

GEO4-08

# Massacre at Clear Sky

**A One-Round D&D LIVING GREYHAWK<sup>®</sup>**

**Geoff Regional Adventure**

Version 1.0

**Round One**

**by John Pieper & Nora Palmer**

Special thanks to: Tripp Elliott, Jason Goding, Sean Hillman, Brad Lester, Eric Menge and Stephen Mumford for contributing to the design of Clear Sky, and John Olsen and Mary Worrest for their help with maps.

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A series of vicious raids conducted by half-orcs has shattered the calm between Clear Sky and the rest of Geoff. The half-orcs of Clear Sky claim to have no connection to the attacks, but something isn't right. Either the inhabitants of Clear Sky are lying, or some other threat exists. Whatever it might be, tension between Clear Sky and the rest of Geoff is growing. The answer lies in the history of Geoff, Clear Sky, and the fundamental nature of half-orcs. A Geoff Regional scenario for APLs 4-12.

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

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# Introduction

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

## Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

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

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

## Living Greyhawk Levels of Play

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

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

type, and animals with different CRs are added separately.

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

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

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

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

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

## Time Units and Upkeep

This is a standard one-round Regional adventure,

set in the Grand Duchy of Geoff.

Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard

Upkeep costs 12gp per Time Unit. Rich

Upkeep costs 50gp per Time Unit. Luxury

Upkeep costs 100gp per Time Unit.

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

## Adventure Background

For many years, many in Geoff have regarded the camp of Clear Sky with suspicion. While the half-orcs of Clear Sky strive to live according to the Flannae laws of the Gyri, Korbec, a half-orc cleric, tries to rescue the half-orcs of Clear Sky from what he views as the weakness of their human side. In his eyes, Clear Sky should be a mighty force to be feared, and not subject to the laws of pathetic humans. Korbec argued with the Elders of Clear Sky over that philosophy, and left some time ago in disgust. However, a group of his followers still live in Clear Sky, and they continue to exert influence on other half-orcs. For several years, he searched for a way to increase Clear Sky's strength so that they are able and willing to take their rightful place in the world. These efforts included the occasional raid or two to feed and enrich Korbec's followers. Korbec used the raids to drive wedges between Clear Sky and the rest of Geoff, most notably the Knights of the Watch. Several of Korbec's followers were involved in the attack on Unrelenting Sphinx Gundar Kevitz. In the past, Clear Sky raids usually involved sneaking in somewhere and grabbing a sheep or two, but Korbec's raids were brutal affairs. Homesteads were looted and burned, people were killed, and whole herds were stolen or slaughtered. For most, it is hard to tell if a half-orc is from Clear Sky or not while he destroys their livelihood. As a result, tensions between Clear Sky and the rest of Geoff grow.

Recently, Korbec stumbled across an Ur-Flan shrine. At first, he dismissed it as human trash, but he returned to it, and with further studying, he saw how it could be used to bring out the orc side of Clear Sky. Drawing upon his personal knowledge and what he gained from the shrine, he forged a ritual designed to hone Clear Sky into a weapon that would strike fear into the hearts of Korbec's enemies and establish Clear Sky's proper place in the world. As designed, the ritual destroys any half-orc who, by Korbec's definition, is too human tainted. Unfortunately, Ur-Flan magic corrupts and twists anything it touches. Unknown to Korbec, the end result will not hone Clear Sky, but destroy it.

## Adventure Summary

### Introduction

Depending on the player character's (PC) meta-org affiliations, they are asked to investigate these

attacks by half-orc raiders. The powers that be want these attacks stopped for various reasons.

### Encounter 1: The Road to Clear Sky

The PCs meet on the road to Clear Sky if they have not already. As the party approaches the camp, they see in the distance two wagons escorted by one of Padrig's reeves, Cadan ap Trennis. A group of half-orcs, including a Clear Sky half orc named Yerroc, attacks the wagons. The PCs need to either defeat or drive off the half-orc attack. A member of Clear Sky has a chance to recognize Yerroc, and vice versa.

### Encounter 2: Arrival at Camp Clear Sky

The PCs arrive at Clear Sky, see the camp for the first time, and meet with Eliseg. The PCs may mention the fight on the road to the guards, but it is not necessary.

### Encounter 3: Meeting with Eliseg

The party meets Eliseg and talks to him about the raids. Eliseg mentions the fact that not all half-orcs embrace the Clear Sky way. He points out the rules of Clear Sky. If the ambushers were all killed, Eliseg asks some guards to bring the bodies back if they were left near the road. If they were brought to Clear Sky, Eliseg asks to see the bodies. He hopes he can identify some of them. If Yerroc is still alive, Eliseg brings him out to be interrogated. Yerroc curses Eliseg and calls him a traitor for denying his orc heritage. Eliseg responds by telling Yerroc that he does not deny his orc blood, but favors his human blood more.

### Encounter 4: Silent Half-Orcs Still Tell Tales

Yerroc has more information. His tent contains a chest with incriminating papers. The PCs must disable a trap (or traps) and unlock the chest. The papers mention Yerroc's co-conspirators and his master, Korbec. The papers hint at what Korbec is up to.

### Encounter 5: Wandering, with Purpose

The PCs need to find the other members of Yerroc's group. By wandering around the camp, they can find the three. One is a tanner, one is a bowyer/fletcher, and one is a guard. Between the three of them, the party learns that Korbec is preparing a ritual designed to do something to Clear Sky and he hired a giant to prepare the chamber. Afterwards, they can join the half-orcs for dinner, if the PCs wish.

### Encounter 6: Giants, Old and Young

The PCs meet the giant, Cnut, and his apprentice Syroc. When they tell him about what Korbek is up to, Cnut realizes that what he was told might not exactly agree with what was done, and draws a map showing the exact location of the ritual.

### Encounter 7: Uninvited Guests

The party arrives at the front gate. To enter, they must disable a trap and unlock the gate. Or they could just smash it down.

### Encounter 8: Final Fight

The party finally finds Korbek and attempts to stop the ritual. The speed with which the party succeeds determines the fate of Clear Sky.

## Introduction

The DM needs to collect some information from the PCs before beginning. Have the PCs write down where they are from and their meta-orgs memberships. Their meta-org memberships determine how they are brought into the module. If a PC is from Clear Sky, use that first. If two PCs have overlapping meta-orgs, use a different one for each PC.

The meta-orgs that the module uses as hooks are: The Army of Liberation, Gyruc mobility, the Knights of the Watch, and Clear Sky.

If the PC is a member of the Old Faith meta-org, make a note of it. The information is used to alter the descriptions given in Encounter Eight.

Check to see if any PC has the Sikloei ring from the Geoff module, GEO3-03 Curiosity Killed the Cat. It plays a role in the meeting that takes place in Encounter Six.

If the PC is a member of the Army of Liberation, they receive a summons from Cadofyth Morgan Hazeleye.

***The army camp outside of Hochoch appears to be in good shape. The army continues to gain strength after the slaughter at Gorna last year. Checking in with the guards at the main entrance gets you directions to the Cadofyth command tent near the middle of the tent city. After a few minutes, you reach the massive expanse of canvas. The guard outside takes your summons and slips into the tent. A moment later, you hear "Enter," from the guard. Stepping in, Morgan leans over a map***

***of Gyruff, engrossed in military planning. He wastes no time getting down to business.***

***"I need you to ride out to Clear Sky to speak with Eliseg. Half-orc raids are increasing, and if Eliseg and the Elders don't do something about it, I'll have no choice but to take some sort of action. Don't threaten him, but impress upon him my seriousness."***

In some ways, Morgan admires Eliseg for his organizational efforts. They do provide many members for his wolf packs when the request goes out, so Morgan tends to view them favorably.

On the other hand, in Morgan's eyes, Clear Sky has a long way to go to be truly capable. Clear Sky still lacks order.

What Morgan knows:

- Four farmsteads have been attacked.
- Three caravans, one army, two folk, have been attacked.
- All of them were located in Arweth.
- The Olwythi attempted to track them, but lost the trail after a short while. Morgan is certain that the attackers used magic.
- The attacks occurred north and west of Clear Sky.
- A wood elf from the Dim has been reported missing after an attack by half-orcs.

If the PC is a member of the Knights of the Watch, they have received a summons from Vilina Lea.

***As you ride into Northkeep, the banners, the cleanliness, the attention to detail in this place reminds you of the power of the Order and swells your pride in them. As you approach the stables, a squire comes over to you and speaks. "Sir, Watcher Vilina Lea is expecting you. This way, please."***

***Following the squire up flights of stairs and down long passageways, leads you to a solid iron door. The squire knocks gently, then opens the door, sticks his head in, and speaks softly. A second later, he opens the door fully and motions for you to enter.***

***Vilina Lea sits behind a large desk as you enter the room. She motions for you to take a seat, pauses, and then speaks.***

***"I want you to ride out to Clear Sky today and talk to Eliseg about the number of half-orc***

***raids taking place. I'm certain that Eliseg has been trying to do something about the raids, but impress upon him the urgency of the situation. If steps aren't taken soon to rectify matters, the Knights or the Gran March army may be asked to do something about it. I doubt that solution would be one favorable to Eliseg."***

Vilina Lea is fairly sure that Eliseg is not behind these raids, but she is worried that he may have lost control of Clear Sky.

What Vilina knows:

- The attackers were all half-orcs.
- One army and two private caravans were attacked.
- The Army of Liberation attempted to track the attackers, but lost the trail.
- The attacks were carried out with almost military precision.

If the PC is a member of the Gyruff nobility, they have received a request from Regent Sierra Blackblade.

***You receive a message sealed by the signet of the Regent. The message was rather short on details. It simply requested presence if you were available, to look into a local issue.***

***When you arrive at the Regent's quarters in Caer Rhiniog, a guardsman escorts you inside. Sierra Blackblade sits behind a desk, engrossed in a stack of papers. Seeing you, she stands up with a smile, comes around the desk, bids you to take a seat, and dismisses the guard. "Good to see you, <insert PC name here>.***

***"I asked you to here because of a series of related events. I am referring, of course, to the increasing number of raids involving half-orcs. The situation is spiraling out of control, and we, as nobles, have a duty to protect our Ffolk. I want you to ride out to Clear Sky and talk to Eliseg, the leader of Clear Sky. They just moved to their winter quarters, and should be settled in by now. See if you can find anything out. I am not certain, but based on information I have, I do not believe that Clear Sky is responsible for these raids. I leave the investigation in your capable hands."***

If asked why she does not believe the half-orcs of Clear Sky are to blame, she mentions that Eliseg

and the Elders made a secret agreement with Owen. If Clear Sky helped the war effort, the government of Geoff would grant Clear Sky a territory some day. This information is not generally known.

Sierra met Eliseg once, and she was impressed by his manner. She is worried about him, since he is a powerful druid. His loss could hurt the war effort. She does not want to see Clear Sky destroyed, since they provide many fighters and other adventurers for wolf packs.

What Sierra knows:

- Four farmsteads have been attacked.
- Three caravans, one army, two ffolk, have been attacked.
- All of them were located in Arweth.
- The Olwythi attempted to track them, but lost the trail after a short while.
- The attacks occurred north and west of Clear Sky.
- A grey elf of the Oyt was reported missing after an attack by half-orcs.

If the PC is a member of Clear Sky, they have received a summons from Padrig ap Bedwyn.

***Dashing Panther Padrig ap Bedwyn's office is small and spartan. The furniture is well made and massively sturdy. Padrig himself vibrates with energy as he paces back and forth behind the scarred oaken desk. His stance and the way he carries himself suggests someone more used to action rather than dealing with papers and decrees. He stops and looks at you.***

***"Member(s) of Clear Sky, I have been very patient during the recent series of half-orc raids that have plagued Arweth. But if something is not done soon, I will have to ask Sierra, the Commandant, or Watcher Kevitz to take some sort of action!" Padrig's voice almost rises to a shout, and then he visibly forces himself to calm down. With an apologetic grin, he continues. "I know you have recently moved to your winter quarters, but now that you have settled in, I hope you can conduct more patrols. As I appoint reeves, I will direct them to work with you as needed. The Ffolk are not happy, and they are demanding action. Please, help me resolve this situation soon. Find a solution."***

Padrig has not interacted with half-orcs very much, and as a result he tends to fall back on stereotypes. He looks a little surprised when a half-orc shows calm, or reasons with him. He sees Clear Sky as a generally beneficial ally, but occasionally troublesome. Padrig is a worshipper of Mayaheine, and he wears the symbol prominently.

What Padrig knows:

- Four farmsteads have been attacked.
- All of them were located in Arweth.
- The farms were burned, the livestock taken, and the people were killed.
- All the attackers were half-orcs, based on the few people that survived.

If the PC is not a member of any of the above organizations, they have received a request from Padrig ap Bedwyn.

Dashing Panther Padrig ap Bedwyn's office is small and spartan. The furniture is well made and massively sturdy. Padrig himself seems to vibrate with energy as he paces back and forth behind the scarred oaken desk. His stance and the way he carries himself suggests someone more used to action rather than sending out papers and decrees. He stops and looks at you.

"Thank you for coming today. I have been recently installed in my position as Llwyd, and I am still appointing reeves and other officials. Unfortunately, this business of raids by half-orcs needs to be settled soon, and I lack the manpower to fix things. It is my intention to appoint you a temporary reeve, or sheriff, and have you investigate these raids. Go to Clear Sky and talk to their leader, Eliseg. Find out what you can and do your best to resolve the situation. At the moment, I can only afford to pay you (APL x 5 gp) each. I realize it isn't much, but you may keep any gear you confiscate from any raiders you encounter. Any questions? Good luck."

Padrig gives each PC a braided loop that goes over the shoulder and under the arm. It looks like an epaulette that has a knotted cord attached to it. Padrig's full-time reeves recognize the bearer of the knot work as a temporary reeve. Any full-time reeve outranks the reeve PCs.

Padrig hasn't interacted with half-orcs very much, and as a result he tends to fall back on stereotypes. He wants to find a solution, but his knightly training doesn't give him many tools for

dealing with the generally chaotic half-orcs. Most adventurers are too independent for Padrig to feel completely comfortable. Padrig is a worshipper of Mayaheine, and he wears a symbol prominently.

What Padrig knows:

- Four farmsteads have been attacked.
- All of them were located in Arweth.
- The farms were burned, the livestock taken, and the people were killed.
- All the attackers were half-orcs, based on the few people that survived.

Once all of the PCs have been asked to investigate, go to **Encounter One**.

## Encounter One: The Road to Clear Sky

**DM Note:** When role-playing half-orcs, or reading box text where half-orcs are speaking, try to read complicated or long words as if the speaker is not very familiar with the words. This reflects the fact that many half-orcs did not grow up speaking Flan or Common as their first language and the fact that half-orcs tend to speak simply. Clear Sky half-orcs tend to speak in a more educated tone, but even they tend to test new words out.

***As you set out towards Clear Sky, others make their way in the same general direction as you despite the approach of winter and the news of the half-orc raids in the countryside.***

At this point, have the characters introduce themselves.

***After several hours, the sky begins to clear. Occasionally, small copses of trees dot the hilly countryside.***

***As the sun touches the hills in front of you, you turn down the road that leads to Clear Sky. Faint wisps of smoke from Clear Sky's campfires can be seen in the distance. Two heavily laden supply wagons approach from the direction of Clear Sky. Perhaps on their way to the Fort Honor border keep nearby. The carts, each drawn by two horses, move slowly through a large grove of trees overhanging the road. A human wearing a chain shirt and a pair of swords rides on a horse along side the two wagons. The road under the trees is a little drier than usual, but still damp.***

***With a roar and a series of twangs, arrows shoot from the forest, striking several horses and teamsters with wet smacks that produce howls and whinnies of pain. Half-orcs armed with longbows stand up from their ambush positions and roar in triumph. The teamsters on the wagons let out screams that form an unpleasant counterpoint to the shrieks of their injured animal companions and the roars of their attackers. The traveling companion has been pinned under his fallen steed. He manages to draw one weapon, but he can only watch in frustration as the attackers advance.***

The raiders have consumed an *elixir of hiding* several rounds before the wagons arrived. The effects have been calculated into their stat blocks.

At the beginning of the fight, the PCs are 60' away from the closest wagon. The roadway is 30' across. A 15' block on each side of the road allows normal movement. Beyond 15' off the road, the trees inhibit movement. All characters are limited to half movement and cannot run or charge. The NPCs start in the trees on either side of the wagon. The trees provide cover and concealment.

The road does not have enough viable plant material for an *entangle* spell to function.

The raiders shoot arrows at only one horse in each wagon. This prevents the other horse from moving the wagon. Haret and Yerroc stay down, figuring that the fighters are sufficient to capture the wagons. When they realize that the party is there, they take steps to deal with the new tactical situation. Haret directs the fighters to attack the party and casts spells in support. At all APLs, Yerroc attempts to maneuver to a position where he can flank the party. Yerroc fights until he is either dead or unconscious. At all APLs, Yerroc has a locked gauntlet, which gives him a +10 bonus against disarm checks.

During the combat, members of a Clear Sky meta-org have the opportunity to recognize Yerroc. The Clear Sky PC needs a successful Spot check (DC 10+APL) during the combat to recognize him. Clear Sky Elders get a +4 circumstance bonus. At the same time, Yerroc gets the opportunity to recognize a PC Clear Sky member or Clear Sky elder. Yerroc recognizes a member or elder of Clear Sky with a successful Spot check (DC 20). Yerroc receives a +4 circumstance bonus if the PC is a Clear Sky elder. If Yerroc successfully recognizes a Clear Sky member or elder, he directs his attacks at that PC. If there are multiple

members and/or elders, Yerroc attacks elders first, then members.

After the combat, members and elders of Clear Sky get a second Spot check with a +2 bonus in addition to any other bonuses they may have.

If a PC heals Cadan's horse, Cadan can get out from underneath and assist the party. Otherwise, Cadan does not assist the PCs in the attack, but he is not considered helpless since he has a weapon in hand and threatens the area around him.

#### **APL 4 (EL 7)**

**Cadan ap Trennis:** Human Rgr 2; hp 15 (currently 11); see Appendix One.

**Haret:** Male Half-Orc Clr 4; hp 31; see Appendix One.

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 1; hp 14; see Appendix One.

**Yerroc:** Male Half-Orc Bbn 1/Rog 3; hp 29; see Appendix One.

#### **APL 6 (EL 9)**

**Cadan ap Trennis:** Human Brd 1/Ftr 1/Rgr 2; hp 27 (currently 20); see Appendix One.

**Haret:** Male Half-Orc Clr 6; hp 45; see Appendix One.

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 2; hp 23; see Appendix One.

**Yerroc:** Male Half-Orc Bbn 1/Rog 5; hp 42; see Appendix One.

#### **APL 8 (EL 11)**

**Cadan ap Trennis:** Human Brd 2/Ftr 1/Rgr 3; hp 38 (currently 28); see Appendix One.

**Haret:** Male Half-Orc Clr 8; hp 59; see Appendix One.

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 2/Ftr 2; hp 39; see Appendix One.

**Yerroc:** Male Half-Orc Bbn 1/Rog 7; hp 52; see Appendix One.

#### **APL 10 (EL 13)**

**Cadan ap Trennis:** Human Brd 2/Ftr 2/Rgr 4; hp 51 (currently 38); see Appendix One.



**Haret:** Male Half-Orc Clr 10; hp 73; see Appendix One.

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 4/Ftr 2; hp 57; see Appendix One.

**Yerroc:** Male Half-Orc Bbn 1/Rog 9; hp 62; see Appendix One.

## **APL 12 (EL 15)**

**Cadan ap Trennis:** Human Brd 2/Ftr 2/Rgr 6; hp 63 (currently 47); see Appendix One.

**Haret:** Male Half-Orc Clr 12; hp 87; see Appendix One.

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 4/Ftr 4; hp 73; see Appendix One.

**Yerroc:** Male Half-Orc Bbn 1/Rog 11; hp 72; see Appendix One.

The trapped guard manages to extricate himself from under his horse just as the fight ends. He offers his thanks and introduces himself as Cadan ap Trennis, the son of a minor noble who has recently found employment as a reeve appointed by Watcher Padrig ap Bedwyn. Cadan comes from the Tallwood family, a minor noble house that used to own land in the far western reaches of Geoff (Knowledge: Nobility DC 18).

He says that he was tasked to escort these supply wagons from Fort Honor to Clear Sky and back again, given the increased number of recent raids. He thought that his presence would have been enough to deter an attack, but the number and power of the attackers disproved that idea. Cadan is very worried about the threat of such a powerful force, since there are probably more such parties out raiding.

While the PCs and Cadan are talking, Cadan sees to the wagons. He uses a wand of cure light wounds to heal the wagon drivers and horses. He uses one charge per PC if requested.

Cadan was providing an escort for a Cymorth of the Quartermaster Corps. The Cymorth, Herad ap Tullen, insists on heading back to Clear Sky to get new horses, since the injured horses cannot pull the fully laden carts. Cadan, as the official law in the area, concurs and begins directing the wagons back to Clear Sky. Both of them are worried about additional attacks, and if they hurry, they can get to Clear Sky, get fresh horses, and return to Fort Honor by nightfall.

If the party asks what to do with the bodies, Cadan suggests either dragging them into the woods a

little way for the animals to dispose of, or taking them to Clear Sky to see what Eliseg can make of them.

Overall, Cadan admires the half-orcs and their attempts to follow the ways of the Flan. He does anticipate stopping at Clear Sky often to ask about things happening around the camp.

Once the PCs decide to proceed to Clear Sky, go to **Encounter Two**.

## **Encounter Two: Arrival at Camp Clear Sky**

*At the top of the ridge, you can see Clear Sky about a quarter mile away. The camp is ringed with a dirt embankment capped by a wooden fence. Inside, you see a variety of shelters, ranging from the typical Gyrlic tepee to wigwams, yurts, and other, more unusual styles of dwelling. As you get closer you are able to make out more details. The sounds of a stable can be heard just behind part of the wall. Wicked looking thorns cover the entire length of the wall. To your right, you can barely see a small blacksmith's forge, down by a large creek that moves around the north side of Clear Sky.*

*Approaching the gate, three guards casually lean axes against their shoulders as they stare at you. They are well dressed in gleaming breastplates, and all of them appear to be alert and ready for trouble. The largest of the three holds a hand up as you approach and speaks. "Bore da, travellers. I am Ullich ap Llen. I take it you have business with the Ffolk of Clear Sky?"*

Ullich personally greets any Clear Sky elders in the party.

