

FUR4-05

An Armor Tale

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

Version 1.0

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Rumor has it that an item thought lost has now been found. But it is being used in an unusual place. Who among you will have the courage and ingenuity to validate the tale? A Furyondy regional adventure for characters of level 1 to 13 (APL 2 to 12).

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

During the Border Wars with Iuz, the Lanistor family was decimated. The only known surviving member of the family was Rayvelis Lanistor (Head of the War College of Chendl). All other members of the family were presumed dead and reported lost even though not all bodies were recovered. One member of the family actually survived the war but was taken prisoner, a cousin to Rayvelis.

Now, several years later, there is a rumor that a human has been seen leading border raiding parties wearing plate mail embossed with the crest of the Lanistor family.

Adventure Summary

Upon hearing this rumor, Rayvelis Lanistor immediately tries to recruit a party to recover the armor, discover if possible who the human is, how he came to possess it, and return it to the Lanistor estate. In the process of investigating the armor, the party discovers the cousin who wore the armor into the Border Wars might still be alive. He had been held here for a time but had been moved and is now believed to be working as a slave in a mine inside the borders of Iuz.

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Encounter One: The servant of the House of Lanistor approaches the party to ask for aid. Upon the PC's agreeing to speak with his master, he leads them to the War College to speak with Rayvelis Lanistor.

Encounter Two: Rayvelis Lanistor greets the party and thanks them for agreeing to speak with him. He then asks for their aid. Lanistor tells the party of the rumors that have surfaced and his hopes that the armor can be recovered. He tells them very little about the armor beyond its description and that it is a family heirloom. The one point he does stress is that no one but a Lanistor should wear the armor. Since he is the only Lanistor left, he would greatly appreciate the armor's return as well as any information about the individual that is brazen enough to wear his family crest.

Encounter Three: Upon accepting the quest, the characters travel to Crockport to begin their search. Listening for rumors at the Crockpot Inn gains the characters some vital information about the outlying areas have been suffering from raids by a group of the

Old One's minions in the area. Quite often, the human leader of the raiding force seemed to be wearing armor that bears the crest of the Lanistor family of Lanistor. Further rumors suggest that there seems to be an enclave of the Old One on the border that is the likely source of the raiders.

Encounter Four: If the PCs choose to try to lay a trap for the raiders in the outlying enclave, they will be attacked three to four days after arriving. If they instead attempt to discover the location of the enclave, they will encounter the raiding band a few days out of Crockport. Either way, the hobgoblin leader will not be present.

Encounter Five: The characters track the raiding party back to the enclave. While following the trail of the raiders, the party encounters what appears to be an ogre with an attitude.

Encounter Six: While on the trail of the orc raiding party, the PC's come upon a lone orc hunter. If captured he will provide information to the party. If the party chooses to attack and kill him without questioning him, then this information may be lost.

Encounter Seven: Approaching the enclave, the PCs discover high earthen walls built up against a hill, which makes it harder to detect. Inside the enclave are huts for the raiders, a central command hut, and a slave hut. In the command post is Mallin, the human leader, with some of his forces. If the PCs capture him, they may determine how he came to possess the armor. Inside the slave hut, they may find a message from Sir Thornton Lanistor, describing his capture.

Conclusion: After discovering the location of and recovering the armor, the characters will at this point return to Chendl to report their findings and return the armor to Sir Rayvelis Lanistor.

Introduction

Winter is finally beginning to loosen its grip on the kingdom and you have returned once again to the dark shield over Chendl and are enjoying a nice, tall mug of ale or the company of friends at the Rusty Pommel Inn when a middle-aged man approaches you. He is dressed in the simple livery of a servant of the defunct House Lanistor.

Encounter One

The characters are in Chendl, taking their ease at the Rusty Pommel Inn, when approached by one of the

Lanistor family household and asked to accept this mission. The servant will first approach any of the PC's who he recognizes from helping clear his master's name (PC's with his favor from FUR3-01 *Redemption*). If none are present, he will approach the most honorable looking in the party starting with paladins, then clerics, etc until a suitable party member is located.

"E... Excuse me? Would you be [insert PC name here from above]?"

The servant's name is Darwin, and he is in Chendl to order wine for his master. While he started out meek, he is now much more sure of himself, as he is convinced that he knows the PC.

The PC in question will either admit or deny their identity, depending on their background and personality. Once an identity has been established continue on with the boxed text below. Should there be no suitable PC's available, continue with the alternate boxed text below, marked "Alternate."

"I knew it! Oh, my master will be thrilled that you are here! I am Darwin, servant to Rayvelis Lanistor, in case I forgot to mention that already.

Times have been dark for my lord, and another blow seems to be falling. I am sure that he will want to meet with you. An item of importance to him has appeared in a peculiar place. Will you come?"

Alternate: ***"Oh! I'm sorry! I thought you were someone else." Darwin stops for a moment, as though debating with himself. "My lord may wish to speak with you for a moment upon an issue of great importance. Could you meet with him for a moment?"***

Assuming that the PC's agree to the request, Darwin will guide the PC's to the War College. Characters wishing to learn more about Rayvelis Lanistor, may make Gather Information checks while traveling with Darwin. Give them each piece of information up to the highest DC they completed.

- DC 5: Sir Lanistor is a Knight of the Hart with many loyal years of service to Furyondy.
- DC 15: Rayvelis Lanistor is the only known surviving member of the Lanistor Family. He has sworn vengeance on the forces of The Old One for the fall of his family. He was accused of causing the evils that shut the war college down in 592 CY and later cleared.
- DC 20: Although he retains his knighthood and position at the War College and within the

military, Sir Lanistor's right to hold his family lands was taken from him when he was killed in 593 CY, consistent with Furyondy's "Dead Shall Not Rule" law. The lands have been in trust by the crown while an heir is sought. Lanistor's years of service to the crown have resulted in this time for him to request or advise the King on this matter.

- DC 25: Rayvelis Lanistor has never taken a wife and has no known heir. He is totally obsessed with the fall of the Old One, and has sworn never to wed until the battle is over and Furyondy is victorious.

Encounter Two

The War College, Furyondy's premiere training facility for Her knights and greatest military minds, is located only about an hour or so outside Chendl on a large hill overlooking the city. Although initially it appears more like an estate, the purpose of the complex becomes obvious as you approach. Siege engines, obstacle courses and other implements of war are easily visible from the path. A large gate allows egress through the whitewashed walls around the college.

Inside the compound, Darwin bids you wait as he lets Sir Lanistor know of your arrival. Darwin shortly returns and escorts you to Sir Lanistor's quarters. The rooms are surprisingly sparse but suggest the economy of a militaristic man. At a desk near one wall, Sir Lanistor stands and approaches you. He is a tall, muscular man with golden blond hair. He wears plate mail covered by a fine surcoat emblazoned with the Lanistor crest: a shield with a quad field alternating silver and black with a rampant lion in the top left corner and the shield of Furyondy in the lower right. With a bow, he says, "Good day to you all. Darwin told me of your willingness to assist in these dark times. You see, my family has been in Furyondy for a long time, but now it seems all that is left is to gather the heirlooms of the past. That is where you come in."

"It has recently come to my attention that an officer with one of Old Wicked's raiding parties is sporting armor bearing the Lanistor family crest. I am personally unable to leave my duties at the moment to verify the tale. If you could accomplish this simple errand for me, it would be remembered. I wish for you to investigate this, and if possible, return the armor. If I am correct, this is the armor lost with my cousin in the Northern Crusade," Lanistor's face reddens with anger as he continues, "No beast nor

man should wear that armor, unless he is a Lanistor. There are grave consequences for such a disgrace."

Sir Lanistor takes a moment to calm himself, and pours himself a glass of wine from a pitcher on the desk. "I am willing to reward you well for verifying the validity of the tale and if true, handsomely for the armor's return."

PC's can make a Sense Motive check (DC 20) to determine that he is not telling everything he knows. In truth, he is spinning the story his way to make him seem like he is doing the PC's a favor by allowing them to run an errand for him. However, there are some aspects of the mission that he is unwilling to talk about, such as the armor's curse. Rayvelis will attempt to get the idea across to the PC's that they should not put the armor on without actually saying anything about the curse. Should the PCs agree, Lanistor will direct them to follow Darvin, and he will provide them with whatever other information they need.

Should the PC's agree:

"Excellent! My servant was well minded to discover you and bring you to me. Most of the raids have taken place near Crockport. There is a merchant caravan that is heading that way. You may travel with them if you wish. Otherwise, I have little more information than that to give you. Please take this ring bearing my crest as a token that I have given you leave to be in possession of the armor if you are detained."

Should they decline:

"I am sorry. I have nothing more to offer you. I have pressing business." He then stands and indicates you should leave.

The adventure is now over for these PCs unless they happen to want to go to Crockport on their own.

Encounter Three

Your journey to Crockport has been uneventful as you approach the gates to the city. Little has changed in the battered streets, although there are now open gates manned by several well-armed guards. Though there has been a great deal of rebuilding since the Great Northern Crusade, much of the town still lies abandoned. The Crockpot Inn exudes the faint aroma of a hearty peasants stew. For those of you that have been here before, life at the inn seems relatively unchanged.

The Crockpot Inn is a two-story building made of large cobblestones and mortar. The interior is made of a variety of stones including granite, jasper, dolomite and sandstone. The furniture is built of sturdy pine planks, smooth and occasionally chipped from wear. The common room is small and plainly furnished. The only decorations are a plaque with a carved crock-pot, a large very dusty speckled bass mounted above the bar and a faded area above the mantel in the shape of a scimitar. Three large crock pots are embedded into the fireplace on long metal poles which give off an aromatic smell of the inn's specialized stew, with spices extra cost (all covered by adventurers standard lifestyle). The menu includes a choice of: noodles tomatoes and sausage, mutton stew, beef stew and "holey" wheat bread (with many holes). Drinks are Crock Ale (bitter dark brown ale) or Belgros Best (pale ale: 1 silver Sheridan per glass not included in adventurers standard).

