp 39; see Appendix 1.

APL6 (EL8)

☛ **Skirmish trooper** (3): Male orc barbarian 1/fighter 1/warrior 2; hp 27 each; see Appendix 1.

☛ **Skirmish Leader:** Male orc fighter 6/warrior 2; hp 52; see Appendix 1.

APL8 (EL10)

☛ **Hill Giant (3):** hp 102 each; see *Monster Manual* 123.

Note: one of the giants is wearing the boots of the mountain king, bracers of quick strike (117 gp) and ring of protection +1 (167 gp).

APL10 (EL12)

☛ **Hill Giant (3):** hp 102 each; see *Monster Manual* 123.

☛ **Hill Giant Rager:** Male hill giant barbarian 1/warrior 4; hp 209; see Appendix 1

APL12 (EL14)

☛ **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.

☛ **Hill Giant Rager:** Male hill giant barbarian 4/warrior 4; hp 238; see Appendix 1.

Tactics: As soon as the pursuers see the PCs, they attack. They are looking for loot and glory and battle, and not for slaves. They do not go out of their way to kill opponents, especially not if it means risking their own skin. They are a chaotic bunch, and they do not work together very well, each picking what they think is the most dangerous opponent. They know spellcasters pose a serious threat, and especially at higher APLs one or more of the common soldiers are likely to ready actions to disrupt spellcasting.

Cowards at heart, if the situation looks hopeless, surviving pursuers attempt to escape back to the safety of the horde or even surrender if they think it is going to save their lives.

Treasure:

Looting the raiders:

APL 2: Loot: 78 gp; Magic 150 gp; boots of the mountain king (125 gp), potion of cure moderate wounds (25 gp).

APL 4: Loot: 169 gp; Magic 546 gp; boots of the mountain king (125 gp), gloves of Dexterity +2 (333 gp), 3 potions of bull's strength (25 gp each), 3 potion of cure light wounds (4 gp each).

APL 6: Loot: 169 gp; Magic 1,742 gp; 7 amulet of natural armor +1 (83 gp each), boots of the mountain king (125 gp), bracers of quick strike (117 gp), gloves of Dexterity +4 (1,333 gp), 3 potions of bull's strength (25 gp each), 3 potion of cure light wounds (4 gp each), potion of cure moderate wounds (25 gp), ring of protection +1 (167 gp).

APL 8: Loot: 10 gp; Magic 409 gp; boots of the mountain king (125 gp), bracers of quick strike (117 gp), ring of protection +1 (167 gp).

APL 10: Loot: 13 gp; Magic 11,064 gp; +5 falchion (4,198 gp), amulet of health +6 (3,000 gp), belt of giant strength +6 (3,000 gp), boots of the mountain king (125 gp), bracers of quick strike (117 gp), gloves of Dexterity +2 (333 gp), 2x potion of fly (63 gp each), potion of remove blindness (63 gp), scout's headband (292 gp).

APL 12: Loot: 37 gp; Magic 18,155 gp; +5 chain shirt (2,083 gp), +5 falchion (4,198 gp), amulet of health +6 (3,000 gp), belt of giant strength +6 (3,000 gp), boots of the mountain king (125 gp), bracers of quick strike (117 gp), cape of the mountebank (840 gp), gloves of Dexterity +2 (333 gp), 2x potion of fly (63 gp each), potion of remove blindness (63 gp), ring of protection +5 (4,167 gp), scout's headband (292 gp).

Detect magic results: +5 chain shirt (Faint Abjuration), +5 falchion (Faint Evocation), +1 composite longbow (Faint Evocation), amulet of health (Moderate Transmutation), belt of giant strength (Moderate Transmutation), boots of the mountain king (Moderate Abjuration), bracers of quick strike (Faint Transmutation), cape of the mountebank (Moderate Conjuration), gloves of Dexterity (Moderate Transmutation), potions of bull's strength (Faint Transmutation), potion of cure light wounds (Faint Conjuration), potion of cure moderate wounds (Faint Conjuration), potion of fly (Faint Transmutation), potion of remove blindness (Faint Conjuration), ring of protection (Faint Abjuration), scout's headband (Moderate Divination).

Development: If the Hammerfist pursuers kill the PCs, move to Conclusion A.

If the PCs capture one or more of the Hammerfists and are able to communicate with them, they find them to be defiant and confident. They believe they are about to make the score of their lives, and even though they are captured, they are sure the horde will overrun the current position and liberate them. If time constraints prevent fully role-playing the interrogation, Player's Handout 1 summarizes information that can be gleaned by PCs who successfully extract information (presumably via Intimidate, but resourceful parties may have other means as well). Note that various divination spells reveal the same information. The goal of the Horde is Hobrand Castle, their motivation is greed (gold to be specific), they have no specific leader and no specific person send them. Although with the right questions the PCs might learn that a mix of rumors, and being hard pressed by Ahlissan soldiers pushed them out of the northern Hestmark Highlands towards the south – apparently the natural results of a war over resources.

Otherwise, the PCs now face an important situation. Move to Encounter 2.

2: THE NEXT STEP

The PCs must decide their next course of action. Read or paraphrase the following.

Elmis, the Hobrand Castle man-at-arms, relates the experience of his doomed patrol and explains the current situation in grim tones.

His patrol was a long-range patrol charged with checking in on the remote mining camps and light timber operations active in County Ralsond. They were on their third day out when they came across a horde of orcs and giants as it left the wildlands of

the Hestmark Highlands and moved into the county. They attempted to disengage and get word to Hobrand Castle, but the horde's skirmishers overcame the patrol. Elmis is the only survivor.

The horde camps during the day, and moves at night. It is currently approximately thirty miles from Hobrand Castle.

Losing Hobrand Castle will sever Dullstrand and all its various support from Sunndi. Such a loss could be a disaster.

Upon hearing this prediction, the Perrenlanders voice their intentions to immediately make for Dullstrand to inform their comrades.

❖ **Elmis:** LG Human ranger 1; hp 6; currently fatigued.

Elmis is adamant that he must proceed immediately to Hobrand castle to warn it of the approaching horde. His dedication to duty and the safety of Hobrand Castle is rigid and single-minded. He cannot be dissuaded from this task short of magical compulsion. If the PCs point out that they have magical ways to warn the defenders of Hobrand Castle, he asks how much detail can be sent through such magical messages. Only if the PCs manage to convince him all the necessary details can be communicated and he actually witnesses the conversation does he stay behind to help the PCs. Since most spells only allow very limited communication (a spell such as *sending* only allows messages of 25 words which is not enough for a proper report) it is unlikely he remains behind.

If Algin and Mankle are consulted, they speculate that an army unburdened by heavy baggage trains would typically cover the distance to Hobrand Castle in a day and a half march.

Development: The PCs have several options depending upon their resources. Refer to DM's map 1 for a lay out of the current situation.

The PCs probably want additional information before deciding their course of action.

It is very important that the PCs get word to Dullstrand immediately. If the PCs don't have the resources in their party to get word immediately, use Encounter 3 to aid them in doing so. Without getting immediate word to Dullstrand, it is virtually impossible to delay the horde long enough to save Castle Hobrand.

Assuming the PCs get word to Dullstrand immediately, reinforcements are organized and start marching towards Castle Hobrand. Unfortunately, even with the urgency of the situation, the reinforcements will arrive eight hours too late. So the burden falls on the PCs delay the horde's advance for at least eight hours.

Elmis's information on the horde:

The horde is composed of dozens, perhaps hundreds of war bands. They do not camp as an organized force, but rather in smaller bands of 4-6 individuals each within a few dozen feet of the next; together they form a roughly

round campground several hundred feet across. An outer ring of skirmish groups patrols the area to secure the campground, but they are several dozen feet apart while patrolling. When a band encounters resistance, other neighboring bands swarm to the scene to overwhelm their objective. Together there is probably several hundred orcs and approximately one in four members of the horde are hill giants. Elmis's patrol could not identify any particular leaders. The mass seems to be moving more out of inertia than at the specific behest of a particular chieftain or set of commanders.

DC 15 Knowledge (local – any) recognize this to be a full tribe of orcs which usually total 300-400 combatants.

DC 15 Knowledge (nature) recognize this to be a full tribe of hill giants which usually total 30-100 combatants.

Terrain between the horde and Hobrand Castle:

Trackless hills with some light forests, canyons, small streams, scree and sinkholes.

Population between the horde and Hobrand Castle:

No military resources. There are a handful of light timber interests, some mining camps, and likely some bands of human outlaws but nothing that will be able to withstand the horde. PCs who discuss the location of these camps with Elmis gain a +5 circumstance checks to locate the first two mining and/or logging camps. There are no decent maps of the region, and the PCs have to go by mere description. If Elmis somehow stays behind he can lead them to a mining and a logging camp, the first is relatively big (see Encounter 6 for details – count as a result of 25) and the second is just big enough to help. Convincing the locals to help is not guaranteed though. See Encounter 6 for details.

Where did the horde come from:

All that can be determined from Elmis's information is that they crossed from the Hestmark Highlands into northern Ralsond County and are moving south. Their equipment suggests they had violent dealings with the Ahlissan army in the past.

Reinforcement options for Hobrand Castle:

Dullstrand, with its large force of Perrenlander mercenaries is the closest and most logical choice for reinforcements. The thirty mile (approximately) route from Dullstrand to Hobrand Castle is a road through hill terrain so, once notified, it would take approximately two days for the reinforcements to arrive at Hobrand Castle from Dullstrand.

How much time?

It is in the afternoon now, and the PCs have roughly 1 night and 1 day to slow the horde down. If the mercenaries are warned immediately, the horde needs to be slowed down by roughly 8 hours, although more certainly does not hurt.

Summary of Distances and Travel Times:

Player's Handbook 162-164 details overland movement, and the specifics of the PCs may vary, but generally the following is summary of the situation.

- To Hobrand Castle: 30 miles south through trackless hills; On horseback 1.5 days, or 1 day with two hours of forced marching; horde is expected to arrive sometime in the middle of the night after tomorrow.
- To Dullstrand: 45 miles southeast through trackless hills; On horseback 2 days of travel.
- Dullstrand to Hobrand Castle: 30 miles of road through hills. After being notified, it will take reinforcements 1.5 days to get from Dullstrand to Hobrand Castle.

Development: At this point the PCs must decide their next course of action. They may opt to split up and attempt several strategies simultaneously. DM Aid #1: PC Actions Tracking may help the DM accurately summarize the PCs actions for reporting.

After a few minutes of discussing their situation Horac and Lim step from cover. Move to Encounter 3 and combine the two.

3: PARLAY

Read or paraphrase the following:

As you discuss the difficulty of getting a quick message to Dullstrand amongst yourselves, two figures step from the concealment of a nearby copse of trees. Both are humans; one quite tall, the other quite short. The short one shouts, "Allow me to introduce myself. I am Horac, and this is my colleague, Lim."

"We witnessed the job you did with those ruffians, and frankly we were just lying low until we thought it safe to move on. You see, Lim and I have been on the receiving end of the type of treatment you folks dished out there a few minutes ago, and we've found it best to steer clear of adventuring types such as yourself."

"However, now that we've overheard your predicament, we may be able to exchange services."

"Lim and I were 'vacationing' in rustic County Ralsond because, ... well our presence is generally unwelcome in Dullstrand, and Pitchfield, and just about every other place in Sunndi where a fella could get a decent beer and a good night's sleep. We were out here in the Hestmark Highlands because of issues we have with certain authority figures."

"But now that this horde has overrun our camp, we don't really know where any safe place is for us. And that brings me to the point."

"I've got this scroll of teleport that I've been carrying around for emergencies. And it looks like an emergency is at hand. I stand a pretty good chance of activating it, too. But like I said, we don't really have a safe place to teleport to."

"Now if a couple of you folks would teleport with Lim and me, and once we get to Dullstrand, you could speak up about how we weren't as bad as people are making us out to be – having used our scroll to help save the kingdom and all – well, that should solve both our problems. You get your message to Dullstrand immediately, and Lim and I have a safe place."

☛ **Horac:** Male human rogue 3; hp 16; Use Magic Device +15 (scrolls +19); AL CN; charmer, always flirting with the ladies, a bit of a scoundrel.

☛ **Lim:** Male human rogue 2; hp 10; AL CN; silent, observant and always agreeing with Horac.

Horac and Lim are known highwaymen wanted for various crimes that such a line of work entails – assault, robbery, poaching– but otherwise everything he says is truthful. They are also known conmen and professional gamblers, and the reason they cannot show their face in Dullstrand City is because they managed to cheat an influential man out of a ship in a game of cards. They had hoped the ship would be their ticket out of the region, but it sunk during the storms of a couple of weeks ago.

Horac offers to use his scroll of *teleport* to teleport himself, Lim and two other people to Dullstrand. Probably, the PCs opt to send the two Perrenlander scouts rather than split the party. Horac and Lim were forced to abandon their campsite without taking time to gather their belongings in an orderly manner. As a result, if the PCs opt to ruthlessly confiscate the scroll of *teleport* the only resistance they can offer are verbal insults.

Development: Now that the issue of getting a message to Dullstrand is solved the PCs still need to devise methods of slowing the horde for at least eight hours.

- For PCs who go with Elmis to Hobrand Castle, move to Encounter 4.
- For PCs opting to get news to Dullstrand quickly move to Encounter 5.
- For PCs who try to organize the scattered timber interests and mining camps into a resistance to delay the horde, move to Encounter 6.
- For PCs who try to infiltrate the horde covertly, move to Encounter 7.
- For PCs who try to draw the horde in a different direction by engaging them in combat, go to Encounter 8.
- For PCs who have an unanticipated strategy move to Encounter 9.

4: HOBRAND CASTLE

As the PCs arrive at Hobrand Castle read or paraphrase the following:

The battlements of Hobrand Castle set resolutely beside the well-traveled road which leads to between Dullstrand and the inland counties of Sunndi at a point where the hills flatten into something of a pass. Its presence commands what is likely the only point of entry for freight bearing transports. It is clear that the position it holds is a strategic bottleneck between the crucial port of Dullstrand, and the nation of Sunndi.

To that end, one would expect to see evidence of a large garrison, but instead the castle appears to have barely enough men on station to cover the essential posts – the gatehouse, the corner tower sentries, and one or two foot patrols to cover the entirety of the walls.

Unless a much larger garrison is secreted inside, it is clear that even with the benefit of a formidable castle, Hobrand Castle lacks the manpower to withstand the onslaught bearing down upon it.

The gatehouse sentry challenges the PCs and whatever NPCs accompany them, and presuming the PCs convey the urgent nature of their situation, they will be immediately escorted to meet with Lord Dornatak.

Read or paraphrase the following:

As the sentry leads you through the chambers of the inner bailey and great hall, it becomes clear that Hobrand Castle is woefully undermanned for the challenge it is about to face. There is no large garrison to be found here. The force on duty is probably barely sufficient to meet the basic police duties associated with administering Ralsond County and securing the road to Dullstrand against banditry.

Eventually you are led into Lord Dornatak's office. It is decorated tastefully, but not lavishly. It conveys the necessary sense of command, but clearly no effort has been made to overly impress visitors.

Lord Dornatak wears only a chain shirt, but his well maintained full plate sets ready to be donned in a back corner. As he is apprised of the situation, a dark look washes over his features.

❖ **Lord Dornatak:** Male human aristocrat 3/fighter 3.

Lord Dornatak is a gracious host and capable commander. He volunteers that his garrison is running on a minimal contingent as he has sent the majority of his military elements to aid the greater war effort. Whereas he normally maintains a force of dozens of well-armed, trained men-at-arms, he currently has less than two dozen. Those that are present are generally inexperienced.

He has been concerned as of late that he may not have retained enough of his force to meet the ongoing demands of Ralsond County, and certainly doesn't have a force capable withstanding an onslaught by a combined force of orcs and hill giants.

He solicits ideas from PCs, and a generous DM may use him as a vehicle to guide PCs down possible avenues of action.

In the end, if he is convinced that the PCs are able to act in such a way that the horde is delayed until help can arrive from Dullstrand, Lord Dornatak readies Hobrand Castle for attack.

If not, he immediately begins an emergency evacuation towards Sanon. He assigns the military force he does have to act as a rear guard to delay the horde as much as possible to give the civilian population around Hobrand Castle opportunity to escape.

PCs never visit Hobrand Castle: It is certainly possible the PCs never go to Hobrand Castle to give them more time to slow down the horde. The reaction of Lord Dornatak depends on what exactly the PCs discussed with Elmis. If they told him about their plans, and the fact that the Pax Mercuri is on its way the Lord decides to stay at the keep. He might not be entirely sure the PCs are strong enough to save the keep, but he is willing to take the risk due to the importance of the castle for Sunndi. If they never told Elmis about their plans though, he does evacuate the keep. In that case the PCs require an extra hour to save the Castle since more time is needed for the Pax Mercuri to man the walls. If the PCs do not warn Hobrand Castle at all, they also need 1 hour more to compensate for the fact that the Lord did not have as much time to prepare as needed.

Development: At this point the PCs must decide their next course of action. They may opt to split up and attempt several strategies simultaneously. DM Aid 1 may help the DM accurately summarize the PCs actions.

- For PCs opting to get news to Dullstrand quickly move to Encounter 5.
- For PCs who try to organize the scattered timber interests and mining camps into a resistance to delay the horde, move to Encounter 6.
- For PCs who try to infiltrate the horde covertly, move to Encounter 7.
- For PCs who try to draw the horde in a different direction by engaging them in combat, go to Encounter 8.
- For PCs who have an unanticipated strategy move to Encounter 9.

5: NEWS TO DULLSTRAND

For any PCs opting to take news to Dullstrand, read or paraphrase the following.

The mercenary camp is well ordered, but relatively relaxed as you rush upon it. However, upon receiving your news of the horde threatening the pass secured by Hobrand Castle, the Perrenlanders quickly move to alert status.

With a grim tone, the senior commander on the scene says, "The most favorable contract on Oerth will be useless to us, if our passage to the front is cut by a hostile force. We'll operate on the presumption that Sunndi will eventually offer us the terms we need, and move immediately to aid the castle. Still, it will be a good day and half across these hills before our lead elements will be in place to support Hobrand Castle; I just hope there's enough time."

Assuming the message arrives immediately after Encounter 2 (presumably via magical means from the PCs), unless the horde can be slowed – for at least eight hours – the two days it takes the mercenaries to arrive at Hobrand Castle will be too late to save the fortress, and the pass will be in the hostile hands of the orcs and hill giants.

If there is time left to reach the horde, the PCs may engage in other actions to aid the defense of Hobrand Castle.

