

HIG5-08

Vengeance Delivered

A One-Round D&D LIVING GREYHAWK® Highfolk Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

Long has the Hunter in Shadows waited for the right moment to strike out against Field Marshal Azrin. Now is the time and he needs your help! An adventure for APLs 2-12. The Final Chapter in the FMA Saga.

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions,

	CR	1	2	3	4
familiars	1/4 and 1/6	0	0	0	1
paladin's mounts)	1/3 and 1/2	0	0	1	1
or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately.	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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. If a player character is three character levels or more either higher

or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

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

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.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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 Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Several years ago, a young elf of battle-renown was kidnapped by the forces of Iuz. Brainwashed, the elf, Azrin, was reinserted into Flameflower. Secretly, he began forming an army of Iuzians within the Vesve Forest and dubbed himself FMA, or Field Marshal Azrin.

Discovery of his betrayal nigh, Azrin fled Flameflower. During the flight, he slew a once close friend. That friend called to dark powers as his death approached. Heeding his call, those powers raised him as a revenant – an undead creature bent on seeking out its murderer. Thus, the Hunter in Shadows was born.

Four years ago, the Hunter in Shadows made his existence known and revealed the identity of FMA to a stalwart group of adventurers. Since then, he has remained sheathed in his namesake, waiting for the right time to strike out against Azrin.

During the Second Battle for Quaalsten, the Hunter in Shadows reappeared. The time to strike is now.

Adventure Synopsis

The timeline of this adventure is slightly disjuncted, and the DM is encouraged to read through this synopsis before and after reading the entire scenario.

In a linear timeline, the party is summoned to the tent of Elrenn Walthair. A large encampment of Rangers, Knights, dwarves, and Highfolk has been chasing the armies of Iuz out of the Vesve Forest since the Second Battle of Quaalsten. There, they meet the Hunter in Shadows and learn of his plan to destroy FMA (**Encounter Two**).

The party then sets off as one of three strike squads to disrupt the army's retreat. This disruption will garner the Hunter in Shadows the opportunity he needs to confront and kill FMA.

Still in the linear timeline, the party encounters a rear guard squadron and engages them in combat (**Encounter Three**). Then, the party catches a bodyguard detail assigned to Field Marshal Azrin (**Introduction/Encounter One**). Defeating the detail, the party finds they had been duped – Azrin was not among them.

Continuing forward with the plan, the party completes two assigned tasks to create the disruption for the Hunter in Shadows. At low APLs (2-6), this involves pulling off a goblin squadron and disrupting an Iuzian ritual (**Encounters Four and Five**). At mid APLs (6-10), this involves pulling off a goblin squadron and assassinating a morale officer (**Encounters Four and Six**). At APL 12, this involves stealing Azrin's primary weapon and dealing with his personal detail while the Hunter in Shadows does battle with his murderer (**Encounters Seven and Nine**).

Assuming the party makes it this far, and has succeeded at both of their tasks, Azrin is slain and the army breaks even farther – falling upon itself without a true leader. If they fail, Azrin defeats the Hunter in Shadows and the army rallies to his battle cry (**Conclusion**).

Preparation for Play

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly

choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

A Note on Retreat: There may be instances in this scenario where the heroes may desire to retreat. Retreat should always be possible – if the party makes a coherent effort to fall back, allow them to do so. They receive ½ the total experience points for the encounter, but have failed to complete it – unless they met all of the objectives before retreat. In this case, move on to the next encounter. The opportunity to complete the task has passed.

Introduction

Inform the party that they are on a strike mission into the Vesve Forest to harass the forces of the Old One fleeing Quaalsten. Give the characters a brief opportunity to introduce themselves, then read or paraphrase the following.

Dusk has fallen over the Vesve Forest, elongating shadows and playing tricks on your eyes. The scene laid out below you, though, is no trick. A number of creatures move about – an ogre, a few orcs, and a pair of goblins. The orcs, grotesquely muscled and wielding wicked falchions, bear the weight of a canopied litter. The wicked grinning skull glaring at you from the palanquin's standard tells you two things – someone important is being carried by those orcs, and that someone deserves to die.

The standard of Iuz indicates that a high-ranking official in the Old One's army is within this group. This, of course, is a decoy group.

The players may have questions about their goals and objectives for this scenario. These things are revealed to them in a subsequent encounter, and their questions should be delayed until that encounter takes place.

Encounter One – Decoys

See **DM's Appendix #1** for a map of this encounter. Draw out this map for the heroes, and allow them to place themselves within the dotted-line box marked for Encounter One.

Allow the characters to be prepared with any 10 min/level or longer duration buff spells. Minute per level or shorter spells must be cast during the beginning of this encounter.

Creatures: The group has the appearance of a well-trained bodyguard squadron. It is obvious that their primary concern is the rider in the litter – a straw filled dummy that heroes may easily as false through magical divination or particularly sneaky scouting.

A DC 20 Sense Motive check reveals that the seven are quite nervous, as if they are expecting an ambush at any moment.

The ogre, Kirikdarsh, is mostly uncovered. His skin bears a number of tattoos and scarred designs. All of them are invocations of Iuz's will, might, and protection. Kirikdarsh is devout to the Old One's cause and confident in his faith that Iuz will provide.

The goblins are Limil and Norick. They are here because everyone else is bigger than they are. Sneaky and acrobatic, the pair is extremely skittish. Brothers born of different mothers, Limil and Norick have similar appearances – broad and fat noses, droopy and watering eyes, a constant crooked smile.

The orcs are orcs. Picked at random from Iuz's hordes of the green-skinned folk, these orcs are not special or individual in any particular way.

The combat begins with the party's surprise round – unless they choose poorly to alert the decoys to their presence.

APL 2 (EL 3)

Kirikdarsh: hp 29; see *Monster Manual* page 199, Ogre.

Limil and Norick: hp 5, 5; see *Monster Manual* page 133, Goblin.

Orcs (4): hp 4 each; see *Monster Manual* page 203.

APL 4 (EL 6)

Kirikdarsh: hp 60; see *Appendix Two*.

Limil and Norick: hp 14 each; see *Appendix Two*.

Orcs (4): hp 19 each; see *Appendix Two*.

APL 6 (EL 8)

Kirikdarsh: hp 79; see *Appendix Three*.

Limil and Norick: hp 28 each; see *Appendix Three*.

Orcs (4): hp 37 each; see *Appendix Three*.

APL 8 (EL 10)

Kirikdarsh: hp 96; see *Appendix Four*.

Limil and Norick: hp 42 each; see *Appendix Four*.

Orcs (4): hp 55 each; see *Appendix Four*.

APL 10 (EL 12)

Kirikdarsh: hp 115; see *Appendix Five*.

Limil and Norick: hp 54 each; see *Appendix Five*.

Orcs (4): hp 73 each; see *Appendix Five*.

APL 12 (EL 14)

Kirikdarsh: hp 134; see *Appendix Six*.

Limil and Norick: hp 60 each; see *Appendix Six*.

Orcs (4): hp 91 each; see *Appendix Six*.

Tactics: The decoys are a hodge-podge group of servants tossed together at the last moment to serve this purpose. As such, they demonstrate very poor tactics and extreme inefficiency in combat. They fight more as individuals than as a group. Kirikdarsh and the orcs fight to the death.

Limil and Norick are the exception to this rule, having grown up together and knowing that working together brings greater success. Even so, Limil and Norick work with each other, and not with the other

members of this group. Limil and Norick flee when one or both of them have reached one-half or fewer of their total hit points.

Treasure: The standard bearing the skull of Iuz is in fact a *sign of the favored*. Bearing the symbol of Iuz and showing dedication to an evil god, the *sign* sells for very little.

All APLs: Loot – 0 gp, Coin – 0 gp, Magic – *sign of the favored* (31 gp each).

Development: Parties that uncover the ruse before engaging the decoys in combat still receive full experience for the encounter.

If the party does not discover the magical nature of the *sign of the favored*, it appears in a later encounter and is used against the party.

Additionally, at APLs 10 and 12, if the party does not kill the decoys they appear in a later encounter.

Encounter Two – Flashback

This encounter occurs immediately after the decoys of Encounter One are defeated. It is a flashback to the party's meeting with the Hunter in Shadows and their acceptance of this mission.

At this point, it may be important to familiarize some players with the identity and history of the Hunter in Shadows. Give the players **Player Handout #1** for a background and history on the Hunter.

Then, read or paraphrase the following.

Darkness outside. Darkness inside. The tent you were summoned to and now stand inside is lit only by the mellow flame of an oil lantern. Outside, the moons have long since dipped below the horizon. It is almost dawn.

An acolyte of the Forestmistress awoke you, and asked you to Elrenn Walthair's personal tent. Late though it was, you went.

Entering, the sharp cool of the canvas tent shook you awake. Elrenn, weathered and old, smiled at you. From the darkness at his side emerged a creature of the night. The twisted, leathery, corpselike face of an elven man stared at you.

A flurry of activity rattled the tent as swords were drawn and arcane components readied. Only the placating words of First Ranger Walthair quieted the tent so that you could hear the creature's words.

The Hunter in Shadows informs the party of his plan to draw out Field Marshal Azrin. This plan involves giving three separate groups of adventurers a specific set of tasks. These tasks, the Hunter hopes, will give Azrin no choice but to come forth. He is, of course, correct.

Below, outlined by APL, are the brief descriptions of each mission. Following each description is a set of completion criteria. Use this information as guidelines for answering any questions the party might have.

The Rear Guard (All APLs)

Encounter Three

Azrin has fielded a heavy rear guard to cover his retreat. This rear guard must be eliminated so that the Hunter and his other groups may move forward without so quickly raising an alarm. It is rumored that Azrin has assigned an aberrant creature to each rear guard in an attempt to bolster to alertness of the otherwise less than competent guard.

- *Objective One:* Locate the rear guard
- *Objective Two:* Destroy the rear guard
- *Objective Three:* Discover and destroy whatever sort of creature the rear guards are using.

Goblin Squadron (APL 2–10)

Encounter Four

A rather resilient squadron of goblins has been operating under the Old One's banner since the first Battle at Quaalsten. These goblins have become heroes of sorts, their continued existence a booster of morale. In addition, their prowess on the battlefield is not something to scoff at.

- *Objective One:* Locate the goblin squadron.
- *Objective Two:* Destroy them.
- *Objective Three:* Take their personal standard and burn it in a clearing not far from the place they are killed.

Ritual of Transtravelfiguration (APL 2–6)

Encounter Five

The acolytes of Iuz are preparing a ritual to summon the Old One's will and teleport the entire remaining force to a location further along their path. Completion of this ritual moves the Iuzian troops far enough ahead that they will have two to three days to regroup and build fortifications before the Army of the Green and White can fall upon them.

- *Objective One:* Locate one of the Iuzian rituals
- *Objective Two:* Disrupt it enough that it cannot be performed successfully.
- *Objective Three:* Kill the priest of Iuz leading the ceremony.

The Assassination of Derkal (APL 6–10)

Encounter Six

Derkal Bloodsong is one of Azrin's primary counselors and his chief morale officer. For some unknown reason, the forces of Iuz are exhibiting unheard of cohesiveness and high morale. They remain optimistic and fearless in spite of their current retreat. Derkal is the reason for this.

- *Objective One:* Locate and kill Derkal Bloodsong.

The Infiltrator's Blade (APL 12)

Encounter Seven

Though Azrin has gone into hiding, his personal guard and possessions have not. Azrin's personal blade, a demoralizing dagger of untold evil, is so strong that it must be stored within a locked, lead box during travel. While Azrin can wield it without issue, it's mere presence sends even Azrin's strongest and most trusted advisors to the ground in a heap of sobbing flesh.

- *Objective One:* Locate the Infiltrator's Blade
- *Objective Two:* Steal the dagger.

The Infiltrator's Guard (APL 12)

Encounter Nine

Once all of the other tasks have been completed, the Hunter in Shadows is confident Azrin will have no choice but to show himself. When this occurs, it is likely that his personal guards will arise too. The Hunter is strong enough to take on Azrin, but he is not strong enough to deal with the Infiltrator and his guard. The party must keep the guards from the battle between the pair for as long as they can manage.