Creatures:

☛ **Belgros** (male human Rog 5): The innkeeper is now nearly 30 years of age, has a slick and greedy air about him. Belgros is the type of fellow who would (or maybe has) wheel and deal with Iuz himself if there was a profit to be had. He has long black hair, hazel eyes, and a dark shadow of a mustache. His eyes seem to absorb everything, but give no hint of emotion.

☛ **Buxea** the barwench (female human Com1) still prowls the floor, avoiding bar brawls in search of empty bowls and flagons. Buxea maintains a sense of humor, and is ready to laugh if given cause by the party.

Listening for rumors or Gathering Information at the Inn may gain the characters some vital information.

- ☛ The outlying areas have been suffering from raids by a group of the Old One's minions. Quite often, the leader of the raiding force seemed to be wearing armor that bears a crest.
- ☛ PCs questioning folks directly will be able to determine that this does fit the description of the Lanistor family crest.
- ☛ Further questioning reveals the leader stands just less than six feet tall and has a build consistent with a human warrior.
- ☛ There seems to be an enclave of the Old One on the border that appears to be the source of the raiders.
- ☛ The enclave is thought to be northeast from town.

Development: At this point, the characters have a choice to make. They can take up residence at one of the outlying holdings and wait for a raid to come to them, or

they can attempt to discover the location of the enclave that is sending out the raiders.

Encounter Four

The PCs will discover some members of the raiding parties. The method of their discovery will depend on their decision in the previous encounter.

If the characters choose to lay a trap for the raiding party, ask them how long they wish to wait for the raiding party to arrive. Nothing will happen for the first two days. If PCs change their actions based on this, go to the appropriate section. If they persist, then continue as follows:

You spend a few dull and boring days remaining hidden at one of the outer farms surrounding Crockport. By this time you are starting to doubt the wisdom of waiting for the raiding party to come to you. On the eve of the third day after your arrival in the area, your trap finally yields results.

Use the party's lowest Hide check against the raiders' Spot check and Move Silently check against the raiders' Listen check (assume the opponents have a 10 on their check) to determine if the party is successful in ambushing the raiders. Allow up to a +5 circumstance bonus for good planning on the part of the characters (i.e. hiding in a barn, covering armor, etc.)

If they chose not to set up an ambush, PCs may successfully discover the location of the enclave with a successful Survival check (DC 20) for those that have the Track feat or Search check (DC 25). If they are successful, they are able to come upon the enclave unaware. Use the first section of box text. If they fail, use the alternative text. Regardless, the PCs will meet up with the same set of raiders as night is falling.

The tracks of the raiding force fade in and out as you follow them. You are able to stay on the trail with some diligence. After more than half a day, your skin begins to crawl as you hear a sound in the distance and feel as though you are being watched.

Alternative text:

As you wander around the countryside for a couple of days in the general direction you've been told the attacks have been coming from you hear a sound in the distance.

Creatures: A patrol has been sent out from the enclave to gather information about activity in the area. The patrol

consists of three to four orcs rangers and their orc cleric leader.

APL 2 (EL 4)

- 👉 Orcs (2), hp 5, see **Monster Manual**.
- 👉 Orc Ranger, hp 10, see Appendix.
- 👉 Orc Cleric of Iuz, hp 10, see Appendix.

APL 4 (EL 6)

- 👉 Orc Rangers (3), hp 17, see Appendix.
- 👉 Orc Cleric of Iuz, hp 24, see Appendix.

APL 6 (EL 8)

- 👉 Orc Rangers (4), hp 24, see Appendix.
- 👉 Orc Cleric of Iuz, hp 35, see Appendix.

APL 8 (EL 10)

- 👉 Orc Rangers (4), hp 40, see Appendix.
- 👉 Orc Cleric of Iuz, hp 49, see Appendix.

APL 10 (EL 12)

- 👉 Orc Rangers (4), hp 56, see Appendix.
- 👉 Orc Cleric of Iuz, hp 63, see Appendix.

APL 12 (EL 14)

- 👉 Orc Rangers (4), hp 72, see Appendix.
- 👉 Cleric of Iuz, hp 66, see Appendix.

Development: At this point, PCs may follow the trail to the enclave (Track DC 15). Alternatively, PCs who capture the orcs may intimidate them into revealing the location of the camp, but little else beyond "**We have many powerful friends.**" If PCs attempt an Intimidate, use standard rules from the PHB.

Treasure: The PCs may acquire some coin in loot from the raider's equipment. In addition, the cleric is carrying a *wand of cure light wounds* at APL 6, and a *wand of cure moderate wounds* at higher APLs.

APL 2: L: 12 gp; C: 0 gp; M: 0 gp

APL 4: L: 13 gp; C: 0 gp; M: 0 gp

APL 6: L: 13 gp; C: 0 gp; M: 12 gp

APL 8: L: 13 gp; C: 0 gp; M: 75 gp

APL 10: L: 13 gp; C: 0 gp; M: 150 gp

APL 12: L: 13 gp; C: 0 gp; M: 375 gp

Encounter Five

The characters track the raiding party back to the enclave. While following the trail of the raiders, the party encounters what appears to be an ogre with an attitude.

Creatures: This ogre is a result of the fiends that inhabited the vicinity prior to the reclamation of Crockport. As the area is not fully cleared yet, the local authorities have not dealt him with.

APL 2 (EL 3)

👉 **Ogre**, hp 29, see Monster Manual

APL 4 (EL 5)

👉 **Half-fiend ogre**, hp 33, see Appendix.

👉 **Orcs (3)**, hp 5, see Monster Manual.

APL 6 (EL 7)

👉 **Half-fiend ogre**, hp 53, see Appendix.

APL 8 (EL 9)

👉 **Half-fiend ogre**, hp 81, see Appendix.

APL 10 (EL 11)

👉 **Half-fiend ogre**, hp 103

APL 12 (EL 13)

👉 **Half-fiend ogre**, hp 125, see Appendix.

Tactics: When possible, the ogre rages and charges the nearest PC bearing a symbol of a good deity, using his Smite Good ability. At APL12, he begins with Unholy Blight, catching as many PCs as possible prior to his rage and charge.

Treasure: The ogre has minor loot, which the PCs may acquire.

ALL APLs: L: 4 gp; C: 0 gp; M: 0 gp

Encounter Six

While on the trail of the orc raiding party, the PC's come upon a lone orc hunter. They notice him with a successful Spot check (DC 15). Should the PCs not notice the orc, skip to Encounter Seven. If captured he will provide information to the party. If the party chooses to attack and kill him without questioning him, then this information may be lost.

All APLs

👉 **Orc (1)**, hp 4, see Monster Manual.

The information that he can provide if captured and successfully Intimidated (see rules in the PHB). PCs may also obtain this information with a successful Diplomacy check (DC 35: changing from Hostile to Friendly, as per the PHB). Regardless of how well the PCs do on their

check, they should ask associated questions in order to obtain this information.

- 👉 The leader of the enclave is a human.
- 👉 The leader just arrived at the outpost within the last few weeks to take over.
- 👉 The armor has been at the enclave since the Border Wars.
- 👉 The enclave does have some human slaves.
- 👉 The leader is a great warrior but some of his assistants use powerful magic as well.
- 👉 He knows the general layout of the enclave and can describe information as presented on the map.

Encounter Seven

As you approach the enclave, you discover it to have high earthen walls built up against and partially into a hill, which makes it harder to detect. Inside the enclave are huts for the raiders, a central command hut, and a hut with stakes driven into the ground around it. This looks like possibly some type of a slave hut. This enclave looks like it has been here for a while; it's a wonder it hadn't been dealt with earlier.

See DM Aid 2 for a map of the enclave. The gates are held closed by an Immovable Rod. This is in place to challenge the party when they attempt to open the gates. It detects as magic, but the gates are not trapped although they cannot be opened from the outside except by a DC 30 STR check. There are three pairs of regular orcs stationed around the top of the wall as lookouts. Allow the PCs to notice them and plan accordingly. If the guards noticed the party, they sound the alarm and take one shot at the PCs but do not leave their posts or otherwise attack unless approached directly. In the command post is the human leader with some of his forces.

SLAVE HUT: There were a few humans held here and used for base labor in the past. If the characters Search the hut (DC 10), they will find a loose stone in the floor. Under this is a scribbled on piece of leather that looks like it was torn from a sack. Sir Thornton Lanistor, cousin to the master of the War College, wrote a message. Give the PCs Players Handout 1. This is another way that the characters can discover that he survived the war.

Creatures:

👉 **Mallin:** Mallin, the leader, recently took over this compound to increase control in the region. Upon arriving, he claimed the armor to wear to irritate the local nobility. Further questioning may reveal that the knight that wore the armor is no longer here (use Intimidate rules as found in the PHB). He was taken to work in a

mine further into the lands of Iuz as a slave. The leader will not willingly give up the armor while conscious.

All APLs

👉 **Orc (6)**, hp 4, see Monster Manual

APL 2 (EL 5)

👉 **Orc Barbarian (2)***, hp 14, see Appendix.

👉 **Cleric of Iuz**, hp 10, see Appendix.

👉 **Mallin**, hp 20, see Appendix.

👉 **Necromancer**, hp 5, see Appendix.

*note if a party of 6 1st level characters, drop to (1)

APL 4 (EL 7)

👉 **Orc Barbarian (2)**, hp 23, see Appendix.

