

HIG6-06

First Comes the Running

A One-Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 1.0

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“First comes the running, then comes the screaming and then comes the blood.”
- quote from Alric the Red describing an adventure gone horribly wrong

Over the past year goblinoid and orc raiders have raided the High Vale. Now human raiders have struck, taking a herd of cattle. Your pursuit leads you into the mountains where you make an important discovery. Opportunities exist to spend additional time units (TU). This is Part 1 of the “Don’t Run with Sickles” series. A one-round Highfolk Regional adventure set in the Yatil Mountains for characters level 1-11 (APLs 2-8).

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at skerrit@wi.rr.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

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.
2. 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, familiars paladin's mounts) 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. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. 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.
4. 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. All Highfolk regional characters pay 1 Time Unit per round; all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Adventure Background

There is a secret war happening in Highfolk. Few know about this war and fewer still know who is fighting it. One member of this secret war has decided its time to make it more public. In the Yatil Mountains, an army of humans, demihumans and humanoids is assembling. Some of those recruited are there for money, some are there for revenge and some are there because they owe their allegiance to the entity involved in the struggle.

To distract and mislead those who might learn of this army, the one behind the army has used their power and influence to convince the humanoid tribes in the Yatil Mountains to raid the High Vale. When the time is right, the army is going to descend from the Yatil Mountains and sweep through the High Vale.

There are others that know there is an army assembling, but they do not know where. They have dispatched agents to search for it. Now it is a race to see if the army is found before it is ready to march.

Adventure Summary

Introduction. The player characters are passing through the village of Treebrook in the High Vale and are in the local inn called the Foaming Mug. They hear the latest news and rumors circulating through the High Vale.

Encounter 1: Rider. A rider comes to the village warning them that orcs and goblins raided a dozen villages in the High Vale. Also human raiders attacked Trellanville, a village to the northeast of Treebrook, and made off with some of Old Man Trellan's cattle.

Encounter 2: Trellanville. The player characters travel to Trellanville and meet with Old Man Trellan. He offers a bounty for the return of his cattle and on the heads of the raiders.

Encounter 3: Goblinoids. The player characters are ambushed by goblinoids working with the human raiders to delay pursuit.

Encounter 4: Decide. The player characters have an opportunity to rest or press on after the raiders.

Encounter 5: Continue. The player characters press on after the raiders despite the darkness and the attempts by the raiders to obscure their tracks.

Encounter 6: Caught. The player characters catch up to the raiders and have a chance to attack them before they reach their destination.

Encounter 7: Light. The player characters catch up to the raiders, but only after they have arrived at their destination. In this encounter, they are caught by

surprise as the light they are using to see in the darkness has given away their position.

Encounter 8: Dark. The player characters catch up to the raiders, but only after they have arrived at their destination. In this encounter, they are able to approach the raider's fort undetected as they are not using light to see in the darkness.

Encounter 9: Offer. A Goliath named Aukan Hiddenleaper Anakalathi contacts the player characters and offers to help them attack the raider's fort. He passes on the information he knows about them.

Encounter 10: Fort. The player characters attack the raider's fort to recover the stolen cattle and to defeat the raiders.

Encounter 11: Request. The Goliath asks the player characters to go into the mountains and find the encampment where the raiders originated from.

Encounter 12: Patrol. Heading into the mountains looking for the encampment, the player characters encounter a patrol. This patrol leads them to the encampment.

Encounter 13: Encampment. The player characters enter the encampment and are escorted to meet with Captain Revlin.

Encounter 14: Interact. The player characters have an opportunity to interact with a group of goblinoids, orcs and humans who are also waiting to see Captain Revlin.

Encounter 15: Seize. An order to seize the player characters is issued and the three leaders from the goblinoids, orcs and humans carry it out. The player characters must escape from the encampment, ideally using a raft to cross the lake.

Encounter 16: Escape. Escaping by raft has a hidden danger as the raft itself begins to come apart. The player characters must survive the cold waters of the lake and secure the raft.

Encounter 17: Flying. With the shore tantalizingly close, the player characters are attacked by flying mounted riders before they reach it.

Encounter 18: Safety. The player characters have escaped the mountain encampment and make it to safety.

Encounter 19: Captured. This encounter is run for captured player characters. They are given a choice to serve or die. In either case they are imprisoned but later are released or escaped.

Encounter 20: Refused. This encounter is run if the player characters refuse to head into the mountains to look for the encampment. The player characters are attacked by worgs and barghest.

Encounter 21: Elemental. This encounter is run if the player characters escaped from the mountain encampment using magic, such as teleport. They are attacked by a single elemental.

Conclusion. The player characters can meet with the Goliath Aukan and tell him what they found out. The player characters also take the cattle and heads of the raiders back to Old Man Trellan for their reward.

Preparation for Play

The players may wonder what their characters are doing here. Before play begins, find out if any player character is one of the following.

- Dragon Disciple without Highfolk regional documentation
- Devoted to the Green and White
- Born of the Vesve
- Dwarf of Dargas Mor
- Member of the Elven Clan Oronodel
- Caress of Angels
- Kiss of Devils

The player receives their portion of Player Handout #3 that tells them what they might be doing here. They can receive more than one portion of it. The contents of this handout are listed below for the judge's convenience.

Devoted to the Green and White

Orcs and goblinoids are raiding the High Vale. The villages there need help in defending themselves and chasing down the humanoid raiders. You have taken it upon yourself to travel here and stand ready to defend those in their time of need.

Born of the Vesve

Raiding orcs killed a family of elves, leaving only a young elf maiden alive to bear witness to their brutality. Regardless of clan politics, the ancient foes of the elves must be hunted and slain without mercy for this act.

Dwarf of Dargas Mor

A Dargakind merchant traveling through the High Vale was slain by goblinoids. The call for vengeance on the ancient foes of the Dargakind is being demanded by the slain merchant's clan.

Member of the Elven Clan Oronodel

Clan elders have asked you to go to the High Vale and seek out any news or rumors concerning mercenaries being hired. Any information is to be reported back to them.

Caress of Angels

You have heard of other mutated people and creatures. Perhaps it is related to what happened to you. In any case, you find yourself in the High Vale following up on this.

Kiss of Devils

You have heard of other mutated people and creatures. Perhaps it is related to what happened to you. In any case, you find yourself in the High Vale following up on this.

No particular reason to be here

You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.

Miniatures, markers, terrain, etc: For Encounter 3, instead of drawing trees on the battlemat, you can use dice or markers for the trees. Spread them generously around.

For Encounter 10, you are going to need 21 large-sized miniatures or markers (10' x 10') to represent the cattle and horses.

For Encounter 15, you should have extra miniatures or markers to represent the orcs, goblins and humans crowding around as they watch the fight.

For Encounter 16 and 17, you are going to need a marker to represent the raft (10' x 15').

Legendary Deeds: At the beginning of the scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentile value for all the Legendary Deeds the player character has accumulated. If the roll is less than or equal to the percentage total, then randomly choose one of the deeds from the player character's pool. For the entirety of the event, NPCs recognize the player character for the deeds they accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED".

The Balance of Scales: If any player character is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region or they took access exercising the core option), they are attacked during their travel to Trellanville in Encounter 2. The Fire Elemental only attacks the Dragon Disciple and ignores the other player characters, even if they attack it.

Barely a half-mile from Treebrook, your travel is interrupted by an oak tree bursting into flame. Stepping forth from the burning tree is a fiery creature that raises an appendage and points it at <player character>. In a voice sounding like a roaring fire, it says, "You do not belong. You did not heed the warnings. You must be cleansed!"

APL 2 (EL 1)

Fire Elemental, Small: 9 hp; see Monster Manual p.98-99.

APL 4 (EL 3)

Fire Elemental, Medium: 40 hp; see Monster Manual p.98-99.

APL 6 (EL 5)

Fire Elemental, Large: 88 hp; see Monster Manual p.98-99.

APL 8 (EL 7)

Fire Elemental, Huge: 136 hp; see Monster Manual p.98-99.

Introduction

The player characters are traveling to Verbeeg Hill from points south of there. At the urging of one of the player characters (choose or co-opt one) they all ended up taking a shortcut through the High Vale to get to Verbeeg Hill. Everyone but the player character suggesting the shortcut thinks it's taking a bit longer to get where they are going.

When traveling, it is common for people to gather together for companionship and protection. As such, you find yourself in the company of others for these same purposes. You are traveling to Verbeeg Hill via a shortcut suggested by <player character name>. The shortcut seems to be no shortcut at all and many of you think it's taking longer than it should, well except for the person who suggested it.

However, the shortcut has brought you to the village of Treebrook and more importantly to the Foaming Mug tavern. It has a large common room with a bar, two small tables and one large table. Above the tavern is a loft that is rented to travelers. Behind the bar is the owner, Milander, a middle-aged balding man with a sizeable girth. The pretty young woman with long blonde tresses bringing you your food and drink is Milander's daughter, Ariana. At another table sit three local farmers, faces weathered by sun and time. They are sipping beer and talking about the old times. From their conversation you learn their names are Lendel, Berant and Garneg. Outside the sun has set, ending yet another day.

At this point player character introductions are in order as they have been traveling together for three days.

The village of Treebrook was first introduced in the Highfolk Introductory module *HIGD-B Boy's Night Out*. If any of the player characters played this adventure, the villagers know and remember them. Regardless of the

outcome, the villagers are friendly with those who played this prior adventure.

The village is southeast of Verbeeg Hill and near the Yatil Mountains. Most people here are of mixed Oeridian and Suloise ancestry. The village was established over 100 years ago. This small village consists of a dozen buildings that line either side of a trail with the largest being a gristmill. The village has a tavern with rooms for travelers, a blacksmith, a carpenter and a miller.

The remaining buildings are homes to farming families. Additionally there is an old abandoned grist mill and a cemetery at the north end of the village.

After character introductions, you may continue by reading the following.

Milander, the tavern keeper, pours himself a beer from a tapped keg. He takes a deep drink from it and sets it down in front of him. Looking over to you he asks, "What news do you bring to our village this fair eve?"

The NPCs politely listen to what the player characters have to say, occasionally making a comment about the subject. Assuming the player characters do strike up a friendly conversation the NPCs pass along the following in no particular order.

- Bands of orcs and goblins have been raiding the High Vale for almost half a year. At first they were small and sporadic. Lately they've gotten bigger and more organized.
- Merchants taking the Quagflow Road have taken to traveling in larger caravans for protection. They have rarely been the target of the raiders.
- In response to the raids, the villages in the High Vale have setup a system where riders travel from village to village warning them when raiders are the High Vale. In turn this allows the villagers to organize posses to hunt down the raiders before they make it back to the relative safety of the mountains.
- If any player character played in Highfolk Introductory module *HIGD-B Boy's Night Out* and they ask about Pretor, they find out he moved to Verbeeg Hill. He said there's nothing left for him here in Treebrook. The NPCs think he left because his old sweetheart, who married someone else, had their first baby with the other man.

Eventually the older men tire and they head to their homes in the village. Milander closes the bar, while Ariana prepares the rooms upstairs for the characters. The player characters may take any precautions they deem necessary, including setting watches. The night is uneventful.

Encounter 1: Rider

Last night the raiders attacked a dozen villages in the area. In addition some of the raiders were humans who made off with a herd of cattle from Trellanville. Riders have been dispatched to warn the villages of the High Vale.

Outside you hear a rooster crowing, heralding the new day. The morning is chilly and the warmth of your blankets entices you to stay a bit longer in their warm embrace. As you laze in bed, you hear the sound of a galloping horse approaching. From outside a voice calls out, "To arms! To arms! Raiders in the Vale!"

At this point, it is likely the player characters arise from their bed and find out what's happening. If not, Ariana sticks her head inside the loft and ask them to come outside to hear what the rider has to say. If still uninterested, a second rider shows up later in the day with the same news below. If this doesn't rouse them to action, the adventure is over for those player characters.

Once the player characters make their way downstairs and outside, you may read the following.

Outside in the chill of the morning, other villagers are converging on a man dressed in leathers and holding the reins to a weary horse. The villagers are all trying to ask him questions and he's trying to answer them, but he's having difficulty making himself heard above the din.

Give the player characters an opportunity to calm the crowd of villagers. A DC 15 Diplomacy check allows them to do this. If the player characters do not calm the crowd, Milander does so. Once the crowd has calmed, the rider tells his news.

With the crowd calmed, the rider shifts his feet nervously, before he begins. "About a dozen villages were attacked last night. Killed some people and burned some farms. Raventree, Green Oaks and Deer Creek were amongst them." The crowd mutters hearing this news, but quiets again when the rider continues. "They say the orcs and goblins are headed back to the mountains taking the Snake Creek trail. If you can get a posse together, head to Green Oaks and join up with their posse to chase them down."

Many of the villagers respond affirmatively to this. The rider clears his throat, gaining the attention of the villagers once more. "Now, I got one more thing to tell you. Up by Trellanville, Old Man Trellan

had some his cattle herd taken. It wasn't orcs or goblins that did it. It was humans that did it. He's looking for help to get his herd back. Now I have to get to the next village."

Many of the villagers chuckle at Trellan's misfortune, some going even as far to say he deserved it. A few wonder if they are working with the orcs and goblins. Meanwhile the rider prepares to mount his horse.

The player characters may attempt to stop the rider and ask him some more questions. A DC 15 Diplomacy check can convince him to stay a bit longer and answer a few more questions. If the player characters helped calm the crowd apply a +2 circumstance bonus. He knows the following.

- His name is Lecarn. He volunteered to be a rider to warn the villages in the High Vale over two months ago because his brother and family were killed by raiding orcs.
- He's going to the village of Stoutstump next to warn them.
- He doesn't know if Old Man Trellan is offering a reward for the return of his cattle. He knows that Old Man Trellan prizes his herd dearly and he might be willing to part with some of his wealth.
- Another rider told him the human raiders were mounted on horses and wore metal armor. Some of the raiders were killed in the raid and their bodies left behind.

Once the player characters finish their questioning of the rider, he heads off to the next village to warn them.

If necessary, Milander takes them aside and advises them to investigate the human raiders. He indicates it might be important to find out whom they are and if they are involved with the orc and goblin raiders.

As you watch the rider head off to warn the next village, Milander approaches you. "You bunch might want to go Trellanville and find out what happened there last night. I haven't heard of any human raiders before, at least not around here. I don't think they're mere bandits. It might be important to find out if the humans are working with the goblins and orcs."

The player characters may ask about Trellanville and old man Trellan. If they ask one of the named villagers, such as Milander or a successful DC 5 Gather Information, they learn the following.

- Trellanville is a village located north of here about two or three hours away by foot. It is an insular community and doesn't take kindly to any outsiders.

They rarely help others and they rarely ask for help. This has made them unpopular with other villages in the area.

- Most of the villagers are related by blood. The Trellan family is the largest and the village is named after them. They are predominantly of Flan ancestry.
- Listel Trellan or as they call him, Old Man Trellan, is the leader of the village. He owns a large herd of cattle and is considered to be quite wealthy.

The villagers of Treebrook form a posse to join up with Green Oaks posse. None of them go to the aid of Old Man Trellan, at least not right now. Hopefully, the player characters go to Trellan's assistance, their interest aroused by the human raiders.

Assuming the player characters take the hook, proceed to Encounter 2.

Development: If any of the player characters decide to go along with Treebrook's posse, Milander advises them to investigate the human raiders. If they persist, the adventure ends for them.

If any of the player characters decide not to go to Trellanville, a second rider shows up later in the day. He reports that a posse from Trellanville following the raiders who took the cattle herd was ambushed and most were killed.

If any of the player characters refuse to head to Trellanville after the second rider or Milander's advice, the adventure ends for them.

Encounter 2: Trellanville

Once the player characters start traveling to Trellanville, if any player character is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region or they took access exercising the core option), then run the **Balance of Scales** encounter from **Preparation to Play** (see above).

Once the Balance of Scales encounter is complete or if the Balance of Scales encounter is not run, you may read the following.

You head north to the village of Trellanville and in the early afternoon you arrive there. In a nearby field you see a herd of cattle closely guarded by armed men. The village is a tight cluster of buildings with a low wall surrounding it.

In a cemetery outside the village, you see five men digging into the ground. Two large cloth

blankets are next to them, each stained with blood. Each one is covering two bodies. One of the men sticks his shovel into the dug earth and walks toward you. The other men eye you warily, but continue with their task at hand.

The man walking toward you is of Flan ancestry, in his late fifties, maybe early sixties, with graying hair and a face sculpted by the elements. He calls out, "Strangers, you're not welcome here. You best head back the way you came."

The man walking toward the player characters is Listel Trellan (or Old Man Trellan). The other men are burying the bodies of two villagers and two raiders.

If the player characters do not respond with they are looking for Listel Trellan and wish to help recover his cattle (or something similar), you may read the following.

The older man gives you a hard look and states tersely, "Strangers, I said you're not welcome. Not today, not any day. Now leave." The other men stop their digging and reach for their weapons, none taking their eyes off of you.

If any of the player characters attack the villagers, one flees to the village and warns the other villagers, while the others deal with the player characters. If any of the player characters attack the village, the villagers defend themselves.

If the player characters respond with they are looking for Listel Trellan and wish to recover his cattle (or something similar), you may read the following.

The older man nods his head and wipes some dirt from his gnarled hands. "I'm Listel Trellan. I am looking for help to recover my stolen cattle. Who am I dealing with here?"

Listel is expecting the player characters to introduce themselves. After introductions, Listel continues.

"I expect you all will want to know what happened. About two or three hours before sunrise this morning, raiders entered the west pasture. They killed the two guards I had there, but not before they sounded the alarm. We managed to kill two of the raiders before they escaped with fourteen head of cattle. We went after them, but we were ambushed and forced to flee." He pauses a moment looking at you all, "Before you starting asking me questions, I have one for you. How much is this going to cost me?"

If any player character is a cleric, druid or favored soul of one of the Old Faiths of the Flan people (Alitur, Beory, Berei, Mayaheine, Obad-hai, Nerull, Pelor, Rao, Vathris or Zodal) and they can be identified as such, they gain a +2 circumstance bonus to all social skills. Trellanville's villagers follow the Old Faith. They respect, fear and believe their representatives here on Oerth.

At this point the player characters may bargain for their reward. Use the rules for Diplomacy as presented in the *Player's Handbook* to help determine the price. Listel starts as indifferent offering 5 gp per head. At friendly he goes to 10 gp per head and at helpful he goes to 20 gp per head.

In addition for returning cattle, he also pays a bounty on each raider killed, with the proof of death being their heads. Use the rules for Diplomacy as presented in the *Player's Handbook* to help determine the price. Listel starts as indifferent offering 5 gp per head. At friendly he goes to 10 gp per head and at helpful he goes to 20 gp per head. If the player characters refuse to take heads for proof, Listel shrugs and tells them it's their loss and his gain.

If the player characters offer to do it for free, he thanks them and agrees to the deal.

Once the bargaining session is over, the player characters may question him. He knows the following.

- He can show them the trail the raiders took and he thinks there are six raiders still alive.
- They were ambushed by some of the raiders who used their bows to shoot at them from cover and then move quickly away using their horses. The retreated because they did not want any more of their kith and kin slain.
- If queried about the insular nature of Trellanville, he tells them the people of the village just like it that way. It keeps the village safer and more secure when you do not have outsiders traipsing through it. This isn't an insult directed at the player characters; it's just the way it is.
- He prizes his herd because he is a cattle man, just like his father and his father's father. These cattle are all descended from the herd his grandfather brought here long ago.
- They are burying two of the raiders and two of their kin who killed by them.
- His family immigrated from Perrenland to the High Vale in Highfolk. He won't tell them his family was from Clan Mörgerood, which has a reputation for being abrupt and unfriendly.
- Listel still believes in the ancient Perrenland tradition of headhunting and since these human raiders were killed he's showing them a sign of respect to their families because these men fought

bravely. However, the raiders who ambushed his pursuit fought cowardly and thus do not earn his respect. By separating their heads from their bodies he is showing his disrespect. This may come to light when the player characters examine the bodies of the raiders or when he bargains with them.

- He doesn't have any horses to loan or sell to the player characters. The horses the slain raiders rode went off with the rest of the raiders.
- He is a follower of the Old Faith as are the villagers.
- He is the leader of the village. Officially he is the Headman.

If the player characters attempt to speak with the men burying the bodies, their attempts meet with silence and they look to Listel for guidance. Listel intercedes and asks the player characters not to bother men since they are burying kin. Continued attempts result in Listel becoming angry with them and asking them to leave. A little diplomacy and apologies calms him; otherwise he sends them all away. Unless the player characters go after the cattle raiders themselves, the adventure ends here.

If the player characters ask to see the bodies of the raiders, you may read the following.

As you approach the cloth covered bodies, you can hear a low humming that sounds in fits and bursts. Pulling back the cloth covering the bodies, you disturb a swarm of flies that form a cloud over them. As you brush away the flies from your face, the sweet sickening smell of death fills the air. Both raiders are human and have been stripped of all their possessions. Their hands are well calloused and both possess a lean muscular build. Both have been decapitated, their heads are tucked under their right arm.

Although they have been decapitated, the bodies are still fit to cast *speak with dead* on them, but provide partial answers or partially correct answers. Their Will save is -1 and both of their alignments are Chaotic Neutral. They know the following, which you the judge may edit as you see fit.