- *Objective One:* Identify the bodyguard squadron
- *Objective Two:* Keep the guards from entering the battle between Azrin and the Hunter
- *Objective Three:* Allow none of the guards to escape.

Other Questions

The Hunter is willing to entertain any other questions the heroes might have. Answer them to the best of your ability, using the following information.

The Hunter in Shadows: Male elf revenant Rgr9/Rog3/Ftr4. (AL N)

- The Hunter in Shadows cannot involve himself in the early activities. He must save his energy for the fight against Azrin.
- These tasks are imperative. Complete success is required if Azrin is to emerge, and the side of good to be triumphant.
- The Hunter will be scouting the battlefield, using his dark abilities to locate Azrin when he reveals himself.
- The party *must not* attack Azrin when they see him. The Hunter must be the one to strike his death blow.
- Azrin is hiding. He has become aware of the Hunter's existence, and fears what it means for him. Some dark power seeks his death.
- The Hunter does not know why he has existed for so long. He can only imagine that it is the will of whatever dark power gave him unlife. He knows that revenants typically must kill their quarry within six months or fall into dust.

Some parties may seek Elrenn's counsel or approval. The First Ranger appears quite tired as he supports any of the tasks the Hunter has laid out. To any Rangers of the Vesve, Elrenn briefly questions them on who should lead the Rangers if he were to depart. Walthair begs off any questions about leaving, but insists on knowing who the Ranger thinks should take up the mantle of First Ranger.

Elrenn Walthair: Male half-elf Rgr17.

Development: Some heroes may wish to refrain from taking part in this adventure after the terms of it have been laid out. In this case, they are free to leave at this point.

The Hunter in Shadows has enough solars to pay each hero 25 * APL gold pieces, if they should require payment. The Hunters' disdain for those who need it is made quite evident.

Those who wish to continue should proceed to Encounter Three. Read or paraphrase the following for them.

Slipping out of the tent, the morning sun greets you. Pelor is shining exceptionally bright upon the Army of the Green and White this day. Muttering a quick invocation to the gods, your journey begins.

Encounter Three – Rear (2–12)

This encounter occurs the afternoon of the day in which Encounters One and Two occur. In the timeline, this encounter occurs after Encounter Two but before Encounter One.

The heroes begin with full hit points, but any resources consumed during Encounter One are not available to the party. Those resources must be available to be used in Encounter One.

Read or paraphrase the following.

You found one of the rear guard details quite easily. Their noise was heard long before they could have ever seen you. Ducking quickly behind some underbrush, you are now more than prepared for the three orcs pushing through the detritus. One of them is carrying a bag of some kind. He seems to be struggling to keep the sack in his hands.

See **DM's Appendix #1** for a map of this encounter. Draw out this map for the heroes, and allow them to place themselves within the dotted-line box marked for Encounter Two.

Creatures: The rear guards for this retreat consist of three or four orcs and a creature of some sort. The orcs are standard orcs, with no individual identifying marks. The creature varies from tier to tier, but is a small flying creature of some kind that can be kept inside of a bag. In a few instances, the bag is actually a *bag of holding* and has a larger creature inside it.

As the combat begins, allow the orcs Listen and Spot checks against the party's lowest Move Silently and Hide checks. Use the result to determine if the heroes get a surprise round.

While the creature for this combat begins in a bag, it takes only a move action on the part of any one orc to free the creature. Additionally, should all the orcs be killed, a full-round action by the creature inside the bag frees it.

APL 2 (EL 2)

Vargouille: hp 5; see *Monster Manual* page 254.

Orcs (3): hp 4 each; see *Monster Manual* page 203.

APL 4 (EL 4)

Vargouilles (2): hp 5 each; see *Monster Manual* page 254.

Orcs (3): hp 4 each; see *Monster Manual* page 203.

Tactics: The orcs have been exposed to the vargouille shriek and are immune to its effects for the course of this combat. The vargouilles act as vargouilles do, moving to use their Kiss ability on any paralyzed hero. The orcs, however, move to take care of those who have not been paralyzed by the vargouilles.

APL 6 (EL 6)

Will-O'-Wisp: hp 40; see *Monster Manual* page 255.

Orcs (4): hp 4 each; see *Monster Manual* page 203.

Tactics: The will-o'-wisp is not discerning when it comes to a target, choosing to attack whichever target is closest – including an orc.

APL 8 (EL 8)

Will-O'-Wisps (2): hp 40 each; see *Monster Manual* page 255.

Orcs (4): hp 4 each; see *Monster Manual* page 203.

Tactics: The will-o'-wisp is not discerning when it comes to a target, choosing to attack whichever target is closest – including an orc.

APL 10 (EL 10)

Hezrou: hp 140; see *Monster Manual* page 44.

Orcs (4): hp 4 each; see *Monster Manual* page 203.

Tactics: The hezrou's first action is to *blasphemy*, removing the orcs immediately from the combat. Then he wades into melee, sacrificing himself to attacks of opportunity so that he may make best use of his Stench effect.

APL 12 (EL 12)

Glabrezu: hp 174; see *Monster Manual* page 43.

Orcs (4): hp 4 each; see *Monster Manual* page 203.

Tactics: The glabrezu's first action is to *power word stun*, targeting a rogue or melee character. Then, they engage the party with a *confusion* attack, before succumbing to melee. The glabrezu makes judicious use of his *reverse gravity* ability to control the battlefield.

Moving Forward: Once the heroes have defeated this encounter, the timeline shifts back to normal. The party has an opportunity to rest and interrogate any captives they may have taken. None know any information of importance, but will lie through their teeth if it means surviving.

From here, APL 2-10 should proceed to Encounter Four. APL 12 should proceed to Encounter Seven.

Treasure: The hezrou or glabrezu emerge from a *bag of holding* (Type III).

APL 10 & 12: Loot – 0 gp, Coin – 0 gp, Magic – *bag of holding* (Type III) – (616 gp each).

Encounter Four – Goblins (2–10)

This encounter is for APL 2-10 only. It occurs on the morning of the second day, unless the heroes alter their schedule.

Read or paraphrase the following when the heroes are ready to resume their missions.

Gluttonous laughter echoes through the Vesve Forest as you draw nearer to your target. Quick reconnaissance and easy tracking have led you on the trail of this goblin squadron known as 'Snotkill'. Their boisterous cacophony gives you every indication that you still go undetected.

The party can approach largely undetected. See **DM's Appendix #2** for a map of this encounter. The battle takes place in a small clearing. Thurk, the corporal of this ragtag crew has cast a *widened alarm* spell from a scroll. This alarm will have long since gone off by the time the party arrives – but it is a silent alarm that alerts only Thurk of the presence of intruders.

The Snotkill squadron has taken the opportunity to build a number of pit traps around the camp. Prior scouting can notice these areas – they have not been walked upon – with a DC 15 Survival check for those characters with the Track feat or a DC 20 Spot check for everyone else.

Trap: The trap is a simple pit trap, covered with undergrowth for camouflage. There is a number of pit traps equal to ½ the APL. On the map, #1 is the first trap – the only trap present at APL 2. #2 is the second trap, present in addition to #1 at APL 4, and so on.

Goblin Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

NPCs: As the party approaches, they are free to watch the goblins for several moments. A DC 20 Sense Motive check realizes that Thurk is only pretending to be interested in the conversation. He is, in fact, watching for signs of the party. As such, Thurk will get to act on the surprise round.

Thurk is a sly, wily goblin. He has survived long enough to gain some prestige by being smart. He is thin and well-toned, commanding a great deal of respect from the other goblins under him. Thurk and the other goblins know where the Iuzian clerics are performing their transportation ritual and are willing to share that information if they can negotiate their freedom.

Nearby, a pack of worgs have been penned up behind a shaky-looking fence. The worgs only enter the combat at APL 4 and higher. At APL 4, Thurk's worg comes to his call, while the rest flee. At APL 6, one worg flees, leaving a single worg-rider without a mount.

APL 2 (EL 3)

Thurk: hp 11; see *Appendix One*.

Goblins (4): hp 5 each; see *Monster Manual* page 133, Goblin.

APL 4 (EL 6)

Thurk: hp 11; see *Appendix Two*.

Worg Riders (4): hp 11 each; see *Appendix Two*.

Worg: hp 30; see *Monster Manual* page 256, Worg.

APL 6 (EL 8)

Thurk: hp 15; see *Appendix Three*.

Worg Riders (4): hp 11 each; see *Appendix Three*.

Worgs (4): hp 30; see *Monster Manual* page 256, Worg.

APL 8 (EL 10)

Thurk: hp 20; see *Appendix Four*.

Thurk's Mount: hp 104; see *Appendix Four*.

Worg Riders (5): hp 22 each; see *Appendix Four*.

Worgs (5): hp 30; see *Monster Manual* page 256, Worg.

APL 10 (EL 12)

Thurk: hp 24; see *Appendix Five*.

Worg Riders (5): hp 22 each; see *Appendix Five*.

Advanced Worgs (6): hp 104; see *Appendix Five*.

Tactics: This goblin squadron is known for its hit and run tactics. They focus on one target, moving in to attack and then backing off so that another might take a swing (or bite, or swipe). When Thurk reaches one-half or fewer of his total hit points, he breaks from the combat attempting to flee. Until that happens, the goblins and worg riders fight to three-quarter or fewer of their total hit points. When Thurk flees, the goblins and worg riders flee at one-half or fewer of their total hit points.

Treasure: Near the fence holding the worgs, a magical standard has been raised. If given the chance, Thurk moves to use it. This standard is the *snake's standard*. Also, not used in this encounter, but found among Thurk's things are a *dust of appearance*, and a *scroll of widened alarm*.

All APLs: Magic – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each)

Development: If the heroes do not burn the *standard*, they may gain it on the AR, but have failed this mission.

If any of the goblins manage to escape, they are gone. They can be tracked and recovered, but will have fled the army as a whole.

If any of the party thinks to interrogate the Snotkills, they can easily learn the location of a nearby ritual site (APL 2-6) or a renowned morale officer (APL 8-10).

Learning this information gives them a great deal more time to disrupt the effort – they do not have to spend as much time locating their goal. They can then launch their attack in the day – a benefit against the nocturnal forces of the Old One.

From here, APL 2-6 should proceed to Encounter Five. APL 8-10 should proceed to Encounter Six.

Encounter Five – Rituals (2–6)

This encounter is for APL 2-6 only.

Throughout the battlefield, the forces of Iuz have setup a number of ritual sites. These sites have the goal of transporting a large portion of the Old One's forces to the edge of the Defiled Glades, many leagues to the south. There, they hope to have enough time to setup a series of defenses, so as to remain in the Vesve Forest and fend off the harrying army. Like all plans, however, this one is only as strong as its weakest link. Disrupting one of the ritual sites is enough to disrupt the entire ritual.

The party arrives at this ritual site as the event nears completion. It is night-time, unless the party interrogated the Snotkills. See **DM's Appendix #3** for a map of this area. Read or paraphrase the following.

The dark energy in this clearing is almost palpable, and is most certainly visible. Centermost in a bloodstained circle upon the ground is a man dressed in the trappings of a cleric of Old Wicked. All about him worshippers chant, their foul cries focusing the Old One's power here. The area hums with the power gathering in the circle.

The party has (12-APL) rounds to disrupt the event. This involves drawing $\frac{3}{4}$ of the participants off the circle or causing the cleric of Iuz to fail a Concentration skill check.

If the party interrogated the Snotkills and arrives during the day, they have (17-APL) rounds.

Creatures: Hirago is a human cleric of Iuz, and is in charge of the ritual here. Hirago is a well-kept, if slightly insane fellow. His devotion to the Old One is whole, and the cleric would give his own life before speaking blasphemy against the cambion demigod. Hirago is of Oeridian descent.

If the party did not claim the *sign of the favored* from Encounter One, it is present here.

APL 2 (EL 3)

Hirago: hp 13; see *Appendix One*.

Worshippers (4): hp 8 each; see *Appendix One*.

APL 4 (EL 6)

Hirago: hp 20; see *Appendix Two*.

Worshippers (12): hp 8 each; see *Appendix Two*.

APL 6 (EL 8)

Hirago: hp 30; see *Appendix Three*.

Worshippers (12): hp 12 each; see *Appendix Three*.