- For PCs who try to organize the scattered timber interests and mining camps into a resistance to delay the horde, move to Encounter 6.
- For PCs who try to infiltrate the horde covertly, move to Encounter 7.
- For PCs who try to draw the horde in a different direction by engaging them in combat, go to Encounter 8. This would also apply to PCs who decide a frontal assault against the horde.
- For PCs who have an unanticipated strategy move to Encounter 9.

6: ORGANIZING RESISTANCE

While County Ralsond is not a military region, the various miners and lumberjacks could be organized in to parties capable slowing the horde with guerilla tactics or by setting up landslides or modifying the terrain otherwise. The area is also a refuge for outlaws in the region, and PCs could contact these various outlaw bands like the camps of more law-abiding citizens. Organizing such groups would be a two-step process. First the groups must be located and then the members must be convinced to resist rather than flee.

The camps are not in fixed locations, but rather nomadic as they search for the richest minerals and hardwood stands. The most likely mechanism for locating the camps is a Gather Information check, a Knowledge (local – the Splintered Suns) check, or a Bardic Knowledge check. If the PCs have a rationale for a different mechanism, the DM is free to substitute it if it is appropriate. Regardless of the mechanism used, locating a camp will take 1d4+2 hours. Normally, such checks would require 1d4+1 hours in accordance with the Gather Information skill, but the sparse population imposes an additional 1 hour penalty.

To find even a meager camp is tough, requiring a DC 15 check. The DC to locate an outlaw band is 5 higher, unless a PC has the proper contacts with the Contraband

Cartels. Members of the Contraband Cartels gain an additional +5 circumstance bonus on the check.

A meager camp can put up enough resistance to slow the horde for one hour – assuming of course they can be convinced to do so in the first place. However, each additional 10 by which the PCs passed the minimum DC indicates that the PC(s) have located a better-equipped camp, and adds one hour to the resistance. For example, if the PC(s) made a Gather Information (or other appropriate) check of 38, the camp they located would slow the horde for 3 hours (as 38 is 23 over the DC 15 minimum). Note that once a camp is located the PCs can try to get the inhabitants of a camp to locate another camp this is treated as a regular Gather Information check or the PC can retry a Knowledge (geography) or Knowledge (local – the Splintered Suns) check with a +5 bonus, or try such a check untrained (no bonus).

Once the camp is located, the residents are Indifferent towards the idea of resisting rather than evacuating. Their attitude must be moved to Friendly at APL 2 to 4 and Helpful at higher APLs (presumably through Diplomacy, but definitely not just temporarily moved to Helpful via Intimidate) before they organize into guerilla bands to resist the horde. The reason it is easier at lower levels is because the PCs do not have the reputation of strong adventurers yet and hence the locals are easier to convince the PCs require aid. Remember that the PCs can aid another and that they can 'take 10'. The DM should apply all traditional modifiers to skill checks. Below follow several examples, but these are not all inclusive:

- Recruiting the NPCs for non-combative missions such as blocking passages and the like: +4.
- Removing the wanted status for outlaws (assuming they believe the PCs can do this): +2.
- Offering a bribe (the value between the brackets is for outlaws): +1 per every 50 (25) gp offered either in gold or products up to a maximum of +5 bonus.
- The social bonuses provided by various medals can be applied despite the fact that these are civilians and not commoners.
- Cleric of Trithereon: +2.
- Member of the Established Church of Trithereon: +2.
- Member of the Contraband Cartels: +5 with outlaws.
- Good role-playing: 1 to 4

If time permits, the DM should use the randomly generated personality traits to customize the interactions with specific modifiers based on how the PCs interact with the personality traits. Using *Dungeon Master's Guide* table 4-24 on page 128, some examples of the types of NPCs are summarized here. The DM should feel free to generate additional such NPCs as the need arises:

All APLs (example NPCs)

☛ **Markum (logging boss):** human expert ^{*}; wears flamboyant and outlandish clothes; not very observant.

🔧 **Dargo (mining leader):** dwarf warrior/expert *; frequently chews something; selfish.

🔧 **Baret (herdsmen clan elder):** human commoner *; overbearing; joker.

🔧 **Farak (outlaw gang leader):** half-elf rogue *; passionate hobbyist; irreverent.

* character level should be equal to APL

Development: As time permits, the PCs may attempt infiltrate the horde as well, if so, move to Encounter 7.

The PCs may have some other unexpected method of slowing down the horde. In that case, move to Encounter 9.

Otherwise, at some point the PCs efforts zigzagging across County Ralsond have slowed them so much that after dark they encounter the lead elements of the horde. At that point move to Encounter 8: Distraction.

7: INFILTRATION

The PCs may decide to interact with the horde elements. This could be done in several ways. Hide and Move Silently could allow stealthy PC(s) to enter camps and investigate. Or PC(s) may decide to directly contact the horde elements for parlay and rely on Diplomacy or Intimidate to avoid combat. Alternately, PC(s) could use Disguise (especially half-orc PC(s)) to masquerade as horde members.

In each case, presume that the horde members are taking 10 on their skills for setting the DC of PC(s) skill checks. The horde is Hostile towards outsiders and apt to attack.

The DM should estimate the game time that the PC(s) takes to achieve the stated goal(s).

The actions the PCs take could vary wildly. Presented here are a set of possible tactics, and suggestions on how to judge the, but this is not an exhaustive list. The DM should try to accommodate creative and effective role-playing solutions and use this list as a guide for judging the efficacy.

When the PCs have an opportunity to observe the horde read or paraphrase the following.

Dozens of day camps are scattered throughout the area. Each camp holds a few orcs and/or hill giants; in all there are several hundred orcs and several dozen hill giants. If any camp is attacked openly, it will be only moments before the entire area responds with overwhelming force. Once darkness sets in and the horde begins to move, groups on the fringes may be exposed, but at camp there is no angle for a direct attack that would be anything other than suicide.

If the PCs insist on a direct attack during the day, refer to Encounters 1 and 8. The PCs engage a single band initially, and be joined by an additional band ever 1d3 rounds until they flee or are killed.

If the PCs have the resources to interact or spy on the camps for an extended amount of time (several hours), they glean the information contained in Player Handout 1: Summary of Hammerfists Horde.

Each war band shares a campsite that far enough removed (about 50 feet) that non-violent interaction does not alert neighboring bands. Each band of the horde that is neutralized slows the horde by 1 hour as it attempts to recover its distracted elements.

Example 1: Two of the PCs attempt to Disguise themselves as horde members, enter camps and use Bluff to influence the band that there is a better, easier treasure in to the west, rather than going to Hobrand Castle (which is south).

Referring to stat-block for group one below, the best Spot check is only a +3. So as long as the PCs can make a DC 14 Disguise check, they should be good. One PC is a half-orc, so he's changing only minor details (per *Players Handbook* 72, +5 circumstance modifier), he has a -1 check to his Disguise, giving him a net +4. Taking 10 he gets a 14 and can successfully enter the camp as a member of the horde. The second PC is a human with a +6 skill check. As he is disguising himself as a member of another race, he suffers a -2 modifier, but still gives a net +4. Taking 10 he, to gets a 14 and can successfully enter the camp.

Referring to *Players Handbook* 62: table 4-3, convincing the band that there is a better, easier treasure is a tough or challenging task, but probably not formidable. So DC 18 makes a reasonable Bluff check.

Donning the disguise, locating an appropriate band, subtly disseminating the lie is probably comparable to the time needed for a regular Gather Information check: 1d4+1 hours, and requires multiple Bluff vs. Sense Motive checks.

Example 2: A PC uses Forgery to create a document indicating that the real Sunndi national treasury is located to the west rather than at Hobrand Castle (south). He then uses Hide and Move Silently to infiltrate a camp and place the forged document in an appropriate location.

Since each of these skills is an opposed check, it just a matter of time management. Creating the document is a matter of minutes, but sneaking into the camp and finding a suitable location is highly variable. Probably the most appropriate skill check to discern a good spot is a Spot check on the order of DC20 (challenging). A reasonable time estimate for the entire process is 1d6x10 + 30 minutes (40 minutes to 90 minutes).

Example 3: The PCs decide to approach a camp directly to negotiate. Depending on the PCs demeanor, it is either an Intimidate or Diplomacy check to move the NPCs' attitude from Hostile to Helpful (DC 50). Any visible spellcasting is almost certainly incite combat, force the PCs to flee immediately or be overwhelmed. Depending on the strategy the PCs employ (offering gifts, sharing

food, or just simple direct interaction) this method takes only a few minutes or as long as several hours

As previously stated, the PCs may have a unique strategy for infiltrating and neutralizing horde cells. And these should be accommodated and judged fairly.

Three example horde bands are presented for each APL (the same bands are also used in Encounter 8: Distraction). If more are necessary, the DM can improvise by either reusing the same bands multiple times or by selecting individual members of the various bands to create a new band with the same CR (APL+2) of each listed band. To aid in this task, refer to DM Aid 2. Each named NPC (Galmator, Yug, Maug, etc.) that dies can be encountered only once; if it is necessary to reuse such an NPC alter his “name” to be only a descriptor (i.e. “Cleric of Grolantor” rather than “Galmator”).

BAND 1:

APL2 (EL4)

- 👉 **Orc Trooper (2):** orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Adept of Gruumsh (2):** half-orc adept 1; hp 7 each; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 1; hp 6; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 1; hp 8; see Appendix 1.

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 3; hp 19; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 2; hp 13; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 2; hp 17; see Appendix 1.

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 5; hp 32; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 4; hp 26; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 4; hp 34; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 7; hp 52; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 6; hp 39; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 6; hp 51; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Yug (Cleric of Gruumsh):** Male half-orc cleric 9; hp 67; see Appendix 1.
- 👉 **Hill Giant “Archer”:** Male hill giant fighter 1; hp 137; see Appendix 1.
- 👉 **Hill Giant Barbarian:** Male hill giant barbarian 1; hp 151; see Appendix 1.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Galmator (Cleric of Grolantor):** Male hill giant cleric 8; hp 230; see Appendix 1.
- 👉 **Hill Giant “Archer”:** Male hill giant fighter 3; hp 160; see Appendix 1.
- 👉 **Hill Giant Barbarian:** Male hill giant barbarian 3; hp 178; see Appendix 1.

BAND 2:

APL2 (EL4)

- 👉 **Orc Trooper (2):** Male orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Orc Arcanist:** Male orc warlock 1; hp 4; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 1; hp 6; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 1; hp 4; see Appendix 1

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256.
- 👉 **Orc Arcanist:** Male orc warlock 3; hp 13; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 2; hp 13; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 2; hp 9; see Appendix 1.

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256.
- 👉 **Orc Arcanist:** Male orc warlock 5; hp 22; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 4; hp 26; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 4; hp 18; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Orc Arcanist:** Male orc warlock 7; hp 31; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 6; hp 39; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 6; hp 33; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Arcanist:** Male orc warlock 9; hp 40; see Appendix 1.

- 👉 **Hill Giant Chain Fighter:** Male hill giant fighter 1; hp 124; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 8; hp 44; Appendix 1.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Maug (Orc Arcanist):** Male orc warlock 11; hp 49; see Appendix 1.
- 👉 **Hill Giant Chain Fighter:** Male hill giant fighter 3; hp 145; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 10; hp 55; see Appendix 1.

BAND 3:

APL2 (EL4)

- 👉 **Orc Trooper (2):** Male orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Orc Mounted Combatant:** Male orc fighter 1; hp 7; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 1; hp 5; see Appendix 1.
- 👉 **Orc Veteran:** Male orc warrior 2; hp 11; see Appendix 1.

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256
- 👉 **Orc Mounted Combatant:** Male orc fighter 3; hp 22; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 2; hp 11; see Appendix 1.
- 👉 **Orc Veteran:** Male orc fighter 1/warrior 2; hp 20; see Appendix 1

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256
- 👉 **Orc Mounted Combatant:** Male orc fighter 5; hp 37; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 4; hp 22; see Appendix 1.
- 👉 **Orc Veteran:** Male orc barbarian 1/fighter 2/warrior 2; hp 41; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 7; hp 52; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 6; hp 39; see Appendix 1.
- 👉 **Orc Veteran:** Male orc barbarian 1/fighter 4/warrior 2; hp 58; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 9; hp 76; see Appendix 1.

- 👉 **Hill Giant Naturalist:** Male hill giant druid 2; hp 147; see Appendix 1.
- 👉 **Hill Giant Veteran:** Male hill giant warrior 2; hp 147; see Appendix 5.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 11; hp 93; see Appendix 1.
- 👉 **Hill Giant Naturalist:** Male hill giant druid 6; hp 189; see Appendix 1.
- 👉 **Taklenam (Hill Giant Veteran):** Male hill giant barbarian 1/warrior 6; hp 220; see Appendix 1.

Tactics: If combat ensues, each NPC has his preferred tactics listed with his stat block.

Development: Probably the PCs are unsure as to whether or not their tactics (if any) have slowed the horde enough to give Hobrand Castle time to reinforce. To further slow the horde, the PCs can engage in guerilla combat after the horde begins its advance after dusk. In this case, move to Encounter 8: Distraction.

8: DISTRACTION

After the horde breaks camp and begins its movement, the PCs can harass fringe elements in attempts to distract them.

Read or paraphrase the following:

The horde breaks camp and begins its steady movement towards Hobrand Castle. Bands containing hill giants are illuminated by torches while those made up of orcs only stalk forward without any light source. Like a swarm, the horde filters through the light undergrowth of the rolling hills. However, at the fringes some bands stray a little wide of the main body in search of prey. Perhaps these somewhat isolated parties could be engaged to slow the relentless horde.

In order to slow the horde's advance at all, the PCs must engage a band for at least thirty seconds (5 rounds). The PCs may withdraw as circumstances allow after the five rounds. After 1 minute (10 rounds total), the original band is reinforced by a second band. The second band is a different band of the same EL as the first. An additional band reinforces the horde's combatants every 10 rounds for as long as an engagement lasts.

At the end of each round of the engagement, the DM must communicate the increasing level of attention that the surrounding hordes bands are directing towards them.

The PCs have about 1 full night and half a night to engage the horde in as many distracting hit-and-run attacks as they have the resources to muster. The PCs can camp during the day or engage in other activities if they

are willing to endure fatigue from lack of rest (or have methods of dealing with fatigue from lack of rest).

The terrain varies as the PCs engage different bands of the horde. The underlying terrain is hills terrain as outlined in the *Dungeon Master's Guide* 89. Roughly 40% of the area is composed of light undergrowth. A small amount of dense rubble and/or scree is present on occasion as well. Which party has the elevation to their advantage should be randomly determined unless PCs have a way of gaining the advantage (for example, a DC 20 Knowledge (geography) check). Also, there is sparse tree coverage in accordance with the *Dungeon Master's Guide* 87.

Unless PCs have a method of changing the weather the nights are moonlit. Note that in moonlight, characters without a method of seeing at night are blind; those with low-light vision (such as hill giants, elves, and halflings) can see normally; those with darkvision see to extent of their darkvision.

In addition to the DM Map for Encounter 1, which can be reused for one or more of these combats, another sample DM Map is provided (DM Map 3). If additional tactical maps are needed, the DM is expected to improvise them using the existing maps as guidelines.

Three example horde bands are presented for each APL (the same bands are also used in Encounter 7). If more are necessary, the DM can improvise by either reusing the same bands multiple times or by selecting individual members of the various bands to create a new band with the same CR (APL+2) of each listed band. To aid in this task, refer to DM Aid #2: Random Band Composition. Each named NPC (Galmator, Yug, Maug, etc.) should be encountered only once; if it is necessary to reuse such an NPC alter his "name" to be only a descriptor (i.e. "Cleric of Grolantor" rather than "Galmator").

Each time the PCs successfully engage a band for at least 5 rounds, it slows the horde's advance by thirty minutes. It is not necessary for the PCs to eliminate the targeted band, only engage it for at least five rounds before breaking engagement.

At any point a PC can make a DC20 Profession (soldier) or similar check to accurately estimate the amount of additional time the PCs need to delay the horde in order for the Perrenlanders to arrive at Hobrand Castle in time.

The PCs should be encouraged to engage as many bands as they have the resources and time to accomplish. To calculate the total time the horde is delayed, simply multiply the number of engagements lasting at least five rounds that the PCs engage in, and multiply by thirty minutes.

BAND 1:

APL2 (EL4)

- 👉 **Orc Trooper (2):** orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Adept of Gruumsh (2):** half-orc adept 1; hp 7 each; see Appendix 1.

- 👉 **Orc Archer:** Male orc fighter 1; hp 6; see Appendix 1.

- 👉 **Orc Barbarian:** Male orc barbarian 1; hp 8; see Appendix 1.

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 3; hp 19; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 2; hp 13; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 2; hp 17; see Appendix 1.

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 5; hp 32; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 4; hp 26; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 4; hp 34; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Cleric of Gruumsh:** Male half-orc cleric 7; hp 52; see Appendix 1.
- 👉 **Orc Archer:** Male orc fighter 6; hp 39; see Appendix 1.
- 👉 **Orc Barbarian:** Male orc barbarian 6; hp 51; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Yug (Cleric of Gruumsh):** Male half-orc cleric 9; hp 67; see Appendix 1.
- 👉 **Hill Giant "Archer":** Male hill giant fighter 1; hp 137; see Appendix 1.
- 👉 **Hill Giant Barbarian:** Male hill giant barbarian 1; hp 151; see Appendix 1.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Galmator (Cleric of Grolantor):** Male hill giant cleric 8; hp 230; see Appendix 1.
- 👉 **Hill Giant "Archer":** Male hill giant fighter 3; hp 160; see Appendix 1.
- 👉 **Hill Giant Barbarian:** Male hill giant barbarian 3; hp 178; see Appendix 1.

BAND 2:

APL2 (EL4)

- 👉 **Orc Trooper (2):** Male orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Orc Arcanist:** Male orc warlock 1; hp 4; see Appendix 1.

- 👉 **Orc Chain Fighter:** Male orc fighter 1; hp 6; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 1; hp 4; see Appendix 1

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256.
- 👉 **Orc Arcanist:** Male orc warlock 3; hp 13; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 2; hp 13; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 2; hp 9; see Appendix 1.