👉 **Cleric of Iuz**, hp 17, see Appendix.

👉 **Mallin**, hp 36, see Appendix.

👉 **Necromancer**, hp 9, see Appendix.

APL 6 (EL 9)

👉 **Orc Barbarian (2)**, hp 45, see Appendix.

👉 **Cleric of Iuz**, hp 31, see Appendix.

👉 **Mallin**, hp 52, see Appendix.

👉 **Necromancer**, hp 17, see Appendix.

APL 8 (EL 11)

👉 **Orc Barbarian (2)**, hp 65, see Appendix.

👉 **Cleric of Iuz**, hp 45, see Appendix.

👉 **Mallin**, hp 68, see Appendix.

👉 **Necromancer**, hp 31, see Appendix.

APL 10 (EL 13)

👉 **Orc Barbarian (2)**, hp 85, see Appendix.

👉 **Cleric of Iuz**, hp 59, see Appendix.

👉 **Mallin**, hp 94, see Appendix.

👉 **Necromancer**, hp 49, see Appendix.

APL 12 (EL 15)

👉 **Orc Barbarian (4)**, hp 104, see Appendix.

👉 **Cleric of Iuz**, hp 75, see Appendix.

👉 **Mallin**, hp 124, see Appendix.

👉 **Necromancer**, hp 55, see Appendix.

Tactics: Mallin is wearing the Lanistor cursed armor and the curse (*arrow attraction*) is in effect (see DMG pg 274). The barbarians will rage and attempt to close and flank obvious spellcasters, to immobilize them first. Mallin will assist them. The necromancer will begin with support spells (e.g. *haste*, *mass enlarge person*, etc) before progressing to damaging spells such as *scorching ray*.

When beginning to cast damage spells, he will focus on Mallin's foe.

Treasure: PCs may loot the bodies for treasure. See below if anyone states they are taking or donning Mallin's (the commander) armor. In addition to the armor, at all APLs, Mallin wears *gloves of arrow snaring*. At APL4 and above, PCs are able to recover the *immovable rod*. At APL 4 and up, the wizard has a *wand of magic missiles* (caster level varies based on APL). At APL8 and above, the commander wears a *vest of resistance +2*. At APL 10 and above, the commander uses an *ioun stone (pink rhomboid)* and the cleric has a *metamagic rod of lesser extension*. At APL 12, the cleric has a *periapt of wisdom +4*.

APL 2: L: 141 gp; C: 0 gp; M: 333 gp

APL 4: L: 141 gp; C: 0 gp; M: 762 gp

APL 6: L: 141 gp; C: 0 gp; M: 812 gp

APL 8: L: 141 gp; C: 0 gp; M: 1157 gp

APL 10: L: 141 gp; C: 0 gp; M: 2059 gp

APL 12: L: 10 gp; C: 0 gp; M: 3095 gp

Development: If the PCs capture Mallin, they may determine how he came to possess the armor. When questioned, he reveals that it belonged to a knight that was injured and left for dead years ago in the war. He was found and brought to this enclave to be used as a slave. The others here arrived more recently and are unaware of the associated background.

If any characters don the Lanistor armor that is recovered from the Mallin, inform them of the fact that they are suddenly enamored of it and are unwilling to take it off. This armor is cursed.

Conclusion

Conclusion A: This conclusion is used if any character returns wearing the armor. If there is time, allow some role-play with Sir Lanistor and convey his extreme displeasure. That PCs will NOT receive his favor, regardless of what other information is given. Other PCs in their party may overcome this, but only if they bring word of the cousin, the curse is removed prior to the end of the module, the armor is ultimately returned AND they succeed in convincing him they were not involved (Diplomacy DC 25).

As you return to Chendl, you realize that (insert name of character wearing the armor) has become increasingly obsessed with the armor he/she is wearing and you wonder what reaction it will receive from Sir Lanistor. Will he be pleased that the armor is again in the hands of the forces of good, or will the fact that someone dared to wear his house symbol

without permission ruin all the goodwill you have developed?

Conclusion B: If the characters were successful in recovering the armor and did not wear it, but failed to uncover any news of the lost cousin read the following:

As you return triumphantly to Chendl to report to Sir Lanistor, you wonder again how such armor could fall into the hands of the enemy.

These PCs will receive the Favor of Sir Lanistor for their assistance.

Conclusion C: If the characters were unable to recover the armor and also failed to discover information regarding the lost cousin, read the following:

As you return dejectedly to Chendl to report your findings to Sir Lanistor, you wonder how you will explain gaining tidings of the armor and not being able to recover it.

These PCs do not receive the favor of Sir Lanistor.

Conclusion D: If the characters recovered and did not don the armor and also discovered information about the lost cousin, read the following:

As you return triumphantly to Chendl to report to Sir Lanistor, you wonder again how such armor could fall into the hands of the enemy. You wonder how Sir Lanistor will react to the news that his cousin may still be alive. As your destination nears, you wonder just where else what you have discovered may lead.

These PCs will receive the Favor of Sir Lanistor for their assistance.

The End

Experience Point Summary

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

Encounter Four

Defeat the raiders

APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Five

Defeat the ogre

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 270 xp; APL10 330 xp; APL12 390 xp.

Story Award

Question the orc hunter (Encounter Six) OR Question the enclave leader (Encounter Seven)

APL2 10 xp; APL4 15 xp; APL6 20 xp;
APL8 25 xp; APL10 30 xp; APL12 35 xp.

Encounter Seven

Gain control of the enclave

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Discover the fate of Thornton Lanistor

APL2 40 xp; APL4 60 xp; APL6 80 xp;
APL8 100 xp; APL10 120 xp; APL12 140 xp.

Story Award

Recover and return the armor to Sir Lanistor

APL2 30 xp; APL4 45 xp; APL6 60 xp;
APL8 75 xp; APL10 90 xp; APL12 105 xp.

Discretionary roleplaying award

APL2 10 xp; APL4 15 xp; APL6 20 xp;
APL8 25 xp; APL10 30 xp; APL12 35 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If

the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four

APL 2: L: 12 gp; C: 0 gp; M: 0 gp

APL 4: L: 13 gp; C: 0 gp; M: 0 gp

APL 6: L: 13 gp; C: 0 gp; M: *wand of cure light wounds* (12 gp).

APL 8: L: 13 gp; C: 0 gp; M: *wand of cure moderate wounds* (75 gp)

APL 10: L: 13 gp; C: 0 gp; M: *wand of cure moderate wounds* (150 gp).

APL 12: L: 13 gp; C: 0 gp; M: *wand of cure moderate wounds* (150 gp).

Encounter Five:

APL 2: L: 4 gp; C: 0 gp; M: 0 gp

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

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

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

APL 10: L: 4 gp; C: 0 gp; M: 0 gp

APL 12: L: 4 gp; C: 0 gp; M: 0 gp

Encounter Seven:

APL 2: L: 141 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp).

APL 4: L: 141 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp), *wand of magic missiles* (13 gp), *immovable rod* (416 gp).

APL 6: L: 141 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp), *wand of magic missiles* (63 gp), *immovable rod* (416 gp).

APL 8: L: 141 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp), *wand of magic missiles* (75 gp), *immovable rod* (416 gp), *vest of resistance +2* (333 gp).

APL 10: L: 141 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp), *wand of magic missiles* (61 gp), *immovable rod* (416 gp), *vest of resistance +2* (333 gp), *ioun stone - pink rhomboid* (666 gp), *lesser metamagic rod of extension* (250 gp).

APL 12: L: 10 gp; C: 0 gp; M: *gloves of arrow snaring* (333 gp), *wand of magic missiles* (61 gp), *immovable rod* (416 gp), *vest of resistance +2* (333 gp), *ioun stone - pink rhomboid* (666 gp), *lesser metamagic rod of extension* (250 gp), *peripat of wisdom +4* (1333 gp).

Total Possible Treasure

APL 2: L: 157 gp; C: 0 gp; M: 333 gp - Total: 490 gp [maximum = 450 gp].

APL 4: L: 158 gp; C: 0 gp; M: 762 gp - Total: 920 gp [maximum = 650 gp].

APL 6: L: 158 gp; C: 0 gp; M: 824 gp - Total: 982 gp [maximum = 900 gp].

APL 8: L: 158 gp; C: 0 gp; M: 1232 gp - Total: 1390 gp [maximum = 1300 gp].

APL 10: L: 158 gp; C: 0 gp; M: 2209 gp - Total: 2367 gp [maximum = 2300 gp].

APL 12: L: 27 gp; C: 0 gp; M: 3542 gp - Total: 3569 gp [maximum = 3300 gp].

Items for the Adventure Record

Special Items

Lanistor Hereditary Armor is cursed +3 Plate Mail of Arrow Attraction with the condition of Lanistor family name to overcome the curse; no PCs are considered members of the Lanistor Family. Therefore, no PC may meet the condition to overcome the curse. If the curse is broken, the armor falls apart and is destroyed. Only one PC at the table may keep this item. Should any PC at a table keep this item, no PCs receive Sir Lanistor's favor. Any previous favor or recognition of Sir Lanistor is likewise negated for this PC. The name of the PCs who

keep this armor should be forwarded to the Furyondy Triad.

Favor of Sir Lanistor: In thanks for recovering his ancestral family armor, Sir Lanistor will allow the PCs access to the armory and enchanter at the Furyondy War College and his ancestral home. As a result, the PC may add one of the following enhancements to their armor or shield: *Acid Resistance*, *Cold Resistance*, *Sonic Resistance*, *Moderate Fortification*, *Spell Resistance (15)* and *Wild*. Alternatively, the PC may choose to have one of the following enhancements added to the weapon of their choice: *Keen*, *Axiomatic*, *Ki Focus* or *Merciful*. These enhancements may only be added following Furyondy Regional events, and only one such enhancement may be selected. Once the favor is used, the DM should cross it off the Adventure Record or write “used AR #” across its face.