Include this text if the party has captured or dead half-orcs with them.

*The guard sees the half-orcs you have brought in various states of disarray, cocks an eyebrow, and asks, "Trouble?"*

Ullich ap Llen is well known in Clear Sky for his level headedness. Some of his detractors claim he is not really a half-orc, but rather an ugly human, because he never rages. Given his unflappable nature, he frequently volunteers for guard duty at the main gate. Any member or elder of Clear Sky knows Ullich, at least by reputation.

Ullich does not especially like the Knights of the Watch, because he thinks their ways are too restrictive for the Gyri. Actually, he pities them for their rules. He is far too polite to say anything.

Once the PCs have given their reason for coming to Clear Sky, Ullich asks the youngest guard, Iosc (*pronounced Ee-yosh*), to escort the PCs to Eliseg. Iosc lacks some of Ullich's diplomacy, and occasionally asks difficult or awkward questions. Iosc is very handsome for a half-orc. He is part flannae, with black hair and green eyes, and his tusks are smaller than usual. Clear Sky members and elders know that he assists Eliseg with minor matters. He most frequently acts as a gofer for Eliseg. Iosc knows a great deal about the goings on in Clear Sky.

**DM Note:** Speaking the orc language in Clear Sky is a major social blunder. Any non-half-orc character heard speaking orc receives a -4 penalty to Diplomacy checks. Half-orc characters receive a diplomatic reminder from a fellow member not to speak such in camp. Clear Sky members and elders automatically know this knowledge.

## Encounter Three: Meeting with Eliseg

*Iosc leads you to Eliseg's tent near the middle of Clear Sky. The wagons are directed to the stables. Looking around, the camp appears to be busy with a variety of activities. Everything is neat and well ordered. The half-orcs of Clear Sky make their living by herding sheep, hunting and trapping, crafting, and adventuring. Evidence of all those activities surrounds you.*

Give the players **Player's Handout #1**.

*As you walk towards the center of Clear Sky, Iosc enthusiastically points out items of note. It appears that the camp is laid out in a ring around a large cleared central area. Within the area you pass through, the women and some of the children are starting to prepare the evening meal. In the distance, the sound of a hammer striking an anvil can be heard.*

*Once through the ring of tents, you see that the center of Clear Sky consists of a large amphitheatre that gently descends into the ground. Log seats occupy the slope, and at the bottom, in the middle, a huge fire pit fills the space. Iosc points out, at the upper edge*

*of the amphitheatre, a wooden framework built on a large platform. Tightly stretched on the frame is a beautifully decorated animal hide. Written at the top, you see the words "Rules of Clear Sky," followed by a series of statements written in Flan.*

Give the players **Player's Handout #2**.

*Eventually, Iosc stops at a large tent, taller and wider than most. The tent is partially open, and inside you see two half-orcs sitting and talking quietly. The first one appears to be a cleric, for he wears a large holy symbol (Knowledge: Religion (DC 12) to recognize the symbol of Trithereon) over a suit of full plate mail. Next to him is a very old half-orc with grizzled features and wispy white hair. He is wrapped in the robes of a druid that bear the symbol of the Old Faith (Knowledge: Religion (DC 8) to recognize the symbol of Obad-Hai). Behind him, an enormous pile of fur makes a faint snoring sound. The two stop talking as Iosc enters the tent. Iosc says to the old druid, "Elder Eliseg, guests have come to see you." Chairs are arranged in a semi-circle and Eliseg motions for all of you to sit. "Bore da. Welcome. I am Eliseg, the founder of Clear Sky. This is my friend Hazen. Please, sit."*

The enormous pile of fur behind Eliseg is his animal companion Yarg, a dire wolverine.

Eliseg greets the party warmly, regardless of the party makeup.

**DM Note:** Eliseg and Hazen's stats are included in Appendix Two.

*"The seats are all well-padded as you can see. I am no longer young, and old bones like comfort more now. What brings you here today?"*

After the party has mentioned why they are here, read the following.

*"Half-orc raids. Clear Sky half-orcs have raided in the past. Usually they take a few sheep or some cattle. When we find out, we make them pay for the trouble they caused. As far as I know, no Clear Sky half-orcs have raided recently. But these new raids, they sound far worse. People killed, farms burned, these are things that no true Clear Sky half-orc would do. We offer a refuge for all half-orcs, but only some are willing to live here and accept our laws." He points out the tent to the wooden framework near the center of camp.*

***“Those are the rules of Clear Sky. If half-orcs break them and do not make res-ti-tu-tion, they are usually thrown out. Our position is far too ten-u-ous to put up with such behavior. Since you have been asked to find out what you can, I would like it if you would look into these matters. You may have free run of the camp. We should have nothing to hide from each other or the leaders of Gyruff.”***

If a PC asks about a rule, Eliseg explains the meaning using the information provided in **DM Aid #1 – Clear Sky Camp Gazetteer**.

If the PCs mention the fight on the road, Eliseg asks where the fight occurred and if the bodies were brought to Clear Sky.

If all of the attackers were killed, and the party left the bodies at the ambush site, continue with this section.

***“Did you bring them back? It is possible that some of them could have been from Clear Sky. Iosc, tell the guard about the site and send a patrol to bring in the bodies.”***

If the PCs want to bring the bodies back, they may.

***Iosc sprints out of the tent. Eliseg gazes fondly after him and comments to no one in particular, “It is good to be young.”***

An hour later, Iosc jogs back to Eliseg’s tent and quietly announces that the bodies have been brought back to camp.

While the group is waiting for the guards to return, Eliseg makes small talk and deal with a variety of minor issues. This does not need to be role played out.

If the attackers were killed and the party brought the bodies with them, the guards just brought in the bodies, or the PCs go and get the bodies, read the following.

***Eliseg walks with you to see the corpses of the half-orcs that attacked you on the road. He grabs each one by the ear and closely examines each face. Sniffing the air with each one. “Most of these half-orcs were not members of Clear Sky, but this one was. His name was Yerroc. I don’t know a great deal about him, but he has lived in Clear Sky for several years. We have talked about him in our elder meetings. He nearly broke several rules, but made res-ti-tu-tion each time.***

***“Yerroc had been on the edge for some time. I hoped that he would come back to the ways of Clear Sky, but now he has left us forever. Perhaps he may yet help Clear Sky. His things may reveal more than Yerroc himself. Iosc, would you show our guests where Yerroc’s tepee is? When you are done, I invite you to stay for the evening meal. We’re having venison stew.”***

If some of the attackers are still alive, start here.

If Yerroc was knocked out or incapacitated, Eliseg heals him to the point of consciousness.

The party can interrogate the captured prisoners and even rough them up a little. Subdual damage is permitted, since Clear Sky does not consider that to be fighting (see the Rules of Clear Sky). Eliseg does not allow the party to kill a prisoner, since that is a violation of Gyric law (and an evil act). If the PCs kill a prisoner, Eliseg arrests them if he can, otherwise he reports them to Padrig or some other authority.

If Eliseg is asked to assist, he does. While Eliseg appears to be a kindly old half-orc, he understands the way half-orcs think, and he knows how to apply psychological pressure. He is perfectly willing to offer advice. Even Yerroc is not immune to this pressure.

Yerroc is considered to be fanatical. He would die for Korbec if it saved Clear Sky. If Yerroc is questioned, he says very little unless someone asks why he worked against Clear Sky. He says the following:

***“Clear Sky is no refuge for half-orcs. It is a place for weak fools and cowards who hide from the true source of half-orc power: the Orcs! Eliseg has rejected his true self by establishing this camp. But I follow those who follow the ways of the orcs, because they know what it is to be a true half-orc, proud of their Orc blood! All of you act like you are ashamed to be part Orc! You insist on acting like humans. Chained like humans to laws and customs and things the weak do so they are not crushed by the strong!”***

Any attempts to get more information out of Yerroc generally require major spells or an incredible Intimidate check (DC 22+APL). Clear Sky half-orcs get a +2 circumstance bonus; Eliseg’s assistance gives a +2 circumstance bonus; and excellent role-playing gives a +2 circumstance bonus. If all the attempts fail, Yerroc says nothing.

If spells like *dominate person* are used, he reveals the following information:

- There are others in camp that thinks the same way as Yerroc.
- There is information in his tent.
- The name of the person he serves is Korbec.
- Korbec is conducting a ritual.
- Korbec left Clear Sky many years ago.

Yerroc gets a new Will to the spell used when questioned about the four points above because of his fanatical nature. He thinks that the only way to save Clear Sky is to help Korbec, and this is not helping. If an elf, half-elf, or fey-touched person cast the spell, Yerroc receives a +2 circumstance bonus to the Will save. This does not stack, so if an elven, fey-touched person casts the spell, the circumstance bonus is still +2.

If Haret was captured, he reveals the information outlined below with a successful Diplomacy or Intimidate check (DC 14+APL). He knows the following:

- He used to live in Gorna (after the giants captured it).
- He was hired by a half-orc named Keth.
- He doesn't think that Keth is a member of Clear Sky.
- Haret has led two raids. He was instructed once on a raid against a farm to capture prisoners if possible. They kidnapped a young flannae girl.
- He recruited the other half-orcs that assisted him on this raid, but he didn't always work with them.
- He thinks there are three or four raiding groups.

Gru, Tef, Vorg and Zej all know about the same things, since they were hired as a group. They reveal information with a successful Diplomacy or Intimidate check (DC 8+APL). They know the following:

- They used to live near Het Kilde.
- Haret recruited them for a mission that would pay lots.
- They have been eating really good, and have gotten some nice swag (treasure).

- On one occasion they were told not to kill someone. Instead, they dragged them off and handed them over to some other half-orcs. They didn't get names, but they wore eye patches. (**DM Note:** these two are Holg and Engong from Encounter Eight.)
- Other than those points, Yerroc, Haret, Gru, Tef, Vorg and Zej don't have a great deal of information. Korbec only revealed a small piece of the puzzle to each of his followers, in case they were caught.

After the questioning is complete, continue with the following.

**Eliseg's face sags. "Ah. I see." He pauses for a moment. "Yerroc had been on the edge for some time. I hoped that he would come back to the ways of Clear Sky, but he has left us forever. Perhaps he may yet help Clear Sky. His things may reveal more than Yerroc himself. losc, would you show our guests where Yerroc's tepee is? When you are done, I invite you to stay for the evening meal. We're having venison stew."**

When the party is ready to go to Yerroc's tent, go to **Encounter Four**.

## Encounter Four: Silent Half-Orcs Still Tell Tales

As the party walks to Yerroc's tent, losc asks any obvious Knights of the Watch several questions.

- "Why do the Knights hate Clear Sky?"
- "What does Watcher Kevitz think of Clear Sky?"
- "Can anyone become a member of the Knights? Why or why not?"
- "Do you know many half-orcs?"
- "Are there a lot of rules?"
- "Are all the rules hard to follow?"

If there are no members of the Knights, losc asks other members of the party questions about adventuring. losc is eager to start his adventuring career, but Eliseg has held him back, saying he is not ready yet. In spite of that, losc has fought some Kobolds and Goblins in minor skirmishes.

- "What's the most exciting time you ever had on one of your adventures?"

- “When were you most scared?”
- “Do you have people’s respect?”
- “Do people listen to you? Are you feared?”
- “What’s the biggest thing you ever killed?”
- “How do you fight Giants?”

Iosc is impressionable, and he has received most of his schooling from Clear Sky members. Half-orcs and Knights are fundamentally different philosophically and Iosc is curious about why that is. He does not hate the Knights, since he knows virtually nothing about them except rumors. He vaguely dislikes them because that is the prevailing opinion in Clear Sky, but he has talked a lot with Eliseg, who has a more moderate outlook than many people.

As far as adventuring, Iosc has listened to stories told by older half-orcs, the elders, and Eliseg, but he is always hungry for more stories.

***After walking across most of Clear Sky, Iosc points to a non-descript tepee and announces, “This is it.”***

If the party wants to search the tent flap, they are free to do so. It is not trapped.

Inside the tepee, Yerroc’s belongings are well maintained. A rope bed sits against one wall, while a small travel desk sits on top of a chest. A pole with pegs holds articles of clothing, while an empty armor stand is located next to the bed.

The travel desk is not trapped or locked. It contains some personal notes in Yerroc’s handwriting. The notes are mostly reminders to do various chores and pick up some things when he goes to Hochoch.

The chest is locked and trapped. The trap is designed to destroy evidence first and injure second. Pressing on certain rivets on the back of the chest disables the trap(s). At APL 4, the lock is simple quality (DC 20). At APL 6 and 8, the lock is average quality (DC 25). At APL 10 and 12, the lock is good quality (DC 30). Yerroc has the key, if the PCs search him. Using the key does not disable the traps.

**DM Note:** extinguishing Alchemist’s Fire is a successful Reflex save (DC 15). The save has been bumped up slightly for CR calculation and the nature of the trap, since there are three vials.

All of the magical traps are single use.

#### **APL 4 (EL 4)**

**Alchemist’s Fire Trap:** CR 3; +13 ranged (3d6/3d6 (3 vials)); Reflex save resists secondary damage (DC 16); Search (DC 22); Disable Device (DC 20).

**Poisoned Needle Trap:** CR 1; +10 ranged (1) plus Carrion Crawler Brain juice (Paralysis/0); Fort save resists (DC 13); Search (DC 21); Disable Device (DC 20).

#### **APL 6 (EL 6)**

**Burning Hands Trap:** CR 3; (5d4); Reflex save resists (DC 11); Search (DC 26); Disable Device (DC 26) (faint Evocation).

**Poisoned Needle Trap:** CR 3; +16 ranged (1) plus Giant Wasp poison (1d6 Dex/1d6 Dex); Fort save resists (DC 18); Search (DC 24); Disable Device (DC 22).

**Poisoned Needle Trap:** CR 3; +16 ranged (1) plus Large Scorpion poison (1d6 Str/1d6 Str); Fort save resists (DC 18); Search (DC 24); Disable Device (DC 22).

#### **APL 8 (EL 8)**

**Heightened Glyph of Warding:** CR 5; (5d8 acid); 5’ radius around chest, Reflex save for half (DC 16); Search (DC 29); Disable Device (DC 29) (moderate Evocation).

**Heightened Feeblemind Trap:** CR 7; Will negates (DC 19); Search (DC 31); Disable Device (DC 31) (moderate Enchantment).

#### **APL 10 (EL 10)**

**Fire Storm Trap:** CR 9; (15d6); 2 10’ squares, Reflex save for half (DC 22); Search (DC 33); Disable Device (DC 33) (strong Evocation).

**Heightened Feeblemind Trap:** CR 7; Will negates (DC 19); Search (DC 31); Disable Device (DC 31) (moderate Enchantment).

#### **APL 12 (EL 12)**

**Fire Storm Trap:** CR 9; (15d6); 2 10’ squares, Reflex save for half (DC 22); Search (DC 33); Disable Device (DC 33) (strong Evocation).

**Energy Drain Trap:** CR 10; 2d4 negative levels; +15 ranged touch; Fort partial (DC 23); Search (DC 34); Disable Device (DC 34) (strong Necromancy).

**Heightened Feeblemind Trap:** CR 7; Will negates (DC 19); Search (DC 31); Disable Device (DC 31) (moderate Enchantment).

If the party opens the chest without setting off the fire or acid trap, they receive **Player's Handout #3**. If they set off that trap, they receive **Player's Handout #4**. Yerroc did not write the note found in the chest. Comparing the notes from the desk to this note will make that clear. The styles are totally different.

If the note is damaged, the party may use a *mending* or *make whole* spell to restore the note to its original form. The party must come up with the idea themselves. If the party successfully restores the note, give them **Player's Handout #3** instead of **Player's Handout #4**.

In addition to the note, the chest contains some fancy clothing and furs. These are ruined if the trap goes off.

Eliseg and Hazen are both available to cast restoration or healing spells if necessary. Between the two, they can cast any spells needed, including *heal*, *restoration* and *greater restoration*. At standard NPC spellcasting costs.

Once the party has finished searching the tent, go to **Encounter Five**.

## Encounter Five: Wandering, with Purpose

If the party successfully disabled the trap, the party has three names of half-orcs who have conspired with Yerroc: Kera, Vorroloc, and Yesh. If the party set off the trap, they only have one name: Kera.

All three can be gathered without difficulty. They suspect nothing, since they were away from camp before the evening meal. They do not know that Yerroc was captured.

Kera, Vorroloc, and Yesh are not as devoted as Yerroc. A successful Diplomacy or Intimidate check (DC 12+APL) reveal what information they have. Award good role-playing by the players with a +2 circumstance bonus.

If Yerroc is still alive and conscious when these interrogations start, read this box text.

***Off in the distance, you can hear Yerroc screaming that Eliseg will destroy the soul of the half-orcs and they must follow Gruumsh.***

***A moment later, you hear a series of thumps. Quiet reigns.***

Kera knows:

- Korbec, a cleric, has been planning a ritual for some time, but he has only recently been able to move forward.
- Kera went with Korbec to speak to a Stone Giant named Cnut (pronounced K-noot).
- She can provide directions to Cnut's place, but she doesn't know where the ritual place is located.
- Cnut helped clear and repair the ritual chamber.
- Korbec said that Cnut was easy to fool, and he would never know what the ritual was actually intended to do.
- Korbec needs people for the ritual.
- The purpose of the ritual is to lead Clear Sky back to its roots by eliminating the weak.
- The ritual will take place in a matter of days.

Vorroloc knows:

- Cnut helped clear and repair the ritual chamber.
- Vorroloc helped kidnap two elves, one grey and one wood.
- The raids are part of Korbec's strategy to make the Flan push the half-orcs away.
- He never visited the chamber. Korbec said it was forbidden as long as he lived in Clear Sky.

Yesh knows:

***Korbec needs eight "gifts" for Gruumsh. Each gift strengthens Gruumsh's hold over Clear Sky.***

***The ritual required some pieces from the camp: earth, water, metal, and a little bit of the skin that the rules are written upon.***

***Raids were conducted to feed Korbec's followers and gain sacrifices.***

***He never visited the chamber.***

***The ritual is supposed to take place in a matter of days.***

While each one is not as fanatical as Yerroc, none of them are totally comfortable with Clear Sky. When asked why they betrayed Clear Sky, they reply:

***“Clear Sky is no refuge for half-orcs. It is a sham! You are trying to fool us by offering false hope. We have seen the looks of the Flan when we go to Hochoch. They hate us. They sneer at us because we are stupid. The Knights harass us. Kevitz wants us dead. Why should we pretend to get along with those who hate us? Let us live as orcs, so that we may face our enemies openly, in battle!”***

If Eliseg is present, or if the PCs talk to him afterwards, he gives more details.

***“Korbec, huh? He was a member of Clear Sky several years ago, but he fled after he preached the word of Gruumsh. In fact, he was nearly killed by many of our members for speaking so. It rep-re-sent-ed the real end of One Eye’s influence on Clear Sky. I believe the anniversary of that event is in several days, but the exact date escapes me.***

***These half-orcs and Korbec failed to see something unique. Many overlook it. Half-orcs are part orc, but they are also part human. We are part of the land. The Brenin recognized that, and because of that we serve the Brenin. Half-orcs have the right and the ability to choose which half they embrace. That is one of the greatest gifts that Clear Sky gives to us, the gift of choice.”***

***Eliseg pauses for a moment, and Hazen speaks. “Those half-orcs and Korbec define courage in only one way. While it takes courage to live in the orc way, it also takes courage to live in the Flan way. It requires a different kind, the courage to not react or give in to insults, and not consider yourself a coward. That is another kind of courage, and it is one that few half-orcs have in abundance.”***

***Eliseg continues. “Kera (or These traitors) will be turned over to either Watcher Padrig or the army for trial. While we would prefer to judge them, they have caused pain to others, and so others must judge them.”***

When the party has finished interrogating the half-orc(s), the PCs may search their residences. If the party does not think to search their residences,

losc asks if they want to repeat what they did at Yerroc’s tent. In Kera’s tent, the party can find a letter from Korbec hinting at what the ritual will do. Vorroloc and Yesh’s tents contain more details about the ritual itself.

Kera draws a map leading to Cnut’s place. It is located in the foothills of the Barrier Peaks, just to the west of the Dim Forest. The journey takes about four to five days on foot. The party will not be penalized if they take a little longer to arrive, but try to build a sense of urgency.

Give the PCs **Player’s Handout #5** when they search Kera’s tent, add **Player’s Handout #6** if they captured Vorroloc and Yesh.

Dinner can be a fun role-playing experience, if time permits. The brief guide to Clear Sky in **DM Aid #1: Clear Sky Camp Gazetteer** provides details that can be used to flesh out any necessary or pertinent aspects of the camp. Invent a character or two if the PCs want to talk. Eliseg can have all the answers, and in a way he does. Eliseg has found a path that works for him. Others may still be conflicted, and thus more interesting for role-playing purposes.

PCs may notice that some half-orcs refer to themselves as “horcs.” Some half-orcs do not want to call themselves half of the side they have turned away from, so they have invented a name that minimizes their divided nature. On the other hand, many half-orcs do not want to call themselves something that sounds like a cat coughing up a hairball. Generally both sides agree to disagree, although the occasional fist has flown after prolonged debate. This one has stumped even Eliseg.

During the meal, Eliseg mentions that Clear Sky has been trying to work out a more permanent location with Sierra and Cuthalion Cuern. The best option would be a land grant far to the west, in Melgorn. That would give them a buffer area away from the rest of Geoff, but not so far that they would be completely cut off. The second option would move Clear Sky into the Stark Mounds, where they would become vassals to the Gnome King. Eliseg chuckles at that. It would not be a bad solution, but Clear Sky would be less free, and the arrangement could be a little awkward. The third option would move Clear Sky to the Downlands. The last option would be to end Clear Sky and move the half-orcs into Hochoch or Preston, but that would not work well since the city would have trouble absorbing such numbers, and

the inhabitants of Clear Sky are used to living in the countryside.