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256.
- 👉 **Orc Arcanist:** Male orc warlock 5; hp 22; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 4; hp 26; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 4; hp 18; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Orc Arcanist:** Male orc warlock 7; hp 31; see Appendix 1.
- 👉 **Orc Chain Fighter:** Male orc fighter 6; hp 39; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 6; hp 33; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Arcanist:** Male orc warlock 9; hp 40; see Appendix 1.
- 👉 **Hill Giant Chain Fighter:** Male hill giant fighter 1; hp 124; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 8; hp 44; Appendix 1.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Maug (Orc Arcanist):** Male orc warlock 11; hp 49; see Appendix 1.
- 👉 **Hill Giant Chain Fighter:** Male hill giant fighter 3; hp 145; see Appendix 1.
- 👉 **Orc Sneak:** Male orc rogue 10; hp 55; see Appendix 1.

BAND 3:

APL2 (EL4)

- 👉 **Orc Trooper (2):** Male orc warrior 1; hp 5 each; see *Monster Manual* 203.
- 👉 **Orc Mounted Combatant:** Male orc fighter 1; hp 7; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 1; hp 5; see Appendix 1.
- 👉 **Orc Veteran:** Male orc warrior 2; hp 11; see Appendix 1.

APL4 (EL6)

- 👉 **Worg:** hp 30; see *Monster Manual* 256
- 👉 **Orc Mounted Combatant:** Male orc fighter 3; hp 22; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 2; hp 11; see Appendix 1.
- 👉 **Orc Veteran:** Male orc fighter 1/warrior 2; hp 20; see Appendix 1

APL6 (EL8)

- 👉 **Worg (2):** hp 30 each; see *Monster Manual* 256
- 👉 **Orc Mounted Combatant:** Male orc fighter 5; hp 37; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 4; hp 22; see Appendix 1.
- 👉 **Orc Veteran:** Male orc barbarian 1/fighter 2/warrior 2; hp 41; see Appendix 1.

APL8 (EL10)

- 👉 **Hill Giant:** hp 102; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 7; hp 52; see Appendix 1.
- 👉 **Orc Naturalist:** Male orc druid 6; hp 39; see Appendix 1.
- 👉 **Orc Veteran:** Male orc barbarian 1/fighter 4/warrior 2; hp 58; see Appendix 1.

APL10 (EL12)

- 👉 **Hill Giant (2):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 9; hp 76; see Appendix 1.
- 👉 **Hill Giant Naturalist:** Male hill giant druid 2; hp 147; see Appendix 1.
- 👉 **Hill Giant Veteran:** Male hill giant warrior 2; hp 147; see Appendix 5.

APL12 (EL14)

- 👉 **Hill Giant (4):** hp 102 each; see *Monster Manual* 123.
- 👉 **Orc Mounted Combatant:** Male orc fighter 11; hp 93; see Appendix 1.
- 👉 **Hill Giant Naturalist:** Male hill giant druid 6; hp 189; see Appendix 1.
- 👉 **Taklenam (Hill Giant Veteran):** Male hill giant barbarian 1/warrior 6; hp 220; see Appendix 1.

Tactics: Each NPC has his preferred tactics listed with his stat block.

Treasure: Each NPC has his treasure listed with his statblock. However, remember that after each combat the PCs have only a few rounds to grab what loot they can before the next band engages them, and keep track accordingly.

Development: Almost certainly, eventually the PCs will run out of resources and no longer be able to delay the Hammerfists' advance. Move to the Conclusion unless

the PCs have some extra ordinary means to further engage the horde (in which case move to Encounter 9).

9: OPEN ENDED

There are a wide variety of resources that PCs may call upon to perform a completely unexpected task. This should not be foreclosed. Keep in mind that slowing the horde's advance is akin to slowing the advance of a plague of locusts. Simply erecting a minor barrier likely has no discernable impact on the horde's overall advance.

Still, PCs often have dramatic resources at their disposal and players are encouraged to make full use of those resources. It is impossible to detail every possible strategy that creative PCs may employ, however there are some guidelines that can be applied. If the PCs attempt extraordinary task(s) not accounted for in the previous encounters, the DM is expected to judge the actions in a fair manner.

Slowing the horde for even an hour with a single task is somewhere between a heroic feat and a nearly impossible feat as described on *Player's Handbook* 64. The process for judging such actions is 1) have the players construct a plan in sufficient detail that the action could reasonably result in success; 2) set the appropriate DC(s) for the checks involved; 3) determine the amount of time the horde is delayed as a result of the PCs' actions.

For example, a PC may *commune with nature* to gain extremely detailed information, and then use Knowledge (architecture and engineering) and stonemasonry to select an appropriate location for a devastating landslide. Another possible example, a PC with high Knowledge (geography) locates a stream in a shallow canyon, and then using *control water*, raises the stream into an impassable torrent for several hours.

In general, if the results meet the criteria of "heroic", the horde's advance is delayed for 1 to 3 hours (possibly more if the DM feels the strategy warrants it). If the result meets the criteria of "challenging" (DC 20), it slows the horde's advance for 1d3 x 15 minutes. If the task(s) does not generate a result that is at least challenging, then they probably does not slow the horde's advance to any noticeable degree.

If the task(s) are successful, and the task generates effects that would probably significantly alter the region's terrain (such as creating a significant landslide, gorge, or other such feature), the DM should note them and inform the Sunndi Triad at poc@sunndi.org.

CONCLUSION

CONCLUSION A

PCs are successful in delaying the horde for at least eight hours.

News arrives that your actions had delayed the orcs and hill giants long enough for reinforcements from Dullstrand to secure Hobrand Castle against the onslaught. Certainly, a permanent solution to the menace in the Hestmark Highlands must be found,

but at least for the moment, the crucial supply line between Dullstrand and the inner counties has been preserved by your actions. Lord Dornatak bestows upon you the honorific of "Protector of Ralsond".

In addition to getting the promised rewards the PCs receive the AR favor Protector of Ralsond. A character also gains the Favor of the Count of Ralsond and the Masters of Dullstrand. In addition PCs earn a number of Sunndi Military Recognition points equal to the APL for members of the Sunndi Military or ½ the APL for civilians at which this adventure has been played. Civilians must place these points in Decoration points, soldiers must divide them over decoration and promotion points with a minimum of 1/3rd of the total points earned in one category.

Treasure:

Reward for accepting the mission:

APL 2: Coin 25 gp.

APL 4: Coin 50 gp.

APL 6: Coin 75 gp.

APL 8: Coin 100 gp.

APL 10: Coin 125 gp.

APL 12: Coin 150 gp.

Conclusion B

PCs are do not delay the horde for at least eight hours.

Despite your best efforts, the horde continues its inexorable march towards Hobrand Castle. Perhaps a miracle will keep the Castle from being overrun, but from your vantage, it appears that Sunndi is in eminent danger of losing its most crucial supply source – Dullstrand.

PCs do NOT receive the AR favor Protector of Ralsond. They are still paid for their services as agreed upon unless they acted particularly cowardly (use your judgement) or actually helped the horde.

Treasure:

Reward for accepting the mission:

APL 2: Coin 25 gp.

APL 4: Coin 50 gp.

APL 6: Coin 75 gp.

APL 8: Coin 100 gp.

APL 10: Coin 125 gp.

APL 12: Coin 150 gp.

CAMPAIGN CONSEQUENCES

This module has "Campaign Consequences"; that is the outcome of this module directly affects future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to poc@sunndi.org as soon as possible. General comments about the module are also welcomed at this address.

1. What was the composition of the party?
2. At what APL did you play?
3. Did the PCs manage to delay the Horde for at least 8 hours? If not, how long did they delay it?
4. What tactics did they use to delay the Horde?
5. Did they make any promises to the outlaws in this adventure (including Horac and Lim in Encounter 3)? If so, what promises and did they inform they authorities about it?
6. Did they learn anything about the motivations of the Horde?

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.

1: The Survivor

Rescued the Elmis

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

7: Infiltration

Successfully infiltrated a horde band to use delaying tactics. (May be awarded multiple times for multiple infiltrations.)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: Distraction

Engaged horde band to distract the horde advance. (May be awarded multiple times for multiple engagements.)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Delayed the horde for at least 8 hours total:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	235 XP

APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

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

Introduction

Reward for accepting the mission:

APL 2: Coin 25 gp.

APL 4: Coin 50 gp.

APL 6: Coin 75 gp.

APL 8: Coin 100 gp.
APL 10: Coin 125 gp.
APL 12: Coin 150 gp.

1: The Survivor

APL 2: Loot: 78 gp; Magic 150 gp; *boots of the mountain king* (125 gp), *potion of cure moderate wounds* (25 gp).

APL 4: Loot: 169 gp; Magic 546 gp; *boots of the mountain king* (125 gp), *gloves of Dexterity +2* (333 gp), 3 *potions of bull's strength* (25 gp each), 3 *potion of cure light wounds* (4 gp each).

APL 6: Loot: 169 gp; Magic 1,742 gp; 7 *amulet of natural armor +1* (83 gp each), *boots of the mountain king* (125 gp), *bracers of quick strike* (117 gp), *gloves of Dexterity +4* (1,333 gp), 3 *potions of bull's strength* (25 gp each), 3 *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp), *ring of protection +1* (167 gp).

APL 8: Loot: 10 gp; Magic 409 gp; *boots of the mountain king* (125 gp), *bracers of quick strike* (117 gp), *ring of protection +1* (167 gp).

APL 10: Loot: 13 gp; Magic 11,064 gp; +5 *falchion* (4,198 gp), *amulet of health +6* (3,000 gp), *belt of giant strength +6* (3,000 gp), *boots of the mountain king* (125 gp), *bracers of quick strike* (117 gp), *gloves of Dexterity +2* (333 gp), 2x *potion of fly* (63 gp each), *potion of remove blindness* (63 gp), *scout's headband* (292 gp).

APL 12: Loot: 37 gp; Magic 18,155 gp; +5 *chain shirt* (2,083 gp), +5 *falchion* (4,198 gp), *amulet of health +6* (3,000 gp), *belt of giant strength +6* (3,000 gp), *boots of the mountain king* (125 gp), *bracers of quick strike* (117 gp), *cape of the mountebank* (840 gp), *gloves of Dexterity +2* (333 gp), 2x *potion of fly* (63 gp each), *potion of remove blindness* (63 gp), *ring of protection +5* (4,167 gp), *scout's headband* (292 gp).

8: Distraction

All APLs: Treasure will vary depending on how much the PCs are able to collect from downed foes.

Conclusion

Gold paid for a job well done:

APL 2: Coin 25 gp.
APL 4: Coin 50 gp.
APL 6: Coin 75 gp.
APL 8: Coin 100 gp.
APL 10: Coin 125 gp.
APL 12: Coin 150 gp.

Treasure Cap

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp

ADVENTURE RECORD ITEMS

Protector of Ralsond: You have gained the title "Protector of Ralsond". The initial attitude of civilized inhabitants of Ralsond is one category better than printed. It might have additional effects in future adventures.

In addition you are given regional access to and are allowed to use **one** of the following heraldic crests (*Heroes of Battle*): *courage*, *glory* or *valiant defense*.

You also gain regional access to *banner of the orc's bane* (*Heroes of Battle*) both for crafting and buying. The banner can be attached to a polearm, but only one such banner can be added to a weapon. Otherwise it requires two hands to use the banner.

Favor of the Count of Ralsond: This is a regular favor with a member of the Congress of Lords and it can be spent as detailed in the Meta-Organization Guide.

Sunndi Military Recognition: APL (or ½ APL).

Promotion Points: **Decoration Points:**

Favor of the Masters of Dullstrand: In addition to its regular uses it can be spent to regain adventure access to one item found (noted in the Items Found section on the AR). Adventure access starts counting again from the AR you spent this favor on.

ITEM ACCESS

APL 2:

- *Boots of the mountain king* (Adventure; MIC)

APL 6 (all of APL 2-44 plus the following):

- *Bracers of quickstrike* (Adventure; MIC)

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

- *Scout's headband* (Adventure; MIC)

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

- *Cape of the mountebank* (Adventure; DMG)

APPENDIX 1: APL 2

1: THE SURVIVOR

SKIRMISH LEADER

CR 2

Male orc warrior 3

CE Medium Humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 20 (3 HD)

Fort +4, **Ref** +0, **Will** -1

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk falchion +7 (2d4+4/18-20)

Ranged longbow +3 (1d8/x3)

Base Atk +3; **Grp** +6

Atk Options

Combat Gear *potion of cure moderate wounds*, 2x tanglefoot bag

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Feats Toughness, Weapon Focus (falchion)

Skills Intimidate +4

Possessions combat gear plus mwk falchion, dagger, club, longbow, spiked gauntlets, 40 arrows, chain shirt, belt pouch, *boots of the mountain king*

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

7: INFILTRATIONS AND

8: DISTRACTION

ADEPT OF GRUUMSH

CR ½

Male half-orc adept 1

CE medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Orc

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 7 (1 HD)

Fort +1, **Ref** +0, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee longspear +0 (1d8+1/x3) or

Ranged javelin +0 (1d6+1/x3)

Base Atk +0; **Grp** +0

Combat Gear *scroll of bless*, 5x *scroll of cure light wounds*, *scroll of obscuring mist*

Adept Spells Prepared (CL 1st):

1st-*cause fear* (DC 11), *cure light wounds*

0-*detect poison*, *guidance* (2)

Abilities Str 11, Dex 10, Con 12, Int 8, Wis 13, Cha 9

Feats Armor Proficiency (light)

Skills Concentration +5

Possessions combat gear plus longspear, dagger, 5x javelins, chain shirt, scroll case, 2x spell component pouch, wooden holy symbol

Tactics: rd 1: *obscuring mist* or *bless* if mist is already up. rd 2: activate *scroll of invisibility*. rd 3+ maneuver to heal or buff other band members. If seriously threatened, use *cause fear* against the threat.

ORC ARCANIST

CR 1

Male orc warlock 1

CE medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Giant, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 5 (1 HD)

Fort +1, **Ref** +2, **Will** +1

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee quarterstaff +1 (1d6+1) or

dagger +1 (1d4+1/19-20) or

Ranged ray +2 (1d6) or

javelin +2 (1d6+1)

Base Atk +0; **Grp** +1

Combat Gear 2x *potion of cure light wounds*, *potion of shield of faith*

Warlock Invocations Known (CL 1st):

2nd (at will)-*earthen grasp*

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 13

SQ eldritch blast

Feats Improved Initiative

Skills Concentration +5, Use Magic Device +5

Possessions combat gear plus dagger, 5x javelins, quarterstaff, belt pouch, chain shirt, spell component pouch

Eldritch Blast (Sp) 60 ft. long ray deals 1d6 damage.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

ORC ARCHER

CR 1

Male orc fighter 1

CE medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 11 (1 HD)

Fort +3, **Ref** +2, **Will** +0

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee falchion +5 (2d4+6/18-20) or

dagger +5 (1d4+4/19-20) or

Ranged mwk longbow +4 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Atk Options Point Blank Shot, Precise Shot

Abilities Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot

Skills Balance +0, Climb +2, Escape Artist +0, Hide +0, Jump +6, Move Silently +0, Swim +0

Possessions combat gear plus dagger, falchion, masterwork longbow, 40 arrows, belt pouch, chain shir.

Tactics: maintain distance from melee. Ready arrow against spellcasting. If a round goes by without spellcasting, switch to direct fire until a spellcaster starts spellcasting.

ORC BARBARIAN (RAGING) CR 1

Male orc barbarian 1

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 16 (1 HD)

Fort +6, **Ref** +1, **Will** +2

Weakness light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee mwk spear +9 (1d8+9/x3) or
dagger +7 (1d4+6/19-20) or

Ranged spear +2 (1d8+6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +7

Atk Options rage 1/day

Combat Gear *potion of cure light wounds*, *potion of shield of faith*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

SQ fast movement

Feats Weapon Focus (spear)

Skills Climb +8, Jump +12, Survival +4, Swim +2

Possessions combat gear plus masterwork spear, dagger, 5x spears, chain shirt, belt pouch.

Tactics: Front line damage dealer. If not heavily pressed, will buff before engaging, but will opt forgo buffing and engage immediately if needed.

ORC CHAIN FIGHTER CR 1

Male orc fighter 1

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Giant, Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor); Combat Expertise

hp 11 (1 HD)

Fort +3, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk spiked chain +6 (2d4+6) or
dagger +5 (1d4+4/19-20) or

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Atk Options Combat Expertise

Combat Gear 2x *potion of cure light wounds*

Abilities Str 18, Dex 13, Con 12, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain)

Skills Climb +2, Handle Animal +2, Intimidate +2, Jump +6, Swim +0

Possessions combat gear plus mwk spiked chain, dagger, 5x javelins, belt pouch, chain shirt.

Tactics: prefers to use reach to avoid toe to toe fighting.

ORC MOUNTED COMBATANT CR 1

Male orc fighter 1

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 12 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee longspear +5 (1d8+6/x3) or
battle axe +5 (1d8+4/x3) or
dagger +5 (1d4+4/19-20) or

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Base Atk +1; **Grp** +5

Atk Options Ride-By Attack

Combat Gear 2x *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mounted Combat, Ride-By Attack

Skills Climb +2, Jump +2, Ride +5, Swim +0

Possessions combat gear plus longspear, dagger, battle axe, 5x javelins, belt pouch, chain shirt, light warhorse with chain barding.

Tactics: Use ride-by-attack to keep from engaging toe-to-toe.

ORC NATURALIST CR 1

Male orc druid 1

NE medium humanoid (orc)

Init +6; **Senses** darkvision 60 feet; Listen +1, Spot +1

Languages Druidic, Orc

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)

hp 5 (1 HD)

Fort +3, **Ref** +2, **Will** +3

Weakness light sensitivity

Speed 30 ft. in leather (6 squares), base movement 30 ft.

Melee spear +3 (1d8+4/x3)

Ranged sling +2 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +3

Atk Options spontaneous casting

Combat Gear 4x *scroll of cure light wounds*, 4x *scroll of produce flame*

Druid Spells Prepared (CL 1st):

1st—*entangle* (DC 12), *obscuring mist*
0—*guidance* (2), *resistance*

Abilities Str 16, Dex 14, Con 13, Int 6, Wis 13, Cha 8
SQ animal companion, nature sense, wild empathy

Feats Improved Initiative

Skills Concentration +5, Handle Animal +3, Survival +3

Possessions combat gear plus commoner's outfit, leather, longsword, sling, spell component pouch

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.

Tactics: will use animal companion as buffer, and cast spells/use scrolls in support

WOLF COMPANION

CR –

NE medium animal

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. in no armor (10 squares)

Melee bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ Tricks, Link, Share Spell

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+1 modifier).

Tricks: attack all creatures, come, down, fetch, guard, track

Skills *+4 racial bonus when Tracking by scent.