Item Access

APL 2:

gloves of arrow snaring (Freq Adv, DMG)

Lanistor hereditary armor (Freq Adv, see above)

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

wand of magic missiles (Freq Adv, 1st level, DMG)

immovable rod (Freq Adv, DMG)

APL 6: (All of APL's 2-4 plus the following)

wand of cure light wounds (Freq Adv, 1st level, DMG)

wand of magic missiles (Freq Adv, 5th level, DMG)

APL 8: (All of APL's 2-6 plus the following)

vest of resistance +2 (Freq Adv, DotF)

wand of cure moderate wounds (Freq Adv, 3rd level, DMG)

APL 10: (All of APL's 2-8 plus the following)

lesser metamagic rod of extension (Freq Adv, DMG)

wand of magic missiles (Freq Adv, 7th level, DMG)

pink rhomboid ioun stone (Freq Adv, DMG)

APL 12: (All of APL's 2-10 plus the following)

periapt of wisdom +4 (Freq Adv, DMG)

Encounter 4

APL 2

Orc Ranger: male orc Rgr1; CR1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Spd 30 ft; AC 16 (touch 12, flat-footed 14) [+3 armor, +1 shield, +2 dex]; BA/G +1/+4; Atk +4 melee (1d8+3 /19-20, longsword) or +3 ranged (1d6+3, javelin); Full Att +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d6+3, javelin); SA Favored enemy (human +2), wild empathy; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +0; Str 17, Dex 14, Con 15, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +5, Handle Animal +2, Hide +4, Listen +2, Move Silently +4, Search +2, Spot +3, Survival +4; Combat Reflexes, Track.

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, and a +2 bonus on weapon damage when using these skills against or attacking humans.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Wild Empathy (Ex): Orc rangers can improve the attitude of one animal within 30 feet. Roll 1d20 + ranger level + Cha modifier and check against Influencing NPC Attitudes chart on PHB p. 72.

Possessions: longsword, javelin x3, studded leather armor, light wooden shield

Orc Cleric of Iuz: male orc Clr1; CR1; Medium Humanoid; HD 1d8+2; hp 10; Init +0; Spd 30ft.; AC 14 (Touch 10, Flat-footed 14)[+4 armor]; BA/G +0/+1; Atk +3 melee (2d6+5, greatsword) or +0 ranged (1d4+3/19-20, dagger); Full Att +3 melee (2d6+5, greatsword) or +0 ranged (1d4+3/19-20, dagger); SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +0 Will +3; Str 16, Dex 10, Con 14, Int 11, Wis 13, Cha 6

Skills and Feats: Concentration +6, Spellcraft +4; Weapon proficiency (greatsword)

Possessions: greatsword, scale mail.

Spells Prepared: (3/2+1; base DC = 11 + spell level): 0 – *create water, cure minor wounds, resistance*; 1st – *bane, cause fear, protection from good**

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

APL 4

Appendix 1: NPC Statistics

Orc Ranger: male orc Rgr2; CR2; Medium Humanoid; HD 2d8+4; hp 17; Init +2; Spd 30 ft; AC 15 (Touch 12, Flat-footed 13)[+3 armor, +2 dex]; BA/G +2/+5; Atk +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d6+3, javelin); Full Att +3 melee (1d8+3/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6+3, javelin); SA Favored enemy (human +2), wild empathy; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5 Ref +5 Will +1; Str 17, Dex 14, Con 15, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +7, Handle Animal +3, Hide +6, Listen +2, Move Silently +7, Search +2, Spot +3, Survival +4; Combat Reflexes, Track, Two-weapon Fighting

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks as well as weapon damage against favored enemies.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Wild Empathy (Ex): Rangers can improve the attitude of one animal within 30 feet.

Possessions: longsword, short sword, javelin x3, studded leather armor

Orc Cleric of Iuz: male orc Clr3; CR3; Medium Humanoid; HD 3d8+6; hp 24; Init +0; Spd 20ft.; AC 16 (Touch 10, Flat-footed 16)[+6 armor]; BA/G +2/+5; Atk +5 melee (2d6+5, greatsword) or +2 ranged (1d4+3/19-20, dagger); Full Att +5 melee (2d6+5, greatsword) or +2 ranged (1d4+3/19-20, dagger); SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5 Ref +1 Will +4; Str 16, Dex 10, Con 14, Int 11, Wis 13, Cha 6.

Skills and Feats: Concentration +8, Spellcraft +6; Power attack, Weapon proficiency (greatsword).

Possessions: greatsword, scale mail

Spells Prepared: (4/3+1/1+1; base DC = 11 + spell level): 0 – *create water, cure minor wounds, resistance* (2); 1st – *bane, cause fear, divine favor, protection from good**; 2nd – *hold person, invisibility**

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

APL 6

Orc Ranger: male orc Rgr3; CR3; Medium Humanoid; HD 3d8+6; hp 24; Init +2; Spd 30 ft; AC 15 (Touch 12, Flat-footed 13) [+3 armor, +2 dex]; BA/G +3/+6; Atk +6 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+3, javelin); Full Att +4 melee (1d8+3/19-20, longsword), +4 melee (1d6+1/19-20, short sword) or +5 ranged

(1d6+3, javelin); SA Favored enemy (human), wild empathy, combat style (two weapon combat); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5 Ref +5 Will +1; Str 17, Dex 14, Con 15, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +8, Handle Animal +7, Hide +7, Listen +3, Move Silently +8, Search +1, Spot +3, Survival +6; Track, Combat Reflexes, Endurance, Skill Focus (handle animal), Two-weapon Fighting

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks as well as weapon damage against favored enemies.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Wild Empathy (Ex): Orc rangers can improve the attitude of one animal within 30 feet.

Possessions: longsword, short sword, javelin x3, studded leather armor

Orc Cleric of Iuz: male orc Clr5; CR5; Medium Humanoid; HD 5d8+10; hp 35; Init +0; Spd 20ft.; AC 16 (Touch 10, Flat-footed 16)[+6 armor]; BA/G +3/+6; Atk +6 melee (2d6+5, greatsword) or +3 ranged (1d4+3/19-20, dagger); Full Att +6 melee (2d6+5, greatsword) or +3 ranged (1d4+3/19-20, dagger); SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6 Ref +1 Will +6; Str 16, Dex 10, Con 14, Int 11, Wis 14, Cha 6

Skills and Feats: Concentration +10, Spellcraft +8; Power Attack, Weapon proficiency (greatsword)

Possessions: greatsword, scale mail, *wand of cure light wounds* (first level, 10 charges).

Spells Prepared: (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *create water, cure minor wounds, light, resistance (2)*; 1st – *bane, cause fear, divine favor, entropic shield, protection from good**; 2nd – *bear's endurance, bull's strength, hold person, invisibility**; 3rd – *prayer, magic circle against good**

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

APL 8

Orc Ranger: male orc Rgr5; CR5; Medium Humanoid; HD 5d8+15; hp 40; Init +2; Spd 30 ft; AC 15 (Touch 12, Flat-footed 13)[+3 armor, +2 dex]; BA/G +5/+8; Atk +8 melee (1d8+3/19-20, longsword) or +7 ranged (1d6+3, javelin); Full Att +6 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +7 ranged (1d6+3, javelin); SA Animal companion, favored enemy (elf +2; human +4), wild empathy; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7 Ref +6 Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +8, Handle Animal +9, Hide +9, Listen +5, Move Silently +10, Search +1, Spot +5, Survival +8; Combat Reflexes, Endurance, Skill Focus (handle animal), Track, Two-weapon Fighting.

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks as well as weapon damage against favored enemies.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Wild Empathy (Ex): Orc rangers can improve the attitude of one animal within 30 feet.

Possessions: longsword, short sword, javelin x3, studded leather armor

Orc Cleric of Iuz: male orc Clr7; CR7; Medium Humanoid; HD 7d8+14; hp 49; Init +0; Spd 20ft.; AC 16 (Touch 10, Flat-footed 16)[+6 armor]; BA/G +5/+8; Atk +8 melee (2d6+5, greatsword) or +5 ranged [dagger 1d4+3/19-20]; Full Att +8 melee (2d6+5, greatsword) or +5 ranged [dagger 1d4+3/19-20]; SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7 Ref +2 Will +7; Str 16, Dex 10, Con 14, Int 11, Wis 14, Cha 6

Skills and Feats: Concentration +12, Spellcraft +10; Combat casting, Power Attack, Weapon proficiency (greatsword)

Possessions: greatsword, scale mail, *wand of cure moderate wounds* (third level, 10 charges).

Spells Prepared: (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – *create water, cure minor wounds, light, resistance (2), virtue*; 1st – *bane, cause fear, divine favor, entropic shield, protection from good*, shield of faith*; 2nd – *bear's endurance, bull's strength, hold person, invisibility*, silence*; 3rd – *bestow curse, prayer, magic circle against good**; 4th – *confusion*, divine power*

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

APL 10

Orc Ranger: male orc Rgr7; CR7; Medium Humanoid; HD 7d8+21; hp 56; Init +2; Spd 30 ft; AC 16 (Touch 12, Flat-footed 14)[+3 armor, +1 shield (Off-hand Weapon), +2 dex]; BA/G +7/+10; Atk +10 melee (1d8+3/19-20, longsword) or +9 ranged (1d6+3, javelin); Full Att +8/+3 melee (1d8+3/19-20, longsword) and +8 melee (1d6+1/19-20, short sword) or +9/+4 ranged (1d6+3, javelin); SA Animal companion, favored enemy (elf +2, human +4), spells, wild empathy; SQ Darkvision 60 ft., light sensitivity, woodland stride; AL CE; SV Fort +7 Ref +7 Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +10, Handle Animal +10, Hide +11, Listen +7, Move Silently +11, Search +1, Spot +6, Survival +10; Combat Reflexes, Endurance, Skill Focus (handle animal), Track, Two-weapon Defense, Two-weapon Fighting.