Tactics: Hirago does not leave the circle unless the party assails him from outside it or the ritual is disrupted. Each round, if the party has dealt with the participant drawn off the circle, another one is drawn off and engages them.

The Circle: Entering the circle is dangerous for any without Iuz as their patron deity. Those foolish enough to go into the circle suffer an *inflict light wounds* spell at 1st caster level (DC 11 Will halves) each round they are inside it.

Concentration: Hirago must succeed a Concentration check each round to continue directing the malevolent forces gathering in the circle. The base DC for this check is 5. If damaged in a round, Hirago must attempt a DC 5 + ½ damage dealt throughout the whole round Concentration check. Hirago always attempts these checks on his own action, as a free action that does not provoke an attack of opportunity. If Hirago fails, the ritual is disrupted and he engages the party.

When this encounter is complete, proceed to the Conclusion.

Encounter Six – Demoralizing (8–10)

This encounter is for APL 8–10 only. It occurs the afternoon or evening following Encounter Four. Either through their own searching, or following the advice of the goblin captives, the heroes have come upon an orc encampment – the home of Derkal Bloodsong.

The party arrives during the night-time, unless they interrogated the Snotkills. See **DM's Appendix IV** for a map of this area. Read or paraphrase the following.

The orc you plan to assassinate is here, just ahead in a large encampment. Foolishly, the councillor's tent is near the edge of the clearing – advantage you. His back to you, he seems to be focused on entertaining the monstrous folk seated around a large fire – advantage you.

The orc's guttural tongue echoes to your ears, certainly proclaiming some hideous tale of the elven demise at the Old One's hands. It will make his death all that much sweeter. It's only the hundred or so troops camped beyond him that cause any kind of complication.

Creatures: Seated around the fire are three orcs and two goblins. Derkal is performing for them. The orcs are standard, average orc barbarians. The goblins are worg-riders, though their mounts are not present. Derkal is a commanding orc, standing well over six-and-a-half feet tall. Broad tusks jut from his lower jaw, curving to nearly touch his face once more. When he speaks, other listen, and he has grown accustomed to this – expecting obedience.

APL 8 (EL 10)

Derkal: hp 59; see *Appendix Four*.

Orcs (3): hp 4 each; see *Monster Manual* page 133.

Goblins (2): hp 4 each; see *Monster Manual* page 203.

APL 10 (EL 12)

Derkal: hp 59; see *Appendix Five*.

Orcs (3): hp 4 each; see *Monster Manual* page 133.

Goblins (2): hp 4 each; see *Monster Manual* page 203.

Tactics: Derkal operates from the center of the group, directing and providing moral support. He also assaults the party with his offensive spell selection, uses his *bardic song* and *aura* abilities to grant the orcs and goblins better attack ability.

Every other round, a new wave of combatants arrives to aid Derkal – unless the party managed to kill every person at the fire without raising any kind of alarm.

Wave One

Orcs (4): hp 4 each; see *Monster Manual* page 133.

Wave Two

Worg-Riders (2): hp 11 each; see *Appendix*.

Worgs (2): hp 30 each; see *Monster Manual* page 256.

These combatants arrive at the beginning of the round. Repeat the waves until the party has fled off the edge of the battle map.

Proceed to the Conclusion.

Encounter Seven – Blades (12)

This encounter is for APL 12 only. It occurs on the morning following Encounter Three. The Hunter in Shadows has led the party to the cart carrying Azrin's possessions. The Infiltrator's Blade is particularly vulnerable at this moment because Azrin is off-plane and the dagger is locked in a lead box.

In the clearing ahead of you, four orcs stand guard around a simple covered cart. Pulled by four horses when in motion, the wagon has been resting for as long as you've been watching, and the orcs are giving no indication of moving.

Then, as if by Ehlenestra's will, a warhorn sounds from a not-too-distant location. The orcs perk up, their gazes going to the eastern sky and the sound. A brief conversation in Orc ensues. The outcome is obvious as all of the green-skinned beasts gather up their weapons and set off into the forest at a quick jog.

Silence fills the clearing. The wagon sits, awaiting your pilfering.

Under the direction of the Hunter in Shadows, one of the other elite strike groups has caused a disruption. Impatience and bloodlust caused the orcs to abandon their posts to aid the beleaguered eastern troops.

This is the perfect opportunity for the party to sneak into the tent and steal the blade. Many paranoid parties may sense an ambush. There is none, but the DM is encouraged to play up the tension.

The party has 20 rounds to enter the clearing, search the cart for the lead box, disarm the trap, and get back out.

Locating the box requires 3 rounds and a DC 15 Search check.

The box is quite large, measuring 4 feet by 4 feet by 4 feet. Made of lead, it is quite heavy. It weighs some 150 lbs. The lock on box is Amazing (DC 40 Open Locks check).

Lead Lock Box: 3 in. thick; hardness 10; hp 100; AC 5; Break DC 28.

Trap (EL 12): The box is magically trapped. Any living creature touching it without saying the proper phrase automatically sets off the trap. They are targeted by the *energy drain* effect, and a *wail of the banshee* effect fills the wagon and anyone within 10 feet of it.

Energy Drain Trap: CR 10; magic device; touch trigger (*alarm*); automatic reset; passphrase bypass ("Azrin is dead"); Atk +12 ranged touch (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34; Disable Device DC 34.

Wail of the Banshee Trap: CR 10; magic device; touch trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fort save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Creatures: If the heroes take longer than 20 rounds to acquire the blade, the four orcs return to the campsite. The heroes might escape unnoticed, if they are particularly stealthy. If they fail at stealth, the orcs attack.

APL 12 (EL --)

Orcs (4): hp 4 each; see *Monster Manual* page 203.

Treasure: Inside the wagon, *Infiltrator's Blade* can be found. This magical dagger is described in **Appendix Seven**. Additionally, a few more items of note can be found inside the wagon, if a *detect magic* or similar spell is used during the search.

APL 12: Loot – 0 gp, Coin – 10 gp, Magic – *scroll of Haste* (31 gp each), *+1 rapier* (193 gp each).

Development: If the party fails to loot all of the magical gear indicated above, it appears in Encounter Nine and is used against them.

Proceed to Encounter Eight.

Encounter Eight – Surprises (12)

This encounter is for APL 12 only. It occurs after the party has attempted to lift the Infiltrator's Blade from Azrin's possessions. As the heroes are crossing the edge of a ridge, they witness an interesting sight. Read or paraphrase the following.

Cresting the ridge, you followed its edge for quite some time. Moving swiftly, activity in a gully below caught your attention. In a clearing, a number of orcs move around something large. A mass of flesh, it is held by a series of thick ropes thrown over it and staked into the ground.

Before your eyes, the mass lashes out. The ropes snap, freeing the beastial creature. A number of draconic heads writhe high into the sky. The orcs nearby fly into action – but they are too late. With a great intake of air, the hydra releases several goutts of liquid flame. Orcs and trees burn.

The party now has two options. They can continue on to fight Azrin's guards, letting the hydra tear into the Old One's troops or they can close on the hydra and defeat it before it wreaks too much havoc upon the Vesve.

While this choice has little effect on the course of the scenario, it directly effects the Highfolk Interactive Event to follow this scenario at Dan's Con of the Vale in October 2005.

By the time the heroes make their way to the hydra, the creature's guardians are dead. The hydra is happily consuming their flesh, but looks for another fight if one should present itself.

If the party failed to kill the decoys in **Encounter One**, the remaining humanoids appear in this combat after it has gone on for three rounds. They are initially entering to combat the hydra, but, upon seeing the party, decide to work against them instead.

APL 12 (EL 13)

Twelve-Headed Pyrohydra: hp 180; see *Monster Manual* page 157.

Tactics: The pyrohydra is a straightforward attacker, breathing his fire breath as a toasty opener before wading into combat with the party.

From here, proceed to Encounter Nine.

Encounter Nine – Guards (12)

This encounter is for APL 12 only. It occurs during the evening of the same day – after the party has seen the hydra. Read or paraphrase the following.

Waiting. That's all you could do. The jobs the Hunter in Shadows gave you complete, all that was left was to wait for the Hunter appear again. All about you, the sounds of battle emanate. Here the death rattle of an orc or ogre. There the battle cry of an elf. Everywhere the Green and White is making its move – and here you sit.

Without warning, the Hunter is there. His undead eyes glow an eager red in the twilight. "Azrin has returned," his dead voice echoes. "Come!" As soon as he was there, he is gone. Only the rush of the underbrush tells you which way he has gone.

Assuming the party follows, it is only a short distance to the clearing where Azrin can be found. Read or paraphrase the following.

See **DMs Appendix IV** for a map of this encounter. Read or paraphrase the following.

The small clearing, ringed in decaying elven heads, is easy enough to find under the Hunter's direction. Nearing the edge, you can see a number of tents

surrounding a simple campfire. Only five people are here – two elves, an orc, a half-orc, and a bugbear.

One elf already stands, his manner commanding and ferocious. His eyes are focused in your direction, the firelight bending his face into odd shapes. His companions are all looking over their shoulders at you.

Before you can react, the Hunter in Shadows is there in the clearing. "Hello, Azrin," he rasps, his voice venomous. Slowly, the revenant moves forward, his hands gripping the fine elven blades at his waist in anticipation. "Long have I waited for this moment."

The imposter Azrin remains still, his face frozen in paralyzed fear. "I have hungered for your death for 5 years now," the Hunter continues, still moving forward. "It will be a glorious moment to..."

Around the fire, the seated elf moves. Azrin's eyes flicker to his companion. "No," Azrin commands, his voice strained. The Hunter hesitates at the sound, unsure. "This is between him and me," Azrin continues. Long moments pass as the elf's face breaks into a self-assured grin. "You should have stayed dead, Melkinon Amastodel. You would have saved yourself a great deal of pain."

Angered, the Hunter leaps into action, his dual scimitars swiftly drawn. From around the fire, the orc moves – his wicked spiked chain whirling through the air.

Have the heroes roll initiative. The Hunter and Azrin are about to engage in combat, and it is the party's job to keep the bodyguards from interfering. This display of action on the part of the orc should spring them into action.

NPCs: Field Marshal Azrin is here, having returned from whatever hiding place he had. The Hunter in Shadows immediately sensed him and brought the party here. Azrin, a high elf of Clan Moonbow, is wholly focused on battling the Hunter in Shadows and staying alive.

Field Marshal Azrin: Male high elf Marshal4/Rog6/Ftr4/Rgr2.

Creatures: There are four creatures the party needs to concern themselves with. The first is a grey elf named Philliand Greyleaf, an elf from the Bandit Kingdoms. Philliand is a powerful arcanist, dressed in explorer's gear. He fights largely with his longsword out, to mislead opponents.

The second is a spiked chain wielding orc named Palaklassk. This woman warrior has proven herself numerous times and carries herself with a certain amount of self-satisfaction and arrogance. Wicked tusks grow from her lower jaw and her ears and nose are pierced several times with bone protrusions. She wears the scalps of her victims wrapped about her body.

The third is a half-orc cleric named Irikdar, a cleric of the Old One. Long ago, Irikdar received a vision from his god. This vision told him Azrin was to be protected at all costs. From that moment, Irikdar and Azrin were

inseparable. Dressed in spiked plate dressed with blood, Irikdar is a ferocious opponent.

The fourth, and final body guard, is a bugbear named Lorek. The rogue achieved his status as Azrin's bodyguard by killing one of the previous guards in one-on-one combat. Lorek is slow to move and wholly calculating. Discreetly clothed in blacks and browns, the bugbear can normally be easily overlooked.

If the party did not claim the *sign of the favored* from Encounter One, it is present here.

APL 12 (EL 15)

Philliand Greyleaf: hp 54; see *Appendix Six*.

Palaklassk: hp 81; see *Appendix Six*

Irikdar: hp 102; see *Appendix Six*

Lorek: hp 90; see *Appendix Six*

Tactics: Philliand begins the combat by casting *haste* upon the bodyguards. He then casts *greater invisibility* on himself and then on Lorek. Then he launches as many area of effects as he can upon the party and the Hunter (if he can manage it).

Palaklassk consumes her *potion of enlarge person* and then operates to control the party. She begins with disarm attempts and then proceeds to trip attempts. His primary goal is to prevent the party from doing anything – not dealing damage.