- Their names are Teriks and Brecht. They are from Perrenland. They are mercenaries.
- They belong to a mercenary company called the Axe Riders. The leader of the Axe Riders is Oskar. There are 12 people in their company. They were recently hired to serve in an army gathering in the Yatil Mountains. Before that they fought in the war against Iuz. They do not like Highfolk since they weren't given any credit or thanks for defeating Iuz.

- The army gathering in the Yatil Mountains is composed mainly of humans, but there are orc and goblinoid warbands. They are hiring mercenaries. The leader of the army is named Gixarytiss (Draconic for claw warrior). They think the money is covertly coming from Perrenland and it is part of a ruse to gain control of Verbeeg Hill and the Sepia Uplands.
- Selected people are sent to meet in private with Gixarytiss. After the meeting, they are changed and they won't speak about the meeting. Some gain the ability to cast spells while a few others are given special training that makes them better leaders.
- They are taking the cattle to a fort near the foothills of the Yatil Mountains. From the fort they are taking the cattle to the mountain encampment.
- They took the cattle because the mountain encampment is short on food. Merchants who bring food into camp are paid a good price. They decided to make some extra money by raiding cattle and selling them.
- They are working with a goblinoid warband. Oskar, the leader, made a deal with them, but he intends to cut them out of it.

If the player characters ask to see their possessions, Listel has them fetched. You may read the following.

The possessions of the raiders are laid before you. Each raider was clad in scale mail armor and used a light wooden shield. They were armed with a lance, battleaxe, composite shortbow and dagger. The weapons and armor have been blackened, probably by charcoal. Both the battleaxe and dagger have a curious smith's mark on it. It is oval-shaped like an egg with double lines inside the oval. The lance bears no smith's mark upon it. The light wooden shield bears the symbol of two V's, one above the other. The composite shortbow is quite ordinary.

The player characters may attempt to determine if they know anything about these pieces of equipment.

- A DC 15 Craft (Armorsmithing) reveals the armor is one favored by Perrenland mercenaries, mainly because of the cost. It is more often seen worn by foot troops.
- A DC 15 Craft (Weaponsmithing) reveals it is from a Perrenland smithy in Clatsberg.
- A DC 20 Bardic Lore reveals the arms and armor is from a Perrenland mercenary company known as the Axe Riders. It is notorious for operating unofficially, meaning they have minimal scruples. They were part of the Perrenlander army that helped Highfolk fight the Old One, but they suffered heavy

losses. The two V-shapes represent two axe bites. One to kill and one to decapitate as the company follows the ancient Perrenland tradition of headhunting.

- A DC 15 Knowledge (Nobility & Royalty) reveals the shield symbol is from the Perrenland mercenary company known as the Axe Riders. The two V-shapes represent two axe bites.

If the player characters ask to see the bodies of the dead villagers, Listel refuses. If he is convinced with a DC 25 Diplomacy check, he allows the player characters to view the bodies. Any disrespect to the dead villagers ends the viewing.

If the player characters are allowed to see the dead bodies of the villagers, you may read the following.

As you pull back the blanket covering the dead villagers, you disturb flies that were drawn here by the scent of death. Both dead villagers are men in their late teens or early twenties. Each was killed by a slashing blow delivered to their head. Their hands are reverently folded on their chest, clutching a fist-sized stone. Burnt oak leaves are scattered over the bodies.

The player characters may discover the following about the dead villagers.

- A DC 15 Heal check reveals the slashing blow was delivered by a sword.
- A DC 15 Religion check reveals the stone in their hand represents the blessings of Beory the Earth Mother and the burnt oak leaves represents the blessings of Obad-hai the Shalm. It is a funerary rite for worshippers of the Old Faith.

If the player characters cast *Speak with Dead* on the dead villagers, Listel refuses to allow them to do so. He can be convinced with a DC 25 Diplomacy check. The dead villagers have a -1 Will save and both have a Neutral alignment. The player characters can learn the following.

- They were guarding the cattle in the pasture last night when riders came out of the darkness. They gave alarm and tried to stop the riders from taking the cattle. They both remember someone on horseback riding at them, the feeling of something hitting their face and then everything going black.
- They remember some of the riders shouting at each other and they had a Perrenland accent to their speech.
- One of them saw something large in the darkness, moving fast, but they can't be sure of what they saw (it was a rider less horse).

If any player character wishes to say a few words over the dead bodies, Listel asks them not to do so unless they are a cleric, druid or favored soul of one of the Old Faiths of the Flan people (Alitur, Beory, Berei, Mayaheine, Obad-hai, Nerull, Pelor, Rao, Vathris or Zodal). If they are identified as such, he allows them to say prayers for the dead.

On a final note, nothing sinister is happening here in the village of Trellanville and it is not meant to take up a substantial amount of time in game play. It is meant to provide the player characters information and get them started on the trail of the raiders.

Once the player characters are satisfied with their questioning and investigation, they are shown the trail the raiders took. Proceed to Encounter 3.

Development: If any of the player characters try to openly enter the village, they are stopped by armed villagers who first ask them to leave peaceably. If they persist, the armed villagers raise the alarm and attack to subdue. If the player characters use lethal force, the armed villagers respond in kind.

If any of the player characters try to secretly enter the village, they find the village patrolled by armed villagers with guard dogs. If the villagers or the dogs detect the intruding player characters, the armed villagers raise the alarm and call upon them to surrender. If they do not, the villagers attack to subdue. If the player characters respond with lethal force, the armed villagers respond in kind.

If the player characters avoid being detected, they find the village is much like any other in the High Vale. The regular day-to-day events are occurring, although much of the talk is now about last night's raid and the arrival of the player characters.

If player characters are captured, they are locked in a stout shed without any equipment. These player characters can be released after convincing Listel with a DC 15 Diplomacy check. If they are not released, they may attempt to escape. You may certainly allow them to escape with their equipment and probably should do so otherwise the adventure is over for them.

Encounter 3: Goblinoids

Following the trail of the 14 cattle and 7 horses is quite easy. The player characters have no difficulty in doing this.

You set off after the raiders following the trail they left. It is easy to follow as you wind your way through the thickening woods. Sights, sounds and smells of the wilderness surround you as you travel. By late afternoon, you have covered a fair distance.

The raiders know they will be pursued and have made plans to prevent or delay it. These raiders are working in concert with a goblinoid warband. Ahead on the trail, the goblinoids have set up an ambush. The goblinoids include sorcerers with toad familiars. One toad familiar is hiding along the path, watching for signs of pursuit. Once it sees the player characters, it alerts their master by empathically communicating danger. The goblinoids then ready their ambush.

At all APL's, the player characters must make a DC 40 Spot check (the toad's Hide is +21, 40 feet is -4 penalty to Spot, take 10 on the Hide check is +10 and heavy forest undergrowth is a +5 circumstance bonus) to see a toad (the familiar) hiding in a fallen hollow tree amongst underbrush along the side of the path 40 feet away. If successful, the player characters make take any action they deem fit. If the familiar is attacked, it flees deeper into the hollow tree and tries to avoid any attacks.

At all APL's, after the Spot checks are rolled, the player characters must make a DC 30 Listen check (people talking is DC 0, in the forest is -2 per 10 feet and 150 feet is a -30 penalty to the Listen check) to hear the goblinoids preparing the ambush. If successful, they may take any actions they deem fit. Keep track of the rounds the player characters spend reacting to it. This goes against the duration of any spells cast by the goblinoids.

Assuming the player characters continue down the trail, determine how fast they move 150 feet. If everyone's speed is 30 feet, then in 5 rounds they arrive at the ambush site. If anyone's speed is 20 feet, then in 7 rounds they arrive at the ambush site. If slower or faster, adjudicate accordingly. This goes against the duration of the spells the goblinoids pre-cast.

At APL 2, they must make a DC 26 Spot check to see the hiding goblinoids (Hide is +6, 20 feet is a -2 penalty to Spot, take 10 on the Hide check is +10, camouflage kit is a +2 circumstance bonus, forester's cloak is a +1 circumstance bonus and heavy forest undergrowth is a +5 circumstance bonus).

At APL's 4-6, they must make a DC 28 Spot check (same as APL 2 plus an extra +2 for the marshal's aura *motivate dexterity*).

At APL 8, they must make a DC 35 Spot check (same as APL 2 plus an extra +3 for the marshal's aura *motivate dexterity* and an extra +6 for the increase in Hide skill). The hobgoblin, worg and barghest all take full cover to stay out of view until it is their turn to act.

Succeeding at the Spot check allows them to act on the surprise round of combat. Roll for initiative and commence the surprise round if there is one. Do not forget the hobgoblin marshal's minor aura of *motivate dexterity* adds to their allies' initiative rolls.

If any of the player characters are surprised, you may read the following.

As you walk along the path checking your surroundings, you hear guttural voices casting spells. The sounds are emanating from the undergrowth on either side of the path and you cannot see who or what is casting the spells.

When the creatures are seen, you can use the following descriptions.

- The goblins are short humanoids, with deep red skin and dull red eyes.
- The hobgoblin is a tall, hirsute, burly humanoid with feral eyes, a flat chin and nose.
- The worg is a dark-colored wolf with a malevolent intelligence lurking behind its visage.
- The barghest is a blue-tinged, long furred wolf-like creature with sharp claws and baleful glowing eyes.

Creatures:

APL 2 (EL 3)

Goblin Sorcerer 1/Warrior 1 (3): 12, 12, 9* hp; see Appendix 2.

APL 4 (EL 4)

Goblin Sorcerer 1/Warrior 1 (3): 12, 12, 9* hp; see Appendix 3.

Hobgoblin Marshal 1/Warrior 1: 15 hp; see Appendix 3.

APL 6 (EL5)

Goblin Sorcerer 1/Warrior 1 (3): 12, 12, 9* hp; see Appendix 4.

Hobgoblin Marshal 1/Warrior 1: 15 hp; see Appendix 4.

Worg: 30 hp; see *Monster Manual* p.256.

APL 8 (EL7)

Goblin Rogue 1/Sorcerer 1/Warrior 1 (3): 18, 18, 15* hp; see Appendix 5.

Hobgoblin Marshal 3/Warrior 1: 30 hp; see Appendix 5.

Barghest: 33 hp; see *Monster Manual* p.23.

* - This one does not have their toad familiar giving them the extra 3 hp.

Tactics: The goal of the goblinoids is to prevent or delay the player character's pursuit.

Use the following tactics and see the map in DM Aid #2. With the spell *expeditious retreat* cast, the goblinoids

should be able to move faster than the player characters unless they take measures to counter it. The goblinoids also take advantage of trees for cover.

A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses do not stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. The trees do not block line of sight, but they do provide cover (+4 AC) if anyone uses a range weapon to attack through it.

Caltrops have been spread and hidden on the trail. This may slow any player characters attempting to continue down the trail either during the battle or afterwards. A DC 17 Spot check lets the player character see them before stepping on them.

The ambush is designed to draw the leading player characters away from the trailing player characters. The goblin ambushers should be able to stay away from the leading player characters due to *expeditious retreat* and still be able to hit due to *true strike*. The hobgoblin tries to limit the mobility of the player characters by tripping them with bolas (remember the targets might have concealment also). In the meantime, the worg or barghest goes after the wounded trailing player characters.

For the goblin ambushers, the pre-battle actions are move to ambush positions, load longbows, apply poison, hide and cast *expeditious retreat*. All others move to ambush positions and take full cover.

For the goblin ambushers, on the surprise round they cast *true strike*. On the first round of combat, they each attack a single player character, starting with the rearmost one nearest the hobgoblin. Once they attack, they move away to full cover to avoid any reprisal attacks from the player characters. On the second round, they cast *true strike* again and move keeping in cover. On the third round, they move to attack another single player character, preferably the same player character or the rearmost one. On the fourth round, they cast *true strike* again and move to cover. On the fifth round, they attack another single player character, preferably the same player character or the rearmost one. They then flee to the rally point.

For the hobgoblin leader, at the start of the combat his *motivate dexterity* (bonus to hide and initiative) is activated and his *motivate urgency* (adds +5 ft for speed). On the surprise round he switches to *motivate strength* minor aura if he has it. He uses his bolas to attack an elf player character, a flat-footed player character or one with no armor in that order. On the following rounds, he

moves and attacks with his bolas trying to trip player characters to prevent them from going to the aid of others or if they come after him.

For the worg, they delay in the surprise round. In the first round of combat, they attack any player character going towards the wounded player character. His job is to prevent them from reaching the wounded player character, likely by tripping them. If necessary, he picks up an unconscious player character and carries them away to keep others from helping them.

For the barghest, on the surprise round they start with *crushing despair*. He then activates his *blink* and attacks the most wounded player character. Suffice it to say, he takes a full-round action to feed on the body. If necessary, he picks up an unconscious player character and carries them away so it may feed safely.

All surviving goblinoids flee after their attack on the fifth round of combat and head to the rendezvous point.

Once combat is over and the players are ready, proceed to Encounter 4.

Treasure:

APL 2: Loot – 91 gp, Coin – 0 gp, Magic – none.

APL 4: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

APL 6: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

APL 8: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

Development: If the player characters decide to chase any surviving goblinoids, use an opposed Dexterity check to determine if they catch them. See the chase rules found in the DMG (Evasion and Pursuit) for more information.

If the player characters capture and interrogate one of the goblinoids, treat the prisoner as hostile. Diplomacy and Intimidate can be used to improve the captive's disposition. You can also use this information if the player characters cast *speak with dead* on a dead goblinoid. They know the following.

- They are working with the human raiders who ride horses and wield battleaxes. They do not know they are from Perrenland.
- They were ordered by Oskar, the leader of the humans, to prevent or delay any pursuit.
- The human raiders are traveling to a fort near the foot of the Yatil Mountains. They are to join the humans before sundown tomorrow. The next morning they are taking the cattle into the mountains, to the encampment.
- The army gathering in the Yatil Mountains is composed mainly of humans, but there are orc and

goblinoid warbands. The leader of the army is named Gixarytiss (Draconic for claw warrior).

- The tribal chieftain sent them to join with the humans. Their tribe is located in the Yatil Mountains. Many tribesmen have sorcerous powers. They think it is due to a large strange scaly being who has visited their tribe for many years. This strange scaly being performs rituals with selected goblinoids and those who survive manifest sorcerous powers. A few go away and return as mighty leaders. The hobgoblin boss is one of these.
- He heard there is a reward for bringing back the cattle, but they are going to cut the humans out of it.
- Their rendezvous point is one mile back the way they came by the two big fallen trees. The player characters recall they passed them on their way here.

Encounter 4: Decide

The player characters are faced with the decision to press on in the darkness or rest for the night.

Darkness begins to fall across the land as you follow the raiders' trail that is heading to the Yatil Mountains. The mountains bring dusk early here in this part of the High Vale. The clouds gathering overhead in the skies doesn't help either. However, the signs here are fresh and the cattle herd cannot be more than a few hours ahead.

This is an opportunity for the player characters to rest the night, heal and regain spells.

If the player characters decide to push on, proceed to Encounter 5.

If the player characters decide to rest, they may take any precautions they deem necessary. It rains during the night, making everyone wet and miserable. When the player characters have finished resting, proceed to Encounter 9.

Encounter 5: Continue

Only run this encounter if the player characters chose to push on in Encounter 4.

It is important to note the method the player characters are using to see in the dark and how fast they are moving.

The overcast skies and darkness are making it increasingly difficult to follow the tracks. They lead to a shallow creek bed and you can determine the raiders drove the cattle through it several times confusing the trail. A flash of lightning in the

distance warns of an impending storm. You cast your gaze around searching to find the right set of tracks.

The raiders now take efforts to confuse and hide their trail. They run the cattle into and out of a shallow creek bed to hide their trail. This results in them moving at half their normal speed. Assuming the player characters track at half their normal speed, following the trail requires a DC 23 Track check (firm ground DC 20, 21 creatures is -7, large creatures are -1, overcast night +6, hiding trail +5). If the tracker moves at their normal speed, there is a -5 penalty to their Survival check (making it a DC 28 Survival check). If they move at twice their normal speed, there is a -20 penalty to their Survival check (making it a DC 43 Survival check).

The raiders are three miles from their destination. If the player characters track at half their normal speed, they must make three (3) successful and consecutive Track checks to catch the raiders. If they track at their normal speed, they must make two (2) successful and consecutive Track checks to catch the raiders. If they track at twice their normal speed, they must make one (1) successful Track check to catch the raiders.

If they do not succeed the raiders make it their fort before they are caught.

If they catch the cattle raiders before they reach the fort, proceed to Encounter 6.

If they do not catch the raiders before they reach the fort and they are using light to see in the darkness, proceed to Encounter 7.

If they do not catch the raiders before they reach the fort and they are not using light to see in the darkness, proceed to Encounter 8.

If they decide to quit tracking the raiders, then proceed to Encounter 9. Each Track check represents approximately one hour of time. If the player characters spend too much time tracking the raiders, you have to determine if they are able to get enough rest for the night.

Encounter 6: Caught

Only run this encounter if the player characters chose to push on in Encounter 4.

It is important to note the method the player characters are using to see in the dark.

Your persistence and diligence has paid off. In the distance you can see torches illuminating the raiders and cattle. The raiders seem unaware of you at this point as they are busy driving the herd before them.

If the player characters attack immediately, they may take a surprise action before combat begins. After the

first round of combat, the surviving raiders flee to the fort. Refer to Encounter 10 for details on the fort and the raiders.

Setup a relatively clear battlemat with a creek running through it. The raiders, on horseback, are spread out driving fourteen head of cattle and two horses (from the slain raiders) ahead of them. See the details in the Appendix I for Encounter 10.

Encounter 7: Light

Only run this encounter if the player characters chose to push on in Encounter 4.

It is important to note the method the player characters are using to see in the dark.

Your persistence and diligence has paid off. You finally have found the tracks of the raiders again. Following them, you can hear the lowing of the cattle in the distance. Appearing in your light ahead you see a spike embedded timber wall. Suddenly, you hear the snap of crossbows and whistling sound of loosed bolts. Someone in the darkness shouts, "Alert! Alert! There is someone at the wall."

The player characters have stumbled onto the raider's fort. The raiders in the tower have seen the player character's lights and loose their crossbow bolts at them in the surprise round. Roll for initiative and commence the surprise round. Refer to Encounter 10 for details on the fort and the raiders.

Encounter 8: Dark

Only run this encounter if the player characters chose to push on in Encounter 4.

It is important to note the method the player characters are using to see in the dark.

Your persistence and diligence has paid off. You finally have found the tracks of the raiders again. Following them, you can hear the lowing of the cattle in the distance. Appearing in your vision ahead you see a spike embedded timber wall.

The player characters have stumbled onto the raider's fort. The raiders in the tower have not seen the player character's since they are not using light to see in the darkness. If the player characters decide to attack, refer to Encounter 10 for details on the fort and the raiders.

If the player characters are making noise, roll for Listen checks for the raiders in the tower to determine if they detect them.

Encounter 9: Offer

Run this encounter if you came from Encounter 4.

This is intended to be a non-combat encounter, but combat may occur due the player characters actions.

With daybreak, you picked up the trail of the raiders again. After traveling several miles, you spot their destination. From your vantage point on a nearby hill some 200 yards away, you see in the distance a wooden tower set on a hill. The part of the hill facing you is surrounded by a wall made of timber. A crude gate marks the entrance. The part of the hill facing away from you is overgrown with small thin trees, brambles and briars. The wooden tower not only provides excellent cover to anyone in it and it also provides an excellent view of anyone approaching the hill.

If the player characters arrive at night, the meeting with Aukan the Goliath waits until daytime. You may read the following, adjusting as necessary.

As you take stock of the situation, a deep voice calls out, "You who seek the takers of meat animals, I come to speak." The voice comes from a massive gray skinned humanoid who is stepping forth from cover. He is easily over seven feet tall and likely weighs as much as two men. Over his back you see a bow and in his hand you see heavy-looking long-handled axe. Each weapon is nearly as tall as him. His armor is made of thick boiled leather. He speaks again, "I am Aukan Hiddenleaper Anakalathi of the Unakathaals".

A Goliath named Aukan Hiddenleaper Anakalathi has been watching this place. He approaches the player characters and find out what they know. In addition, he helps attack the fort in return for a favor.

Below is the information he imparts to the player characters.

- He is a Goliath and his tribe lives in the Yatil Mountains.
- He has been watching this place for some time. Humans, orcs and goblinoids stop here before ascending into the mountains.
- He was sent to find the humans, orcs and goblins that are attacking his tribe, the Unakathaals. Once found, his tribe is going to seek vengeance.
- He has followed some of the humans, orcs and goblinoids going into the mountains, but patrols have thwarted his efforts to find their final destination.

- If the player characters help him find the destination of the humans, orcs and goblinoids, he helps them attack the fort.
- He knows the path others (mercenaries, cattle merchants, etc.) have taken to go into the mountains. He suspects there is a mountain encampment. In Encounter 11, he asks them to find the encampment. He shows the player characters the path if they want to find the mountain encampment.
- He knows the number of mercenaries encamped in the fort (refer to the APL below)
- He knows there are two mercenaries in the tower and that they gain entrance to it by a rope ladder they pull up when not in use.

If necessary, give the player characters an opportunity to plan their assault on the fort. This should take 10-20 minutes.

When ready, proceed to Encounter 10.