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks as well as weapon damage against favored enemies.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Wild Empathy (Ex): Orc rangers can improve the attitude of one animal within 30 feet.

Woodland Stride (Ex): Rangers may move through any sort of undergrowth at their full speed without taking damage or suffering any other impairment. Magically enchanted undergrowth affects the ranger normally.

Possessions: longsword, short sword, javelin x3, studded leather armor

Orc Cleric of Iuz: male orc Clr9; CR9; Medium Humanoid; HD 9d8+18; hp 63; Init +0; Spd 20ft.; AC 16 (Touch 10, Flat-footed 16)[+6 armor]; BA/G +6/+9; Atk +9 melee (2d6+5, greatsword) or +6 ranged (1d4+3/19-20, dagger); Full Att +9/+4 melee (2d6+5, greatsword) or +6/+1 ranged (1d4+3/19-20, dagger); SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8 Ref +3 Will +8; Str 16, Dex 10, Con 14, Int 11, Wis 15, Cha 6

Skills and Feats: Concentration +12, Listen +4, Spellcraft +10; Combat Casting, Empower Spell, Power Attack, Weapon proficiency (greatsword)

Possessions: greatsword, scale mail, *wand of cure moderate wounds* (third level, 20 charges).

Spells Prepared: (6/5+1/5+1/3+1/2+1/1+1; base DC = 12 + spell level): 0 – *create water, cure minor wounds, light, resistance (2), virtue*; 1st – *bane, cause fear, divine favor, entropic shield, protection from good*, shield of faith*; 2nd – *bear's endurance, bull's strength, hold person, invisibility*, silence, sound burst*; 3rd – *bestow curse, contagion, prayer, magic circle against good**; 4th – *confusion*, divine power, poison*; 5th – *dispel good*, righteous might*

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

APL 12

Orc Ranger: male orc Rgr9; CR9; Medium Humanoid; HD 9d8+27; hp 72; Init +2; Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14)[+3 armor, +1 shield (Off-hand Weapon), +2 dex]; BA/G +9/+13; Atk +13 melee (1d8+3/19-20, longsword) or +13 ranged (1d6+3, javelin); Full Att

+11/+6 melee (1d8+3/19-20, longsword) and +11 melee (1d6+1/19-20, short sword) +11/+6 ranged (1d6+3, javelin); SA Animal companion, favored enemy (elf +2, human +4), wild empathy; SQ Darkvision 60 ft., evasion, light sensitivity, swift tracker, woodland stride; AL CE; SV Fort +9 Ref +8 Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6

Skills and Feats: Climb +10, Handle Animal +12, Hide +13, Listen +8, Move Silently +13, Search +2, Spot +7, Survival +12; Combat Reflexes, Endurance, Iron Will, Skill Focus (handle animal), Track, Two-weapon Defense, Two-weapon Fighting.

Favored Enemy (Ex): Bonus on Bluff, Listen, Sense Motive, Spot, and Survival skill checks as well as weapon damage against favored enemies.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Swift Tracker (Ex): Rangers may track at their normal speed without the usual -5 penalty. He takes only a -10 (instead of the normal -20) penalty for tracking at double speed.

Wild Empathy (Ex): Orc rangers can improve the attitude of one animal within 30 feet.

Woodland Stride (Ex): Rangers may move through any sort of undergrowth at their full speed without taking damage or suffering any other impairment. Magically enchanted undergrowth affects the ranger normally.

Possessions: longsword, short sword, javelin x3, studded leather armor

Orc Cleric of Iuz: male orc Clr11; CR11; Medium Humanoid; HD 11d8+22; hp 66; Init +0; Spd 20ft.; AC 16 (Touch 10, Flat-footed 16) [+6 Banded Mail]; BA/G +8/+11; Atk +11 melee (2d6+5, greatsword) or +8 ranged (1d4+3/19-20, dagger); Full Att +11/+6 melee (2d6+5, greatsword) or +8/+3 ranged (1d4+3/19-20, dagger); SA Domain powers, rebuke undead, spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +9 Ref +3 Will +9; Str 16, Dex 10, Con 14, Int 11, Wis 15, Cha 6

Skills and Feats: Concentration +12, Listen +2, Search +0, Spellcraft +10, Spot +2; Combat Casting, Empower Spell, Power Attack, Weapon Proficiency (greatsword)

Possessions: greatsword, scale mail, *wand of cure moderate wounds* (third level).

Spells Prepared: (6/5+1/5+1/4+1/3+1/2+1/1+1; base DC = 12 + spell level): 0 – *create water, cure minor wounds, light, resistance (2), virtue*; 1st – *bane, cause fear, cure light wounds, divine favor, entropic shield, protection from good*, shield of faith*; 2nd – *bear's endurance, bull's strength, hold person, invisibility**;

silence, sound burst, 3rd – bestow curse, contagion, prayer, magic circle against good, magic vestment, 4th – confusion*, divine power, poison, summon monster IV; 5th – dispel good*, righteous might, wall of stone, 6th – poison (empowered), unholy blight* (empowered).*

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Encounter 5

APL 4

Half-fiend Ogre: male Large Outsider (Augmented Giant) (native); CR 4; Large Augmented Giant; HD 4d8+12+3; hp 33; Init +1, Spd 30ft., fly 30ft. (average); AC 19 (touch 10, flat-footed 18)[-1 size, +3 armor, +6 natural, +1 dex]; BA/G +3/+14; Atk +14 melee (2d8+10, greatclub); Full Atk +14 melee (2d8+10, greatclub) or +12 melee (1d6+10, 2 claws) and +6 melee (1d8+5, bite) or +4 ranged (1d8+7, javelin); Space/Reach 10ft/10ft.; SA Smite Good 1/day, *darkness* 3/day, *desecrate*, SQ Darkvision 60ft, Low-light vision, Immunity – poison, Acid/Cold/Electricity/Fire resistance 10, DR 5/magic (natural weapons count as magic for DR), SR 14; AL CE; SV Fort +7 Ref +1 Will +1; Str 25, Dex 12, Con 17, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub)

Possessions: large greatclub, large javelin, large hide armor

APL 6

Half-fiend Ogre: male Large Outsider (Augmented Giant) (native) Bbn2; CR 7; Large Augmented Giant; HD 4d8+2d12+18+3; hp 53; Init +1, Spd 40ft., fly 40ft. (average); AC 19 (touch 10, flat-footed 19)[-1 size, +3 armor, +6 natural, +1 dex]; BA/G +5/+16; Atk +16 melee (2d8+10, greatclub); Full Atk +16 melee (2d8+10, greatclub) or +14 melee (1d6+10, 2 claws) and +7 melee (1d8+5, bite) or +6 ranged (1d8+7, javelin); Space/Reach 10ft/10ft.; SA Smite Good 1/day, *darkness* 3/day, *desecrate*, *unholy blight*, Fast movement, Rage 1/day, Uncanny dodge; SQ Darkvision 60ft, Low-light vision, Immunity – poison, Acid/Cold/Electricity/Fire resistance 10, DR 5/magic (natural weapons count as magic for DR), SR 16; AL CE; SV Fort +10 Ref +1 Will +1; Str 25, Dex 12, Con 17, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Listen +4, Spot +4, Survival +4; Toughness, Power Attack, Weapon Focus (Greatclub).

Possessions: large greatclub, large javelin, large hide armor

APL 8

Half-fiend Ogre: male Large Outsider (Augmented Giant) (native) Bbn4; CR 9; Large Augmented Giant; HD 4d8+4d12+32+3; hp 81; Init +1, Spd 40ft., fly 40ft. (average); AC 19 (touch 10, flat-footed 19)[-1 size, +3 armor, +6 natural, +1 dex]; BA/G +7/+18; Atk +18 melee (2d8+10, greatclub); Full Atk +18 melee (2d8+10, greatclub) or +16 melee (1d6+10, 2 claws) and +8 melee (1d8+5, bite) or +8 ranged (1d8+7, javelin); Space/Reach 10ft/10ft.; SA Smite Good 1/day, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* (3/day), Fast movement, Rage 2/day, Uncanny dodge, Trap Sense +1; SQ Darkvision 60ft, Low-light vision, Immunity – poison, Acid/Cold/Electricity/Fire resistance 10, DR 5/magic (natural weapons count as magic for DR), SR 18; AL CE; SV Fort +12 Ref +2 Will +2; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Intimidate +4, Listen +4, Spot +5, Survival +6; Toughness, Power Attack, Weapon Focus (greatclub).

Possessions: large greatclub, large javelin, large hide armor

APL 10

Half-fiend Ogre: male male Large Outsider (Augmented Giant) (native) Bbn6; CR 11; Large Augmented Giant; HD 4d8+6d12+40+3; hp 103; Init +1, Spd 40ft., fly 40ft. (average); AC 19 (touch 10, flat-footed 19)[-1 size, +3 armor, +6 natural, +1 dex]; BA/G +9/+20; Atk +20 melee (2d8+10, greatclub); Full Atk +20/+15 melee (2d8+10, greatclub) or +18 melee (1d6+10, 2 claws) and +9 melee (1d8+5, bite) or +10 ranged (1d8+7, javelin); Space/Reach 10ft/10ft.; SA Smite Good 1/day, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* (3/day), *contagion*, Fast movement, Rage 2/day, Improved Uncanny dodge, Trap Sense +2; SQ Darkvision 60ft, Low-light vision, Immunity – poison, Acid/Cold/Electricity/Fire resistance 10, DR 5/magic (natural weapons count as magic for DR), SR 20; AL CE; SV Fort +13 Ref +3 Will +3; Str 25, Dex 12, Con 18, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +8, Intimidate +8, Listen +6, Spot +6, Survival +6; Improved Bull Rush, Toughness, Power Attack, Weapon Focus (Greatclub).