ORC SNEAK

CR 1

Male orc rogue 1

CE medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 7 (1 HD)

Fort +1, **Ref** +4, **Will** -1

Weakness light sensitivity

Speed 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.

Melee mwk longsword +5 (1d8+6/x3) or short sword +4 (1d6+4/19-20) or

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +4

Atk Options sneak attack

Combat Gear *potion of cure light wounds*, *potion of shield of faith*, *scroll of obscuring mist*

Abilities Str 18, Dex 15, Con 13, Int 10, Wis 8, Cha 6
SQ trapfinding

Feats Improved Initiative

Skills Balance +5, Climb +3, Decipher Script +4, Escape Artist +1, Hide +1, Jump +7, Listen +3, Move Silently +5, Spot +3, Swim +2, Tumble +5, Use Magic Device +2

Possessions combat gear plus masterwork longsword, short sword, 5x javelin, belt pouch, commoner's outfit, masterwork chain shirt,

Tactics: use Tumble and long sword to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.

ORC VETERAN

CR 1

Male orc warrior 2

CE medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 11 (2 HD)

Fort +4, **Ref** +0, **Will** -1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee mwk falchion +7 (2d4+4/18-20) or dagger +5 (1d4+3/19-20) or

Ranged javelin +2 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Combat Gear *potion of shield of faith*

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Feats Weapon Focus (falchion)

Skills Balance -1, Climb +2, Escape Artist -1, Hide -1, Jump +7, Move Silently -1, Swim +1

Possessions combat gear plus +1 *chain shirt*, belt pouch, commoner's outfit, dagger, masterwork falchion

1: THE SURVIVOR

SKIRMISH TROOPER

CR 1

Male orc warrior 2

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 11 (2 HD)

Fort +3, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk falchion +7 (2d4+4/18-20) or

Ranged javelin +3 (1d6+3)

Base Atk +2; **Grp** +5

Combat Gear *potion of bull's strength*, *potion of cure light wounds*

Abilities Str 17, Dex 12, Con 11, Int 7, Wis 8, Cha 6

Feats Weapon Focus (falchion)

Skills Balance +0, Climb +2, Escape Artist +0, Hide +0, Jump +7, Move Silently +0, Swim +1

Possessions combat gear plus belt mwk falchion, dagger, pouch, 5x javelins

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

SKIRMISH LEADER

CR 5

Male orc fighter 4/warrior 2

CE medium humanoid (orc)

Init +4; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 armor)

hp 39 (6 HD)

Fort +8, **Ref** +5, **Will** +1

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Ranged mwk composite longbow +12/+7 (1d8+6/x3) or

Melee falchion +10/+5 (2d4+6/18-20)

Base Atk +6; **Grp** +10

Atk Options Manyshot, Precise Shot, Rapid Shot

Combat Gear *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 13, Int 8, Wis 10, Cha 6

Feats Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Intimidate +2, Jump +7, Swim +0

Possessions combat gear plus falchion, dagger, 40 arrows, belt pouch, *gloves of dexterity* +2, *boots of the mountain king*, chain shirt.

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

7: INFILTRATIONS AND

8: DISTRACTION

CLERIC OF GRUUMSH

CR 3

Male half-orc cleric 3

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Orc

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 19 (3 HD)

Fort +5, **Ref** +2, **Will** +5

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee shortspear +3 (1d6+1) or

Ranged spear +4 (1d8+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options spontaneous casting, rebuke undead

Combat Gear *scroll of command* (4), *scroll of cure light wounds* (8), *scroll of hold person* (2), *scroll of magic weapon* (4), *scroll of shield of faith* (2), *scroll of sound burst* (2)

Cleric Spells Prepared (CL 3rd):

2nd-cure moderate wounds, silence (DC 14), spiritual weapon^D (2)

1st-bless, heartache (DC 13), necrotic awareness, enlarge person^D

0-guidance (2), resistance (2)

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

† Already Cast

Abilities Str 12, Dex 12, Con 14, Int 6, Wis 15, Cha 11

SQ

Feats Improved Initiative, Skill Focus (concentration), Weapon Focus (spear)^B

Skills Concentration +11

Possessions combat gear plus +1 chain shirt, belt pouch, heavy wooden shield, holy symbol of Gruumsh (2), scroll case, shortspear, spear (6), spell component pouch, commoner's outfit

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20; rebuking damage is equal to 2d6+3 on a successful check.

Tactics: Rd1 if in a tactically poor position, use obscuring mist to provide cover to fully buff. Once in combat, first priority is to keep his own party members healthy enough to keep fighting; second priority is neutralizing opponents; third priority is to buff his party members; if no other option, use physical attacks.

ORC ARCANIST

CR 3

Male orc warlock 3

CE medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Giant, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 13 (3 HD); DR 1/cold iron

Fort +2, Ref +3, Will +2

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee quarterstaff +3 (1d6+1) or dagger +3 (1d4+1/19-20) or

Ranged ray +4 (2d6) or javelin +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure light wounds* (2), *potion of fly*, *potion of shield of faith*

Warlock Invocations Known (CL 3rd):

2nd (at will)-*earthen grasp*, *eldritch spear*

† Already Cast

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 13

SQ *detect magic*, *eldritch blast*

Feats Point Blank Shot, Precise Shot

Skills Concentration +7, Use Magic Device +7

Possessions combat gear plus +1 *chain shirt*, belt pouch, commoner's outfit, dagger, javelin (5), quarterstaff, spell component pouch

Eldritch Blast (Sp) 250 ft. range ray deals 2d6 damage.

Detect Magic (Sp) At will, as the spell.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

ORC ARCHER

CR 2

Male orc fighter 2

CE medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 13 (2 HD)

Fort +4, **Ref** +2, **Will** +0

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee falchion +6 (2d4+6/18-20) or dagger +6 (1d4+4/19-20) or

Ranged mwk composite longbow +5 (1d8+4/x3) or mwk composite longbow +3/+3 (1d8/x3) with Rapid Shot

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*

Abilities Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6

Feats Point Blank Shot, Precise Shot, Rapid Shot

Skills Jump +7

Possessions combat gear plus 40 arrows, belt pouch, chain shirt, commoner's outfit, dagger, falchion, masterwork composite longbow (+4 Str)

Tactics: maintain distance from melee. Ready arrow against spellcasting. If a round goes by without spellcasting, switch to direct fire until spellcasting until a spellcaster starts.

ORC BARBARIAN

CR 2

Male orc barbarian 2

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Orc

AC 16, touch 11, flat-footed 16

(+1 Dex, +5 armor); uncanny dodge

hp 17 (2 HD)

Fort +5, **Ref** +1, **Will** +0

Weakness light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee mwk falchion +8 (2d4+6/18-20) or dagger +6 (1d4+4/19-20) or

Ranged javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options rage

Combat Gear *potion of bull's strength*, *potion of shield of faith*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ

Feats Weapon Focus (falchion)

Skills Climb +7, Jump +12, Tumble +3

Possessions combat gear plus +1 *chain shirt*, masterwork falchion, dagger, javelin (5), belt pouch, commoner's outfit

Tactics: Front line damage dealer. If not heavily pressed, will buff before engaging, but will opt forgo buffing and engage immediately if needed.

ORC CHAIN FIGHTER

CR 2

Male orc fighter 2

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen -1, Spot -1

Languages Common, Giant, Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor); combat expertise

hp 13 (2 HD)

Fort +4, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Masterwork spiked chain +7 (2d4+6) or Dagger +6 (1d4+4/19-20) or

Ranged Javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Combat Expertise, Improved Trip

Combat Gear *potion of bull's strength*, *potion of cure light wounds* (2), *potion of shield of faith*

Abilities Str 18, Dex 13, Con 12, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip

Skills Balance +0, Climb +3, Escape Artist +0, Handle Animal +3, Hide +0, Intimidate +3, Jump +8, Move Silently +0, Ride +3, Swim +2

Possessions combat gear plus +1 *chain shirt*, belt pouch, commoner's outfit, dagger, javelin (5), masterwork spiked chain

Tactics: prefers to use reach to avoid toe to toe fighting.

ORC MOUNTED COMBATANT CR 3

Male orc fighter 3

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 16, **touch** 11, **flat-footed** 15

(+1 Dex, +5 armor)

hp 22 (3 HD)

Fort +5, **Ref** +2, **Will** +1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee mwk lance +8 (1d8+6/x3) or
greatsword +7 (2d6+6/19-20) or
Dagger +7 (1d4+4/19-20) or

Ranged Javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +3; **Grp** +7

Atk Options Power Attack, Ride-By Attack, Spirited Charge

Combat Gear *potion of cure light wounds* (2)

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Skills Balance +0, Climb +3, Escape Artist +0, Hide +0, Jump +3, Move Silently +0, Ride +7, Swim +2

Possessions combat gear plus +1 *chain shirt*, belt pouch, dagger, greatsword, javelin (5), light warhorse with chain barding, masterwork lance

Tactics: Use ride-by-attack with spirited charge and maximum power attack to keep from engaging toe-to-toe.

ORC NATURALIST CR 2

Male orc druid 2

NE medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Druidic, Orc

AC 15, **touch** 12, **flat-footed** 13

(+2 Dex, +3 armor)

hp 11 (2 HD)

Fort +4, **Ref** +2, **Will** +4

Weakness light sensitivity

Speed 30 ft. in +1 *leather* (6 squares), base movement 30 ft.

Ranged Spear +4 (1d8+4/x3) or
Sling +3 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Atk Options spontaneous casting

Combat Gear *scroll of barkskin*, *scroll of cure light wounds* (4), *scroll of heat metal*, *scroll of produce flame* (4)

Druid Spells Prepared (CL 2nd):

1st—*entangle* (DC 12), *faerie fire*, *obscuring mist*

0—*guidance* (2), *resistance* (2)

† Already Cast

Abilities Str 16, Dex 14, Con 13, Int 6, Wis 13, Cha 8

SQ wild empathy, woodland stride

Feats Improved Initiative

Skills Concentration +6, Handle Animal +4, Ride +4, Survival +3

Possessions combat gear plus +1 *leather*, commoner's outfit, longspear, sling, spell component pouch

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.

Tactics: will use animal companion as buffer, and cast spells/use scrolls in support

WOLF COMPANION CR –

NE medium animal

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

AC 14, **touch** 12, **flat-footed** 12

(+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. in no armor (10 squares), base movement 50 ft.

Melee bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ Tricks, Link, Share Spell

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+1 modifier).

Tricks: attack all creatures, come, down, fetch, guard, track

Skills *+4 racial bonus when Tracking by scent.

ORC SNEAK CR 2

Male orc rogue 2

CE medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 17, **touch** 12, **flat-footed** 15

(+2 Dex, +5 armor)

hp 9 (2 HD)

Fort +1, **Ref** +5, **Will** -1

Evasion

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee mwk longspear +6 (1d8+6/x3) or
short sword +5 (1d6+4/19-20) or

Ranged Javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Base Atk +1; **Grp** +5

Atk Options sneak attack

Combat Gear *potion of cat's grace, potion of cure light wounds, potion of shield of faith, scroll of obscuring mist*

Abilities Str 18, Dex 15, Con 13, Int 10, Wis 8, Cha 6

SQ trapfinding

Feats Improved Initiative

Skills Balance +8, Climb +3, Decipher Script +5, Escape Artist +1, Hide +1, Jump +10, Listen +4, Move Silently +6, Spot +4, Swim +2, Tumble +8, Use Magic Device +3

Possessions combat gear plus belt pouch, commoner's outfit, javelin (5), masterwork chain shirt, masterwork longspear, short sword

Note: +2 Synergy bonus to Use Magic Device when attempting to activate scrolls

Tactics: use Tumble and long spear to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.

ORC VETERAN

CR 2

Male orc fighter 1/warrior 2

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 20 (3 HD)

Fort +7, **Ref** +1, **Will** +0

Weakness light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk falchion +9 (2d4+6/18-20) or dagger +7 (1d4+4/19-20) or

Ranged javelin +4 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options Power Attack

Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Improved Initiative, Power Attack, Weapon Focus (falchion)

Skills Jump +9

Possessions combat gear plus +1 chain shirt, belt pouch, commoner's outfit, dagger, masterwork falchion

APL 6

1: THE SURVIVOR

SKIRMISH TROOPER

CR 3

Male orc barbarian 1/fighter 1/warrior 2

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen -1, Spot -1

Languages Common, Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +5 armor, +1 natural)

hp 27 (4 HD)

Fort +7, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 40 ft. in +1 chain shirt (8 squares), base movement 30 ft.

Melee masterwork falchion +9 (2d4+4/18-20) or

Ranged Javelin +5 (1d6+3)

Base Atk +4; **Grp** +7

Atk Options Power Attack, Rage

Combat Gear *potion of bull's strength, potion of cure moderate wounds*

Abilities Str 17, Dex 12, Con 11, Int 7, Wis 8, Cha 6

SQ fast movement
Feats Improved Toughness, Power Attack, Weapon Focus (falchion)
Skills Balance +0, Climb +2, Escape Artist +0, Hide +0, Intimidate -1, Jump +11, Move Silently +0, Survival +1, Swim +1
Possessions combat gear plus *amulet of natural armor* +1, belt pouch, javelin (5)
Light Sensitivity(Ex): dazzled in bright sunlight or within the radius of a daylight spell.
Fast Movement(Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.

SKIRMISH LEADER

CR 7

Male orc fighter 6/warrior 2
 CE medium humanoid (orc)
Init +5; **Senses** darkvision 60 feet; Listen +0, Spot +0
Languages Common, Orc
AC 19, touch 15, flat-footed 15
 (+4 Dex, +4 armor, +1 deflection)
hp 52 (8 HD)
Fort +9, **Ref** +7, **Will** +2
Weakness light sensitivity
Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.
Ranged masterwork composite longbow +15/+10 (1d8+6/x3)
 or
Melee falchion +12/+7 (2d4+6/18-20)
Base Atk +8; **Grp** +12
Atk Options Improved Rapid Shot, Manyshot, Precise Shot, Rapid Shot
Combat Gear *potion of cure moderate wounds*
Abilities Str 18, Dex 21, Con 13, Int 8, Wis 10, Cha 6
Feats Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Skills Balance +3, Climb +2, Escape Artist +3, Hide +3, Intimidate +4, Jump +7, Move Silently +3, Swim +0
Possessions combat gear plus 40 arrows, MWK composite longbow (+4 Str), belt pouch, chain shirt, *gloves of dexterity* +4, *ring of protection* +1, *boots of the mountain king*, *bracers of quick strike*
Light Sensitivity(Ex): dazzled in bright sunlight or within the radius of a daylight spell.

7: INFILTRATIONS AND

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CLERIC OF GRUUMSH

CR 5

Male half-orc cleric 5
 CE medium humanoid (orc)
Init +5; **Senses** darkvision 60 feet; Listen +4, Spot +4
Languages Common, Orc
AC 18, touch 11, flat-footed 17
 (+1 Dex, +5 armor, +2 shield)
hp 32 (5 HD)
Fort +6, **Ref** +2, **Will** +8
Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.
Melee Shortspear +4 (1d6+1) or
Ranged Spear +5 (1d8+1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4

Atk Options spontaneous casting, rebuke undead
Combat Gear *scroll of command* (4), *scroll of cure light wounds* (8), *scroll of hold person* (2), *scroll of magic weapon* (4), *scroll of shield of faith* (2), *scroll of sound burst* (2)

Cleric Spells Prepared (CL 5th):

3rd-*dispel magic*, *prayer*, *magic vestment*^D
 2nd-*bull's strength* (DC 16), *hold person* (DC 16), *silence* (DC 16), *spiritual weapon*^D
 1st-*bless*, *faith healing* (2), *obscuring mist*, *enlarge person*^D
 0-*guidance* (3), *resistance* (2)

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

† Already Cast

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

SQ aura of chaos, aura of evil, orc blood, restricted spells

Feats Improved Initiative, Skill Focus (concentration), Weapon Focus (spear)^B

Skills Balance -2, Climb -2, Concentration +13, Escape Artist -2, Hide -2, Jump -2, Move Silently -2, Swim -5

Possessions combat gear plus +1 chain shirt, belt pouch, commoner's outfit, heavy wooden shield, holy symbol of Gruumsh (2), *periapt of wisdom* +2, scroll case, shortspear, spear (6), spell component pouch

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20; rebuking damage is equal to 2d6+5 on a successful check.

Tactics: Rd1 if in a tactically poor position, use obscuring mist to provide cover to fully buff. Once in combat, first priority is to keep his own party members healthy enough to keep fighting; second priority is neutralizing opponents; third priority is to buff his party members; if no other option, use physical attacks.

ORC ARCANIST

CR 5

Male orc warlock 5
 CE medium humanoid (orc)
Init +2; **Senses** darkvision 60 feet; Listen -1, Spot -1
Languages Common, Orc
AC 17, touch 12, flat-footed 15
 (+2 Dex, +5 armor)
hp 22 (5 HD); DR 1/cold iron
Fort +2, **Ref** +3, **Will** +3
Weakness light sensitivity
Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.
Melee Quarterstaff +4 (1d6+1) or
 Dagger +4 (1d4+1/19-20) or
Ranged Ray +5 (3d6) or
 Javelin +5 (1d6+1)
Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure light wounds* (2), *potion of fly*, *potion of shield of faith*

Warlock Spells Known (CL 5th):

2nd (at will)-*earthen grasp* (in), *eldritch spear*, see the unseen

† Already Cast

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 16

SQ deceive item, detect magic, eldritch blast

Feats Point Blank Shot, Precise Shot

Skills Balance +1, Climb +0, Concentration +9, Escape Artist +1, Hide +1, Jump +0, Move Silently +1, Swim -1, Use Magic Device +11

Possessions combat gear plus +1 *chain shirt*, belt pouch, *cloak of charisma* +2, commoner's outfit, dagger, javelin (5), quarterstaff, spell component pouch

Eldritch Blast (Sp): Ray deals 3d6 damage.

Detect Magic (Sp): At will, as the spell.