Creatures:

All APL's (EL 3)

Aukan Hiddenleaper Anakalathi, Goliath Barbarian
1/Fighter 1/Ranger 1: 27 hp; see Appendix 1.

Tactics: If Aukan is fighting to the death, he rages and attacks the one who started the combat. He continues attacking this individual until they are dead. When he needs to reach someone 10 feet away he Power Attacks for +3 with his longaxe.

Treasure:

All APL's: Loot – 134 gp, Coin – 0 gp, Magic – *potion of cure light wounds (4 gp each)*.

Development: If the player characters decide to attack the Goliath, he surrenders immediately, telling them he only wishes to speak, not fight. If the player characters refuse to accept his surrender, he fights them to the death.

Encounter 10: Fort

The raiders have holed up in this fort to rest before their ascent to the mountain encampment.

The wooden tower is manned by two raiders at all times. The shift changes every four hours. A rope ladder is used by the raiders to ascend and descend. When not in use, the raiders pull the rope ladder into the tower. Using the rope ladder is a DC 5 Climb check. Climbing the wooden tower itself is a DC 10 Climb check. There are openings in the deck of the tower to allow the occupants to attack anyone climbing it. The tower also

has 100 arrows stored in it. In addition they have 10 sunrods they use to illuminate areas and two tanglefoot bags to prevent someone from climbing up to get them. Anyone inside the tower is protected by improved cover, receiving a +8 bonus to AC and a +4 bonus to Reflex saves along with Improved Evasion.

The timber in the wall has spikes embedded in it and if anyone climbs the wall, a DC 11 Reflex save has to be made or otherwise takes 1d4 points of piercing damage from the spikes. The wall is 5 feet high and requires a DC 10 Climb check.

The small thin trees, brambles and briars on the back part of the hill are heavy undergrowth, effectively quartering movement. In addition, this can entangle and damage creatures moving through it.

- Each round a player character is moving in this terrain, they must make a DC 11 Reflex save or become entangled. Failing the save immobilizes the player character. The player character can break free and move half their normal speed by using a full-round action to make a DC 10 Strength check or a DC 10 Escape Artist check.
- Additionally, each round a player character moves through this terrain they must make DC 11 Reflex save or suffer 1d4 points of piercing damage.
- The undergrowth increases the DC of Tumble and Move Silently checks by 5.
- It grants a +5 circumstance bonus to Hide checks.
- Running and charging are impossible.
- It provides concealment with a 50% miss chance. For the raiders in the tower it is a 20% miss chance due to their height advantage.

The cattle are in a pen inside the walls and most if not all are squeezing. Treat them as bison from the Monster Manual, but remove their gore attack as their horns have been clipped. If the cattle see or hear the player characters coming over the wall by them, they become alarmed. This may alert the raiders in the tower.

The raiders' light warhorses are also inside the walls in another pen and most if not all are squeezing. If they see or hear the player characters coming over the wall by them, they become alarmed. This may also alert the raiders in the tower.

Set into the hill is a cave. The remaining raiders are inside asleep.

At APL 2, there are no guards inside the cave.

At APL 4-8, a lone riding dog is at the entrance. Approaching player characters may alert the animal and if they do, the dog begins to bark, alerting the sleeping raiders. It defends itself if attacked.

If combat occurs the raiders inside the cave only take the time to grab their battleaxe and light shield. Adjust their armor class accordingly.

At APL's 4-8, two Axe Rider mercenaries and a riding dog were left behind to guard the fort while the rest raided the cattle.

If the raiders are defeated and the fort taken, proceed to Encounter 11.

If the raiders are not defeated and the fort not taken, proceed to Encounter 12.

If time is an issue (such as at a convention), I suggest allowing the player characters to sneak up to the fort itself before being spotted. This can be passed off as the guards being distracted and tired.

If time is not an issue (such as homeplay), I suggest you go full out and make the players work for it.

Creatures:

APL 2 (EL 3)

Axe Rider mercenary, Human Warrior 1 (4): 9 hp each; see Appendix 2.

Oskar, Axe Rider mercenary leader, Human Fighter 1/Warrior 1: 18 hp; see Appendix 2.

APL 4 (EL 4)

Axe Rider mercenary, Human Warrior 1 (6): 9 hp each; see Appendix 3.

Oskar, Axe Rider mercenary leader, Human Fighter 1/Warrior 1: 18 hp; see Appendix 3.

Riding dog: 13 hp; see *Monster Manual* p.272.

APL 6 (EL 5)

Axe Rider mercenary, Human Warrior 1 (6): 9 hp; see Appendix 4.

Oskar, Axe Rider mercenary leader, Human Fighter 1/Sorcerer 1/Warrior 1: 21 hp; see Appendix 4.

Riding dog: 13 hp; see *Monster Manual* p.272.

APL 8 (EL 7)

Axe Rider mercenary, Human Warrior 1 (6): 9 hp; see Appendix 5.

Oskar, Axe Rider mercenary leader, Human Fighter 5/Sorcerer 1/Warrior 1: 57 hp; see Appendix 5.

Riding dog: 13 hp; see *Monster Manual* p.272.

Tactics: The raiders in the tower remain where they are and use their bows to attack anyone who shows themselves. At night, they'll throw sunrods to illuminate areas.

If the raiders inside have the luxury of time to put on their scale mail armor they do so. If they do not they go into combat with their battleaxe and light shield. If things look grim, they flee by mounting their light warhorse and ride off bareback.

The raiders are not beyond using the cattle as a weapon. They may scare the animals causing a stampede (see the Bison entry in *Monster Manual*, p.269-270). To do this, they have to succeed on a DC 20 Handle Animal.

Treasure:

APL 2: Loot – 311 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each).

APL 4: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each).

APL 6: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each), +1 battleaxe (46 gp each).

APL 8: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (50gp each), *blessed bandage* (5gp each), +1 battleaxe (46 gp each).

Development: The player characters may try to talk to the mercenaries into returning the cattle. If the player characters identify themselves as Highfolk natives, apply a -20 penalty to social skill checks (Bluff, Diplomacy, Intimidate) as they despise Highfolk. You may apply other bonuses and penalties at your discretion. Oskar, if alive, speaks on the mercenaries behalf.

If his disposition is changed to friendly, he agrees to turn the cattle over to the player characters. For each 25 gp offered as a bribe, apply a +2 bonus to the Diplomacy skill check.

If the player characters try to intimidate and threaten the Axe Riders with dire consequences, you have to adjudicate this.

As part of any deal, the mercenaries ask that they retain their weapons, armors, equipment and mounts. They also want safe conduct and assurances they won't be attacked after they return the cattle.

If the player characters set fire to the brambles and briars, the raiders flee using the cattle as a diversion. See the DMG p.303-304 for the effects of fire and smoke. Conversely, the raiders are not above setting a fire either especially if there are a number of entangled player characters.

If the player characters capture and interrogate one or more of the raiders, treat the prisoner as hostile. Diplomacy and Intimidate can be used to improve their disposition. However, if the player characters identify themselves as Highfolk natives, apply a -20 penalty to their rolls due to the hatred of these Perrenland mercenaries toward Highfolk. You can also use this information if the player characters cast *speak with dead* on a dead raider. They know the following.

- They belong to a mercenary company called the Axe Riders. The leader of the Axe Riders is Oskar. There are 12 people in their company. They were recently hired to serve in an army gathering in the Yatil Mountains. They fought in the war against Iuz. They do not like Highfolk since they weren't given any credit or thanks for defeating Iuz.
- The army gathering in the Yatil Mountains is composed mainly of humans, but there are orc and goblinoid warbands. They are hiring mercenaries. The leader of the army is named Gixarytiss (in Draconic it means claw warrior). They think the money is covertly coming from Perrenland and it is part of a ruse to gain control of Verbeeg Hill and the Sepia Uplands.
- Selected people are sent to meet in private with Gixarytiss. After the meeting, they are changed and they won't speak about the meeting. Some gain the ability to cast spells while a few others are given special training that makes them better leaders.
- They are taking the cattle to a fort near the foothills of the Yatil Mountains. From the fort they are taking the cattle to the mountain encampment. They know the path to take to get there and can show the player characters it. Aukan can confirm this is the path.
- They took the cattle because the mountain encampment is short on food. Merchants who bring food into camp are paid a good price. They decided to make some extra money by raiding cattle and selling them.
- They are working with a goblinoid warband. Oskar made a deal with them, but he intends to cut them out of it.
- Oskar took the *mithril shirt* from a dead elf during the last battle with the forces of the Old One.

Encounter 11

Run this encounter if the raiders were defeated and Aukan is alive.

With the raiders defeated and the fort taken the Goliath Aukan comes to you and says, "This battle is won, but war is not. I ask you to find more about these men. Seek the camp as I cannot and find why these men do as they do."

The Goliath Aukan is asking the player characters to go into the mountains and find the encampment. He knows the path others have taken to go into the mountains where he suspects there is a mountain encampment. Give them an opportunity to discuss the request.

If the player characters refuse to help Aukan, he understands their reluctance. He wishes them well and departs. If the player characters do not seek the encampment on their own accord, proceed to Encounter 19.

If the player characters agree to help Aukan, there are a number of ways the player characters can get to the mountain encampment safely. Give them an opportunity to compose a plan. Using any of the plans below will work.

- Pose as mercenaries looking for work (probably the best one).
- Pose as the raiders (who are recently hired and not well known) and use the cattle as cover to find the encampment.
- Pose as merchants (perhaps to sell cattle).
- Use stealth and guile to find the encampment.
- Approach diplomatically in an attempt to try to come to a reasonable agreement to halt further hostilities and defuse the situation.

If the player characters come up with a plan not listed above, you should allow it to succeed as long as it is in your opinion reasonable.

Once the player characters have composed a plan and they are ready to depart, proceed to Encounter 12.

Development: If Aukan is dead or the player characters refused his help, a map to the mountain encampment is found on Oskar, the Axe Riders leader.

Encounter 12

This is intended to be a non-combat encounter, but combat may occur due the player characters actions.

If the player characters take no precautions to avoid the encounter, i.e., they aren't being stealthy and using guile to avoid patrols, you may read the following.

Your journey takes you higher into the mountains as you wind your way along one ridge after another. On the second day, near the middle of the afternoon, you hear sounds on the ridge above you. Gazing upwards you see more than a dozen armed humans overlooking you. They have bows at ready. One of them moves forward and calls to you, "Who are you and what are you doing here?"

If the player characters are taking precautions to avoid the encounter, i.e., they are being stealthy and using guile to avoid patrols, you may read the following.

Your journey takes you higher into the mountains as you wind your way along one ridge after another. On the second day, near the middle of the afternoon, you

hear sounds on the ridge above you. Gazing upwards you see more than a dozen armed humans walking along the ridge overlooking you. They are unaware of your presence.

The player characters have met a patrol from the encampment. The patrol leader does not immediately order the patrol to attack until he finds out who they are and what they are doing here.

If the player characters respond they are mercenaries for hire, are the raiders returning with the cattle or are cattle merchants, the patrol visibly relaxes. The patrol leader orders them to join with them. He and his patrol escort them to the encampment which is a few miles away.

If the player characters respond with something other than above, they are ordered to surrender immediately. If they do not comply, combat ensues. Of course, if they attack the patrol, combat also ensues.

If combat ensues, several members of the patrol sound the alarm with horns they carry and the rest attack.

Creatures:

All APLs (EL 5)

Patrol soldiers (8): 9 hp, Appendix 1.

Patrol leader: 17 hp each, Appendix 1.

Tactics: The first job of the patrol is to alert the encampment. If able, the patrol leader sounds the alarm using his horn (two shorts and one long). If unable, another patrol soldier sounds the alarm using his horn (two shorts and one long). The patrol attacks them at a distance with their composite longbows. If they suffer more than 25% casualties, the patrol flees toward the guard outpost (refer to Encounter 13). They continue to sound their horns in alarm.

Treasure:

All APL's: Loot – 134 gp, Coin – 0 gp, Magic – none

Development: If the player characters have surrendered to the patrol, their weapons are taken from them and they are escorted to see Captain Revlin. Treat the patrol's disposition as hostile. The rest of the encounters are a bit more difficult without their weapons though. Proceed normally with Encounter 13.

If the alarm is sounded by the patrol, the encampment is alerted and prepares for intruders. An additional patrol (see above) is sent out to find out what happened to the patrol that sounded the alarm.

If the player characters eliminate these, the encampment stops sending patrols and sends the creatures from Encounter 15. If the player characters defeat these, send the creatures from Encounter 16. If

they continue to persist, the entire encampment mobilizes and the player characters are captured unless they can escape. Run Encounter 18 for the captured player characters. If the player characters quit their attempt to find the encampment and head back down the mountain, proceed to the Encounter 19.

If the player characters continue their attempt to find the encampment, you have to adjudicate their success. If necessary setup an encounter using the forces from Encounter 15 and Sixteen to dissuade them from further attempts to find the encampment. If they continue to persist, the entire encampment mobilizes and the player characters are captured unless they can escape. Run Encounter 18 for the captured player characters.

If the encampment is not alerted, the player characters can follow the path to the mountain encampment. See Encounter 13.

If the player characters capture and interrogate the patrol soldiers, treat them as hostile. Diplomacy and Intimidate can be used to improve the captive's disposition. You can use this information if the player characters cast *speak with dead* on a dead patrol soldiers. This also can be used if they talk to the patrol leader or one of the members of the patrol. In this case, they are indifferent and if it is improved to friendly or helpful, they answer questions freely. They know the following.

- The patrol leader's name is Rolav. They are mercenaries from Perrenland.
- They were ordered to patrol the area around the encampment looking for intruders, especially these massive humanoids that resemble giants. They are also looking for mercenaries coming to hire on and they are to escort them to the encampment. Humanoid warbands are usually come escorted by other humans.
- They are part of an army gathering in the Yatil Mountains. It is composed mainly of humans, but there are orc and goblinoid warbands. They are hiring mercenaries. The leader of the army is named Gixarytiss (in Draconic it means claw warrior). He is a powerful warrior who uses his claws in combat. They say he is part red dragon. They think the money is covertly coming from Perrenland and it is part of a conspiracy to gain control of Verbeeg Hill and the Sepia Uplands.
- They joined the army because they were part of the Perrenland army that freed Highfolk from the tyranny of Iuz. They were mustered out Highfolk and left to their own devices. An agent named Dunkel hired them and they ended up here. They are upset at the lack of thanks and appreciation from

the people of Highfolk. They generally refer to the people of Highfolk in derogatory terms.

- Selected people are sent to meet in private with Gixarytiss. After the meeting, they are changed and they won't speak about the meeting. Some gain the ability to cast spells while a few others are given special training that makes them better leaders.
- The mountain encampment is short on food. Some mercenaries went out to raid cattle to bring back. They hope the attack on the High Vale starts soon because then there'll be plenty of food to eat then.
- Captain Revlin handles the day to day decisions of the encampment. He decides if mercenaries are hired and for how much. He also meets with everyone and they think he recommends individuals to privately meet with Gixarytiss.

Encounter 13: Encampment

This is intended to be a non-combat encounter, but combat may occur due the player characters actions. The player characters have found or been led to the encampment.

If the player characters are being led to the encampment, you may read the following.

The patrol leads you along a series of ridges. After a few miles of travel, you see a pass ahead of you and it is guarded by other soldiers. The patrol leader sounds a horn, once long and once short. The guards in the pass sound short twice in return. Advancing, the guards let you pass. On either side of the pass you see four fortified positions each holding what looks like a huge crossbow, manned by several men.

If the player characters have found this on their own, you may read the following.

You travel along a series of ridges. After a few miles of travel, you see a pass ahead of you and it is guarded by other soldiers. On either side of the pass you see four fortified positions each holding what looks like a huge crossbow, manned by several men.

Once the player characters are allowed through the pass or get through it on their own, you may read the following.

Cresting the rise, you look down upon a valley wherein a blue pristine lake lies. The valley is surrounded by sheer rock inclines. The lake is fed by a large waterfall on the far side and the lake empties into a series of river rapids and waterfalls. Several rafts ply the waters, while along one side of the lake

are numerous log cabins. In a large flat area you see groups of humans marching and practicing with weapons, while orcs and goblinoids watch with great amusement.

The huge crossbows are light ballista. If the patrol leader is asked about them he mentions that there has been problems with giant-kin and that these help solve these problems.

A light ballista has a range increment of 100 ft, a crew of 2, hardness 5, 25 hp, weighs 400 lbs, inflicts 3d8 damage and threatens on 19-20/x2. It takes 2 people one full-round to load it or 1 person two full-rounds to load it.

The patrol leader informs the player characters they are to be escorted to meet Captain Revlin. He makes the decision on hiring them or not (or rewarding them for the cattle, etc.). If they accept, proceed to Encounter 14. If they refuse, try to convince them to see Captain Revlin. If this fails, commence combat.

This what they know about Captain Revlin.

- Captain Revlin handles the day to day decisions of the encampment. He decides if mercenaries are hired and for how much. He also meets with everyone and they think he recommends individuals to privately meet with Gixarytiss.
- Captain Revlin lives in a cabin near the lakeshore. He has an office there where he meets with people wishing to join up. Three orderlies share his quarters and perform duties for him.

Creatures:

All APLs (EL 8)

Ballista crew (12): 6 hp, see Appendix 1.

Ballista crew chief (4): 12 hp, see Appendix 1.

Ballista (4): see Appendix 6.

Tactics: The crew chief fires the ballista while the other members of the crew aid. All ballistae crew members have the Ballista Proficiency from *Heroes of Battle*, so they do not take the -4 on their attacks with it. The crew chief has an attack of +4 ranged (3d8/19-20/x2) with a light ballista. The three additional crew members aid his attack and if all are successful it becomes a +10 ranged attack.

If the patrol from Encounter 12 is here, having escorted the player characters to this point, they also attack.

Treasure:

All APL's: Loot – 268 gp, Coin – 0 gp, Magic – none.

Development: If the encampment is alerted to the combat ensuing at the guard post, the creatures from

Encounter 15 are sent to deal with them first. If they are defeated, the creatures from Encounter 16 are sent to deal with them. If they are defeated, the entire encampment mobilizes and the player characters are captured.

If the player characters capture and interrogate the soldiers, treat them as hostile. Diplomacy and Intimidate can be used to improve the captive's disposition. You can use this information if the player characters cast *speak with dead* on a dead soldier. This also can be used if they talk to any of the soldiers. In this case, they are indifferent and if it is improved to friendly, they answer questions freely. They know similar information found in Encounter 12 (see above).

Encounter 14: Meeting

This encounter is run if the player characters allow themselves to be escorted to meet with Captain Revlin.

The patrol escorts you through the encampment to a large building near the lake's shore. You pass by arguing goblinoids, scowling orcs and garrulous humans, each separated into their own camp. They are kept separate by squads of brutish humans armed with flails bearing symbols featuring a mailed hand holding arrows. Overhead flies a beast resembling a horse with an eagle's head and on its back is a mounted rider.

You arrive at one of the log cabins around which wait a group of orcs, a group of goblins, and a group of humans. Nearby is a rickety dock with a tied up raft. The patrol leader tells you to wait outside here while he reports inside to Captain Revlin.

Walking through the encampment, the player characters can discern the following. Bardic Lore can be substituted for Knowledge skill checks.

- A DC 20 Spot check estimates the number of troops to be 1,000 individuals. Failing the skill check, gives an estimate of hundreds of individuals.
- A DC 10 Knowledge (Religion) identifies the brutish humans armed with morningstars bearing symbols featuring mailed hand holding arrows as worshippers of Hextor, the Oeridian god of war.
- A DC 13 Knowledge (Arcana) identifies the beast resembling a horse with an eagle's head as a hippogriff.
- A DC 15 Knowledge (Local – Metaregion Iuz) or Knowledge (Geography) identifies the orcs and goblinoid warbands as being from the Yatil Mountains.
- A DC 15 Knowledge (Local – Metaregion Iuz) or Knowledge (Geography) identifies the majority of humans as being from Perrenland.

- A DC 15 Knowledge (Architecture & Engineering) identifies the log cabins as a Perrenland design.
- Around the player characters are other groups waiting to meet with Captain Revlin. They can discern the following about these other groups.
- There are 13 orcs. A DC 15 Knowledge (Local – Metaregion Iuz) or Knowledge (Geography) identifies the orcs as being from the Broken Bone tribe. Successfully identifying them gives a +2 circumstance bonus to Bluff, Diplomacy or Intimidate checks with them. If they fail by more than 5, apply a -2 circumstance penalty.
- There are 1 hobgoblin and 12 goblins. A DC 15 Knowledge (Local – Metaregion Iuz) or Knowledge (Geography) identifies the goblinoids as being from the Throat Ripper tribe. Successfully identifying them gives a +2 circumstance bonus to Bluff, Diplomacy or Intimidate checks with them. If they fail by more than 5, apply a -2 circumstance penalty.
- There are 9 humans. A DC 15 Knowledge (Local – Metaregion Iuz) or Knowledge (Geography) identifies the humans as being from the land of Iuz. Successfully identifying them gives a +2 circumstance bonus to Bluff, Diplomacy or Intimidate checks with them. If they fail by more than 5, apply a -2 circumstance penalty.
- A DC 15 Sense Motive or a DC 20 Spot Check determines who the leader of each warband is. Apply a +2 circumstance bonus to Bluff, Diplomacy or Intimidate checks with them. If they fail by more than 5, apply a -2 circumstance penalty.