Once the PCs are ready to go to the Stone Giant house, go to **Encounter Six**.

## Encounter Six: Giants, Old and Young

*After many miles of travel, you locate the landmarks near the stone giant's house. The house is on top of a small, steeply sided hill. A stone walkway leads up to the front step. At the beginning of the walkway, a large bell is mounted on an iron tripod. A sign reads, in both Giant and Common, "If you come to see Cnut, ring the bell." A striker sits in a holder next to the bell. The striker is about four feet long.*

The sides of the hill are about 15' tall and easily climbable. The path is the only way up to the house that does not involve climbing. Cnut can see all the way down the path to the bell at the bottom. The path is 75' long and 10' wide.

If the party moves up the walkway without ringing the bell, a *heightened alarm* spell (Search DC 29, Disable Device DC 29) is set off as soon as the party walks ten feet down the path. Cnut yells in Giant, **"Can't you read!"** Then he sticks his head out the door. When he sees the party, he is highly suspicious, even though the Stone Giants as a whole have declared their neutrality in the Giant/Tyv war. Cnut does not trust Tyv a great deal. If the party continues to advance, Cnut yells in Common, **"Stop! Strangers beware!"** He picks up a rock. If they continue to advance, he yells for help and attacks.

If the party acts in a generally hostile way, Cnut demands that they leave. The party needs to make a Diplomacy check (DC 12+APL) to get back in Cnut's good graces. If a member of the party has the Sikloei ring from Curiosity Killed the Cat, it provides a +5 circumstance bonus to the diplomacy check. That bonus only applies once. Syroch recognizes the ring as soon as she sees it, and actively seeks to help the person who wears it.

### All APLs (EL 19)

**Cnut, Stone Giant Elder:** Sor 9; hp 197; see Appendix Two.

**Syroch, Female Stone Giant Elder:** Sor 6; hp 181; see appendix Two.

**Dire Bears (4):** see Monster Manual p. 63

The location of Korbec's ritual is on a stone tablet in the house. If the party attacks Cnut, they can find the tablet, but the PCs arrive in the ritual chamber after two victims are dead because it takes a while to find the tablet and make a copy of the map (the tablet is 4'x4' and weighs around 150 pounds).

If one of the PCs rings the bell, Cnut sticks his head out the door to see who has come to visit. When he sees the party, he gives them an odd look, but he invites them into his house. Cnut has an apprentice, a younger Stone Giantess Elder who has a pair of dire bear companions. Cnut has two bears of his own.

Cnut wears a white apron with purple trim, while Syroch wears a white apron with red trim. The purple trim means that Cnut is very old, well respected, and highly expert among his people. Syroch's apron represents a middle rank. She is also respected, but she has not yet reached Cnut's level of expertise. A PC can determine this with a Knowledge: Arcane, Nature, or Nobility and Royalty (DC 12+APL).

**"Hmmm. It's not everyday that Tyv come to see old Cnut. What is it that you want?"**

If the party asks about Korbec, Cnut gives the following information.

**"The half-orc? Ah, yes, he wanted me to help him clear out an old chamber not too far away from here. He said he was conducting magical research that might benefit his neighbors. He didn't say exactly how, come to think of it. He did pay well, and I enjoyed the challenge. The work was interesting."**

If the party inquires further, Cnut replies.

**"He wanted a very elaborate setup in the middle of the chamber. Very detailed. The measurements had to be exact. I haven't done such work for quite some time. The Sakhut's projects never called for my full abilities. This was a challenge."**

If the party role-plays well or they make a successful Diplomacy check (DC 10+APL), Cnut tells the party where the ritual chamber is.

**"Hmmm. I guess I should have inquired more closely about what Korbec's ultimate goals were. The chamber is very old, older than the**



*giants, nearly older than the elves. It had a comfortable feeling to it, but sometimes it gave me shivers. Mighty magics were once worked there. The stones retained shadows of the works done there, but I could not fully read their stories."*

With that, Cnut quickly draws a map showing the location of the chamber. He points out the general direction to the ritual and mentions several landmarks that help orient the party.

*"Take this map with my blessing. I hope you are successful."*

## Encounter Seven: Uninvited Guests

After a brief jaunt, you arrive at the entrance to Korbec's chamber. A solid-looking iron gate with a large lock blocks your way.

Once the PC get to the gate, they can take up to three rounds to prepare, cast spells, and open the gate. At the start of the fourth round Korbec, starts killing victims, one every other round; this in addition to any other killings that may have already occurred because of their actions. When Korbec kills a victim, have the moaning occur as described in the box text of Encounter Eight.

At APL 4, the lock is simple quality (DC 20). At APL 6 and 8, the lock is average quality (DC 25). At APL 10 and 12, the lock is good quality (DC 30). The lock is trapped. If the trap is set off, a noise signals Korbec and his followers that someone is outside trying to get in. Attempting to break down the door or physically break the lock sets off the trap.

### **APL 4 (EL 0)**

**Mechanical Striker Trap:** CR 0; (0); makes a lot of noise; Search (DC 16); Disable Device (DC 16).

### **APL 6 (EL 0)**

**Mechanical Striker Trap:** CR 0; (0); makes a lot of noise; Search (DC 18); Disable Device (DC 18).

### **APL 8 (EL 0)**

**Mechanical Striker Trap:** CR 0; (0); makes a lot of noise; Search (DC 20); Disable Device (DC 20).

### **APL 10 (EL 0)**

**Mechanical Striker Trap:** CR 0; (0); makes a lot of noise; Search (DC 24); Disable Device (DC 24).

### **APL 12 (EL 0)**

**Mechanical Striker Trap:** CR 0; (0); makes a lot of noise; Search (DC 26); Disable Device (DC 26).

## Encounter Eight: Final Fight

If one of the party scouts ahead, Korbec has not reached the point where he begins to sacrifice his victims. Modify the text accordingly if the party took actions that allowed Korbec to start killing victims. The box text should be read when the majority of the party arrives.

*Moving down the corridor, you hear a steady chanting that builds towards a grand finale. Turning a corner, you see a set of stairs leading down into a huge circular room. The first thing that catches your eye is the half-orc dressed in full plate mail, standing, chanting, in the middle of eight altars topped with chained bodies. A small circular trench perhaps a few inches wide and less than that deep is sunk into the floor, connecting the altars together and enclosing the half-orc in the middle. The room is dimly lit by thousands of softly glowing runes that cover the floor, but the light is green and eldritch. Overhead, the ceiling is domed and covered in points of light. A faint musty smell is overlaid with the coppery tang of blood. The half-orc's chanting rises to a crescendo as he raises a spear in his hands and stares down at one of the bodies. Roll for initiative.*

**DM Note:** Pay very close attention to the ritual, since even one round can make a huge difference in the outcome of the module.

If the PC is a druid or an Old Lore Bard and a member of an Old Faith or Old Lore Bard meta-org:

This chamber represents something horrifying. The shape and other clues about the room tell the Old Faith member that Vecna or one of his followers could have used this room to perform Ur-Flan rituals. Ur-Flan magic corrupts everything that it touches; nothing Korbec does in this room can be beneficial to himself or Clear Sky. Old Faith Druids and Old Lore Bards have are taught to recognize Ur-Flan markings and what terrible consequences they represent. This room sets

these PCs on edge. However, do not impose any negative penalties on the PC for this knowledge.

The room is dimly lit, so any character with low light or darkvision can see without penalty. Those PCs who have no means of seeing in near darkness are effectively blind unless they have a light source.

The PCs cannot charge Korbec since they do not have a clear path to him. Korbec has been casting for a while, so he has used all of his higher-level spells. Korbec's spell saves are higher because of his level, but he prefers to continue the ritual rather than cast offensive spells. If necessary, he starts casting. Korbec accepts attacks of opportunity if it allows him to reach a "gift". He does not have to make concentration checks to continue the ritual.

The "gifts" have been drugged, beaten, and starved to reduce their hit points. The last two that Korbec attacks are barely conscious at 1 hp. Generally, Korbec wants to kill "gifts" whenever possible. Given the choice of attacking a PC or a "gift," Korbec goes for the "gift." Korbec cannot use spells to kill "gifts," he must use a weapon. If necessary, he will use his fists.

Korbec moves next to a victim and makes a standard attack (AC 5). If successful, Korbec automatically does enough damage to put the victim beyond -10 hit points. Mark off round 1 when Korbec kills the first victim. The round count increases by one when Korbec kills another victim.

At all APLs, Korbec and his followers have drunk their potions. Korbec told them he was not exactly sure if there would be any backlash once the ritual was completed, and he wanted his followers to be prepared. At all APLs, Holg and Engong have Locked Gauntlets that give them each a +10 bonus against attempts to disarm them.

When the first "gift" is killed, read the following:

***Blood pours from the stilled body on the altar. Channels set into the stone slab under the body steer the blood into a large circular groove on the floor that connects the altars together. Several runes set into the groove begin to glow red as blood pours into them. A faint, yet vast moan of satisfaction fills the air in the chamber.***

Each time a "gift" is offered, this effect occurs. The moaning grows louder each time.

The conclusion depends on when the party stops the ritual. The ritual is considered stopped when one of three things happens:

- Korbec dies.
- All the victims are killed.
- All the remaining "gifts" are freed so that they cannot be sacrificed on an altar.

At all APLs, Korbec has been casting for a while, and has used up all of his higher-level spells.

When combat starts, Korbec speeds up the killing process, trying to move in a fashion to allow him the opportunity to attack a new victim once a round instead of every other round.

Korbec's assistants try to defend him against any attempts to disrupt the ritual. At all APLs except 4, Vola uses her slippers of spider climbing to stand on the wall above the door and sneak attack the first PC through the door that she can see. At APL 4, she tries to set up flanks with Holg and Engong.

Keth begins his bard song either when the alarm sounds or when the party arrives at the entrance to the chamber. He starts the combat on the opposite side of the room from the entrance.

Holg and Engong try to bottle up the party in the doorway. They allow a couple of PCs to enter so that Vola can shoot at them.

#### **APL 4 (EL 7)**

**Korbec, Male Half-Orc Clr 8:** hp 51; see Appendix One.

**Holg and Engong, Male and Female Half-Orc:** Bbn 1/Ftr 1; hp 22, 22; see Appendix One.

**Keth, Male Half-Orc:** Brd 2; hp 12; see Appendix One.

**Vola, Female Half-Orc:** Bbn 1/Rog 1; hp 15; see Appendix One.

#### **APL 6 (EL 9)**

**Korbec, Male Half-Orc:** Clr 10; hp 63; see Appendix One.

**Holg and Engong, Male and Female Half-Orc:** Bbn 2/Ftr 2; hp 39, 39; see Appendix One.

**Keth, Male Half-Orc:** Brd 4; hp 22; see Appendix One.

**Vola, Female Half-Orc:** Bbn 1/Ftr 1/Rog 2; hp 27; see Appendix One.

## **APL 8 (EL 11)**

**Korbec, Male Half-Orc:** Clr 10/Con 2; hp 72; see Appendix One.

**Holg and Engong, Male and Female Half-Orc:** Bbn 2/Ftr 4; hp 55, 55; see Appendix One.

**Keth, Male Half-Orc:** Brd 6; hp 32; see Appendix One.

**Vola, Female Half-Orc:** Bbn 1/Ftr 2/Rog 3; hp 39; see Appendix One.

## **APL 10 (EL 13)**

**Korbec, Male Half-Orc:** Clr 10/Con 4; hp 83; see Appendix One.

**Holg and Engong, Male and Female Half-Orc:** Bbn 2/Ftr 4/Eye 2; hp 73; see Appendix One.

**Keth, Male Half-Orc:** Brd 8; hp 42; see Appendix One.

**Vola, Female Half-Orc:** Bbn 2/Ftr 2/Rog 3/Shd 1; hp 53; see Appendix One.

## **APL 12 (EL 15)**

**Korbec, Male Half-Orc:** Clr 10/Con 6; hp 93; see Appendix One.

**Holg and Engong, Male and Female Half-Orc:** Bbn 2/Ftr 4/Eye 4; hp 91; see Appendix One.

**Keth, Male Half-Orc:** Brd 10; hp 52; see Appendix One.

**Vola, Female Half-Orc:** Bbn 2/Ftr 2/Rgr 2/Rog 3/Shd 1; hp 65; see Appendix One.

If the ritual is successfully disrupted, or Korbec is killed, a *contingent teleport* spell sends his body to a safe location unknown to the PCs.

Once the PCs have disrupted the ritual, proceed to the appropriate **Conclusion** based on how many victims were killed by Korbec.

- Two or less killed: go to **Conclusion A**.
- Three or Four killed: go to **Conclusion B**.
- Five or Six killed: go to **Conclusion C**.
- All Eight killed: go to **Conclusion D**.

## **Conclusion A: Best Possible**

*For several moments, the air in the chamber is thick with silence. The moaning has stopped*

*and the glowing symbols slowly fade into darkness.*

*The quiet sounds of weeping from the frightened people still chained to the sacrificial altars begin to fill the room. One of them, a young woman, asks you to help her get out of this horrible place. She is bruised and weak, but anxious to get back home to her family near Hochoch. She asks the party to help her get home.*

Give the party a few minutes real-time to be heroes, and then get them back to Clear Sky (which lies between here and Hochoch).

As you approach the gates of Clear Sky, Ullich ap Llen once again greets you.

*“Bore da, travellers. Welcome back. I will send word to Eliseg that you have returned.”*

*You are escorted to Eliseg’s tent, where he awaits your arrival. He anxiously surveys your group, looks briefly disappointed then asks what aid he can provide. Eliseg summons several half-orcs to assist your weary charges to a nearby tent where they can rest and eat before continuing the journey back to their families. Any needing special assistance will receive it.*

*“I assume all went well with your quest, as all has been quiet here. We did have a few hot tempers in the camp, but the half orcs who raged were rendered harmless until their madness subsided. They are recovering nicely. So, what happened with Korbec?”*

Once the PCs give their report, continue.

*Eliseg stands a little straighter, as if preparing for a blow, and asks:*

*“Tell me, have you seen losc? The prisoner (or prisoners) escaped a few hours ago, and losc chased after her (or them). I haven’t seen losc since. I hope he’s all right.*

The PCs should say they have not seen losc at this point.

*In that case, please come with me to tell Ullich. Now that I know losc is missing, we must begin searching for him.*

*As you approach the gate, you hear a commotion. Cadan ap Trennis has just arrived on horseback and draped across his saddle before him is the lifeless body of losc. Cadan*

*looks visibly moved and as he hands losc down to Ullich he says:*

*“He was surrounded. There were three of them, and he managed to kill them all, but his wounds were too great. He died just before I arrived at the scene of the attack. I don’t often see such bravery in lads so young.”*

If the party asks, the attackers were either the three captured half-orcs from encounter 5, or the one half-orc and some accomplices.

*Cadan dismounts and follows Ullich as he approaches you.*

*Eliseg stares in disbelief. He suddenly looks much older. He reaches out to Ullich, takes losc in his arms and carries him to the platform where the Rules of Clear Sky Camp are displayed. Along the route, all the half-orcs stop what they are doing and follow the elder. Eliseg lays losc on a blanket on the ground next to the platform.*

*Eliseg disappears into his tent and emerges a moment later, carrying a pouch. He walks up to the platform and sets the pouch next to losc’s body. Eliseg opens the pouch and begins removing vials of liquids. He works swiftly and expertly, rubbing various oils and unguents on various parts of losc’s body. When he is through, he stands up, faces the sun, and begins casting a spell. The crowd around watches expectantly, for they have seen this spell cast in the past when a member of Clear Sky was returned home slain. Several minutes pass, and losc’s body begins to glow faintly. As you watch, his body glows brighter and brighter until the light engulfs losc’s body. At that, Eliseg touches the light, and with a flash, the light changes and vanishes, leaving the new form behind.*

*Standing next to the platform that bears the rules by which he lived, losc slowly stretches his silver wings. His sleek black fur shimmers in the early winter sun. With a screech, the griffon launches himself into the air and soars away.*

The PCs receive both the Friend and Hero of Clear Sky favors.

**DM Note:** losc’s reincarnation as a silver/black griffon is the Land’s way of showing support for the half-orcs.

The End

## Conclusion B: Not Bad

*For several moments, the air in the chamber is thick with silence. The moaning has stopped and the glowing symbols slowly fade into darkness.*

*The quiet sounds of weeping from the frightened people still chained to the sacrificial altars begin to fill the room. One of them, a young woman, asks you to help her get out of this horrible place. She is bruised and weak, but anxious to get back home to her family near Hochoch. She asks the party to help her get home.*

*As you approach the gates of Clear Sky, you are once again greeted by Ullich ap Llen.*

*“Bore da, travellers. Welcome back. I will send word to Eliseg that you have returned.”*

*You are escorted to Eliseg’s tent, where he awaits your arrival. He anxiously surveys your group, looks briefly disappointed then asks what aid he can provide. Eliseg summons several half-orcs to assist your weary charges to a nearby tent where they can rest and eat before continuing the journey back to their families. Any needing special assistance receive it.*

*“I assume all went well with your quest, as all has been fairly quiet here. A group of half-orcs raged, but they were rendered mostly harmless until their madness subsided. Most of them are recovering nicely. Some will take a while to recover fully. Only a few tents were destroyed, and the smithy was damaged. What happened with Korbec?”*

Once the PCs give their report, continue.

*Eliseg stands a little straighter, as if preparing for a blow, and asks:*

*“Tell me, have you seen losc? The prisoner (or prisoners) escaped a few hours ago, and losc chased after her (or them). I haven’t seen losc since. I hope he’s all right.*

The PCs should report they have not see him.

*In that case, please come with me to tell Ullich. Now that I know losc is missing, we must begin searching for him.*

*As you approach the gate, you hear a commotion. Cadan ap Trennis has just arrived on horseback and draped across his saddle before him is the lifeless body of Iosc. Cadan looks visibly moved and as he hands Iosc down to Ullich he says:*

*“He was surrounded. There were three of them, and he managed to kill them all, but his wounds were too great. He died just before I arrived at the scene of the attack. I don’t often see such bravery in lads so young.”*

If the party asks, the attackers were either the three banished half-orcs from Encounter Five, or the one half-orc and some accomplices.

*Cadan dismounts and follows Ullich as he approaches you.*

*Eliseg stares in disbelief. He suddenly looks much older. He reaches out to Ullich, takes Iosc in his arms and carries him to the platform where the Rules of Clear Sky Camp are displayed. Along the route, all the half-orcs stop what they are doing and follow their elder. Eliseg lays Iosc on a blanket on the ground next to the platform.*

*Eliseg disappears into his tent and emerges a moment later, carrying a pouch. He walks up to the platform and sets the pouch next to Iosc’s body. Eliseg opens it and begins removing vials of liquids. He works swiftly and expertly, rubbing various oils and unguents on various parts of Iosc’s body. When he is through, he stands up, faces the sun, and begins casting a spell. The crowd around watches expectantly, for they have seen this spell cast in the past when a member of Clear Sky was returned home slain. Several minutes pass, and Iosc’s body begins to glow faintly. As you watch, his body glows brighter and brighter until the light engulfs Iosc’s body. At that, Eliseg touches the light, and with a flash, the light changes and vanishes, leaving the new form behind.*

*Standing next to the platform that bears the rules by which he lived, Iosc slowly stretches his silver wings. His sleek black fur shimmers in the early winter sun. With a roar, the griffon launches himself into the air and soars away.*

The PCs receive the Friend of Clear Sky favor.

**DM Note:** Iosc’s reincarnation as a silver/black griffon is the Land’s way of showing support for the half-orcs.

The End

## Conclusion C: Not Good

*For several moments, the air in the chamber is thick with silence. The moaning has stopped and the glowing symbols slowly fade into darkness.*

*The quiet sounds of weeping from the frightened people still chained to the sacrificial altars begin to fill the room. One of them, a young woman, asks you to help her get out of this horrible place. She is bruised and weak, but anxious to get back home to her family near Hochoch. She asks the party to help her get home.*

*As you approach the gates of Clear Sky, you are greeted by an injured Ullich ap Llen. Behind him, much of the camp has been damaged or destroyed. Many half-orcs are setting up new tents or removing damaged ones. Numerous dead lie wrapped, waiting for the funeral rites.*

*“Bore da. I will send word to Eliseg that you have returned.”*

*You are escorted to Eliseg’s tent. Eliseg emerges slowly, looking exhausted. Every year of his life is etched on his face. He anxiously surveys your group, looks briefly disappointed then asks what aid he can provide. Eliseg summons several half-orcs to assist your weary charges to a nearby tent where they can rest and eat before continuing the journey back to their families.*

*“As you can see, the ritual deeply affected many of our people. A large group of half orcs raged, but we were finally able to overcome them. We had to kill most of them. They were too wrapped within their rage to recognize their friends or even loved ones. The camp was badly damaged. Please, tell me what happened with Korbec.”*

Once the PCs give their report, continue.

*Eliseg stands a little straighter, as if preparing for another blow, and asks:*

*“Tell me, have you seen Iosc? The prisoner (or prisoners) escaped a few hours ago, and Iosc chased after her (or them). I haven’t seen Iosc since. I hope he’s all right.”*

The players should report they have not seen him.

*In that case, please come with me to tell Ullich. Now that I know losc is missing, we must begin searching for him.*

*As you approach the gate, you hear a commotion. Cadan ap Trennis has just arrived on horseback and draped across his saddle before him is the lifeless body of losc. Cadan looks visibly moved and as he hands losc down to Ullich he says:*

*“He was surrounded. There were three of them, and he managed to kill them all, but his wounds were too great. He died just before I arrived at the scene of the attack. I don’t often see such bravery in lads so young.”*

If the party asks, the attackers were either the three banished half-orcs from encounter 5, or the one half-orc and some accomplices.