Lorek moves to get flanks. His goal is to deal as much sneak attack damage as he can. If he finds he is having trouble hitting the party, he instead acts to aid another – granting Irikdar a +2 bonus to melee attacks.

Irikdar takes a few rounds to power himself up, casting *divine favor*, *divine power*, *righteous might*, and *legion's conviction* before closing to melee. He is a primary damage dealer for the crew. If one of the guards should be killed, Irikdar takes a moment to cast *revenge* upon that guard so they may continue fighting.

Conclusion

The conclusion takes place from the point of view of Elrenn Walthair, watching Azrin and the Hunter battle from a safe high point.

If the party has succeeded at both of their tasks, read or paraphrase the following.

A thick fog rises around the Hunter and Azrin, cloaking their moves from the common watcher. The sounds of battle still echo from within the swirl. The night is pierced by a pained scream. Then there is only silence.

"There is a special place in the Hells for those like you and me, Azrin. Our eternity there will be amazing."

As the fog subsides, only one body remains. Field Marshal Azrin is on his knees, a scimitar piercing his chest and emerging from his back. Looking down in astonishment, the infiltrator elf grasps the blade

weakly. Pulling futilely at the sword, Azrin falls forward. His body gives one last wrack of pain and then dies.

Elrenn, from his vantage point, smiles. Placing a hand on Kirilia's shoulder, he looks to his lieutenant. "Come, spearsister. There is much to be done." He takes a breath. "Today is won, but we are not yet finished." The First Rangers' eyes flash with determination. "We will not rest until each and every one of these beasts is killed. Each and every one Kirilia. The Vesve will be ours once again."

If the party has failed to complete any one of their missions, read or paraphrase the following.

A thick fog rises around the Hunter and Azrin, cloaking their moves from the common watcher. The sounds of battle still echo from within the swirl. The night is pierced by a pained scream. Then there is only silence.

"You should have stayed dead, Melkinon Amastodel. You would have saved yourself a great deal of pain."

As the fog subsides, only one body remains. Field Marshal Azrin is standing, his dagger held before him. Glancing about, his face breaks into a victorious smile. Raising his head to the sky, he bellows.

"Iuz has spoken!" he shouts, his voice carried through the Forest. "The day is ours!" The sky is filled with guttural shouts and battle cries as the foul humanoids rally to their leader.

Elrenn Walthair, from his vantage point, falls to his knees. His lieutenant, Kirilia, places a hand upon his shoulder. The First Ranger's tear-streaked face looks to her. Kirilia's eyes grow resolute. "Come, Elrenn. Today is lost, but we are not done yet. We will not rest until each and every one of these beasts is killed. Each and every one. The Vesve will be ours once again. The false Azrin will pay."

The battle never ends in Highfolk.

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 One

Defeat the Rear Guard

APL2 90 xp; APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Four

Defeat the Goblin Squadron

APL2 90 xp; APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp

Encounter Five

Disrupting the ritual

APL2 45 xp; APL4 90 xp; APL6 120 xp

Defeating the Cleric

APL2 90 xp; APL4 180 xp; APL6 240 xp

Encounter Six

Defeat Derkal

APL8 300 xp; APL10 360 xp

Locating and looting the troop maps

APL8 75 xp; APL10 120 xp

Encounter Seven

Encountering the Energy Drain/Wail of the Banshee trap

APL12 360 xp

Getting the other random treasure in the wagon

APL12 95 xp

Encounter Nine

Defeat the bodyguard squadron

APL12 450 xp

Story Award

Accomplishing both goals

APL2 25 xp; APL4 25 xp; APL6 30 xp; APL8 75 xp; APL10 75 xp; APL12 110 xp

Discretionary roleplaying award

APL2 20 xp; APL4 20 xp; APL6 30 xp; APL8 75 xp; APL10 75 xp; APL12 110 xp

Total possible experience:

APL2 360 xp; APL4 675 xp; APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1545 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 One

APL 2: L: 6 gp; C: 0 gp; M: 31 gp – *sign of the favored* (31 gp each)

APL 4: L: 254 gp; C: 11 gp; M: 31 gp – *sign of the favored* (31 gp each)

APL 6: L: 235 gp; C: 10 gp; M: 737 gp – *sign of the favored* (31 gp each), *+1 greatclub* (191 gp each), *potion of cure light wounds* (4 gp each), *cloak of resistance +1* (83 gp each), *+1 breastplate* (83 gp each)

APL 8: L: 122 gp; C: 10 gp; M: 1533 gp – *sign of the favored* (31 gp each), *+1 greatclub* (191 gp each), *+1 hide armor* (95 gp each), *+1 chain shirt* (95 gp each), *cloak of resistance +1* (83 gp each), *+1 falchion* (191 gp each), *+1 breastplate* (83 gp each)

APL 10: L: 26 gp; C: 10 gp; M: 2347 gp – *sign of the favored* (31 gp each), *+1 frost greatclub* (691 gp each), *+1 hide armor* (95 gp each), *+1 ring of protection* (166 gp each), *+1 shortsword* (166 gp each), *+1 chain shirt* (95 gp each), *cloak of resistance +1* (83 gp each), *+1 falchion* (191 gp each), *+1 breastplate* (83 gp each)

APL 12: L: 26 gp; C: 10 gp; M: 3419 gp – *sign of the favored* (31 gp each), *+1 frost greatclub* (691 gp each), *+1 hide armor* (95 gp each), *+1 ring of protection* (166 gp each), *+1 shortsword* (166 gp each), *+1 chain shirt* (95 gp each), *cloak of resistance +2* (333 gp each), *gloves of Dexterity +2* (333 gp each), *+1 falchion* (191 gp each), *+1 breastplate* (83 gp each), *potion of haste* (31 gp each)

Encounter Two

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Three

APL 2: L: 1 gp; C: 0 gp; M: 0 gp

APL 4: L: 1 gp; C: 0 gp; M: 0 gp

APL 6: L: 1 gp; C: 0 gp; M: 0 gp

APL 8: L: 1 gp; C: 0 gp; M: 0 gp

APL 10: L: 1 gp; C: 0 gp; M: 0 gp

APL 12: L: 1 gp; C: 0 gp; M: 0 gp

Encounter Four

APL 2: L: 66 gp; C: 0 gp; M: 336 gp – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each), *potion of cure light wounds* (4 gp each), *potion of blur* (25 gp each)

APL 4: L: 68 gp; C: 0 gp; M: 336 gp – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each), *potion of cure light wounds* (4 gp each), *potion of blur* (25 gp each)

APL 6: L: 68 gp; C: 0 gp; M: 336 gp – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each), *potion of cure light wounds* (4 gp each), *potion of blur* (25 gp each)

APL 8: L: 68 gp; C: 0 gp; M: 336 gp – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each), *potion of cure light wounds* (4 gp each), *potion of blur* (25 gp each)

APL 10: L: 68 gp; C: 0 gp; M: 336 gp – *dust of appearance* (150 gp each), *snake's standard* (125 gp each), *scroll of widened alarm* (32 gp each), *potion of cure light wounds* (4 gp each), *potion of blur* (25 gp each)

Encounter Five

APL 2: L: 40 gp; C: 0 gp; M: 0 gp

APL 4: L: 40 gp; C: 0 gp; M: 20 gp – *scroll of cause light wounds* (2 gp each), *scroll of command* (2 gp each), *scroll of magic weapon* (2 gp each), *scroll of spiritual weapon* (12 gp each)

APL 6: L: 32 gp; C: 0 gp; M: 214 gp – *+1 banded mail* (95 gp each), *+1 light steel shield* (95 gp each), *potion of cure light wounds* (4 gp each), *scroll of cause light wounds* (2 gp each), *scroll of command* (2 gp each), *scroll of magic weapon* (2 gp each), *scroll of silence* (12 gp each)

Encounter Six

APL 8: L: 9 gp; C: 0 gp; M: 625 gp – *+1 studded leather armor* (95 gp each), *+1 battleaxe* (191 gp each), *cloak of Charisma +2* (333 gp each), *scroll of lesser confusion* (2 gp each)

APL 10: L: 9 gp; C: 0 gp; M: 625 gp – *+1 studded leather armor* (95 gp each), *+1 battleaxe* (191 gp each), *cloak of Charisma +2* (333 gp each), *scroll of lesser confusion* (2 gp each)

Encounter Nine

APL 12: L: 72 gp; C: 0 gp; M: 5736 gp – *+3 cloak of resistance* (750 gp each), *Heward's handy haversack* (175 gp each), *+2 amulet of health* (333 gp each), *scroll of shield* (2 gp each), *scroll of globe of invulnerability* (58 gp each), *scroll of disintegrate* (137 gp each), *+4 headband of*

intellect (1333 gp each), *+1 spiked chain* (167 gp each), *+2 breastplate* (333 gp each), *gauntlets of ogre power* (333 gp each), *potion of enlarge person* (21 gp each), *+2 periapt of Wisdom* (333 gp each), *+2 mithral full plate* (792 gp each), *scroll of invisibility purge* (12 gp each), *+4 cloak of Charisma* (1333 gp each), *+1 rapier* (166 gp each).

Total Possible Treasure

APL 2: L: 113 gp; C: 50 gp; M: 367 gp - Total: 530 gp

APL 4: L: 363 gp; C: 111 gp; M: 387 gp - Total: 861 gp

APL 6: L: 336 gp; C: 160 gp; M: 1287 gp - Total: 1783 gp

APL 8: L: 200 gp; C: 210 gp; M: 2494 gp - Total: 2904 gp

APL 10: L: 104 gp; C: 260 gp; M: 3308 gp - Total: 3672 gp

APL 12: L: 99 gp; C: 310 gp; M: 9155 gp - Total: 9564 gp

Special

Serpent's Standard [] [] [] [] [] []: This standard, bearing a curled snake lashing out in attack, bears formidable magical powers. Five times, this standard may be activated by its wielder as a standard action that does not provoke an attack of opportunity. All allies within 20 ft. may immediately make one melee or ranged attack, even if they have already taken their action for the round. This action does not affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This item does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior use of this item, from the *haste* spell, or any other source, this item fails to affect them.

Faint transmutation. CL 5th; Craft Wondrous Item, *legion's snake's swiftness*. Price 1,500 gp. Limit one.

Boon of the Hunter's Patron: Whichever dark powers raised the Hunter in Shadows to his undead form have also taken a notice of you. Granting you their boon, they grant you the benefits of an *aid* spell for the next two Highfolk regional events (at 20th caster level). This boon may be refused, in which case it should be struck through.

IP: Church of Ehlonna []

IP: Followers of the Seldarine Pantheon []

Sign of the Favored (Iuz): Emblazoned with the grinning skull of Iuz, this standard is adorned with blasphemous invocations. Three times per day, the standard-bearer can invoke a prayer to the Old One. The prayer grants allies within 30 ft. a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks for 5 rounds.

Faint enchantment; CL 5th; Craft Wondrous Item, *prayer*; this item may be created in dedication to other gods; Price 16,200gp.

Experience on the battlefield has opened the way to the combat medic prestige class from *Heroes of Battle*.

Honored by the Circles: The many druidic circles of the Vesse Forest are grateful for your aid. In return, they agree to teach you the following spells (all FB and MH): *arctic haze*, *snake's swiftness*, *legion's snake's swiftness*, *snowdrift*, *wall of coldfire*. Also, they teach you the ways of the Natural Bond feat.