If the player characters talk to the orcs, treat them as unfriendly. If an elf player character is the primary speaker, apply a -20 circumstance penalty. If a half-orc player character is the primary speaker, apply a +2 circumstance bonus. If they improve their attitude to friendly or better they can find out what they know.

- The leader of this warband is Gorarg. He speaks Orc and Common. Gorarg comes across smarter than he looks. They are from the Broken Bone tribe.
- About a winter ago, an orc named Morog Skarsnaga disappeared for a moon. When he returned he had changed. He had red scaly skin and his eyes were slitted pupils. He challenged the previous chief to a duel for control of the tribe and he won.
- Morog Skarsnaga directed the tribe to raid the High Vale and he has been sending orcs away to here, this encampment. He has been contacting other orc tribes to join him in this. Oddly or maybe not so oddly, some of the orcs sent to join the encampment here oppose his rule.

- There is another orc leader here who commands all the orcs and his name is Magrunt Naruz. He also has this red scaly skin and slitted pupils, but he is a powerful leader, feared by all other orcs.

If the player characters talk to the goblinoids, treat them as unfriendly. If an elf player character is the primary speaker, apply a -20 circumstance penalty. If they improve their attitude to friendly or better, they can find out what they know.

- The leader of this warband is hobgoblin named Narscum. He speaks Goblin and Common. They are from the Throat Ripper tribe. When speaking with him, he comes across as smarter than the average hobgoblin.
- A human named Dunkel came to their tribe to speak to them. After he single-handedly killed ten warriors, the tribe decided to hear him out. The gifts he brought helped also. He convinced them the time was ripe for them to attack the humans in the High Vale as they had been weakened by their fight against Old Wicked.
- The chieftain is Sharptoothdeath, a creature who can change shape to look like a large goblin or a large wolf. He is fearsome in combat and always hungry.

If the player characters talk to the humans, treat them as indifferent. If they improve their attitude to friendly or better, they can find out what they know.

- The leader of this warband is Teled. They say they are mercenaries from Perrenland, but they are really from the lands of Iuz. They also say they fought in the recent war between Highfolk and Iuz. They do not say they were on Iuz's side. A DC 15 Sense Motive can determine they are not being entirely truthful.
- They think this army is part of a conspiracy by Perrenland to gain control of Verbeeg Hill and the Sepia Uplands.
- A man named Dunkel offered them a chance to kill and plunder in Highfolk. They do not like the people of Highfolk and they want to exact their revenge on them. Getting paid to do this is even better.
- He has heard some people get to privately meet Gixarytiss and if he likes you enough, he can make you a great leader.
- Gixarytiss takes away some for a month and they participate in a magic ritual that brings forth the dragon in a person, enabling them to cast spells. Teled is both wary and curious about this, as he knows their must be a price to pay.

The player characters are prevented from wandering off by the patrol and the brutish Hextor enforcement squads. For the brutish Hextor enforcement squads use stats similar to the patrol except arm them with flails and give them a wooden holy symbol of Hextor.

If any player character slips away from the waiting area using stealth and guile, they can explore the camp and speak with the inhabitants. They can learn similar information as presented in Encounter 12 (see above).

If any player character tries to enter Captain Revlin's building using stealth and guile, they discover the 20' x 30' building is composed one large room and two small rooms. Captain Revlin is in one room that serves as his office speaking with the patrol leader Rolav. He is questioning him on the new arrivals. There are another three humans serving as orderlies for Captain Revlin (same stats as patrol, except no armor).

If the player character tries to speak with Captain Revlin, he asks them to wait outside until he is ready for them. If the player character refuses, Captain Revlin orders the patrol leader Rolav to get some men and escort the offending player character out. If things get out of hand, you can start Encounter 15. In this case, Captain Revlin slips out the window and makes a run for it.

Once the player characters are finished talking to each group, proceed to Encounter 15.

Encounter 15: Seize

The player characters are found out and they must flee.

The patrol leader comes out of the building and calls the orc, goblinoid and human leaders to him. After he says something to them, he points at your group and shouts "Seize them." The orc, goblinoid and human leaders draw their weapons and advance on you. They shout to their comrades to keep you from escaping. Other human mercenaries who are nearby notice the commotion. They are looking on curiously and they are currently unsure of what is happening.

The flying mounted rider the player characters saw in the previous encounter (Encounter 14) reported the results of the battle at the fort (Encounter 10) to Captain Revlin. The arrival of the player characters plus the scouting report has made him suspicious of the player characters. He decided to have the new arrivals seized and questioned.

The patrol leader has told Gorarg, Narscum and Teled if they defeat the new arrivals, they will receive the favor of Gixarytiss.

On the surprise round, Gorarg and Narscum draw their weapons and move to attack the player characters. Teled pulls out his *potion of haste* so he can drink it on

the first combat round. If any player character asks to eavesdrop on what the patrol leader is saying to the orc, goblinoid and human leaders, they must make a DC 20 Listen check. If successful, they are allowed to act on the surprise round. In this case, you should roll initiative and commence the surprise round.

The three groups of orcs, goblinoids and humans keep any player character from escaping by blocking the way between the buildings. They do not attack a player character unless provoked, i.e. the player character tries to escape through them or they attack them. For the goblins and orcs, use their Monster Manual entry (p.133 and p.203 respectively). For the humans, use the stat-block for the patrol soldiers found in Appendix 1. They cheer their leader on to victory and groan if he is defeated.

Ensure the player characters notice other members of the encampment gravitating to the fight that is occurring in their midst.

If the player characters lose, you may read the following.

You are defeated by the three opponents you faced. Both the dead and living among you are stripped of your possessions. The living have chains placed on them and are tossed into holes in the ground. The dead are just tossed into shallow unmarked graves.

If the player characters win, you may read the following.

Your final opponent is defeated and you stand triumphant. Your moment of victory is short lived as you see the combat has caught the attention of the entire encampment. There is a pregnant pause as everyone waits for someone else to make the first move.

Give the player characters an opportunity to grab some loot from their opponents or make their way to the raft and then continue.

This pause is shattered as you hear someone shout, "Get them!" You hear the sounds of weapons being drawn and readied all around you.

Assuming they win, find out if the player characters are going to fight the army or try to escape from them. See Development below to determine how to proceed.

Creatures:

APL 2 (EL 3)

Gorarg, Orc Barbarian 1/Warrior 1: 14 hp; see Appendix 2.

Narscum, Hobgoblin Fighter 1/Warrior 1: 13 hp; see Appendix 2.

Teled, Human Fighter 1/Warrior 1: 13 hp; see Appendix 2.

APL 4 (EL 6)

Gorarg, Orc Barbarian 1/Fighter 2: 22 hp; see Appendix 3.

Narscum, Hobgoblin Fighter 2/Rogue 1: 19 hp; see Appendix 3.

Teled, Human Fighter 3: 21 hp; see Appendix 3.

APL 6 (EL 8)

Gorarg, Orc Barbarian 3/Fighter 2: 38hp; see Appendix 4.

Narscum, Hobgoblin Fighter 2/ Rogue 3: 25 hp; see Appendix 4.

Teled, Human Fighter 5: 35 hp; see Appendix 4.

APL 8 (EL 10)

Gorarg, Orc Barbarian 5/Fighter 2: 54 hp; see Appendix 5.

Narscum, Hobgoblin Fighter 4/Rogue 3: 43 hp; see Appendix 5.

Teled, Human Fighter 7: 49 hp; see Appendix 5.

Tactics: The orc, goblinoid and human attack the player characters each eager to prove their worth. They do not necessarily work together unless it's to their advantage.

Gorarg rages and attacks with little subtlety. If he has it, he uses his Combat Brute feat.

Narscum uses the others to his advantage to gain flanking positions so he can deliver sneak attacks. If he has it, he employs his Staggering Strike feat.

Teled tries to setup full attacks so he can use both his weapons. If he has it, he uses his Three Mountains feat, but first he has to drink his *potion of haste* first to get the second attack on a full attack option.

Treasure:

APL 2: Loot – 147 gp, Coin – 0 gp, Magic – *potion of haste* (25 gp).

APL 4: Loot – 147 gp, Coin – 0 gp, Magic – +1 *falchion* (356 gp), +1 *barbed dagger* (350 gp), +1 *morningstar* (346 gp), *potion of haste* (25 gp).

APL 6: Loot – 147 gp, Coin – 0 gp, Magic – +1 *falchion* (356 gp), +1 *barbed dagger* (350 gp), +1 *morningstar* (346 gp), *potion of haste* (25 gp).

APL 8: Loot – 147 gp, Coin – 0 gp, Magic – +1 *keen falchion* (1256 gp), +1 *vicious barbed dagger* (1,250 gp), +1 *morningstar* (346 gp), +1 *full plate* (397 gp), +1 *heavy wooden shield* (173 gp), *potion of haste* (25 gp), *ring of protection* +1 (300 gp).

Development: Captain Revlin slips out a window and warns the rest of the encampment of the ensuing combat with the player characters.

If any player character surrenders, they are captured by the leader's comrades and taken into custody. If any player character resists, the three show no mercy for they seek to curry the favor of Gixarytiss. The patrol leader shouts for them to take at least one of them alive.

If the player characters defeat the three champions, allow them an opportunity for a quick looting of the bodies (likely the weapons), but otherwise impress upon them the angry looks their companions are giving them along with the growing crowd of others. The patrol leader keeps things moving by ordering others to seize the player characters.

If a player character is captured, they are stripped of their possessions and taken to a hole in the ground that is 10 ft. deep. They are guarded by soldiers (use stats for the patrol from Encounter 12). If they are not rescued or cannot escape, they experience Encounter 20.

If any player character dies, they are stripped of their possessions and buried in shallow unmarked graves. Their bodies may be retrieved by surviving player characters. This has to be done at this time at the table. If not done at this time at the table, they may be retrieved via a special mission. Please contact the Highfolk Triad for this special mission.

If a player character tries to escape going through the encampment they fail and are captured unless they are unusually stealthy (Shadowdancers for example) or use magical means (like *invisibility* or *teleport*). You have to adjudicate this.

If a player character tries to escape by heading across the lake via the raft proceed with Encounter 16.

If a player character tries to fight their way out, sheer numbers overwhelm them and they eventually are captured.

If the player characters try to escape down the river rapids and waterfalls, inform them it is certain death. If they persist in this attempt, they die and their bodies are irrecoverable.

If the player characters use magic, such as *teleport* or something similar, to escape, proceed to Encounter 21.

In any event, the idea is the player characters should escape from the encampment, with the raft being the obvious method of escape. Do not force this method.

Encounter 16: Raft

Only run this encounter if the player characters decide to cross the lake via a raft to escape.

You run across the rickety dock to where a raft is tied. Boarding the raft, you loose the tie and cast off. You begin to pole away from the dock. Behind you shouts can be heard. Glancing back to shore you see the soldiers crowding each other, trying to make their way onto the dock. As you watch, the dock begins to crack and break. Moving the raft away from the ruined dock, you see the soldiers standing there, stymied in their pursuit. You make good progress crossing the lake with no signs of anyone following you.

If they check over the raft and examine it for seaworthiness, on a DC 15 Profession (Sailor) or a DC 15 Rope Use skill check they determine the rope lashings are weak and loose. A DC 15 Profession (Sailor) or DC 15 Rope Use skill check repairs the lashings. The player characters may take 20 on these rolls. If the player character fails the skill check by more than 5, the rope lashings come undone. The player characters must make a DC 15 Reflex save or end up in the lake. See more below about what the player characters do next.

In any event, it takes one hour to cross the lake. The player characters may do what they wish during this hour (cure wounds, cast spells, etc.). However, one-half hour into the journey across the lake, the raft begins to break apart unless they have previously repaired it. You may read the following.

As you are about halfway across, you feel one, and then another of the logs shift beneath you. The ropes lashing the logs together have come undone and you now teeter on the brink of falling into the cold waters of the lake!

The ropes lashing the raft together have come undone and the player characters must make a DC 15 Reflex save or end up in the lake.

If a player character ends up in the water they find themselves in even more danger than just drowning. This water is fed from a glacier and is very cold. It deals 1d6 points of non-lethal damage from hypothermia per minute of exposure. See the DMG p.302 for Cold Dangers and p.304 for Water Dangers.

Three DC 15 Profession (Sailor) or three DC 15 Use Rope skill checks successfully lash the ropes binding the raft together again. If the player character fails by more than 5, everyone on the raft must make another DC 15 Reflex save or end up in the lake as the raft starts to break up.

Once this encounter is complete, proceed to Encounter 17.

Development: If the player characters decide to loiter offshore and attack the people on the shore, you

can use the patrol from Encounter 12 to attack them, adding as many as you desire or is practical. You can also start Encounter 17 early.

Encounter 17: Flying

Run this encounter if the player characters are using the raft to escape.

The opposite shore is in sight and is a mere 100 yards away when the sounds of whistling arrows coming from overhead indicate the pursuit has caught up to you. Three mounted riders on flying beasts are overhead, launching arrows at you.

The encampment has sent flying mounted riders out to attack the escaping player characters. Roll initiative and commence combat. The goal of the player characters is to escape and the goal of the flying mounted riders is to prevent their escape.

The raft is made of wood, is 10' by 15' (2 squares by 3 squares), is AC 3, has 30 hp, and a hardness of 5. The raft moves 5 ft. per round with two rowers. If there is only one rower it moves 2 ½ ft. per round. If no one is rowing the raft does not move at all. The raft can move 10 ft. per round for up to ten rounds, but at the end the rowers are fatigued.

Creatures:

APL 2 (EL 3)

Flying mounted riders, Human Fighter 1/Warrior 1 (3): 13 hp each; see Appendix 2.

Hippogriff (3): 25 hp each; see Monster Manual I, p.152.

APL 4 (EL 6)

Flying mounted rider, Human Fighter 2/Sorcerer 1 (3): 18 hp each; see Appendix 3.

Hippogriff (3): 25 hp each; see Monster Manual I, p.152.

APL 6 (EL 8)

Flying mounted rider, Human Fighter 3/Sorcerer 1 (3): 32 hp each; see Appendix 4.

Hippogriff (3): 25 hp each; see Monster Manual I, p.152.

APL 8 (EL 10)

Flying mounted rider (3), Human Fighter 5/Sorcerer 1: 39 hp each; see Appendix 5.

Griffon (3): 59 hp each; see Monster Manual I, p.139.

Tactics: At all APL's, each flying mounted rider is carrying two (2) alchemist's arrows (see Appendix 6).

They try to set the raft afire with them. Once they expend these arrows, they attack using the tactics below. If the flying mount is badly wounded (10 hp or less), the rider breaks off the attack and returns to the encampment.

APL 2

At APL 2, they attack from 135 feet away (-2 penalty for 1 full range increment) with their composite shortbow until they have expended their quiver of 20 arrows. Once these are expended, they return to the encampment. They also return to the encampment if their mount is badly wounded (10 hp or less). The hippogriffs are non-combatants and serve as a mobile aerial archer platform. If the hippogriff loses their rider, they flee returning to the encampment.

APL 4

At APL 4, they attack from 400 feet away. They use their spell *guiding light* to illuminate the targets on the raft and the spell *guided shot* to negate range penalties. Once their spells are exhausted, they close the distance to use their Point-blank Shot and Plunging Shot feats to full effect. The hippogriffs are non-combatants and serve as a mobile aerial archer platform. If the hippogriff loses their rider, they flee returning to the encampment.

APL 6-8

At APL 6-8, they attack from 400 feet away. They use their spell *guiding light* to illuminate the targets on the raft and the spell *guided shot* to negate range penalties. Once their spells are exhausted, they use their Ride-by Attacks and Spirited Charge to attack. The rider uses their lance to make these attacks. The hippogriffs or griffons are combatants also. If the flying mount loses its rider it continues to attack.

Treasure:

APL 2: Loot – 219 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp), *safewing emblem* (37 gp).

APL 4: Loot – 219 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp), *safewing emblem* (37 gp).

APL 6: Loot – 219 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp), *safewing emblem* (37 gp).

APL 8: Loot – 219 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp), *safewing emblem* (37 gp).

Development: If the raft is destroyed, the player characters end up in the water. They must swim for the shore or come up with another means to escape.

If a player character ends up in the water they find themselves in even more danger than just drowning. This water is fed from a glacier and is very cold. It deals 1d6 points of non-lethal damage from hypothermia per

minute of exposure. See the DMG p.302 for Cold Dangers and p.304 for Water Dangers

If a player character is unable to get back on the raft and is left behind, they are captured. In this case, run Encounter 20 for them.

If any mounted rider survives the death of their mount and ends up in the water, he surrenders to the player characters if they come for him. Otherwise he makes for the shore.

If the player characters escape across the lake, they have to climb a sheer rock wall 100 ft. up to a ridge. It is a DC 15 Climb check. Once the player characters make it to top, they can escape. If the flying mounted riders are still there, they do not hesitate to attack any climbing player characters.

Encounter 18: Safety

Only run this encounter if the player characters successfully escape from the encampment. You may read the following, adjust as necessary.

For a moment you catch your breath. Your thoughts dwell on the encampment and why you were suddenly attacked. Strangely you feel like someone is watching you. This feeling disappears when in the distance you hear horns, likely from patrols that are looking for you. With luck on your side you should be able to complete your escape.

The player characters can make good their escape staying ahead of the patrols or just plain evading them. If any player character was captured proceed to Encounter 19. If not, proceed to the Conclusion.

Encounter 19: Captured

Only run this encounter if any player characters are captured. Run this encounter privately for each captured player character. You may read the following.

You remember the pain. You remember the agony. You remember your captors beating you. You remember them not asking any questions. You remember your prison, not more than a hole in the ground. You remember being brought forth before a cloaked and hooded figure. You remember lying helpless in chains before him. You remember him leaning forward and coldly saying, "Serve or die. Choose one."

At this point, ask for the player character's choice. If they answer other than serve or die, the player character's

death is ordered. If the player character tries to choose serve at this point in order to save their life, you may rescind the death order if you are so inclined. Of course, this should only be after the player character performs the appropriate begging, groveling and pleading for their life.

If they agree to serve, you may read the following.

The cloaked and hooded figure is silent at first. Reaching forward, the figure says arcane words, before digging into your cheek with a single claw. Pain courses through you as the claw gouges into your face. "You have chosen and are marked." The cloaked figure relaxes. "I cannot just release you. Not just yet. Suspicions will be aroused. I must imprison you for some time to allay them. I'm sure you understand." With an unseen gesture, your captors take you away to your prison cell. After some time has passed, you are allowed to escape with all your possessions. Helping you to remember this are the scars on your face.

Hand them Player Handout #1 – Chose to Serve.

If they do not agree to serve, you may read the following.

The cloaked and hooded figure is silent at first. Reaching forward, the figure says arcane words, before digging into your cheek with a single claw. Pain courses through you as the claw gouges into your face. With an unseen gesture, your captors take you away. You are thrown back into your prison cell, left to rot. Days pass, then weeks. All the while you watch and wait for your chance to escape. Eventually your chance comes when the guards make a mistake and you take advantage of it. With grit and determination, you escape from your captivity with only meager possessions. Helping you to remember this are the scars on your face.

Hand them Player Handout #2 – Chose to Die.

In either choice, the player character spends an additional 6 TU in captivity.

For those who agreed to serve, they are allowed to retain their possessions and they receive Chose to Serve.

Those who did not agree to serve lose all their possessions and they receive Chose to Die. They may invoke the Charity of Friends clause as detailed in the LGCS.

Proceed to the Conclusion.

Encounter 20: Refused

Only run this encounter if the player characters did not go into the mountains to search for the encampment.

If they are returning the cattle to Trellanville, you may read the following.

Driving the cattle before you, you make your way back to Trellanville to get the reward Old Man Trellan promised you.

If they are returning to Trellanville without the cattle, you may read the following.

Your quest to recover the cattle has ended quite unexpectedly as you make your way back to Trellanville to tell your saga to Old Man Trellan and get what you can from him.

Ask for Spot checks versus the creature(s) Hide check (I suggest taking 10, but you may roll if desired). If there is a surprise round, commence one.

At APL 2 you may read the following.

Even more unexpectedly is the dark colored wolf that bursts from cover and rushes toward you. Its eyes gaze at you with an unconcealed malevolence and hatred as it bares its canines.

At APL 4 you may read the following.

Even more unexpectedly is the pair of dark colored wolves that bursts from cover and rushes toward you. Their eyes gaze at you with an unconcealed malevolence and hatred as they bare their canines.

At APL 6 you may read the following.

Even more unexpectedly is the pair of dark colored wolves that bursts from cover and rushes toward you. Their eyes gaze at you with an unconcealed malevolence and hatred as they bare their canines. From another direction leaps a blue-tinged long furred monster with baleful glowing eyes and sharp claws.

At APL 8 you may read the following.

Even more unexpectedly is the pack of dark colored wolves that bursts from cover and rushes toward you. Their eyes gaze at you with an unconcealed malevolence and hatred as they bare their canines. From another direction leaps a large blue-colored

long furred monster with baleful glowing eyes and sharp claws.

Creatures:

APL 2 (EL 2)

Worg: 30 hp; see Monster Manual p.256.

APL 4 (EL 4)

Worg (2): 30 hp each; see Monster Manual p.256.

APL 6 (EL 6)

Worg (2): 30 hp each; see Monster Manual p.256.