*Eliseg stares in disbelief. He suddenly looks much older. He reaches out to Ullich, takes losc in his arms and carries him to the platform where the Rules of Clear Sky Camp are displayed. Along the route, members of the camp briefly look up as Eliseg passes. Many are too involved in their own grief to notice that of another. Eliseg lays losc on a blanket on the ground next to the platform. He looks at Ullich and says, “I have used every resource at my disposal to repair what I could. I have nothing left, except words. Please wrap losc’s body, for there is nothing more that I can do.” Eliseg stares without seeing and speaks. “This will be a hard winter. We have almost nothing left. The very heart has been ripped from Clear Sky.”*

The End

## Conclusion D: Horror!

*As you approach the gates of Clear Sky, you realize that the palisade has been reduced to blackened stubs. Inside, a few remaining half-orcs stumble around, trying to salvage what little they can. The camp is a tangled mess; what is not burned is trampled into the ground. Dead half-orcs litter the ground. You see Ullich’s torn corpse, still defending the gate, his weapon still in his hands.*

*As you pass into Clear Sky, a tattered old half-orc stumbles up to you, a symbol of Obad-hai still around the figure’s neck.*

*“The entire camp appeared to frenzy almost as one. Everyone in the camp turned on each other. A handful of us managed to escape, but the destruction was total. But while I live, I will try again. The dream is worth taking another chance.”*

*From the direction of the gate, you hear a commotion. Cadan ap Trennis has just arrived on horseback and draped across his saddle before him is the lifeless body of losc. Cadan looks visibly moved. He dismounts and lifts losc’s body from his horse. Turning to you and Eliseg he says:*

*“He was surrounded. There were three of them, and he managed to kill them all, but his wounds were too great. He died just before I arrived at the scene of the attack. I don’t often see such bravery in lads so young.”*

If the party asks, the attackers were either the three banished half-orcs from encounter 5, or the one half-orc and some accomplices.

*Eliseg reaches out and brushes the blood-soaked hair out losc’s unseeing eyes. His hands begin shaking as he gently closes them. Finally, his shoulders slump, and he says in a flat, defeated voice, “There is no one to continue my legacy. Korbec has slain my dream. I have nothing left.” With that, he turns and walks away.*

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 role-playing) to each character.

### Encounter One

Defeat or drive off the ambushing half-orcs.

APL4 210 xp;

APL6 270 xp;

APL8 330 xp;

APL10 390 xp;

APL12 450 xp;

### Encounter Four

Deal with the trap(s).

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

### Encounter Eight

Defeat Korbec.

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

### Story Award

Ritual stopped before finish:

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

### Discretionary role-playing award

APL4 75 xp;  
APL6 100 xp;  
APL8 125 xp;  
APL10 150 xp;  
APL12 175 xp;

### Total possible experience:

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

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description,

giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter One

**APL 4:** L: 331 gp; C: 10 gp; M: 338 gp

**APL 6:** L: 492 gp; C: 20 gp; M: 848 gp

**APL 8:** L: 152 gp; C: 40 gp; M: 2089 gp  
**APL 10:** L: 144 gp; C: 70 gp; M: 2533 gp  
**APL 12:** L: 211 gp; C: 100 gp; M: 6161 gp

### Encounter Eight

**APL 4:** L: 345 gp; C: 20 gp; M: 913 gp  
**APL 6:** L: 253 gp; C: 40 gp; M: 2000 gp  
**APL 8:** L: 110 gp; C: 80 gp; M: 2950 gp  
**APL 10:** L: 410 gp; C: 140 gp; M: 6564 gp  
**APL 12:** L: 368 gp; C: 200 gp; M: 11319 gp

### Total Possible Treasure

**APL 4:** L: 676 gp; C: 30 gp; M: 1251 gp -  
Total: 1957 gp (650 gp)  
**APL 6:** L: 725 gp; C: 60 gp; M: 2848 gp -  
Total: 3633 gp (900 gp)  
**APL 8:** L: 262 gp; C: 120 gp; M: 5039 gp -  
Total: 5421 gp (1300 gp)  
**APL 10:** L: 554 gp; C: 210 gp; M: 9097 gp -  
Total: 9861 gp (2300 gp)  
**APL 12:** L: 579 gp; C: 300 gp; M: 17480 gp -  
Total: 18359 gp (3300 gp)

### Special

**Favor: Friend of Clear Sky** – The PC has helped save Clear Sky from a hideous fate. In gratitude, the camp chips in to purchase up to three upgrades from the following list:

Armor – light fortification, masterwork to +1, +1 to +2

Shield – arrow catching, bashing, blinding

Weapon – giant bane, flaming, thundering

In addition, a bard has written a song about your heroism. You have a +2 diplomatic bonus when dealing with half-orcs and the Ffolk of Geoff.

**Favor: Hero of Clear Sky** – The PC has helped save Clear Sky from a hideous fate. In gratitude, the camp chips in to purchase one and only one upgrade or item from the following list:

Armor – moderate fortification, multi step upgrade (i.e. masterwork to +2, +1 to +3, or +2 to +4)

Shield – arrow deflection, animated, fire resistance

Weapon – vicious, anarchic, shocking burst

In addition, a bard has written a song about your heroism. You have a +4 diplomatic bonus when

dealing with half-orcs and the Ffolk of Geoff. This replaces the diplomatic bonus from Friend of Clear Sky.

**Influence with Cadan ap Trennis.** You have saved Cadan's life, and he truly appreciates it. Cadan is only starting out, but he may move upwards quickly. Knowing him may be worth more in the future. Favor level D.

PCs only receive one of the following, depending on what hook brought them into the module.

**Influence with Sierra Blackblade.** You have succeeded at a task that Sierra asked you to undertake. She remembers your efforts on her behalf. Favor level A.

**Influence with Watcher Kevitz.** You have succeeded at a task that Watcher Kevitz ordered you to undertake. He remembers your efforts on his, and the Knights' behalf. Favor level B.

**Influence with Cadofyth Morgan Hazeleye.** You have succeeded at a task that the Cadofyth ordered you to undertake. He remembers your efforts on his, and the Army's behalf. Favor level B.

**Influence with Padrig ap Bedwyn.** You have succeeded at a task that Padrig requested that you take on. He remembers your efforts, and may call upon you in the future. Favor level B.

## Items for the Adventure Record

### Item Access

#### **APL 4:**

Pearl of Power, 1<sup>st</sup> level, Freq: Adventure

Dust of Tracelessness, Freq: Adventure

Vest of Resistance +1, Freq: Regional

Bag of Holding, Type I, Freq: Adventure

#### **APL 6:**

Ring of Sustenance, Freq: Adventure

Pearl of Power, 2<sup>nd</sup> level, Freq: Adventure

Slippers of Spider Climbing, Freq: Regional

#### **APL 8:**

Doorbreaker – A&EG p.105, Freq: Regional

Pearl of Power, 3<sup>rd</sup> level, Freq: Adventure



Brooch of Shielding, Freq: Adventure

Circlet of Persuasion, Freq: Regional

**APL 10:**

Pipes of the Sewers, Freq: Regional

Hand of Glory, Adventure

Periapt of Wisdom +4, Freq: Regional

Orc Double Axe +1 Shock/+1, Freq: Regional

Adamantine Great Sword, Freq: Regional

Bag of Holding, Type II, Freq: Adventure

**APL 12:**

Orc Double Axe +1 Shock/+1 Frost, Freq: Regional

Periapt of Wisdom +6, Freq: Regional

Ghost Hands – A&EG p.107, Freq: Adventure

Pearl of Power, 4<sup>th</sup> level, Freq: Adventure

Heward's Handy Haversack, Freq: Adventure

Ring of Jumping, Freq: Regional

Amulet of Natural Armor +2, Freq: Regional

+1 Large Adamantine Great Axe, Freq: Regional

Lens of Detection, Freq: Adventure

+1 Mithral Chain Shirt, Freq: Adventure

Vest of Resistance +2, Freq: Regional

## Appendix One – Combat Encounters

### Encounter One - APL 4

**Haret:** Male Half-Orc Clr 4; CR 4, Medium Humanoid; HD 4d8+8, hp 31, Init +0, Spd 20'/x4; AC 20 (touch 12, flat-footed 20) [[+8 armor, +2 deflection (potion)]]; Base Atk/Grp +3/+3; Atk +6 melee (1d8, spear (20/x3 crit)) or +3 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 8, Wis 17, Cha 8.

*Skills and Feats:* Concentration +6, Hide +4 (elixir +10), Knowledge: Religion +2; Combat Casting, Spell Focus: Necromancy

*Possessions:* Full Plate, Masterwork Spear, Spiked Gauntlet, Vest of Resistance +1, Divine Focus, 2 Potions of Cure Light Wounds, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

*Spells Prepared* (5/4/3, base DC = 13 + spell level; necromancy spells are DC 14 + spell level): 0—[Cure Minor Wounds (3), Guidance, Read Magic]; 1—[Magic Weapon\*, Doom, Deathwatch, Shield of Faith]; 2—[Spiritual Weapon\*, Bear's Endurance, Silence]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)]

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 1, CR 1, Medium Humanoid; HD 1d12+2, hp 14, Init +3, Spd 40'/x4; AC 19 (touch 15, flat-footed 16) [[+3 dex, +4 armor, +2 deflection (potion)]]; Base Atk/Grp +1/+3; Atk +3 melee (1d8+2, long sword (19-20/x2 crit)) or +3 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +4 ranged (1d8+2, composite longbow (20/x3 crit)); Full Atk +1 melee (1d8+2, long sword (19-20/x2 crit)) or +1 melee (1d4+2, spiked gauntlet (20/x2 crit)) and +1 melee (1d6+1, short sword (19-20/x2 crit)) or +4 ranged (1d8+2, composite longbow (20/x3 crit)); SA Rage; AL CN; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +9 (elixir +10), Listen +4, Survival +4; Two-Weapon Fighting

*Possessions (each):* 2 Potions of Cure Light Wounds, Long Sword, Short Sword, Spiked Gauntlet, Chain Shirt, Mighty (+2) Composite Long Bow, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

**Rage (Ex):** HD 1d12+4, hp 16; AC 17 (touch 13, flat-footed 14); Grapple +5; Atk +5 melee

(1d8+4, long sword (19-20/x2 crit)) or +5 melee (1d4+4, spiked gauntlet (20/x2 crit)); Full Atk +3 melee (1d8+4, long sword (19-20/x2 crit)) or +3 melee (1d4+4, spiked gauntlet (20/x2 crit)) and +3 melee (1d6+2 short sword (19-20/x2 crit)); Fort +6, Will +2, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Yerroc:** Male Half-Orc Bbn 1/Rog 3, CR 4, Medium Humanoid; HD 3d6+1d12+8, hp 29, Init +2, Spd 40'/x4; AC 18 (touch 14, flat footed 16) [[+2 dex, +4 armor, +2 deflection (potion)]]; Base Atk/Grp +3/+5; Atk +6 melee (1d12+3, great axe (20/x3 crit)) or +5 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +5 melee (1d6+2, sap (20/x2)); SA Rage, Evasion, Sneak Attack; AL CE; SV Fort +6, Ref +6, Will +1; Str 14, Dex 14, Con 15, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +7, Hide +17 (elixir +10), Move Silently +7, Open Lock +7, Search +4, Sleight of Hand +8, Spot +4, Survival +2, Tumble +7; Dodge, Mobility

*Possessions:* Key (to locked chest in his tent), Chain Shirt, Masterwork Great Axe, Spiked Gauntlet, Sap, Locked Gauntlet, Potion of Cure Moderate Wounds, Dust of Tracelessness, Cloak of Resistance +1, Bag of Holding type I, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

**Rage (Ex):** HD 3d6+1d12+16, hp 37; AC 14 (touch 10, flat-footed 12); Grapple +7; Atk +8 melee (1d12+6, great axe (20/x3 crit)) or +7 melee (1d4+4, spiked gauntlet (20/x2 crit)) or +7 melee (1d6+4, sap (20/x2)); Fort +8, Will +4, Str 18, Con 19. Lasts for 7 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 2d6 damage.

**Cadan ap Trennis:** Male Human Rgr2, CR 2, Medium Humanoid; HD 2d8+2; hp 15, Init +2, Spd 30 ft/x4; AC 16 (touch 12, flat-footed 14) [[+4 armor, +2 dex]]; Base Atk/Grp +2/+2; Atk +3 melee (1d8, long sword (19-20/x2 crit)) or Full Atk +1 melee (1d8, long sword (19-20/x2 crit)) and +1 melee (1d6, short sword (19-20/x2 crit)); AL NG; SV Fort +5, Ref +6, Will +2; Str 10, Dex 15, Con 12, Int 14, Wis 12, Cha 12.

*Favored Enemy:* Orcs (+2)

*Skills and Feats:* Handle Animal +6, Knowledge (dungeoneering) +3, Knowledge (geography) +7, Knowledge (nature) +9, Listen +6, Move Silently +6, Ride +9, Spot +6, Survival +6, Swim +2; Combat Expertise, Improved Disarm, Track, Two-Weapon Fighting

*Possessions:* Masterwork Long Sword, Masterwork Short Sword, Masterwork Chain Shirt, Cloak of Resistance +1, Wand of Cure Light Wounds

## Encounter One – APL 6

**Haret:** Male Half-Orc Clr 6; CR 6, Medium Humanoid; HD 6d8+12, hp 45, Init +0, Spd 20'/x3; AC 20 (touch 12, flat-footed 20) [[+8 armor, +2 deflection (potion)]]; Base Atk/Grp +4/+4; Atk +6 melee (1d8+1, spear +1 (20/x3 crit)) or +4 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +8, Ref +3, Will +9; Str 10, Dex 10, Con 14, Int 8, Wis 17, Cha 8.

*Skills and Feats:* Concentration +8, Hide +5 (elixir +10), Knowledge: Religion +2; Combat Casting, Spell Focus: Necromancy, Profane Boost

*Possessions:* Masterwork Full Plate, +1 Spear, Spiked Gauntlet, Vest of Resistance +1, Divine Focus, Potion of Cure Moderate Wounds, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

*Spells Prepared* (5/4/4/3, base DC = 13 + spell level; necromancy spells are DC 14 + spell level): 0—[Cure Minor Wounds (3), Guidance, Read Magic]; 1—[Magic Weapon\*, Doom, Deathwatch, Shield of Faith]; 2—[Spiritual Weapon\*, Bear's Endurance, Silence, Sound Burst]; 3—[Magic Circle Against Good\*, Dispel Magic, Wrack]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)].

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 2, CR 2, Medium Humanoid; HD 2d12+4, hp 23, Init +3, Spd 40'/x4; AC 19 (touch 15, flat-footed 19) [[+3 dex, +4 armor, +2 deflection (potion)]]; Base Atk/Grp +2/+4; Atk +5 melee (1d8+2, long sword (19-20/x2 crit)) or +4 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +5 ranged (1d8+2, composite longbow (20/x3 crit)); Full Atk +3 melee (1d8+2, long sword (19-20/x2 crit)) and +3 melee (1d6+1, short sword (19-20/x2 crit)) or +4 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +5 ranged (1d8+2, composite longbow (20/x3 crit)); SA Rage, Uncanny Dodge; AL CN; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +15 (elixir +10), Listen +4, Survival +4; Two-Weapon Fighting

*Possessions:* Potion of Cure Moderate Wounds, Masterwork Long Sword, Masterwork Short Sword, Spiked Gauntlet, Chain Shirt, Mighty (+2) Composite Longbow, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

**Rage (Ex):** HD 2d12+8, hp 27; AC 17 (touch 13, flat-footed 17); Grapple +6; Atk +7 melee (1d8+4, long sword (19-20/x2 crit)); Full Atk +5 melee (1d8+4, long sword (19-20/x2 crit)) or +4 melee (1d4+4, spiked gauntlet (20/x2 crit)) and +5 melee (1d6+2, short sword (19-20/x2 crit)); Fort +7, Will +2, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Yerroc:** Male Half-Orc Bbn 1/Rog 5, CR 6, Medium Humanoid; HD 5d6+1d12+12, hp 41, Init +2, Spd 40'/x4; AC 18 (touch 14, flat footed 18) [[+2 dex, +4 armor, +2 deflection (potion)]]; Base Atk/Grp +4/+6; Atk +7 melee (1d12+4, great axe (20/x3 crit)) or +6 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +6 melee (1d6+2, sap (20/x2)); SA Rage, Evasion, Sneak Attack, Uncanny Dodge; AL CE; SV Fort +5, Ref +6, Will +3; Str 14, Dex 14, Con 15, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +9, Hide +21 (elixir +10), Move Silently +11, Open Lock +9, Search +6, Sleight of Hand +11, Spot +6, Survival +2, Tumble +11; Dodge, Mobility, Iron Will

*Possessions:* Key (to locked chest in his tent), Masterwork Chain Shirt, +1 Great Axe, Spiked Gauntlet, Locked Gauntlet, Sap, Potion of Cure Moderate Wounds, Dust of Tracelessness, Bag of Holding type I, ~~Elixir of Hiding, Potion of Shield of Faith +2~~

**Rage (Ex):** HD 5d6+1d12+16, hp 49; AC 16 (touch 12, flat-footed 16); Grapple +7; Atk +9 melee (1d12+7, great axe (20/x3 crit)) or +8 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +8 melee (1d6+2, sap (20/x2)); Fort +8, Will +5, Str 18, Con 19. Lasts for 7 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 3d6 damage.

**Cadan ap Trennis:** Male Human Brd1/Ftr1/Rgr2, CR 4, Medium Humanoid; HD 1d6+1d10+2d8+4; hp 27, Init +3, Spd 30 ft/x4; AC 19 (touch 14, flat-footed 14) [[+5 armor, +3 dex, +1 deflection]]; Base Atk/Grp +3/+3; Atk +4 melee (1d8, long sword (19-20/x2 crit)) or Full Atk +2 melee (1d8, long sword (19-20/x2 crit)) and +2 melee (1d6, short sword (19-20/x2 crit)); AL NG; SV Fort +6, Ref +8, Will +3; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

*Favored Enemy:* Orcs (+2); Bardic Knowledge: 1d20+3

*Skills and Feats:* Diplomacy +4, Gather Information +2, Handle Animal +7, Knowledge (dungeoneering) +3, Knowledge (geography) +7, Knowledge (nature) +9, Listen +6, Move Silently +7, Perform (instrument) +3, Ride +12, Sense Motive +2, Spot +6, Survival +6, Swim +4; Combat Expertise, Improved Disarm, Track, Two-Weapon Fighting, Combat Reflexes, Dodge

*Possessions:* Masterwork Long Sword, Masterwork Short Sword, +1 Chain Shirt, Ring of Protection +1, Wand of Cure Light Wounds

*Spells Per Day* (2, base DC = 11 + spell level).

*Spells Known:* 0—[Know Direction, Mage Hand, Mending, Message].

## Encounter One – APL 8

**Haret:** Male Half-Orc Clr 8; CR 8, Medium Humanoid; HD 8d8+16, hp 59, Init +0, Spd 20'/x3; AC 22 (touch 13, flat-footed 22) [[+9 armor, +3 deflection (potion)]]; Base Atk/Grp +6/+6; Atk +8 melee (1d8+1, spear +1 (20/x3 crit)) or +7 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +8/+3 (1d8+1, spear +1 (20/x3 crit)) or +7/+2 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +9, Ref +3, Will +12; Str 10, Dex 10, Con 14, Int 8, Wis 18, Cha 8.

*Skills and Feats:* Concentration +10, Hide +5 (elixir +10), Knowledge: Religion +2; Combat Casting, Spell Focus: Necromancy, Profane Boost

*Possessions:* +1 Full Plate, +1 Spear, Spiked Gauntlet, Ring of Protection +1, Vest of Resistance +1, Divine Focus, 2 Potions of Cure Moderate Wounds, ~~Potion of Shield of Faith +3, Elixir of Hiding~~

Spells Prepared (6/6/4/4/3, base DC = 14 + spell level; necromancy spells are DC 15 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Shield of Faith, Doom, Deathwatch, Divine Favor, Entropic Shield]; 2—[Spiritual Weapon\*, Bear's Endurance, Silence, Sound Burst]; 3—[Magic Circle Against Good\*, Blindness/Deafness, Dispel Magic, Wrack]; 4—[Divine Power\*, Freedom of Movement, Spell Immunity]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)].