Items for the Adventure Record

Item Access

APL 2:

- *Sign of the favored* (Adventure, limit one, Heroes of Battle)
- *Dust of appearance* (Adventure, DMG)
- *Scroll of alarm* (Adventure, DMG)
- *Serpent's standard* (Adventure, above)

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

- *Wand of silence* (Adventure, DMG)
- *Murlynd's spoon* (Adventure, DMG)

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

- *Druid's vestments* (Adventure; DMG)
- *Candle of truth* (Adventure, DMG)

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

- *Minor circlet of blasting* (Adventure, DMG)
- *Boots of levitation* (Adventure, DMG)

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

- *+1 frost greatclub* (Adventure; DMG)
- *Deck of illusions* (Adventure, DMG)
- *Candle of invocation (CG and NG)* (Adventure, DMG)

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

- *Cloak of resistance +2* (Adventure; DMG)
- *Cloak of resistance +3* (Adventure; DMG)
- *Heward's handy haversack* (Adventure, DMG)
- *Scroll of globe of invulnerability* (Adventure, DMG)
- *Scroll of disintegrate* (Adventure, DMG)
- *Cloak of Charisma +4* (Adventure, DMG)
- *Headband of intellect +4* (Adventure, DMG)

Encounter Four

Thurk: male goblin Rog2; CR 2; Small Humanoid (Goblinoid); HD 2d6+2; hp 11; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +4 melee (1d4/19-20, shortsword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SA sneak attack +1d6; SQ Darkvision 60 ft., evasion, protective commander, trapfinding; SV Fort +1, Ref +4, Will -1; AL LE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Ride +6, Search +4, Sleight of Hand +6, Spot +4, Tumble +5, Use Rope +1 (+3 bindings); Mounted Combat, Weapon Finesse.

Protective Commander (Ex): Allies within 30 ft. gain a +1 morale bonus on saving throws.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, *potion of cure light wounds*, *potion of blur*.

Encounter Five

Hirago: male Oeridian human Clr1 (Iuz); CR 1; Medium Humanoid; HD 1d8+2; hp 13; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +0; Grp +0; Atk +1 melee (1d8, heavy mace) or +1 ranged (1d8/19-20, light crossbow); SA rebuke undead, spells; SQ spontaneous casting; AL CE; SV Fort +4, Ref +0, Will +6; Str 10, Dex 10, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +9, Knowledge (Planes) +2, Knowledge (Religion) +2, Spellcraft +4; Skill Focus (Concentration), Toughness.

Possessions: masterwork heavy mace, masterwork light crossbow, 20 bolts, banded mail, light steel shield.

Spells Prepared (3/2+1; caster level 1 (2 for evil): 0—*cure minor wounds*, *detect magic*, *guidance*, 1st—*bane* (DC 15), *cause fear* (DC 15), *protection from good**

Domains: Evil and Trickery.

Worshipper: race and gender vary Exp1; CR ½; Medium or Small Humanoid (varies); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d3, unarmed); Full Atk as Atk; SA -; SQ varies; AL CE; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +4, Concentration +4, Diplomacy +4, Intimidate +4, Knowledge (religion) +4, Perform (oratory) +4, Sense Motive +4, Spot +4. Improved Unarmed Strike.

Appendix Two – APL 4

+1, Ref +4, Will -1; AL LE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Ride +6, Search +4, Sleight of Hand +6, Spot +4, Tumble +5, Use Rope +1 (+3 bindings); Mounted Combat, Weapon Finesse.

Protective Commander (Ex): Allies within 30 ft. gain a +1 morale bonus on saving throws.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, *potion of cure light wounds*, *potion of blur*.

Goblin Worg-Rider: male goblin War2; CR 1; Small Humanoid (Goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3, lance) or +3 melee (1d4/19-20, short sword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +2, Hide +3, Move Silently +3, Ride +6; Mounted Combat.

Possessions: studded leather armor, light wooden shield, lance, shortsword, shortbow.

Encounter Five

Hirago: male Oeridian human Clr2 (Iuz); CR 2; Medium Humanoid; HD 2d8+4; hp 20; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; BAB +1; Grp +1; Atk +2 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SA rebuke undead, spells; SQ spontaneous casting; AL CE; SV Fort +5, Ref +0, Will +7; Str 10, Dex 10, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +10, Knowledge (Planes) +2, Knowledge (Religion) +3, Spellcraft +5; Skill Focus (Concentration), Toughness.

Possessions: masterwork heavy mace, masterwork light crossbow, 20 bolts, banded mail, light steel shield, *scroll of cause light wounds* (DC 11) (2), *scroll of command* (DC 11), *scroll of magic weapon*, *scroll of spiritual weapon* (+1 attack bonus, 1d8 dmg).

Spells Prepared (4/3+1; caster level 2 (3 for evil)): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*, 1st—*bane* (DC 15), *cure light wounds*, *doom* (DC15), *protection from good*.*

Domains: Evil and Trickery.

Worshipper: race and gender vary Exp1; CR ½; Medium or Small Humanoid (varies); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d3, unarmed); Full Atk as Atk; SA -; SQ varies; AL CE; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Encounter One

Kirikdarsh: male ogre Ftr2; CR 5; Large Giant; HD 4d8+19 plus 2d10+8; hp 60; Init -2; Spd 30 ft.; AC 15, touch 7, flat-footed 15; Base Atk +5; Grp +16; Atk +13 melee (2d8+10, greatclub) or +2 ranged (1d8+7, javelin); Full Atk as Atk; Space/Reach 10 ft./10 ft.; SA -; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +11, Ref -1, Will +2; Str 25, Dex 6, Con 19, Int 6, Wis 12, Cha 9.

Skills and Feats: Climb +7, Listen +4, Spot +4. Cleave, Improved Sunder, Power Attack, Toughness, Weapon Focus (greatclub).

Possessions: masterwork greatclub, javelin (5), hide armor.

Limil and Norick: male goblin Rog2; CR 2; Small Humanoid (Goblinoid); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 14; Base Atk +1; Grp -2; Atk +4 melee (1d4+1/19-20, mw shortsword) or +5 ranged (1d4/x3, shortbow); Full Atk as Atk; SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +9, Escape Artist +7 (+9 for ropes), Hide +11, Jump +7, Listen +6, Move Silently +11, Search +7, Spot +6, Tumble +9, Use Rope +8; Dodge.

Possessions: mw shortsword, mw chain shirt, shortbow, 20 arrows, 50 ft. silk rope, tanglefoot bag, thunderstone, acid flask, 9gp.

Orcs: male orc War1/Bbn1; CR 1; Medium Humanoid (Orc); HD 1d8+2 plus 1d12+2; hp 19; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +7; Atk +8 melee (2d4+7/18-20x2, mw falchion) or +7 ranged (1d6+5, javelin); Full Atk as Atk; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +0; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Jump +7, Listen +3; Endurance, Power Attack.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or a *daylight* spell

Rage (Ex): 1/day - +4 to Str, +4 to Con. +2 on Will saves, -2 to AC for up to 7 rounds.

Possessions: mw falchion, 5 javelins, breastplate, 12 gp.

Encounter Four

Thurk: male goblin Rog2; CR 2; Small Humanoid (Goblinoid); HD 2d6+2; hp 11; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +4 melee (1d4/19-20, shortsword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SA sneak attack +1d6; SQ Darkvision 60 ft., evasion, protective commander, trapfinding; SV Fort

Skills and Feats: Bluff +4, Concentration +4, Diplomacy +4, Intimidate +4, Knowledge (religion) +4, Perform (oratory) +4, Sense Motive +4, Spot +4. Improved Unarmed Strike.

Appendix Three – APL 6

Encounter One

Kirikdarsh: male ogre Ftr4; CR 7; Large Giant; HD 4d8+19 plus 4d10+16; hp 79; Init -2; Spd 30 ft.; AC 15, touch 7, flat-footed 15; Base Atk +7; Grp +18; Atk +16 melee (2d8+15, greatclub) or +4 ranged (1d8+8, javelin); Full Atk +16/+11 melee (2d8+15, greatclub) or +4 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +12, Ref +0, Will +3; Str 26, Dex 6, Con 19, Int 6, Wis 12, Cha 9.

Skills and Feats: Climb +8, Knowledge (religion) -1, Listen +4, Spot +4. Cleave, Improved Sunder, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +1 greatclub, hide armor, javelin (5).

Limil and Norick: male goblin Rog3/Ftr1; CR 4; Small Humanoid (Goblinoid); HD 3d6+6 plus 1d10+2; hp 28; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk +6 melee (1d4+1/19-20, mw shortsword) or +7 ranged (1d4/x3, shortbow); Full Atk as Atk; SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding; AL NE; SV Fort +6, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +10, Climb +3, Escape Artist +8 (+9 for ropes), Hide +12, Jump +9, Listen +7, Move Silently +12, Search +8, Spot +7, Tumble +10, Use Rope +9; Dodge, Mobility, Spring Attack.

Possessions: mw shortsword, mw chain shirt, mw light wooden shield, *potions of cure light wounds* (2), shortbow, 20 arrows, 50 ft. silk rope, tanglefoot bag (2), thunderstone, acid flask, *cloak of resistance* +1, 6gp.

Orcs: male orc War1/Bbn3; CR 3; Medium Humanoid (Orc); HD 1d8+2 plus 3d12+6; hp 37; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +4; Grp +9; Atk +10 melee (2d4+7/18-20x2, mw falchion) or +9 ranged (1d6+5, javelin); Full Atk as Atk; SQ Darkvision 60 ft., light sensitivity, rage, trap sense +1, uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +1; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Jump +9, Listen +5; Feat Endurance, Power Attack.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or a *daylight* spell

Rage (Ex): 1/day - +4 to Str, +4 to Con. +2 on Will saves, -2 to AC for up to 7 rounds.

Possessions: mw falchion, 5 javelins, +1 breastplate, 12 gp.

Encounter Four

Thurk: male goblin Rog3; CR 3; Small Humanoid (Goblinoid); HD 3d6+3; hp 15; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +2; Grp -2; Atk +5 melee (1d4/19-20, shortsword) or +5 ranged (1d4/x3, shortbow); Full Atk as Atk; SA sneak attack +2d6; SQ Darkvision 60 ft., evasion, protective commander, trap sense +2, trapfinding; SV Fort +2, Ref +4, Will +0; AL LE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +7, Hide +11, Listen +5, Move Silently +11, Ride +7, Search +4, Sleight of Hand +7, Spot +5, Tumble +6, Use Rope +1 (+3 bindings); Mounted Combat, Ride-By Attack, Weapon Finesse.

Protective Commander (Ex): Allies within 30 ft. gain a +1 morale bonus on saving throws.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, *potion of cure light wounds*, *potion of blur*.

Goblin Worg-Rider: male goblin War2; CR 1; Small Humanoid (Goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3, lance) or +3 melee (1d4/19-20, short sword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +2, Hide +3, Move Silently +3, Ride +6; Mounted Combat.

Possessions: studded leather armor, light wooden shield, lance, shortsword, shortbow.

Encounter Five

Hirago: male Oeridian human Clr2 (Iuz); CR 4; Medium Humanoid; HD 4d8+8; hp 30; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 17; BAB +3; Grp +3; Atk +4 melee (1d8, heavy mace) or +3 ranged (1d8/19-20, light crossbow); SA rebuke undead, spells; SQ spontaneous casting; AL CE; SV Fort +6, Ref +1, Will +8; Str 10, Dex 10, Con 14, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +12, Knowledge (Planes) +2, Knowledge (Religion) +5, Spellcraft +7; Skill Focus (Concentration), Spell Focus (Necromancy), Spell Focus (Evocation).

Possessions: masterwork heavy mace, light crossbow, 20 bolts, +1 banded mail, +1 light steel shield, *potion of cure light wounds*, *scroll of cause light wounds* (DC 11) (2), *scroll of command* (DC 11), *scroll of magic weapon*, *scroll of silence*.

Spells Prepared (5/4+1/3+1; caster level 4 (5 for evil)): 0—*cure minor wounds*, *detect magic*, *guidance*, *guidance*, *resistance*; 1st—*bane* (DC 15), *cause fear* (DC 16), *deathwatch*, *doom* (DC 16), *protection from good*;

2nd—*hold person* (DC 16), *invisibility**, *sound burst* (DC 17), *spiritual weapon* (+7 attack bonus, 1d8+1 dmg).

Domains: Evil and Trickery.

Worshipper: race and gender vary Exp2; CR 1; Medium or Small Humanoid (varies); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d3, unarmed); Full Atk as Atk; SA -; SQ varies; AL CE; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +5, Concentration +5, Diplomacy +5, Intimidate +5, Knowledge (religion) +5, Perform (oratory) +5, Sense Motive +5, Spot +5. Improved Unarmed Strike.

Appendix Four – APL 8

Possessions: +1 falchion, 5 javelins, +1 breastplate, 12 gp.