Possessions: large greatclub, large javelin, large hide armor

APL 12

Half-fiend Ogre: male Large Outsider (Augmented Giant) (native) Bbn7; CR 13; Large Augmented Giant; HD 4d8+7d12+44+3; hp 114; Init +1, Spd 40ft., fly 40ft. (average); AC 19 (touch 10, flat-footed 19)[-1 size, +3

armor, +6 natural, +1 dex]; BA/G +10/+22; Atk +22 melee (2d8+11, greatclub); Full Atk +22/+17 melee (2d8+11, greatclub) or +20 melee (1d6+11, 2 claws) and +9 melee (1d8+5, bite) or +11 ranged (1d8+11, javelin); Space/Reach 10ft/10ft.; SA Smite Good 1/day, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* (3/day), *contagion*, *blasphemy*, Fast movement, Rage 2/day, Improved Uncanny dodge, Trap Sense +2; SQ Darkvision 60ft, Low-light vision, Immunity – poison, Acid/Cold/Electricity/Fire resistance 10, DR 1/- and 5/magic (natural weapons count as magic for DR), SR 21; AL CE; SV Fort +13 Ref +4 Will +4; Str 26, Dex 12, Con 18, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Intimidate +8, Listen +8, Spot +8, Survival +7; Improved Bull Rush, Toughness, Power Attack, Weapon Focus (Greatclub).

Possessions: large greatclub, large javelin, large hide armor

Encounter 7

APL 2

Orc Barbarian: male orc Bbn1; CR1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft; AC 16 (Touch 12, Flat-footed 14)[+4 armor, +2 dex]; BA/G +1/+4; Atk +4 melee [Greataxe 1d12+4 /x3] or +3 ranged [javelin 1d6+3]; Full Att +4 melee [Greataxe 1d10+4 /x3] or +3 ranged [javelin 1d6+3]; SA Rage; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 10, Wis 8, Cha 6

Skills and Feats: Climb +5, Handle Animal +1, Hide +5, Listen -1, Move Silently +4, Survival +4; Combat Reflexes.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, chain shirt.

Human Cleric of Iuz: male human Clr1; CR1; Medium Humanoid; HD 1d8+2; hp 10; Init +4; Spd 20ft.; AC 18 (Touch 10, Flat-footed 18)[+8 armor]; BA/G +0/+1; Atk +1 melee [greatsword 2d6+2/19-20] or +0 ranged [dagger 1d4+1/19-20]; Full Att +1 melee [greatsword 2d6+2/19-20] or +0 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +4 Ref +0 Will +4; Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 8.

Skills and Feats: Concentration +6, Knowledge – Religion +3, Listen +4, Spellcraft +5, Spot +6; Improved Initiative, Weapon Proficiency (greatsword).

Possessions: greatsword, full plate

Spells Prepared: (3/2+1; base DC = 12 + spell level): 0 – *create water*, *cure minor wounds*, *resistance*; 1st – *bane*, *bless*, *protection from good**

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz1; CR1; Medium Humanoid; HD 1d4+1; hp 5; Init+2, Spd 30 ft; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +0/+0; Atk +0 melee [dagger 1d4/19-20] or +2 ranged [dagger 1d4/19-20]; Full Att + melee [dagger 1d4/19-20] or +2 ranged [dagger 1d4/19-20]; AL NE; SV Fort +1 Ref +2 Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8

Skills and Feats: Concentration +5, Listen +2, Knowledge Arcana +6, Search +4, Spellcraft +6, Spot +2; Heighten Spell, Scribe Scroll, Sudden Empower.

Possessions: dagger

Spells Prepared: (3+1/2+1; base DC = 12 + spell level): 0 – *acid splash*, *ray of frost*, *touch of fatigue**(2); 1st – *mage armor*, *magic missile*, *ray of enfeeblement**

*Necromancy

Mallin, commander: male human Ftr2; CR2; Medium Humanoid; HD 2d10+4; hp 20; Init +1; Spd 20ft.; AC 22 (Touch 11, Flat-footed 21) [+11 armor, +1 Dex]; BA/G +2/+4; Atk +4 melee [long sword 1d8+2 /19-20] or +3 ranged [dagger 1d4+2/19-20]; Full Att +4 melee [long sword 1d8+2 /19-20] or +3 ranged [dagger 1d4+2/19-20]; AL CE; SV Fort +5 Ref +1 Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +3, Jump +5, Knowledge – Religion +2, Listen +1, Ride +5, Search +0, Spot +1; Cleave, Dodge, Power Attack, Weapon Focus (long sword).

Possessions: long sword, *Lanistor hereditary full plate*, *gloves of arrow snaring*

APL 4

Orc Barbarian: male orc Bbn2; CR2; Medium Humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft; AC 16 (Touch 12, Flat-footed 16) [+4 armor, +2 dex]; BA/G +2/+5; Atk +5 melee [Greataxe 1d12+4 /x3] or +4 ranged [javelin 1d6+3]; Full Att +5 melee [Greataxe 1d10+4 /x3] or +4 ranged [javelin 1d6+3]; SA Rage 1/day, Uncanny Dodge; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +5 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 10, Wis 8, Cha 6

Skills and Feats: Climb +5, Handle Animal +5, Hide +5, Move Silently +4, Survival +4; Combat Reflexes

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, chain shirt.

Human Cleric of Iuz: male human Clr2; CR2; Medium Humanoid; HD 2d8+4; hp 17; Init +4; Spd 20ft.; AC 18 (Touch 10, Flat-footed 18)[+8 armor]; BA/G +1/+2; Atk +2 melee [greatsword 2d6+2/19-20] or +1 ranged [dagger 1d4+1/19-20]; Full Att +2 melee [greatsword 2d6+2/19-20] or +1 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +5 Ref +0 Will +5; Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 8

Skills and Feats: Concentration +8, Knowledge Religion +4, Listen +4, Spellcraft +5, Spot +6; Improved Initiative, Weapon Proficiency (greatsword).

Possessions: greatsword, full plate

Spells Prepared: (4/3+1; base DC = 12 + spell level): 0 – *create water, cure minor wounds, guidance, resistance*, 1st – *bane, bless, deathwatch, protection from good*.*

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz2; CR2; Medium Humanoid; HD 2d4+2; hp 9; Init+2, Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +1/+1; Atk +1 melee [dagger 1d4/19-20] or +3 ranged [dagger 1d4/19-20]; Full Att +1 melee [dagger 1d4/19-20] or +3 ranged [dagger 1d4/19-20]; AL NE; SV Fort +1 Ref +2 Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8

Skills and Feats: Concentration +6, Listen +2, Knowledge Arcana +7, Search +5, Spellcraft +8, Spot +2; Heighten Spell, Scribe Scroll, Sudden Empower

Possessions: dagger, *wand of magic missiles* (1st with 10 charges)

Spells Prepared: (4+1/3+1; base DC = 12 + spell level): 0 – *acid splash, daze, ray of frost, touch of fatigue**(2), 1st – *cause fear, mage armor, magic missile, ray of enfeeblement*.*

*Necromancy

Mallin, Commander: male human Ftr4; CR4; Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 20ft.; AC 22 (Touch 11, Flat-footed 21)[+11 armor, +1 Dex]; BA/G +4/+7; Atk +7 melee [long sword 1d8+5/19-20] or +5 ranged [dagger 1d4+3/19-20]; Full Att +7 melee [long sword 1d8+5/19-20] or +5 ranged [dagger 1d4+3/19-20]; AL CE; SV Fort +6 Ref +2 Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +4, Jump +6, Knowledge – Religion +2, Listen +2, Ride +6; Power Attack, Cleave, weapon focus (long sword), Dodge, Mobility, Weapon Spec (Longsword)

Possessions: long sword, *Lanistor hereditary full plate, gloves of arrow snaring*.

APL 6

Orc Barbarian: male orc Bbn4; CR4; Medium Humanoid; HD 4d12+12; hp 45; Init +2; Spd 40 ft.; AC 16 (Touch 12, Flat-footed 16) [+4 armor, +2 dex]; BA/G +4/+7; Atk +7 melee [Greataxe 1d12+4 /x3] or +6 ranged [javelin 1d6+3]; Full Att +7 melee [Greataxe 1d12+4 /x3] or +6 ranged [javelin 1d6+3]; SA Rage 2/day, Uncanny Dodge, Trap Sense +1; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +7 Ref +3 Will +0; Str 17, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +5, Handle Animal +5, Hide +7, Listen +0, Move Silently +6, Survival +8; Combat Reflexes, Power Attack.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, chain shirt.

Human Cleric of Iuz: male human Clr4; CR4; Medium Humanoid; HD 4d8+8; hp 31; Init +4; Spd 20ft.; AC 18 (Touch 10, Flat-footed 18)[+8 armor]; BA/G +3/+4; Atk +4 melee [greatsword 2d6+2/19-20] or +3 ranged [dagger 1d4+1/19-20]; Full Att +5 melee [greatsword 2d6+2/19-20] or +3 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +6 Ref +1 Will +7; Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Knowledge Religion +4, Listen +7, Search +1, Spellcraft +5, Spot +7; Combat Casting, Improved Initiative, Weapon Proficiency (greatsword).