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 2/Ftr 2, CR 4, Medium Humanoid; HD 2d12+2d10+8, hp 39, Init +3, Spd 40'/x4; AC 20 (touch 16, flat-footed 20) [[+3 dex, +4 armor, +3 deflection (potion)]]; Base Atk/Grp +4/+6; Atk +7 melee (1d8+3, orc double axe +1 (20/x3 crit)) or +6 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +7 ranged (1d8+2, composite longbow (20/x3 crit)); Full Atk +5 melee (1d8+3, orc double axe +1 (20/x3 crit)) and +5 melee (1d8+1, orc double axe (20/x3 crit)) or +6 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +7 ranged (1d8+2 composite longbow (20/x3 crit)); SA Rage, Uncanny Dodge; AL CN; SV Fort +8, Ref +3, Will +0; Str 14, Dex 17, Con 14, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +15 (elixir +10), Listen +5, Survival +4, Swim -2; Two-Weapon

Fighting, Exotic Weapon Proficiency: Orc Double Axe, Weapon Focus: Orc Double Axe

*Possessions:* Potion of Cure Moderate Wounds, +1/Masterwork Orc Double Axe, Chain Shirt, Mighty (+2) Composite Longbow, ~~Potion of Shield of Faith +3, Elixir of Hiding~~

**Rage (Ex):** HD 2d12+2d10+16, hp 47; AC 18 (touch 14, flat-footed 18); Grapple +8; Atk +9 melee (1d8+5, orc double axe (20/x3 crit)) or +8 melee (1d4+4, spiked gauntlet (20/x2 crit)); Full Atk +7 melee (1d8+5, orc double axe (20/x3 crit)) and +7 melee (1d8+2 orc double axe (20/x3 crit)) or +8 melee (1d4+4, spiked gauntlet (20/x2 crit)); Fort +10, Will +2, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Yerroc:** Male Half-Orc Bbn 1/Rog 7, CR 8, Medium Humanoid; HD 7d6+1d12+24, hp 61, Init +2, Spd 40'/x4; AC 20 (touch 15, flat footed 20) [[+2 dex, +5 armor, +3 deflection (potion)]]; Base Atk/Grp +6/+8; Atk +9 melee (1d12+4 great axe +1 (20/x3 crit)) or +8 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +8 melee (1d6+2, sap (20/x2)); Full Atk +9/+4 melee (1d12+4 great axe (20/x3 crit)) or +8/+3 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +8/+3 melee (1d6+2, sap (20/x2)); SA Rage, Evasion, Sneak Attack, Uncanny Dodge; AL CE; SV Fort +8, Ref +8, Will +5; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +11, Hide +23 (elixir +10), Move Silently +13, Open Lock +11, Search +8, Sleight of Hand +13, Spot +8, Survival +2, Tumble +13; Dodge, Mobility, Iron Will

*Possessions:* Key (to locked chest in his tent), Masterwork Chain Shirt, +1 Great Axe, Spiked Gauntlet, Locked Gauntlet, Sap, Potion of Cure Moderate Wounds, Dust of Tracelessness, Bag of Holding type I, Cloak of Resistance +1, ~~Potion of Shield of Faith +3, Elixir of Hiding~~

**Rage (Ex):** HD 7d6+1d12+40, hp 77; AC 18 (touch 13, flat-footed 18); Grapple +10; Atk +11 melee (1d12+7, great axe (20/x3 crit)) or +10 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +10 melee (1d6+2, sap (20/x2)); Full Atk +11/+6 melee (1d12+7, great axe (20/x3 crit)) or +10/+5 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +10/+5 melee (1d6+2, sap (20/x2)); Fort +10, Will +7, Str 18, Con 20. Lasts for 8 rounds, usable once per day.

Sneak Attack (Ex): Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 4d6 damage.

**Cadan ap Trennis:** Male Human  
Brd2/Ftr1/Rgr3, CR 6, Medium Humanoid; HD 2d6+1d10+3d8+6; hp 38, Init +3, Spd 30 ft/x4; AC 19 (touch 14, flat-footed 14) [[+5 armor, +3 dex, +1 deflection]]; Base Atk/Grp +5/+5; Atk +6 melee (1d8+1, long sword (19-20/x2 crit)) or Full Atk +4 melee (1d8+1, long sword (19-20/x2 crit)) and +4 melee (1d6, short sword (19-20/x2 crit)); AL NG; SV Fort +6, Ref +9, Will +5; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Favored Enemy: Orcs (+2); Bardic Knowledge: 1d20+4

*Skills and Feats:* Diplomacy +6, Gather Information +2, Handle Animal +7, Knowledge (arch. and eng.) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +7, Knowledge (local) +4, Knowledge (nature) +9, Knowledge (nobility) +3, Listen +6, Move Silently +7, Perform (Instrument) +5, Ride +12, Search +3, Sense Motive +4, Spot +8, Survival +10, Swim +4; Combat Expertise, Endurance, Improved Disarm, Track, Two-Weapon Fighting, Combat Reflexes, Dodge, Negotiator

*Possessions:* +1 Long Sword, Masterwork Short Sword, +1 Chain Shirt, Ring of Protection +1, Wand of Cure Light Wounds

*Spells Per Day* (3/1, base DC = 11 + spell level).

*Spells Known:* 0—[Ghost Sound, Know Direction, Mage Hand, Mending, Message]; 1—[Expeditious Retreat, Feather Fall].

## Encounter One – APL 10

**Haret:** Male Half-Orc Clr 10; CR 10, Medium Humanoid; HD 10d8+20, hp 73, Init +0, Spd 20'/x3; AC 23 (touch 14, flat-footed 23) [[+9 armor, +4 deflection (potion)]]; Base Atk/Grp +7/+7; Atk +9 melee (1d8+1, spear +1 (20/x3 crit)) or +7 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +9/+4 (1d8+1, spear +1 (20/x3 crit)) or +7/+2 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +10, Ref +4, Will +13; Str 10, Dex 10, Con 14, Int 8, Wis 20, Cha 8.

**Skills and Feats:** Concentration +12, Hide +5 (elixir +10), Knowledge: Religion +2; Combat Casting, Spell Focus: Necromancy, Profane Boost, Greater Spell Focus: Necromancy

**Possessions:** +1 Full Plate, +1 Spear, Spiked Gauntlet, Vest of Resistance +1, Periapt of Wisdom +2, Divine Focus, 2 Potions of Cure Moderate Wounds, ~~Potion of Shield of Faith +4, Elixir of Hiding~~

Spells Prepared (6/6/5/4/4/3, base DC = 15 + spell level; necromancy spells are DC 17 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Shield of Faith, Doom, Deathwatch, Divine Favor, Entropic Shield]; 2—[Spiritual Weapon\*, Bear's Endurance, Cure Moderate Wounds, Silence, Sound Burst]; 3—[Magic Circle Against Good\*, Blindness/Deafness, Dispel Magic, Wrack]; 4—[Divine Power\*, Cure Critical Wounds, Freedom of Movement, Spell Immunity]; 5—[Flame Strike\*, Righteous Might, Mass Inflict Light Wounds]

\*Domain spell. **Domains:** [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)].

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 4/Ftr 2, CR 6, Medium Humanoid; HD 4d12+2d10+12, hp 57, Init +3, Spd 40'/x4; AC 21 (touch 17, flat-footed 21) [[+3 dex, +4 armor, +4 deflection (potion)]]; Base Atk/Grp +6/+8; Atk +10 melee (1d8+3, orc double axe +1 (20/x3 crit)) or +8 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +9 ranged (1d8+2, composite longbow (20/x3 crit)); Full Atk +8/+3 melee (1d8+3, orc double axe +1 (20/x3 crit)) and +8/+3 melee (1d8+2, orc double axe +1 (20/x3 crit)) or +8/+3 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +9/+4 ranged (1d8+2 composite longbow (20/x3 crit)); SA Rage, Uncanny Dodge; AL CN; SV Fort +9, Ref

+4, Will +1; Str 14, Dex 17, Con 14, Int 6, Wis 10, Cha 6.

**Skills and Feats:** Hide +15 (elixir +10), Listen +7, Survival +6, Swim -2; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Weapon Focus: Orc Double Axe, Improved Two-Weapon Fighting

**Possessions:** Potion of Cure Moderate Wounds, +1/+1 Orc Double Axe, Spiked Gauntlet, Chain Shirt, Mighty (+2) Composite Longbow, ~~Potion of Shield of Faith +4, Elixir of Hiding~~

**Rage (Ex):** HD 4d12+2d10+24, hp 69; AC 19 (touch 15, flat-footed 19); Grapple +10; Atk +12 melee (1d8+5, orc double axe (20/x3 crit)) or +10 melee (1d4+4, spiked gauntlet (20/x2 crit)); Full Atk +10/+5 melee (1d8+5, orc double axe (20/x3 crit)) and +10/+5 melee (1d8+3 orc double axe (20/x3 crit)) or +10/+5 melee (1d4+4, spiked gauntlet (20/x2 crit)); Fort +11, Will +3, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Yerroc:** Male Half-Orc Bbn 1/Rog 9, CR 10, Medium Humanoid; HD 9d6+1d12+24, hp 75, Init +3, Spd 40'/x4; AC 22 (touch 17, flat footed 22) [[+3 dex, +5 armor, +4 deflection (potion)]]; Base Atk/Grp +7/+9; Atk +10 melee (1d12+4 great axe +1 (20/x3 crit)) or +9 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +9 melee (1d6+2, sap (20/x2)); Full Atk +10/+5 melee (1d12+4 great axe +1 (20/x3 crit)) or +9/+4 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +9/+4 melee (1d6+2, sap (20/x2)); SA Rage, Evasion, Sneak Attack, Uncanny Dodge, Improved Uncanny Dodge; AL CE; SV Fort +10, Ref +11, Will +7; Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 6.

**Skills and Feats:** Disable Device +13, Hide +26 (elixir +10), Move Silently +16, Open Lock +14, Search +12, Sleight of Hand +16, Spot +8, Survival +2, Tumble +16; Dodge, Mobility, Iron Will, Elusive Target

**Possessions:** Key (to locked chest in his tent), +1 Chain Shirt, +1 Great Axe, Spiked Gauntlet, Sap, Locked Gauntlet, 2 Potions of Cure Moderate Wounds, Dust of Tracelessness, Bag of Holding type II, Cloak of Resistance +1, Bracers of Dexterity +2, ~~Potion of Shield of Faith +4, Elixir of Hiding~~

**Rage (Ex):** HD 9d6+1d12+44, hp 95; AC 18 (touch 12, flat-footed 18); Grapple +11; Atk +12 melee (1d12+7, great axe +1 (20/x3 crit)) or +11



melee (1d4+4, spiked gauntlet (20/x2 crit)) or +11 melee (1d6+4, sap (20/x2)); Full Atk +12/+7 melee (1d12+7, great axe +1 (20/x3 crit)) or +11/+9 melee (1d4+4, spiked gauntlet (20/x2 crit)) or +11/+9 melee (1d6+4, sap (20/x2)); Fort +12, Will +9, Str 18, Con 20. Lasts for 8 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 5d6 damage.

**Improved Uncanny Dodge (Ex):** Yerroc can only be flanked by a 13<sup>th</sup> level rogue or higher.

**Cadan ap Trennis:** Male Human Brd 2/Ftr 2/Rgr 4, CR 8, Medium Humanoid; HD 2d6+2d10+4d8+8; hp 51, Init +3, Spd 30 ft/x4; AC 19 (touch 14, flat-footed 19) [[+5 armor, +3 dex, +1 deflection]]; Base Atk/Grp +7/+7; Atk +8 melee (1d8+1, long sword (19-20/x2 crit)) or Full Atk +6/+1 melee (1d8+1, long sword (19-20/x2 crit)) and +6 melee (1d6+1, short sword (19-20/x2 crit)); AL NG; SV Fort +8, Ref +10, Will +5; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 14.

**Favored Enemy:** Orcs (+2), Magical Beasts (+4); **Bardic Knowledge:** 1d20+4

**Skills and Feats:** Diplomacy +6, Gather Information +2, Handle Animal +7, Hide +6, Knowledge (arch. and eng.) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +7, Knowledge (history) +3, Knowledge (local) +4, Knowledge (nature) +9, Knowledge (nobility) +3, Listen +6, Move Silently +13, Perform (Instrument) +5, Ride +15, Search +3, Sense Motive +4, Spot +11, Survival +10, Swim +8; Combat Expertise, Endurance, Improved Disarm, Track, Two-Weapon Fighting, Combat Reflexes, Dodge, Negotiator

**Possessions:** +1 Long Sword, +1 Short Sword, +1 Chain Shirt, Ring of Protection +1, Cloak of Charisma +2, Wand of Cure Light Wounds

**Bard Spells Per Day (3/1,** base DC = 12 + spell level).

**Spells Known:** 0—[Ghost Sound, Know Direction, Mage Hand, Mending, Message]; 1—[Expeditious Retreat, Feather Fall].

**Ranger Spells Per Day (0/1,** base DC 11 + spell level).

**Spells Known:** 1—[Pass Without Trace].

## Encounter One – APL 12

**Haret:** Male Half-Orc Clr 12; CR 12, Medium Humanoid; HD 12d8+24, hp 87, Init +0, Spd 20'/x3; AC 24 (touch 15, flat-footed 24) [[+9 armor, +5 deflection (potion)]]; Base Atk/Grp +9/+9; Atk +11 melee (1d8+1, spear (20/x3 crit)) or +9 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +11/+6 (1d8+1, spear +1 (20/x3 crit)) or +9/+4 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +13, Ref +7, Will +16; Str 10, Dex 10, Con 14, Int 8, Wis 23, Cha 8.

**Skills and Feats:** Concentration +14, Hide +5 (elixir +10), Knowledge: Religion +2; Combat Casting, Spell Focus: Necromancy, Extra Turning, Greater Spell Focus: Necromancy, Profane Burst

**Possessions:** +1 Full Plate, +1 Spear, Spiked Gauntlet, Vest of Resistance +2, Periapt of Wisdom +4, Divine Focus, 2 Potions of Cure Serious Wounds, ~~Potion of Shield of Faith +5, Elixir of Hiding~~

Spells Prepared (6/7/5/5/4/4/2, base DC = 16 + spell level; necromancy spells are DC 18 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Shield of Faith, Doom, Deathwatch, Divine Favor, Entropic Shield]; 2—[Spiritual Weapon\*, Bear's Endurance, Cure Moderate Wounds, Silence, Sound Burst]; 3—[Magic Circle Against Good\*, Blindness/Deafness, Dispel Magic, Wrack]; 4—[Divine Power\*, Cure Critical Wounds, Freedom of Movement, Spell Immunity]; 5—[Flame Strike\*, Insect Plague, Righteous Might, Mass Inflict Light Wounds]; 6—[Blade Barrier\*, Greater Dispel Magic]

\*Domain spell. **Domains:** [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)].

**Gru, Tef, Vorg, Zej:** Male Half-Orc Bbn 4/Ftr 4, CR 8, Medium Humanoid; HD 4d12+4d10+16, hp 73, Init +4, Spd 40'/x4; AC 24 (touch 19, flat-footed 24) [[+4 dex, +5 armor, +5 deflection (potion)]]; Base Atk/Grp +8/+10; Atk +12 melee (1d8+5, orc double axe (20/x3 crit)) or +10 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +12 ranged (1d8+2, composite longbow (20/x3 crit)); Full Atk +10/+5 melee (1d8+5, orc double axe (20/x3 crit)) and +10/+5 melee (1d8+4, orc double axe (20/x3 crit)) or +10/+5 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +12/+7 ranged (1d8+2 composite longbow (20/x3 crit)); SA Rage, Uncanny Dodge; AL CN; SV Fort +10,

Ref +6, Will +2; Str 14, Dex 18, Con 14, Int 6, Wis 10, Cha 6.

**Skills and Feats:** Hide +15 (elixir +10), Listen +7, Survival +6, Swim -2; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Weapon Focus: Orc Double Axe, Improved Two-Weapon Fighting, Weapon Specialization: Orc Double Axe

**Possessions:** 2 Potions of Cure Moderate Wounds, +1/+1 Orc Double Axe, +1 Mithral Chain Shirt, Mighty (+2) Composite Longbow, Cloak of Resistance +1, ~~Potion of Shield of Faith +5, Elixir of Hiding~~

**Rage (Ex):** HD 4d12+4d10+32, hp 89; AC 22, (touch 17, flat-footed 22); Grapple +12; Atk +14 melee (1d8+7, orc double axe (20/x3 crit)) or +12 melee (1d4+2, spiked gauntlet (20/x2 crit)); Full Atk +14/+9 melee (1d8+7, orc double axe (20/x3 crit)) and +10/+5 melee (1d8+6 orc double axe (20/x3 crit)) or +12/+7 melee (1d4+4, spiked gauntlet (20/x2 crit)); Fort +12, Will +4, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Yerroc:** Male Half-Orc Bbn 1/Rog 11, CR 12, Medium Humanoid; HD 11d6+1d12+36, hp 81, Init +3, Spd 40'/x4; AC 26 (touch 18, flat footed 26) [[+3 dex, +5 armor, +5 deflection (potion), +3 natural]]; Base Atk/Grp +9/+11; Atk +10 melee (3d6+4 large great axe (20/x3 crit)) or +11 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +11 melee (1d6+2, sap (20/x2)); Full Atk +10/+5 melee (3d6+4 large great axe (20/x3 crit)) or +11/+6 melee (1d4+2, spiked gauntlet (20/x2 crit)) or +11/+6 melee (1d6+4, sap (20/x2)); SA Rage, Evasion, Sneak Attack, Uncanny Dodge, Improved Uncanny Dodge, Slippery Mind; AL CE; SV Fort +10, Ref +12, Will +7; Str 14, Dex 16, Con 17, Int 10, Wis 10, Cha 6.

**Skills and Feats:** Disable Device +15, Hide +18, Move Silently +18, Open Lock +16, Search +15, Sleight of Hand +18, Spot +9, Survival +2, Tumble +18; Dodge, Mobility, Iron Will, Elusive Target, Monkey Grip

**Possessions:** Key (to locked chest in his tent), +1 Mithral Chain Shirt, +1 Large Adamantine Great Axe, Spiked Gauntlet, Sap, Locked Gauntlet, 2 Potions of Cure Moderate Wounds, Dust of Tracelessness, Cloak of Resistance +1, Bracers of Dexterity +2, Potion of Barkskin +3, Ring of Jumping, Heward's Handy Haversack, ~~Potion of Shield of Faith +5, Elixir of Hiding~~

**Rage (Ex):** HD 11d6+1d12+60, hp 105; AC 24 (touch 16, flat-footed 24); Grapple +13; Atk +12 melee (3d6+7, large great axe (20/x3 crit)) or +13 melee (1d4+4, spiked gauntlet (20/x2 crit)) or +13 melee (1d6+4, sap (20/x2)); Full Atk +12/+7 melee (3d6+7, great axe (20/x3 crit)) or +13/+8 melee (1d4+4, spiked gauntlet (20/x2 crit)) or +13/+8 melee (1d6+4, sap (20/x2)); Fort +12, Will +9, Str 18, Con 21. Lasts for 8 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 6d6 damage.

**Improved Uncanny Dodge (Ex):** Yerroc can only be flanked by a 15<sup>th</sup> level rogue or higher.

**Cadan ap Trennis:** Male Human Brd 2/Ftr 2/Rgr 6, CR 10, Medium Humanoid; HD 2d6+2d10+6d8+10; hp 63, Init +3, Spd 30 ft/x4; AC 19 (touch 14, flat-footed 19) [[+5 armor, +3 dex, +1 deflection]]; Base Atk/Grp +7/+7; Atk +8 melee (1d8, long sword (19-20/x2 crit)) or Full Atk +6/+1 melee (1d8+1, long sword (19-20/x2 crit)) and +6 melee (1d6+1, short sword (19-20/x2 crit)); AL NG; SV Fort +8, Ref +10, Will +5; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 14.

**Favored Enemy:** Orcs (+2), Magical Beasts (+4); **Bardic Knowledge:** 1d20+4

**Skills and feats:** Diplomacy +6, Gather Information +2, Handle Animal +7, Hide +6, Knowledge (arch. and eng.) +3, Knowledge (dungeoneering) +3, Knowledge (geography) +7, Knowledge (history) +3, Knowledge (local) +4, Knowledge (nature) +9, Knowledge (nobility) +3, Listen +6, Move Silently +13, Perform (Instrument) +5, Ride +15, Search +3, Sense Motive +4, Spot +11, Survival +10, Swim +8; **Combat Expertise, Endurance, Improved Disarm, Track, Two-Weapon Fighting, Combat Reflexes, Dodge, Negotiator**

**Possessions:** +1 Long sword, +1 Short Sword, +1 Mithral Chain Shirt, Ring of Protection +1, Cloak of Charisma +2, Wand of Cure Light Wounds

**Bard Spells Per Day (3/1, base DC = 12 + spell level).**

**Spells Known:** 0—[Ghost Sound, Know Direction, Mage Hand, Mending, Message]; 1—[Expeditious Retreat, Feather Fall].

**Ranger Spells Per Day (0/2, base DC 11 + spell level).**

**Spells Known:** 1—[Pass Without Trace, Traveler's Mount].

## Encounter Eight - APL 4

**Korbec:** Male Half-Orc Clr 8; CR 8, Medium Humanoid; HD 8d8+8, hp 51, Init -1, Spd 20'/x3; AC 20 (touch 11, flat-footed 20) [[+9 armor, -1 dex, +2 deflection (potion)]]; Base Atk/Grp +6/+6; Atk +8 melee (1d8+1, spear +1 (20/x3 crit)) or +6 melee (1d4, dagger (19-20/x2 crit)) or +6 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +8/+3 melee (1d8+1, spear +1 (20/x3 crit)) or +6/+1 melee (1d4, dagger (19-20/x2 crit)) or +6/+1 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +8, Ref +1, Will +10; Str 10, Dex 8, Con 12, Int 12, Wis 18, Cha 10.

**Skills and Feats:** Concentration +11, Diplomacy +2, Knowledge: Religion +12, Spellcraft +10; True Believer, Still Spell, Divine Metamagic (Still Spell)

**Possessions:** +1 Full Plate, +1 Spear, Cold Iron Dagger, Spiked Gauntlet, Divine Focus, 2 Potions of Cure Serious Wounds, ~~Potion of Shield of Faith~~ +2, 1 Pearl of Power 1<sup>st</sup> level, Spell Pouch

**Spells Prepared** (6/5/4/4/3, DC = 14 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Command, Deathwatch, Sanctuary, Shield of Faith]; 2—[Spiritual Weapon\*, ~~Bear's Endurance~~, Hold Person, Silence]; 3—[~~Magic Circle Against Good\*~~, ~~Bestow Curse~~, ~~Blindness/Deafness~~, ~~Contagion~~, Dispel Magic]; 4—[~~Unholy Blight\*~~, ~~Divine Power~~, ~~Freedom of Movement~~]

\*Domain spell. **Domains:** [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)]

**Holg and Engong:** Male and Female Half-Orc Bbn 1/Ftr 1; CR 2; HD 1d12+1d10+4, hp 22, Init +2, Spd 40'/x4; AC 18 (touch 14, flat-footed 16) [[+4 armor, +2 dex, +2 deflection (potion)]]; Base Atk/Grp +2/+4; Atk +5 melee (1d8+2, orc double axe (20/x3)) or +4 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +3 melee (1d8+2, orc double axe (20/x3)) and +3 melee (1d8+1, orc double axe (20/x3)) or +4 melee (1d4+2, spiked gauntlet (20/x2 crit)); SQ Rage; AL CN; SV Fort +7, Ref +3, Will +1; Str 14, Dex 15, Con 14, Int 8, Wis 10, Cha 6.