Deceive Item: always take 10 on Use Magic Device checks.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

ORC ARCHER

CR 4

Male orc fighter 4

CE medium humanoid (orc)

Init +7; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 18, **touch** 13, **flat-footed** 15

(+3 Dex, +5 armor)

hp 26 (4 HD)

Fort +5, **Ref** +4, **Will** +1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Falchion +8 (2d4+6/18-20) or

Dagger +8 (1d4+4/19-20) or

Ranged Masterwork composite longbow +9

(1d8+4/x3) or

Masterwork composite longbow +7/+7 (1d8/x3) with Rapid Shot

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*

Abilities Str 18, Dex 16, Con 13, Int 8, Wis 10, Cha 6

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Balance +2, Climb +3, Escape Artist +2, Handle Animal +0, Hide +2, Jump +8, Move Silently +2, Swim +2

Possessions combat gear plus 40 arrows, belt pouch, chain shirt, commoner's outfit, dagger, falchion, masterwork composite longbow (+4 Str)

Tactics: maintain distance from melee. Ready arrow against spellcasting. If a round goes by without spellcasting, switch to direct fire until spellcasting until a spellcaster starts.

ORC BARBARIAN

CR 4

Male orc barbarian 4

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 17, **touch** 11, **flat-footed** 17

(+1 Dex, +5 armor, +1 natural); uncanny dodge

hp 34 (4 HD)

Fort +6, **Ref** +2, **Will** +1

Trap Sense

Weakness light sensitivity

Speed 40 ft. in +1 *chain shirt* (8 squares), base movement 30 ft.

Melee Masterwork falchion +11 (2d4+7/18-20) or

Dagger +9 (1d4+5/19-20) or

Ranged Javelin +5 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +9

Atk Options Power Attack, rage

Combat Gear *potion of bull's strength*, *potion of shield of faith*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 8

SQ fast movement, illiteracy

Feats Power Attack, Weapon Focus (falchion)

Skills Balance +0, Climb +8, Escape Artist +0, Handle Animal +0, Hide +0, Jump +13, Move Silently +0, Survival +4, Swim +3, Tumble +5

Possessions combat gear plus +1 *chain shirt*, *amulet of natural armor* +1, belt pouch, commoner's outfit, dagger, javelin (5), masterwork falchion

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

Tactics: Front line damage dealer. If not heavily pressed, will buff before engaging, but will opt forgo buffing and engage immediately if needed.

ORC CHAIN FIGHTER

CR 4

Male orc fighter 4

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen -1, Spot -1

Languages Common, Giant, Orc

AC 17, **touch** 11, **flat-footed** 16

(+1 Dex, +5 armor, +1 natural); combat expertise

hp 26 (4 HD)

Fort +5, **Ref** +2, **Will** +0

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Masterwork spiked chain +10 (2d4+8) or

Dagger +8 (1d4+4/19-20) or

Ranged Javelin +5 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; Grp +8

Atk Options Combat Expertise, Improved Trip

Combat Gear *potion of bull's strength*, *potion of cure light wounds (2)*, *potion of shield of faith*

Abilities Str 19, Dex 13, Con 12, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Balance +0, Climb +3, Escape Artist +0, Handle Animal +5, Hide +0, Intimidate +5, Jump +10, Move Silently +0, Ride +3, Swim +2

Possessions combat gear plus +1 *chain shirt*, *amulet of natural armor* +2, belt pouch, commoner's outfit, dagger, javelin (5), masterwork spiked chain

Tactics: prefers to use reach to avoid toe to toe fighting.

ORC MOUNTED COMBATANT CR 5

Male orc fighter 5

CE medium humanoid (orc)

Init +1; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 16, **touch** 11, **flat-footed** 15

(+1 Dex, +5 armor)

hp 37 (5 HD)

Fort +6, **Ref** +2, **Will** +1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Masterwork lance +13 (1d8+9/x3) or

Greatsword +11 (2d6+9/19-20) or

Dagger +11 (1d4+6/19-20) or

Ranged Javelin +6 (1d6+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +11

Atk Options Power Attack, Ride-By Attack, Spirited Charge

Combat Gear *potion of cure light wounds (2)*

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance)

Skills Balance +0, Climb +5, Escape Artist +0, Hide +0, Jump +5, Move Silently +0, Ride +9, Swim +4

Possessions combat gear plus +1 *chain shirt*, belt pouch, dagger, *gauntlets of ogre power*, greatsword, javelin (5), light warhorse with chain barding, masterwork lance

Tactics: Use ride-by-attack with spirited charge and maximum power attack to keep from engaging toe-to-toe.

ORC NATURALIST CR 4

Male orc druid 4

NE medium humanoid (orc)

Init +6; **Senses** darkvision 60 feet; Listen +2, Spot +2

Languages Common, Druidic, Orc

AC 16, **touch** 12, **flat-footed** 14

(+2 Dex, +3 armor, +1 natural)

hp 22 (4 HD)

Fort +5, **Ref** +3, **Will** +6

Weakness light sensitivity

Speed 30 ft. in +1 *leather* (6 squares), base movement 30 ft.

Ranged Spear +6 (1d8+4/x3) or

Sling +5 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options spontaneous casting

Combat Gear *scroll of barkskin*, *scroll of cure light wounds (4)*, *scroll of heat metal*, *scroll of produce flame (4)*

Druid Spells Prepared (CL 4th):

2nd-briar web, heat metal (DC 14)

1st-cure light wounds, entangle (DC 13), faerie fire, obscuring mist

0-guidance (3), resistance (2)

† Already Cast

Abilities Str 16, Dex 14, Con 13, Int 6, Wis 14, Cha 8

SQ animal companion, nature sense, resist nature's lure, restricted spells, trackless step, wild empathy, woodland stride

Feats Improved Initiative, Skill Focus (concentration)

Skills Concentration +11, Handle Animal +6, Ride +4, Survival +4

Possessions combat gear plus +1 *leather*, *amulet of natural armor* +1, commoner's outfit, longspear, sling, spell component pouch

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells: cannot cast Good spells.

Tactics: will use animal companion as buffer, and cast spells/use scrolls in support

WOLF COMPANION CR –

NE medium animal

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

AC 21, **touch** 13, **flat-footed** 18

(+2 Dex, +4 armor, +4 natural)

hp 26 (4 HD)

Fort +6, **Ref** +7, **Will** +2

Evasion

Speed 50 ft. in chain armor (10 squares), base movement 50 ft.

Melee bite +6 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 8

SQ Tricks, Link, Share Spell

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +2, Spot +3, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+2 modifier).

Tricks: attack all creatures, come, down, fetch, guard, track

Skills *+4 racial bonus when Tracking by scent.

ORC SNEAK**CR 4**

Male orc rogue 4

CE medium humanoid (orc)

Init +7; **Senses** darkvision 60 feet; Listen +6, Spot +6**Languages** Common, Orc**AC** 19, **touch** 13, **flat-footed** 19

(+3 Dex, +5 armor, +1 natural); uncanny dodge

hp 18 (4 HD)**Fort** +2, **Ref** +7, **Will** +0

Evasion, Trap Sense

Weakness light sensitivity**Speed** 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.**Melee** Masterwork longspear +9 (1d8+6/x3) or Short Sword +7 (1d6+4/19-20) or**Ranged** Javelin +6 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Atk Options** sneak attack**Combat Gear** *potion of cat's grace, potion of cure light wounds, potion of shield of faith, scroll of obscuring mist (DC21 UMD to activate)***Abilities** Str 18, Dex 16, Con 13, Int 10, Wis 8, Cha 6**SQ** trapfinding**Feats** Improved Initiative, Weapon Focus (Longspear)**Skills** Balance +4, Climb +3, Decipher Script +5, Escape Artist +2, Hide +9, Jump +10, Listen +6, Move Silently +9, Search +4, Spot +6, Swim +2, Tumble +11, Use Magic Device +5**Possessions** combat gear plus +1 *chain shirt, amulet of natural armor* +1, belt pouch, commoner's outfit, javelin (5), masterwork longspear, short sword**Trap Sense** (Ex): +1 to Reflex saves and AC against traps.**Note:** +2 Synergy bonus to Use Magic Device when attempting to activate scrolls**Tactics:** use Tumble and long spear to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.**ORC VETERAN****CR 4**

Male orc barbarian 1/fighter 2/warrior 2

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +3, Spot +0**Languages** Common, Orc**AC** 17, **touch** 11, **flat-footed** 16

(+1 Dex, +5 armor, +1 natural)

hp 41 (5 HD)**Fort** +10, **Ref** +1, **Will** +0**Weakness** light sensitivity**Speed** 40 ft. in +1 *chain shirt* (8 squares), base movement 30 ft.**Melee** Masterwork falchion +12 (2d4+7/18-20) or Dagger +10 (1d4+5/19-20) or**Ranged** Javelin +6 (1d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +10**Atk Options** Power Attack, rage**Combat Gear** *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith***Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ fast movement**Feats** Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (falchion)**Skills** Balance +0, Climb +4, Escape Artist +0, Handle Animal -1, Hide +0, Jump +14, Listen +3, Move Silently +0, Swim +3**Possessions** combat gear plus +1 *chain shirt, amulet of natural armor* +1, belt pouch, commoner's outfit, dagger, masterwork falchion

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CLERIC OF GRUUMSH

CR 7

Male half-orc cleric 7

CE medium humanoid (orc)

Init +5; Senses darkvision 60 feet; Listen +4, Spot +4

Languages Common, Orc

AC 19, touch 12, flat-footed 18

(+1 Dex, +5 armor, +2 shield, +1 deflection)

hp 52 (7 HD)

Fort +7, Ref +3, Will +9

Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.

Melee Shortspear +6 (1d6+1) or

Ranged Spear +7 (1d8+1/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Atk Options spontaneous casting, rebuke undead

Combat Gear scroll of command (4), scroll of cure light wounds (8), scroll of hold person (2), scroll of magic weapon (4), scroll of shield of faith (2), scroll of sound burst (2)

Cleric Spells Prepared (CL 7th):

4th-freedom of movement (DC 18), wrack (DC 18), spell immunity^D (DC 18)3rd-cure serious wounds, dispel magic, invisibility purge, magic vestment^D2nd-cure moderate wounds, hold person (DC 16) (2), sound burst (DC 16), spiritual weapon^D1st-bless, divine favor, faith healing (2), obscuring mist, enlarge person^D

0-guidance (3), resistance (3)

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

† Already Cast

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

SQ aura of chaos, aura of evil, orc blood, restricted spells

Feats Improved Initiative, Improved Toughness, Skill Focus (concentration), Weapon Focus (spear)^B

Skills Balance -2, Climb -2, Concentration +15, Escape Artist -2, Hide -2, Jump -2, Move Silently -2, Swim -5

Possessions combat gear plus +1 chain shirt, belt pouch, commoner's outfit, heavy wooden shield, holy symbol of Gruumsh (2), periapt of wisdom +2, ring of protection +1, scroll case, shortspear, spear (6), spell component pouch

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20; rebuking damage is equal to 2d6+7 on a successful check.

Tactics: Rd1 if in a tactically poor position, use obscuring mist to provide cover to fully buff. Once in combat, first priority is to keep his own party members healthy enough to keep fighting; second priority is neutralizing opponents; third priority is to buff his party members; if no other option, use physical attacks.

ORC ARCANIST

CR 7

Male orc warlock 7

CE medium humanoid (orc)

Init +6; Senses darkvision 60 feet; Listen -1, Spot -1

Languages Common, Orc

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 natural)

hp 31 (7 HD); DR 2/cold iron

Fort +3, Ref +4, Will +4

Weakness light sensitivity

Speed 30 ft. in +1 chain shirt (6 squares), base movement 30 ft.

Melee Quarterstaff +6 (1d6+1) or

Dagger +6 (1d4+1/19-20) or

Ranged Ray +7 (4d6) or

Javelin +7 (1d6+1)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Atk Options Point Blank Shot, Precise Shot

Combat Gear potion of cure light wounds (2), potion of fly, potion of shield of faith

Warlock Spells Known (CL 7th):

4th (at will)-beshadowed blast (DC 17)

2nd (at will)-earthen grasp (in), eldritch spear, see the unseen

† Already Cast

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 16

SQ deceive item, detect magic, eldritch blast

Feats Improved Initiative, Point Blank Shot, Precise Shot

Skills Balance +1, Climb +0, Concentration +11, Escape Artist +1, Hide +1, Jump +0, Move Silently +1, Swim -1, Use Magic Device +13

Possessions combat gear plus +1 chain shirt, amulet of natural armor +1, belt pouch, cloak of charisma +2, commoner's outfit, dagger, javelin (5), quarterstaff, spell component pouch

Eldritch Blast (Sp): Ray deals 4d6 damage.

Detect Magic (Sp): At will, as the spell.

Deceive Item: always take 10 on Use Magic Device checks.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

ORC ARCHER

CR 6

Male orc fighter 6

CE medium humanoid (orc)

Init +8; Senses darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 19, **touch** 14, **flat-footed** 15

(+4 Dex, +5 armor)

hp 39 (6 HD)

Fort +6, **Ref** +6, **Will** +2

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Falchion +10/+5 (2d4+6/18-20) or

Dagger +10/+5 (1d4+4/19-20) or

Ranged Masterwork composite longbow +12/+7 (1d8+4/x3) or

Masterwork composite longbow +10/+10/+5

(1d8/x3) with Rapid Shot

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options Manyshot, Point Blank Shot, Precise Shot, Rapid Shot

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 13, Int 8, Wis 10, Cha 6

Feats Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Woodland Archer

Skills Balance +3, Climb +3, Escape Artist +3, Handle Animal +2, Hide +3, Jump +8, Move Silently +3, Swim +2

Possessions combat gear plus 40 arrows, belt pouch, chain shirt, commoner's outfit, dagger, falchion, *gloves of dexterity* +2, masterwork composite longbow (+4 Str)

Tactics: maintain distance from melee. Ready arrow against spellcasting. If a round goes by without spellcasting, switch to direct fire until spellcasting until a spellcaster starts.

ORC BARBARIAN

CR 6

Male orc barbarian 6

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 17, **touch** 11, **flat-footed** 17

(+1 Dex, +5 armor, +1 natural); improved uncanny dodge, uncanny dodge

hp 51 (6 HD)

Fort +7, **Ref** +3, **Will** +2

Trap Sense

Weakness light sensitivity

Speed 40 ft. in +1 *chain shirt* (8 squares), base movement 30 ft.

Melee Masterwork falchion +14/+9 (2d4+9/18-20) or

Dagger +12/+7 (1d4+6/19-20) or

Ranged Javelin +7/+2 (1d6+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options Power Attack, rage

Combat Gear *potion of bull's strength*, *potion of shield of faith*

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ fast movement, illiteracy

Feats Improved Initiative, Power Attack, Weapon Focus (falchion)

Skills Balance +0, Climb +11, Escape Artist +0, Handle Animal +2, Hide +0, Jump +14, Move Silently +0, Survival +4, Swim +4, Tumble +6

Possessions combat gear plus +1 *chain shirt*, *amulet of natural armor* +1, belt pouch, commoner's outfit, dagger, *gauntlets of ogre power*, javelin (5), masterwork falchion

Improved Uncanny Dodge (Ex): no longer be flanked, except by a level 10 rogue.

Trap Sense (Ex): +2 to Reflex saves and AC against traps.

Tactics: Front line damage dealer. If not heavily pressed, will buff before engaging, but will opt forgo buffing and engage immediately if needed.

ORC CHAIN FIGHTER

CR 6

Male orc fighter 6

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen -1, Spot -1

Languages Common, Giant, Orc

AC 17, **touch** 11, **flat-footed** 16

(+1 Dex, +5 armor, +1 natural); combat expertise

hp 39 (6 HD)

Fort +6, **Ref** +3, **Will** +1

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee Masterwork spiked chain +13/+8 (2d4+9) or

Dagger +11/+6 (1d4+5/19-20) or

Ranged Javelin +7/+2 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Combat Expertise, Improved Trip, Power Attack

Combat Gear *potion of bull's strength*, *potion of cure light wounds* (2), *potion of shield of faith*

Abilities Str 21, Dex 13, Con 12, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Balance +0, Climb +4, Escape Artist +0, Handle Animal +7, Hide +0, Intimidate +7, Jump +13, Move Silently +0, Ride +3, Swim +3

Possessions combat gear plus +1 *chain shirt*, *amulet of natural armor* +2, belt pouch, commoner's outfit, dagger, *gauntlets of ogre power*, javelin (5), masterwork spiked chain

Tactics: prefers to use reach to avoid toe to toe fighting.

ORC MOUNTED COMBATANT

CR 7

Male orc fighter 7

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 16, **touch** 11, **flat-footed** 15

(+1 Dex, +5 armor)

hp 52 (7 HD)
Fort +7, **Ref** +3, **Will** +2
Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.
Melee Masterwork lance +15/+10 (1d8+11/x3) or Greatsword +13/+8 (2d6+9/19-20) or Dagger +13/+8 (1d4+6/19-20) or
Ranged Javelin +8/+3 (1d6+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +13
Atk Options Power Attack, Ride-By Attack, Spirited Charge
Combat Gear *potion of cure light wounds* (2)

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6
Feats Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)
Skills Balance +0, Climb +5, Escape Artist +0, Hide +0, Jump +5, Move Silently +0, Ride +11, Swim +4
Possessions combat gear plus +1 *chain shirt*, belt pouch, dagger, *gauntlets of ogre power*, greatsword, javelin (5), light warhorse with chain barding, masterwork lance

Tactics: Use ride-by-attack with spirited charge and maximum power attack to keep from engaging toe-to-toe.

ORC NATURALIST

CR 6

Male orc druid 6
 NE medium humanoid (orc)
Init +6; **Senses** darkvision 60 feet; Listen +3, Spot +3
Languages Common, Druidic, Orc

AC 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 armor)
hp 39 (6 HD)
Fort +6, **Ref** +4, **Will** +8
Weakness light sensitivity

Speed 30 ft. in +1 *leather* (6 squares), base movement 30 ft.
Ranged Spear +7 (1d8+4/x3) or Sling +6 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options spontaneous casting
Combat Gear *scroll of barkskin*, *scroll of cure light wounds* (4), *scroll of heat metal*, *scroll of produce flame* (4)
Druid Spells Prepared (CL 6th):
 3rd-cure moderate wounds, spike growth (DC 16), wind wall
 2nd-barkskin, briar web, heat metal (DC 15), warp wood (DC 15)
 1st-cure light wounds, faerie fire (2), obscuring mist
 0-guidance (3), resistance (2)
 † Already Cast

Abilities Str 16, Dex 14, Con 13, Int 6, Wis 16, Cha 8
SQ animal companion, nature sense, resist nature's lure, restricted spells, trackless step, wild empathy, wild shape, woodland stride

Feats Improved Initiative, Improved Toughness, Skill Focus (concentration)
Skills Concentration +13, Handle Animal +8, Ride +4, Survival +5
Possessions combat gear plus +1 *leather*, commoner's outfit, longspear, *periapt of wisdom* +2, sling, spell component pouch

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.
Wild Shape (Su): turn yourself into a Small or Medium-size animal (and back) 2 times per day for 6 hour(s). The new form's Hit Dice cannot exceed 6.