Barghest (1): 33 hp; see Monster Manual p.23.

APL 8 (EL 8)

Worg (6): 30 hp each; see Monster Manual p.256.

Greater Barghest: 67 hp; see Monster Manual p.23.

After this encounter is over, proceed to the Conclusion.

Tactics: The creatures hide, waiting to spring an ambush. At APL's 2-4, the worg(s) single out a player character and take them down, killing them outright. At APL's 6-8, the worgs single out a player character and try to take them down, but not killing them outright. The barghest comes in to finish the job and feed while the worgs keep the rest of the player characters away from the chosen victim.

Encounter 21: Elemental

Only run this encounter if the player characters escaped from the encampment via magical means, such as teleport or something similar. You should find out where the player characters go and adjust the encounter accordingly.

Using magical means to escape the encampment, you appear at your destination. The rest of the day passes uneventfully and you are preparing to rest when a <size & type> elemental appears.

The escaping player characters are visited by summoned elemental. You may select the appropriate elemental, with a preference toward fire, and attack the player characters with it.

Creatures:

APL 2 (EL 3)

Elemental, Medium: varies hp; see Monster Manual p.95-100.

APL 4 (EL 5)

Elemental, Large: varies hp; see Monster Manual p.95-100

APL 6 (EL 7)

Elemental, Huge: varies hp; see Monster Manual p.95-100

APL 8 (EL 9)

Elemental, Greater: varies hp; see Monster Manual p.95-100

After this encounter is over, proceed to the Conclusion.

Tactics: Go after the player character that used magic to escape from the encampment.

Development: If the player characters use magic to escape again, the adventure is finished. Proceed to the Conclusion.

Conclusion

For the Conclusion determine the answers to the following questions.

- Did the player characters agree to Aukan's request to search for the mountain encampment?
- Did they find the encampment?
- Did anyone get captured?

For the Conclusion ask the players the following questions.

- Do you tell Aukan the Goliath what you learned about the encampment in the mountains?
- Do you return the cattle to Old Man Trellan?
- Do you return the raider's heads to Old Man Trellan?
- If they are a member of Clan Oronodel, they discovered the encampment and survived the adventure; do they tell their clan what they discovered?

Once the questions are answered you may proceed. More than one Conclusion may apply.

Conclusion A

Read this if the player characters agreed to Aukan's request, they went in search of the encampment and they returned to tell him what they learned.

You tell Aukan the Goliath what transpired and what you learned about the encampment in the mountains. He listens carefully committing what you tell him to

memory. When finished he speaks, "My thanks and my tribe's thanks to you brave ones for what you have told me this day. This gift I give to you." Aukan removes from his pouch bone tokens each carved in the shape of a strange tusked creature and hands one to each player character. Aukan then departs on his journey home.

The player characters have received the favor of Aukan.

Conclusion B

Read this if player characters refused to go into the mountains to search for the encampment.

You reflect on your meeting with Aukan the Goliath and wonder if your refusal will have any unintended consequences. Will Aukan find the mountain encampment? Will he find out who is behind it? These questions for you remain unanswered, but perhaps in the future you will learn the answers.

Conclusion C

Read this if the player characters return the cattle, but return no raider's heads to Old Man Trellan.

Reaching Trellanville, Old Man Trellan and several villagers come out to meet you. Barely acknowledging your existence, Old Man Trellan checks each head of cattle first before returning his attention to you. He counts out the agreed upon sum and hands it over saying, "Here is your reward. My thanks." With that, he and other villagers drive the cattle to a nearby pasture, leaving you standing there with your hard earned gold."

Conclusion D

Read this if the player characters return the cattle and the raider's heads to Old Man Trellan.

Reaching Trellanville, Old Man Trellan and several villagers come out to meet you. Barely acknowledging your existence, Old Man Trellan checks each head of cattle first before returning his attention to you. He asks, "The heads?" Giving him the heads, he inspects each of them before putting them into a sack. Finishing, he hands the heads to another village and then he counts out the agreed upon sum. Handing it over, he says, "Here is your reward. My thanks." With that, he and other villagers drive the cattle to a nearby pasture, leaving you standing there with your hard earned gold."

Conclusion E

Read this if the player characters found the encampment and some if not all escaped.

After your escape from the mountain encampment, you have time to ponder what you discovered. An army of humans, orcs and goblinoids, all not far from the High Vale and from Verbeeg Hill itself. Who is binding these groups together into a fighting force? What purpose does it serve? For now your questions are unanswered, but perhaps in the future you will learn the answers.

Conclusion F

Read this if any player characters were captured.

After your escape from the mountain encampment, you think about the fate of your fellow adventurer(s) who was/were captured. You later hear they escaped from captivity, but their face(s) is/are deeply scarred.

Conclusion G

Read this if any member of the Elven Clan Oronodel discovered the encampment, survived the adventure and tell what they discovered to the Clan Elders. This should only be read to those members.

The Clan Elders listen to what you tell them, nodding gravely. One speaks, "We have heard rumors there is an army gathering in the mountains and this confirms it. I fear it is going to be unleashed upon our lands. We cannot let this happen. Our thanks to you. Go now. We will call upon you again."

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 3

Experience objective: Defeat the goblinoid ambush.

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	180 XP

Encounter 9

Experience objective: This is intended to be a non-combat encounter, but combat may occur due the player characters actions. In this case award the experience points if they defeat the goliath.

APL 2	90 XP
APL 4	90 XP
APL 6	90 XP
APL 8	90 XP

Encounter 10

Experience objective: Defeat the Axe Riders and capture the fort.

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

Encounter 12

Experience objective: This is intended to be a non-combat encounter, but combat may occur due the player characters actions. In this case award the experience points if they defeat the patrol.

APL 2	150 XP
APL 4	150 XP
APL 6	150 XP
APL 8	150 XP

Encounter 13

Experience objective: This is intended to be a non-combat encounter, but combat may occur due the player characters actions. In this case award the experience points if they defeat the ballista crews.

APL 2	300 XP
APL 4	300 XP
APL 6	300 XP
APL 8	300 XP

Encounter 15

Experience objective: Defeat the three leaders and escape from the encampment.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 17

Experience objective: Survive the flying mounted rider's attack.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 20

Experience objective: Defeat the creatures.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Story Award

Objective(s) met: Discover the whereabouts of the armed encampment.

APL 2	45 XP
APL 4	90 XP
APL 6	135 XP
APL 8	180 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	45 XP
APL 6	45 XP
APL 8	45 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

Treasure Summary

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

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

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

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

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

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

Encounter 3:

APL 2: Loot – 91 gp, Coin – 0 gp, Magic – none.

APL 4: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

APL 6: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

APL 8: Loot – 133 gp, Coin – 0 gp, Magic – *potion of bull strength* (25 gp each).

Encounter 9:

All APL's: Loot – 134 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each).

Encounter 10:

APL 2: Loot – 311 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each).

APL 4: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each).

APL 6: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp each), *blessed bandage* (1 gp each), +1 *battleaxe* (46 gp each), *memento magica* (1st) (125 gp each).

APL 8: Loot – 377 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (50gp each), *blessed bandage* (5 gp each), +1 *battleaxe* (46 gp each), *memento magica* (1st) (125 gp each).

Encounter 12:

APL 2: L: 134 gp; C: 0 gp; M: 0 gp

APL 4: L: 134 gp; C: 0 gp; M: 0 gp

APL 6: L: 134 gp; C: 0 gp; M: 0 gp

APL 8: L: 134 gp; C: 0 gp; M: 0 gp

Encounter 13:

APL 2: L: 268 gp; C: 0 gp; M: 0 gp

APL 4: L: 268 gp; C: 0 gp; M: 0 gp

APL 6: L: 268 gp; C: 0 gp; M: 0 gp

APL 8: L: 268 gp; C: 0 gp; M: 0 gp

Encounter 15:

APL 2: Loot – 147 gp, Coin – 0 gp, Magic – *potion of haste* (25 gp).

APL 4: Loot – 147 gp, Coin – 0 gp, Magic – +1 *falchion* (356 gp), +1 *barbed dagger* (350 gp), +1 *morningstar* (346 gp), *potion of haste* (25 gp).

APL 6: Loot – 147 gp, Coin – 0 gp, Magic – +1 *falchion* (356 gp), +1 *barbed dagger* (350 gp), +1 *morningstar* (346 gp), *potion of haste* (25 gp).

APL 8: Loot – 147 gp, Coin – 0 gp, Magic – +1 *keen falchion* (1256 gp), +1 *vicious barbed dagger* (1,250 gp), +1 *morningstar* (346 gp), +1 *full plate* (397 gp), +1 *heavy wooden shield* (173 gp), *potion of haste* (25 gp), *ring of protection* +1 (300 gp).

Encounter 17:

APL 2: L: 219 gp; C: 0 gp; M: 44 gp

APL 4: L: 219 gp; C: 0 gp; M: 44 gp

APL 6: L: 219 gp; C: 0 gp; M: 44 gp

APL 8: L: 219 gp; C: 0 gp; M: 44 gp

Total Possible Treasure

APL 2: L: 1304 gp; C: 0 gp; M: 81 gp; Total: 1385 gp (maximum is 450 gp)

APL 4: L: 1412 gp; C: 0 gp; M: 1148 gp; Total: 2560 (maximum is 650 gp)

APL 6: L: 1412 gp; C: 0 gp; M: 1329 gp; Total: 2731 (maximum is 900 gp)

APL 8: L: 1412 gp; C: 0 gp; M: 4046 gp; Total: 5458 gp (maximum is 1300 gp)

Special

Chose to Serve: You chose to serve. The entity you serve is not known to you at this point and time, but you are assured at some point in the future, you will serve them. You are imprisoned for an additional 6 TU, but are released afterwards with all your possessions.

Chose to Die: You chose to die. However fate and destiny have intervened and now is not your time to die. Not yet, at least. The entity that you refused to serve is not known to you at this point and time, but rest assured that some time in the future there will be a reckoning. You are imprisoned for an additional 6 TU, but you escape with none of your possessions. You may invoke the Charity of Friends clause in the LGCS.

Favor of Aukan: You received Aukan's Favor. You can use it to gain access to a small, medium or large masterwork longaxe (CV). In addition of paying the cost of the longaxe, you must spend 4 TU to represent travel, crafting, and training time.

- Flyer's Military Saddle (Adventure, Races of stone, 70 gp)
- Medium Spider Venom (Adventure, DMG, 150 gp)
- Safewing Emblem (Adventure, Races of the Wild, 250 gp)

APL 4 (all of APL 2 plus the following)

- +1 barbed dagger

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

- Memento Magica (Adventure, Races of the Dragon, 1,500 gp)

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

- +1 vicious barbed dagger
- +1 keen falchion

Items for the Adventure Record

Item Access

APL 2

- Mithril Shirt (Adventure, DMG, 1100 gp)
- Alchemist's Arrows (Adventure, Arm's and Equipment Guide, 75 gp)
- Blessed Bandages (Adventure, Heroes of Battle, 10 gp)
- Camouflage Kits (Adventure, Arm's and Equipment Guide, 40 gp)
- Forester's Cloaks (Adventure, Arm's and Equipment Guide, 20 gp)
- MW Military Saddle (Adventure, Complete Adventurer, 210 gp)

Appendix 1: All APL's

Encounter 9

Aukan Hiddenleaper Anakalathi, male goliath Barbarian 1/Fighter 1/Ranger 1: CR3, Medium-sized Humanoid (Goliath); HD 1d8+1d10+1d12+9, 27 hp, Init +0, Spd 40 ft. (8 squares); AC 12 (+2 armor), touch 10, flat-footed 15; BA/G +3/+3; Atk mw large longaxe +8 melee (3d6+6/x3) or mw large composite longbow +4 range (Str +4) (2d6+4); Full Atk mw large longaxe +8 melee (3d6+6/x3) or mw large composite longbow (Str +4) +3 range (2d6+4); Face/Reach 5ft./5ft.; SA none; SQ Rage 1/day, Fast Movement, Powerful Build, Mountain Movement, Acclimated; AL N; SV Fort +9, Ref +2, Will +0, Str 19, Dex 10, Con 16, Int 13, Wis 10, Chr 8

Skills and Feats: Climb +10, Diplomacy +4, Handle Animal +4, Jump +10, Survival +6; Exotic Weapon Proficiency (Longaxe), Power Attack, Run, Track

Languages: Common, Giant, Gol-Kaa

Possessions: mw large longaxe, mw large composite longbow (Str +4), 20 arrows, mw leather armor, basic equipment, *potion of cure light wounds*

Power-up Suite (when raging): Aukan has 33 hp, mw large greataxe +10 melee (3d6+9/x3), Fort +11, Will +2.

Encounter Twelve

Patrol soldier: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+3, 9 hp, Init +0, Spd 20 ft. (4 squares); AC 14 (+4 armor), touch 10, flat-footed 14; Atk BA/G +1/+2; longsword +2 melee (1d8+1/19-20/x2) or longbow (Str +1) +3 ranged (1d8+1/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk longsword +2 melee (1d8+1/19-20/x2 or longbow +3 ranged (1d8/x3)) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +2, Ref +1, Will +0, Str 12, Dex 13, Con 11, Int 9, Wis 10, Chr 8

Skills and Feats: Climb +5, Intimidate +3, Toughness, Weapon Focus (Longbow)

Languages: Common

Possessions: longsword, longbow, dagger, scale mail armor, basic equipment, musical instrument – horn

Patrol leader: male human War2: CR1, Medium-sized Humanoid (Human – mixed); HD 2d8+3, 17 hp, Init +0, Spd 20 ft. (4 squares); AC 14 (+4 armor), touch 10, flat-footed 14; Atk BA/G +2/+3; longsword +3 melee (1d8+1/19-20/x2 or longbow (Str +1) +4 ranged (1d8+1/x3) or dagger +3 melee (1d4+1/19-20/x2); Full Atk longsword +3 melee (1d8+1/19-20/x2 +4 ranged (1d8+1/x3) or dagger +3 melee (1d4+1/19-20/x2);

Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +2, Ref +1, Will +0, Str 12, Dex 13, Con 11, Int 9, Wis 10, Chr 8

Skills and Feats: Climb +6, Intimidate +4, Toughness, Weapon Focus (Longbow)

Languages: Common

Possessions: longsword, longbow, dagger, scale mail armor, basic equipment, musical instrument – horn

Encounter Thirteen

Ballista crewman: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+1, 6 hp, Init +0, Spd 20 ft. (4 squares); AC 14 (+4 armor), touch 10, flat-footed 14; Atk BA/G +1/+2, longsword +2 melee (1d8+1/19-20/x2 or light crossbow +2 ranged (1d8/19-20/x2) or dagger +2 melee (1d4+1/19-20/x2) Full Atk longsword +2 melee (1d8+1/19-20/x2 or light crossbow +2 ranged (1d8/x3) or dagger +2 melee (1d4+1/19-20/x2) Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +2, Ref +1, Will +0, Str 12, Dex 13, Con 11, Int 9, Wis 10, Chr 8

Skills and Feats: Handle Animal +3, Profession (siege engineer) +7; Ballista Proficiency, Skill Focus (Profession - siege engineer)

Languages: Common

Possessions: longsword, light crossbow, 20 bolts, dagger, scale mail armor, basic equipment, musical instrument – horn

Ballista crew chief: male human War2: CR1, Medium-sized Humanoid (Human – mixed); HD 2d8, 12 hp, Init +0, Spd 20 ft. (4 squares); AC 14 (+4 armor), touch 10, flat-footed 14; Atk BA/G +2/+3, longsword +3 melee (1d8+1/19-20/x2 or light crossbow +3 ranged (1d8/x3) or dagger +3 melee (1d4+1/19-20/x2); Full Atk longsword +3 melee (1d8+1/19-20/x2 or light crossbow +3 ranged (1d8/19-20/x2) or dagger +3 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +2, Ref +1, Will -1, Str 12, Dex 13, Con 11, Int 10, Wis 9, Chr 8

Skills and Feats: Handle Animal +4, Profession (siege engineer) +8; Ballista Proficiency, Skill Focus (Profession - siege engineer)

Languages: Common

Possessions: longsword, light crossbow, dagger, scale mail armor, basic equipment, musical instrument – horn

Appendix 2: APL 2

Encounter 3

Goblin ambushers: male goblin Sorcerer 1/Warrior 1: CR1, Small Humanoid (Goblinoid); HD 1d4+1d8+5, 12 hp, Init +6, Spd 30 ft. (6 squares); AC 13 (+1 size, +2 Dex), touch 12, flat-footed 11; BA/G +1/-3; Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Full Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL NE; SV Fort +3, Ref +2, Will +1, Str 12, Dex 14, Con 12, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Craft (Poisonmaking) +2, Handle Animal +3, Hide +6, Listen +1, Move Silently +6, Ride +6, Spot +1, Improved Initiative, Alertness (from familiar)

Languages: Goblin

Spells Prepared (Sorcerer) (5/4); base DC = 12 + spell level): 0—*daze, ghost sound, message, touch of fatigue*, 1st—*expeditious retreat, true strike*

Possessions: small longbow, 20 arrows, small morningstar, spell component pouch, toad familiar, camouflage kit, caltrops, forester's cloak, basic equipment, medium spider venom (1 dose, DC 14), toad familiar

Power-up Suite: With the spell *true strike* cast an attack with the small longbow becomes +23 ranged (1d6/19-20/x2).

Encounter 10

Axe Rider mercenary: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+4, 9 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +1/+2; Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +3, Ref +0, Will +0, Str 13, Dex 11, Con 12, Int 9, Wis 10, Chr 8

Skills and Feats: Handle Animal +3, Ride +6, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, battleaxe, composite shortbow, dagger, scale mail armor, light wooden shield, light warhorse, military saddle, basic equipment, *potion of cure light wounds, blessed bandage*

Power-down suite (minus scale mail armor): AC 11 (+1 shield)

Oskar, Axe Rider mercenary leader: male human Fighter 1/Warrior 1: CR1, Medium-sized Humanoid (Human – mixed); HD 1d8+1d10+7, 18 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +2/+3; Atk lance +4 melee (1d8+2/x3) or mw battleaxe +6 melee (1d8+2/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Full Atk lance +4 melee (1d8+2/x3) or mw battleaxe +6 melee (1d8+2/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +0, Will -1, Str 15, Dex 10, Con 14, Int 12, Wis 8, Chr 13

Skills and Feats: Handle Animal +5, Intimidate +6, Ride +8, Mounted Combat, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, mw battleaxe, composite shortbow, dagger, *mithril shirt*, light wooden shield, light warhorse, masterwork military saddle, basic equipment, *potion of cure light wounds, blessed bandage*

Encounter 16

Gorarg: male orc Barbarian 1/Warrior 1: CR1, Medium-sized Humanoid (Orc); HD 1d8+1d12+4, 18 hp, Init +0, Spd 40 ft. (8 squares); AC 14 (+4 armor), touch 10, flat-footed 14; BA/G +2/+6; Atk mw falchion +7 melee (2d4+6/18-20/x2) or javelin +2 ranged (1d6+4/x2) or spiked gauntlet +6 melee (1d4+4/x2); Full Atk falchion +7 melee (2d4+6/18-20/x2) or javelin +2 ranged (1d6+4/x2) or spiked gauntlet +6 melee (1d4+4/x2); Face/Reach 5ft./5ft.; SA none; SQ Darkvision 60 ft., Light sensitivity, Fast Movement, Rage 1/day; AL N; SV Fort +6, Ref +0, Will -2, Str 19, Dex 10, Con 14, Int 11, Wis 6, Chr 10

Skills and Feats: Climb +8, Intimidate +4, Survival +2, Power Attack

Languages: Common, Orc

Possessions: mw falchion, javelin (x2), spiked gauntlet, chain shirt, and basic equipment

Power-up suite (when raging): 22 hp, AC 11, mw falchion +9 melee (2d4+9/18-20/x2), Fort +8, Will +0

Narscum: male hobgoblin Fighter 1/Warrior 1: CR1, Medium-sized Humanoid (Hobgoblin); HD 1d8+1d10+4, 16 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dexterity), touch 13, flat-footed 14; BA/G +2/+4; Atk mw longsword +5 melee (1d8+2/19-20/x2) or javelin +5 ranged (1d6+2/x2) or dagger +4

melee (1d4+2/19-20/x2); Full Atk mw longsword +5 melee (1d8+2/19-20/x2) or javelin +5 ranged (1d6+2/x2) or dagger +4 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ Darkvision 60 ft.; AL N; SV Fort +6, Ref +3, Will +0, Str 15, Dex 16, Con 14, Int 13, Wis 10, Chr 8

Skills and Feats: Climb +5, Intimidate +4, Dodge, Mobility

Languages: Common, Goblin

Possessions: mw longsword, javelin (x4), dagger, chain shirt, basic equipment

Power-up suite: When using Dodge and Mobility feats against an opponent, AC 22.

Teled: male human Fighter 1/Warrior 1: CR1, Medium-sized Humanoid (Human - mixed); HD 1d8+1d10+4, 16 hp, Init +0, Spd 20 ft. (4 squares); AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; BA/G +2/+4; Atk mw morningstar +6 melee (1d8+2/x2) or dagger +4 melee (1d4+2/19-20/x2); Full Atk mw morningstar +6 melee (1d8+2//x2) or dagger +4 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +6, Ref +1, Will -1, Str 15, Dex 12, Con 14, Int 10, Wis 8, Chr 13

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +5, Power Attack, Weapon Focus (morningstar)

Languages: Common

Possessions: mw morningstar, dagger, banded mail, heavy wooden shield, basic equipment

Power-up suite: When using Power Attack for +2 (full BAB), mw morningstar +4 melee (1d8+4/x2).