Possessions: greatsword, full plate

Spells Prepared: (5/4+1/3+1; base DC = 13 + spell level): 0 – *create water, guidance, cure minor wounds, resistance* (2), 1st – *bane, bless, deathwatch, magic weapon, protection from good**, 2nd – *death knell, enthrall, invisibility**, *shield* other.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz4; CR4; Medium Humanoid; HD 4d4+4; hp 17; Init +2, Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +2/+2; Atk +2 melee [dagger 1d4/19-20] or +4 ranged [dagger 1d4/19-20]; Full Att +2 melee [dagger 1d4/19-20]

20] or +4 ranged [dagger 1d4/19-20]; AL NE; SV Fort +2 Ref +3 Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8

Skills and Feats: Concentration +10, Listen +3, Knowledge Arcana +10, Search +6, Spellcraft +9, Spot +2; Scribe Scroll, Delay Spell, Heighten Spell, Sudden Empower.

Possessions: dagger, wand of magic missiles (5th with 10 charges)

Spells Prepared: (4+1/4+1/3+1; base DC = 13 + spell level): 0 – acid splash, daze, ray of frost, touch of fatigue* (2); 1st – cause fear, enlarge person, mage armor, magic missile, ray of enfeeblement*; 2nd false life*; ghoul touch, scorching ray, spectral hand.

*Necromancy

Mallin, Commander: male human Ftr6; CR6; Medium Humanoid; HD 6d10+12; hp 52; Init +1; Spd 20ft.; AC 22 (Touch 11, Flat-footed 21)[+11 armor, +1 Dex]; BA/G +6/+9; Atk +9 melee [long sword 1d8+5/19-20] or +7 ranged [dagger 1d4+3/19-20]; Full Att +9/+4 melee [long sword 1d8+5/19-20] or +7/+2 ranged [dagger 1d4+3/19-20]; AL CE; SV Fort +9 Ref +5 Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +5, Jump +7, Knowledge – Religion +2, Listen +2, Ride +7; Cleave, Dodge, Elusive Target, Improved Sunder, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: long sword, Lanistor hereditary full plate, gloves of arrow snaring

APL 8

Orc Barbarian: male orc Bbn6; CR6; Medium Humanoid; HD 6d12+18; hp 65; Init +2; Spd 40 ft; AC 16 (Touch 12, Flat-footed 16) [+4 armor, +2 dex]; BA/G +6/+9; Atk +9 melee [Greataxe 1d12+4/x3] or +8 ranged [javelin 1d6+3]; Full Att +9/+4 melee [Greataxe 1d12+4/x3] or +8/+3 ranged [javelin 1d6+3]; SA Rage 2/day, Trap Sense +2, Improved Uncanny Dodge; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +8 Ref +4 Will +1; Str 17, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +5, Handle Animal +5, Hide +7, Move Silently +4, Spot +1, Survival +9, Tumble +6; Combat Reflexes, Power Attack, Improved Sunder

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, chain shirt.

Human Cleric of Iuz: male human Clr6; CR6; Medium Humanoid; HD 6d8+12; hp 45; Init +4; Spd

20ft.; AC 19 (Touch 10, Flat-footed 18)[+8 armor]; BA/G +4/+5; Atk +5 melee [greatsword 2d6+2/19-20] or +4 ranged [dagger 1d4+1/19-20]; Full Att +5 melee [greatsword 2d6+2/19-20] or +4 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +7 Ref +2 Will +8; Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Knowledge Religion +4, Listen +8, Search +1, Spellcraft +5, Spot +11; Combat Casting, Improved Initiative, Power Attack, Weapon Proficiency (greatsword).

Possessions: greatsword, full plate

Spells Prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – create water, cure minor wounds, guidance, resistance (2); 1st – bane, bless, deathwatch, magic weapon, protection from good*; 2nd – death knell, enthrall, invisibility*, shield other, status; 3rd – animate dead, bestow curse, magic circle against good*, prayer.

*Domain spell. **Domains:** Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz6; CR6; Medium Humanoid; HD 6d4+6+6; hp 31; Init +2, Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +3/+3; Atk +3 melee [dagger 1d4/19-20] or +5 ranged [dagger 1d4/19-20]; Full Att +3 melee [dagger 1d4/19-20] or +5 ranged [dagger 1d4/19-20]; AL NE; SV Fort +3 Ref +4 Will +6; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8

Skills and Feats: Concentration +12, Knowledge Arcana +12, Listen +3, Search +6, Spellcraft +12, Spot +5; Chain Spell, Delay Spell, Heighten Spell, Improved Toughness, Scribe Scroll, Sudden Empower.

Possessions: dagger, wand of magic missiles (5th with 10 charges)

Spells Prepared: (4+1/4+1/4+1/3+1; base DC = 13 + spell level): 0 – acid splash, daze, ray of frost, touch of fatigue* (2); 1st – enlarge person, grease, mage armor, magic missile, ray of enfeeblement*; 2nd – false life*, ghoul touch, scorching ray, spectral hand, summon monster II; 3rd – fly, haste, rage, vampiric touch*.

*Necromancy

Mallin, Commander: male human Ftr8; CR8; Medium Humanoid; HD 8d10+16; hp 68; Init +5; Spd 20ft.; AC 22 (Touch 11, Flat-footed 21)[+11 armor, +1 Dex]; BA/G +8/+11; Atk +11 melee [long sword 1d8+5/19-20] or +9 ranged [dagger 1d4+3/19-20]; Full Att +11/+6 melee [long sword 1d8+5/19-20] or +9/+4 ranged [dagger 1d4+3/19-20]; AL CE; SV Fort +10 Ref +5 Will +5; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +6, Jump +8, Knowledge – Religion +2, Listen +2, Ride +8; Cleave, Dodge, Elusive Target, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: long sword, *Lanistor hereditary full plate, gloves of arrow snaring, vest of resistance +2.*

APL 10

Orc Barbarian: male orc Bbn8; CR8; Medium Humanoid; HD 8d12+24; hp 85; Init +2; Spd 40 ft; AC 16 (Touch 12, Flat-footed 16)[+4 armor, +2 dex]; BA/G +8/+12; Atk +12 melee [Greataxe 1d12+6 /x3] or +10 ranged [javelin 1d6+4]; Full Att +12/+7 melee [Greataxe 1d12+6 /x3] or +10/+5 ranged [javelin 1d6+4]; SA Rage 3/day, Trap Sense +2, Improved Uncanny Dodge, DR 1/-; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +9 Ref +4 Will +1; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +6, Handle Animal +5, Hide +7, Intimidate +5, Move Silently +4, Spot +1, Survival +10; Combat Reflexes, Improved Sunder, Power Attack.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, chain shirt.

Human Cleric of Iuz: male human Clr8; CR8; Medium Humanoid; HD 8d8+16; hp 59; Init +4; Spd 20ft.; AC 18 (Touch 10, Flat-footed 18)[+8 armor]; BA/G +6/+8; Atk +8 melee [greatsword 2d6+2/19-10] or +6 ranged [dagger 1d4+1/19-20]; Full Att +8/+3 melee [greatsword 2d6+2/19-20] or +6/+1 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +8 Ref +2 Will +11; Str 12, Dex 10, Con 14, Int 14, Wis 20, Cha 8

Skills and Feats: Concentration +14, Knowledge Religion +4, Listen +9, Search +1, Spellcraft +9, Spot +13; Combat Casting, Improved Initiative, Power Attack, Weapon Proficiency (greatsword),

Possessions: greatsword, full plate, *lesser metamagic rod – extend spell*

Spells Prepared: (6/6+1/4+1/4+1/3+1; base DC = 15 + spell level): 0 – *create water, cure minor wounds, guidance* (2), *resistance* (2); 1st – *bane, bless, deathwatch, divine favor, doom, magic weapon, protection from good**; 2nd – *death knell, enthrall, invisibility**; *status, summon monster II*; 3rd – *animate dead, bestow curse, magic circle against good**, *magic vestment, prayer*; 4th – *death ward, divine power, poison, unholy blight**

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz8; CR8; Medium Humanoid; HD 8d4+16+8; hp 49; Init +2, Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +4/+4; Atk +4 melee [dagger 1d4/19-20] or +6 ranged [dagger 1d4/19-20]; Full Att +4 melee [dagger 1d4/19-20] or +6 ranged [dagger 1d4/19-20]; AL NE; SV Fort +4 Ref +4 Will +7; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Concentration +14, Knowledge Arcana +14, Listen +3, Search +8, Spellcraft +14, Spot +7; Chain Spell, Delay Spell, Heighten Spell, Improved Toughness, Scribe Scroll, Sudden Empower.