Tactics: will use animal companion as buffer, and cast spells/use scrolls in support

WOLF COMPANION

CR –

NE medium animal
Init +2; **Senses** low-light vision, scent; Listen +4, Spot +4

AC 23, touch 13, flat-footed 20 (+2 Dex, +4 armor, +6 natural)
hp 45 (6 HD)
Fort +7, **Ref** +8, **Will** +3
Devotion, **Evasion**

Speed 50 ft. in chain armor (10 squares), base movement 50 ft.
Melee bite +7 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Trip

Abilities Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6
SQ Tricks, Link, Share Spell
Feats Improved Toughness, Track, Weapon Focus (bite)
Skills Hide +2, Listen +4, Move Silently +2, Spot +4, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+2 modifier).
Tricks: attack all creatures, come, down, fetch, guard, track
Skills *+4 racial bonus when Tracking by scent.

ORC SNEAK

CR 6

Male orc rogue 6
 CE medium humanoid (orc)
Init +7; **Senses** darkvision 60 feet; Listen +8, Spot +8
Languages Common, Orc

AC 19, **touch** 13, **flat-footed** 19 (+3 Dex, +5 armor, +1 natural); uncanny dodge
hp 33 (6 HD)
Fort +3, **Ref** +8, **Will** +1
Evasion, **Trap Sense**
Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.
Melee +1 *Longspear* +10 (1d8+7/x3) or Short Sword +8 (1d6+4/19-20) or

Ranged Javelin +7 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Atk Options sneak attack
Combat Gear *potion of cat's grace, potion of cure light wounds, potion of shield of faith, scroll of obscuring mist (DC21 UMD to activate)*

Abilities Str 18, Dex 16, Con 13, Int 10, Wis 8, Cha 6
SQ trapfinding
Feats Improved Initiative, Improved Toughness, Weapon Focus (Longspear)
Skills Balance +4, Climb +3, Decipher Script +5, Escape Artist +2, Hide +11, Jump +10, Listen +8, Move Silently +11, Search +8, Spot +8, Swim +2, Tumble +13, Use Magic Device +7
Possessions combat gear plus +1 *chain shirt, amulet of natural armor* +1, belt pouch, commoner's outfit, javelin (5), +1 *longspear*, short sword

Trap Sense (Ex): +2 to Reflex saves and AC against traps.
Note: +2 Synergy bonus to Use Magic Device when attempting to activate scrolls
Tactics: use Tumble and long spear to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.

ORC VETERAN

CR 6

Male orc barbarian 1/fighter 4/warrior 2
CE medium humanoid (orc)
Init +5; **Senses** darkvision 60 feet; Listen +3, Spot +0
Languages Common, Orc

AC 16, **touch** 11, **flat-footed** 15
(+1 Dex, +5 armor)
hp 58 (7 HD)
Fort +11, **Ref** +2, **Will** +3
Weakness light sensitivity

Speed 40 ft. in +1 *chain shirt* (8 squares), base movement 30 ft.
Melee Masterwork falchion +15/+10 (2d4+11/18-20)
or
Dagger +13/+8 (1d4+6/19-20) or
Ranged Javelin +8/+3 (1d6+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +13
Atk Options Power Attack, rage
Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith*

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ fast movement
Feats Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Balance +0, Climb +5, Escape Artist +0, Handle Animal +1, Hide +0, Jump +15, Listen +3, Move Silently +0, Swim +4
Possessions combat gear plus +1 *chain shirt*, belt pouch, commoner's outfit, dagger, *gauntlets of ogre power*, masterwork falchion

1: THE SURVIVOR

HILL GIANT RAGER CR 10

Male hill giant barbarian 1/warrior 4

CE large giant

Init +0; **Senses** low-light vision; Listen +1, Spot +18

Languages Giant

AC 22, **touch** 9, **flat-footed** 22

(-1 size, +4 armor, +9 natural)

hp 209 (17 HD)

Fort +20, **Ref** +5, **Will** +6

Speed 50 ft. in chain shirt (10 squares), base movement 40 ft.

Melee Falchion +24/+19/+14 (2d6+15/15-20) or

Melee Slam +26/+26 (1d4+10) or

Ranged Rock +13 (2d6+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14/+9; **Grp** +32

Atk Options Improved Grapple, Power Attack, rock throwing, rage

Combat Gear 2x *potion of fly*, *potion of remove blindness*

Abilities Str 30, Dex 11, Con 22, Int 6, Wis 12, Cha 4

SQ fast movement, natural weapons, rock catching

Feats Improved Critical (falchion), Improved Grapple, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (falchion)

Skills Balance -2, Climb +8, Escape Artist -2, Hide -6, Jump +20, Move Silently -2, Spot +16, Survival +3, Swim +6

Possessions combat gear plus chain shirt, commoner's outfit, falchion, sack (8 rocks), *boots of the mountain king*, *bracers of quick strike*, *scout's headband*

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

Natural Weapons: Slam (1d4+10)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

Atk Options Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, rock throwing

Abilities Str 28, Dex 13, Con 21, Int 6, Wis 12, Cha 4

SQ natural weapons, rock catching

Feats Improved Initiative, Improved Toughness, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot

Skills Balance +0, Climb +8, Escape Artist +0, Hide -4, Intimidate -2, Jump +12, Listen +16, Move Silently +0, Swim +7

Possessions combat gear plus bag of rocks (10), belt pouch, cart with 5 extra bags of rocks, chain shirt, commoner's outfit

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

Natural Weapons: Slam (1d4+9)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

Tactics: maintain distance from melee. Ready rock against spellcasting. If a round goes by without spellcasting, switch to direct fire until spellcasting until a spellcaster starts.

HILL GIANT BARBARIAN CR 8

Male giant (hill) barbarian 1

CE large giant

Init +4; **Senses** low-light vision; Listen +1, Spot +1

Languages Giant

AC 22, **touch** 9, **flat-footed** 22

(-1 size, +4 armor, +9 natural)

hp 151 (13 HD)

Fort +16, **Ref** +4, **Will** +5

Speed 50 ft. in chain shirt (10 squares), base movement 40 ft.

Melee Falchion +19/+14 (2d6+13/15-20) or

Ranged Rock +9 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +23

Atk Options Power Attack, rock throwing, rage

Abilities Str 29, Dex 11, Con 22, Int 6, Wis 12, Cha 4

SQ fast movement, illiteracy, natural weapons, rock catching

Feats Improved Critical (falchion), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (falchion)

Skills Balance -2, Climb +7, Escape Artist -2, Hide -6, Jump +31, Move Silently -2, Survival +2, Swim +5

Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, falchion

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

Natural Weapons: Slam (1d4+9)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

HILL GIANT CHAIN FIGHTER CR 8

Male giant (hill) fighter 1

CE large giant

7: INFILTRATIONS AND

8: DISTRACTION

HILL GIANT "ARCHER" CR 8

Male hill giant fighter 1

CE large giant

Init +5; **Senses** low-light vision; Listen +16, Spot +1

Languages Giant

AC 25, **touch** 10, **flat-footed** 24

(-1 size, +1 Dex, +6 armor, +9 natural)

hp 137 (13 HD)

Fort +15, **Ref** +5, **Will** +5

Speed 40 ft. in +2 *chain shirt* (8 squares), base movement 40 ft.

Melee Falchion +18/+13 (2d6+13/18-20) or

Ranged Rock +10/+5 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +23

Init +4; **Senses** low-light vision; Listen +15, Spot +15
Languages Giant

AC 22, **touch** 9, **flat-footed** 22

(-1 size, +4 armor, +9 natural); combat expertise
hp 124 (13 HD)

Fort +15, **Ref** +4, **Will** +4

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee Spiked Chain +19/+14 (2d6+13) or

Melee Trip () or

Ranged Rock +21 (2d6+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +23

Atk Options Combat Expertise, Improved Trip, Power Attack, rock throwing

Abilities Str 28, Dex 10, Con 21, Int 13, Wis 10, Cha 4

SQ natural weapons, rock catching, trip attempt

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Trip, Power Attack, Weapon Focus (spiked chain)

Skills Balance -2, Climb +7, Escape Artist -2, Hide -6, Intimidate -1, Jump +11, Listen +15, Move Silently -2, Spot +15, Swim +5

Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, *headband of intellect* (+2), spiked chain

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

Trip attempt: +17

Natural Weapons: Slam (1d4+9)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

HILL GIANT NATURALIST CR 8

Male giant (hill) druid 2

NE large giant

Init +5; **Senses** low-light vision; Listen +2, Spot +17

Languages Druidic, Giant

AC 21, **touch** 10, **flat-footed** 20

(-1 size, +1 Dex, +2 armor, +9 natural)

hp 147 (14 HD)

Fort +16, **Ref** +5, **Will** +9

Speed 40 ft. in leather (8 squares), base movement 40 ft.

Melee Spear +18/+13 (2d6+12/x3) or

Ranged Rock +10 (2d6+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +22

Atk Options Power Attack, rock throwing, spontaneous casting

Druid Spells Prepared (CL 2nd):

1st-*entangle* (DC 13), *longstrider*, *obscuring mist*
0-*guidance* (2), *resistance* (2)

† Already Cast

Abilities Str 26, Dex 12, Con 21, Int 4, Wis 15, Cha 6

SQ animal companion, natural weapons, nature sense, restricted spells, rock catching, wild empathy, woodland stride

Feats Improved Initiative, Improved Toughness, Power Attack, Skill Focus (concentration), Weapon Focus (spear)

Skills Concentration +10, Hide -3, Jump +12, Spot +17, Survival +4

Possessions combat gear plus bag of rocks (10), commoner's outfit, leather, sling, spear, spell component pouch

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

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.

Natural Weapons: Slam (1d4+8)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

Tactics: will use animal companion as buffer, and cast spells

WOLF COMPANION CR –

NE medium animal

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

AC 14, **touch** 12, **flat-footed** 12

(+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. in no armor (10 squares), base movement 50 ft.

Melee bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Atk Options Trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ Tricks, Link, Share Spell

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+1 modifier).

Tricks: attack all creatures, come, down, fetch, guard, track

Skills *+4 racial bonus when Tracking by scent.

HILL GIANT VETERAN CR 8

Male giant (hill) warrior 2

CE large giant

Init +3; **Senses** low-light vision; Listen +15, Spot +0

Languages Giant

AC 21, **touch** 8, **flat-footed** 21

(-1 size, -1 Dex, +4 armor, +9 natural)

hp 147 (14 HD)

Fort +16, **Ref** +3, **Will** +4

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee Falchion +19/+14/+9 (2d6+12/15-20) or

Melee Dagger +18/+13/+8 (1d6+8/19-20) or

Ranged Rock +9 (2d6+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11/+6; **Grp** +23

Atk Options Power Attack, rock throwing

Abilities Str 27, Dex 9, Con 20, Int 5, Wis 10, Cha 4

SQ natural weapons, rock catching

Feats Improved Critical (falchion), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (falchion)

Skills Balance -3, Climb +6, Escape Artist -3, Hide -7, Jump +12, Listen +15, Move Silently -3, Swim +4

Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, dagger, falchion

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

Natural Weapons: Slam (1d4+8)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

ORC ARCANIST

CR 9

Male orc warlock 9

CE medium humanoid (orc)

Init +6; **Senses** darkvision 60 feet; Listen -1, Spot -1

Languages Common, Orc

AC 20, **touch** 13, **flat-footed** 18

(+2 Dex, +6 armor, +1 defl, +1 natural)

hp 40 (9 HD); fiendish resilience 2; DR 2/cold iron

Fort +5, **Ref** +6, **Will** +6

Weakness light sensitivity

Speed 30 ft. in +2 *chain shirt* (6 squares), base movement 30 ft.

Melee Quarterstaff +7/+2 (1d6+1) or

Melee Dagger +7/+2 (1d4+1/19-20) or

Ranged Ray +9 (5d6) or

Ranged Javelin +8/+3 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure light wounds* (2), *potion of fly*, *potion of shield of faith*

Warlock Spells Known (CL 9th):

4th (at will)-*beshadowed blast* (DC 17), *voracious dispelling*

2nd (at will)-*earthen grasp* (in), *eldritch spear*, see the unseen

† Already Cast

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 17

SQ deceive item, detect magic, eldritch blast

Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (ray)

Skills Balance +1, Climb +0, Concentration +13, Escape Artist +1, Hide +1, Jump +0, Move Silently +1, Swim -1, Use Magic Device +15

Possessions combat gear plus +2 *chain shirt*, *amulet of natural armor* +1, belt pouch, *cloak of charisma* +2, commoner's outfit, dagger, javelin (5), quarterstaff, *ring of protection* +1, spell component pouch, *vest of resistance* +1

Fiendish Resilience (Su): Once per day for 2 minutes have fast healing 1.

Eldritch Blast (Sp): Ray deals 5d6 damage.

Detect Magic (Sp): At will, as the spell.

Deceive Item: always take 10 on Use Magic Device checks.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

ORC MOUNTED COMBATANT

CR 9

Male orc fighter 9

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 17, **touch** 11, **flat-footed** 16

(+1 Dex, +6 armor)

hp 76 (9 HD)

Fort +9, **Ref** +5, **Will** +6

Weakness light sensitivity

Speed 30 ft. in +2 *chain shirt* (6 squares), base movement 30 ft.

Melee +1 *Lance* +17/+12 (1d8+12/x3) or

Melee Greatsword +15/+10 (2d6+9/19-20) or

Melee Dagger +15/+10 (1d4+6/19-20) or

Ranged Javelin +10/+5 (1d6+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options Power Attack, Ride-By Attack, Spirited Charge

Combat Gear *potion of cure light wounds* (2)

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Improved Initiative, Improved Toughness, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)

Skills Balance +0, Climb +5, Escape Artist +0, Hide +0, Jump +5, Move Silently +0, Ride +13, Swim +4

Possessions combat gear plus +1 *lance*, +2 *chain shirt*, belt pouch, *cloak of resistance* +1, dagger, *gauntlets of ogre power*, greatsword, javelin (5), light warhorse with chain barding

Tactics: Use ride-by-attack with spirited charge and maximum power attack to keep from engaging toe-to-toe.

ORC SNEAK

CR 8

Male orc rogue 8

CE medium humanoid (orc)

Init +7; **Senses** darkvision 60 feet; Listen +10, Spot +10

Languages Common, Orc

AC 19, **touch** 13, **flat-footed** 19

(+3 Dex, +5 armor, +1 natural); improved uncanny dodge, uncanny dodge

hp 44 (8 HD)

Fort +3, **Ref** +9, **Will** +1

Evasion, Trap Sense

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee +1 *Longspear* +13/+8 (1d8+8/x3) or

Melee Short Sword +11/+6 (1d6+5/19-20) or
Ranged Javelin +9/+4 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +11
Atk Options sneak attack
Combat Gear *potion of cat's grace*, *potion of cure light wounds*, *potion of shield of faith*, *scroll of obscuring mist* (DC21 UMD to activate)

Abilities Str 21, Dex 16, Con 13, Int 10, Wis 8, Cha 6
SQ trapfinding

Feats Improved Initiative, Improved Toughness, Weapon Focus (Longspear)

Skills Balance +4, Climb +4, Decipher Script +5, Escape Artist +2, Hide +13, Intimidate -1, Jump +11, Listen +10, Move Silently +13, Search +11, Spot +10, Swim +3, Tumble +15, Use Magic Device +9

Possessions combat gear plus +1 *chain shirt*, +1 *longspear*, *amulet of natural armor* +1, belt pouch, commoner's outfit, *gauntlets of ogre power*, javelin (5), short sword

Improved Uncanny Dodge (Ex): no longer be flanked, except by a level 12 rogue.

Trap Sense (Ex): +2 to Reflex saves and AC against traps.

Note: +2 Synergy bonus to Use Magic Device when attempting to activate scrolls

Tactics: use Tumble and long spear to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.

YUG (CLERIC OF GRUUMSH) CR 9

Male half-orc cleric 9

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +4, Spot +4

Languages Common, Orc

AC 21, **touch** 12, **flat-footed** 20

(+1 Dex, +6 armor, +3 shield, +1 deflection)

hp 67 (9 HD)

Fort +9, **Ref** +5, **Will** +11

Speed 30 ft. in +2 *chain shirt* (6 squares), base movement 30 ft.

Melee Shortspear +7/+2 (1d6+1) or

Ranged Spear +8/+3 (1d8+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options spontaneous casting, rebuke undead

Combat Gear *scroll of command* (4), *scroll of cure light wounds* (8), *scroll of hold person* (2), *scroll of magic weapon* (4), *scroll of shield of faith* (2), *scroll of sound burst* (2)

Cleric Spells Prepared (CL 9th):

5th-*command*, *greater* (DC 19), *flame strike*^D (DC 19)

4th-*cure critical wounds* (DC 18), *freedom of movement* (DC 18), *wrack* (DC 18)

3rd-*cure serious wounds*, *dispel magic* (2), *invisibility purge*, *magic vestment*^D

2nd-*bear's endurance* (DC 16), *hold person* (DC 16) (2), *silence* (DC 16), *sound burst* (DC 16), *spiritual weapon*^D

1st-*bless*, *faith healing* (2), *heartache* (DC 15), *obscuring mist*, *enlarge person*^D

0-*guidance* (3), *resistance* (3)

D: Domain spell. Deity: Gruumsh. Domains: Strength, War

† Already Cast

Abilities Str 12, Dex 12, Con 14, Int 6, Wis 19, Cha 11

SQ aura of chaos, aura of evil, orc blood, restricted spells

Feats Heroic Destiny, Improved Initiative, Improved Toughness, Skill Focus (concentration), Weapon Focus (spear)^B

Skills Balance -1, Climb -1, Concentration +17, Escape Artist -1, Hide -1, Jump -1, Move Silently -1, Swim -3

Possessions combat gear plus +1 *heavy wooden shield*, +2 *chain shirt*, belt pouch, *cloak of resistance* +1, commoner's outfit, holy symbol of Gruumsh (2), *periapt of wisdom* +2, *ring of protection* +1, scroll case, shortspear, spear (6), spell component pouch

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Rebuke Undead (Su): Can rebuke undead 3 times per day. A rebuking check is made on 1d20; rebuking damage is equal to 2d6+9 on a successful check.

Tactics: Rd1 if in a tactically poor position, use obscuring mist to provide cover to fully buff. Once in combat, first priority is to keep his own party members healthy enough to keep fighting; second priority is neutralizing opponents; third priority is to buff his party members; if no other option, use physical attacks.