Encounter One

Kirikdarsh: male ogre Ftr4/Rog1/Blkg1; CR 9; Large Giant; HD 4d8+19 plus 4d10+16 plus 1d6+4 plus 1d10+4; hp 96; Init -2; Spd 30 ft.; AC 16, touch 7, flat-footed 16; Base Atk +8; Grp +19; Atk +17 melee (2d8+15, greatclub) or +6 ranged (1d8+8, javelin); Full Atk +17/+12 melee (2d8+145, greatclub) or +6 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Sneak attack +1d6; SQ Aura of evil, darkvision 60 ft., detect good, low-light vision, poison use; AL CE; SV Fort +14, Ref +2, Will +5; Str 26, Dex 6, Con 19, Int 6, Wis 12, Cha 9.

Skills and Feats: Climb +8, Hide -1, Knowledge (religion) +0, Listen +4, Spot +4. Cleave, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +1 greatclub, +1 hide armor, mw javelin (5).

Limil and Norick: male goblin Rog4/Ftr2; CR 6; Small Humanoid (Goblinoid); HD 4d6+8 plus 2d10+4; hp 42; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 15; Base Atk +5; Grp +2; Atk +10 melee (1d4+1/19-20, mw shortsword) or +9 ranged (1d4/x3, shortbow); Full Atk as Atk; SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +7, Ref +8, Will +3; Str 12, Dex 17, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +11, Climb +6, Escape Artist +9 (+10 for ropes), Hide +13, Jump +11, Listen +8, Move Silently +13, Search +9, Spot +8, Tumble +11, Use Rope +10; Dodge, Mobility, Weapon Finesse, Spring Attack, Improved Initiative.

Possessions: mw shortsword, +1 chain shirt, mw light wooden shield, shortbow, 20 arrows, 50 ft. silk rope, tanglefoot bag, thunderstone, acid flask, *cloak of resistance* +1, 46gp.

Orcs: male orc War1/Bbn5; CR 5; Medium Humanoid (Orc); HD 1d8+2 plus 5d12+6; hp 55; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +6; Grp +11; Atk +12 melee (2d4+8/18-20x2, +1 falchion) or +11 ranged (1d6+5, javelin); Full Atk +12/+7 melee (2d4+8/18-20x2, +1 falchion) or +11 ranged (1d6+5, javelin); SQ Darkvision 60 ft., improved uncanny dodge, light sensitivity, rage, trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +3, Will +1; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +11, Jump +11, Listen +7; Endurance, Power Attack, Diehard.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or a *daylight* spell.

Rage (Ex): 2/day - +4 to Str, +4 to Con. +2 on Will saves, -2 to AC for up to 7 rounds.

Encounter Four

Thurk: male goblin Rog4; CR 4; Small Humanoid (Goblinoid); HD 4d6+4; hp 20; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp -1; Atk +7 melee (1d4/19-20, shortsword) or +7 ranged (1d4/x3, shortbow); Full Atk as Atk; SA sneak attack +2d6; SQ Darkvision 60 ft., evasion, protective commander, trap sense +1, trapfinding, uncanny dodge; SV Fort +2, Ref +6, Will +0; AL LE; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +9, Hide +13, Listen +6, Move Silently +13, Ride +9, Search +4, Sleight of Hand +8, Spot +6, Tumble +8, Use Rope +2 (+4 bindings); Mounted Combat, Ride-By Attack, Weapon Finesse.

Protective Commander (Ex): Allies within 30 ft. gain a +1 morale bonus on saving throws.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, *potion of cure light wounds*, *potion of blur*.

Thurk's Mount: advanced worg; CR 5; Large Magical Beast; HD 10d10+44; hp 104; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 14; Base Atk +10; Grp +22; Atk +17 melee (1d8+12, bite); Full Atk as Atk; SA trip; SQ darkvision 60 ft., low-light vision, scent; Space/Reach 10 ft./5 ft.; AL NE; SV Fort +11, Ref +8, Will +5; Str 26, Dex 13, Con 19, Int 6, Wis 13, Cha 10.

Skills and Feats: Hide +4, Listen +9, Move Silently +6, Spot +9, Survival +2 (+6 when tracking by scent). Alertness, Dodge, Improved Natural Attack, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. The opponent cannot react to trip the worg if the attempt fails.

Goblin Worg-Rider: male goblin War4; CR 3; Small Humanoid (Goblinoid); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +4; Grp +1; Atk +7 melee (1d6+1/x3, lance) or +6 melee (1d4+1/19-20, short sword) or +6 ranged (1d4/x3, shortbow); Full Atk as Atk; SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +4, Hide +3, Move Silently +3, Ride +10; Mounted Combat, Ride-By Attack.

Possessions: studded leather armor, light wooden shield, masterwork lance, shortsword, shortbow.

Encounter Six

Goblin Worg-Rider: male goblin War2; CR 1; Small Humanoid (Goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30

ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3, lance) or +3 melee (1d4/19-20, short sword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +2, Hide +3, Move Silently +3, Ride +6; Mounted Combat.

Possessions: studded leather armor, light wooden shield, lance, shortsword, shortbow.

Derkal Bloodsong: male orc Bbn2/Brd2/Ftr2/Marshal2; CR 8; Medium Humanoid (Orc); HD 2d8+4 plus 2d6+4 plus 2d12+4 plus 2d10+4; hp 59; Init +0; Spd 40 ft.; AC 13, touch 10, flat-footed 13; Base Atk +6; Grp +10; Atk +11 melee (1d8+6/x3, +1 *battleaxe*) or +7 ranged (1d8+4/x3, +1 *longbow*); Full Atk +11/+6 melee (1d8+6/x3, +1 *battleaxe*) or +7/+2 ranged (1d8+4/x3, +1 *longbow*) or +5/+5/+0 ranged (1d8+4/x3, +1 *longbow*); SA spells; SQ darkvision 60 ft., inspire courage, light sensitivity, master of tactics, motivate attacks, rage; AL CE; SV Fort +11, Ref +3, Will +4; Str 18, Dex 10, Con 14, Int 10, Wis 6, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +17, Listen +9, Perform (oratory) +14, Spellcraft +11; Chant of Fortitude, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Skill Focus (Diplomacy).

Auras (Ex): The following auras effect any allies that can hear Derkal and are within 60 ft. This effect is constant, and if suspended can be resumed as a free action.

Master of Tactics: They gain a +3 bonus to damage rolls while flanking.

Motivate Attack: They gain a +1 melee attack bonus.

Inspire Courage (Su): This grants a +1 morale bonus to attack and damage rolls to all allies who can hear Derkal and are within 60 ft. This lasts for as long as Derkal continues orating (a free action each round) plus another 5 rounds.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or the effect of a *daylight* spell.

Rage (Ex): 1/day - -2 AC, +4 Str, +4 Con, +2 Will saves for up to 7 rounds.

Spells Known (3/1; CL 2): 0—*dancing lights*, *daze*, *flare* (DC 13), *prestidigitation*, *resistance*, 1st—*cause fear* (DC 14), *grease* (DC 14).

Possessions: +1 studded leather armor, +1 *battleaxe*, *cloak of Charisma* +2, tanglefoot bag (2), acid flask (2), *scroll of lesser confusion* (DC 11) (3).

Encounter One

Kirkdarsh: male ogre Ftr4/Rog1/Blkg3; CR 11; Large Giant; HD 4d8+19 plus 4d10+16 plus 1d6+4 plus 3d10+12; hp 115; Init -2; Spd 30 ft.; AC 17, touch 8, flat-footed 17; Base Atk +10; Grp +21; Atk +19 melee (2d8+15 plus 1d6 cold/19-20, greatclub) or +8 ranged (1d8+8, javelin); Full Atk +19/+14 melee (2d8+15 plus 1d6 cold/19-20, greatclub) or +8 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Aura of despair, smite good, sneak attack +1d6; SQ Aura of evil, command undead, darkvision 60 ft., detect good, low-light vision, poison use; AL CE; SV Fort +15, Ref +3, Will +6; Str 26, Dex 6, Con 19, Int 6, Wis 12, Cha 10.

Skills and Feats: Climb +8, Hide -1, Knowledge (religion) +0, Listen +6, Spot +4. Cleave, Improved Critical (greatclub), Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Aura of Despair (Su): All enemies with 10 ft. take a -2 penalty to saving throws.

Smite Good (Su): 1/day – attack bonus +0 and damage bonus +3 against good creature.

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

Possessions: +1 frost greatclub, +1 hide armor, +1 ring of protection, mw javelin (5)

Limil and Norick: male goblin Rog6/Ftr2; CR 8; Small Humanoid (Goblinoid); HD 6d6+12 plus 2d10+4; hp 54; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 15; Base Atk +6; Grp +3; Atk +12 melee (1d4+2, +1 small shortsword) or +11/+6 ranged (1d4/x3, shortbow); Full Atk +12/+7 melee (1d4+2/19-20, +1 small shortsword) or +11/+6 ranged (1d4/x3, shortbow); SA Sneak attack +3d6; SQ Evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +8, Ref +10, Will +4; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +14, Climb +6, Escape Artist +12 (+14 for ropes), Hide +16, Jump +13, Listen +10, Move Silently +21, Search +11, Spot +10, Tumble +14, Use Rope +13; Dodge, Mobility, Weapon Finesse, Spring Attack, Improved Initiative.

Possessions: +1 small shortsword, +1 chain shirt, mw light wooden shield, shortbow, 20 arrows, 50 ft silk rope, tanglefoot bag, thunderstone, acid flask, *cloak of resistance* +1, 46gp.

Orcs: male orc War1/Bbn7; CR 7; Medium Humanoid (Orc); HD 1d8+2 plus 7d12+6; hp 73; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +8; Grp +14; Atk +15 melee (2d4+10/18-20x2, +1 falchion) or +14 ranged (1d6+6, javelin); Full Atk +15/+10 melee (2d4+10/18-20x2, +1 falchion) or +14 ranged (1d6+6, javelin); SQ

Appendix Five – APL 10

Darkvision 60 ft., DR 1/-, improved uncanny dodge, light sensitivity, rage, trap sense +2, uncanny dodge; AL CE; SV Fort +9, Ref +4, Will +2; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +13, Jump +13, Listen +9; Endurance, Power Attack, Diehard.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or a *daylight* spell.

Rage (Ex): 2/day - +4 to Str, +4 to Con. +2 on Will saves, -2 to AC for up to 7 rounds.

Possessions: +1 falchion, 5 javelins, +1 breastplate, 12 gp.

Encounter Four

Thurk: male goblin Rog5; CR 5; Small Humanoid (Goblinoid); HD 5d6+5; hp 24; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp -1; Atk +7 melee (1d4/19-20, shortsword) or +7 ranged (1d4/x3, shortbow); Full Atk as Atk; SA sneak attack +3d6; SQ Darkvision 60 ft., evasion, protective commander, trap sense +1, trapfinding, uncanny dodge; SV Fort +2, Ref +6, Will +0; AL LE; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Escape Artist +10, Hide +14, Listen +8, Move Silently +14, Ride +10, Search +4, Sleight of Hand +8, Spot +8, Tumble +8, Use Rope +2 (+4 bindings); Mounted Combat, Ride-By Attack, Weapon Finesse.

Protective Commander (Ex): Allies within 30 ft. gain a +1 morale bonus on saving throws.

Possessions: masterwork studded leather, masterwork short sword, masterwork shortbow, 20 arrows, *potion of cure light wounds*, *potion of blur*.

Advanced Worgs: advanced worg; CR 5; Large Magical Beast; HD 10d10+44; hp 104; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 14; Base Atk +10; Grp +22; Atk +17 melee (1d8+12, bite); Full Atk as Atk; SA trip; SQ darkvision 60 ft., low-light vision, scent; Space/Reach 10 ft./5 ft.; AL NE; SV Fort +11, Ref +8, Will +5; Str 26, Dex 13, Con 19, Int 6, Wis 13, Cha 10.

Skills and Feats: Hide +4, Listen +9, Move Silently +6, Spot +9, Survival +2 (+6 when tracking by scent). Alertness, Dodge, Improved Natural Attack, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. The opponent cannot react to trip the worg if the attempt fails.