**Skills and Feats:** Intimidate +3, Listen +4, Survival +4; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe

**Possessions:** Masterwork Orc Double Axe, Locked Gauntlet, Spiked Gauntlet, Chain Shirt, Potion of Cure Moderate Wounds, ~~Potion of Shield of Faith~~ +2, Cloak of Resistance +1

**Rage (Ex):** HD 1d12+1d10+8, hp 26; AC 18 (touch 14, flat-footed 16); Grapple +6; Atk +7 melee (1d8+4, orc double axe (20/x3)) or +6 melee (1d4+4, spiked gauntlet (20/x2 crit)); Full Atk +5 melee (1d8+4, orc double axe (20/x3)) and +5 melee (1d8+2, orc double axe (20/x3)) or +6 melee (1d4+4, spiked gauntlet (20/x2 crit)); Fort +9, Will +3, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Keth:** Male Half-Orc Bard 2; CR 2; HD 2d6+2, hp 12, Init +0, Spd 30'/x4; AC 16 (touch 12, flat-footed 16) [[+4 armor, +2 deflection (potion)]]; Base Atk/Grp +1/+1; Atk +2 melee (1d8, long sword (19-20/x2 crit)) or +1 ranged (1d6, composite short bow (20/x3 crit)); AL CN; SV Fort +2, Ref +4, Will +4; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 14.

**Skills and Feats:** Diplomacy +9, Gather Information +7, Knowledge (history) +1, Perform (instrument) +7, Perform (vocal) +7, Sense Motive +5; True Believer

**Possessions:** Masterwork Long Sword, Composite Short Bow, 40 Arrows, Masterwork Chain Shirt, Potion of Cure Moderate Wounds, Masterwork Instrument, Cloak of Resistance +1, ~~Potion of Shield of Faith~~ +2

**Bard Spells Per Day** (3/1, base DC = 12 + spell level).

**Spells Known:** 0—[Daze, Mage Hand, Mending, Prestidigitation, Summon Instrument]; 1—[Grease, Tasha's Hideous Laughter].

**Vola:** Female Half-Orc Bbn 1/Rog 1; CR 2; HD 1d12+1d6+2 hp 15, Init +3, Spd 40'/x4; AC 19 (touch 15, flat-footed 16) [[+4 armor, +3 dex, +2 deflection (potion)]]; Base Atk/Grp +1/+1; Atk +2 melee (2d6, great sword (19-20/x2 crit)) or +5 ranged (1d8, composite long bow (20/x3 crit)); SA Rage, Evasion, Sneak Attack; AL CN; SV Fort +3, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 6.

**Skills and Feats:** Disable Device +5, Hide +5, Listen +5, Move Silently +5, Open Lock +7, Perform (dance) +2, Search +5, Spot +4, Survival +4, Tumble +5; Point Blank Shot

**Possessions:** Masterwork Composite Longbow, 40 Arrows, 2 Potions of Cure

Moderate Wounds, Masterwork Great Sword,  
Chain Shirt, ~~Potion of Shield of Faith +2~~

**Rage (Ex):** HD 1d12+1d6+6, hp 19; AC 17 (touch 13, flat-footed 14); Grapple +3; Atk +3 melee (2d6+3, great sword (19-20/x2 crit)); Fort +5, Will +2, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 1d6 damage.

## Encounter Eight - APL 6

**Korbec:** Male Half-Orc Clr 10; CR 10, Medium Humanoid; HD 10d8+10, hp 63, Init +0, Spd 20'/x3; AC 21 (touch 12, flat-footed 21) [[+9 armor, -1 dex, +3 deflection (potion)]]; Base Atk/Grp +7/+7; Atk +9 melee (1d8+1, spear +1 (20/x3 crit)) or +8 melee (1d4, dagger (19-20/x2 crit)) or +7 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +9/+4 melee (1d8+1, spear +1 (20/x3 crit)) or +7/+2 melee (1d4, dagger (19-20/x2 crit)) or +7/+2 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +8, Ref +3, Will +11; Str 10, Dex 8, Con 12, Int 12, Wis 18, Cha 10.

*Skills and Feats:* Concentration +12, Diplomacy +2, Knowledge: Religion +14, Spellcraft +12; True Believer, Still Spell, Divine Metamagic (Still Spell), Extra Turning

*Possessions:* +1 Full Plate, +1 Spear, Cold Iron Dagger, Spiked Gauntlet, Divine Focus, 2 Potions of Cure Serious Wounds, 2 Pearls of Power 1<sup>st</sup> level, 1 Pearl of Power 2<sup>nd</sup> level, Ring of Sustenance, Spell Pouch, ~~Potion of Shield of Faith +3~~

*Spells Prepared* (6/5/5/4/4/2, DC = 14 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Command (2), Deathwatch, Shield of Faith]; 2—[Spiritual Weapon\*, ~~Bear's Endurance~~, Hold Person (2), Silence]; 3—[~~Magic Circle Against Good\*~~, Bestow Curse, Blindness/Deafness, ~~Dispel Magic~~]; 4—[~~Unholy Blight\*~~, ~~Cure Critical Wounds~~, ~~Divine Power~~, ~~Freedom of Movement~~]; 5—[~~Flame Strike\*~~, ~~Righteous Might~~]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear)]

**Holg and Engong:** Male and Female Half-Orc Bbn 2/Ftr 2; CR 4; HD 2d12+2d10+8, hp 39, Init +3, Spd 40'/x4; AC 20 (touch 16, flat-footed 20) [[+4 armor, +3 dex, +3 deflection (potion)]]; Base Atk/Grp +4/+6; Atk +7 melee (1d8+3, orc double axe (20/x3 crit)) or +4 melee (1d4+2, spiked gauntlet (20/x2 crit)); Full Atk +5 melee (1d8+3, orc double axe (20/x3 crit)) and +5 melee (1d8+1, orc double axe (20/x3 crit)) or +6 melee (1d4+2, spiked gauntlet (20/x2 crit)); SQ Rage, Uncanny Dodge; AL CN; SV Fort +9, Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Intimidate +3, Listen +4, Survival +4; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Dodge, Mobility

*Possessions:* Masterwork Orc Double Axe, Masterwork Chain Shirt, 2 Potions of Cure Moderate Wounds, Cloak of Resistance +1, ~~Potion of Shield of Faith +3~~, Locked Gauntlet, Spiked Gauntlet

**Rage (Ex):** HD 2d12+2d10+16, hp 47; AC 18 (touch 14, flat-footed 18); Grapple +8; Atk +9 melee (1d8+4, orc double axe (20/x3 crit)) or +8 melee (1d4+4, spiked gauntlet (20/x2 crit)); Full Atk +7 melee (1d8+4, orc double axe (20/x3 crit)) and +7 melee (1d8+2, orc double axe (20/x3 crit)) or +8 melee (1d4+4, spiked gauntlet (20/x2 crit)); Fort +11, Will +4, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Keth:** Male Half-Orc Bard 4; CR 4; HD 4d6+4, hp 22, Init +4, Spd 30'/x4; AC 18 (touch 13, flat-footed 18) [[+5 armor, +3 deflection (potion)]]; Base Atk/Grp +3/+3; Atk +4 melee (1d8+1, long sword (19-20/x2 crit)) or +3 ranged (1d6, composite short bow (20/x3 crit)); AL CN; SV Fort +2, Ref +4, Will +4; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 15.

*Skills and Feats:* Diplomacy +11, Gather Information +9, Knowledge (arcane) +1, Knowledge (geography) +1, Knowledge (history) +1, Perform (instrument) +9, Perform (vocal) +9, Sense Motive +7; True Believer, Improved Initiative

*Possessions:* Masterwork Long Sword, Composite Short Bow, 40 Arrows, +1 Chain Shirt, 2 Potions of Cure Moderate Wounds, Masterwork Instrument, Cloak of Resistance +1, ~~Potion of Shield of Faith +3~~

*Bard Spells Per Day* (3/3/1, base DC = 12 + spell level).

*Spells Known:* 0—[Daze, Flare, Mage Hand, Mending, Prestidigitation, Summon Instrument]; 1—[Cure Light Wounds, Grease, Tasha's Hidesous Laughter]; 2—[Glitterdust, Summon Swarm].

**Vola:** Female Half-Orc Bbn 1/Ftr 1/Rog 2; CR 4; HD 1d12+1d10+2d6+4 hp 27, Init +3, Spd 40'/x4; AC 20 (touch 16, flat-footed 17) [[+4 armor, +3 dex, +3 deflection (potion)]]; Base Atk/Grp +3/+3; Atk +4 melee (2d6, great sword (19-20/x2 crit)) or +7 ranged (1d8, composite long bow (20/x3 crit)); SQ Rage, Evasion, Sneak

Attack; AL CN; SV Fort +5, Ref +6, Will +0; Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +5, Hide +8, Jump +7, Listen +5, Move Silently +8, Open Lock +7, Perform (dance) +2, Search +5, Spot +4, Survival +4, Tumble +8; Dodge, Point Blank Shot, Precise Shot

*Possessions:* Masterwork Composite Longbow, 40 Arrows, 2 Potions of Cure Moderate Wounds, Masterwork Great Sword, Masterwork Chain Shirt, Slippers of Spider Climbing, ~~Potion of Shield of Faith +3~~

**Rage (Ex):** HD 1d12+1d10+2d6+12, hp 35; AC 18 (touch 14, flat-footed 15); Grapple +5; Atk +6 melee (2d6+3, great sword (19-20/x2 crit)); Fort +7, Will +2, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 1d6 damage.

## Encounter Eight - APL 8

**Korbec:** Male Half-Orc Clr 10/Con 2; CR 12, Medium Humanoid; HD 10d8+2d6+12, hp 72, Init +0, Spd 20'/x3; AC 22 (touch 13, flat-footed 22) [[+9 armor, -1 dex, +4 deflection (potion)]]; Base Atk/Grp +8/+8; Atk +10 melee (1d8+1, spear +1 (20/x3 crit)) or +8 melee (1d4, dagger (19-20/x2 crit)) or +8 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +10/+5 melee (1d8+1, spear +1 (20/x3 crit)) or +8/+3 melee (1d4, dagger (19-20/x2 crit)) or +8/+3 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +8, Ref +3, Will +14; Str 10, Dex 8, Con 12, Int 12, Wis 19, Cha 12.

*Skills and Feats:* Concentration +15, Diplomacy +5, Knowledge: Religion +14, Spellcraft +12; True Believer, Still Spell, Divine Metamagic (Still Spell), Extra Turning, Reach Spell

*Possessions:* +1 Full Plate, +1 Spear, Cold Iron Dagger, Spiked Gauntlet, Divine Focus, 2 Potions of Cure Serious Wounds, 2 Pearls of Power 1<sup>st</sup> level, 1 Pearl of Power 2<sup>nd</sup> level, 1 Pearl of Power 3<sup>rd</sup> level, Ring of Sustenance, Spell Pouch, ~~Potion of Shield of Faith +4~~

*Spells Prepared* (6/7/5/5/4/4/2, DC = 14 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Command (2), Deathwatch, Doom (2), Shield of Faith]; 2—[Spiritual Weapon\*, Bear's Endurance, Hold Person (2), Silence]; 3—[Magic Circle Against Good\*, Bestow Curse, Blindness/Deafness, Contagion, Dispel Magic]; 4—[Unholy Blight\*, Cure Critical Wounds, Divine Power, ~~Freedom of Movement~~]; 5—[Flame Strike\*, Righteous Might, Greater Command, Dispel Law]; 6—[Stoneskin\*, ~~Geas/Quest~~]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear); Strength (perform feat of strength, add +10 to your strength for one round as free action)]

**Holg and Engong:** Male and Female Half-Orc Bbn 2/Ftr 4; CR 6; HD 2d12+4d10+12, hp 55, Init +3, Spd 40'/x4; AC 21 (touch 17, flat-footed 21) [[+4 armor, +3 dex, +4 deflection (potion)]]; Base Atk/Grp +6/+8; Atk +10 Two-handed melee (1d8+5, orc double axe (20/x3 crit)) or +8 melee (1d4, spiked gauntlet (20/x2 crit)), Full Atk +8/+3 melee (1d8+5, orc double axe (20/x3 crit)) and +8 melee (1d8+3, orc double axe (20/x3 crit)) or +7 melee (1d4, spiked gauntlet (20/x2

crit)); SQ Rage, Uncanny Dodge; AL CN; SV Fort +10, Ref +5, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Intimidate +5, Listen +4, Survival +4; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Weapon Focus: Orc Double Axe, Dodge, Mobility, Weapon Specialization

*Possessions:* +1/+1 Orc Double Axe, Masterwork Chain Shirt, 2 Potions of Cure Moderate Wounds, Cloak of Resistance +1, ~~Potion of Shield of Faith +4~~, Locked Gauntlet, Spiked Gauntlet

**Rage (Ex):** HD 2d12+4d10+24, hp 67; AC 19, touch 15, flat-footed 19; Grapple +8; Atk +12 Two-handed melee (1d8+7, orc double axe (20/x3 crit)), Full Atk +10/+5 melee (1d8+4, orc double axe (20/x3 crit)) and +10 melee (1d8+4, orc double axe (20/x3 crit)); Fort +12, Will +4, Str 18, Con 18. Lasts for 7 rounds, usable once per day.

**Keth:** Male Half-Orc Bard 6; CR 6; HD 6d6+6, hp 32, Init +4, Spd 30'/x4; AC 19 (touch 14, flat-footed 19) [[+5 armor, +4 deflection (potion)]]; Base Atk/Grp +4/+4; Atk +5 melee (1d8+1, long sword (19-20/x2 crit)) or +4 ranged (1d6, composite short bow (20/x3 crit)); AL CN; SV Fort +3, Ref +5, Will +5; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 15.

*Skills and Feats:* Diplomacy +12, Gather Information +8, Knowledge (arcane) +1, Knowledge (geography) +1, Knowledge (history) +1, Perform (instrument) +8, Perform (vocal) +8, Sense Motive +9; True Believer, Improved Initiative, Negotiator

*Possessions:* Masterwork Long Sword, Composite Short Bow, 40 Arrows, +1 Chain Shirt, 2 Potions of Cure Moderate Wounds, Masterwork Instrument, Cloak of Resistance +1, Circlet of Persuasion, ~~Potion of Shield of Faith +4~~

*Bard Spells Per Day* (3/4/3, base DC = 13 + spell level).

*Spells Known:* 0—[Daze, Flare, Mage Hand, Mending, Prestidigitation, Summon Instrument]; 1—[Charm Person, Cure Light Wounds, Grease, Tasha's Hideous Laughter]; 2—[Calm Emotion, Glitterdust, Summon Swarm].

**Vola:** Female Half-Orc Bbn 1/Ftr 2/Rog 3; CR 6; HD 1d12+2d10+3d6+6 hp 39, Init +3, Spd 40'/x4; AC 21 (touch 17, flat-footed 18) [[+4



armor, +3 dex, +4 deflection (potion)]]; Base Atk/Grp +5/+5; Atk +5 melee (2d6, great sword (19-20/x2 crit)) or +9 ranged (1d8+1, composite long bow (20/x3 crit)); SQ Rage, Evasion, Sneak Attack; AL CN; SV Fort +7, Ref +6, Will +1; Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +5, Hide +10, Jump +9, Listen +5, Move Silently +10, Open Lock +7, Perform (dance) +3, Ride +4, Search +5, Spot +6, Survival +4, Tumble +12; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot

*Possessions:* Masterwork Composite Longbow, 40 Arrows, 2 Potions of Cure Moderate Wounds, Masterwork Great Sword, Masterwork Chain Shirt, Slippers of Spider Climbing, ~~Potion of Shield of Faith +4~~

**Rage (Ex):** HD 1d12+2d10+3d6+18, hp 51; AC 19 (touch 15, flat-footed 16); Grapple +7; Atk +7 melee (2d6+3, great sword (19-20/x2 crit)); Fort +9, Will +3, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 2d6 damage.

## Encounter Eight - APL 10

**Korbec:** Male Half-Orc Clr 10/Con 4; CR 14, Medium Humanoid; HD 10d8+4d6+14, hp 83, Init +0, Spd 20'/x4; AC 23 (touch 14, flat-footed 23) [[+9 armor, -1 dex, +5 deflection (potion)]]; Base Atk/Grp +9/+9; Atk +11 melee (1d8+1, spear +1 (20/x3 crit)) or +9 melee (1d4, dagger (19-20/x2 crit)) or +9 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +11/+6 melee (1d8+1, spear +1 (20/x3 crit)) or +9/+4 melee (1d4, dagger (19-20/x2 crit)) or +9/+4 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +9, Ref +4, Will +17; Str 10, Dex 8, Con 12, Int 12, Wis 23, Cha 12.

*Skills and Feats:* Concentration +15, Diplomacy +5, Knowledge: Religion +17, Spellcraft +15; True Believer, Still Spell, Divine Metamagic (Still Spell), Extra Turning, Reach Spell

*Possessions:* +1 Full Plate, +1 Spear, Cold Iron Dagger, Spiked Gauntlet, Divine Focus, 2 Potions of Cure Serious Wounds, 2 Pearls of Power 1<sup>st</sup> level, 1 Pearl of Power 2<sup>nd</sup> level, 1 Pearl of Power 3<sup>rd</sup> level, Ring of Sustenance, Periapt of Wisdom +4, Spell Pouch, ~~Potion of Shield of Faith~~ +5

*Spells Prepared* (6/7/7/5/5/4/4/2, DC = 16 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Command (2), Deathwatch, Doom (2), Shield of Faith]; 2—[Spiritual Weapon\*, Bear's Endurance, Cure Moderate Wounds, Hold Person (2), Owl's Wisdom, Silence]; 3—[Magic Circle Against Good\*, Bestow Curse, Blindness/Deafness, Contagion, Dispel Magic]; 4—[~~Unholy Blight\*~~, Castigate, Cure Critical Wounds, Freedom of Movement]; 5—[Flame Strike\*, Righteous Might, ~~Greater Command~~, ~~Dispel Law~~]; 6—[Stoneskin\*, ~~Antilife Shell~~, ~~Harm~~, ~~Mass Bull's Strength~~]; 7—[~~Blasphemy\*~~, ~~Repulsion~~]

\*Domain spell. *Domains:* [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear); Strength (perform feat of strength, add +10 to your strength for one round as free action)]

**Holg and Engong:** Male and Female Half-Orc Bbn 2/Ftr 4/Eye 2; CR 8; HD 4d12+4d10+16, hp 73, Init +3, Spd 40'/x4; AC 22 (touch 18, flat-footed 22) [[+4 armor, +3 dex, +5 deflection (potion)]]; Base Atk/Grp +8/+10; Atk +12 melee (1d8+1d6+5, orc double axe (20/x3 crit)) or +9

melee (1d4, spiked gauntlet (20/x2 crit)), Full Atk +10/+5 melee (1d8+1d6+5, orc double axe (20/x3 crit)) and +10 melee (1d8+4, orc double axe (20/x3 crit)); SQ Rage, Swing Blindly; AL CN; SV Fort +12, Ref +4, Will +1; Str 14, Dex 17, Con 14, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Intimidate +5, Listen +4, Survival +4; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Dodge, Mobility, Weapon Focus: Orc Double Axe, Weapon Specialization, Blind Fight

*Possessions:* +1 Shock/+1 Orc Double Axe, Masterwork Chain Shirt, 2 Potions of Cure Moderate Wounds, Cloak of Resistance +1, Locked Gauntlet, Spiked Gauntlet, ~~Potion of Shield of Faith~~ +5

**Rage (Ex):** HD 4d12+4d10+32, hp 89; AC 18, touch 14, flat-footed 18; Grapple +14; Atk +16 melee (1d8+1d6+10, orc double axe (20/x3 crit)); Full Atk +14/+9 melee (1d8+1d6+10, orc double axe (20/x3 crit)) and +14 melee (1d8+9, orc double axe (20/x3 crit)); Fort +14, Will +3, Str 22, Con 18. Lasts for 7 rounds, usable twice per day.

Swing Blindly (Ex): Gains an extra +4 to Strength while in a rage, but AC penalty is -4 instead of -2.

**Keth:** Male Half-Orc Bard 8; CR 8; HD 8d6+8, hp 42, Init +4, Spd 30'/x4; AC 16 (touch 11, flat-footed 15) [[+5 armor, +1 deflection]]; Base Atk/Grp +6/+6; Atk +7 melee (1d8+1, long sword (19-20/x2 crit)) or +6 ranged (1d6, composite short bow (20/x3 crit)), Full Atk +7/+2 melee (1d8+1, long sword (19-20/x2 crit)) or +6/+1 ranged (1d6, composite short bow (20/x3 crit)); AL CN; SV Fort +4, Ref +7, Will +7; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 16.

*Skills and Feats:* Diplomacy +18, Gather Information +15, Knowledge (arcane) +1, Knowledge (arch. & eng.) +1, Knowledge (dungeoneering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +1, Perform (instrument) +14, Perform (vocal) +14, Sense Motive +13; True Believer, Improved Initiative, Negotiator

*Possessions:* Masterwork Long Sword, Composite Short Bow, 40 Arrows, +1 Chain Shirt, 2 Potions of Cure Moderate Wounds, Masterwork Instrument, Cloak of Resistance +1, Circlet of Persuasion, Pipes of the Sewers, ~~Potion of Shield of Faith~~ +5

*Bard Spells Per Day* (3/4/4/2, base DC = 14 + spell level).

*Spells Known:* 0—[Daze, Flare, Mage Hand, Mending, Prestidigitation, Summon Instrument]; 1—[Charm Person, Cure Light Wounds, Grease, Tasha's Hideous Laughter]; 2—[Calm Emotion, Glitterdust, Invisibility, Summon Swarm]; 3—[Confusion, Haste, Slow].