Encounter 18

Flying mounted riders: male human Fighter 1/Warrior 1: CR1, Medium-sized Humanoid (Human - mixed); HD 1d8+1d10+4, 16 hp, Init +2, Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; BA/G +2/+3; Atk mw composite shortbow (Str +1) +5 range (1d6+1/x3), longsword +3 melee (1d8+1/x2) or dagger +3 melee (1d4+1/19-20/x2); Full Atk mw composite shortbow (Str +1) +5 range (1d6+1/x3), longsword +3 melee (1d8+1/x2) or dagger +3 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +6, Ref +2, Will -1, Str 13, Dex 15, Con 14, Int 10, Wis 8, Chr 12

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +8, Mounted Combat, Point-blank Shot

Languages: Common

Possessions: longsword, mw composite shortbow (Str +1), 20 arrows, 2 alchemist's arrows, dagger, chain shirt, basic equipment, flyer's saddle, *potion of cure light wounds*, *safewing emblem*

Power-up suite: When flying overhead within 30 feet of their target, they attack with their composite shortbow at +6 (1d6+2/x3).

Appendix 3: APL 4

Encounter 3

Goblin ambushers: male goblin Sorcerer 1/Warrior 1: CR1, Small Humanoid (Goblinoid); HD 1d4+1d8+5, 12 hp, Init +6 (+2 Dex, +4 Improved Initiative), Spd 30 ft. (6 squares); AC 13 (+1 size, +2 Dex), touch 12, flat-footed 11; BA/G +1/-3; Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Full Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL NE; SV Fort +3, Ref +2, Will +1, Str 12, Dex 14, Con 12, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Craft (Poisonmaking) +2, Handle Animal +3, Hide +6, Listen +1, Move Silently +6, Ride +6, Spot +1, Improved Initiative, Alertness (from familiar)

Languages: Goblin

Spells Prepared (Sorcerer) (5/4); base DC = 12 + spell level): 0—*daze*, *ghost sound*, *message*, *touch of fatigue*, 1st—*expeditious retreat*, *true strike*

Possessions: small longbow, 20 arrows, small morningstar, spell component pouch, toad familiar, camouflage kit, caltrops, forester's cloak, basic equipment, medium spider venom (1 dose, DC 14), toad familiar

Power-up Suite: With the spell *true strike* cast an attack with the small longbow becomes +23 ranged (1d6/19-20/x2).

Hobgoblin leader: male hobgoblin Marshal 1/Warrior 1: CR1, Medium Humanoid (Goblinoid); HD 2d8+4, 15 hp, Init +5 (+3 Dex, +2 *Motivate Dex*), Spd 30 ft. (6 squares); AC 15 (+2 armor, +3 Dex), touch 13, flat-footed 12; BA/G +1/+2; Atk bolas +4 ranged touch (1d4+1/x2 non-lethal) or longsword +2 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +4 ranged (1d6+1/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk bolas +4 ranged touch (1d4+1/x2 non-lethal) or longsword +2 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +4 ranged (1d6+1/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +3, Will +1, Str 13, Dex 16, Con 14, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Diplomacy +6, Handle Animal +4, Intimidate +4, Ride +6, Exotic Weapon Proficiency (Bolas), Skill Focus (Diplomacy), *Minor Aura* (*Motivate Dexterity*)

Languages: Common, Goblin

Possessions: bolas (x5), longsword, composite shortbow, 20 arrows, dagger, leather armor, basic equipment, *potion of bull's strength*

Power-up Suite: With the *potion of bull's strength* drank, the bola has a trip check of +5 and does an extra 2 points of damage.

Encounter 10

Axe Rider mercenary: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+4, 9 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +1/+2; Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +3, Ref +0, Will +0, Str 13, Dex 11, Con 12, Int 9, Wis 10, Chr 8

Skills and Feats: Handle Animal +3, Ride +6, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, battleaxe, composite shortbow, dagger, scale mail armor, light wooden shield, light warhorse, military saddle, basic equipment, *potion of cure light wounds*, *blessed bandage*

Power-down suite (minus scale mail armor): AC 11 (+1 shield)

Oskar, Axe Rider mercenary leader: male human Fighter 1/Warrior 1: CR1, Medium-sized Humanoid (Human – mixed); HD 1d8+1d10+7, 18 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +2/+3; Atk lance +4 melee (1d8+2/x3) or mw battleaxe +6 melee (1d8+2/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Full Atk lance +4 melee (1d8+2/x3) or mw battleaxe +6 melee (1d8+2/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +0, Will -1, Str 15, Dex 10, Con 14, Int 12, Wis 8, Chr 13

Skills and Feats: Handle Animal +5, Intimidate +6, Ride +8, Mounted Combat, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, mw battleaxe, composite shortbow, dagger, *mithril shirt*, light wooden shield, light warhorse, masterwork military saddle, basic equipment, *potion of cure light wounds*, *blessed bandage*

Encounter 16

Gorarg: male orc Barbarian 1/Fighter 2: CR3, Medium-sized Humanoid (Orc); HD 2d10+1d12+6, 27 hp, Init +0, Spd 40 ft. (8 squares); AC 14 (+4 armor), touch 10, flat-footed 14; BA/G +3/+7; Atk +1 *falchion* +9 melee (2d4+7/18-20/x2) or javelin +3 ranged (1d6+4/x2) or spiked gauntlet +7 melee (1d4+4/x2); Full Atk +1 *falchion* +9 melee (2d4+7/18-20/x2) or javelin +3 ranged (1d6+4/x2) or spiked gauntlet +7 melee (1d4+4/x2); Face/Reach 5ft./5ft.; SA none; SQ Darkvision 60 ft., Light sensitivity, Fast Movement, Rage 1/day; AL N; SV Fort +7, Ref +0, Will -1, Str 19, Dex 10, Con 14, Int 11, Wis 6, Chr 10

Skills and Feats: Climb +10, Intimidate +6, Survival +2, Power Attack, Cleave, Improved Sunder, Weapon Focus (falchion)

Languages: Common, Orc

Possessions: +1 *falchion*, javelin (x2), spiked gauntlet, chain shirt, basic equipment

Power-up suite (when raging): 33 hp, AC 12, +1 *falchion* +11 melee (2d4+10/18-20/x2), Fort +9, Will +1

Narscum: male hobgoblin Fighter 2/Rogue 1: CR3, Medium-sized Humanoid (Hobgoblin); HD 1d6+2d10+6, 24 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dexterity), touch 13, flat-footed 14; BA/G +2/+4; Atk mw longsword +5 melee (1d8+2/19-20/x2) or javelin +5 ranged (1d6+2/x2) or +1 *barbed dagger* +5 melee (1d4+2/19-20/x2); Full Atk mw longsword +5 melee (1d8+2/19-20/x2) or javelin +5 ranged (1d6+2/x2) or +1 *barbed dagger* +5 melee (1d4+3/19-20/x2) or +1 *barbed dagger* +3 melee (1d4+3/19-20/x2) and mw barbed dagger +3 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA +1d6 sneak attack; SQ Darkvision 60 ft., trap find; AL N; SV Fort +7, Ref +5, Will +0, Str 15, Dex 16, Con 14, Int 13, Wis 10, Chr 8

Skills and Feats: Climb +6, Intimidate +5, Sleight of Hand +8, Tumble +6, Dodge, Mobility, Exotic Weapon Proficiency (barbed dagger), Two-weapon-fighting

Languages: Common, Goblin

Possessions: mw longsword, javelin (x4), mw barbed dagger, +1 *barbed dagger*, mw chain shirt, basic equipment

Power-up suite: When sneak attacking, the barbed dagger inflicts an additional +2 damage making it +1 *barbed dagger* +5 melee (1d4+1d6+5/19-20/x2) or +1 *barbed dagger* +3 melee (1d4+1d6+5/19-20/x2) and mw barbed dagger +3 melee (1d4+1d6+3/19-20/x2).

Teled: male human Fighter 3: CR3, Medium-sized Humanoid (Human - mixed); HD 3d10+6, 27 hp, Init

+0, Spd 20 ft. (4 squares); AC 19 (+6 armor, +2 shield, +1 dex), touch 11, flat-footed 18; BA/G +3/+5; Atk +1 *morningstar* +6 melee (1d8+3/x2) or dagger +5 melee (1d4+2/19-20/x2); Full Atk +1 *morningstar* +6 melee (1d8+3/x2) or dagger +5 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +5, Ref +1, Will +0, Str 15, Dex 12, Con 14, Int 10, Wis 8, Chr 13

Skills and Feats: Handle Animal +7, Intimidate +7, Ride +7, Weapon Focus (morningstar), Power Attack, Cleave, Improved Bull Rush, Three Mountains Style

Languages: Common

Possessions: +1 *morningstar*, dagger, banded mail, heavy wooden shield, basic equipment, *potion of haste*

Power-up suite: When hasted, Spd 40 ft (8 squares), Ref +3, AC 20, +1 *morningstar* +7/+7 melee (1d8+3/x2). If the same creature is struck twice in a round, the opponent must make a DC 13 Fortitude save or be nauseated by the pain for 1 round.

Encounter 18

Flying mounted riders: male human Fighter 2/Sorcerer 1: CR3, Medium-sized Humanoid (Human - mixed); HD 1d4+2d10+6, 21 hp, Init +2, Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; BA/G +2/+3; Atk mw composite shortbow (Str +1) +5 range (1d6+1/x3), longsword +3 melee (1d8+1/x2) or dagger +3 melee (1d4+1/19-20/x2); Full Atk mw composite shortbow (Str +1) +5 range (1d6+1/x3), longsword +3 melee (1d8+1/x2) or dagger +3 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +2, Will +1, Str 13, Dex 15, Con 14, Int 10, Wis 8, Chr 12

Skills and Feats: Concentration +3, Handle Animal +6, Intimidate +6, Knowledge (Arcana) +1, Ride +9, Spellcraft +1, Mounted Combat, Plunging Shot, Point-blank shot

Languages: Common

Possessions: longsword, mw composite shortbow (Str +1), 20 arrows, 2 alchemist's arrows, dagger, chain shirt, basic equipment, flyer's saddle, *potion of cure light wounds*, *safewing emblem*

Spells Prepared (Sorcerer) (5/4): base DC = 11 + spell level): 0—*daze*, *light*, *message*, *resistance*, 1st—*guided shot*, *guiding light*

Power-up suite: When flying overhead within 30 feet of their target, they attack with their composite shortbow at +7 (2d6+2/x3)

Appendix 4: APL 6

Encounter 3

Goblin ambushers: male goblin Sorcerer 1/Warrior 1: CR1, Small Humanoid (Goblinoid); HD 1d4+1d8+5, 12 hp, Init +6 (+2 Dex, +4 Improved Initiative), Spd 30 ft. (6 squares); AC 13 (+1 size, +2 Dex), touch 13, flat-footed 12; BA/G +1/-3; Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Full Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL NE; SV Fort +3, Ref +2, Will +1, Str 12, Dex 14, Con 12, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Craft (Poisonmaking) +2, Handle Animal +3, Hide +6, Listen +1, Move Silently +6, Ride +6, Spot +1, Improved Initiative, Alertness (from familiar)

Languages: Goblin

Spells Prepared (Sorcerer) (5/4); base DC = 12 + spell level): 0—*daze, ghost sound, message, touch of fatigue*, 1st—*expeditious retreat, true strike*

Possessions: small longbow, 20 arrows, small morningstar, spell component pouch, toad familiar, camouflage kit, forester's cloak, basic equipment, medium spider venom (1 dose, DC 14), toad familiar

Power-up Suite: With the spell *true strike* cast an attack with the small longbow becomes +23 ranged (1d6/19-20/x2).

Hobgoblin leader: male hobgoblin Marshal 1/Warrior 1: CR1, Medium Humanoid (Goblinoid); HD 2d8+4, 15 hp, Init +5 (+3 Dex, +2 *Motivate Dex*), Spd 30 ft. (6 squares); AC 15 (+2 armor, +3 Dex), touch 12, flat-footed 11; BA/G +1/+2; Atk bolas +4 ranged touch (1d4+1/x2 non-lethal) or longsword +2 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +4 ranged (1d6+1/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk bolas +4 ranged touch (1d4+1/x2 non-lethal) or longsword +2 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +4 ranged (1d6+1/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +3, Will +1, Str 13, Dex 16, Con 14, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Diplomacy +6, Handle Animal +4, Intimidate +4, Ride +6, Exotic Weapon Proficiency (Bolas), Skill Focus (Diplomacy), *Minor Aura* (*Motivate Dexterity*)

Languages: Common, Goblin

Possessions: bolas (x5), longsword, composite shortbow, 20 arrows, dagger, leather armor, basic equipment, *potion of bull's strength*

Power-up Suite: With the *potion of bull's strength* drank, the bola has a trip check of +5 and does an extra 2 points of damage.

Encounter 10

Axe Rider mercenary: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+4, 9 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +1/+2; Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +3, Ref +0, Will +0, Str 13, Dex 11, Con 12, Int 9, Wis 10, Chr 8

Skills and Feats: Handle Animal +3, Ride +6, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, battleaxe, composite shortbow, dagger, scale mail armor, light wooden shield, light warhorse, military saddle, basic equipment, *potion of cure light wounds, blessed bandage*

Power-down suite (minus scale mail armor): AC 11 (+1 shield)

Oskar, Axe Rider mercenary leader: male human Fighter 1/Sorcerer 1/Warrior 1: CR2, Medium-sized Humanoid (Human – mixed); HD 1d4+1d8+1d10+9, 21 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +2/+3; Atk lance +4 melee (1d8+4/x3) or +1 battleaxe +5 melee (1d8+3/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Full Atk lance +4 melee (1d8+4/x3) or +1 battleaxe +5 melee (1d8+3/x3 or composite shortbow +2 ranged (1d6/x3) or dagger +4 melee (1d4+2/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +6, Ref +0, Will +1, Str 15, Dex 10, Con 14, Int 12, Wis 8, Chr 13

Skills and Feats: Handle Animal +5, Intimidate +6, Ride +8, Mounted Combat, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Spells Prepared (Sorcerer) (5/4); base DC = 11 + spell level): 0—*daze, light, message, touch of fatigue*, 1st—*blades of fire, fist of stone*

Possessions: lance, +1 battleaxe, composite shortbow, dagger, *mithril shirt*, light wooden shield, light warhorse, masterwork military saddle, basic

equipment, *potion of cure light wounds*, *blessed bandage*, *memento magica* (1st)

Power-up suite: With *fist of stone* using the +1 *battleaxe* and *blades of fire* make its +8 melee (1d8+6+1d8 fire). Alternately, the *fist of stone* can be used as a second slam attack. In this case, battleaxe +5 melee (1d8+3+1d8 fire), *fist of stone* -1 melee (1d6+3+1d8 fire).

Encounter 16

Gorarg: male orc Barbarian 3/Fighter 2: CR5, Medium-sized Humanoid (Orc); HD 2d10+3d12+10, 48 hp, Init +0, Spd 40 ft. (8 squares); AC 14 (+4 armor), touch 10, flat-footed 14; BA/G +5/+10; Atk +1 *falchion* +12 melee (2d4+8/18-20/x2) or javelin +5 ranged (1d6+5/x2) or spiked gauntlet +10 melee (1d4+5/x2); Full Atk +1 *falchion* +12 melee (2d4+8/18-20/x2) or javelin +5 ranged (1d6+5/x2) or spiked gauntlet +10 melee (1d4+5/x2); Face/Reach 5ft./5ft.; SA none; SQ Darkvision 60 ft., Light sensitivity, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1; AL N; SV Fort +8, Ref +1, Will +0, Str 20, Dex 10, Con 14, Int 11, Wis 6, Chr 10

Skills and Feats: Climb +12, Intimidate +8, Listen +2, Survival +4, Cleave, Power Attack, Improved Sunder, Weapon Focus (falchion)

Languages: Common, Orc

Possessions: +1 *falchion*, javelin (x2), spiked gauntlet, chain shirt, and basic equipment

Power-up suite (when raging): 48 hp, AC 12, +1 *falchion* +13 melee (2d4+11/18-20/x2), Fort +10, Will +2

Narscum: male hobgoblin Fighter 2/Rogue 3: CR5, Medium-sized Humanoid (Hobgoblin); HD 3d6+2d10+10, 36 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dexterity), touch 13, flat-footed 14; BA/G +4/+7; Atk mw longsword +8 melee (1d8+3/19-20/x2) or javelin +7 ranged (1d6+2/x2) or +1 *barbed dagger* +8 melee (1d4+4/19-20/x2); Full Atk mw longsword +8 melee (1d8+3/19-20/x2) or javelin +7 ranged (1d6+3/x2) or +1 *barbed dagger* +8 melee (1d4+4/19-20/x2) or +1 *barbed dagger* +6 melee (1d4+4/19-20/x2) and mw barbed dagger +6 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA +2d6 sneak attack; SQ Darkvision 60 ft., trap find, Evasion, Trap Sense +1; AL N; SV Fort +8, Ref +6, Will +1, Str 16, Dex 16, Con 14, Int 13, Wis 10, Chr 8

Skills and Feats: Bluff +3, Climb +6, Intimidate +5, Sleight of Hand +8, Tumble +11, Dodge, Exotic Weapon Proficiency (barbed dagger), Mobility, Two-weapon-fighting

Languages: Common, Goblin

Possessions: mw longsword, javelin (x4), mw barbed dagger, +1 *barbed dagger*, mw chain shirt, basic equipment

Power-up suite: When sneak attacking, the barbed dagger inflicts an additional +2 damage making it +1 *barbed dagger* +7 melee (1d4+2d6+5/19-20/x2) or +1 *barbed dagger* +5 melee (1d4+2d6+5/19-20/x2) and mw barbed dagger +5 melee (1d4+2d6+3/19-20/x2).

Teled: male human Fighter 5: CR5, Medium-sized Humanoid (Human - mixed); HD 5d10+10, 45 hp, Init +1, Spd 20 ft. (4 squares); AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BA/G +5/+8; Atk +1 *morningstar* +9 melee (1d8+4/x2) or dagger +8 melee (1d4+3/19-20/x2); Full Atk +1 *morningstar* +9 melee (1d8+4/x2) or dagger +8 melee (1d4+3/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +6, Ref +2, Will +2, Str 16, Dex 12, Con 14, Int 10, Wis 8, Chr 13

Skills and Feats: Handle Animal +9, Intimidate +9, Ride +9, Weapon Focus (morningstar), Power Attack, Cleave, Improved Bull Rush, Three Mountains Style, Iron Will

Languages: Common

Possessions: +1 *morningstar*, dagger, full plate, heavy wooden shield, basic equipment, *potion of haste*

Power-up suite: When hasted, Spd 40 ft (8 squares), Ref +3, AC 22, +1 *morningstar* +10/+10 melee (1d8+3/x2). If the same creature is struck twice in a round, the opponent must make a DC 15 Fortitude save or be nauseated by the pain for 1 round.

Encounter 18

Flying mounted riders: male human Fighter 3/Sorcerer 1: CR4, Medium-sized Humanoid (Human - mixed); HD 1d4+3d10+8, 30 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; BA/G +3/+4; Atk mw lance +4 (1d8+1/x2), mw composite shortbow (Str +1) +7 range (1d6+1/x3), longsword +4 melee (1d8+1/x2) or dagger +4 melee (1d4+1/19-20/x2); Full Atk mw lance +4 (1d8+1/x2), mw composite shortbow (Str +1) +7 range (1d6+1/x3), longsword +4 melee (1d8+1/x2) or dagger +4 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +5, Ref +4, Will +2, Str 13, Dex 16, Con 14, Int 10, Wis 8, Chr 12

Skills and Feats: Concentration +3, Handle Animal +7, Intimidate +7, Knowledge (Arcana) +1, Ride +10, Spellcraft +1, Mounted Combat, Plunging Shot, Point-blank shot, Rapid Shot, Ride-by Attack

Languages: Common

Possessions: mw lance, longsword, mw composite shortbow (Str +1), 20 arrows, 2 alchemist's arrows,

dagger, chain shirt, basic equipment, flyer's saddle,
potion of cure light wounds, safewing emblem

Spells Prepared (Sorcerer) (5/4); base DC = 11 +
spell level): 0—*daze, light, message, resistance*, 1st—
guided shot, guiding light

Power-up suite: When flying overhead within 30
feet of their target, they attack with their composite
shortbow at +9 (2d6+2/x3).