1: THE SURVIVOR**HILL GIANT RAGER CR 13**

Male hill giant barbarian 4/warrior 4

CE large giant

Init +5; **Senses** low-light vision; Listen +1, Spot +18**Languages** Giant**AC** 23, **touch** 10, **flat-footed** 23

(-1 size, +1 Dex, +4 armor, +9 natural); uncanny dodge

hp 238 (20 HD)**Fort** +22, **Ref** +7, **Will** +7**Trap Sense****Speed** 50 ft. in chain shirt (10 squares), base movement 40 ft.**Melee** Falchion +27/+22/+17/+12 (2d6+15/15-20) or**Melee** Slam +26/+26 (1d4+10) or**Ranged** Rock +17 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +17/+12/+7; **Grp** +35**Atk Options** Improved Grapple, Power Attack, rock throwing, rage**Combat Gear** *cape of the mountebank*, 2x *potion of fly*, *potion of remove blindness***Abilities** Str 30, Dex 12, Con 22, Int 6, Wis 12, Cha 4**SQ** fast movement, natural weapons, rock catching**Feats** Improved Critical (falchion), Improved Grapple, Improved Initiative, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (falchion)**Skills** Balance -1, Climb +8, Escape Artist -1, Hide -5, Jump +20, Move Silently -1, Spot +16, Survival +9, Swim +6**Possessions** combat gear plus chain shirt, commoner's outfit, falchion, sack (8 rocks), *boots of the mountain king*, *bracers of quick strike*, *scout's headband***Trap Sense** (Ex): +1 to Reflex saves and AC against traps.**Rock Throwing** (Ex): The range increment is 120 feet.**Natural Weapons:** Slam (1d4+10)**Rock Catching** (Ex): catch Small, Medium, or Large rocks.**7: INFILTRATIONS AND****8: DISTRACTION****GALMATOR (CLERIC OF GROLANTOR) CR 11**

Male hill giant cleric 8

CE large giant

Init +4; **Senses** low-light vision; Listen +17, Spot +17**Languages** Giant**AC** 24, **touch** 9, **flat-footed** 24

(-1 size, +4 armor, +2 shield, +9 natural)

hp 230 (20 HD)**Fort** +22, **Ref** +8, **Will** +14**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** Slam +26/+26 (1d4+9) or**Ranged** Club +24/+19/+14 (1d8+9) or**Ranged** Rock +14 (2d6+9)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +15/+10; **Grp** +28**Atk Options** Power Attack, rock throwing, spontaneous casting, rebuke undead**Cleric Spells Prepared** (CL 8th):4th-*recitation*, *wrack* (DC 17), *confusion*^D (DC 17)3rd-*cure serious wounds*, *dispel magic*, *invisibility*, *purge*, *prayer*, *rage*^D2nd-*cure moderate wounds*, *hold person* (DC 15), *silence* (DC 15), *sound burst* (DC 15), *touch of madness*^D (DC 15)1st-*faith healing* (2), *heartache* (DC 14) (2), *obscuring mist*, *confusion*, *lesser*^D (DC 14)0-*guidance* (3), *resistance* (2)**D:** Domain spell. Deity: Grolantor. Domains: Evil, Madness

† Already Cast

Abilities Str 29, Dex 11, Con 22, Int 10, Wis 17, Cha 4**SQ** natural weapons, restricted spells, rock catching**Feats** Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (club)**Skills** Balance -4, Climb +5, Concentration +22, Escape Artist -4, Heal +2, Hide -8, Listen +17, Move Silently -4, Sense Motive +2, Spot +17, Survival +2, Swim +1**Possessions** combat gear plus bag of rocks (10), *belt of giant strength* +6, belt pouch (2), chain shirt, club, heavy wooden shield, holy symbol of Grolantor (2), spell component pouch (2)**Rock Throwing** (Ex): The range increment is 120 feet.**Spontaneous Casting:** Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.**Rebuke Undead** (Su): Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+5 on a successful check.**Natural Weapons:** Slam (1d4+9)**Rock Catching** (Ex): catch Small, Medium, or Large rocks.**Note:** Madness domain grants a single +10 to a Will save each day**Tactics:** Typical combat caster**MAUG (ORC ARCANIST) CR 11**

Male orc warlock 11

CE medium humanoid (orc)

Init +6; **Senses** darkvision 60 feet; Listen -1, Spot -1**Languages** Common, Orc

AC 20, **touch** 13, **flat-footed** 18
 (+2 Dex, +6 armor, +1 defl, +1 natural)
hp 49 (11 HD); fiendish resilience 2; DR 3/cold iron
Fort +5, **Ref** +6, **Will** +7
Weakness light sensitivity

Speed 30 ft. in +2 *chain shirt* (6 squares), base movement 30 ft.
Melee Quarterstaff +9/+4 (1d6+1) or
Melee Dagger +9/+4 (1d4+1/19-20) or
Ranged Ray +11 (6d6) or
Ranged Javelin +10/+5 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Combat Gear *potion of cure light wounds* (2), *potion of fly*, *potion of shield of faith*
Warlock Spells Known (CL 11th):
 6th (at will)-*noxious blast* (DC 20)
 4th (at will)-*bes shadowed blast* (DC 18), *voracious dispelling*
 3rd (at will)-*fell flight*
 2nd (at will)-*earthen grasp* (in), *eldritch spear* (CAR:133), *see the unseen*
 † Already Cast

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 8, Cha 19
SQ deceive item, detect magic, eldritch blast, energy resistance
Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (ray)
Skills Balance +1, Climb +0, Concentration +15, Escape Artist +1, Hide +1, Jump +0, Move Silently +1, Swim -1, Use Magic Device +18
Possessions combat gear plus +2 *chain shirt*, *amulet of natural armor* +1, belt pouch, *cloak of charisma* +4, commoner's outfit, dagger, javelin (5), quarterstaff, *ring of protection* +1, spell component pouch, *vest of resistance* +1

Fiendish Resilience (Su): Once per day for 2 minutes have fast healing 1.
Eldritch Blast (Sp): Ray deals 6d6 damage.
Detect Magic (Sp): At will, as the spell.
Deceive Item: always take 10 on Use Magic Device checks.
Energy Resistance (Su): resistance 5 to Select Energy Type and Select Energy Type.

Tactics: prefers to keep distance and use earthen grasp to neutralize opponents and Eldritch blast for damage when safe.

HILL GIANT "ARCHER" CR 10

Male hill giant fighter 3
 CE large giant
Init +5; **Senses** Low-light vision; Listen +16, Spot +1
Languages Giant

AC 23, **touch** 10, **flat-footed** 22
 (-1 size, +1 Dex, +4 armor, +9 natural)
hp 160 (15 HD)
Fort +16, **Ref** +8, **Will** +8

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.
Melee Falchion +20/+15/+10 (2d6+13/18-20) or
Ranged Rock +12/+7/+2 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12/+7; **Grp** +25
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, rock throwing

Abilities Str 28, Dex 13, Con 21, Int 6, Wis 12, Cha 4
SQ natural weapons, rock catching
Feats Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot
Skills Balance -1, Climb +7, Escape Artist -1, Hide -5, Intimidate +0, Jump +11, Listen +16, Move Silently -1, Swim +5
Possessions combat gear plus bag of rocks (10), belt pouch, cart with 5 extra bags of rocks, chain shirt, commoner's outfit

Rock Throwing (Ex): The range increment is 120 feet.
Natural Weapons: Slam (1d4+9)
Rock Catching (Ex): catch Small, Medium, or Large rocks.

Tactics: maintain distance from melee. Ready rock against spellcasting. If a round goes by without spellcasting, switch to direct fire until spellcasting until a spellcaster starts.

HILL GIANT BARBARIAN CR 10

Male giant (hill) barbarian 3
 CE large giant
Init +4; **Senses** low-light vision; Listen +1, Spot +1
Languages Giant

AC 22, **touch** 9, **flat-footed** 22
 (-1 size, +4 armor, +9 natural); uncanny dodge
hp 178 (15 HD)
Fort +17, **Ref** +5, **Will** +8
Trap Sense

Speed 50 ft. in chain shirt (10 squares), base movement 40 ft.
Melee Falchion +21/+16/+11 (2d6+13/15-20) or
Ranged Rock +11 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12/+7; **Grp** +25
Atk Options Power Attack, rock throwing, rage

Abilities Str 29, Dex 11, Con 22, Int 6, Wis 12, Cha 4
SQ fast movement, illiteracy, natural weapons, rock catching
Feats Improved Critical (falchion), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion)
Skills Balance -2, Climb +7, Escape Artist -2, Hide -6, Jump +31, Move Silently -2, Survival +6, Swim +5
Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, falchion

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

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

Natural Weapons: Slam (1d4+9)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

HILL GIANT CHAIN FIGHTER CR 10

Male giant (hill) fighter 3

CE large giant

Init +4; **Senses** low-light vision; Listen +15, Spot +15

Languages Giant

AC 22, **touch** 9, **flat-footed** 22

(-1 size, +4 armor, +9 natural); combat expertise

hp 145 (15 HD)

Fort +16, **Ref** +5, **Will** +7

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee Spiked Chain +21/+16/+11 (2d6+13) or

Ranged Rock +11 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12/+7; **Grp** +25

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack, rock throwing

Abilities Str 28, Dex 10, Con 21, Int 11, Wis 10, Cha 4

SQ natural weapons, rock catching, trip attempt

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Power Attack, Weapon Focus (spiked chain)

Skills Balance -2, Climb +7, Escape Artist -2, Hide -6, Intimidate +3, Jump +11, Listen +15, Move Silently -2, Spot +15, Swim +5

Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, *headband of intellect* (+2), spiked chain

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

Trip attempt: +17

Natural Weapons: Slam (1d4+9)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

HILL GIANT NATURALIST CR 10

Male giant (hill) druid 6

NE large giant

Init +5; **Senses** low-light vision; Listen +3, Spot +18

Languages Druidic, Giant

AC 21, **touch** 10, **flat-footed** 20

(-1 size, +1 Dex, +2 armor, +9 natural)

hp 189 (18 HD)

Fort +18, **Ref** +9, **Will** +14

Speed 40 ft. in leather (8 squares), base movement 40 ft.

Melee Spear +21/+16/+11 (2d6+12/x3) or

Ranged Rock +13 (2d6+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13/+8; **Grp** +25

Atk Options Power Attack, rock throwing, spontaneous casting

Druid Spells Prepared (CL 6th):

3rd-*call lightning* (DC 16), *cure moderate wounds*, *poison* (DC 16)

2nd-*barkskin*, *bear's endurance* (DC 15), *bull's strength*, *flaming sphere* (DC 15)

1st-*cure light wounds* (2), *entangle* (DC 14) (2)

0-*guidance* (3), *resistance* (3)

† Already Cast

Abilities Str 26, Dex 12, Con 21, Int 4, Wis 16, Cha 6

SQ animal companion, natural weapons, nature sense, resist nature's lure, restricted spells, rock catching, trackless step, wild empathy, wild shape, woodland stride

Feats Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (concentration), Weapon Focus (spear)

Skills Concentration +14, Hide -3, Jump +12, Spot +18, Survival +5

Possessions combat gear plus bag of rocks (10), commoner's outfit, leather armor, sling, spear, spell component pouch

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

Spontaneous Casting: Can spontaneously cast summon nature's ally spells, by sacrificing a pre-prepared spell of equal or higher level.

Natural Weapons: Slam (1d4+8)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

Wild Shape (Su): turn yourself into a Small or Medium-size animal (and back) 2 times per day for 6 hour(s). The new form's Hit Dice cannot exceed 6.

WOLF COMPANION

CR –

NE medium animal

Init +2; **Senses** low-light vision, scent; Listen +4, Spot +4

AC 23, **touch** 13, **flat-footed** 20

(+2 Dex, +4 armor, +6 natural)

hp 45 (6 HD)

Fort +7, **Ref** +8, **Will** +3

Devotion, Evasion

Speed 50 ft. in chain armor (10 squares), base movement 50 ft.

Melee bite +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Trip

Abilities Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 8

SQ Tricks, Link, Share Spell

Feats Improved Toughness, Track, Weapon Focus (bite)

Skills Hide +2, Listen +4, Move Silently +2, Spot +4, Survival +1*

Trip: if bite hits opponent, can make trip attempt as a free action (+2 modifier).

Tricks: attack all creatures, come, down, fetch, guard, track

Skills *+4 racial bonus when Tracking by scent.

ORC MOUNTED COMBATANT CR 11

Male orc fighter 11

CE medium humanoid (orc)

Init +5; **Senses** darkvision 60 feet; Listen +0, Spot +0

Languages Common, Orc

AC 17, **touch** 11, **flat-footed** 16

(+1 Dex, +6 armor)

hp 93 (11 HD)

Fort +10, **Ref** +5, **Will** +6

Weakness light sensitivity

Speed 30 ft. in +2 *chain shirt* (6 squares), base movement 30 ft.

Melee +1 *Lance* +21/+16/+11 (1d8+13/x3) or

Melee Greatsword +18/+13/+8 (2d6+10/19-20) or

Melee Dagger +18/+13/+8 (1d4+7/19-20) or

Ranged Javelin +12/+7/+2 (1d6+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11/+6; **Grp** +18

Atk Options Power Attack, Ride-By Attack, Spirited Charge

Combat Gear *potion of cure light wounds* (2)

Abilities Str 25, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Greater Weapon Focus (lance), Improved Initiative, Improved Toughness, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)

Skills Balance +0, Climb +6, Escape Artist +0, Hide +0, Jump +6, Move Silently +0, Ride +15, Swim +5

Possessions combat gear plus +1 *lance*, +2 *chain shirt*, belt pouch, *cloak of resistance* +1, dagger, *belt of giant strength* +4, greatsword, javelin (5), light warhorse with chain barding

Tactics: Use ride-by-attack with spirited charge and maximum power attack to keep from engaging toe-to-toe.

ORC SNEAK CR 10

Male orc rogue 10

CE medium humanoid (orc)

Init +7; **Senses** darkvision 60 feet; Listen +12, Spot +12

Languages Common, Orc

AC 20, **touch** 14, **flat-footed** 20

(+3 Dex, +5 armor, +1 defl, +1 natural); improved uncanny dodge, uncanny dodge

hp 55 (10 HD)

Fort +4, **Ref** +10, **Will** +2

Evasion, Trap Sense

Weakness light sensitivity

Speed 30 ft. in +1 *chain shirt* (6 squares), base movement 30 ft.

Melee +2 *Longspear* +15/+10 (1d8+9/x3) or

Melee Short Sword +12/+7 (1d6+5/19-20) or

Ranged Javelin +10/+5 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Atk Options Power Attack, sneak attack

Combat Gear *potion of cat's grace*, *potion of cure light wounds*, *potion of shield of faith*, *scroll of obscuring mist* (DC21 UMD to activate)

Abilities Str 21, Dex 16, Con 13, Int 10, Wis 8, Cha 6
SQ trapfinding

Feats Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Longspear)

Skills Balance +4, Climb +4, Decipher Script +5, Escape Artist +2, Hide +15, Intimidate +1, Jump +11, Listen +12, Move Silently +15, Search +13, Spot +12, Swim +3, Tumble +17, Use Magic Device +11

Possessions combat gear plus +1 *chain shirt*, +2 *longspear*, *amulet of natural armor* +1, belt pouch, commoner's outfit, *gauntlets of ogre power*, javelin (5), *ring of protection* +1, short sword

Improved Uncanny Dodge (Ex): no longer be flanked, except by a level 14 rogue.

Trap Sense (Ex): +3 to Reflex saves and AC against traps.

Tactics: use Tumble and long spear to avoid standing toe to toe. If really hard pressed try to activate scroll of obscuring mist to cover escape.

TAKLENAM CR 11

Male giant (hill) barbarian 1/warrior 6

CE large giant

Init +4; **Senses** low-light vision; Listen +16, Spot +1

Languages Giant

AC 22, **touch** 9, **flat-footed** 22

(-1 size, +4 armor, +9 natural)

hp 220 (19 HD)

Fort +21, **Ref** +6, **Will** +9

Speed 50 ft. in chain shirt (10 squares), base movement 40 ft.

Melee Falchion +26/+21/+16/+11 (2d6+15/15-20) or

Melee Dagger +25/+20/+15/+10 (1d6+10/19-20) or

Ranged Rock +15 (2d6+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +16/+11/+6; **Grp** +30

Atk Options Power Attack, rock throwing, rage

Abilities Str 30, Dex 11, Con 22, Int 6, Wis 12, Cha 4

SQ fast movement, natural weapons, rock catching

Feats Improved Critical (falchion), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (falchion)

Skills Balance -2, Climb +8, Escape Artist -2, Hide -6, Jump +24, Listen +16, Move Silently -2, Swim +6

Possessions combat gear plus bag of rocks (10), belt pouch, chain shirt, commoner's outfit, dagger, falchion

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

Natural Weapons: Slam (1d4+10)

Rock Catching (Ex): catch Small, Medium, or Large rocks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness

You are significantly tougher than normal.

Prerequisite Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Libris Mortis* 27

Woodland Archer [Tactical]

You have honed your archery ability in the wilds of the forest.

Prerequisite Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enable the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his bonus feats.

Source: *Races of the Wild* 154.

MAGIC ITEMS

Boots of the Mountain King

Price (Item Level): 1,500 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: –

Weight: 1 lb.

While wearing *boots of the mountain king*, you can move more easily than usual over rough and difficult terrain.

These boots allow you to ignore increased movement costs and skill check DC increases for light

and dense rubble. In addition, you can move up stairs and slopes at normal speed and run or charge downhill without making a Balance check (DMG 89). These boots require no activation.

Prerequisites: Craft Wondrous Item, *freedom of movement*.

Cost to Create: 750 gp, 60 xp, 2 days.

Source: *Magic Item Compendium* 78.

Bracers of Quick Strike

Price (Item Level): 1,400 gp (5th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: 1 lb.

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

Bracers of quick strike function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities. If you take them off, they become inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 81.

Scout's Headband

Price (Item Level): 3,400 gp (8th)

Body Slot: Head

Caster Level: 9th

Aura: Moderate; (DC 19) divination

Activation: – and standard (command)

Weight: –

A *scout's headband* grants you a +2 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges enhances your visual acuity as described below.

1 *charge:* You gain darkvision out to 60 feet for 1 hour.

2 *charges:* You can see invisible creatures and objects (as *see invisibility*) for 10 minutes.