**Vola:** Female Half-Orc Bbn 2/Ftr 2/Rog 3/Shd 1; CR 8; HD 2d12+2d10+3d6+1d8+8 hp 53, Init +3, Spd 40'/x4; AC 23 (touch 18, flat-footed 23) [[+5 armor, +3 dex, +5 deflection (potion)]]; Base Atk/Grp +6/+6; Atk +7 melee (2d6, great sword (19-20/x2 crit)) or +10 ranged (1d8+1, composite long bow (20/x3 crit)), Full Atk +7/+2 melee (2d6, great sword (19-20/x2 crit)) or +10/+5 ranged (1d8+1, composite longbow (20/x3 crit)); SQ Rage, Evasion, Sneak Attack, Uncanny Dodge, Hide in Plain Sight; AL CN; SV Fort +8, Ref +8, Will +1; Str 10, Dex 17, Con 12, Int 13, Wis 10, Cha 6.

*Skills and Feats:* Disable Device +5, Hide +15, Jump +9, Listen +5, Move Silently +15, Open Lock +7, Perform (dance) +3, Ride +4, Search +5, Spot +6, Survival +4, Tumble +12; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot

*Possessions:* +1 Composite Longbow, 40 Arrows, 2 Potions of Cure Moderate Wounds, Adamantine Great Sword, Mithral Chain Shirt, Slippers of Spider Climbing, ~~Potion of Shield of Faith~~ +4

**Rage (Ex):** HD 2d12+2d10+3d6+1d8+24, hp 69; AC 16 (touch 11, flat-footed 16); Grapple +8; Atk +9 melee (2d6+3, great sword (19-20/x2 crit)), Full Atk +9/+4 melee (2d6+3, great sword (19-20/x2 crit)); Fort +10, Will +3, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 2d6 damage.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

## Encounter Eight - APL 12

**Korbec:** Male Half-Orc Clr 10/Con 6; CR 16, Medium Humanoid; HD 10d8+6d6+16, hp 93, Init +0, Spd 20'x4; AC 27 (touch 14, flat-footed 27) [[+9 armor, -1 dex, +5 deflection, +4 natural]]; Base Atk/Grp +10/+10; Atk +12 melee (1d8+1, spear +1 (20/x3 crit)) or +10 melee (1d4, dagger (19-20/x2 crit)) or +10 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +12/+7 melee (1d8+1, spear +1 (20/x3 crit)) or +10/+5 melee (1d4, dagger (19-20/x2 crit)) or +10/+5 melee (1d4, spiked gauntlet (20/x2 crit)); AL CN; SV Fort +10, Ref +5, Will +20; Str 10, Dex 8, Con 12, Int 12, Wis 26, Cha 12.

**Skills and Feats:** Concentration +18, Diplomacy +6, Knowledge: Religion +20, Spellcraft +15; True Believer, Still Spell, Divine Metamagic (Still Spell, Reach Spell), Reach Spell, Extra Turning

**Possessions:** +1 Full Plate, +1 Spear, Cold Iron Dagger, Spiked Gauntlet, Divine Focus, 2 Potions of Cure Serious Wounds, 2 Pearls of Power 1<sup>st</sup> level, 1 Pearl of Power 2<sup>nd</sup> level, 1 Pearl of Power 3<sup>rd</sup> level, 1 Pearl of Power 4<sup>th</sup> level, Ring of Sustenance, Periapt of Wisdom +6, Spell Pouch, ~~Potion of Shield of Faith +5, Potion of Barkskin +4~~

**Spells Prepared** (6/7/7/7/6/5/4/4/3, DC = 18 + spell level): 0—[Cure Minor Wounds (3), Guidance (2), Read Magic]; 1—[Magic Weapon\*, Command (2), Deathwatch, Doom (2), Shield of Faith]; 2—[Spiritual Weapon\*, Bear's Endurance, Cure Moderate Wounds, Hold Person (2), Owl's Wisdom, Silence]; 3—[Magic Circle Against Good\*, Bestow Curse, Blindness/Deafness (2), Contagion, Dispel Magic (2)]; 4—[Unholy Blight\*, Cure Critical Wounds (2), Divine Power, Freedom of Movement, Spell Immunity]; 5—[Flame Strike\*, Righteous Might, Greater Command (2), Dispel Law]; 6—[Stoneskin\*, ~~Antilife Shell, Mass Bull's Strength, Harm~~]; 7—[~~Blasphemy\*, Repulsion, Word of Chaos (2)~~]; 8—[~~Power Word, Stun\*, Earthquake, Fire Storm~~]

\*Domain spell. **Domains:** [Evil (you cast evil spells at +1 caster level); War (weapon focus: spear); Strength (perform feat of strength, add +10 to your strength for one round as free action); Chaos (cast chaos spells at +1 caster level)]

**Holg and Engong:** Male and Female Half-Orc Bbn 2/Ftr 4/Eye 4; CR 10; HD 6d12+4d10+20,

hp 91, Init +3, Spd 40'x4; AC 27 (touch 18, flat-footed 27) [[+4 armor, +3 dex, +5 deflection (potion), +1 natural, +4 natural (potion)]]; Base Atk/Grp +10/+12; Atk +14 melee (1d8+1d6+5, orc double axe (20/x3 crit)) or +10 melee (1d4, spiked gauntlet (20/x2 crit)); Full Atk +12/+7 melee (1d8+1d6+5, orc double axe (20/x3 crit)) and +12/+7 melee (1d8+1d6+4, orc double axe (20/x3 crit)) or +12/+7 melee (1d4+2, spiked gauntlet (20/x2 crit)); SA Blinding Spittle 2/day; SQ Rage, Swing Blindly, Uncanny Dodge; AL CN; SV Fort +14, Ref +6, Will +3; Str 14, Dex 17, Con 14, Int 8, Wis 10, Cha 6.

**Skills and Feats:** Intimidate +7, Listen +4, Survival +4; Two-Weapon Fighting, Exotic Weapon Proficiency: Orc Double Axe, Dodge, Mobility, Weapon Focus: Orc Double Axe, Weapon Specialization, Blind Fight, Improved Two-Weapon Fighting

**Possessions:** +1 Shock/+1 Frost Orc Double Axe, Locked Gauntlet, Spiked Gauntlet, Masterwork Chain Shirt, 2 Potions of Cure Moderate Wounds, Cloak of Resistance +1, ~~Potion of Shield of Faith +5, Potion of Barkskin +4~~

**Rage (Ex):** HD 6d12+4d10+40, hp 111; AC 23, touch 14, flat-footed 23; Grapple +12; Atk +18 melee (1d8+1d6+9, orc double axe (20/x3 crit)), Full Atk +16/+11 melee (1d8+1d6+9, orc double axe (20/x3 crit)) and +16/+11 melee (1d8+1d6+8, orc double axe (20/x3 crit)); Fort +16, Will +5, Str 22, Con 18. Lasts for 7 rounds, usable twice per day.

**Blinding Spittle (Ex):** Ranged touch attack (+9 bonus) with a range of 20 feet. Target must succeed on a Reflex save (DC 18 if raging, DC 16 if not) or be blinded until they can rinse away the spittle.

**Swing Blindly (Ex):** Gains an extra +4 to Strength while in a rage, but AC penalty is -4 instead of -2.

**Keth:** Male Half-Orc Bard 10; CR 10; HD 10d6+10, hp 52, Init +4, Spd 30'x4; AC 24 (touch 15, flat-footed 24) [[+5 armor, +5 deflection (potion), +4 natural (potion)]]; Base Atk/Grp +7/+7; Atk +8 melee (1d8+1, long sword (19-20/x2 crit)) or +7 ranged (1d6, composite short bow (20/x3 crit)); Full Atk +8/+3 melee (1d8+1, long sword (19-20/x2 crit)) or +7/+2 ranged (1d6, composite short bow (20/x3 crit)); AL CN; SV Fort +6, Ref +11, Will +9; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 18.

**Skills and Feats:** Diplomacy +21, Gather Information +17, Knowledge (arcane) +1, Knowledge (arch. & eng.) +1, Knowledge (dungeoneering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Perform (instrument) +17, Perform (vocal) +17, Sense Motive +15; True Believer, Improved Initiative, Negotiator, Lightning Reflexes

**Possessions:** Masterwork Long Sword, Composite Short Bow, 40 Arrows, +1 Chain Shirt, 2 Potions of Cure Moderate Wounds, Masterwork Instrument, Cloak of Resistance +1, Circlet of Persuasion, Pipes of the Sewers, Cloak of Charisma +2, Lens of Detection, ~~Potion of Shield of Faith +5, Potion of Barkskin +4~~

**Bard Spells Per Day** (3/5/4/3/1, base DC = 15 + spell level).

**Spells Known:** 0—[Daze, Flare, Mage Hand, Mending, Prestidigitation, Summon Instrument]; 1—[Charm Person, Cure Light Wounds, Grease, Tasha's Hideous Laughter]; 2—[Calm Emotion, Glitterdust, Invisibility, Summon Swarm]; 3—[Blink, Confusion, Haste, Slow]; 4—[Freedom of Movement, Greater Invisibility].

**Vola:** Female Half-Orc Bbn 2/Ftr 2/Rgr 2/Rog 3/Shd 1; CR 8; HD 2d12+2d10+3d6+3d8+10 hp 65, Init +3, Spd 40'/x4; AC 27 (touch 18, flat-footed 27) [[+5 armor, +3 dex, +5 deflection (potion), +4 natural (potion)]]; Base Atk/Grp +8/+8; Atk +9 melee (2d6, great sword (19-20/x2 crit)) or +12 ranged (1d8+1, composite long bow (20/x3 crit)), Full Atk +9/+4 melee (2d6, great sword (19-20/x2 crit)) or +12/+12/+7 ranged (1d8+1, composite longbow (20/x3 crit)); SA Rage, Evasion, Sneak Attack, Uncanny Dodge, Hide in Plain Sight, Track; AL CN; SV Fort +13, Ref +13, Will +3; Str 10, Dex 17, Con 12, Int 13, Wis 10, Cha 6.

**Skills and Feats:** Disable Device +5, Hide +16, Jump +11, Knowledge (geography) +9, Knowledge (nature) +3, Listen +11, Move Silently +16, Open Lock +7, Perform (dance) +3, Ride +4, Search +5, Spot +6, Survival +4, Tumble +15; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Combat Expertise, Rapid Shot

**Favored Enemy:** Human

**Possessions:** +1 Composite Longbow, 40 Arrows, 2 Potions of Cure Moderate Wounds, Adamantine Great Sword, +1 Mithral Chain

Shirt, Slippers of Spider Climbing, ~~Potion of Shield of Faith +5, Potion of Barkskin +4~~

**Rage (Ex):** HD 2d12+2d10+3d6+1d8+30, hp 85; AC 16 (touch 13, flat-footed 16); Grapple +10; Atk +11 melee (2d6+3, great sword (19-20/x2 crit)), Full Atk +11/+6 melee (2d6+3, great sword (19-20/x2 crit)); Fort +15, Will +5, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Sneak Attack (Ex):** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an additional 2d6 damage.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

## Appendix Two – NPC Statistics

**Eliseg:** Male Half-Orc Druid 16; CR 16, Medium Humanoid; HD 16d8, hp 93, Init +0, Spd 30'x4; AC 21 (touch 14, flat-footed 21) [[+7 armor, +4 deflection]]; Base Atk/Grp +12/+12; Atk +12 melee (1d6+1, scimitar +1 (18-20/x2)); Full Atk +12/+7/+2 (1d6+1, scimitar +1 (18-20/x2)); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity, A Thousand Faces, Timeless Body, Wild Shape (Large, Huge, Plant, Tiny 5/day, Elemental 1/day); AL N; SV Fort +15, Ref +10, Will +24; Str 10, Dex 10, Con 10, Int 10, Wis 28, Cha 16.

*Skills and Feats:* Diplomacy +22, Knowledge: Nature +19, Spellcraft +13, Survival +28, Languages: Common, Orc, Flan, Druidic, Elven, Dwarven; Quicken Spell, Natural Spell, Eschew Materials, Craft Wondrous Item, Spell Focus: Evocation, Greater Spell Focus: Evocation

*Possessions:* Periapt of Wisdom +6, Ring of Protection +4, Cloak of Charisma +6, Vest of Resistance +5, +1 Scimitar, Ring of Evasion, Bracers of Armor +7

*Spells Prepared* (6/8/7/7/6/6/4/4/3, base DC = 19 + spell level; evocation spells are DC 21 + spell level): 0—[Cure Minor Wounds (3), Mending, Purify Food and Drink, Read Magic]; 1—[Cure Light Wounds (3), Detect Animals or Plants, Endure Elements, Obscuring Mist, Speak with Animals (2)]; 2—[Barkskin, Bear's Endurance, Flame Blade, Hold Animal, Owl's Wisdom, Lesser Restoration, Wood Shape]; 3—[Call Lightning, Cure Moderate Wounds, Daylight, Neutralize Poison (2), Remove Disease, Speak with Plants]; 4—[Dispel Magic, Flame Strike, Freedom of Movement, Rusting Grasp, Spike Stones]; 5—[Atonement, Baleful Polymorph, Call Lightning Storm, Death Ward, Insect Plague, Wall of Thorns]; 6—[Greater Dispel Magic, Fire Seeds, Mass Bear's Endurance, *Quickened* Owl's Wisdom]; 7—[Control Weather, Creeping Doom, Fire Storm, Heal]; 8—[Mass Cure Serious Wounds, Reverse Gravity]

**Hazen:** Male Half-Orc Cleric 16 (Trithereon); CR 16, Medium Humanoid; HD 16d8+32, hp 115, Init +0, Spd 20'x3; AC ( ) [[]]; Base Atk/Grp +12/+12; Atk +12 melee (1d8+1, mace +1 (20/x2)); Full Atk +12/+7/+2 (1d8+1, mace +1

(20/x2)); AL CG; SV Fort +17, Ref +11, Will +23; Str 10, Dex 10, Con 14, Int 12, Wis 26, Cha 16.

*Skills and Feats:* Concentration +21, Diplomacy +5, Knowledge: Religion +12, Spellcraft +20, Languages: Common, Orc, Flan, Elven, Dwarven; Eschew Materials, Empower Turning, Craft Wondrous Item, Glorious Weapons, Extra Turning, Divine Spell Power

*Possessions:* Adamantine Spiked +1 Mithral Full Plate of Heavy Fortification, Gauntlet of Rust, Periapt of Wisdom +6, Cloak of Charisma +6, Vest of Resistance +5, +1 Ghost Touch Disrupting Mace

*Spells Prepared* (6/8/8/8/7/6/5/5/4, base DC = 18 + spell level): 0—[Create Water (2), Detect Poison, Mending, Purify Food and Drink, Read Magic]; 1—[Sanctuary\*, Command (2), Comprehend Languages, Divine Favor, Detect Undead, Protection from Evil, Shield of Faith]; 2—[Status\*, Align Weapon, Consecrate, Lesser Restoration (2), Owl's Wisdom, Shield Other, Zone of Truth]; 3—[Prayer\*, Daylight, Dispel Magic, Invisibility Purge, Locate Object, Magic Circle against Evil, Remove Curse, Speak with Dead]; 4—[Spell Immunity\*, Death Ward, Dimensional Anchor, Divination, Freedom of Movement, Neutralize Poison, Tongues]; 5—[Spell Resistance\*, Flame Strike, Raise Dead, Slay Living (2), Symbol of Pain]; 6—[Heroes' Feast\*, Greater Dispel Magic, Heal (2), Wind Walk]; 7—[Repulsion\*, Greater Restoration (2), Holy Word, Word of Chaos]; 8—[Mordenkainen's Magnificent Mansion\*, Fire Storm, Greater Spell Immunity, Holy Aura]

\*Domain spell. *Domains:* [Community (Use *calm emotions* as a spell-like ability once per day, +2 bonus on Diplomacy checks); Protection (You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on their next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of one hour that is usable once per day)]

**Iosc:** Male Half-Orc Bar 1/Ftr 1; CR 2, Medium Humanoid; HD 1d12+1d10+4, hp 22, Init +1, Spd 40'x4; AC 16 (touch 11, flat-footed 15) [[+5 armor, +1 dex]]; Base Atk/Grp +2/+4; Atk +3 melee (1d12+3, great axe (20/x3)); SQ Rage;

AL NG; SV Fort +6, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 12.

*Skills and Feats:* Climb +3, Diplomacy +7, Intimidate +5, Sense Motive +5, Survival +4, Languages: Common, Orc, Flan; Power Attack, Negotiator

*Possessions:* Masterwork Breastplate, Masterwork Great Axe, Potion of Shield of Faith +3, 2 Potions of Cure Moderate Wounds

**Rage (Ex):** HD 2d12+2d10+3d6+1d8+30, hp 85; AC 16 (touch 13, flat-footed 16); Grapple +10; Atk +11 melee (2d6+3, great sword (19-20/x2 crit)), Full Atk +11/+6 melee (2d6+3, great sword (19-20/x2 crit)); Fort +15, Will +5, Str 14, Con 16. Lasts for 6 rounds, usable once per day.

**Cnut:** Male Stone Giant Sor 9; CR 18, Large Giant; HD 14d8+9d4+115, hp 215, Init +2, Spd 30'x4; Space/Reach 10 ft./10 ft.; AC 36 (touch 16, flat-footed 34) [[-1 size, +4 armor, +2 dex, +5 deflection, +16 natural]]; Base Atk/Grp +14/+26; Atk +21 melee (2d8+12, large great club (20/x2 crit)) or +21 melee (1d4+8, slam (20/x2 crit)) or +15 ranged (2d8+12, rock (20/x2 crit)); Full Atk +21/+16/+11 melee (2d8+12, large great club (20/x2 crit)) or +21/+16/+11 melee (1d4+8, slam (20/x2 crit)) or +15/+10/+5 ranged (2d8+12, rock (20/x2 crit)); SA rock throwing; SQ darkvision 60', low light vision, rock catching; AL N; SV Fort +19, Ref +11, Will +12; Str 27, Dex 15, Con 20, Int 16, Wis 12, Cha 24.

*Skills and Feats:* Climb +10, Concentration +24, Craft (stonework) +32, Heal +3, Hide +0/+8 (in rocky terrain), Jump +10, Knowledge: Arcana +15, Spellcraft +16, Spot +16; Combat Casting, Combat Reflexes, Far Shot, Point Blank Shot, Power Attack, Precise Shot, Skill Focus: Craft (stonework), Craft Wondrous Item

*Possessions:* +1 Large Greatclub, Cloak of Charisma +6, Bag of Rocks, +1 Hide Armor, Ring of Protection +5, Amulet of Natural Armor +5, Vest of Resistance +5, Rod of Lesser Maximizing, Rod of Lesser Sculpting

*Spells per Day* (6/8/8/5)

*Spells Known* (8/5/4/3/2, DC = 17 + spell level): 0—[Acid Splash, Detect Magic, Guidance, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic]; 1—[Expeditious Retreat, Magic Missile, Obscuring Mist, Shield, True Strike]; 2—[Cat's Grace, Glitterdust, Protection from Arrows, Touch of Idiocy]; 3—[Fireball, Protection

from Energy, Ray of Exhaustion]; 4—[Solid Fog, Greater Invisibility]

**Syroch:** Female Stone Giant Sor 6; CR 15, Large Giant; HD 14d8+6d4+100, hp 192, Init +2, Spd 30'x4; Space/Reach 10 ft./10 ft.; AC 30 (touch 14, flat-footed 28) [[-1 size, +3 armor, +2 dex, +3 deflection, +13 natural]]; Base Atk/Grp +13/+25; Atk +20 melee (2d8+1d6+12, large great club (20/x2 crit)) or +20 melee (1d4+8, slam (20/x2 crit)) or +14 ranged (2d8+12, rock (20/x2 crit)); Full Atk +20/+15/+10 melee (2d8+1d6+12, large great club (20/x2 crit)) or +20/+15/+10 melee (1d4+8, slam (20/x2 crit)) or +14/+14/+9/+4 ranged (2d8+12, rock (20/x2 crit)); SA rock throwing; SQ darkvision 60', low light vision, rock catching; AL N; SV Fort +14, Ref +6, Will +9; Str 27, Dex 15, Con 20, Int 10, Wis 16, Cha 22.

*Skills and Feats:* Climb +10, Concentration +14, Craft (stonework) +3, Heal +6, Hide +0/+8 (in rocky terrain), Jump +10, Spot +6; Combat Casting, Combat Reflexes, Far Shot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot

*Possessions:* +1 Large Greatclub of Shock, Cloak of Charisma +4, Bag of Rocks, Hide Armor, Ring of Protection +3, Amulet of Natural Armor +2

*Spells per Day* (6/7/6/4)

*Spells Known* (7/4/2/1, DC = 16 + spell level): 0—[Detect Magic, Guidance, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic]; 1—[Magic Missile, Obscuring Mist, Shield, True Strike]; 2—[Cat's Grace, Protection from Arrows]; 3—[Slow]

## Appendix Three – New Rules

### New Feats

**Profane Boost** (feat from Complete Divine p. 84): You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

**Elusive Target** (feat from Complete Warrior p. 110): The Elusive Target feat enables the use of three tactical maneuvers.

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

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

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

### New Spells

**Wrack** (spell from Complete Divine p. 190)

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft.+5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.



## DM Aid #1: Clear Sky Camp Gazetteer

**Type:** semi-nomadic (late spring and winter locations)

**Leader:** Eliseg ap Gell, half-orc druid of Obad-hai

**Population:** Approximately 750 half-orcs

**Economy:** Adventuring, Blacksmithing, Tanning, Sheep herding (approximately 4000 head)

In CY 588, several years after the invasion of Gyruff by Giant forces, Eliseg ap Gell established Clear Sky camp for his fellow half-orcs. Clear Sky offered a place where half-orcs could seek refuge, since they were persecuted nearly everywhere they went. The Ffolk of Gyruff frequently saw half-orcs as followers of the Giants, and many half-orcs could be found within the Giant ranks. Eliseg realized that something needed to be done, or else a self-fulfilling prophecy would come true, pushing the half-orcs firmly into the arms of the Giants. With the creation of Clear Sky, Eliseg offered an alternative to the Giants.