Goblin Worg-Rider: male goblin War4; CR 3; Small Humanoid (Goblinoid); HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +4; Grp +1; Atk +7 melee (1d6+1/x3, lance) or +6 melee (1d4+1/19-20, short sword) or +6 ranged (1d4/x3, shortbow); Full Atk as

Atk; SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +4, Hide +3, Move Silently +3, Ride +10; Mounted Combat, Ride-By Attack.

Possessions: studded leather armor, light wooden shield, masterwork lance, shortsword, shortbow.

Encounter Six

Goblin Worg-Rider: male goblin War2; CR 1; Small Humanoid (Goblinoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp -2; Atk +3 melee (1d6/x3, lance) or +3 melee (1d4/19-20, short sword) or +4 ranged (1d4/x3, shortbow); Full Atk as Atk; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Handle Animal +2, Hide +3, Move Silently +3, Ride +6; Mounted Combat.

Possessions: studded leather armor, light wooden shield, lance, shortsword, shortbow.

Derkal Bloodsong: male orc Bbn2/Brd2/Ftr2/Marshal2; CR 8; Medium Humanoid (Orc); HD 2d8+4 plus 2d6+4 plus 2d12+4 plus 2d10+4; hp 59; Init +0; Spd 40 ft.; AC 13, touch 10, flat-footed 13; Base Atk +6; Grp +10; Atk +11 melee (1d8+6/x3, +1 battleaxe) or +7 ranged (1d8+4/x3, +1 longbow); Full Atk +11/+6 melee (1d8+6/x3, +1 battleaxe) or +7/+2 ranged (1d8+4/x3, +1 longbow) or +5/+5/+0 ranged (1d8+4/x3, +1 longbow); SA spells; SQ darkvision 60 ft., inspire courage, light sensitivity, master of tactics, motivate attacks, rage; AL CE; SV Fort +11, Ref +3, Will +4; Str 18, Dex 10, Con 14, Int 10, Wis 6, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +17, Listen +9, Perform (oratory) +14, Spellcraft +11; Chant of Fortitude, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Skill Focus (Diplomacy).

Auras (Ex): The following auras effect any allies that can hear Derkal and are within 60 ft. This effect is constant, and if suspended can be resumed as a free action.

Master of Tactics: They gain a +3 bonus to damage rolls while flanking.

Motivate Attack: They gain a +1 melee attack bonus.

Inspire Courage (Su): This grants a +1 morale bonus to attack and damage rolls to all allies who can hear Derkal and are within 60 ft. This lasts for as long as Derkal continues orating (a free action each round) plus another 5 rounds.

Light Sensitivity (Ex): *Dazzled* in bright sunlight or the effect of a *daylight* spell.

Rage (Ex): 1/day - -2 AC, +4 Str, +4 Con, +2 Will saves for up to 7 rounds.

Spells Known (3/1; CL 2): 0—*dancing lights*, *daze*, *flare* (DC 13), *prestidigitation*, *resistance*, 1st—*cause fear* (DC 14), *grease* (DC 14).

Possessions: +1 studded leather armor, +1 battleaxe, cloak of Charisma +2, tanglefoot bag (2), acid flask (2), scroll of lesser confusion (DC 11) (3).

Appendix Six – APL 12

Encounter One

Kirikdarsh: Male ogre Ftr4/Rog1/Blkg5; CR 13; Large Giant; HD 4d8+19 plus 4d10+16 plus 1d6+4 plus 5d10+20; hp 134; Init -2; Spd 30 ft.; AC 17, touch 8, flat-footed 17; Base Atk +12; Grp +23; Atk +21 melee (2d8+15 plus 1d6 cold/19-20, greatclub) or +10 ranged (1d8+8, javelin); Full Atk +21/+16 melee (2d8+15 plus 1d6 cold/19-20, greatclub) or +10 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Aura of despair, smite good, sneak attack +2d6, spells; SQ Aura of evil, command undead, darkvision 60 ft., detect good, low-light vision, poison use; AL CE; SV Fort +17, Ref +4, Will +7; Str 26, Dex 6, Con 19, Int 6, Wis 12, Cha 12.

Skills and Feats: Climb +8, Hide -1, Knowledge (religion) +0, Listen +6, Spot +4. Cleave, Improved Critical (greatclub), Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Aura of Despair (Su): All enemies with 10 ft. take a -2 penalty to saving throws.

Smite Good (Su): 2/day - +1 attack bonus, +5 damage v. good aligned creatures.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*corrupt weapon*, *cure light wounds*; 2nd—*bull's strength*.

Possessions: *cloak of Charisma* +2, mw large javelins (5), +1 large frost greatclub, +1 large hide armor, ring of protection +1.

Limil and Norick: Male goblins Rog10; CR 10; Small Humanoid (Goblinoid); HD 10d6+20; hp 60; Init +5; Spd 30 ft.; AC 21, touch 14, flat-footed 15; Base Atk +7; Grp +4; Atk +14 melee (1d4+2/19-20, +1 *shortsword*) or +13 ranged (1d4, shortbow); Full Atk +14/+9 melee (1d4+2/19-20, +1 *shortsword*) or +13/+8 ranged (1d4, shortbow); SA Crippling strike, sneak attack +5d6; SQ Evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; Space/Reach 5 ft./5 ft.; AL NE; SV Fort +7, Ref +13, Will +6; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +19, Escape Artist +17 (+19 for ropes), Hide +21, Jump +13, Listen +10, Move Silently +16, Search +15, Spot +14, Tumble +19, Use Rope +18; Dodge, Mobility, Weapon Finesse (6th level), Spring Attack.

Crippling Strike (Ex): An opponent damaged by a sneak attack also takes 2 points of Strength damage.

Possessions: +1 *shortsword*, +1 *chain shirt*, masterwork light wooden shield, shortbow, 20 arrows, 50 ft silk rope, tanglefoot bag, *cloak of resistance* +2, *gloves of Dexterity* +2.

Orcs: male orc War1/Bbn 9; CR 9; Medium Humanoid (Orc); HD 1d8+2 plus 9d12+18; hp 91; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +10; Grp +16; Atk +17 melee (2d4+10/18-20x2, +1 *falchion*); Full Atk +17/+12 melee (2d4+10/18-20x2, +1 *falchion*) or +12 ranged (1d6+6, javelin); Space/Reach 5 ft./5 ft.; SA -; SQ darkvision 60 ft., damage reduction 1/-, improved uncanny dodge, light sensitivity, rage 3/day, trap sense +3, uncanny dodge; AL CE; SV Fort +10, Ref +5, Will +3; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +15, Jump +15, Listen +11; Endurance, Power Attack, Diehard, Cleave.

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

Rage (Ex): +4 to Str, +4 to Con. +2 on Will saves, -2 to AC for up to 7 rounds.

Possessions: +1 *falchion*, 5 javelins, +1 *breastplate*, *potion of haste*.

Encounter Nine

Philliand Greyleaf: male grey elf Wiz12; CR 12; Medium Humanoid (Elf); 12d4+24; hp 54; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +6; Grp +5; Atk +5 melee (1d8-1/19-20x2, longsword) or +7 ranged (1d8-1/x3, longbow); Full Atk as Atk; SA Spells; SQ Elf traits, low-light vision, summon familiar; AL CE; SV Fort +9, Ref +8, Will +12; Str 8, Dex 12, Con 14, Int 23, Wis 12, Cha 17.

Skills and Feats: Concentration +17, Escape Artist +8, Knowledge (arcana, dungeoneering) +21, Spellcraft +21, Tumble +8. Empower Spell, Maximize Spell, Sudden Empower, Sudden Maximize, Sudden Silent, Sudden Still, Spell Focus (evocation).

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Possessions: +3 *cloak of resistance*, *Heward's handy haversack*, +2 *amulet of health*, *spellbook*, ~~*scroll of mage armor*~~, *scroll of shield*, *scroll of globe of invulnerability*, *scroll of disintegrate* (x2), +4 *headband of intellect*, longsword, longbow, dagger.

Spells Prepared (4/6/6/6/5/4/3; CL 12). 0 – *flare* (x2) (DC 18), *touch of fatigue* (x2); 1st – *magic missile* (x3), *ray of enfeeblement* (x2) (+7 ranged touch), *reduce person* (DC 19); 2nd – ~~*false life*~~, *mirror image*, *scorching ray* (x2) (+7 ranged touch), *touch of idiocy* (+6 melee touch), *undeniable gravity* (DC 20); 3rd – *displacement*, *lightning bolt* (x2) (DC 22), *haste*, *slow* (x2) (DC 21); 4th – *empowered scorching ray* (x2) (+7 ranged touch), *greater invisibility* (x2); 5th – *feeblemind* (DC 23), *cone of cold* (DC 24), *empowered lightning bolt* (DC 24), *quicken*

magic missile; 6th – *chain lightning* (DC 25), *disintegrate* (+7 ranged attack, DC 24), ~~*true seeing*~~.

Power-Up Suite (*heroes' feast, true seeing, false life, mage armor*): hp 80; AC 15, touch 11, flat-footed 14; Atk +6 melee (1d8-1/19-20x2, longsword) or +8 ranged (1d8-1/x3, longbow) [all spell attacks gain +1 attack bonus]; SQ Immune to fear, immune to poison; SV Fort +10, Ref +9, Will +11.

Both of Philliand's weapons are under a *greater magic weapon* spell. Atk +9 melee (1d8+2/19-20x2, +3 longsword) or +11 ranged (1d8+2/x3, +3 longbow)

Palakflaskk: female orc Bbn2/Ftr4/Exotic Weapon Master 3; CR 9; Medium Humanoid (Orc); HD 2d12+6 plus 4d10+12 plus 3d10+9; hp 81; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +14; Atk +16 melee (2d4+8, +1 *spiked chain*); Full Atk +16/+11 melee (2d4+8, +1 *spiked chain*) or +14/+14/+9 melee (2d4+8, +1 *spiked chain*); SA Exotic reach, rage 1/day; SQ Darkvision 60 ft., light sensitivity, uncanny dodge; AL CN; SV Fort +13, Ref +3, Will +2; Str 20, Dex 12, Con 16, Int 13, Wis 10, Cha 6.

Skills and Feats: Climb +11, Craft (weaponsmithing) +13, Intimidate +10, Listen +5, Professions (blacksmith) +3, Survival +5; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Improved Trip (+11 bonus), Improved Disarm (+26 bonus), Power Attack, Improved Sunder.

Rage (Ex): +4 Str, +4 Con, +2 Will, -2 AC for up to 8 rounds.

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

Possessions: +1 *spiked chain*, masterwork spiked chain, +2 *breastplate*, *gauntlets of ogre power*, ~~*potion of bear's endurance*~~, *potion of enlarge person*, ~~*potion of barkskin*~~ (+3).

Power-Up Suite (*heroes' feast, potion of bear's endurance, potion of barkskin*): HD 2d12+10 plus 4d10+20 plus 3d10+15; hp 116; AC 21, touch 11, flat-footed 20; Atk +17 melee (2d4+8, +1 *spiked chain*); Full Atk +17/+12 melee (2d4+8, +1 *spiked chain*) or +15/+15/+10 melee (2d4+8, +1 *spiked chain*); SQ Immune to fear, immune to poison; SV Fort +16, Ref +4, Will +3; Con 20.

His weapon is under a *greater magic weapon* spell. Atk +19 melee (2d4+10, +3 *spiked chain*); Full Atk +19/+14 melee (2d4+10, +3 *spiked chain*) or +17/+17/+12 melee (2d4+10, +3 *spiked chain*); Improved Disarm (+28 bonus).

Irikdar: male half-orc Clr12 (Iuz); CR 12; Medium Humanoid (Orc); HD 12d8+36; hp 102; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +9; Grp +11; Atk +12 melee (2d6+3/19-20, mw greatsword) or +9 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee

(2d6+3/19-20, mw greatsword) or +9 ranged (1d8/19-20, light crossbow); SA Rebuke undead, spells; SQ Darkvision 60 ft.; AL CE; SV Fort +11, Ref +6, Will +13; Str 14, Dex 10, Con 16, Int 8, Wis 21, Cha 16.

Skills and Feats: Concentration +18; Chain Spell, Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken), Extra Turning, Martial Weapon Proficiency (greatsword).

Turn Undead (Su): Irikdar may attempt to rebuke undead 10/day.