Appendix 5: APL 8

Encounter 3

Goblin ambushers: male goblin Rogue 1/Sorcerer 1/Warrior 1: CR2, Small Humanoid (Goblinoid); HD 1d4+1d6+1d8+6, 18 hp, Init +6 (+2 Dex, +4 Improved Initiative), Spd 30 ft. (6 squares); AC 13 (+1 size, +2 Dex), touch 12, flat-footed 11; BA/G +1/-3; Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Full Atk small longbow +3 ranged (1d6/x3) or small morningstar +2 melee (1d6+1/x2); Face/Reach 5ft./5ft.; SA Sneak Attack +1d6; SQ none; AL NE; SV Fort +3, Ref +2, Will +1, Str 12, Dex 14, Con 12, Int 10, Wis 8, Chr 15

Skills and Feats: Climb +5, Craft (Poisonmaking) +4, Handle Animal +3, Hide +12, Listen +1, Move Silently +6, Ride +6, Spot +1, Danger Sense, Improved Initiative, Alertness (from familiar)

Languages: Goblin

Spells Prepared (Sorcerer) (5/4); base DC = 12 + spell level): 0—*daze*, *ghost sound*, *message*, *touch of fatigue*; 1st—*expeditious retreat*, *true strike*

Possessions: mw small longbow, 20 arrows, small morningstar, spell component pouch, toad familiar, camouflage kit, forester's cloak, basic equipment, medium spider venom (1 dose, DC 14), toad familiar

Power-up Suite: With the spell *true strike* cast an attack with the small longbow becomes +23 ranged (1d6/19-20/x2). When sneak attacking it becomes +23 ranged (2d6/19-20/x2).

Hobgoblin leader: male hobgoblin Marshal 3/Warrior 1: CR3, Medium Humanoid (Goblinoid); HD 4d8+8, 30 hp, Init +10 (+3 Dex, +3 Motivate Dex, +4 Improved Initiative), Spd 30 ft. (6 squares); AC 15 (+2 armor, +3 Dex), touch 13, flat-footed 12; BA/G +3/+4; Atk bolas +6 ranged touch (1d4+1/x2 non-lethal) or longsword +4 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +6 ranged (1d6+1/x3) or dagger +4 melee (1d4+1/19-20/x2); Full Atk bolas +6 ranged touch (1d4+1/x2 non-lethal) or longsword +4 melee (1d8+1/19-20/x2 or composite shortbow (Str+1) +6 ranged (1d6+1/x3) or dagger +4 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +7, Ref +4, Will +2, Str 14, Dex 16, Con 14, Int 10, Wis 8, Chr 16

Skills and Feats: Bluff +6, Climb +5, Diplomacy +6, Intimidate +7, Handle Animal +4, Listen +2, Ride +6, Spot +2, Exotic Weapon Proficiency (Bolas), Improved Initiative, Skill Focus (Diplomacy), *Minor Aura* (+3) (*Motivate Dexterity*, *Motivate Strength*), *Major Aura* (*Motivate Urgency*, *Spd +5 ft*)

Languages: Common, Goblin

Possessions: bolas (x5), longsword, composite shortbow, 20 arrows, dagger, basic equipment, *potion of bull's strength*

Power-up Suite: With the *potion of bull's strength* drank and the minor aura *Motivate Strength* running, the bola has a trip check of +7. It does an extra 2 points of damage.

Encounter 10

Axe Rider mercenary: male human Warrior 1: CR1/2, Medium-sized Humanoid (Human – mixed); HD 1d8+4, 9 hp, Init +0, Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +1/+2; Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Full Atk lance +2 melee (1d8+1/x3) or battleaxe +3 melee (1d8+1/x3 or composite shortbow +1 ranged (1d6/x3) or dagger +2 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +3, Ref +0, Will +0, Str 13, Dex 11, Con 12, Int 9, Wis 10, Chr 8

Skills and Feats: Handle Animal +3, Ride +6, Toughness, Weapon Focus (Battleaxe)

Languages: Common

Possessions: lance, battleaxe, composite shortbow, dagger, scale mail armor, light wooden shield, light warhorse, military saddle, basic equipment, *potion of cure light wounds*, *blessed bandage*

Power-down suite (minus scale mail armor): AC 11 (+1 shield)

Oskar, Axe Rider mercenary leader: male human Fighter 5/Sorcerer 1/Warrior 1: CR6, Medium-sized Humanoid (Human – mixed); HD 1d4+1d8+5d10+17, 57 hp, Init +0, Spd 30 ft. (6 squares); AC 15 (+4 armor, +1 shield), touch 10, flat-footed 15; BA/G +6/+5; Atk lance +8 melee (1d8+5/x3) or +1 battleaxe +9 melee (1d8+6/x3 or composite shortbow +5 ranged (1d6/x3) or dagger +5 melee (1d4+3/19-20/x2); Full Atk lance +8 melee (1d8+5/x3) or +1 battleaxe +9 melee (1d8+6/x3) or composite shortbow +5 ranged (1d6/x3) or dagger +8 melee (1d4+3/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none; AL N; SV Fort +8, Ref +1, Will +4, Str 16, Dex 10, Con 14, Int 12, Wis 8, Chr 13

Skills and Feats: Climb +12, Handle Animal +10, Intimidate +10, Ride +11, Iron Will, Mounted Combat, Ride-by Attack, Spirited Charge, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe)

Languages: Common

Spells Prepared (Sorcerer) (5/4); base DC = 11 + spell level): 0—*daze*, *light*, *message*, *touch of fatigue*, 1st—*blades of fire*, *fist of stone*

Possessions: lance, +1 battleaxe, composite shortbow, dagger, *mithril shirt*, light wooden shield, light warhorse, masterwork military saddle, basic equipment, *potion of cure light wounds*, *blessed bandage*, *memento magica* (1st)

Power-up suite: With fist of stone using the +1 battleaxe and *blades of fire* make its +11 melee (1d8+8+1d8 fire). Alternately, the *fist of stone* can be used as a second slam attack. In this case, battleaxe +9 melee (1d8+6+1d8 fire), *fist of stone* +3 melee (1d6+3+1d8 fire).

Encounter 16

Gorarg: male orc Barbarian 5/Fighter 2: CR7, Medium-sized Humanoid (Orc); HD 2d10+5d12+14, 69 hp, Init +0, Spd 40 ft. (8 squares); AC 14 (+4 armor), touch 10, flat-footed 14; BA/G +7/+12; Atk +1 *keen falchion* +14 melee (2d4+8/15-20/x2) or javelin +7 ranged (1d6+5/x2) or spiked gauntlet +12 melee (1d4+5/x2); Full Atk +1 *keen falchion* +14/+9 melee (2d4+8/15-20/x2) or javelin +7 ranged (1d6+5/x2) or spiked gauntlet +12/+7 melee (1d4+5/x2); Face/Reach 5ft./5ft.; SA none; SQ Darkvision 60 ft., Light sensitivity, Fast Movement, Rage 2/day, Uncanny Dodge, Trap Sense +1, Improved Uncanny Dodge; AL N; SV Fort +9, Ref +1, Will +0, Str 20, Dex 10, Con 14, Int 11, Wis 6, Chr 10

Skills and Feats: Climb +14, Intimidate +10, Listen +4, Survival +6, Power Attack, Cleave, Improved Sunder, Weapon Focus (falchion), Combat Brute

Languages: Common, Orc

Possessions: +1 *keen falchion*, javelin (x2), spiked gauntlet, chain shirt, basic equipment

Power-up suite (when raging): 68 hp, AC 12, +1 *keen falchion* +16 melee (2d4+11/15-20/x2), Fort +11, Will +2

Narscum: male hobgoblin Fighter 4/Rogue 3: CR7, Medium-sized Humanoid (Hobgoblin); HD 3d6+4d10+14, 54 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dexterity), touch 13, flat-footed 14; BA/G +6/+9; Atk mw longsword +10 melee (1d8+3/19-20/x2) or javelin +9 ranged (1d6+2/x2) or +1 *vicious barbed dagger* +10 melee (1d4+2d6+4/19-20/x2); Full Atk mw longsword +10/+5 melee (1d8+3/19-20/x2) or javelin +9 ranged (1d6+3/x2) or +1 *vicious barbed dagger* +10/+5 melee (1d4+2d6+4/19-20/x2) or +1 *vicious barbed dagger* +8 melee (1d4+2d6+4/19-20/x2) and mw barbed dagger +8 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA +2d6 sneak attack; SQ

Darkvision 60 ft., trap find, Evasion, Trap Sense +1; AL N; SV Fort +8, Ref +6, Will +1, Str 16, Dex 16, Con 14, Int 13, Wis 10, Chr 8

Skills and Feats: Bluff +3, Climb +8, Intimidate +7, Sleight of Hand +8, Tumble +11, Dodge, Exotic Weapon Proficiency (barbed dagger), Mobility, Staggering Strike, Two-weapon-fighting

Languages: Common, Goblin

Possessions: mw longsword, javelin (x4), mw barbed dagger, +1 *vicious barbed dagger*, mw chain shirt, basic equipment

Power-up suite: When sneak attacking, the barbed dagger inflicts an additional +2 damage making it +1 *vicious barbed dagger* +10 melee (1d4+4d6+5/19-20/x2) or +1 *vicious barbed dagger* +8 melee (1d4+4d6+5/19-20/x2) and mw barbed dagger +8 melee (1d4+2d6+3/19-20/x2). In turn, when using the +1 *vicious barbed dagger* it inflicts 1d6 points of damage to him. The target must make a Fortitude save equal to the damage dealt or be treated as staggered for 1 round.

Teled: male human Fighter 7: CR7, Medium-sized Humanoid (Human - mixed); HD 7d10+14, 69 hp, Init +1, Spd 20 ft. (4 squares); AC 24 (+9 armor, +3 shield, +1 dex, +1 deflection), touch 12, flat-footed 23; BA/G +7/+10; Atk +1 *morningstar* +11 melee (1d8+4/x2) or dagger +10 melee (1d4+3/19-20/x2); Full Atk +1 *morningstar* +11/+6 melee (1d8+4/x2) or dagger +10/+5 melee (1d4+3/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +7, Ref +3, Will +3, Str 16, Dex 12, Con 14, Int 10, Wis 8, Chr 13

Skills and Feats: Handle Animal +9, Ride +9, Intimidate +9, Weapon Focus (morningstar), Power Attack, Cleave, Improved Bull Rush, Three Mountains Style, Iron Will, Shock Trooper

Languages: Common

Possessions: +1 *morningstar*, dagger, +1 *full plate*, +1 *heavy wooden shield*, basic equipment, *potion of haste*, *ring of protection* +1

Power-up suite: When hasted, Spd 40 ft (8 squares), Ref +4, AC 25, +1 *morningstar* +12/+12 melee (1d8+3/x2). If the same creature is struck twice in a round, the opponent must make a DC 16 Fortitude save or be nauseated by the pain for 1 round.

Encounter 18

Flying mounted riders: male human Fighter 5/Sorcerer 1: CR6, Medium-sized Humanoid (Human - mixed); HD 1d4+5d10+12, 48 hp, Init +3, Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; BA/G +5/+6; Atk mw lance +7 (1d8+1/x2), mw composite shortbow (Str +1) +8 range (1d6+1/x3), longsword +6 melee (1d8+1/x2) or dagger +6 melee

(1d4+1/19-20/x2); Full Atk mw lance +7 (1d8+1/x2), mw composite shortbow (Str +1) +8 range (1d6+1/x3), longsword +6 melee (1d8+1/x2) or dagger +6 melee (1d4+1/19-20/x2); Face/Reach 5ft./5ft.; SA none; SQ none.; AL N; SV Fort +5, Ref +4, Will +2, Str 13, Dex 16, Con 14, Int 10, Wis 8, Chr 12

Skills and Feats: Handle Animal +9, Ride +12, Intimidate +9, Knowledge (Arcana) +1, Spellcraft +1, Concentration +3, Mounted Combat, Plunging Shot, Point-blank shot, Rapid Shot, Ride-by Attack, Spirited Charge

Languages: Common

Possessions: mw lance, longsword, mw composite shortbow (Str +1), 20 arrows, 2 alchemist's arrows, dagger, chain shirt, basic equipment, flyer's saddle, *potion of cure light wounds*, *safewing emblem*

Spells Prepared (Sorcerer) (5/4); base DC = 11 + spell level): 0—*daze*, *light*, *message*, *resistance*, 1st—*guided shot*, *guiding light*

Power-up suite: When flying overhead within 30 feet of their target, they attack with their composite shortbow at +10 (2d6+2/x3).

Appendix 6: New Rules

New Feats

Ballista Proficiency [General]

(*Heroes of Battle* p.96)

You have trained in ballista operation.

Benefit: You do not take the normal -4 nonproficiency penalty when making an attack roll with a ballista (see page 65).

Special: A fighter can select Ballista Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Combat Brute [Tactical]

(*Complete Warrior* p.110)

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2 or x 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Plunging Shot [General]

(*Heroes of Battle* pg.99)

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point-blank Shot

Benefit: If your target is at least 30 feet lower than you, you deal an extra +1d6 points of damage with a thrown weapon or a projectile weapon.

Shock Trooper [Tactical]

(*Complete Warrior* p.112)

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of your charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Staggering Strike [General]

(*Complete Warrior* p.112)

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Three Mountains [Style]

(*Complete Warrior* p.112)

You are a master of fighting with powerful bludgeoning weapons.

Prerequisite: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with your heavy mace, morningstar or greatclub, it must make a Fortitude saving throw (DC 10 + ½ your character level + Str modifier) or be nauseated by the pain for 1 round.

New Items

Arrow, Alchemist's

(*Arms and Equipment Guide*, p.5)

Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. The target can use a full-round action to attempt to extinguish the flames before taking damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Cost 75 gp. Damage as weapon. Crit x2. Range increment as weapon. Weight 1/5 lb.

Ballista

(*Heroes of Battle* p.67)

This torsion-powered catapult looks rather like a huge crossbow that launches large harpoonlike bolts through the air.

Firing a ballista requires an attack roll by the crew chief, using the crew chief's base attack bonus and any range increment penalties (since this is a direct attack, no Intelligence modifier applies, unlike with those catapults that make indirect attacks). Unless the crew chief has the Ballista Proficiency feat (see page 96), he takes a -4 penalty to the attack roll. Additional members of the crew can use the aid another action to grant the crew chief a +2 bonus on the attack roll by succeeding on a DC 10 Profession (siege engineer) check. Unlike most other catapults, a ballista aims at either a creature or an object (such as a section of wall) rather than a square.

Loading a light ballista requires two full-round actions (that is, two crew members can load it in a single full round). Loading a heavy ballista requires four full-round actions. A ballista need not be reaimed; each attack succeeds or fails independent of previous attack rolls.

A light ballista takes up a 5-foot square, while a heavy ballista takes up a 15-foot-by-15-foot space.

Cost 500 gp for light, 1000 gp for heavy. Each bolt costs 1 gp. Weight 400 lb for light, 2000 lb for heavy.

Dagger, Barbed

(*Complete Adventurer*, p.115.)

Barbed daggers, as their name implies, look like normal daggers with long barbs covering the blade. The design makes the weapon more difficult to wield properly than a normal dagger, but it allows those skilled in the weapon's use to deal more damage with a well-placed attack.

If you have more than 5 ranks in Sleight of Hand and use a barbed dagger, you gain a +2 bonus to damage rolls on any successful sneak attack made with the weapon as it twists in the wound. This bonus also applies (and is therefore doubled) successful critical hits with this weapon.

Characters proficient with the barbed dagger can treat it as a dagger for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Blessed Bandage

(*Heroes of Battle* p.131)

This piece of first aid equipment can be applied to a dying creature. Applying a *blessed bandage* is a standard action that immediately stabilizes the target (but heals no damage).

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure minor wounds*; Price 10 gp.

Camouflage Kits

(*Complete Adventurer* p.122)

This bag contains face paints, dye, colored cloth, and other accessories appropriate for creating a camouflage appearance. The kit is the perfect tool for hiding and provides a +2 circumstance bonus on Hide checks. Gaining this bonus requires 1 minute of work. A camouflage kit is exhausted after ten uses.

Cost 40 gp. Weight 5 lb.

Cloak, Forester's

(*Arms and Equipment Guide* p.35)

Woven from several pieces of green and brown canvas, these large ponchos aid anyone trying to hide in a forest environment. The carefully chosen colors blend in with the vegetation and the poncho's loose shape obscures the humanoid form. Forester's cloaks provide a +1 circumstance bonus on Hide checks in a forest.

Cost 20 gp. Weight 3 lb.

Longaxe

(*Complete Adventurer* p.115)

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Character proficient with the longaxe can treat it as a greataxe for the purpose of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus and Weapon Specialization.

Cost 35 gp. Weight 15 lb.

Memento Magica

(*Races of the Dragon* p. 124)

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750, 4,860 XP, 122 days (9th).

Weight: -

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 (3rd); 24,000 gp (4th); 37,500 gp (5th); 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Saddle, Flyer's

(*Races of Stone* p.160-161)

This specialized exotic saddle allows a properly strapped-in rider to stay safely on the back of a flying or climbing mount. The saddle includes a secure system of straps and buckles that hold the rider in place while minimizing the time it takes to get in and out of the saddle. Buckling yourself into a flyer's saddle is a full-round action that provokes attacks of opportunity. Unbuckling the straps is a move action that does not provoke attacks of opportunity.

While strapped into a flyer's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 20 Strength check and does not provoke attacks of opportunity. If its straps are broken, a flyer's saddle functions only as a normal saddle until they are repaired.

The flyer's saddle comes in three varieties: pack, riding, and military.

Cost 70 gp for military, 18 gp for pack and 35 gp for riding. Weight 25 lb. for military, 15 lb. for pack and 25 lb for riding. Weight given is for a saddle meant

for a Large creature. Saddles made for Medium mounts weigh half this amount and saddles made for Huge creatures weight twice as much.

Saddle, Masterwork

(Complete Adventurer p.123-124)

This well-made piece of gear, which can be either a riding saddle or a military saddle, is more comfortable and more responsive than a normal saddle. Because of its excellent craftsmanship, a masterwork saddle grants a +1 circumstance bonus on Ride checks. If a masterwork saddle is also a military saddle, this bonus stacks with the +2 circumstance bonus that a military saddle provides to Ride checks relating to staying in the saddle (see *Player's Handbook*, page 132).

Each masterwork saddle is tailored for a specific kind of creature and thus provides its bonus only when used with that kind of creature. For example, a masterwork saddle made for heavy warhorses would provide its bonus if used on any heavy warhorse, but would not provide a bonus if used on a dragon (assuming the saddle was of an appropriate size for the dragon).

Cost 210 gp for military, 180 gp for riding. Weight 40 lb. for military, 30 lb. for riding.

New Spells

Blades of Fire

(Spell Compendium p.31)

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Guided Shot

(Spell Compendium p.108)

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by less than anything than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking nor does it confer any ability to attack targets protected by total cover.

Guiding Light

(Spell Compendium p.108)

Evocation [Light]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Creatures in a 5-ft-radius burst

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Bright light shines at the targets. The lights grant a +2 circumstance bonus on ranged attack rolls against any highlighted target. If a creature gains total cover or total concealment relative to you, or it leaves the area, the spell ends for that target.