3 *charges:* You gain *true seeing* (as the spell) for 1 minute.

Prerequisites: Craft Wondrous Item, *see invisibility*, *darkvision*, *true seeing*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

Source: *Magic Item Compendium* 132.

INVOCATIONS

Beshadowed Blast

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *besshadowed blast*. Any living creature struck by a *besshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

Source: *Complete Arcane* 132.

Earthen Grasp

Least; 2nd

You can use *earthen grasp* as the spell.

Source: *Complete Arcane* 133.

Eldritch Spear

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

Source: *Complete Arcane* 133.

Fell Flight

Lesser; 3rd

When you use this invocation, the powers of darkness bear you aloft as you sprout a streaming, winglike cape of shadows. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

Source: *Complete Arcane* 134.

Noxious Blast

Greater; 6th; Eldritch essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *noxious blast*. Any creature struck by a *noxious blast* must make a Fortitude save or be nauseated for 1 minute.

Source: *Complete Arcane* 135.

See the Unseen

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Source: *Complete Arcane* 135.

Voracious Dispelling

Lesser; 4th

You can use *dispel magic* as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

Source: *Complete Arcane* 136.

SPELLS

Briar Web

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of non-magical piercing damage for each 5 feet moved. A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Earthen Grasp

Transmutation [Earth]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Animated earthen arm

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise only out of earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength of 14 +2 per three caster levels (16 at 3rd level, 18 at 6th level, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square. Doing so does not provoke attacks of opportunity. If the arm can target multiple creatures, you choose one. If you are unable to choose a target, the arm attacks a random creature within reach (possibly including your allies). Each round when it successfully pins a target, the hand deals lethal damage equal to 1d6 points + its Str modifier.

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

Heartache

Enchantment [Evil, Mind-Affecting]

Level: Cleric 1, Mortal Hunter 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The caster fills the subject with heart-wrenching sorrow that renders it incapacitated for 1 round. The subject cannot move or take actions and is helpless for that round.

Recitation

Conjuration [Creation]

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Touch of Madness

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Wrack

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

APPENDIX 3: PAX MERCURI

The Pax Mercuri are Perrenland's famous mercenaries, posted to trouble spots throughout the Flanaess. The Pax are divided into 5 specialities, with elements of each normally present at each posting. The specialities are:

- Fussvolk - infantry
- Kavallerie - cavalry
- Ingenieur - engineers
- Mediziner - healers
- Speziallerie – commandos

The Pax Mercuri was founded in 500 CY in Schwartzbruin, PerrenLand. It grew out of a number of mercenary companies combining their recruiting, hiring and benefits activities, as well as the number of foreigners trying to attain Perrenese citizenship. It now has a loose organisational structure and serves as a general collective of mercenary units, both foreigners and Perrenland citizens. Not all mercenaries are members of the Pax Mercuri, but most reputable ones are. This includes all "official" Perrenland mercenaries operating abroad.

The Pax Mercuri is named after the ancient oath that gave mercenaries the right to citizenship of Perrenland in exchange for a pledge to fight for Perrenland if ever called on by the Voormann. The efforts of the early Pax Mercuri units has contributed to the reputation of Perrenland as a source of highly skilled mercenary troops.

All members of the Pax Mercuri must pledge to fight for Perrenland if ever called on by the Voormann. Although the oath is not magically binding, compliance with the oath is one of the conditions of being granted permanent citizenship (the other is three years of service in the Pax Mercuri). Anyone who does not respond to the call can be charged with treason.

While totally independent of the Auszug (the elite, standing army of Perrenland), there is sometimes a close working relationship between the Auszug and the Pax Mercuri. Veterans of the Auszug sometimes operate as Pax mercenaries, and occasionally Pax "troops" use Auszug equipment (even ships). Perrenders can elect to spend their compulsory three years of military service abroad in the Pax, though most choose to serve at home.

The Pax Mercuri uniform is similar to the Auszug uniform in design, but the colours are black and tan instead of red and white. The right leg and the left side and sleeve of the shirt are black, while the left leg and the right side and sleeve are tan.

The Pax Mercuri has offices in all the major cities of Perrenland, as well as the following foreign cities.

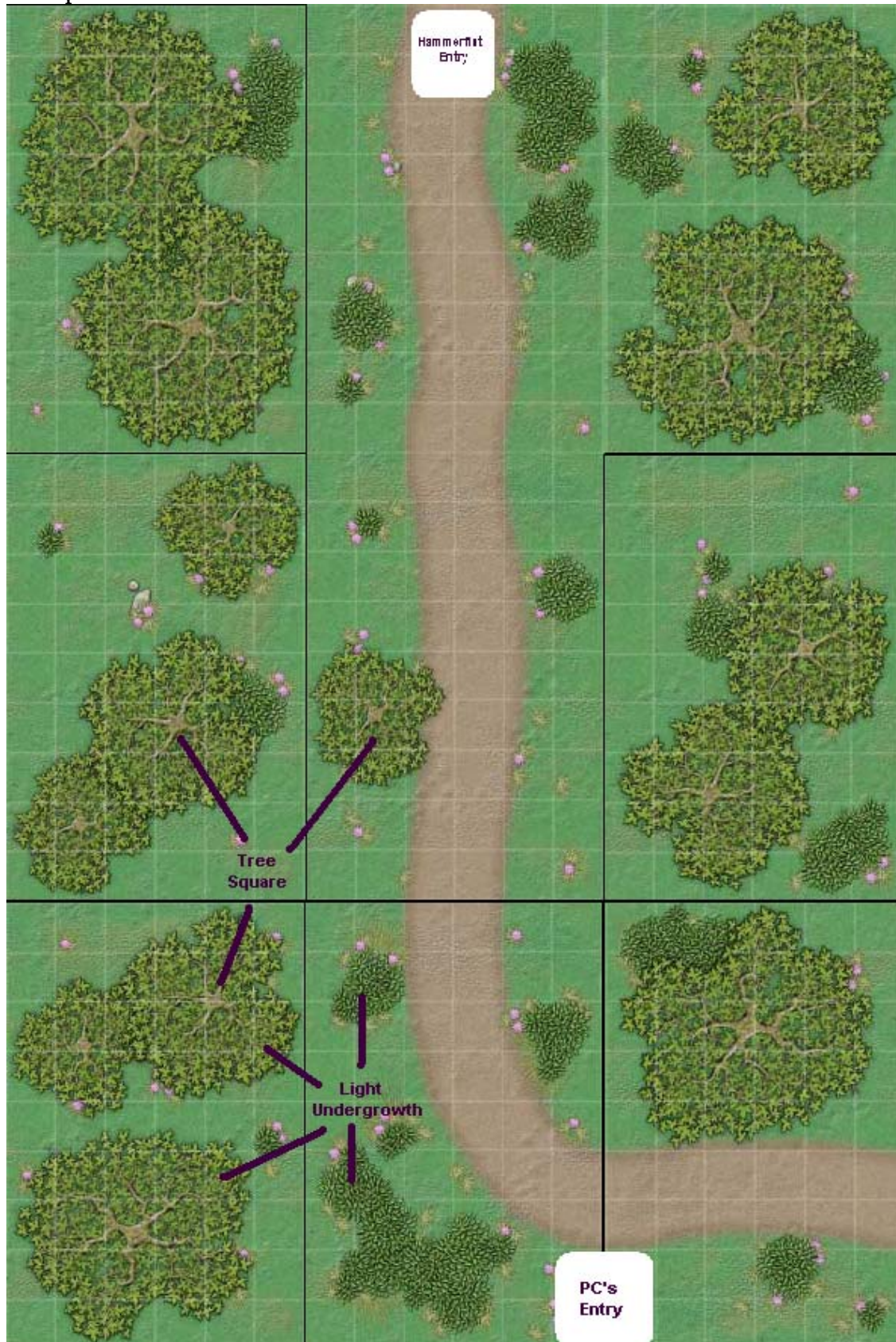
- Greyhawk City
- Chendl (Furyondy)
- Ekbir City (Ekbir)
- Enstad (Celene)
- Eru Tovar (Wolf Nomads)
- Gyra (Duchy of Ulek)
- Highfolk (Highfolk)
- Mitrik (Veluna)
- Pellak (Bissel)
- Radigast City (County of Urnst)
- Sefmur (Tusmit)
- Verbobonc (Verbobonc)

The Pax Mercuri used to have an office in Lopolla (Ket), but it was burned to the ground and the officers killed in 593 CY, allegedly by a mob protesting at the re-opening of the Khund tunnel from Perrenland to Tusmit.

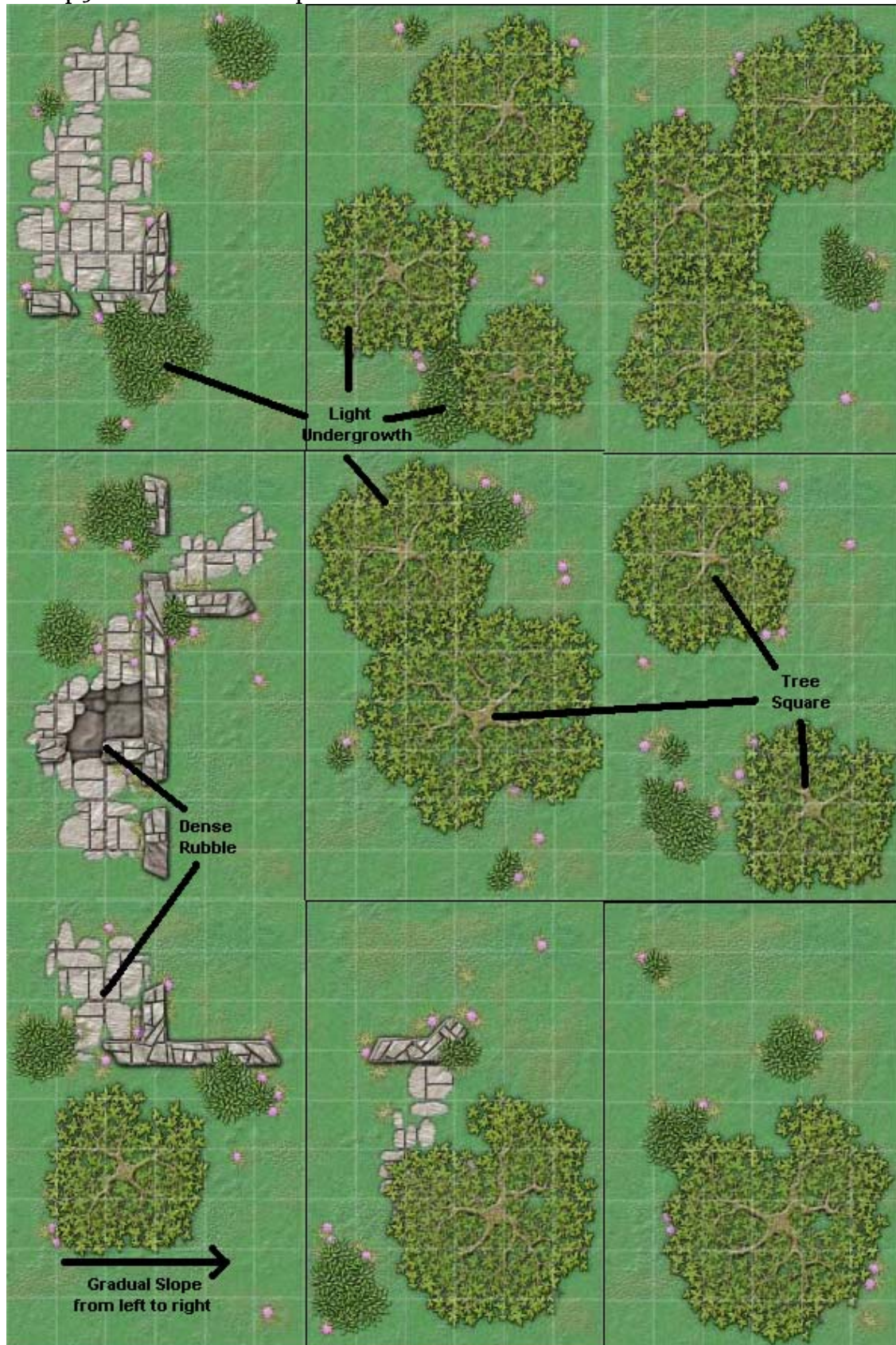
DM Map 1: Initial Situation



DM Map 2: The Survivor



DM Map 3: Random Terrain Sample



DM AIDS

DM Aid #1: PC Action Tracking

PC Action (For example: "Attack #1" or "Disguise + Bluff")

Hours Horde Delayed

[illegible]

Total Time Delayed:

DM Aid #2: Random Band Composition

Assemble the mixture indicated for the APL from the list(s) provided for that APL. Either choose or determine randomly using the dice indicated (reroll if listed source is not available).

APL 2

From the CR 1 Choices list, choose 4.

CR 1 Choices (d12):

1. **Orc warrior 1 (2):** *Monster Manual* 203
2. **Adept of Gruumsh (2):** Appendix 1: APL2
3. **Orcish Arcanist:** Appendix 1: APL2
4. **Orcish Archer:** Appendix 1: APL2
5. **Orc Barbarian:** Appendix 1: APL2
6. **Orc Battle Priest:** *Monster Manual IV* 115
7. **Orc Chain Fighter:** Appendix 1: APL2
8. **Orc Mounted Combatant:** Appendix 1: APL2
9. **Orc Naturalist:** Appendix 1: APL2
10. **Orc Sneak:** Appendix 1: APL2
11. **Orc Veteran:** Appendix 1: APL2
12. **Wolf (2):** *Monster Manual* 283

APL 4

From the CR 2 Choices list, choose 3; from CR 3 Choices list choose 1.

CR 2 Choices (d8):

1. **Orc warrior 1 (3):** *Monster Manual* 203
2. **Orc Archer:** Appendix 1: APL4
3. **Orc Barbarian:** Appendix 1: APL4
4. **Orc Chain Fighter:** Appendix 1: APL4
5. **Orc Naturalist:** Appendix 1: APL4
6. **Orc Sneak:** Appendix 1: APL4
7. **Orc Veteran:** Appendix 1: APL4
8. **Worg:** *Monster Manual* 256

CR 3 Choices (d6):

1. **Cleric of Gruumsh:** Appendix 1: APL4
2. **Half-Orc Infiltrator:** *Monster Manual IV* 117
3. **Orc Arcanist:** Appendix 1: APL4
4. **Orc Mounted Combatant:** Appendix 1: APL4
5. **Skirmish Leader:** Appendix 1: APL2
6. **Skirmish Trooper:** Appendix 1: APL6

APL 6

From the CR 4 Choices list, choose 3; from CR 5 Choices list choose 1.

CR 4 Choices (d8):

1. **Orc Archer:** Appendix 1: APL6
2. **Orc Barbarian:** Appendix 1: APL6
3. **Orc Berserker:** *Monster Manual IV* 114
4. **Orc Chain Fighter:** Appendix 1: APL6
5. **Orc Naturalist:** Appendix 1: APL6
6. **Orc Sneak:** Appendix 1: APL6
7. **Orc Veteran:** Appendix 1: APL6
8. **Worg (2):** *Monster Manual* 256

CR 5 Choices (d4):

1. **Cleric of Gruumsh:** Appendix 1: APL6
2. **Half-Orc Infiltrator:** *Monster Manual IV* 117

3. **Orc Arcanist:** Appendix 1: APL6
4. **Orc Mounted Combatant:** Appendix 1: APL6

APL 8

From the CR 6 Choices list, choose 3; from CR 7 Choices list choose 1.

CR 6 Choices (d6):

1. **Orc Archer:** Appendix 1: APL8
2. **Orc Barbarian:** Appendix 1: APL8
3. **Orc Chain Fighter:** Appendix 1: APL8
4. **Orc Naturalist:** Appendix 1: APL8
5. **Orc Sneak:** Appendix 1: APL8
6. **Orc Veteran:** Appendix 1: APL8

CR 7 Choices (d4):

1. **Cleric of Gruumsh:** Appendix 1: APL8
2. **Hill Giant:** *Monster Manual* 123
3. **Orc Arcanist:** Appendix 1: APL8
4. **Orc Mounted Combatant:** Appendix 1: APL8

APL 10

From the CR 8 Choices list, choose 3; from CR 9 Choices list choose 1.

CR 8 Choices (d6):

1. **Hill Giant “Archer”:** Appendix 1: APL10
2. **Hill Giant Barbarian:** Appendix 1: APL10
3. **Hill Giant Chain Fighter:** Appendix 1: APL10
4. **Hill Giant Naturalist:** Appendix 1: APL10
5. **Hill Giant Veteran:** Appendix 1: APL10
6. **Orc Sneak:** Appendix 1: APL10

CR 9 Choices (d4):

1. **Half-orc Furious Fist:** *Races of Destiny* 188
2. **Orc Arcanist:** Appendix 1: APL10
3. **Orc Mounted Combatant:** Appendix 1: APL10
4. **Yug (Cleric of Gruumsh):** Appendix 1: APL10

APL 12

From the CR 10 Choices list, choose 3; from CR 11 Choices list choose 1.

CR 10 Choices (d6):

1. **Hill Giant “Archer”:** Appendix 1: APL12
2. **Hill Giant Barbarian:** Appendix 1: APL12
3. **Hill Giant Chain Fighter:** Appendix 1: APL12
4. **Hill Giant Naturalist:** Appendix 1: APL12
5. **Taklenam (Hill Giant Veteran):** Appendix 1: APL12
6. **Orc Sneak:** Appendix 1: APL12

CR 11 Choices (d4):

1. **Galmator (Cleric of Grolantor):** Appendix 1: APL12
2. **Hill Giant Brute (2):** *Heroes of Battle* 147
3. **Maug (Orc Arcanist):** Appendix 1: APL12
4. **Orc Mounted Combatant:** Appendix 1: APL12

PLAYER HANDOUT 1

Summary of Hammerfist horde:

- The horde is a blend of the Blackhammer hill giant tribe and Ironfist orc tribe.
- Total strength of around 500 combatants
- Approximate ratio of hill giants to orcs 1:5.
- There is no single leader, but there are several influential members of the horde. Notable leaders: Yug, cleric of Gruumsh; Maug, orc arcane caster; Galmator, cleric of Grolantor; Taklenam, hill giant bruiser.
- The general goals are to invade Sunndi and seize undefended or lightly defended targets and plunder them.
- The horde is organized into relatively small pods (4-6 members). They camp in close proximity to each other during the day, and establish a defensive perimeter.
- They move at night, and tend to spread out more once they are moving.