Possessions: dagger, *wand of magic missiles* (7th with 7charges)

Spells Prepared: (4+1/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – *acid splash, daze, touch of fatigue** (2), *ray of frost*; 1st – *enlarge person, grease, magic missile, mage armor, ray of enfeeblement**, *true strike*; 2nd – *false life**, *ghoul touch, scorching ray, spectral hand, summon monster II*; 3rd *fly, haste, rage, vampiric touch**, *wind walk*; 4th – *bestow curse, enlarge person mass, ray of enfeeblement (chain spell).*

*Necromancy

Mallin, Commander: male human Ftr8/BlkGrd2; CR10; Medium Humanoid; HD 10d10+30; hp 94; Init +1; Spd 20ft.; AC 24 (Touch 11, Flat-footed 21)[+11 armor, +1 dex, +2 shield]; BA/G +10/+13; Atk +13 melee [long sword 1d8+5 /17-20] or +11 ranged [dagger 1d4+3/17-20]; Full Att +13/+8 melee [long sword 1d8+5 /17-20] or +11/+6 ranged [dagger 1d4+3/17-20]; SQ: aura of evil, detect good, poison use, dark blessing, smite good 1/day; AL CE; SV Fort +14 Ref +5 Will +5; Str 16, Dex 13, Con 17, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Jump +8, Knowledge – Religion +5, Listen +2, Ride +11; Cleave, Dodge, Elusive Target, Improved Critical (longsword), Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: long sword, *Lanistor hereditary full plate, gloves of arrow snaring, vest of resistance +2, heavy steel shield, ioun stone (pink rhomboid).*

Spells Prepared: (2; base DC 11 + spell level): 1st – *corrupt weapon, cure light wounds.*

APL 12

Orc Barbarian: male orc Bbn9; CR9; Medium Humanoid; HD 9d12+27+9; hp 104; Init +2; Spd 40 ft; AC 16 (Touch 12, Flat-footed 16)[+4 armor, +2 dex];

BA/G +9/+13; Atk +13 melee [Greataxe 1d12+6/x3] or +11 ranged [javelin 1d6+4]; Full Att +13/+8 melee [Greataxe 1d12+6/x3] or +11/+6 ranged [javelin 1d6+4]; SA Rage 3/day, Trap Sense +3, Improved Uncanny Dodge, DR 1/-; SQ Darkvision 60 ft., fast movement, light sensitivity; AL CN; SV Fort +9 Ref +5 Will +2; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Handle Animal +5, Hide +7, Intimidate +5, Move Silently +4, Spot +1, Survival +12; Combat Reflexes, Improved Sunder, Improved Toughness, Power Attack.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell. (-1 penalty on attack rolls, Search checks, and Spot checks)

Possessions: greataxe, javelin x3, +1 chain shirt.

Human Cleric of Iuz: male human Clr9; CR9; Medium Humanoid; HD 9d8+18+9; hp 75; Init +4; Spd 20ft.; AC 19 (Touch 10, Flat-footed 19)[+9 armor]; BA/G +6/+8; Atk +8 melee [greatsword 2d6+2/19-20] or +6 ranged [dagger 1d4+1/19-20]; Full Att +8/+3 melee [greatsword 2d6+2/19-20] or +6/+1 ranged [dagger 1d4+1/19-20]; SA Domain powers, rebuke undead, spells; AL CE; SV Fort +8 Ref +3 Will +11; Str 12, Dex 10, Con 14, Int 14, Wis 20, Cha 8.

Skills and Feats: Concentration +14, Knowledge Religion +5, Listen +9, Search +1, Spellcraft +10, Spot +9; Combat Casting, Improved Initiative, Improved Toughness, Power Attack, Weapon Proficiency (greatsword).

Possessions: greatsword, +1 full plate, *perapt of wisdom* +4, *lesser metamagic rod – extend spell*.

Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0 – *create water, cure minor wounds, guidance* (2), *resistance* (2); 1st – *bane, bless, deathwatch, divine favor, doom, magic weapon, protection from good**; 2nd – *death knell, enthrall, invisibility**; *resist energy, status, summon monster II*; 3rd – *animate dead, bestow curse, prayer, magic circle against good**; *magic vestment*; 4th – *death ward, divine power, poison, unholy blight**; 5th – *dispel good**, *righteous might, slay living*.

*Domain spell. **Domains:** Evil (Cast evil spells at +1 caster level), Trickery (Add Bluff, Disguise and Hide to your list of cleric class skills).

Human Necromancer: male human Wiz9; CR9; Medium Humanoid; HD 9d4+18+9; hp 55; Init +6, Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10) [+2 Dex]; BA/G +4/+4; Atk +4 melee [dagger 1d4/19-20] or +6 ranged [dagger 1d4/19-20]; Full Att +4 melee [dagger 1d4/19-20] or +6 ranged [dagger 1d4/19-20]; AL NE; SV Fort +5 Ref +5 Will +7; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Concentration +15, Listen +3, Knowledge Arcana +15, Knowledge – Local [Iuz] +4, Search +8, Spellcraft +15, Spot +8; Chain Spell, Delay Spell, Heighten Spell, Improved Initiative, Improved Toughness, Scribe Scroll, Sudden Empower.

Possessions: dagger, *wand of magic missiles* (7th with 7 charges)

Spells Prepared: (4+1/5+1/5+1/4+1/ 2+1/1+1; base DC = 13 + spell level): 0 – *acid splash, daze, ray of frost, touch of fatigue** (2); 1st – *ray of enfeeblement**, *true strike, grease, enlarge person, magic missile, mage armor*; 2nd – *false life**, *ghoul touch, scorching ray* (2), *spectral hand, summon monster II*; 3rd – *fly, haste, rage, vampiric touch**; *wind walk*; 4th – *bestow curse, enlarge person mass, ray of enfeeblement (chain spell)*; 5th – *magic jar**, *wall of force*.

*Necromancy

Mallin, Commander: male human Ftr8/BlkGrd4; CR12; Medium Humanoid; HD 12d10+48; hp 124; Init +1; Spd 20ft.; AC 25 (Touch 11, Flat-footed 21)[+11 armor, +3 shield, +1 dex]; BA/G +12/+15; Atk +15 melee [long sword 1d8+5 /17-20] or +13 ranged [dagger 1d4+3/17-20]; Full Att +15/+10/+5 melee [long sword 1d8+5 /17-20] or +13/+8/+3 ranged [dagger 1d4+3/17-20]; SQ: aura of evil, detect good, poison use, dark blessing, smite good 1/day, command undead, aura of despair, sneak attack +1d6; AL CE; SV Fort +14 Ref +6 Will +6; Str 16, Dex 13, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +8, Jump +10, Knowledge Religion +5, Listen +2, Ride +11; Cleave, Dodge, Elusive Target, Extra Smiting, Improved Critical (longsword), Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *Lanistor hereditary full plate, gloves of arrow snaring, vest of resistance* +2, *ioun stone (pink rhomboid)*, +1 *heavy steel Shield*, longsword

Spells Prepared: 1st – *corrupt weapon, cure light wounds*; 2nd – *death knell*.

Appendix 2: New Rules Items

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, Base attack bonus +2.

Benefit: The elusive target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses Power Attack against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes its attack roll normally and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Reference: Complete Warrior, page 110.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Reference: Complete Warrior, page 101.

Sudden Empower [Metamagic]

You cast one spell per day to greater effect without special preparation.

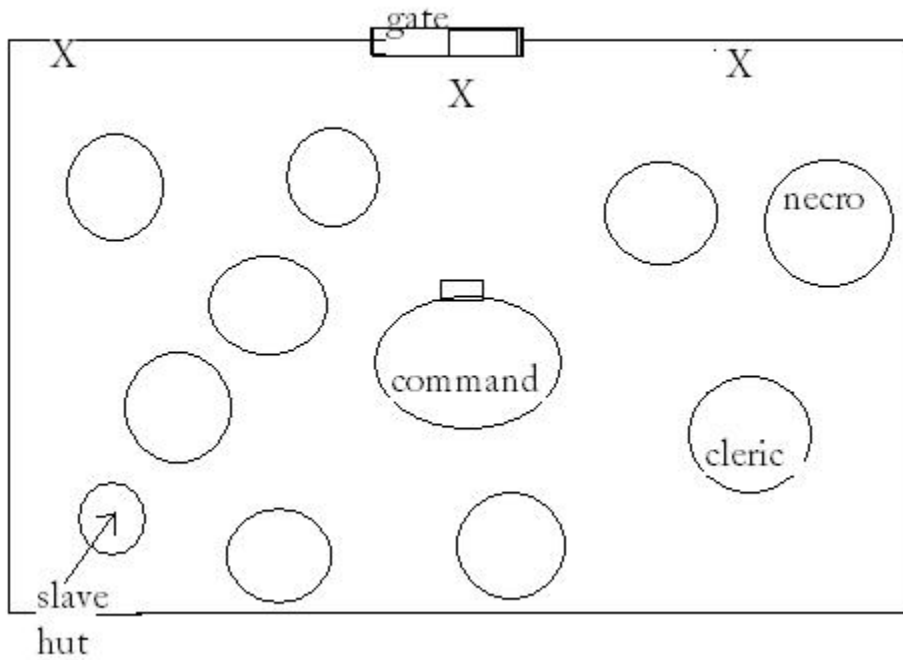
Prerequisites: Any Metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat normally, if you have it.

Reference: Miniatures Handbook, page 28.

Appendix 3: Map of Enclave

X = location of orc guard pairs.



Enclave Dimensions 60'x90'

Place the orc barbarians in hut next to necro

Player Handout 1: Letter from Sir Thornton Lanistor

It has been weeks since the battle...I am losing track of days. For a while I thought our forces would take the enclave, now I am wondering if they even know we are here. Harder yet is seeing my family armor worn by the enemy. He sees the hatred and anger in my eyes and laughs at me.

I have been forced to work reinforcing the walls but now they are complete. I heard the overseers speaking of moving all of us further North, into the lands held by the Old One. Someday perhaps I will escape, but hope is slim without outside help, especially with the move further into enemy lands.

If you are of good heart and loyal citizens of Furyondy I pray you take this note to my kinsman, Rayvelis. I am sure he will be grateful for news, even dark news such as my capture.

May Heironeous bless you...

Sir Thornton Lanistor, Knight of the Hart.

Critical Events Summary

1. Did the party
 - a) Capture the orc hunter?
 - b) Gain the information?
2. Did the search the slave hut and find the note?
3. Did the party question Mallin?
4. Did they discover the details of Thornton's fate?
5. Did the party recover the armor?
6. Did the party return the armor to Sir Lanistor?
7. Did any member of the party don the armor? If so, list name and RPGA #