Appendix 7: Highfolk Influence Charts

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note. Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

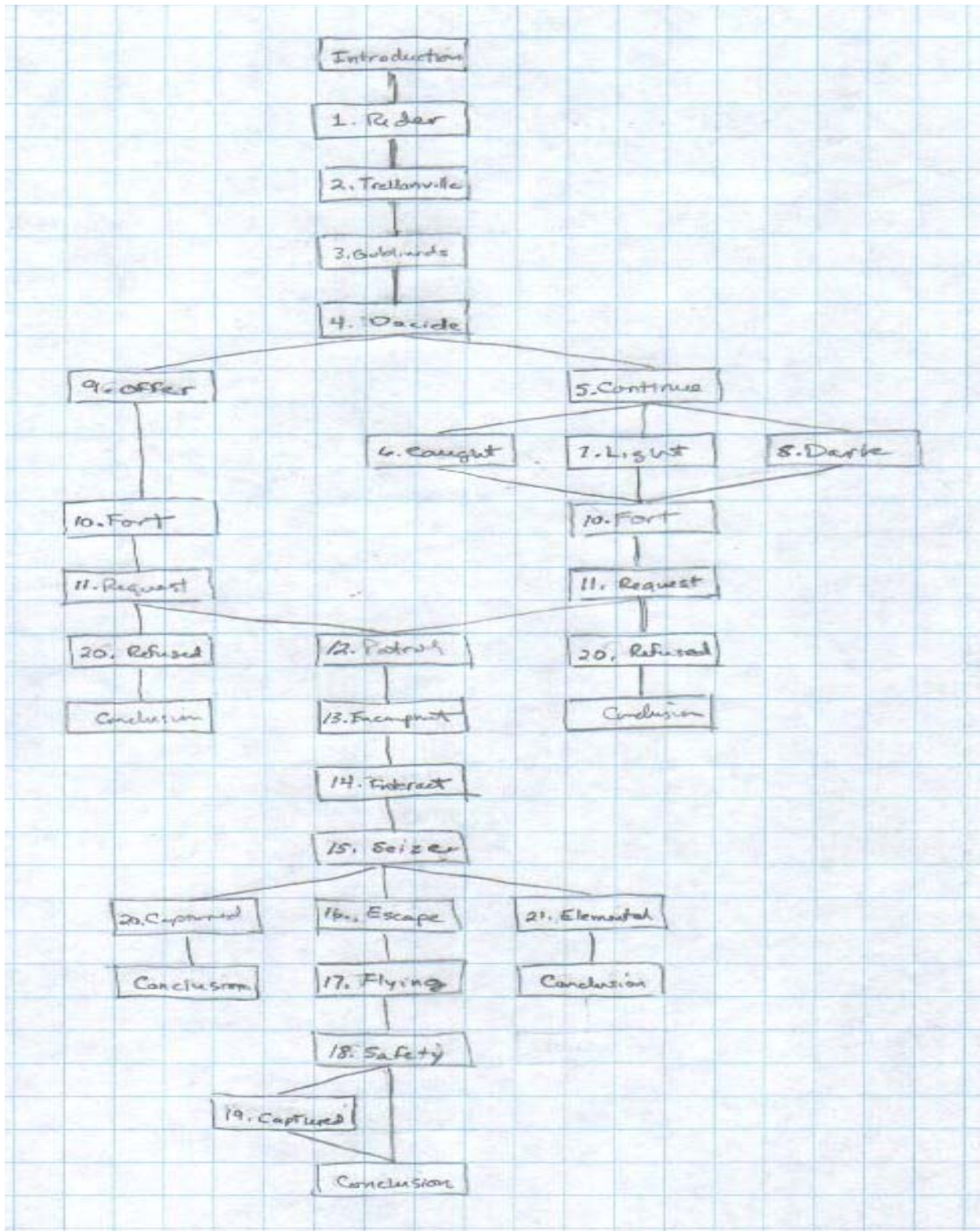
6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

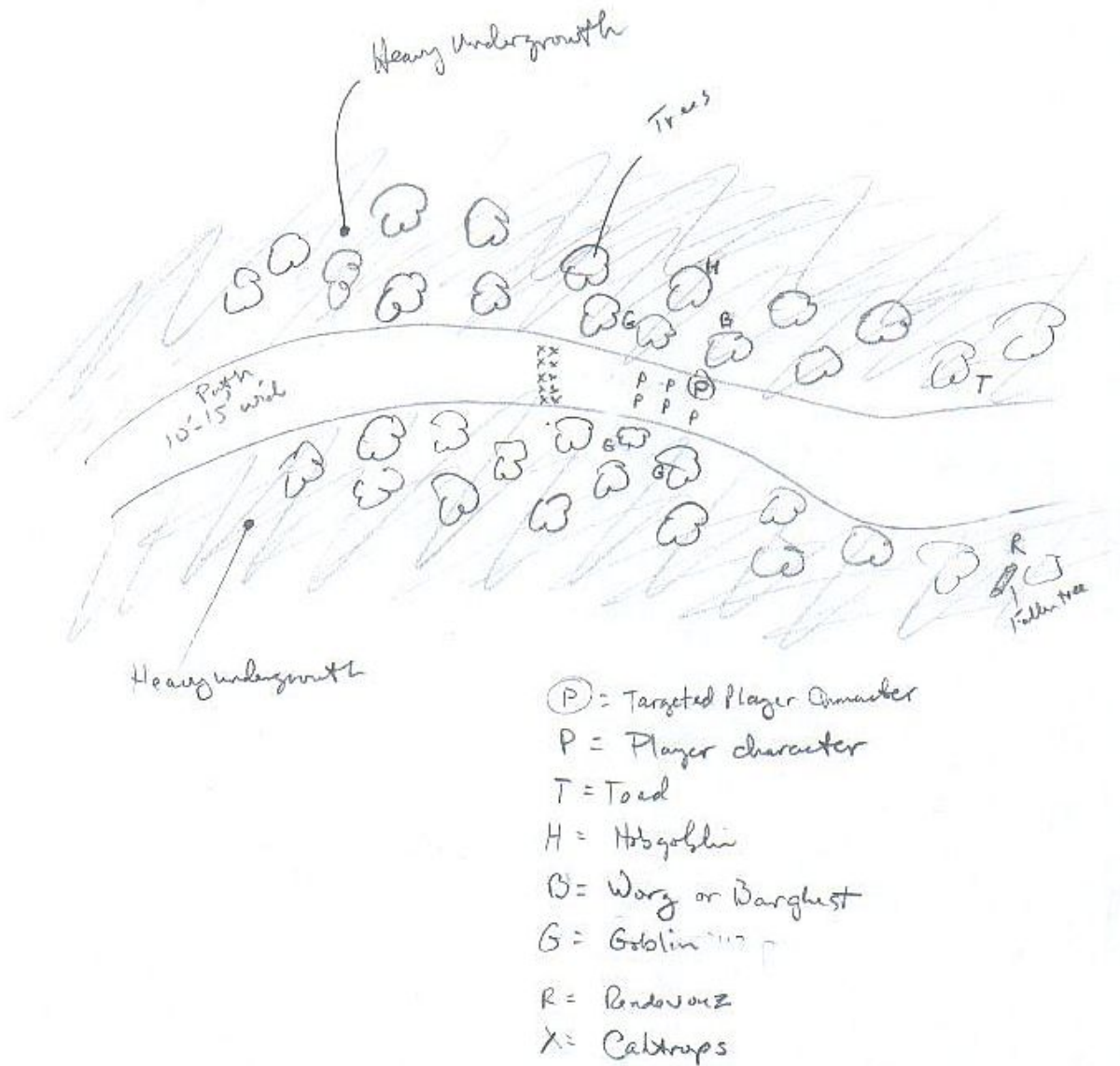
10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk

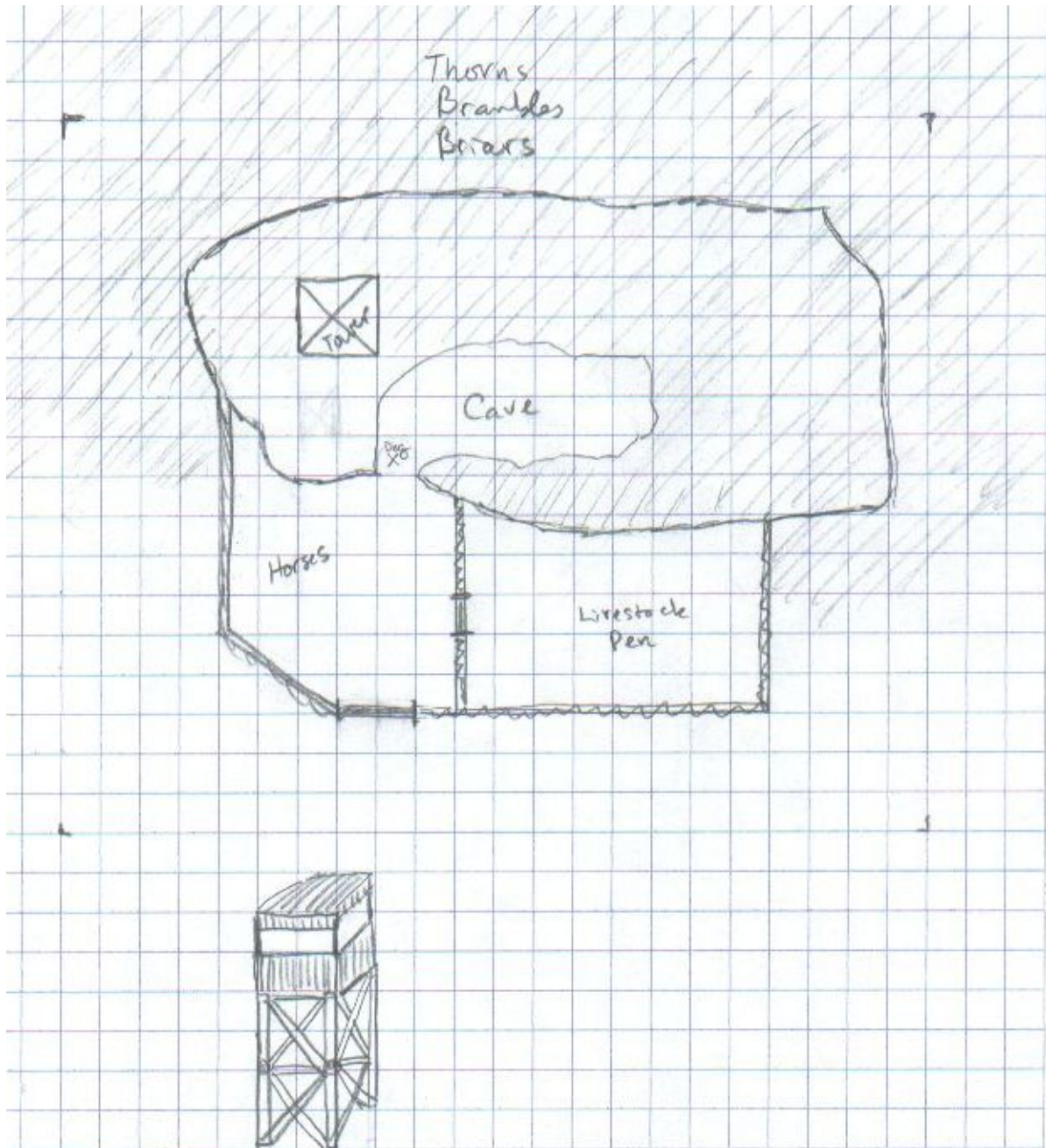
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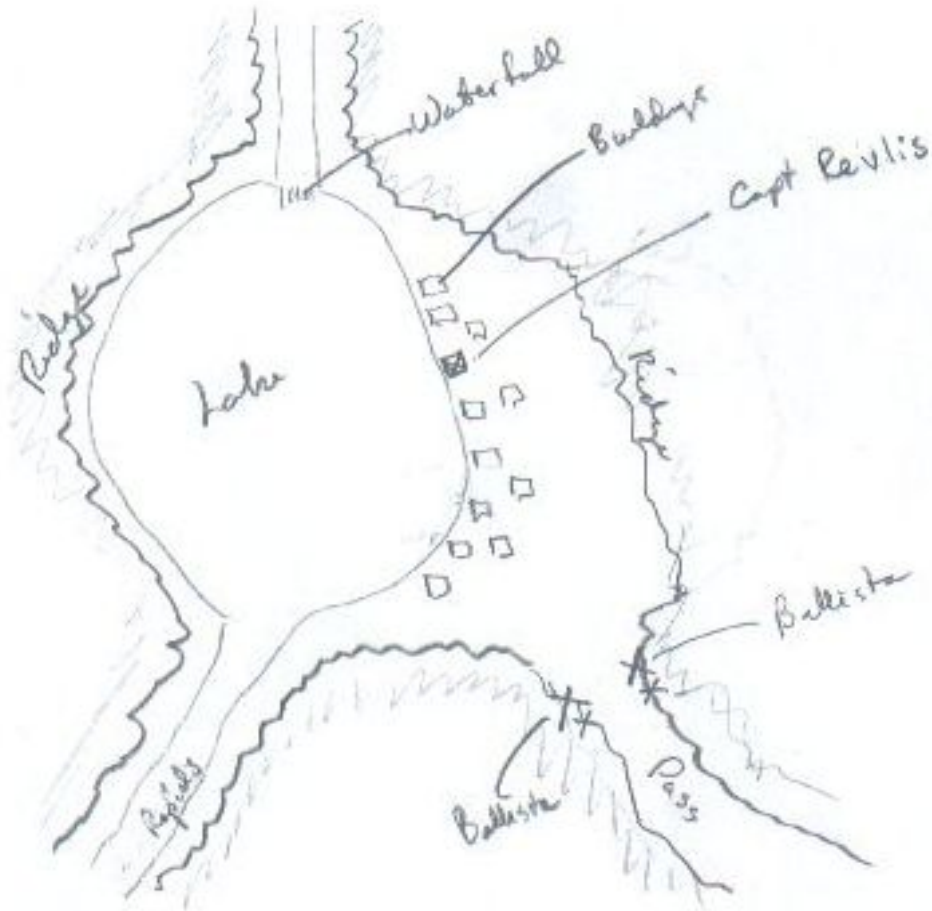
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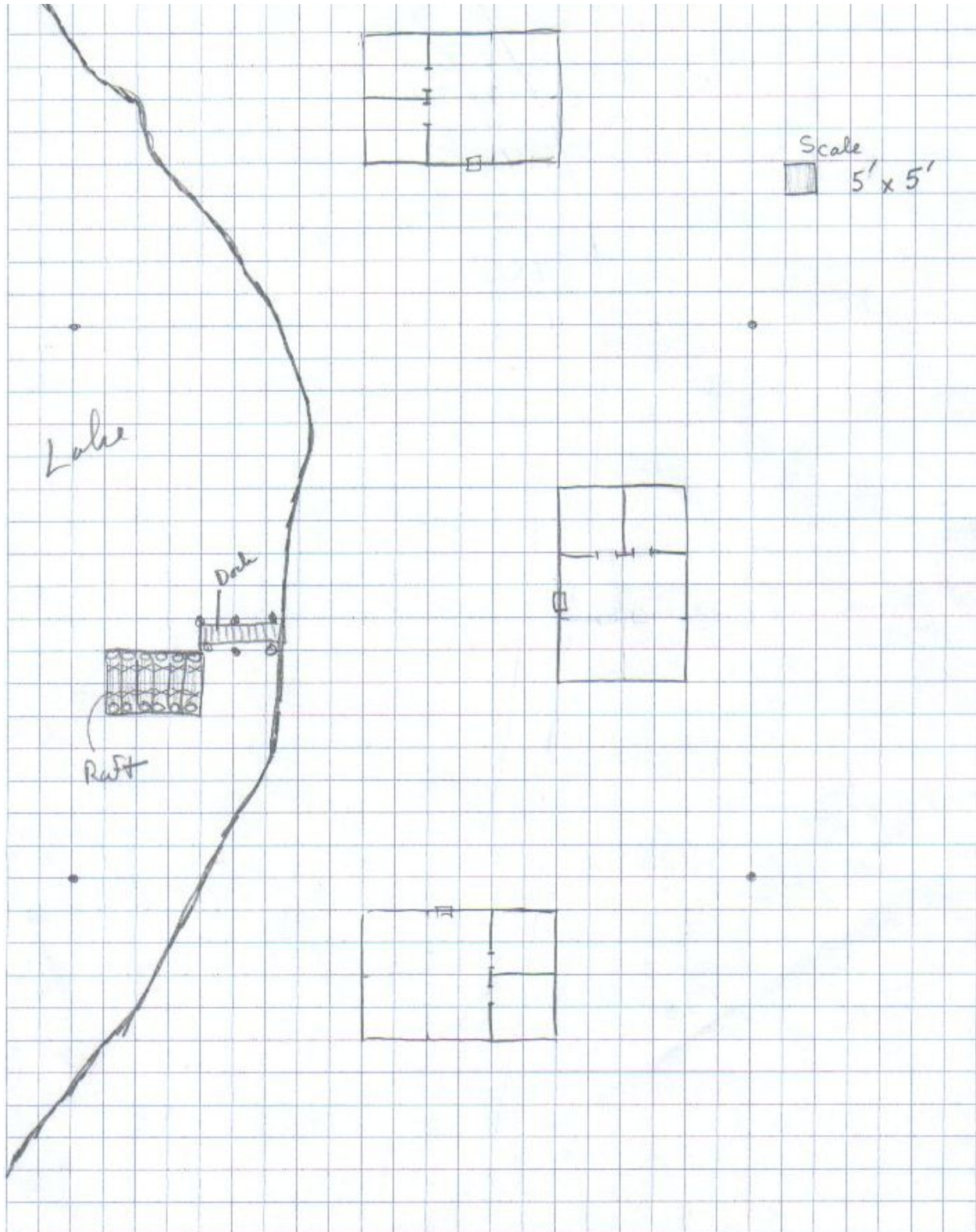
DM Aid #3: Encounter 10



DM Aid #4: Encounter 13



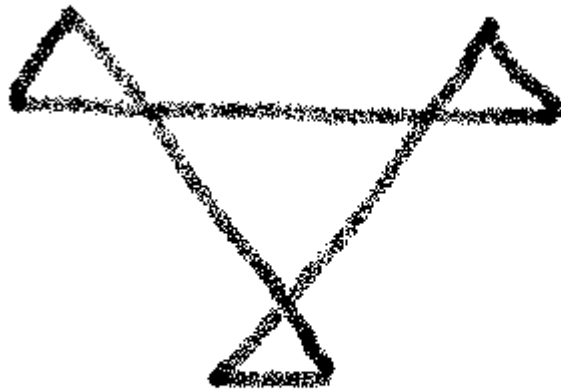
DM Aid #5: Encounter 17



Player Handout 1: Chose to Serve

You have chosen to serve. The entity you serve is not known to you at this point and time, but you are assured at some point in the future, you will serve them. You must spend an additional 6 TU, but you retain all your possessions.

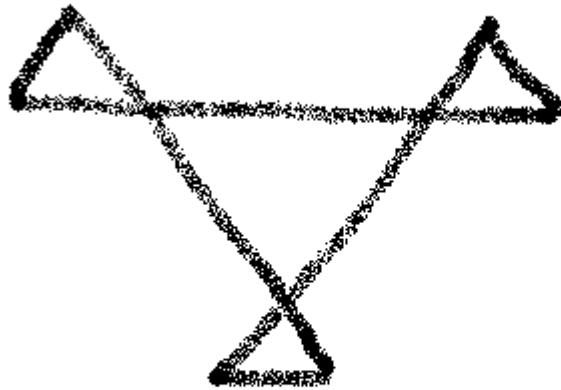
This image has been inscribed into your right cheek by a claw. While the image was being inscribed the *arcane mark* spell was cast in conjunction with it. This has resulted in a scar that is magical and that magical healing will not remove. If the *arcane mark* spell is dispelled, the scar can be removed with healing magic. The *arcane mark* is cast at 18th level.



Player Handout 2: Chose to Die

You have chosen to die. However fate and destiny have intervened and now is not your time to die. Not yet, at least. The entity that you refused to serve is not known to you at this point and time, but rest assured that some time in the future there will be a reckoning. You must spend an additional 6 TU and lose all your possessions. You may invoke the Charity of Friends clause in the LGCS.

This image has been inscribed into your right cheek by a claw. While the image was being inscribed the *arcane mark* spell was cast in conjunction with it. This has resulted in a scar that is magical and that magical healing will not remove. If the *arcane mark* spell is dispelled, the scar can be removed with healing magic. The *arcane mark* is cast at 18th level.



Player Handout 3: What Am I Doing Here?

<p>Dragon Disciple without Highfolk Dragon Disciple regional documentation</p> <p>You have heard sibilant whispers from unseen entities warning you to leave Highfolk and never return. The warnings have become more frequent and more threatening. If you stay, your life is forfeit. You have been warned.</p>	<p>Elven Clan Oronodel</p> <p>Clan elders have asked you to go to the High Vale and seek out any news or rumors concerning mercenaries being hired. Any information is to be reported back to them.</p>
<p>Devoted to the Green and White</p> <p>Orcs and goblinoids are raiding the High Vale. The villages there need help in defending themselves and chasing down the humanoid raiders. You have taken it upon yourself to travel here and stand ready to defend those in their time of need.</p>	<p>Caress of Angels</p> <p>You have heard of other mutated people and creatures. Perhaps it is related to what happened to you. In any case, you find yourself in the High Vale following up on this.</p>
<p>Born of the Vesve</p> <p>Raiding orcs killed a family of elves, leaving only a young elf maiden alive to bear witness to their brutality. Regardless of clan politics, the ancient foes of the elves must be hunted and slain without mercy for this act.</p>	<p>Kiss of Devils</p> <p>You have heard of other mutated people and creatures. Perhaps it is related to what happened to you. In any case, you find yourself in the High Vale following up on this.</p>
<p>Dwarf of Dargas Mor</p> <p>A Dargakind merchant traveling through the High Vale was slain by goblinoids. The call for vengeance on the ancient foes of the Dargakind is being demanded by the slain merchant's clan.</p>	<p>No particular reason to be here</p> <p>You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.</p>
<p>No particular reason to be here</p> <p>You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.</p>	<p>No particular reason to be here</p> <p>You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.</p>
<p>No particular reason to be here</p> <p>You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.</p>	<p>No particular reason to be here</p> <p>You are traveling through Highfolk, enjoying the pastoral scenery, stopping at rustic villages and chatting with the quaint inhabitants.</p>

Critical Events

If this scenario is played at Conflict 2006, then the following Critical Events should be answered and the results returned to the Highfolk Triad.

- | | | |
|---|------------|-----------|
| 1. <i>Was the military encampment in the Yatil Mountains discovered?</i> | <i>Yes</i> | <i>No</i> |
| 2. <i>Was Clan Oronodel informed about the military encampment?</i> | <i>Yes</i> | <i>No</i> |
| 3. <i>Did anyone "choose to serve"?</i> | <i>Yes</i> | <i>No</i> |
| <i>a. If so, how many? ____</i> | | |
| 4. <i>Did anyone "choose to die"?</i> | <i>Yes</i> | <i>No</i> |
| <i>a. If so, how many? ____</i> | | |
| 5. <i>Did Old Man Trellan have all of his cattle returned?</i> | <i>Yes</i> | <i>No</i> |
| <i>a. If not all, how many? ____</i> | | |
| 6. <i>Did Old Man Trellan receive any of the mercenaries' heads?</i> | <i>Yes</i> | <i>No</i> |
| 7. <i>Was Oskar (Axe Rider mercenary leader) slain?</i> | <i>Yes</i> | <i>No</i> |
| 8. <i>Was Gorarg (orc leader) slain?</i> | <i>Yes</i> | <i>No</i> |
| 9. <i>Was Narscum (hobgoblin leader) slain?</i> | <i>Yes</i> | <i>No</i> |
| 10. <i>Was Teled (human leader) slain?</i> | <i>Yes</i> | <i>No</i> |
| 11. <i>Did anything "special" happen? If so, write it down below this line.</i> | | |