Many half-orcs had rejected, or at least turned away from, their orc heritage to embrace their human side. Clear Sky allowed these half-orcs to begin demonstrating that not all half-orcs were simply living reminders of orc brutality.

Over time, Clear Sky began building its reputation. Around CY 591, a rumor swept through Clear Sky that Eliseg had made a deal with Grand Duke Owen or some other high official of Gyruff. The details remained unknown.

Socially and politically, Clear Sky is made up of disparate elements that manage to function in a state of organized anarchy. A council of Elders makes decisions based on input from the general camp, although they make the final decision. Eliseg is the “head” of the council, in that he is the founder of Clear Sky. He wields awesome moral authority, but he is careful not to squash dissent. Eliseg is very old for a half-orc, and he realizes that he will soon have to select an “heir.” Clear Sky and Eliseg are near and dear to each other’s hearts.

The half-orc elders agreed on a set of rules under which the camp lives. They were written down by one of the elders and are posted in a central area of the camp as a reminder to everyone. Each half-orc learns these rules and some take pride in being able to recite them all.

1. Everyone eats.

There is food available for all who live in the camp, and sometimes clothing and shelter.

2. Everyone pays.

You live with us, you pay. You have no money, you work. Don’t pay, don’t work, and you go. The more you have, the more you give. Give enough, and you are an elder.

3. Everyone speaks.

We have no nobles. Everyone talks when we make a decision, and then the elders decide.

4. No one fights.

Fists and teeth are not fighting, but draw a weapon on one of us, and you draw a weapon on us all.

5. No one steals.

We don’t have much, but you can’t fight next to someone you have stolen from. Orcs steal. We don’t.

6. Everyone fights.

We are free because we are strong. Everyone gets a weapon, and learns how to use it. If you want to learn to fight, we will teach you. You must not show fear.

7. Otherwise, live as you will, and let others do the same.

8. If you are not a half-orc, live somewhere else.

9. If you espouse the worship of Wastri the Hopping Prophet, we will treat you like we would treat a worshipper of Gruumsh One-Eye.

A Clear Sky elder wrote a record of Clear Sky Camp after it had first been established. The camp remains the same in many ways, but it has grown substantially since the early days. The following is that early account of life in Clear Sky Camp in the elder's own words.

How we live. There are about 100 adults and more than 150 children in the camp, many of them orphans and refugees. We mostly herd goats, and raid the humanoids over the border. Some of us farm; more of us gather in the fields and forests.

We also work as laborers in Hochoch. We haul wood. We dig ditches. Our adventurers give so that we can buy things we need.

The camp – we live in crude huts and tents, surrounded by a fence, much the way of the ancient Flan. Our guards are watchful. At least four guards – some only children – watch our walls at all times, for orcs and other enemies. Our camp swarms with dogs and children. We have a council fire, where we serve a communal meal. We keep goats, chickens and other animals. We have a crude forge, and wood lodges where we keep our crafts and stores. The camp is rude and spartan, but we do not foul it as the orcs do. At night, the old and the young gather at the council fires, where we sing and lie and laugh. Our songs are harsh, but our voices are free. We speak Gyruff. Orcs speak Orcish, and we do not use it in the Camp.

How we deal with humans – we follow their law and fight for the liberation of Geoff. If you break their law, we will most likely turn you over to them. If you go to their town, then the Camp cannot protect you. If you want to leave the Camp and steal from the humans, we will cast you out and you can live with them.

How we pray - On the holy days, our clerics hold ceremonies under the sky, in the rain or snow. We are strong, and do not need stone halls to hide in. We have druids, and clerics of Trithereon and Kord. Anyone worshipping the One-eye will be killed. The young who show promise are apprenticed to our priests.

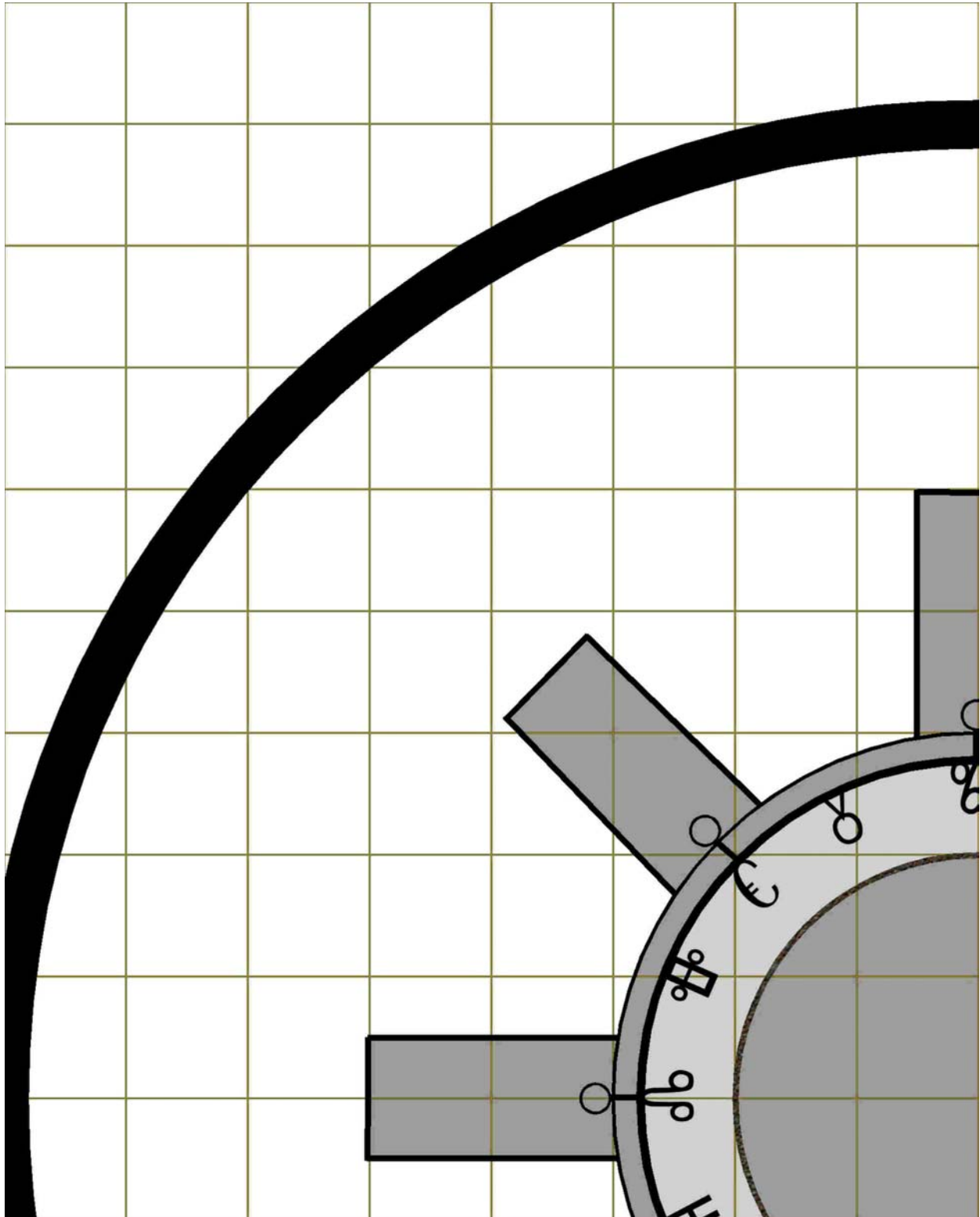
The old teach the young. Many of us have no families, so we watch out for each other. Any younger can be punished by any of the adults. An older kid who won't learn will be sent out to make his own way.

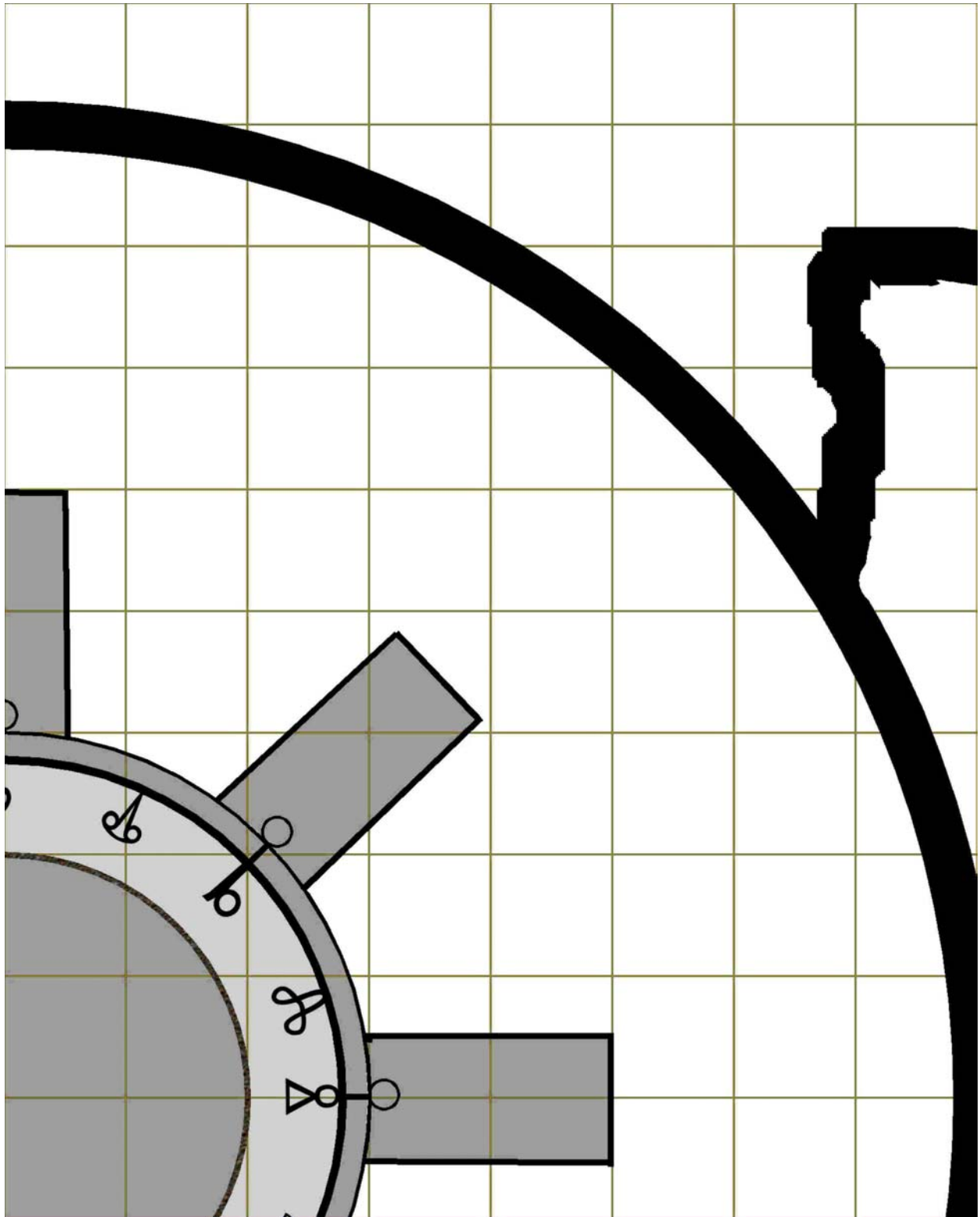
How we fight – many of us know the woods and hills. We are scouts, raiders and skirmishers. We serve the Governor as guides. Some serve in the ranks. When we raid, it is quick, and bloody. We ask no quarter and we give none. Our warriors are mostly lightly armed and armored, but many can run for hours. We use spears and clubs, and whatever else we take from our foes. Dark night and bad weather are our allies.

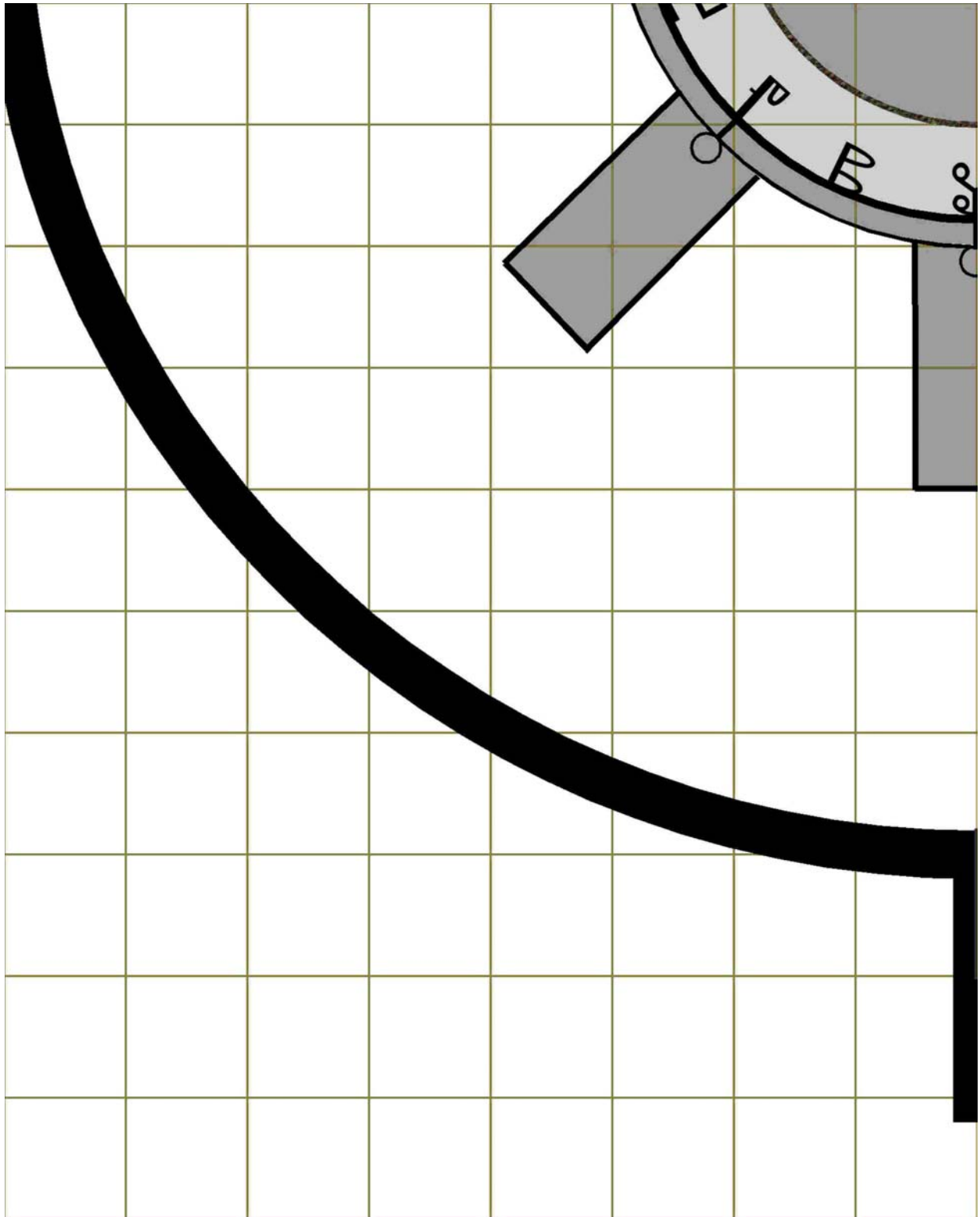
Who are our friends – we have few. Our warriors have fought for the knights. We welcome the Rangers to our camp, and our proud to fight beside them. Any bard is welcome by our fires, and while our coin is thin, our love for song is strong. We respect the Druids, and the servants of the Gods of Valor.

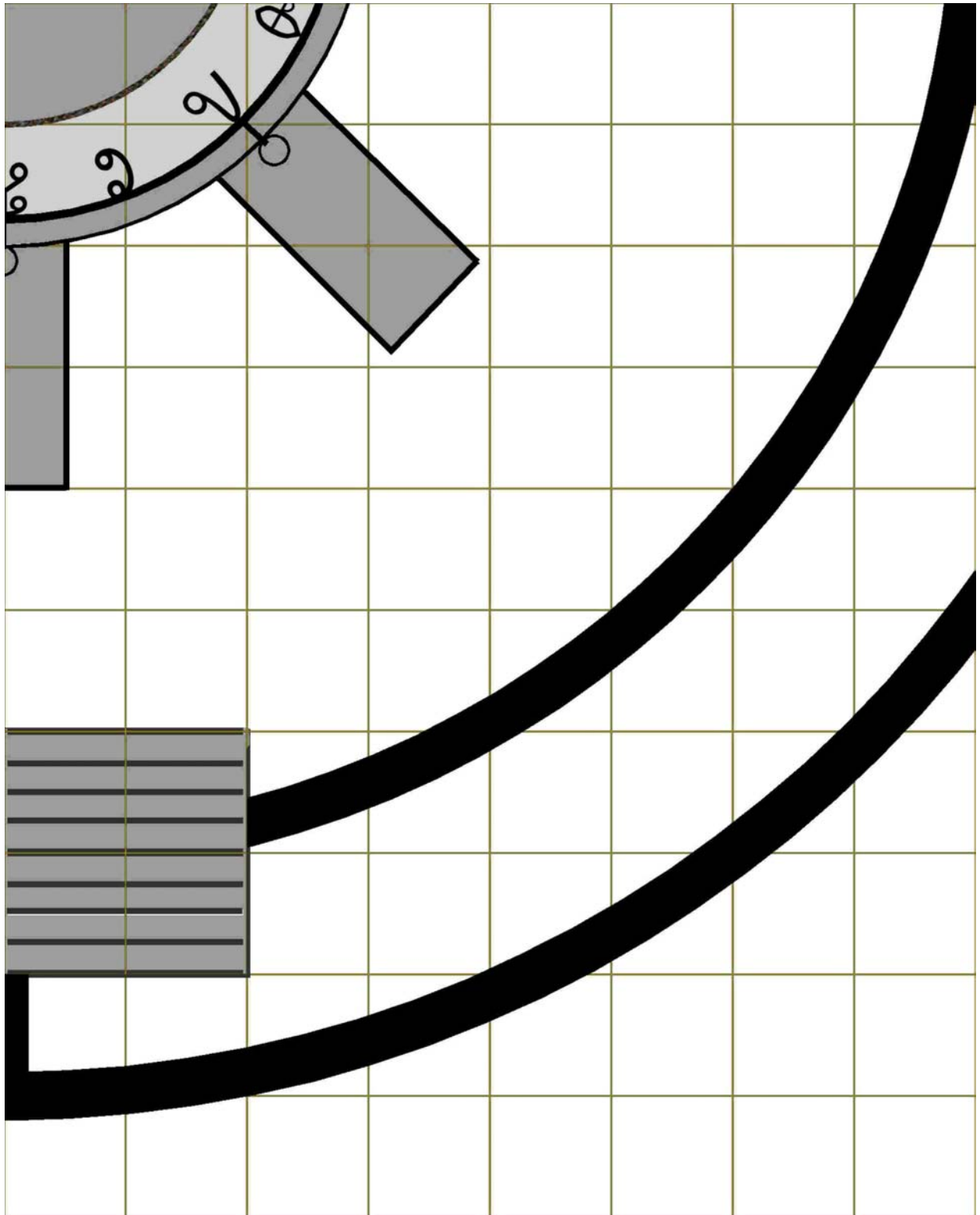
## DM Aid #2: Encounter 8 Map

The next four pages make up the map of the final encounter. It is suggested that these pages be trimmed and assembled to form the map of the final encounter.









## Player Handout #1



## **Player Handout #2**

### **Rules of Clear Sky Camp**

Everyone eats.

Everyone pays.

Everyone speaks.

No one fights.

No one steals.

Everyone fights.

Otherwise, live as you will, and let others do the same.

If you are not a half-orc, live somewhere else.

If you espouse the worship of Wastri the Hopping Prophet, we will treat you like we would treat a worshipper of Gruumsh One-Eye.



## **Player Handout #3**

Kera, things go well. Cnut has nearly completed repairing the chamber, and he suspects nothing about the real purpose it will serve. Everything will be ready for the ritual on the day I selected, the day I was banished from Clear Sky for simply revealing the truth. I need more elves. My divinations have shown that they will enhance the power of the ritual ten fold. I will make do with what I have for now. Your efforts have greatly helped me. I will not forget. Gather Vorroloc and Yesh and leave Clear Sky for a couple of days. Say you have to buy supplies for the winter. Hides are always necessary. During that time, Clear Sky shall be reborn.

## **Player Handout #4**

Kera, things go well. Cnut has nearly completed... suspects nothing about the... Everything will be ready..., the day I was banished from Clear Sky for simply revealing the truth. ...elves. ...ritual ten fold. ...efforts have greatly helped me. ...leave Clear Sky for a couple of days. Say you have to...are always necessary. ...Clear Sky shall be...

## **Player Handout #5**

Meet me at Cnut's place in the hills. It is easy to find. Just look for the Giant's Knees in the foothills of the Barrier Peaks. At the base of them is Cnut's house. Make sure you ring the bell. He hates to be surprised. We have some final details to go over before the ritual is cast.

## **Player Handout #6**

You have gathered enough people to enable the ritual. I wish you had gotten more elves, but I will have to make do. I recommend that you leave camp for a couple of days. I suspect that the ritual will have no effect upon you, as you are devoted disciples of the true God. Observe the camp from a distance, then report to me, and I shall reward you. With your aid we shall knock every piece of Law from Clear Sky by flinging blood and chaos at it.

Korbec

## Critical Events Summary

1. Did the PCs engage in evil acts such as torture when questioning the Half-Orcs?
2. Did the PCs attack or kill the Stone Giants?
3. How many victims were killed in Encounter Eight?
4. Which Conclusion did the PCs get?
5. Without prompting, did any of the PCs mention they were going to report the location of the ritual chamber to any authority such as the Knights of the Watch, the Old Faith, the Regent, etc? If so, who reported what to which group?