Possessions: +2 *periapt of wisdom*, mw greatsword, +2 *mithral fullplate*, light crossbow, *scroll of invisibility* *purge* (x2), *cloak of charisma* +4.

Spells Prepared (6/8/6/6/5/5/3; Save DC = 15 + spell level; caster level 13 for evil and chaos spells): 0 – *create water* (x2), *detect magic*, *virtue* (x2), *read magic*; 1st – *command* (x2), *divine favor*, *protection from good**, *remove fear*, *shield of faith* (x3); 2nd – ~~*resist energy*~~ (x2), *shatter**, *spiritual weapon*, ~~*status*~~; 3rd – *dispel magic*, *legion's conviction*, *blindness/deafness* (x2), ~~*magic circle against good*~~*, 4th – *divine power*, ~~*freedom of movement*~~, *poison*, *revenge*, *unholy blight**, 5th – *revenge*, *righteous might*, *dispel good**, 6th – *dispel good**, ~~*chained greater magic weapon*~~, *heroes' feast*. * denotes Domain spell.

Power-Up Suite (*heroes' feast, freedom of movement, magic circle against good, resist energy [fire], resist energy [cold], status*): HD 2d12+10 plus 4d10+20 plus 3d10+15; hp 113; AC 24 (26 v good), touch 10 (12 v good), flat-footed 20 (22 v good); Grp +12; Atk +13 melee (2d6+3/19-20, mw greatsword) or +10 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 melee (2d6+3/19-20, mw greatsword) or +10 ranged (1d8/19-20, light crossbow); SQ Immune to fear, immune to poison, resist fire 30, resist cold 30; SV Fort +12, Ref +7, Will +12 (all +2 v good).

Both weapons are under a *greater magic weapon* spell. Atk +15 melee (2d6+6/19-20, +3 greatsword) or +13 ranged (1d8+3/19-20, +3 light crossbow); Full Atk +15/+10 melee (2d6+6/19-20, +3 greatsword) or +13 ranged (1d8+3/19-20, +3 light crossbow);

Lorek: male bugbear Rog7; CR 9; Medium Humanoid (Goblinoid); HD 3d8+9 plus 7d6+27; hp 90; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +7; Grp +13; Atk +15 melee (1d6+8/18-20, +1 *rapier*); Full Atk +15/+10 melee (1d6+8/18-20, +1 *rapier*); SA Sneak attack +4d6; SQ Darkvision 60 ft., scent, trapfinding, evasion, uncanny dodge, trap sense +2; AL CE; SV Fort +6, Ref +10, Will +3; Str 23, Dex 14, Con 16, Int 13, Wis 10, Cha 6.

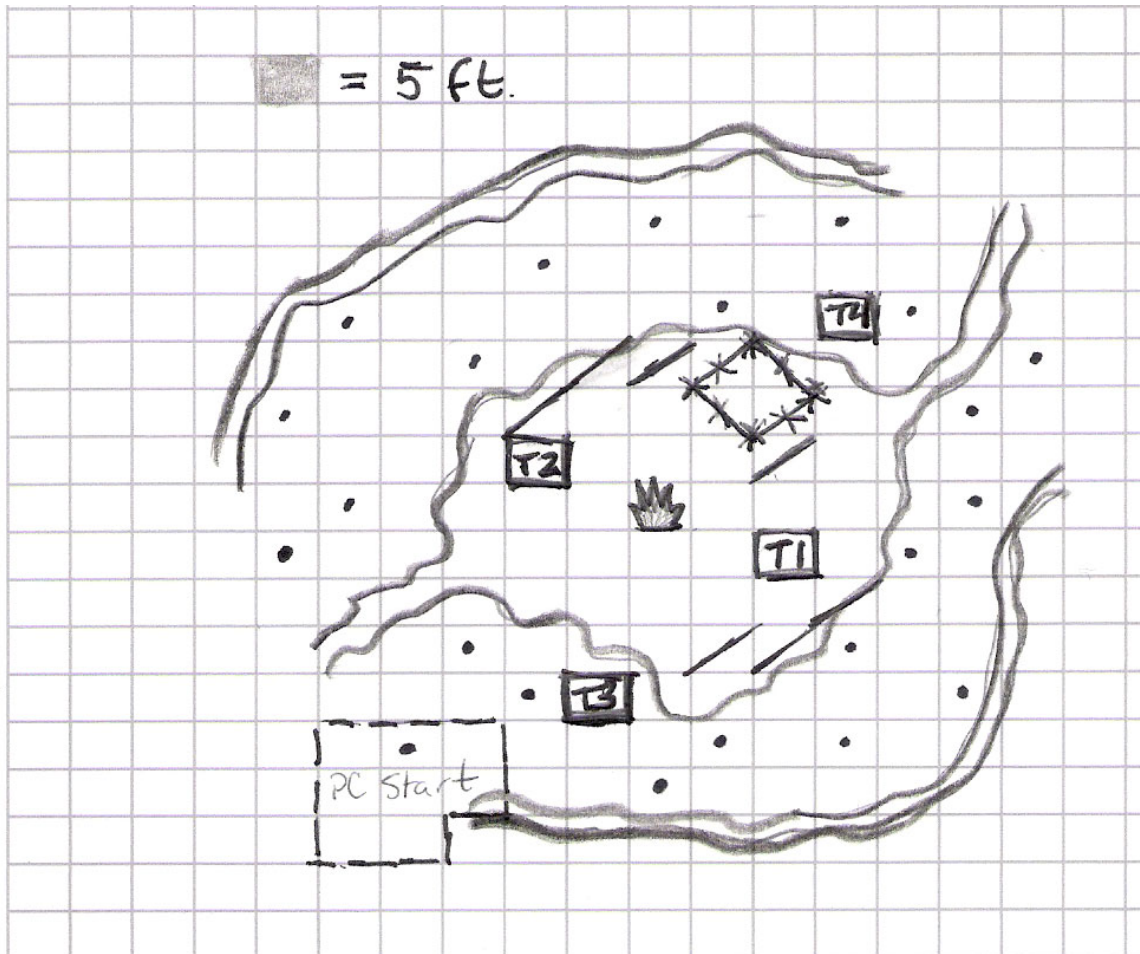
Skills and Feats: Balance +12, Hide +16, Intimidate +7, Jump +16, Listen +15, Move Silently +20, Sense Motive +9, Spot +15, Tumble +12; Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (rapier).

Possessions: chain shirt, +1 *rapier*, *gauntlets of ogre power*, tanglefoot bag (x3), thunderstone (x4).

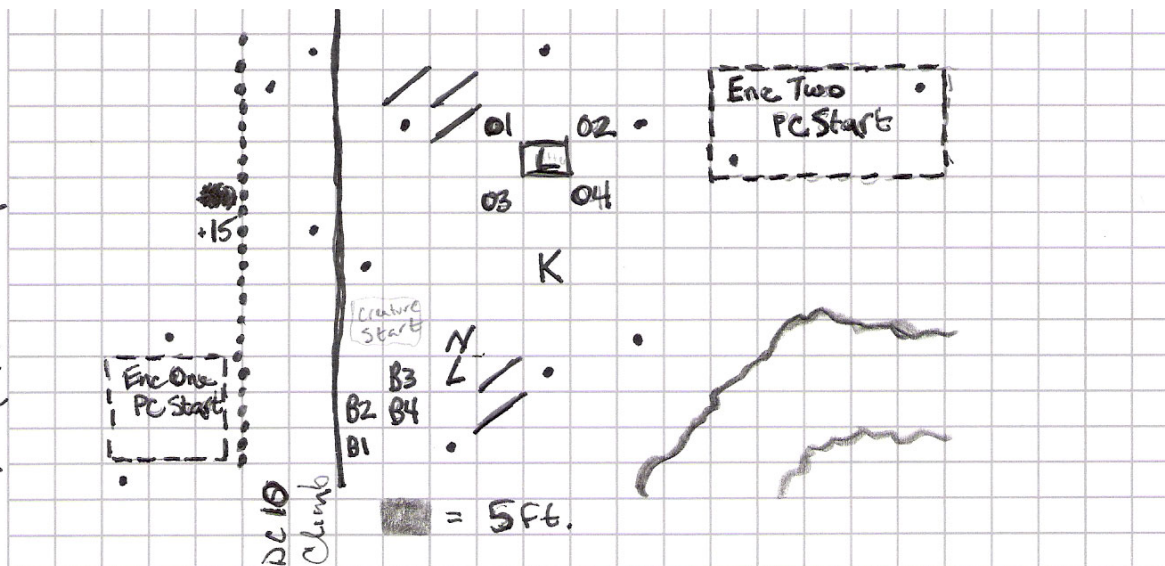
Power-Up Suite (*heroes' feast*): hp 101; Atk +16 melee (1d6+8/18-20, +1 rapier); Full Atk +16/+11 melee (1d6+8/18-20, +1 rapier); SQ Immune to fear, immune to poison; SV Fort +7, Ref +10, Will +4.

Lorek's weapon is under the effect of a *greater magic weapon* spell. Atk +18 melee (1d6+10/18-20, +3 rapier); Full Atk +18/+13 melee (1d6+10/18-20, +1 rapier);

MAP #2



MAP #1



Player Handout #1

A brief history of the Hunter in Shadows – in his own words.

His cold eyes meet each of yours as he takes a few steps towards you and puts his bow back over his shoulder. "I was once as you now are, full of life and proud. I was a Knight. I was a hero. Now I have become this...thing you see before you. My thoughts are now only of vengeance against he who put me in this state - the betrayer of elf, man, and nature; the traitor whose heart blackened and died long before mine; the murderer who took the life of his own blood. I will have my rest when at last his vile heart stops beating its poisonous bile through his wretched form. I will seek retribution against the one known as Azrin, but for this I need others. Thus, I give this gift to you to bring to the forts of man and courts of elves. Do with it as you will.

I was a hero, once, young and brave. In the days before the Greyhawk Wars, we fought against the orcs and other, more terrible, evils in these woods. I earned great respect as a protector of the Vesve, my home and heart. My success, however, was nothing compared to the greatest among us - a Knight of the High Forest named Azrin Crystalbow. He slew a whole clan of Jebli orcs without sustaining a single wound, and bested the Scourge of Verbeeg Hill, a red dragon who had threatened that town with complete destruction 70 years ago. I fought with him against the Scourge. He was so much my friend that we were as brothers.

During the Greyhawk Wars, the forces of the Old One crept in throughout my home, and our missions turned to infiltration, assassination, and sabotage. As we were retreating from a successful run through Izlen, our flanks were overwhelmed by fiery demons summoned from the Boneheart that discovered us. All were killed or taken away save myself. I watched as the horrors ripped into our men, and I watched as the creatures carried away Azrin, back into the foul plague-ridden town from whence they came.

I did all I could to try and save him. All my efforts failed. He was lost. My despair overtook me, and for a time, I was not myself.

Eventually, I returned to service with the Knights. The war was over. We had stopped the Old One's disease from spreading, but not before he claimed most of the far eastern wood under his terrible crown.

One day, not long ago, startling news reached my ears. Azrin had been found! I met him in Quaalsten a few days later, but after spending several days with my oldest friend, I realized that something was amiss. The others told me that he had been changed from his horrible captivity in Old Wicked's lands, but I knew better. This was not Azrin. It was...someone else. Only I knew, because only I knew Azrin's most guarded secret - he had a twin brother. A brother who had, long ago, turned to evil.

I thought for days on how to confront him, what to say, and how to prepare myself for the inevitable conflict. Then, one night as I lay sleeping, Azrin crept into my room. I realized what was happening only moments too late. He said to me, just as my life was draining onto his cold, dark blade, 'You know. No one can know. My brother told me of you before his painful end; told me that you were the only one. Your death entombs the secret forever, and begins the rotting of your precious wood.'

At that moment, I asked the dark powers to let me continue, let me rise again to defeat this deceitful maggot. For some time, all was dark, as I pleaded and begged for vengeance. My wish was granted, and now I walk the forest without breath, searching for the one who stole Azrin's name. He calls himself Field Marshal Azrin now, and commands foul creatures in the unholy name of Iuz. I am called only Hunter in the Shadows now, and I will not rest until he is mine."